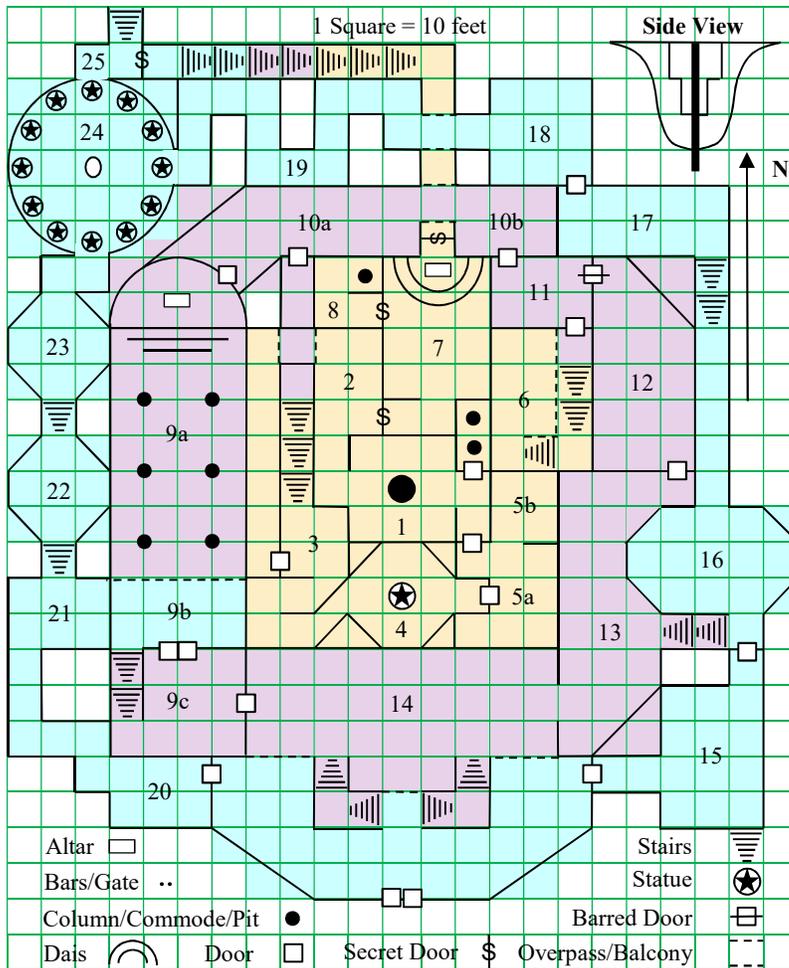


# IN THE CRADLE OF THE REBORN GOD

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**Background:** The earth shakes and a sinkhole opens in the middle of town. Hellish cries and the gleam of gold can be heard and seen from above. Below, the cult of N'dometrion (a demon lord of fertility) has kidnapped locals to raise their demonic deity through sacrificial rites in their underground temple. The cultists are failing, and running out of time. The evil may soon overtake them.

**The Clock:** The cult has 12 chances to offer a worthy sacrifice. At least six have failed. Each ritual takes 2 hours and will be always be in progress, unless interrupted. Success transforms the subject's body into a spermatozoon used to fertilize the egg in area 24. Failure produces grotesque abominations which have been released in area 23 to roam the upper levels. Only the final attempt will succeed. If the final ritual does not come to pass and the egg is not destroyed or spoiled, it will crack open and flood all levels in one hour with blood and tissue draining everything to the pit in area 1. A new egg will appear in 100 years.

**The Way In/Out:** The sinkhole is a 5'-wide, 100'-long shaft leading into area 1. The other entrance/exit is a concealed door inside a mausoleum in the town's cemetery (area 25). The sinkhole lets out into the third level. The mausoleum entrance/exit leads to the first level. The dungeon floors, ceilings, and walls are peach, purple, and blue stone. They feel like sinew and flesh. The air is humid and smells yeasty.

**Adversaries:** Third-level (areas 1-8) random encounters occur on 1-4 in 6, and will be cultists. Encounters on the upper levels (9-14 and 15-21) occur on 1-2 in 6, and require a roll on the abomination table below.

