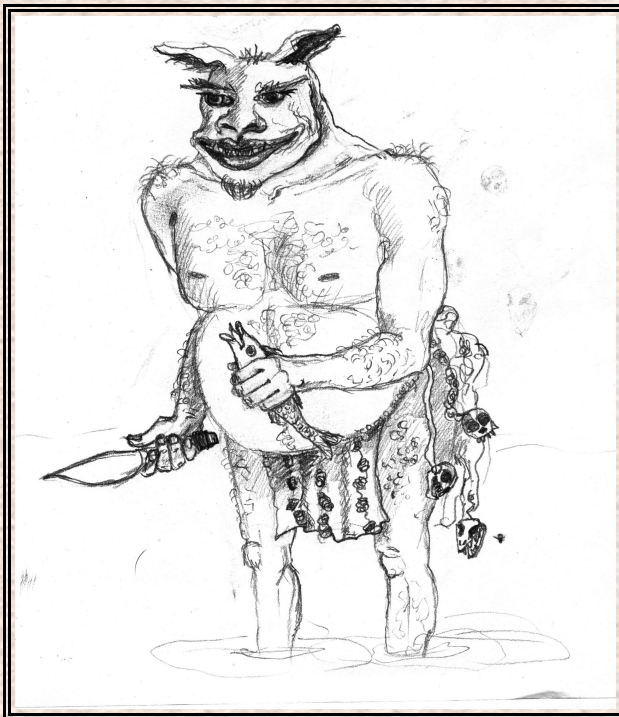


BENEATH THE TEMPLE OF EDEA

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B/X ESSENTIALS Compatible Product

General stats and critters, except where noted, compiled from [B/X Essentials](#), by Gavin Norman.

Why would you even think of checking this place out?

Raids by 'marsh pirates' (possibly coastal hobgoblin tribes) have increased predation on small fishing or trading vessels, and the killing or kidnapping of sailors and fishermen. The raids have been centered near the tidal marshes, making them difficult to pursue.

--OR--

The Temple to Edea, a locally important goddess, has not been heard from for over a week. Last night, a dying, badly injured monk was found on the trail to the remote temple, gasping about a breach from below with his dying breath....

--OR--

Disturbed graves and odd lights off the marshlands portend of nefarious activities. Local soothsayers speak fearfully of necromantic signs, and perhaps stirrings of certain dark things from the water....

Environment:

The Temple to Edea is located among a band of low cliffs bordering tidal marshlands to the northeast. The Temple is a modest few rooms carved into the bedrock and maintained by a few monks.

The cliff bands are pockmarked with caves, providing shelter to wildlife and less savory beings. Although the cavern complex underlying the temple is not known, locals familiar with the area may be able to deduce that such a structure exists. Cavern tunnels are five to eight feet wide and about eight feet high. Cavern rooms vary from ten to twenty feet in height. Floors are native rock or packed sand.

The eastern cavern entrance (Area 17) opens to a tidal marsh with the water level varying with the stage of the tides (2d6):

2-5: Low (Mudflats to calf-deep water)

6-9: Medium (Shallow-draft boat, wade, halflings may need to swim)

10-12: High (Boat or swim)

