

The Temple Under The Soil

Tutorial Assignment II: Game Design

Jeremy Bone
5500285

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Dr. Gillespie

Scenario

The party is in the village of Greenholme, either as new arrivals or locals, and looking for their first opportunity as adventurers. Greenholme is an idyllic farming community which produces an impressive variety of foodstuffs for the surrounding region. The valley basin which surrounds Greenholme has incredibly rich soil and is well protected by the natural barriers of the surrounding valley rim. Because of its relative peace the community, and likely the whole valley, it has been ignored by fortune hunters, adventurers and raiders alike. While each party member has their own reasons for being in the valley one of them has found a lead that might just pay off. A pasture in the north-eastern edge of the valley has been having trouble with a strange rot spreading through their fields. With this as their only lead the party can decide if and how they want to follow up. The party finds an entrance to a lost temple, swallowed by the earth and soil centuries ago, which may be the source of the rot. Whether they escape with shining treasure or die alone in the dark the temple offers strange insights into Greenholme's ancient history.

Greenholme

Farming Community

Population: 473 (approximately 90% human, 6% halfling, 2% elf, 1% dwarf and 1% other)

Production: Produce, Livestock, Trade Goods, Ale, Wine, Spirits, Cheese.

Services: Carpenter, Blacksmith, Tavern, Local and Caravan Markets, Sherriff, Magistrate, Barrister, Temple.

Adventuring Prospects: Mercenary Work for Traders, Spelunking in the Mountains, Raiding small bands of humanoids in the wild, Rumours.

Locales

The Salty Goat; Tavern

Owned and run by one of the largest and most terrifying women to ever live in Greenholme, Eliza Borsdottir, The Salty Goat has existed for as long as anyone cares to remember. Eliza herself bought the deed only ten years ago and became the most recent in a line of tavernkeepers stretching back to the founding of Greenholme itself. Adventurers aren't exactly welcome, though Eliza has never told anyone why, but coin is coin so everyone is accepted at the Goat until they cause the towering woman any grief.

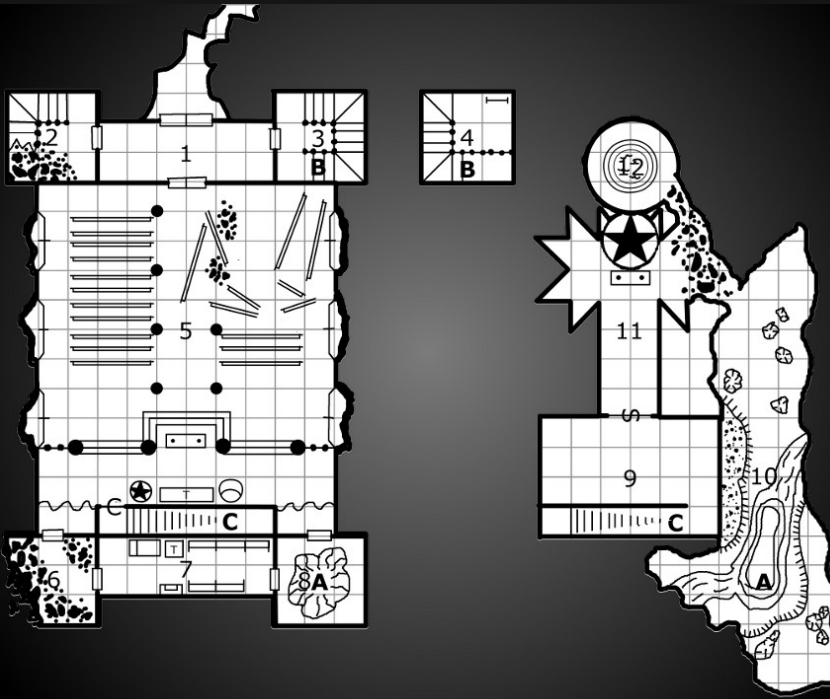
Smithy's Smithy

Stories say that the first blacksmith of Greenholme refused to give his shop any kind of name beyond "Smithy". Eventually he buckled under pressure and in a moment of annoyed clarity added his name. The small smithy continued to be the only source of blacksmith goods or services and is now several buildings each dedicated to different crafts or supplies. Alvin Berger is the current Smithy-in-charge and is always looking for strong backs to help do the menial tasks that constantly pile up.

The Stockyard

Because Greenholme produces far more food than it needs many traders make regular trips to and from the valley. Every trader who wants to buy or sell goods must do it at the Stockyard. The front of the broad warehouse-like building faces the markets and stalls locals and traders use to move their wares. Around the back of the Stockyard is where wagons are loaded, unloaded, inspected and repaired as well as where livestock and beasts of burden are cared for. It is around the sides of the building, in the closest thing Greenholme has to back alleys, where strange goods and information are brokered quickly and quietly for the right price or favour.

The Temple Under The Soil



Environment



The temple structure is solid but crumbling. It reeks of decay. A presence unsettles animals and Clerics.

