

the Rot King's Sanctum



A DUNGEON FOR ADVENTURERS WITH 2-3 HD

Somewhere in the sewers under the city of Cliff's End exists a hidden entrance to a forbidden temple. This unholy place is dedicated to Nithis, the god of decay. The cultists in its halls are led by a scheming cleric who calls herself the Rot King.

REASONS TO ENTER

The Missing Merchant

The PCs are approached by **Ilda**, **Melvin's** sister (see room 7). Her brother has gone missing and she asks the PCs to find him. When the PCs ask around about the missing brother, they find out that Melvin had dealings with the Cult of the Black Tear. Their investigation leads them to a sewer entrance which Melvin supposedly entered on the day he was seen last.

The Archmage's Tomb

The PCs have discovered a map that leads them to believe one of the nine fabled Azirian archmages is buried under Cliff's End (see room 16). The map points the PCs to the area of the temple.

The Divine Gambit

A priest of the goddess Kcyra has suspicions that his clergy is being infiltrated by agents of the Cult of the Black Tear. He has hired the PCs to find out where the cult is hiding and to get proof of this infiltration (see room 14) before he can bring his suspicions to the clergy leaders.

RANDOM ENCOUNTERS

Every turn, or if the PCs make a lot of noise,

the GM should roll a d6 to determine if a random encounter occurs. On a result of 1, roll on the table below.

d6 Random Encounters

- | | |
|---|---|
| 1 | A plague priest and 1d4 cultists with a priest of Kcyra as their prisoner. |
| 2 | 1d6 moldy skeletons carrying baskets of harvested mushrooms (see room 5). |
| 3 | Melvin trying to escape (from room 7). |
| 4 | Veilclaw and Tar (see room 4) |
| 5 | 1d4 rat swarms , possessed by the ghost of a prisoner that was sacrificed to Nithis. |
| 6 | The Rot King |
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NPC STATS

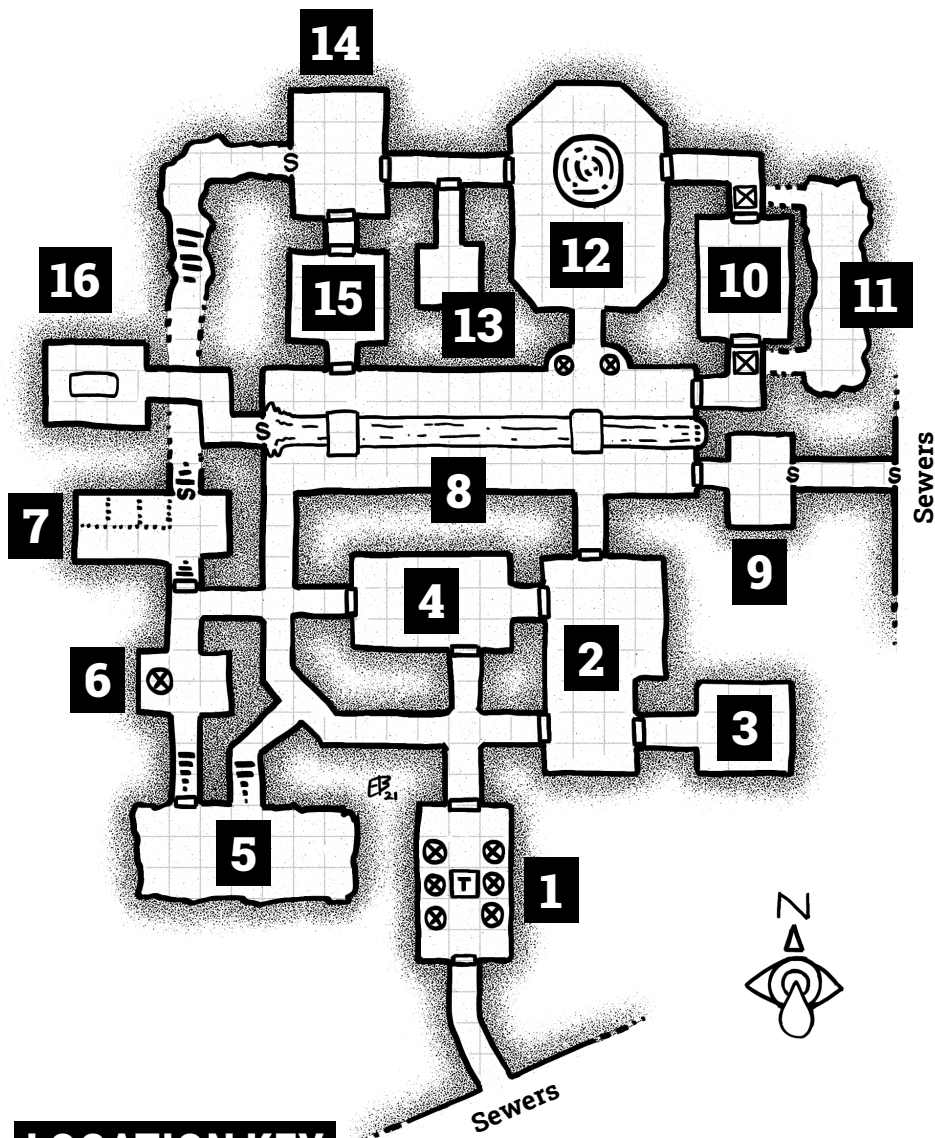
The stats for each NPC in this module can be found on **page 8**.

