

Gregorius21778:



20 Sacred Sites

Labyrinth Lord
Compatible Product

Version 1.1; written by Kai Pütz
(c) 2017

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About this supplement:

20 Sacred Sites is a collection of special locations for high fantasy OSR RPG. They are places of magic or divine grace, and likely to be holy (or at least important) to the people in the area. Others are forgotten (or even shunned) remains of a faith that is long past its peak of adherence. All of them offer a benefit to those who visit them, but some do not grant it without a ritual, test or sacrifice.

The sites are meant to be used as a side quest, as the focal point of a quick “journey session” (just add random encounters on the way) or as a point-of-interest in a hex-crawl or sandbox scenario.

Enjoy!

01# The Fountain of Youth

The focal point of the sacred site is a natural spring. The water erupts from a rock formation and pools in a carefully arranged, shallow marble basin. Thick moss grows along its edges, and the characters will startle singing birds that sat there as they approach. The water is crystal clear with no sign of pollution by local flora or fauna.

Those who drink the water of the Fountain of Youth will rejuvenate and become 3d6 years younger. Nobody can benefit from the Fountain of Youth more than once.

02# Stoneface Oracle

The site is centered upon a small temple, that is not more than a vestibule with seven stone steps which lead down into a small underground chamber. The wall next to the entry features the large fresco of a (minor) deity. If those of the matching faith kneel and pray before the fresco in solitude for 2d6 turns, there is a 20% chance that the fresco will come alive and prompt the believer to “ask what is on your heart”.

This miracle is equal to the 5th level *Commune* cleric spell, but the petitioner may ask up to five yes/no questions. The oracle will answer to the prayers of any given character only once per year (once per month in the case of a cleric of the deity that the fresco depicts). When a character’s prayers are not answered on a given day, he or she may try again after the next dawn.

03# Altar of Final Hope

The Altar of Final Hope is located in a 3’x 8’ unadorned cuboid that has been hewed out of a large granite bolder, in a bowl-shaped hollow surrounded by five statues depicting angels and/or guardians of the realm of the dead. If a (mostly) complete corpse that has not been dead for more than three weeks is placed on it by dusk and left there till dawn, there is a 4 out of 6 chance that the dead is reanimated as per the *Raise Dead* cleric spell. Otherwise, the corpse will quickly crumble to dust at dawn, and a upcoming breeze will disperse the dust so that no attempt to revive the deceased can ever be made again.

04# Portal of Absolution

The Portal of Absolution is a large, arched and freestanding doorway made of stone. At the other side of it, a life-sized statue of a saint that was known for kindness and charity (also called “the Pardoner”) has been erected. It reaches out with its hands like it would call for a person on the other side of the doorway to walk through.

A character that steps through the doorway and towards

the Pardoner will be liberated from all *curses* if the character has fastened for at least a day per curse before. Those who step through the doorway while turning their back towards the Pardoner will suffer a *curse* instead: whenever they ask forgiveness from a mortal, they will only be granted it if a roll with 2d6 shows doubles.

05# Altar of the Great Smith

The Altar of the Great Smith is an anvil thrice the size of a normal one, and is dedicated to a deity of crafts and smithery. If a weapon is placed onto and the altar itself struck three times with a hammer, the weapon will count as a magical weapon till the next new moon.

06# Pond of Purification

The sacred site contains a natural pond with a larger-than-life white marble statue of a deity (or saint) of purity and/or healing on its ground. The statue is visible through the crystal clear water and lies on its back. Its eyes seem to rest on whoever peers down to it. Those who dive down to the ground (which is not a dangerous dive) and kiss the statue onto its forehead will have all illnesses they suffer from be gone as soon as they leave the water, but the white marble will quickly be covered with a dirty-brown film of alga in turn. The brown alga will slowly chip away from the statue and dissolve in the water, so that it is clean again after 3d6 days. Healing will only be granted by a clean statue, and any attempt to clean the statue will infect the last illness it cured onto the cleaner (or cleaners).

07# Resting Place of the Wise Ancestors

The sacred site is a three story high mausoleum where the people used to entomb their most wise and respected sages and figures of authority. The circular shaped walls of white marble are partly overgrown with ivy, and some of the life-sized statues that line the path to it are worn and damaged by the ravages of time. The copper leafing of the gate is green with patina, and while the gate itself is not locked it is hard to push it open. Inside, the walls are lined with alcoves where the dead have been entombed, reachable by free-standing marble stairways and wide ledges supported by columns.

