

Underneath the Temple

By Martin Teasdale

A Basic Fantasy Role-Playing Game Adventure

Release 6

Copyright © 2014 Martin Teasdale

All Rights Reserved

Distributed under the terms of the

Open Game License version 1.0a

Introduction

This adventure module is for use with the Basic Fantasy Role-Playing Game rules, and is intended for four to six characters of levels 2-5. If you don't have the Basic Fantasy RPG core rules, please visit www.basicfantasy.org and download a free copy.

Background

About a year ago, someone went missing from Vervallon, a small village living mainly from agriculture, and renowned everywhere in the kingdom for its high quality beer. Since then, the disappearances have been more and more frequent, and since the last two months, one person have disappeared every week.

Nobody in the small town witnessed anything strange and the villagers are getting really worried. Because of this, the mayor, Gilot Clinchamps, is offering 1000 gp to anyone who can solve the mystery.



What's Really Going On

About a year ago, a succubus came to the Temple of Cluvia, goddess of the harvest and the moon, and charmed the High priest and all his acolytes and servants. They are responsible for all the kidnapping in the village, bringing them to the succubus who fed from their blood.

As stated before, nobody saw any of the kidnappings, but the party may still want to question the town's people. The disappearances all seemed to take place at night, generally after a crowded night at the tavern. Also, an interesting fact (that should only be given to the party if they specifically ask for it) is that all the missing villagers were men.

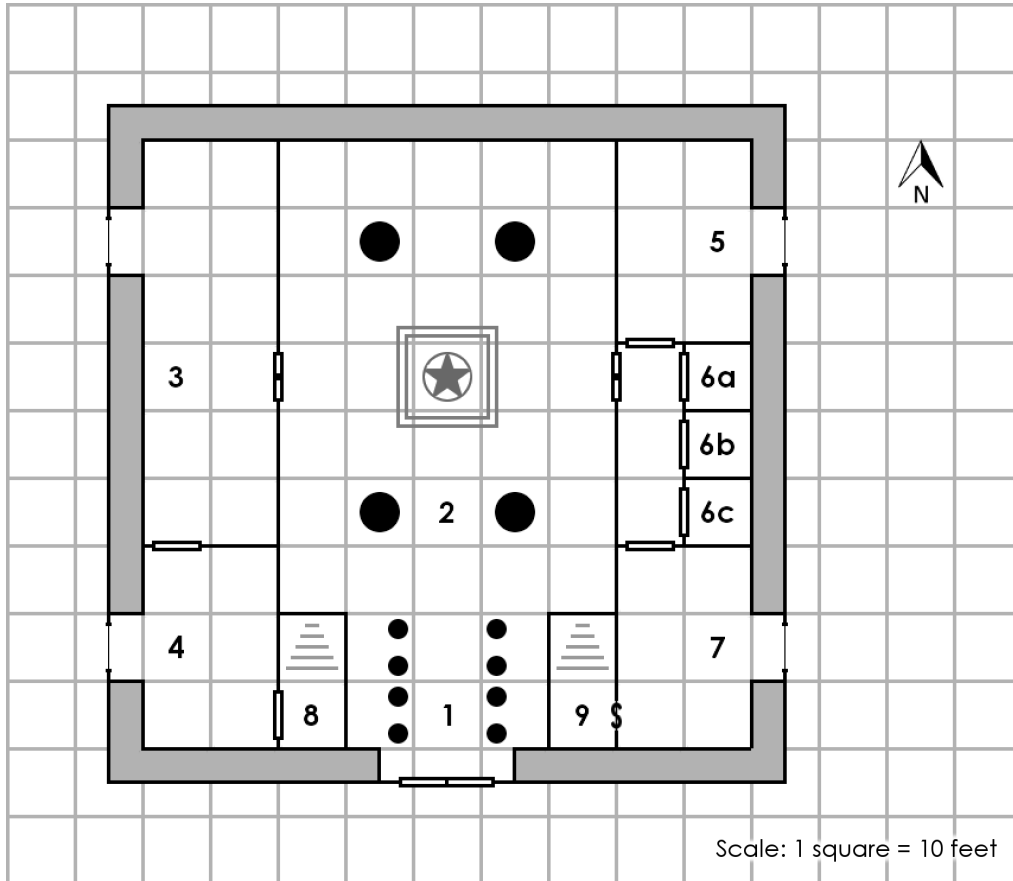
GM's Notes

The GM can introduce the adventure in different ways. The party can hear a rumor about the disappearances and the 1000 gp bounty, or they may get to Vervallon by coincidence, looking for a place to stay for the night. It could also be played like a standard dungeon, giving the plot directly to the party, or the adventurers could be victims of a kidnapping by the temple members. It's really up to you, the GM.

