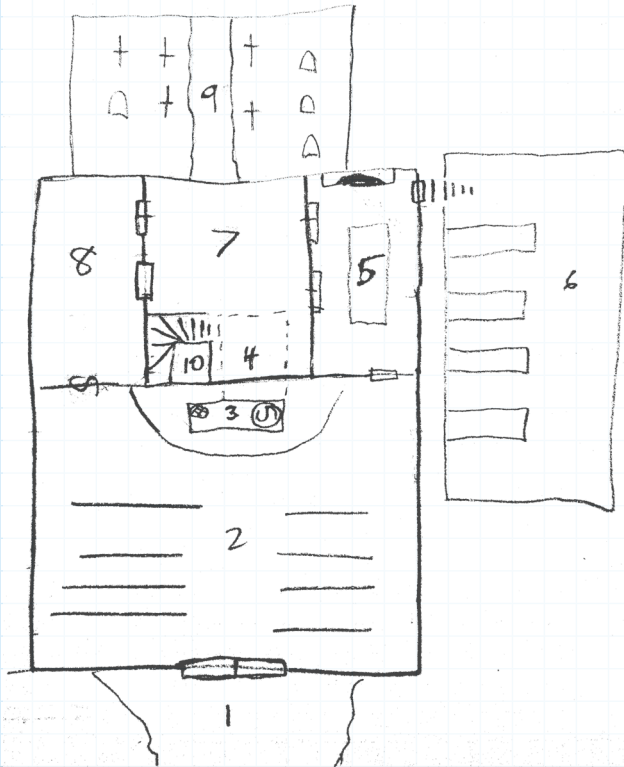


CHURCH OF THE WICKED GENERATION by Eric Potter



Background:

Five long years of plague decimated the distant village of Shankshill. With the elders, leaders, and priests long dead, the surviving youth fell under the spell of a wandering Cleric who beguiled them using forbidden magic-user spells and took up residence in the village church. His young followers became heathens, stealing livestock near and far for animal sacrifice to his gods.

But a fateful decision was made by the desperate survivors of neighboring hamlets to sneak into the village and put an end to the Cleric and his wicked ways. And they would claim the doomed village's treasury as their own.

These marauders trapped the poor souls inside the Village church, nailing boards across all exits and set it alight with fire. Screams of tortured deaths echoed across that dark night as the flames swept through the structure.

When the fire finally burned out the evil Cleric and his followers were dead, but the church shell remained standing. And the treasury was never found.

Room Key:

- OUTER VESTIBULE:** Crude writing is carved above the charred door: *Herein perished the Wicked Generation. Gods forgive us for what we've done.* The entry doors are stuck closed by time but not locked.
- CHAPEL:** 8 pews blackened with soot centered in room. Burned remnants of holy books and loose papers litter floor. The heavily damaged ceiling allows for available light and weather. A raised pulpit along the north wall. 4 *Child Skeletons* (AC 7; HD 1; hp 5; #AT 1; D 1-4; MV 60'(20'); Save F1; ML 12; AL Chaotic; XP 10) armed with rusty daggers hide under front pews.
- BAPTISMAL POOL:** A 4ft deep pool containing filthy, opaque water. A sluice is hidden in the north corner, discovered only by searching under the water. Opening the sluice drains the pool, exposing a *Child Skeleton*. A secret door in the pool's floor descends into darkness.
- HIDDEN VAULT:** The drained water has drenched the village's lost treasury. 2 *Giant Rats* (AC 7; HD 1/2; hp 4,3; #AT 1; D 1-3 + disease; MV 60'(20'); Save F1; ML 8; AL Neutral; XP 5) now swimming in the ankle-deep water attack immediately. 2 sacks of 600 sp. 2 sacks of 600 gp. 1 platinum bar worth 500 gp. Vault could also be unearthed by digging 4 turns in the Courtyard.
- KITCHEN:** A long, burned wooden table centers the room, which may be pushed to the west wall in order to see out into the Courtyard, but collapses under human-sized weight. A fireplace on the north wall. An empty cooking pot hangs from a chain above the hearth. A door leads down to the pitch black cellar.
- CELLAR:** A large dank room carved from the bedrock containing racks for wine bottle storage. A few bottles remain. 6 *Child Skeletons* surprise on 1-4d6 from behind the last rack. 3 *Potions of Healing* among the dusty wine bottles.
- COURTYARD:** Twisted melted glass shards from the high windows above litter the sandy earth. Otherwise empty. The back gate is in disrepair, allowing open passage to the Cemetery. 2 *Wolves* (AC 7; HD 2+2; hp 12,10; #AT 1; D 1-6; MV 180'(60'); Save F1; ML 12; AL Neutral; XP 25) feast on a recent rabbit kill and will fight the party to the death. A shovel leans against the back wall of the Church.
- SANCTUARY:** A crude mattress pushed beneath the broken out window. Burned books have been neatly stacked along the walls. *Maaldin the Bishop* (AC 8; HD 7; hp 30; #AT 1; D 1-6; MV 120'(60'); Save C7; ML 10; AL Chaotic; XP 375) meditates under a broken, scorched statue. The Cleric turns as the party enters. His withered face a hideous pulp of scarred, burned flesh. He speaks in croaking tones, his larynx heavily damaged. "I knew if I waited long enough more would come." He immediately casts his *Charm* spell. Should his *Charm* be unsuccessful, he will cast his *Light* attempting to blind the party and even his odds. After, he will attack with his mace. If battle goes badly he will attempt to escape to the Belfry to ring the enchanted bell. His threadbare robes are worthless but he wears a *Ring of Resist Fire*. A small locked wooden box near the mattress contains 3 scrolls; *Detect Magic*, *Purify Food and Water*, *Cure Light Wounds*. A door leads out to the Courtyard.
- CEMETERY:** A rusted wrought iron fence surrounds the Village graveyard. Decrepit headstones hide underneath the overgrowth, faces worn thin by time. A nest of 3 *Giant Rattlers* (AC 5; HD 4*; hp 5; #AT 2 bites; D 1-4 + poison; MV 120'(40'); Save F2; ML 8; AL Neutral; XP 75) near far grave. A forgotten pouch with a clear Gem worth 150 gp under the grasses along the west fence. Animal trails lead off into the Northern mountains in the distance.
- BELFRY:** A rickety staircase winds up to a huge copper bell, oxidized to a milky blue/green patina. Unfortunately, its ringing ropes were burned away. A forgotten *Cowl of Dampening* hangs on a peg somewhat out of sight. Should the party manage to attach a rope and the bell be rung, the echoing effects cause 1d4 of permanent (hearing) damage to characters within the Belfry not wearing the cowl. The bell has been enchanted by the Cleric with a *Raise Dead* spell and summons 12 *Zombies* (AC 8; HD 2; hp 7; #AT 1; D 1-8; MV 120'(40'); Save F1; ML 12; AL Chaotic; XP 20) to his aid from the Cemetery.