Those who enter the center of the mausoleum, introduce themselves loudly and state the number of questions that they wish to ask will be witness to the appearance of numerous ghostly silhouettes. They rise out of the different alcoves and float towards the petitioner. To any other, the ghosts stay unseen unless those present have means to see what is invisible (or from beyond).

Questioning the Wise Ancestors is equal to the *Contact the Other Plane* magic-user spell, but with the following exceptions.

characters of Lawful alignment will always get a true answer

only characters of Chaotic alignment need to check for Insanity

any question that centers on **personal** wealth and fortune will be treated as "irrelevant!"

#only a number of questions equal to the level of the character may be asked before the ancestors refuse to be questioned further. From that point their only answer will be "Begone!"

08# Kiss of the Sky

The peak of a high mountain, the highest in the surrounding area, is the sanctuary of the Kiss of the Sky. Clerics that sleep or rest there, below the open sky and between the five pillars that form the sanctuary (which symbolize important elements or virtues; e.g. water, wind, earth, fire and spirit) will be able to memorize the *Wind Walk* cleric spell at 10th level. Furthermore, if the spell is cast in this very place, the cleric may take up to five other characters along (instead of one per 8 levels).

09# High Sanctuary

The High Sanctuary is one of the oldest monasteries in the country, a remote place for pious reclusiveness and contemplation of the divine. Clerics that stay in the High Sanctuary for a number of days equal to twice their level will find deeper understanding of themselves and their deity. As a result, they may learn and cast spells that are up to two levels higher than their current experience level. This bonus fades away after (1d4+Wisdom Bonus) days outside of the High Sanctuary, as the mundane distractions that come with a regular life dim the clear view of the self and the divine.

10# Shrine of Vengeance

The Shrine of Vengeance is located at the bottom of a deep but narrow chasm, which is believed to be the result of the bitter cries of a deity of justice over the dishonorable ways of mankind. Those who lost a loved one by violence or who were given an oath that has been broken may climb down into the chasm to seek vengeance. The shrine is one marble square at the ground. Sulfur comes up from the surrounding cracks, and the very air glistens with heat. Those who made it to here and cry out their claim to vengeance so that it echoes up through the chasm will cause a *Meteor Swarm* (as the 9th level spell) to go down on the target of their vengeance at that very moment.

11# Untainted Spring

A little up in the mountains there is a large pool of steaming water, surrounded by the sheer mountain side at its back and a semi-circle of five small boulders at its front. The boulders are irregular in shape but smooth as pebbles, and when touched they glow with a soothing green hue. The pool itself is fed by a hot spring. Steam rises slowly into the air, and near its center small lines of bubbles constantly rise to its surface. For uncounted generations this hot spring used to be a gathering area of fairies and elves, but these times have passed.

The place is still one of magic, and those who take a long bath in it will have their maximum hit points temporarily increased by three hit dice (according to class). Once the hit points drop below this value the bonus is lost. After the spring was used this way, its magic will fade for 2d8 days.

12# Gilded Icon of Enlightenment

On a hill surrounded by barren land, a saint had a vision while praying to his deity: a vision so clear and revealing that the saint gathered funds and supporters to raise a shrine in this area, with a gilded icon in honor of the deity and the vision. Those who wander the barren hills in rags and piety, and who chastise themselves with flails as they walk among the thorny bushes (1d4 points of damage at the end of the small journey) will be granted an epiphany after they prayed in front of the gilded icon for 2d3 hours. Every character may only have this epiphany once in a lifetime, and will gain 2d4x 100xp from it.



13# Tree of Gifts

In a deep forest that is rumored to be touched by a deity (or powerful spirits) is a clearing with one huge tree at the center. The upper branches of this tree, whose size rivals that of a tower but is never seen from outside of the clearing, carry delicious green-red apples. Those who eat *one* will be gifted with a magical ability (and know about it) (d6).

1# The character may see all things invisible for 1d4 rounds after closing the eyes for 1 round.

2# Natural, wild animals will never attack the character unprovoked.

3# The character will always heal an additional hit point per day.

4# The character will only need to eat half of the food he or she would usually have to (in order to avoid hunger and starvation).