This module can be played as a standalone adventure or may be included in any existing campaign. In that case, the GM may want to change the name of the town and possibly the name of the Goddess worshipped in the village's temple.

A party that don't have any access to magic weapons may have a hard time in the final fight of this adventure. The GM should consider that fact before running the module.

Ground Level Map



Ground Level Key

The Temple of Cluvia is by far Vervallon's largest building. The stone walls are 15 feet high on the edges and much of them, except for the facade, are covered with vines. The painted wood roof is slightly slanted, leading to a verdigris bronze dome covering the temple.

The windows on both sides will be open during the day and closed by heavy wood shutters at night. If the party tries to break into the temple, treat those as a stuck door (roll of 1 on 1d6, adjusted by the strength score). The window's openings are pretty narrow, but a halfling, an elf or a female human should be able to sneak in easily.

1. ENTRANCE:

The entrance to the temple is a big and heavy double door made out of cherrywood. The brass door knobs are a bit tarnished.

The entrance is always locked during the night and because of its weight and high quality, any attempt to force the door needs to be rolled on a d12 instead of a d10.

2. MAIN SANCTUARY:

A barrel vault ceiling about 15 feet high covers the hall of the sanctuary, supported by eight columns. A green carpet with a yellow abstract pattern leads to a twenty foot tall

statue of Cluvia. In the center of the sanctuary, four marble pillars support a dome forty feet high at the apex.

This is generally where the high priest, Philibert, can be found during the day (80% chance). Otherwise, he will be somewhere in the basement. The priest is a tall and thin man, with black hair and green eyes. He always wears his fine silvery chain mail under a loose green velvet tunic.

Philibert will answer politely to the party, but won't reveal any information of importance. He will also try to question the party to know what they're doing in the area. If the party is hostile, Philibert will flee by the kitchen to the basement, using his **potion of invisibility** if needed. In this case, he will try to give the alarm to his acolytes.

Philibert: AC 17, Cleric 6, #At 1 mace or spell, Dam 1d8 or by spell, Mv 30', Sv C6, MI 11, XP 555

Spells : **Cure Light Wounds, Protection from Good, Hold Person, Silence 15' Radius, Striking.**

Equipment: **Chain Mail +1**, Shield, Mace, **potion of invisibility**, 17 gp, gold medallion (worth 400 gp).

HP 19

3. DINING HALL:

A long wooden table stands in the center of this room. There is a bench on both sides and a chair with armrests at one extremity. The fireplace on the north wall is unlit and a bookshelf occupy the east wall.

This room is where the High Priestess and her acolytes takes their meals. It is also used during the day for reading and studying, or as a meeting room.

A few books seems to be missing from the bookshelf. In fact, every holy books about the goddess have been taken away. If the party wants to search the bookshelf (which will take about a turn), there is a 30% chance that they find each of these cleric scrolls : **Cure Light Wounds, Purify Food and Water** and **Spiritual Hammer.**

4. KITCHEN:

Two ovens occupy the south wall of the kitchen. A small table is in the center of the room, with a pile of unwashed plates and utensils on top of it. Overall, the place looks unkempt.

Two servants will generally be there during the day. Otherwise, there is nothing of interest here.

5. ACOLYTES' CHAMBER:

This room contains eight single beds, each one having a little wood crate at the foot.

This is where the temple's acolytes and servants sleep. They are usually there during the night, and there is a 20% chance of finding two servants here during the day.

The crates contains 121 cp and a dozen of yellow tunics (those that the acolytes and servants wear).

2 Temple Acolytes: AC 14, Cleric 3, #At 1 Mace, Dam 1d8, Mv 40', Sv C3, MI 9, XP 100

Spells : **Darkness, Cause Fear.**

Equipment: Mace, Shield, Leather armor.

