

## Docked!/Temple of Bahumet

### Intro:

Following the saving of the city from the goblin sacking, and the cleansing of the ratling horde beneath Winterhaven's streets, you are regarded as something of a celebrity, and are given the best rooms in the temple, and the best food and seats at the tavern. It is here that you hear rumours of the sighting of soldiers, formerly of the towns militia, who were sent out with the trade caravans that were lost to raiders. Little comes of the rumours until a few nights later, when Gevarn rushes into the tavern, carrying a bottle of a thick viscous liquid.

*"Sister Lenora has spoken thru the networks with the other temples of Avandra. The rumours are true, at least three of the missing men are working the docks at the nearby town of Freeport. One trader who knew them from his time here approached them but they didn't recognise him. Sister Lenora thinks they have lost their minds in the wilderness, and says we should take them this potion and bring them home."*

Freeport is a small bustling town, located on the banks of a large inland sea, about 10 days ride away. You ride out on steeds provided by Winterhaven's mayor. The nights are bitterly cold, and even with a roaring fire, you have to set a watch and ward off wandering goblin's and packs of wolves. A few days into the journey and Sh'm'sh, who was riding ahead pulls up at the side of some overgrown ruins. When the rest of you catch up with the dragonborn, in his rasping imitation of human speak he tells you that this used to be a temple to his deity, the great dragon god Bahumet, and that he senses much evil within it.

**Map:**



## 14. Stairs Down

*Finding the entrance to the temples lower levels is easy, something has ripped open a trapdoor within the overgrown ruins, and a warm miasma of corruption rafts up the staircase. Indeed, the heat is slightly overwhelming after days of cold hard riding, and it takes a few moments for your eyes to adjust to the ambient light from flickering metal torches embedded into the walls. Sh'm;sh smiles and mutters 'lit and warmed by Bahumets breath'. At the bottom of the wide staircase you can see an iron doors cast with a motif of a dragon holding a large flaming sphere in its claws.*

### Trap:

Anyone other than a worshipper of Bahumet or a draconic creature touching the flaming sphere takes d6 fire damage, and if anyone is on the stairs, also activates the second trap. The first row of stones after the stairs lift, revealing punji spikes (anyone on them falls taking d4 damage). The stairs also rotate to become a slide, dropping them into the spikes (d6 damage).

### Attack:

Flagstones - +6 vs Reflex

Stairs - +8 vs Reflex

### Perception:

DC 15 – the stones aren't flush against the stairs

DC 20 – the stairs aren't flush against the wall

DC 25, plus trained in Arcana - there is a magic conduit from the door to the stairs

### Countermeasure:

Don't push the flaming sphere to open the door.

### Reward:

XP 150

## 15. Animal Handling

*You swing the doors open onto a scene of chaos. In front of you are two young drakes. 1 appears to have been tamed by a kobold wyrm Priest, the other is still fighting with the 4 kobolds who are trying to herd it into a corner and tie ropes around it.*

### Kobold Herder (x4)

Init +5, Xp 50, HP 2 (2 hit minion), Speed 6

AC 15; Fortitude 11, Reflex 14, Will 13

**Trident** (standard; at-will) +7 vs. AC; 2d6 damage; see also *mob attack*.

**Mob Attack** The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

**Shifty** (minor; at-will) The kobold shifts 1 square.

### Kobold Wyrmpriest

Init +4, Xp 200, HP 27, Speed 6

AC 17; Fortitude 13, Reflex 15, Will 15

**Energy Orb** (standard; at-will) Ranged 10; +6 vs. Reflex; 1d10 + 3 damage of a chosen type

**Incite Faith** (minor; encounter) Close burst 10; kobold allies in burst gain 5 temporary hit points and shift 1 square.