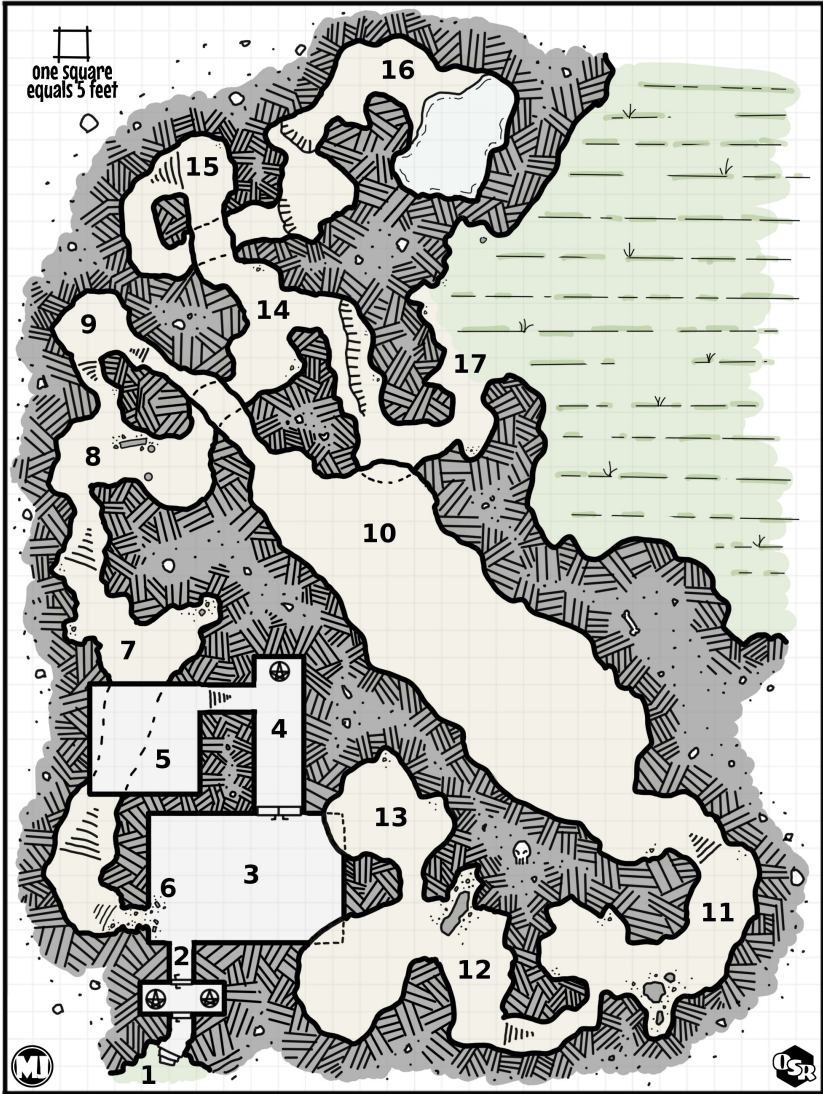
Movement through the marsh, particularly if attempting to wade, will be slow and ponderous. There are ample opportunities to get stuck, step into hidden holes, or encounter a deeper channel. Tidal changes put explorers at risk of becoming stuck, temporarily marooned, or drowned. If in a boat, grounding is always a risk.

Marsh wandering things:

- 1-2. Hobgoblins (3) in a shallow-bottom boat, out scouting for prey.
- 3-4. Giant leeches (1d4): 1HD; AC 9/10; Atk bite (1d4 +1/round blood drain until hit)
- 5-6. Water snake: 1d6hp; AC 5/14; Atk 1 bite (1hp + lethal poison, save at +2)
- 7-8. Stinging jellyfish (2d4): 1hp; AC 9/10; Atk sting (1hp + poison - excruciating pain for 1d4 hours (-1d2 to action rolls), save at +2)
9. Giant crab: 3HD; AC 3/16; Atk 2 pincers (2d6 ea)
10. Giant otter: 2HD; AC7/12; Atk bite + claw (1d6 ea)

Cavern wandering things:

1. Guard lizard (see below)
2. Hobgoblin guard with wolf
3. Thoul (see below)
- 4-6. Hobgoblin guards/raiders (1d2)
- 7-8. Giant centipedes (1d2)



1. Temple Door - The door of iron-faced wood shows recent signs of abuse, and is dented and scratched. A plaque on the door states, "May the Light of Edea protect you, for when the flame burns out, the way is barred." (Edea is a goddess of virtue and the dawn, depicted as a blind girl carrying a lamp.)

2. Temple Entrance - Through the door is the temple foyer. The entrance is bracketed by two statues of Edea, each holding her signature lamp. Each lamp contains a wick and some slightly aromatic lamp oil. The interior door is also iron-faced and close examination may show some slight scorch marks around the handle. Anyone touching the handle will receive 1d8 electrical damage. Lighting the statue lamps will disable the trap. Exiting the complex through the doors will not trigger the trap.



[Source](#)

3. Defaced Temple - The temple to Edea has been stripped of furniture and accouterments. Murals on the wall are desecrated and covered in graffiti. What few words are legible may be recognized as a goblinoid language (mostly rude epithets, although one spells out "hail Dagon"). There is a rough tunnel broken out in the southwest corner of the room (Area 6, below).

