

The small town of **Twowells** has found itself under the dominion of a fanatical priest named **Myndalir**. He executes criminals in the open, chases out supporters of the local baron, and is starting a small rebellion. His reclusive practices occur below the graveyard, in an ancient complex known as the **UNDERCHURCH**. Rumour is it that there is a secret entrance within the old farmhouse to the north.

1 – Rotten Ladder

This ancient and heavily worn ladder descends down from a padlocked trapdoor within the ruined farmstead, out to the north of Twowells. It is a perilous climb with crumbling footholds of withered, moistened wood. The walkway is seven [7] foot tall and four [4] foot wide.

2 – Winding Walk

A natural passage winds through the wet, cold rock along broad, awkward steps. Halfway down, hidden beneath a layer of dust and grime, is a gently glowing, crimson glyph, carved into the stone. If passed over by an unsuspecting delver, they will be subject to an immediate, all-consuming thirst for water, under fear of death.

3 – Grimed Water

At the end of the walkway is a pool of filthy, grotesque still water, topped with a layer of putrescent mulch. The only way to continue is down on through the water, under the rock, and onto the other side. Whoever enters into the water runs the risk of contracting illness and disease from the sickening muck. The underwater passage is five [5] foot tall and eight [8] foot wide.

4 – Smuggled Goods

Unstable rock formations have tumbled away from the ceiling, blocking up the waterway in two directions. The direct route is fairly obvious through the water, but an ancient passage is obscured within the dark, hidden off to the side. Behind the rocks, around a sharp corner, is a small, locked chest. Inside are; fifty [50] silver coins, eight [8] gold coins, a leather pouch of five [5] dice and one [1] loaded die, a deck of marked playing cards, and a corked bottle of invisible ink. The side passage is three [3] foot wide and four [4] foot tall.

5 – Swimming with Snakes

The opposite pool opens into a chamber with a high ceiling and raised bank across from the underwater passage. The ledge is accessible via a small, knotted rope, nailed into the rock with an iron piton. On the ledge, directly in the centre, is a small bundle of straw and mangled vines, neatly holding a dozen pearl-white eggs and their protective mother; a red-and-black striped, venomous snake. Occasionally, some of her brood will hatch and join her in the defence of the nest, although the young are far weaker than the adult. At the very rear of the chamber is a locked, wooden door with iron support bars. The pool is 10ft deep and the chamber is 15 foot tall.

6 – Man-Made Halls

This short hallway is illuminated by a single torch within the corner. The floor is constructed from thick, dust-covered flagstone, and the walls are made of large bricks. Just around the corner is another gently glowing glyph, emanating green light. If triggered, the creature that disturbs it suffers dozens of tiny notches and cuts all over their skin and begins to bleed uncontrollably. The hall is five [5] feet wide and eight [8] feet tall.