GENERAL DUNGEON FEATURES

Rooms in this dungeon have the following features unless otherwise stated:

Dark. Wooden doors. Rough stone walls and floors. The air is damp and carries the faintly sweet smell of rot.

*This adventure is designed for the game **DURF** and references some content found in the rules you can download for free at emielboven.itch.io*



LOCATION KEY

- | | | |
|--------------------|--------------------|-------------------------|
| 1. Entrance Hall | 7. Cells | 13. Rat Room |
| 2. Living Area | 8. Central Hall | 14. Rot King's Quarters |
| 3. Storage | 9. Empty room | 15. Library |
| 4. Guard Post | 10. Treasury | 16. Hidden Crypt |
| 5. Shroom Gardens | 11. Crawler Nest | |
| 6. Grinning Statue | 12. Temple Sanctum | |

1. ENTRANCE HALL

Heavy bronze doors. **Six stone statues** of screaming figures line the walls of this room. The symbol of Nithis, an open eye crying a single tear, is embossed on the north door.

- Walking over the **pressure plate** in the middle of the room causes a paralyzing gas (STR save or be paralyzed for 2d4 turns) to spray out of the mouths of the statues into the room, and the doors to slam shut, alerting the **cultists in room 2 and 4**. The doors can be opened using a lever in the hallway on the outside of the room.
- Each **statue** has **two emerald eyes**, worth 30 GP each (360 GP total).

2. LIVING AREA

Dimly lit. **2d6 cultists** are here at any time. There is a 6-in-10 chance of a **plague priest** being here. The south side of this room contains a small **cooking fire** and a table with some chairs. The north side of the room has a scattered group of **bedrolls** on the floor.

- Sizzling in a pan above the **cooking fire** are some **mushrooms** from **room 5**.
- Searching the area around the **bedrolls** reveals 45 GP and a **brass amulet** in the shape of an eye (20 GP).

3. STORAGE

This room contains **crates** with root vegetables and dried meat.

4. GUARD POST

Dimly lit. Stationed here are **1d8+1 cultist guards**. They are led by **two black-furred wererats** named **Tar** and **Veilclaw**. Tar wields a +1 mace and Veilclaw wears a **Ring of Spellturning**.

The room is sparsely furnished with some wooden benches and a stone table.

RING OF SPELLTURNING

Spells cast on the wearer are reflected back onto the caster. 5 uses, after which it must be recharged by shattering a mirror reflecting a full moon.

5. SHROOM GARDENS

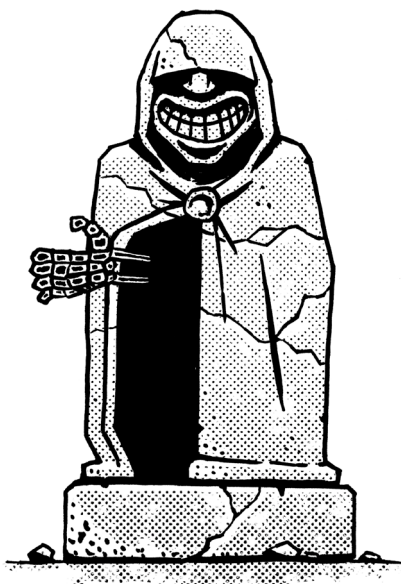
The floor of this room is covered with soil and **pale green mushrooms**. Tending this mushroom garden are **4 moldy skeletons**. The skeletons are not hostile unless provoked (attacking or destroying their garden).

