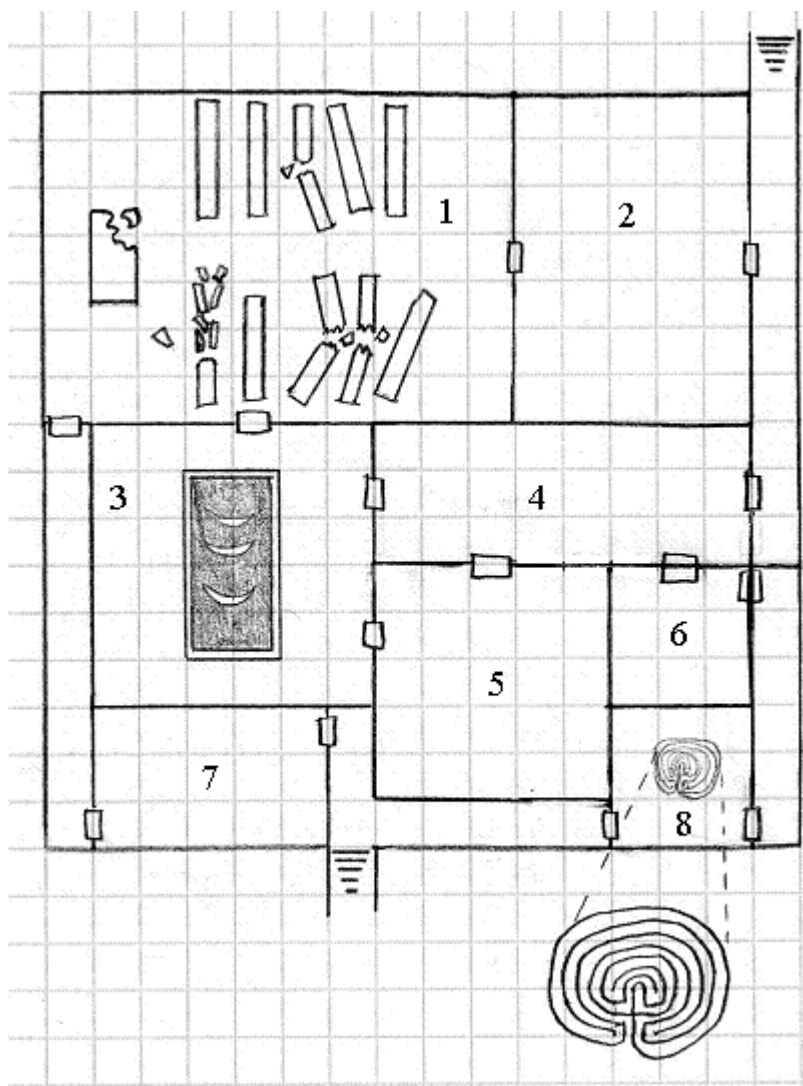


Temple of the Demon Speakers



Background

Long ago the Cult of Demon Speakers performed evil ceremonies in this underground temple. Until one day, a mob of righteous peasants came in with torches and pitchforks, and the cult was destroyed. But the high priest soon rose again in undeath, determined to continue his worship. To stop him, the local god led two sheep into the temple, where they were blessed with humanoid form. They managed to lock up the priest and started to cleanse the evil temple.

Recently, a gang of bandits discovered the temple and began using it as a hideout, but haven't dared to explore it much. Now the PCs have been sent to hunt down the bandits... will they be more courageous?

1: The temple's main worshipping chamber. 10 bandits are holed up in here. Their sack of loot contains 85 gp, and a bone figurine of a sheep worth 10 gp.

2: An antechamber. One bandit keeps watch here.

3: A basin in the floor is filled with a disgusting and dangerous black fluid. On the bottom is a golden headdress worth 200 gp, once worn by the high priest.

4: A sheep woman sits on a pillow in deep meditation. If anyone attacks her or her sister in room 5, or if a demon is summoned, she will rise up and fight.

5: Another sheep woman meditating. She behaves like her sister in room 4. Under her pillow is a key to the doors of room 6.

6: The doors to this room are locked. The undead high priest of the Demon Speakers is here. He is quite angry about his confinement. The priest wears a magical golden amulet. Anyone who sleeps wearing this amulet will not regain health or spells, but can speak to demons in their dreams.

7: Inscribed on the wall is a smaller copy of the labyrinth in room 8. Next to it, a text written in the dark language says: "One day of work and one day of rest, then go home".

8: A classic labyrinth is inscribed on the floor. If someone walks through the whole labyrinth to the center, a demon will be summoned. It obeys its summoner's every word for one day, then it can act by its own malicious will for one day, after which it is banished.

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