**Chalus, High Evil Priest:** chain, morning star, 13 spells

**Temple cultists (18 total):** leather, dual-wield 2 daggers

**Gaizha:** giant, mammalian spider, web, bite + poison

**Burning Seraphim (2 total):** Angelic flaming swords, fear, level-drain

**Deadly Flora (d6):** grapple (vines/roots), laceration/paralysis (nettles)

**Necrotic Ooze:** 10-square feet, disintegrating touch, telepathy

**Living Statues (12 total):** 8' tall, great swords, grapple/pummel

**Abominations:** see table below, encountered doesn't mean alive

**d12 Random Abomination Table (no repeats)**

d12	Random Abomination Table (no repeats)
1.	Small gremlin, blue-gray skin, no eyes (teeth/claws)
2.	Man-like, yellow, scaled, 3 eyes (teeth/claws)
3.	Large bat with limbs, ashen, wings, tail (bite/drain)
4.	Huge, red fiend, horned, hooved (teeth/claws/breath)
5.	Huge floating orange worm with eyes (swallow/psionics)
6.	Small human child, paralyzing touch, unhinging jaws (fangs)
7.	Large, brown-green toad (acidic sputum, grapple)
8.	Skinless woman (teeth/claws/screaming siren song)
9.	Shambling tumor on legs (adhesive touch, radiation poisoning)
10.	Headless baby, tentacles from neck (grapple/strangle)
11.	Raven head/ape body, speaks, intelligent (beak/grapple/rend)
12.	An escaped, unaltered captive/sacrifice trying to hide

19.	The Serpent's Path: No light shines here. It is permanently dark.
20.	The Oracle: A crucified idol answers any question, but always lies.
21.	The Witness: Dying cultist with his guts ripped out. He has answers.
22.	Spotlight: Magically lit, there's no hiding here. Limbs litter the floor.
23.	The Northern Gate is magically sealed and keeps abominations from the egg. They are brought here once their initial forms fail to make the proper transformation, and ideal before they kill any cultists.
24.	The Egg: Living statues guard a 4-ft. egg attached to the floor by a pedestal of flesh. It is impervious to everything except magic and alkaline substances. The egg is viscous porcelain which envelops any living flesh on contact. Envelopment of any life besides the sacrificial spermatozoon will spoil the egg. Once inseminated, the egg will gestate for 1 day. After 24 hours, the egg will hatch and the god begins life anew as an infant with human vulnerabilities. Maturity is reached after one week of nursing from Gaizha when he becomes nearly invincible.
25.	The Alarm: Three heads are mounted on the western wall. Stepping into this 10 x 10 area will cause the heads to scream, bringing cultists. Cultists have medallions which disarm the alarm.

1. Gaizha waits to nurse the reborn god, caressing 12 golden umbilical ropes (10' long, 1" diameter) growing out of the walls. A bottomless pit lies in the center of the room.
2. The Incubator: Less than six humans of various ages cower and cry in cages, naked.
3. Cloakroom/Armory: Stairway to 2<sup>nd</sup> level. Cultist clothing, arms, and accessories.
4. Bath: Smiling statue of the god weeps a pool of liquid devotion for bathing.
5. Cultist Living Area: a) barracks, b) kitchen. It smells of curry and petroleum jelly.
6. Mass Grave: Once a sacred burial chamber, dead cultists are now placed in a hole, covered with lye, and liquified. Save versus passing out or nausea. Nine dead high priests are entombed in the wall, buried in blood armor with Monstrances of Evil Benediction.
7. Inner Sanctum: Chalus and d6 cultists performing the ritual in a fog of heavy incense.
8. High Priest's Quarters: Chest with golden idols, crystals, and a diary full of self-doubt.
9. a) Chapel, b) Choir, c) Vestibule: Fiery angels magically sealed in here want revenge.
10. The Library (10a) contains 5,000 books, including the cult histories and gospels, and the Zhal Codex, an ancient prophetic tome worth more than all the rest of the temple's treasures. The Lab (10b) contains oils, potions, medicines, and poisons – all unmarked.
11. The Morgue: Tables of sharp implements and barrels of lye for torture and preparing cultists for funeral rites (area 6). The door to area 12 has been reinforced and barred shut.
12. Slaves Quarters: All the slaves are dead. A necrotic ooze has crept in this place and gained telepathic sentience as a result of the dark magics here. It is curious to meet a god.
13. The Garden: A jungle of deadly, subterranean flora grows here. They long to feed.
14. The Great Hall: A huge mural covers the upper southern wall. Writings in a future dialect of the Common tongue detail what is about to come to pass. The golden doors in the middle will only open at the touch of the reborn god, ushering in his demonic hosts.
15. Brazier of Time Folding: When lit, this brazier will cause PCs in the room to unknowingly move backwards or forwards in time, d6 hours (odds back/evens forwards).
16. Replication Room: The walls are covered in mirrors. If inspected closely, reflections will try to pull PCs into the mirror and take their place as doppelgangers.
17. The Gallery: Crates of antiquities & art line the walls, obscuring the door to area 18.
18. The Bell Room: World's most valuable bell collection. Once rung, they don't stop.