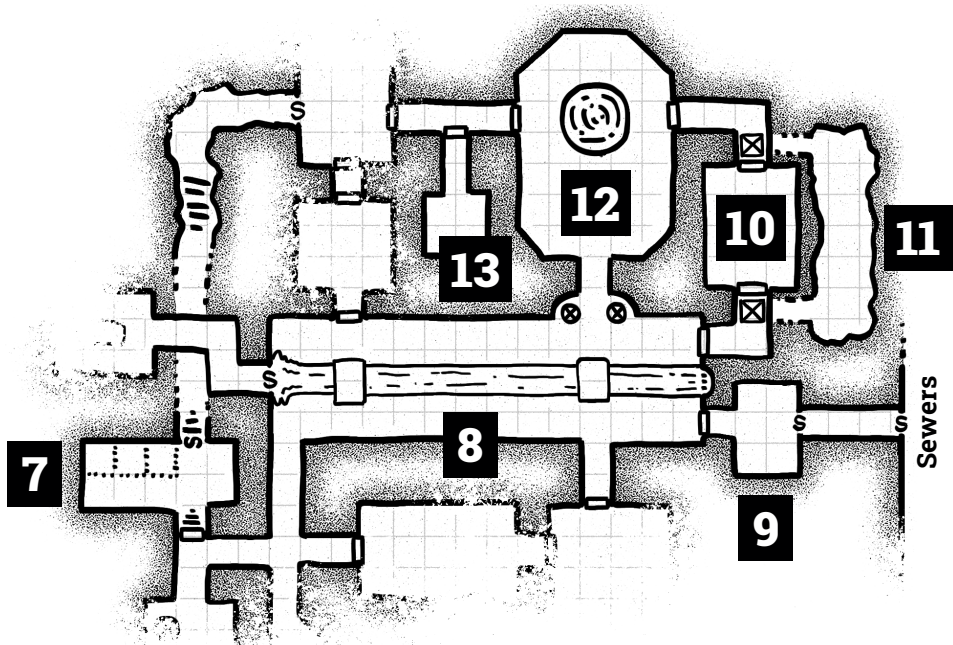
- Searching the room reveals a **decaying body** beneath a patch of mushrooms. The corpse wears a **pouch** with 135 GP.
- Eating the **mushrooms** is deadly (STR save or die) except for when they are cooked. The cooked mushrooms heal 1 Wound each.

6. GRINNING STATUE

A **stone statue** of a grinning man holding out a **skeletal arm** made of copper.

- Shaking the **metal hand** swaps the copper arm of the statue and the arm of the PC shaking it. A living arm grafted onto the statue this way will not decay and will function as normal when swapped back by shaking the hand again. While grafted to a living person, the copper arm works like a normal arm.





7. CELLS

Dimly lit. **1d4 cultist guards**. This room holds **three cells** made of iron bars. The cells contain **two malnourished prisoners** and a small gnome merchant named **Melvin**.

- **Melvin** knows of the **secret exit** in room 9 and promises the PCs a reward of 500 GP if they save him. He does not care about the other prisoners.
- A **secret door** in the north wall leads to **room 15**.

8. CENTRAL HALL

Dimly lit. This large room is split by a channel filled with a slow, shallow **stream of yellow-green acid**. It flows down the west wall and disappears into a copper grate at the east end of the room. **Two metal bridges** hang over the channel from long metal chains that go through small holes in the ceiling. The entrance to **room 12** is flanked by **two statues** and guarded by **2 cultist guards**.

- The **acid** deals 3 dmg each round to any creature touching it.
- A **copper pull ring** can be seen through the acid at the bottom of the channel next to

the western bridge. Pulling this ring stops the acid from flowing down the west wall and opens a secret door to room 16.

- Both **statues** at the guarded entrance can be turned. Doing so pulls the bridges up to the ceiling.

