

# TEMPLE OF THE SNAKE-GODDESS

A One Page Dungeon by Andy Murillo

## A1 COURTYARD

- Four thick standing stones
- Weathered beheaded statue (*a woman wrapped in a snake, also beheaded*).

▲ Makeshift door to A2

## A2 ALTAR HALL

- Structure partially buried in hill
- Water-buffalo hide sleeping mats
- Crumbling statue (*seated goddess, head off to side [10 G]*).
- d4 Tigerfolk (*have not discovered east and west doors or underground*).

► **EAST WALL:** X Mosaic (*less hidden stairwell, slides south*).

◄ **WEST WALL:** X Mosaic (*well hidden stairwell, 10 mins to find*).

▼ Makeshift door to A1

## A3 STAIRWELL

- Stairs to B1; Sliding door to A2

## A4 STAIRWELL

- Stairs to B8; Sliding door to A2

## B1 STAIRWELL

- Stairs to A3; Stone door to B2

## B2 COMMON ROOM

- Two long, dusty, stone tables
- Well-preserved statue
- Braziers, long extinguished
- Stone doors to B1 and B3
- ▲ Stone door to B5 and hallway (to locked door to B8)
- ◄ Stone door to intersection

## B3 BUNKS

- Three moldering beds (*inside one: leather pouch with 10 s*).
- ◄ Stone door to B2
- ▲ Stuck wooden door to B4

## B4 LAVATORY

- Stone with a hole carved through (*over a small, dark vertical shaft*).
- ▼ Stuck wooden door to B3
- **CEILING:** Hidden air shaft.

## B5 SANCTUM

- Ancient incense.
- A (dead) mummy in prayer-position (*golden amulet, 2 G*).
- Unraveling tapestries (*mythic*).
- ▼ Stone door to B2

## B6 KITCHEN

- Fire pit against wall (*Hidden in the ashes, dull red stone—Hearthfire Arcanum*).
- ⚡ **HEARTHFIRE:** Touch dead biomass to engulf in flame.
- Door to B7, falling off its hinges.
- ▼ Door to intersection

## B7 STORE ROOM

- Ancient spices, flour, fruits.
- ▲ Door to B6, falling off its hinges
- ▲ Door to intersection

## B8 OFFICE

- Cluttered desk (*Chained leather tome—Prayer Book Arcanum*).
- ⚡ **PRAYER BOOK:** Purifies a sanctum to the snake-goddess, allowing communication with her (or at least to an entity posing as her).
- ▲ Locked door to hallway (to B2)
- Locked stone door to B9
- ▼ Locked stone door to intersection

## B9 STAIRWELL

- Stairs to A4; Locked stone door to B8

## RANDOM ENCOUNTERS

Roll for all rooms except A2 and B5

1. Tigerfolk

(8hp, DEX 12, WIS 8, d6 sword, d8 bite, d6 claw, driven to occupy ground floor, not aware of underground).

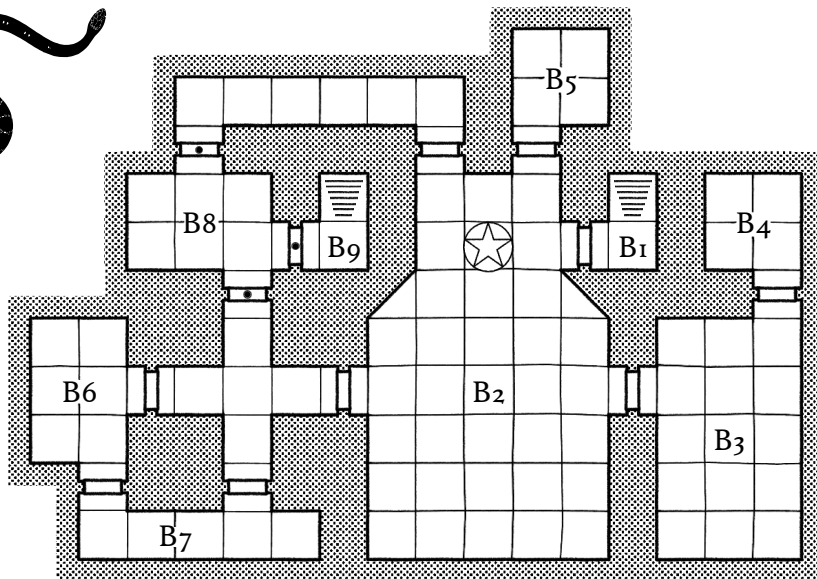
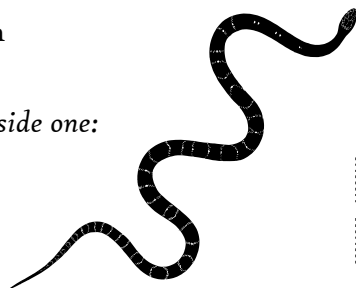
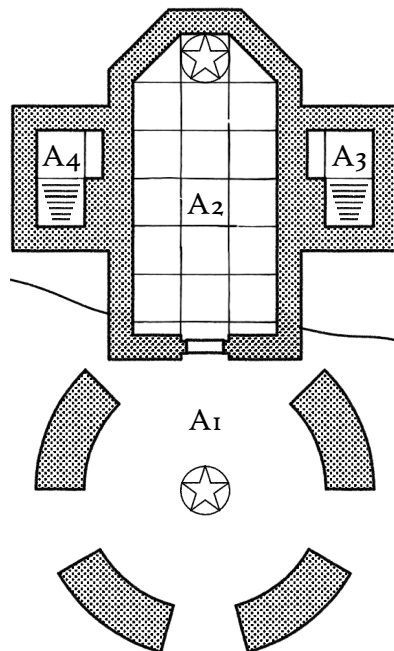
2. Temple Assassin

(scale-skinned woman in dark clothes, 6hp, DEX 14, d6 dagger, d3 doses of poison, driven to catch intruders alone).

3. Swamp Root

(carnivorous vine, 10hp, STR 14, WIS 2, d8 constrict, d4 acid, driven to feed).

4-6. Nothing.



<https://creativecommons.org/licenses/by-nc-sa/4.0/>