7 – Tar Pit

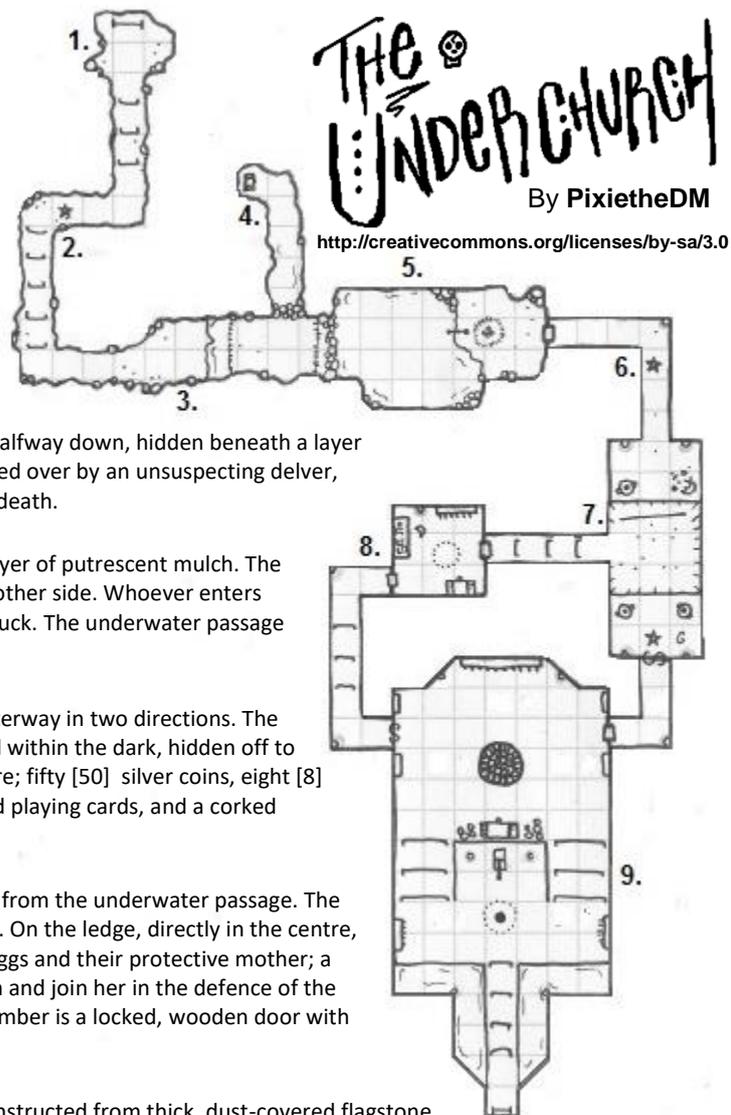
The two sides of this torch-lit chamber are separated by a large pit in the centre. The pit is fifteen [15] foot deep and fifteen [15] foot wide and contains a thick, gelatinous mass of tar-like mess which obscures the four zombies, lying in wait underneath. The black filth is easily flammable and will burn for hours if ignited. Propped onto the edge of the northern ledge is a twenty [20] foot long, wooden pole. On each platform is a pair of burial urns, with one of the northern pair smashed to pieces. Inside they each contain ten [10] gold coins. Only the south-eastern urn also holds a magical potion of healing. Leading out of the pit is a short staircase heading towards an iron door, barred from the other side. The southern wall has a secret door built into it, accessible via a button within a pale brick. In front of this secret door is another glyph, glowing in a golden hue. Once triggered, the creature that disturbed it will flare into a hostile craze, briefly attacking any nearby until they are calmed or subdued successfully.

8 – Myndalir's Laboratory

In the centre of this small room is a large, locked bird-cage upon the floor, containing a headless, armless zombie. The room also contains a heavily decorated desk with papers and writings between Myndalir and someone only referred to as 'R', discerning a magical, necromantic process. On the northern wall is a bookshelf holding dozens of jarred human remains, such as skulls, hands, hearts, and eyes, as well as a crudely constructed spellbook of rough leather and tattered cloth. It holds various necromantic spells within its well-read pages. The heavy chest on the southern wall is unlocked and contains; a well-used healer's kit, a well-used veterinarian's kit, a book upon canine anatomy, a book upon runic carving, and two [2] scrolls of a spell which protects from fear. The eastern door is barred with an iron pole. The western door is unlocked. The room is fifteen [15] foot wide and fifteen [15] foot tall.

9 – Dog's Head Hall

This is a large chamber with the raised, southern platform accessible by two wide staircases on either side. In the centre of the lower half is a broad dais topped with dozens of severed dog, wolf, and fox heads. On the northern wall is a shelf holding dozens of heavily rusted weapons – swords, pikes, and hand axes. On the eastern and western walls are two pairs of stone sarcophagi, clamped shut. Inside each is a headless, human corpse. At the base of the raised platform is a locked chest, surrounded by candles. The chest contains; a magical wand which covers a small area with conjured grease, an enchanted sewing needle which improves the holder's skill at sewing, three [3] enchanted crossbow bolts which, once fired, let out a uproarious clamour, inspiring combatants to fight more effectively, and a solid-gold unholy symbol of a forgotten deity (six snakes, joined by their tails at a central disk). Atop the raised platform is a stone lever, built into the floor. Behind the lever is a stone pedestal surrounded by a dull, runic circle. Sitting upon it is an incredibly heavy, granite skull, larger than a human's. It is covered with similar runic carvings as before. Once the level is pulled, the runes around the pedestal and over the skull will glow purple, with the skull rising up and starting to rotate, screaming in a guttural roar. A protective dome of shimmering light will surround the skull from the circle. When the skull is active, the sarcophagi will open and expel a headless, human corpse. The corpses will walk towards the dog's heads, place one upon their shoulders, and then move over to the weapon rack to acquire one. From here on, they will engage as hostile creatures. Headless corpses will continue to attack until the stone skull is either destroyed or magically disrupted through select damage to the runes carved upon it. To the southern side there is a shallow stream running adjacent to the wall. Beyond this is a steel ladder that heads forty [40] feet up to a trapdoor within the Twowell's graveyard. It is latched shut from the inside. The western wall holds a secret door. It is accessible from another button within a pale brick.



THE UNDERCHURCH
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