5# Once per session, the character has one re-roll that is not bound to a special type of roll (but does not apply to a level up or downtime activities).

6# Once per day, the character may double the own strength bonus for five rounds.

If a character eats further apples from the tree, those will not grant additional gifts but have the effect of a class 2 poison instead. Any apple will rot within a turn after being plugged.

14# Chthonic Altar

Below ground, deep inside a network of caverns, tunnels and chasms, stands an altar. It is a large but flat volcanic stone that does not match the surrounding flowstone in the cave. Behind it is a cave wall that's surface vaguely resembles inhuman faces if it is stared at long enough. When a live sacrifice is made on the altar, the blood will seep into its surface while grayish vapors rise from it. Inhaling the vapors clouds the senses but opens the mind to entities that exist at a merciful distance to our world.

After a sacrifice has been made and the vapors have been inhaled, a character may ask questions as per the *Contact the Other Plane* spell (LL p. 29). The chance for Insanity is reduced by the nature of the sacrifice that has been made. (-5%) for a mid-sized animal (e.g. a goat), (-15%) for a small monster (up to 2 HD), (-10%) for a human or humanoid (3 HD+) and (-20%) for a dwarf or elf of any level. If more than one character inhales the vapors to ask questions, the base Insanity chance for all characters is increased by 15% per additional character.

15# The Healing Hand

In a remote place that may only be reached via a mountain pass, a small shrine has been built in honor to a stern but benevolent deity. A slightly larger-than-life statue has been erected there that depicts the deity with one arm raised, a palm facing outward as if she would bless somebody in front of her. Those who kneel down in front of the statue and place their lowered head in line with the statues hand may gain a divine favor.

When the character prays and pleads kneeling in front of the statue for 2d6 turns and gains a better result than *Indifferent* on a random reaction roll, the PC will either have a *Remove Curse*, *Remove Disease* or *Cure Critical Wounds* spell cast upon him or her. The reaction roll is not modified by Charisma, but by other factors (see below). The character may try more than once per day to gain the deity's favor, but each attempt takes 2d6 turns.

The character is of lawful alignment +2

The character is of neutral alignment -1

The character is of chaotic alignment -3

Each successive attempt -1

The third attempt +6



16# The Circle of the Six Maidens

On a forested island in the middle of a large lake stands a small temple with a silver plated, domed roof. The inside is empty but for six marble statues arranged around a circular mosaic of basalt and yellow pyrites. All six statues face inside the circle and resemble women, clad in thin and very revealing gowns.

One of them has a beautiful face and is depicted with flowers woven into the hair [CHA].

The second has the head of an owl, which it tilts slightly [WIS].

The third has the face of an old woman with a benign smile, and holds a scroll in her hand [INT].

The fourth has the head of a mare with a braided mane as well as bountiful hips and strong, but well-defined legs [CON].

The fifth has the head of a cougar and seems to be ready to evade to the left [DEX].

The last is a most strange of sights: on the body of a strong, broad-shouldered and small-breasted woman rests the head of a long-horned cow [STR].

A character that steps into the circle and kisses one of the statues will have the matching attribute permanently increased by +3 points (up to the maximum of 18), but all of the maidens the PC did not kiss will *each* place a *curse* onto the character that will reduce their matching attribute by one (minimum: 3). A character that kisses more than one statue earns the scorn (the *curses*) of all and the benefit of non. Even worse, the penalty imposed by the curses will worsen to (-2).

17# The Gauntlet

A shrine to a deity of war has been erected inside of a crack high up in the flank of a mountain. The ascent is strenuous (and dangerous if attempted in heavy armor), but not impossible. The crack itself is wide enough for two chariots to pass side by side at the opening, but narrows with each step. At the end of the crack, a relief of the deity has been hewed out of the sheer stone. It is flanked by two coal pans in which eternal, elemental fire burns. The walls left and right have been covered and smoothed with plaster, and been adorned with a painting of a large and brutal battle scene. Anyone who passes the length of the crack to reach the relief at the end will begin to hear the noise of battle, faintly at first but growing louder with each step.