HP 8
7

6 Temple Servants: AC 13, HD 1, #At 1 Quarterstaff, Dam 1d6, Mv 40', Sv F1, MI 8, XP 25

Equipment: Quarterstaff, Leather armor.

HP 2 4
8 5
2 6

6a, 6b 6c. MEDITATION CELLS:

Those small rooms were used to pray Cluvia, but aren't used anymore. They only contain a reed prayer mat each.

7. PHILIBERT'S CHAMBER:

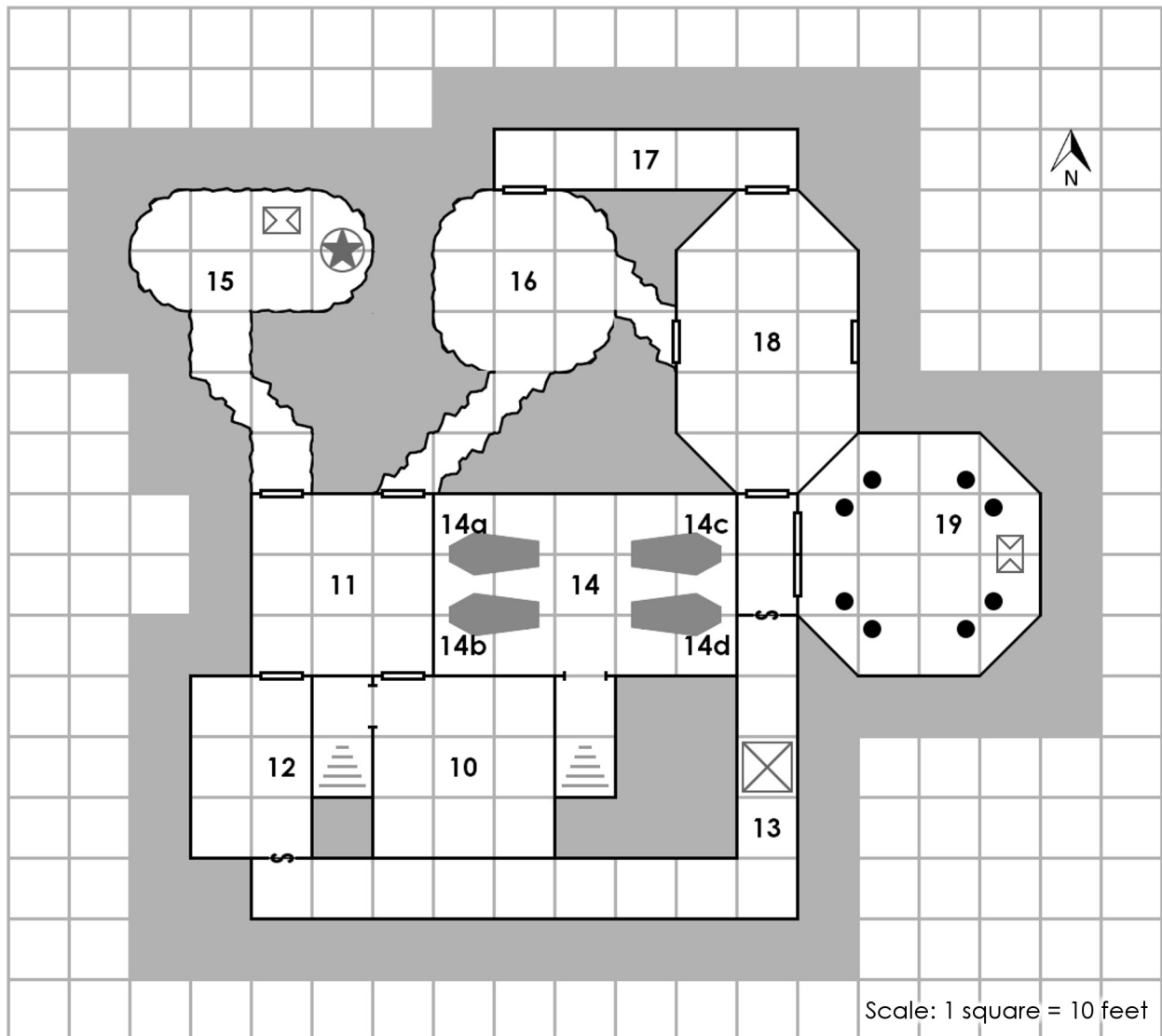
This room contains a small desk, a window and a canopy bed on the east side. The west wall is entirely covered by a mural depicting a harvest scene.