**Dragon Breath** (encounter, recharge 4,5,6) Close blast 3; +6 vs. Fortitude; 1d10 + 3 damage of a chosen type

Equipment: Key, 1 Potion of healing

### Drake (x2)

Init +3, Xp 250, HP 37, Speed 7, Resist 10 acid

AC 17; Fortitude 14, Reflex 16, Will 14

**Bite** (standard; at-will) +5 vs. AC; 1d8 + 4 damage; see also *bloodied rage*.

**Claw** (standard; at-will) +7 vs. AC; 1d6 + 2 damage; see also *bloodied rage*.

**Raking Charge** (recharge 4,5,6, once bloodied) if drake charges, it makes two claw attacks against a single target

**Sting** (recharge 4,5,6, once bloodied) **Poison** +8 vs. AC; 2d6 + 4 damage, and ongoing 5 poison damage (save ends).

**Caustic Spit** (recharge 4,5,6, once bloodied) **Acid** Ranged 10; +8 vs. Reflex; 1d10 + 4 acid damage.

**Bloodied Rage** (while bloodied) The rage drake gains a +2 bonus to attack rolls and deals +5 damage per attack

## 16. Wyrmpriests Lab

*This room contains an assortment of draconic icons, from the dragon winged club, to the dagger crafted out of a dragons tooth. Scattered across a table in the centre of the room are scrolls, written in the spidery draconic script of the kobolds. Sh'm;sh tries to read them but cannot make sense of them, they seem to be notes on how to summon Bahumet's avatar to the prime material plane and bind him there. On one wall there is a chained human, on the verge of death of the ragged cuts and bruises all across his body are anything to judge by.*

Anyone using the key from the wrympriests body can release the human, otherwise it takes a DC 20 strength check to break his chains, or a DC 20 thievery check to pick the lock. Failing the lock pick activates a trap, which fires a needle into the lockpicker, doing d3 damage. Releasing the prisoner rewards 25 xp.

None of the weapons are magical, though there are 3 potions of healing hidden in the room (DC 15 to find)

### 16a. Cross Roads

*The path leading north out of the drakes room quickly splits into 2. To the north, stairs can be seen to descend into a cloud of steam, while the path to the west appears much dimmer than that of the path to the right.*

#### Trap:

A covered pit lies in the exact centre of the crossroads, and anything heavier than a kobold or Halfling will activate the trap, dropping them into a 15 foot deep pit, taking 2d6 damage.

#### Attack:

Pit - +5 vs Reflex

#### Perception:

DC 20 – the stones are false

#### Countermeasure:

Avoid the false stones. Climb out in DC 15 Athletics. Jump over on DC 15 Athletics, Grab falling person DC 20 Strength.

#### Reward:

XP 100

### 17. Prisoners

This room has alcoves within which are strapped 4 humans. Three kobold warriors, wearing thick bone armour, and carrying shields and scimitars stand idly in the room. Upon hearing your approach, one starts to run away, while the others take up a defensive position.

#### Kobold Dragon Shields (x3)

Init +4, Xp 150, HP 24, Speed 7, Resist 5 Fire

AC 18; Fortitude 14, Reflex 14, Will 14

**Short Sword** (standard; at-will) +7 vs. AC; 1d6 + 3 damage, and the target is marked (other dragonshields gain+2 to hit against marked) until the end of the kobold dragonshield's next turn.

**Dragonshield Tactics** (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will) The kobold dragonshield shifts 1 square.

**Mob Attack** The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

**Shifty** (minor; at-will) The kobold shifts 1 square.

The kobold who runs away, tries to flee into an illusionary wall. Once there, he picks up a ceremonial dagger, and tries to get back to murder the prisoners. Each prisoner he kills becomes a Magma Beast elemental one turn after being killed.

#### Magma Beast

Init +5, Xp 150, HP 20, Speed 3, Resist 10 Fire, Vulnerable 5 Cold

AC 15; Fortitude 15, Reflex 15, Will 15

**Slam** (standard; at-will) +8 vs. AC; 1d6 + 4 fire damage.

**Magma Ball** (recharge 3,4,5,6) Ranged 15; +7 vs. Reflex; 1d6 + 6 fire damage. Hit: Creatures adjacent to the target take 1d4 fire damage. Miss: Target takes 1d4 fire damage

### 17a. Weapons Stand

Hidden behind an illusionary wall is a small cache of weapons. Nothing is magical (with the exception of the Magma Dagger).

There are 3 potions of healing, 1 potion of life. Illusionary wall can be detected on DC 20, or DC 15 if the kobold came in here.

Finding it rewards 25 xp.

### 18. Salamanders Pit

*As you descend the stairs into the hot humid room, you can see the still surface of a pool of water. Beneath its surface, you can make out turbulent bubbles that don't seem to break the surface. The room is noticeably warmer than the rest of the temple, and there is a sheen of water droplets covering the walls.*

Breaking the surface of the water causes d6 bubbles to rise and burst open. As they burst open, there is a foul smell of sulphur. Each bubble that bursts summons a immature salamander, that hiss at the players, and then try and slither back into the water. If attacked, the salamanders will fight back.