Wandering Monsters

1. 1d2+2 Goblins: scouts leaving or returning
2. Centipede, Giant: hungry and scavenging
3. 5d10 Bats: distract party, alerts others roll again
4. 1d3 Lizard, Giant Gecko: attack from above
5. 1d6+1 Morlocks: hunting party following goblins
6. Zombie: dried Cultist with robes and tattoos

Legend:

1 square = 10 feet.

 = Temple pew.  = Bookcase.

All other symbols follow standard map Key

Room Restock:

(Check between Expeditions)

- 1 = Monster
- 2 = Monster and Treasure
- 3-6 = Empty

- 1) **Entryway:** dried bones and rotted scraps of clothing, picked clean of flesh and valuables, lie scattered around the doorway. Perceptive characters may notice the bones bear scratches of mandibles much bigger than usual scavengers – a hint of *Giant Centipedes* in (5)
- 2) **Collapsed Staircase:** Wooden staircase exposed to elements and rotted. A body half-buried in the rubble wears tattered and rotted robes but the flesh is mummified and dry. Investigation reveals the body is avoided by all living things and bears a tattoo: Clerics will recognize it as the Cult of Demogorgon.
- 3) **Intact Tower:** The staircase is in excellent condition except that portions of the intricate railing carvings look as if they exploded outwards. Characters with relevant knowledge realize the damaged portions would have shown the God and holy symbol of the temple. The staircase B goes to B in (4).
- 4) **Bell Tower:** The second floor is well-preserved but covered in ancient bloodstains. A single ladder against one wall goes up to the empty belfry but the bell itself is missing completely.
- 5) **Abandoned Nave:** The large room is filled with broken and rotting pews. Stained glass windows, completely intact, feature pastoral scenes. The altar appears to have been scorched black by fire and its God cannot be identified. The statue is of a saint but the head is reduced to rubble. Wall paneling next to the statue is a concealed door to a staircase to the basement.
Centipede, Giant(2), AC:9, HD:1d4hp, HP:1,3, Dmg:Poisn, pg.67; The centipedes hide in the rotted pews and can defend themselves but attack if a character is alone or wounded. They love filth and can be distracted or lured by it.
- 6) **Collapsed Tower:** The tower collapsed outwards and was buried in a cave-in. Rubble is strewn about but it seems like a path between the two doors was cleared not too long ago.
- 7) **High Priest's Chambers:** This room seems to be where the high priest of the temple lived. The bed, table and bookcases have rotted and are collapsing, as are many of the books on the shelves, but a few religious texts can be salvaged. The desk's collapse has revealed a hidden compartment containing a holy symbol cast from dark iron; Clerics know it represents Demogorgon for some cults.
- 8) **Sinkhole:** The entire roof and staircase have collapsed down through a sinkhole in the floor. There is a 20ft. drop from the sinkhole A to the pool A in (10). It is very difficult but a perceptive character can detect faint light and sound from the goblins in (10).
- 9) **Storeroom:** The basement is lined with decaying crates which were pillaged an age ago except for a wardrobe of rotted Cleric's vestments in the corner. A small hole in the north wall is a keyhole for the secret door. While it would be very difficult to pick the lock the holy symbol from (7) can fit the hole and act as a key. Disguised murder holes from (10) line the east wall.
- 10) **Grotto Outpost:** This natural grotto contains a small goblin camp used for raiding and reconnaissance. A plateau has been cleared on the west wall to make murder holes into (9). Stalagmites randomly litter the grotto and a deep pool of running water separates the camp from the rest of the cavern. A hole above A goes up into (8) at A.
Goblin(6), AC:6, HD:1-1, HP:5,4,3,1,1,1, Dmg:1d6, T:48ep, pg.78; if the party hasn't noticed them yet the goblins will try an ambush. If the party loud or spends a long time in (9) they attack with short bows through the murder holes.
- 11) **Demonic Altar:** This room is lined with frescoes showing the corruption and punishment of non-believers. An unholy altar to Demogorgon sits in the middle with a large statue of the demon behind it rearing back as if to strike. If the holy symbol from (7) is held it vibrates excitedly. The wall to the north-east has been knocked down as part of a tunnel.
Scything Blade Trap: approaching the altar without praying aloud to Demogorgon triggers the statue lashing out with large blades. Anyone within 10ft. of the altar must Save vs. Breath or take 1d8+1 damage and gain a visible mark of Demogorgon
- 12) **Unholy Font:** Murky, unholy water fills the font. This harms the living, and heals the unliving, for 1 on contact, 1d4+1 on an immersed limb, 1d8+2 if drank and death if fully submerged. Glints of metal can be seen at the bottom of its 3ft. depth. This treasure has holy relics valued at 75gp (150gp to members of the faith or a collector) as well as a silvered mace and silvered banded mail. The mace and armour match the statue of the saint at (5) and bear the holy symbol of Chauntea, Goddess of growth and prosperity.