This is the high priest bedroom, he will generally be sleeping there at night.

The desk contains 32 sp, a vial of ink, an inkpen and a few sheets of paper. Some are covered by meaningless gibberish, done by Philibert, which is slowly losing his sanity.

The northern part of the mural is actually painted on a wooden wall, which can be bashed down to get access to the crypt. Any character that find the secret door must roll 1 on 1d10 (modified

Basement Map



by the Strength score) to do that. Otherwise, the wooden wall can be smashed down with axes or similar slashing weapons.

8. STAIRS TO THE BASEMENT:

These stairs lead to the room #10 of the basement.

9. STAIRS TO THE CRYPT:

The stone floor of this small room is covered with dust. The air is humid and smells musty. It looks like nobody came here since a long time.

Nobody in the temple know of the secret passage to this room. The stairs leads to the crypt (room #14 in the basement).

Basement Key

Every room of the basement has been dug out recently, except for rooms **10, 11, 12** and **14**. The work have been done by the servants and acolytes since the succubus took control of the temple.

10. STORAGE ROOM:

The walls and floor of this room are all made of stone. The ceiling is supported by wooden beams and is around 8 feet high. A few crates and boxes are stacked on the ground.

The crates contains flour, dried beans and other dry goods. There is nothing more of interest here.

11. LARGE ROOM:

This large room is pretty much empty, except for some trash and ripped books on the floor.

The books are the ones missing from the shelves in room #3. Those were Cluvia holy texts, but have now been ruined by the priests. If the party search the pile of trash for one turn, they will find a decorative silver sickle, used for ceremonies, worth 200 gp.

12. WINE CELLAR:

The ceiling to this room is arched and there is a barrel rack holding 6 oak barrels on the eastern wall. Some squeaky noises can be heard from behind the rack.

The door to this room is locked. The five first barrels contain beer, while the southeast one is empty, covering a hole in the wall leading to the secret passage (#13).

A pack of giant rats hides behind the barrels; if not surprised themselves, they will surprise on 1-4 on 1d6.

If the rats fail a Morale check, they will try flee by the hole in the south wall, giving a clue to the party about the secret passage.

12 Giant Rats: AC 13, HD 1d4, #At 1 bite, Dam 1d3 + disease, Mv 40', Sv F1, MI 8, XP 10

HP	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□
	2	□□	2	□□

13. SECRET PASSAGE:

This passage is narrow and the ceiling is really low. The air smell like a mix of dust and humidity.

There is a pit (marked on the map) near the east secret entrance, that will trigger if more than 250 pounds is placed upon it. Any character standing there must make a save against Death Ray, with dexterity bonus applied, or fall in the 20 feet pit taking 2d6 damage.

14. CRYPT:

The ceiling of this stone room is around 7 feet high. The air is chilly and everything is covered by a thick layer of dust. There are two stone coffins on each side of the room.

Nobody entered this crypt since the last 60 years. This place is where the deceased high priests of the temple were buried, but it has been sealed

and forgotten. The coffin lids can be lifted off by characters having a total Strength of 25 or higher.

Coffin **14a**, **14c** and **14d** each contain the skeleton of a man with a green tunic. In coffin **14c**, the skeleton also wears a gold crown set with seven emeralds (worth 800 gp) and an old rusty mace (which is actually a **Mace +1, +3 vs. Demonic Creatures**). The succubus in room #19 is considered a demonic creature, so a party that find the crypt will definitely have an edge for the final fight.

Coffin **14b** contains a wight. It will attack the party if the coffin lid is moved, but otherwise won't do anything.

Wight: AC 15 †, HD 3*, #At 1 touch, Dam energy drain (1 level), Mv 30', SV F3, MI 12, XP 175

HP 12

15. STATUE ROOM:

In this cave, there is a few blocks of stone of various size used for carving sculptures. There is an unfinished statue of a woman, with the left arm broken off and the visage still undone. A plain looking pine chest is placed between two big stone blocks.

The statue is actually a Stone Living Statue. It will only move and attack the party if the chest is opened.