9. EMPTY ROOM

This room is empty except for a **secret door** in the east wall.

- A sharp eye can discern **footprints** leading to and from the east wall.

10. TREASURY

LOCKED iron doors. Both hallways are trapped with a **25' deep pit trap** (DEX save or fall in and take 6 dmg) leading to **room 11**. The room contains **4 antique vases** (55 GP each), **two chests**, and a **large shelf**.

- One of the **chests** holds a sack filled with 830 GP. The other contains a **jewelled sword** (150 GP) and a pouch containing **five gems** (55 GP each).
- The **large shelf** contains a small silver and amethyst **statue** depicting the dream goddess Saphria (350 GP), **two potions**, an **ivory case**, a **rough stone box** and a **metal**

octahedron with faintly glowing runes on each side.

- The **potions** are a *Potion of Speed* and a *Potion of Gas Form*.
- The **ivory case** is locked and contains a pouch with 220 GP, *two scrolls: Fireball* and *Unravel*, a **quiver of +1 magical arrows** (*Ammo* that grants +1 to attack roll and dmg) and a **mithril mask** with eight tiny eyes that allow its wearer to walk on walls and ceilings.
- The **stone box** is empty; opening it will release a cloud of sleeping powder into the room (STR save or fall asleep for 2d4 turns).
- The **metal octahedron** is a *Melchior Box*.

POTION OF SPEED

Grants the drinker an additional action each combat round, for 1 turn.

POTION OF GAS FORM

Transforms the drinker into a sentient cloud of gas, for 2d4 turns.

SPELL: FIREBALL

Throw a ball of fire that explodes at a location nearby, deals 6 dmg to each creature in the area of the explosion (DEX save to only take half).

SPELL: UNRAVEL

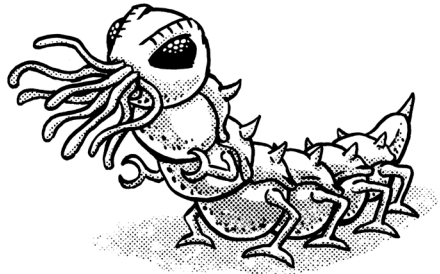
Target spell or magical effect unravels and its magical energy is released back into the world. This cancels the spell (permanent enchantment are only unravelled for X turns) but the caster has to roll on the Blunders table to see how the released energy affects them.

MELCHIOR BOX

Tapping the runes on the side opens the box revealing a semitranslucent black stone. The stone whispers softly and can be asked a yes or no question which it answers truthfully. After a question has been answered the runes on the box fade for 1d4+1 weeks during which the stone will not answer any questions.

corpses and contains a **corpse crawler** which has learned to expect meals from the pit traps leading to this room.

- In the corner of the room are **three decaying bodies**, one of which is filled with **four sacs of corpse crawler eggs** (alchemists or biologists might pay 300 GP per egg sac recovered).



12. TEMPLE SANCTUM

Brightly lit. This arched room contains a **large pool** filled with a black liquid. Hanging from a chain above the liquid is a **brass eye**, green with corrosion. The pupil of the eye slowly drops tears of black liquid into the pool. **1d4 cultists** are here at any time watched over by a **plague priest**. There is a 4-in-10 chance of a ritual going on here, in which case **2d4 more cultists** are present and a **plague priest** (or the **Rot King** himself) is leading the group in prayer.

- If a creature touches the liquid in the **pool**, they lose a HD per round. The HD are regained when they take a day to recover or receive magical healing. If a creature's HD get reduced below 0 they die and turn into a black liquid that is pulled into the pool.

13. RAT ROOM

This rubble-filled room is the home of **2d4 rat swarms** who live in the trash.

- Taking two turns sorting through the rubble reveals a **golden powder box** (45 GP, empty), a **chewed-up book** with pictures of farm animals, 32 GP and the **skeletal remains** of a small monkey.

11. CRAWLER NEST

This room is filled with the stench of rotting

14. ROT KING'S QUARTERS

Brightly lit. This room is the personal chamber of the **Rot King**, there is a 6-in-10 chance they are encountered here. The room contains a **small desk**, a chair, a bed, a **large mirror** and **two chests**.