4. Worship Hall - The inner sanctum of the temple, the long hall was a formerly a quiet place of contemplation. The entrance doors are slightly ajar. A marble statue of Edea stands at the end of the hall, undamaged. The lamp she holds has been enchanted with a species of *continual light* that causes chaotic creatures extreme discomfort and instills nervousness (anyone taking the lamp will have the equivalent of *protection from evil, 10' radius*).

5. Manse - Up a short flight of stairs is the former residence of the temple monks. Its occupants were killed or carried off during the incursion from 'below.' The sparse furniture and fixtures here are overturned or broken and show more signs of struggle. There is nothing of value left beyond some cookware and thin clothing. One of the '**guard lizards**' for the hobgoblins in the caverns (below) has wandered in here in pursuit of rats and is tearing apart the decaying corpse of a dead monk (**Giant lizard**: 3HD; AC 5/14; Atk bite (1d8)).

6. Breach - A recently dug rough tunnel from the caverns below emerges at the southwest corner of the temple room. Tools used to make the breach are still scattered about (most in poor condition, appear to be stolen). Signs of a desperate fight at the breach may be found upon inspection (blood stains, improvised weapons). One person at a time may squeeze through the opening, making the entrance into the caverns (or escape from) a dicey proposition. PCs with stonework experience may notice the cavern was recently expanded and marked for making the final breach into the temple.

7. Southwest Cavern - A rough sloping cavern extends north from the breach. Tracks and disturbances may be easily seen in the hard-

packed sand floor. The air is still here, but the smell of the salt marsh is noticeable, particularly at low tides.

8. Junction - Loot is stored here from the temple and various raids. A **hobgoblin** guard (axe (1d8), 66 gp, 123 sp, gems worth 10, 12, 20 gp) patrols between Areas 8, 9, and 14 with his **wolf**. There is a 2 in 6 chance that he will be in any of the three rooms. Loot stacked here is a mishmash of raids against small boats and materials from the temple. Notable items among the pile may include:

1. Two carpets (10 and 50 gp)
2. Two small casks of oil
3. Silver cage with dead bird (20 gp)
4. Large wheel of cheese
5. Three chairs
6. Box of 20 candles
7. Bag of 10 spikes
8. Artist's paints and brushes (5 gp)
9. Two bags of spices (10 gp)
10. Barrel of ale (6 gp)
11. Chest with dress clothing (30 gp)
12. Backpack containing: ink, parchment, a pouch of tobacco and two potions of *healing*
13. A chandelier (50 gp)
14. Four bags of flour
15. Two fishing nets
16. Silver candlesticks (70 gp)
17. Small cask of sausages
18. Three wool cloaks
19. Four brass pitchers (10 gp)
20. Bottle of wine (1 gp)

9. Landing - Carved steps lead up and around a corner toward the main chamber. Sounds of chanting and glimpses of torchlight may be detected from Area 10 to the southeast.

10. Main Hall - Torchlight flickers through this large cavern.

Hobgoblins pace in a circle, chanting in an unknown language. Their chieftain and his retinue keep the energy and focus up for an unknown ritual. Smudge pots fill the room with an acrid smoke. Shadowy figures move in the dark reaches of the far end of the cavern. The chant's cadence is reaching a crescendo, and arcane and divine casters will sense certain dark magics are at play. The chief will direct his troops to intercept any intruders.

Hobgoblin Chief (5HD; AC 5/14; Atk ironbound club (1d8+2), +1 *shield*, potion of *fire resistance*, 210 gp, 200 gp black pearl). He is accompanied by a pair of hulking grey goblinoids with grey rubbery skin. These are **thouls** (3HD, AC 6/13; Atk 2 claws (1d3 ea + paralysis, as ghoul); Special: regenerates 1hp per round). They were provided by the necromancer (Area 11) as a goodwill offering. The chief appreciates their intimidating qualities, his followers view them with suspicion and dread. There are also four normal **hobgoblin** soldiers (Atk short bow (1d6) and axe (1d8), individual treasure worth 2d10x10 gp each). There are also approximately 12 non-combatant female hobgoblins and youth, keeping up the chant heard through the caverns. An intrusion and battle will disrupt this chant, and these individuals will likely flee, although their flight will cause distraction and obstruct combat for a few rounds.