The chest contains 1857 cp, a **Dagger +2**, a **Potion of Control Animal** and a set of Malachite earrings worth 75 gp.

Stone Living Statue: AC 16, HD 5*, #At 1 lava spray, Dam 2d6, Mv 20', Sv F5, MI 12, XP 405

HP 17

16. GHOUL'S CAVE:

This cave smells like death and the air is cold. Bones are scattered all over the muddy floor.

The door to this room is stuck from dampness. This is the lair of the ghouls. If they heard the party coming, they will try to hide in a corner and will surprise the party on a roll of 1-3 on a d6. If the ghouls fail their surprise roll, read this to the party :

You're not sure at first of seeing it, but something moved quickly in the darkness on the other side of the room. Furthermore, you can feel that something is watching you...

7 Ghouls: AC 14, HD 2*, #At 2 claws/1 bite, Dam 1d4/1d4/1d4, all plus paralysis, Mv 30', Sv F2, MI 9, XP 100

HP 13
 9
 7
 5
 4
 15
 6

17. NARROW HALLWAY:

A gelatinous cube blocks the passage of the corridor. As it doesn't contain any objects, it will surprise the party on a roll of 1-4 on a d6.

Gelatinous Cube: AC 12, HD 4*, #At 1 slam, Dam 2d4 + paralysis, Mv 20', Sv F2, MI 12, XP 280

HP 24

18. SECRET MEETING ROOM:

This octagonal room contains an old and rotten round table with 9 chairs. It is the new meeting room used by priests. If Philibert and any of his acolytes or servants that still haven't be encountered (or who have fled from the party) will be found here.

The east door is blocked and leads to a part of the dungeon that stills need to be dug. Any character opening the door must save vs. Petrification or takes 1d10 damage from falling rocks.

The south door is locked.

19. LAIR OF THE SUCCUBUS:

Eight granite pillars support a dome covering this octagonal room. A big wooden chest with bronze latches is placed on the wall facing the entrance.

In the center of the room, a lightly clothed woman is staring at you, smiling. Unlike what you expected though, the woman also have big scaly wings and her fingers end with long, curved claws. After a few seconds watching her, frightened, you start to understand what's really going on in this temple...

This room is the den of the succubus who took control of the temple. If the party initiates a conversation, she will try to get some information about the party to help her deal with them. In any case, the encounter will end with a fight, as the succubus is confident of her chances and doesn't want her plan to be discovered by the villagers.

The succubus will try to charm a few party members at first using her spells. In the heat of the fight, it will be pretty much impossible for her to give the charmed characters any orders, so the GM may want to make them stand there, doing nothing.

If the party took the secret passage to get the this room, the noise may alert the priests in room #18. Every round, they have 20% chance hearing the ongoing fight. They will then arrive after 2d6 rounds.

Defeating the succubus will break the charm affecting the priests and acolytes still alive. The other kidnapped villagers have already been slain by the succubus.

The chest on the west wall is locked and contains 703 pp, a gold and ebony letter opener worth 1000 gp, a jade statuette of a bird worth 600 gp and a **potion of speed**.

Succubus: AC 20, HD 7**, #At 2 claws, Dam 1d4/1d4, Mv 30', Fly 50', Sv C6, MI 7, XP 800

Spells : **Charm Person, Suggestion, Darkness, Dimension Door, ESP** and **Clairaudience** (as the potion), at will, as a 12th level caster.

Resistances : Immune to lightning and poison. Takes half damage from acid, fire and cold attacks. May only be hit by magical weapons.

HP 26 □□□□ □□□□ □□□□ □□□□
 □□□□ □

(For more information about the succubus, please check out **The Basic Fantasy Field Guide of Creatures Malevolent and Benign**. For a complete description of the **Suggestion** spell, read the **Illusionists** supplement. Both are available for free on www.basicfantasy.org.)

Open Game License

Designation of Open Game Content: The entire text of Taming the Flames (except the Open Game License, as explained below) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal trademark of Chris Gonnerman for his various products; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

The terms of the Open Game License Version 1.0a are as follows:

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game Copyright © 2006-2014 Chris Gonnerman.

Underneath the Temple Copyright © 2014 Martin Teasdale.

END OF LICENSE

Additional Credits:

Artwork : Ariane Petitclerc

Proofing: Ariane Petitclerc & James Lemon