### Baby Salamander

Init +8, Xp 250, HP 20, Speed 6, Resist 10 Fire

AC 17; Fortitude 12, Reflex 17, Will 12

**Bite/Claw** (standard; at-will) +6 vs. AC; 1d6 +2 damage.

**Taillash** (recharge 3,4,5,6) +8 vs. AC; 1d6 + 4 fire damage.

## 19. Sign of Bahumet

*In the middle of this room is the sunburst motif of Bahumet, made out of dark red mosaic tiles. The room feels dark, enclosed, unwelcoming, and though you can see the corners, they seem indistinct and anything could hide within their shadows.*

The mosaic actively absorbs light. Anyone casting a light spell, or using a sun rod finds that the room never gets brighter, indeed, the tiles in the mosaic seem to turn a darker, almost black shade of red, and the corners of the room become even more indistinct.

The sunburst also acts as a magical trap, anyone who hits with a fire damage based attack while standing on the sunburst activates it. The sunburst flares up suddenly releasing all the energy it has absorbed as fire damage to anyone standing on the sunburst. It does 1d4 as a base, plus an additional 1d4 for any light spell/sun rod etc that has been used.

## 20. Shifting Menhir's

*The long angled corridor opens out into a bright room, with the light seemingly being emitted from the blocks of the walls, floor and ceiling itself. Arranged in the center of the room are four large menhir's, intricately carved with the motifs of the major gods. Around them in a random pattern are smaller rocks.*

The menhir's are large, at least 10 foot tall and take up pretty much the whole of a 5 foot square. They are cold to the touch and tracing any of the motif's makes it glow faintly in blue.

### Trap:

Stepping into the area between the menhir's causes them to rotate silently. The menhirs, when aligned (which takes 3 rotations) crumble and release a poisonous gas. 1d6+2 poison damage, 2 ongoing (save ends)

### Attack:

Gas Cloud - +6 vs Fortitude

### Perception:

Religion, Arcana or History DC 20 – menhir's were often used to ward the tombs of great warriors of the past

### Countermeasure:

Gas fills the room, and lingers for d4 turns.

### Reward:

XP 100

|          |   |   |          |   |   |
|----------|---|---|----------|---|---|
| Round 0: | \ | \ | Round 1: | / | \ |
|          | — | — |          | / | \ |
| Round 2: | \ | \ | Round 3: | / | \ |
|          |   |   |          | \ | / |

## 21. Dragon Tomb

*Two features dominate this room... The first is the broken remains of a once noble tomb, the sarcophagus cracked open by the falling rubble of a cave in. The second feature is the cause of the cave in, a young white dragon, sat upon a pile of loot that the kobolds must have gathered for him. There is a low rumble and a small cloud of glittering ice particles with every breath the dragon takes.*

If the players activated the trap in the previous room, then the dragon Sssurist, who leads the kobolds in the temple, will be awake and ready for them. If not, the players have an element of surprise.

Once awake, Sssurist will use his frightful presence, then spend an action point to use his breath weapon. After that, he will move off his loot pile and attempt to claw, bite, or tail slash the nearest player. Since he cannot escape out of the caved in tomb, he will fight until slain.

### Young White Dragon

Init +3, Xp 750, HP 130, Speed 4, Resist 10 cold

AC 18; Fortitude 20, Reflex 16, Will 14

**Bite** (standard; at-will) **Cold** +5 vs. AC; 1d8 + 4 damage, + 1d6 cold damage

**Claw** (standard; at-will) +6 vs. AC; 1d6 + 3 damage

**Tail Slash** (immediate reaction, when a melee attack misses the dragon; at-will) The dragon uses its tail to attack the enemy that missed it. +6 vs. AC, 1d6 + 4 damage, and the target is pushed 1 square

**Breath Weapon** (standard; recharge 5, 6) **Cold** Close blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed (save ends)

**Bloodied Breath** (free, when first bloodied; encounter) **Cold** The dragon's breath weapon recharges, and the dragon uses it immediately.

**Frightful Presence** (standard; encounter) **Fear** Close burst 5; +5 vs. Will; the target takes a –2 penalty to attack rolls to the end of the encounter.

## 22. Training Room

*The sounds of battle come from the room beyond the doors in front of you.*

When they open the doors...

*In the room beyond there appears to be some form of combat training 5 kobolds stand within an area contained by 4 large pillars, atop which stand 4 kobold spear men. On one wall of the room is a magical device that seems to summon forth an orc each time it rotates.*

The orc's summoned are magical, and the kobold spear men have spears that dispel the orc's when hit. Once 2 of the kobold soldiers are killed, the rest attempt to flee to the sanctuary.

