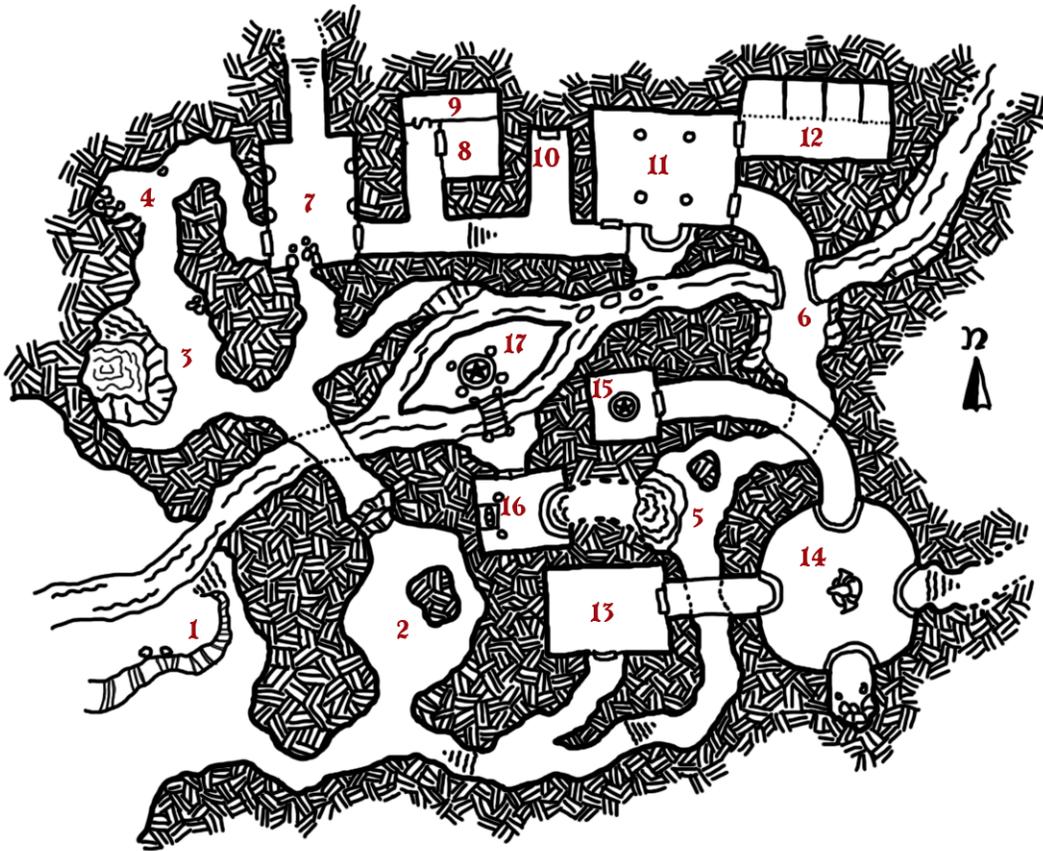


# The Hidden Shrine

A low-level adventure  
location by Diogo Nogueira  
([pontosdeexperiencia.blogspot.com](http://pontosdeexperiencia.blogspot.com))



## RUMORS:

1. The Dead haunt the caverns.
2. A Devil guards a holy item.
3. A Noble Family was captured nearby
4. Aquatic monsters lives in the river.
5. A hero died there with his treasure.
6. There are Portals to other worlds.
7. An evil wizards is conjuring demons.
8. Kobolds ara attacking nearby town.
9. The answer to the riddle is death.
10. The path to the altar is cold.

## WANDERING MONSTERS:

1. 1d4 Patrolling Bandits (Humans)
2. 1d6 Kobolds hunting rats to eat.
3. 2d20 bats to confuse adventurers.
4. 1d8 hungry Giant Rats.
5. 1d3 Giant Centipeds.
6. 1d6 Goblins Scouts from outside.

An old dungeon built under an fort, now abandoned and in ruins, that was later connected to natural caverns. Later occupants built a secret shrine upon a island of bones in the river. Now a Necromancer has found the place and kidnapped a family of nobles to sacrifice them to his blood god.

1. 3 kobolds guard this entrance and can cause a small landslide to harass intruders (like a trap).
2. This is the lair of the kobolds. 8 males, 15 females and 20 young kobolds live here. Under a rock in the north there is a bag with a gem worth 250gp, 500cp and 250sp. There is a ravine on the north path that makes it difficult to move this way.
3. This room has a pool of water on the west side where a dead adventurer's body lies with his +1 magic sword. Once getting near the edge of the pool adventurers risk falling there and taking falling damage from 10ft.
4. An insect swarm made residence here and will attack if anyone gets too close.
5. The pool of water on the left side is a hidden passage to area 15.
6. This is where the man-made dungeon connects with the natural caverns. 2 bandits keep watch here.
7. Entrance from the ruined fort. 3 bandits guard this entrance.
8. This is where the bandits rest and live. There is a 50% chance of finding 1d4 sleeping one here. Among their stuff its possible to find in hidden places 1500cp, 700gp and 15 gems (2000gp).
9. A hidden room where older habitants stored old clothes (100gp) and a scroll with a treasure map to another dungeon.

10. False door with a poisoned needle (Save or Die).
11. This hall is usually empty but there is a 50% chance of 3 bandits being here after torturing prisoners in area 12.
12. The noble family is kept here in the cells. There is a father, a mother and 2 boys. The daughter has been taken by the necromancer. They ask for the adventurers help and promise to pay them for their effort.
13. The Kobold Chieftain has taken this room, and lives here with his 3 wives who can fight. He has a small chest with 3000cp and 2000sp.
14. The statue in the middle of the room is of a demon. Whoever touches it must make a save or suffer an effect for a full day (1d8: 1-3 -1 to saves and attacks; 4-6 +1 to saves and attacks; 7-8 no game effect but start hearing evil voices in her head).
15. The door is locked. There is a teleportation circle to the altar in 17 here if the adventurers can decipher the magic writing.
16. The hooded figure statue on the west wall asks a riddle to whoever comes from the water passage: "This thing all things devours, Birds, beasts, trees, and flowers. Gnaws iron bites steel, Grinds hard stones to meal, Slays king, ruins town, And beats high mountain down." (Answer is TIME). If correctly answered the north double doors open, otherwise 8 skeletons rise to attack the adventurers.
17. The necromancer is here performing the ritual. He is quite experienced and has the help of skeletons that can form from the bones of the island as needed. He has a golden bracelet (1000gp) a dagger that function as +1 for chaotic characters and -1 for others, 2 arcane scrolls and 50ep. The noble's daughter is tied to the altar in the middle of the island and will fall in love with one of the heroes if saved.