11. South Room - A primitive altar of foreign lava rock is set into an alcove and surrounded by acrid-burning torches. A figure of an awful, inhuman sea-god is mounted on the altar. Blood from one sacrificial victim already drips from the figure and altar. Because of the eldritch energies already in play, any characters entering the space must make a saving throw or be *shaken* (-2 to actions and saves for 1d6 rounds). Clerics make their saves at +2.

Taulazar Mallus: The human necromancer* has manipulated the hobgoblins into collecting sacrifices for his own machinations in summoning the minions of an ancient sea god (5th level; 13hp,

AC9/10, ring of *Protection from Good* (any lawful character donning the ring will be cursed as per the spell effects until a *Remove Curse* is performed), sacrificial dagger with octopus pommel (50 gp), 94 gp, topaz necklace (200 gp), pair of gold dice (100 gp), scrolls of *Exterminate*, *Ray of Pain*)

1st level spells – *Darkness 15' radius*, *Ray of Enfeeblement*

2nd level spells – *Choke*, *Resist Turning*

3rd level spells – *Animate Dead*

He is guarded by an additional **thoul** and two **lizardman skeletons** (2HD, AC6/13, Atk 1d6+1) and will direct them to block the way as he attempts to have one more victim dragged out for sacrifice (Area 13).

12. Sacrificial Slab - A rough slab, of the same foreign lava rock, has been dragged here as a rudimentary sacrificial table scribed with deep grooves. One monk has already been slain here, his body drained of blood for the dark sea god. A disturbance in Area 10 will temporarily disrupt the ceremonies. Mallus will retreat here, expecting reinforcement and support from Area 13.

13. Cell - Three captives (two surviving monks and a fisherman, 0-level humans) are being held in an improvised cell. If they have heard the battle, they will be in a desperate struggle with two **hobgoblin** guards (axe (1d8)) and their **wolf**, creating the potential for distraction and preventing the guards from reinforcing the necromancer.

14. North Junction - Most tracks here veer to the south, with only a single set of tracks and drag marks to the north. There is a 2 in 6 chance that the **hobgoblin** guard and his **wolf** will be here (See Area 8).

15. Deadfall - A crude and poorly-disguised deadfall trap has been constructed to dissuade the crab (Area 16) from exploring up the tunnels. If triggered, the trap rolls a large log and debris down the steps (1d8+2 damage).

16. Thing In Pool - A **giant crab** (3HD) has migrated into this pool, where it lives on trash and carrion. The hobgoblins generally avoid the

area, except to throw trash or the dead here. Within the detritus is a purse with 25 gp, a smoky quartz (40 gp), a potion of *Spider Climb*, and a scroll of *Summon Monster I*. Water level in room varies with the tide. At high tide, the room is inundated to the break approximately 25 feet up the tunnel (ankle to knee deep on humans).

17. Marsh Entrance - A partially-obscured cavern, it is used by the hobgoblins and their ilk for forays out into the tidelands. A few punt-like boats are here, either camouflaged or sunk to hide from casual observation. There is a 1d6 chance of encountering a hobgoblin party (3) in a boat, with a 2 in 6 chance they are carrying loot from a raid. The entrance will be flooded at high tide, with water filling the first 30 feet of the cavern (knee to mid-thigh deep on humans).

Oh no! What happens if the PCs can't stop the rite?

Mallus and his henchmen drag the second struggling victim to the grooved slab. With a slash of his dagger, he opens the victim's throat, spilling blood into a waiting stone cup. Intoning a chant in some pre-human language, Mallus casts the blood over the ghastly stone figure (Area 11).

That is sufficient. The smell of rot and sound of roaring waves fills the characters' senses. A tidal surge, as if from a storm, punches into the caverns, flooding up to the steps north and south of Area 8. Odd, bloated sea life from abyssal depths floats up with the surge, as if ripped from their habitat. Anyone attempting to swim out, either to Area 17, or out through the cavern to the temple exit, will be attacked by 1d4+1 ravenous, barbed-tentacled **squid** (4HD, AC 7/13, atk 3 tentacles (1d4 ea + entangle)) that rode the surge. Out on the coast, area towns are flooded, their docks unseated, as they are softened up for even darker things that approach from the continental shelf....

**Necromancer class and selected spells from [Theorums and Thaumaturgy](#), by Gavin Norman*

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