### Kobold Soldier (x5)

Init +2, Xp 20, HP 1 (minion), Speed 5

AC 13; Fortitude 11, Reflex 12, Will 11

**Short Sword** (standard; at-will) +5 vs. AC; 5 damage

**Shifty** (minor; at-will) The kobold shifts 1 square.

### Kobold Spearmen (x4)

Init +4, Xp 60, HP 15, Speed 6

AC 15; Fortitude 11, Reflex 14, Will 13

**Spear** (standard; at-will) +7 vs. AC/Reflex; 1d6 +1 damage

### Orc

Init +1, Xp 40, HP 1 (minion), Speed 6

AC 16; Fortitude 15, Reflex 11, Will 11

**Club/Axe/Sword** (standard; at-will) +8 vs. AC; 6 damage

## 23. Sanctuary

*This room appears to be the real temple to Bahumet, rows of wooden pews are arranged in front of a statue of the dragon god, its form and hue changing constantly, though almost imperceptibly. A wyrm Priest is prostrate in front of the statue, the draconic snarls of its worship obvious. Less interested though are the kobolds sat upon the pews.*

Note, the soldiers might have been alerted by the soldiers from the training room. The wyrm Priest doesn't look up from his worship until at least 1 of the other kobolds has been killed. Spilling draconic blood onto the statue causes it to come alive, as a dragonspawn.

### Kobold Soldier (x8)

Init +2, Xp 20, HP 1 (minion), Speed 5

AC 13; Fortitude 11, Reflex 12, Will 11

**Short Sword** (standard; at-will) +5 vs. AC; 5 damage

**Shifty** (minor; at-will) The kobold shifts 1 square.

### Kobold Wyrmpriest

Init +4, Xp 200, HP 27, Speed 6

AC 17; Fortitude 13, Reflex 15, Will 15

**Energy Orb** (standard; at-will) Ranged 10; +6 vs. Reflex; 1d10 + 3 damage of a chosen type

**Incite Faith** (minor; encounter) Close burst 10; kobold allies in burst gain 5 temporary hit points and shift 1 square.

**Dragon Breath** (encounter, recharge 4,5,6) Close blast 3; +6 vs. Fortitude; 1d10 + 3 damage of a chosen type

#### Dragonspawn

Init +5, Xp 50, HP 20, Speed 3, Resist 10 Fire, Vulnerable 5 Cold

AC 15; Fortitude 15, Reflex 15, Will 15

**Bite** (standard; at-will) +8 vs. AC; 1d6 + 4 fire damage.

**Fire Belch** (recharge 3,4,5,6) Ranged 5; +7 vs. Reflex; 1d6 + 6 fire damage.

#### **23a. Pillared Hall**

Only run this encounter if the players go from the throne room to the training room.

*As you enter the pillared hallway you hear a cry of pain. Ahead of you is an orc, fleeing a kobold, who seems to be hurling rocks at the orc with unerring precision.*

#### Kobold Slinger

Init +4, Xp 60, HP 15, Speed 6

AC 15; Fortitude 11, Reflex 14, Will 13

**Sling** (standard; at-will) +7 vs. Reflex; 1d6 +1 damage

#### Orc

Init +1, Xp 40, HP 1 (minion), Speed 6

AC 16; Fortitude 15, Reflex 11, Will 11

**Club/Axe/Sword** (standard; at-will) +8 vs. AC; 6 damage

#### **24. Bahumets Throne**

*Two thrones, in the style of a dragon, sit on a dais along the north wall of this immense chamber. One has a rotting but still fleshy corpse on it, and the other has a bleached skeleton. Other piles of bone litter the ground.*

The kobolds had tried to summon Bahumet here by placing prisoners upon the thrones. The thrones are a trap, any non draconic creature sitting in them is held fast and their life slowly drained out of them (5 damage a round). They can be pulled out of the thrones to save them (DC 20 strength). A single draconic creature sitting in a throne causes the bones to reanimate. 2 draconic creatures causes a loud thunder clap and Bahumets booming voice resounds thru the temple 'Intruders!' at which point the earth starts to shake and the temple begin to crumble.

#### Dragonborn Skeletons (x5)

Init +5, Xp 50, HP 20, Speed 3,

AC 15; Fortitude 15, Reflex 15, Will 15

**Fire Claw** (standard; at-will) +6 vs. AC; 1d6 + 4 fire damage.

**Dragon Ghost Sword** (standard; at-will) +6 vs. AC; 1d6 + 4 cold damage.

#### **24a. Pillared Hall**

##### Trap:

The pillars in this room fire a spear as none draconic creatures pass them.

##### Attack:

Spear - +5 vs Reflex; 4 damage

##### Perception:

DC 20 – there are spear sized holes in some pillars and chips in the matching pillars on the other side

DC 25 – some stones are slightly raised, and arcanelly linked to the pillars

##### Countermeasure:

DC 25 thievery can disable the trap.

##### Reward:

XP 100