After a few steps, a character will receive a cut out of nowhere (1d4 dmg). A character that walks on will have another wound magically manifest itself (1d6 dmg) later. The final blow will come before the last three steps on the way to the relief (1d8 dmg). Those who passed the gauntlet and kneel in front of the relief will have half of the dealt damage restored (no other healing magic works

in this sanctuary) and receive a vision of the gift that has now been bestowed upon them: the next time the character holds a weapon high and shouts out the name of the deity, the deity will bestow upon the character the equivalent of the *Protection from Normal Missiles* spell (p.38) and turn the weapon into a magical +1 weapon for 12 turns. In addition, the first three blows that the character receives after he or she called upon the deity will be reduce to one point of damage each.

18# Bath of Beauty

The sanctuary has been erected around a cliff with a waterfall that carries especially clear (but ice cold) water from deep inside of the earth. A now ivy covered, seven feet high wall, made from smooth stones, has been erected around the site. The opening in it is shielded by another small wall of the same type, so that the waterfall and the pond are out of sight until one stands right in the opening of the wall. The pond itself is only ankle deep, the stones on its ground are smooth and there is no vegetation.

Whoever showers in the waterfall will be gifted with beauty, and the CHA attribute will increase by one point for every round of showering (till the maximum of 18 is reached). But beauty is not a thing to last: every week, the CHA attribute will drop by one point till its "natural" value is reached once more.



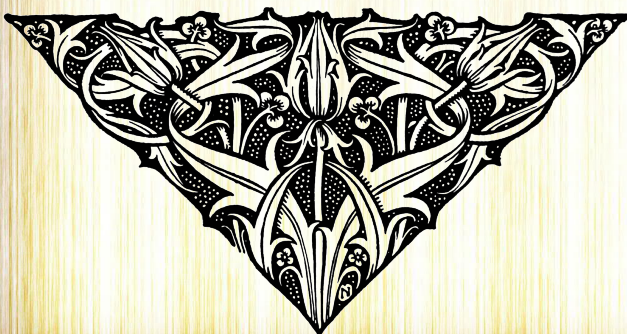
19# The Breath of the Underworld

The entrance to the sacred site is a natural cave with two marble pillars next to its opening. Both feature the counter-relief of a skull. At the end of the short cave is a narrow and winding tunnel that leads further down into the earth. The decline is steep, and the stone steps are dangerously smooth: those who do not treat carefully might tumble and fall. The winding stairs and the narrow tunnel seem to go on forever at first, but after about 30 minutes the stair ends and the tunnel opens into a wide cave filled with stalagmites. The air here is hot and moist, water drops from the ceiling, and from a large crack in the ground a glimmering stream of hot gases rises up. Around the crack a number of occult symbols have been carved into the floor (for warding, protection and summoning).

This vapor stream is called “the Breath of the Underworld”, and those who inhale it deeply while they repeat the right chants and mantras may try to gain wisdom and visions from those who have already passed. Those who do may gain (1d4 x100) xp for every ten minutes of meditation, but must pass a Saving Throw vs Magic at the end of each turn. If the Saving Throw is failed, the character becomes possessed by an evil soul of the dead. The possession will last until the soul is driven out with *Dispel Evil*. It is two levels higher than the character and there is 25% chance that it has devoured the soul of the character already.

20# The Pit of Vipers

The cult this site used to belong to is long gone, and the temple above it has been destroyed. Still, somebody has cleared the entrance of rubble and found that the pit at its center had been wondrously spared by the collapse. The pit, called the Pit of Vipers has been used by the cult for rites of initiation, trial and ascension. Those who want to visit the Pit must now crawl on all four through a narrow tunnel passage, surrounded by the debris of the erstwhile great temple. After this claustrophobic nightmare the character reaches the ledge of the Pit. The ceiling of broken stone slabs above it is too low to stand up, but one now has a good view of the wide, round pit: the sand stone it is lined with and its sandy ground, now littered with rocks and stone splinters of different sizes. Eight round openings are visible in the walls, each only large enough for a man to stick a fist into it.



When somebody spreads out on the ground of the pit and waits, a growing number of poisonous snakes will begin to slither out of these openings and into the pit. After a few minutes, there will be 3d6+2 of them. Before a turn ends, they will begin to slither over the character and bite, one by one. The character must pass a Saving Throw vs. Poison. On a failure, he or she is reduced to 1 Hit Point and falls into vision-filled fever for about a turn, and gains 100xp from this experience. If the Saving Throw was successful, the character may from now on Save against Poison as if he or she would be two levels higher. A character that enters the Pit more than once will only be “gifted” with poisonous snake bites (equal to a 3rd level poison).



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