- The **mirror** is placed here to repel intruders. When a creature not accompanied by the Rot King enters the room, a **shadow** steps out of the mirror and attacks.
- The **chests** both contain **robes and other garments** worn by the Rot King, but hidden inside a **secret compartment** is a pouch containing a **dark emerald** (95 GP), a **Tonic of Health** (see **DURF**), and a **+1 dagger**.
- Scattered over the **desk** are a bunch of papers. Several of them are **letters** between the Rot King and a Nithis agent named Zarek, who infiltrated the clergy of Kcyra, the goddess of healing. He writes about a heavily guarded relic named the "Tear of Kcyra" that will be moved between two temples in the coming month.
- A **secret door** in the west wall leads to **room 7**.

15. LIBRARY

LOCKED. Dimly lit. The walls of this room are lined with **bookshelves** except for where metal sconces are fixed to the wall holding a total of four **black candles**. In the middle of the room stands a **black iron lectern** with a **book** spread open on top of it. The book whispers softly and an oily black smoke trails from its pages.

- A PC spending a turn searching the **bookshelves** has a 2-in-10 chance of finding a **magical scroll**. Roll on the following table to determine which scroll they find. Each scroll can be found once.

d6 Scrolls (See **DURF** for spell description)

1 Talk with Spirit

2 Acid Rain

3 Cause Wounds

4 Grasp of Yahzahar

5 Pippi's Slumber

6 Unravel (see **room 10**)

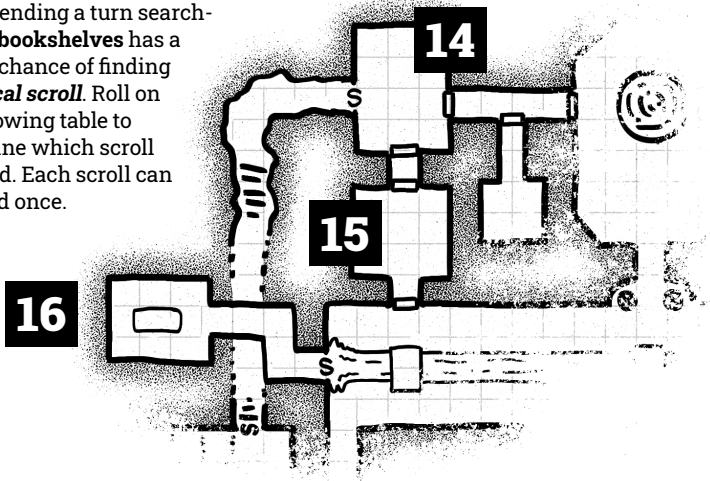
- The **black candles** are **Gravelight Candles**.
- The **book** contains the will of Nithis. If a PC tries to read it, their eyes start to cry black tears and they must make a WIL save or take 6 direct wounds; half on a successful save. If they survive the ordeal they permanently gain 1 WIL. Only works once per PC.

GRAVELIGHT CANDLE

While this candle is burning, a creature holding it is invisible to undead monsters with 2 or less HD. Burns for 3 turns.

16. HIDDEN CRYPT

None of the cultists know of this room's existence. Cracked black marble tiles line the walls and floors of this chamber. The middle of the room contains a large **white marble sarcophagus** carved with intricate cloud and lightning patterns. The top of the coffin is decorated with a deep-blue **glowing crystal** and bears the following inscription in an an-



cient dialect: **BARINZAR, FIRST AMONG THE NINE, HE WHO HARNESSSED THE TEMPEST.**

- The **lid** of the sarcophagus is trapped: opening it or tampering with the **crystal** causes it to shoot lightning bolts at each creature near the sarcophagus, dealing 6 dmg (DEX save to only take half), after which the crystal's energy is spent. An Unravel spell can disable the crystal's magic.
- Inside the **sarcophagus** is a skeleton dressed in rotten robes. It wears **two silver rings** (35 GP each), an ornamental **gold dagger** (200 GP) and a **golden amulet** (80 GP). Next to the remains are **three blue gems** (160 GP each), a **Rod of Cancellation**

and an ornate scroll case containing **three scrolls**: **Bolt** (see **DURF**), **Fireball** (see **room 10**) and **Wall of Ice**.

ROD OF CANCELATION

This rod drains the enchantment from a magical item it touches, after which the rod turns to dust.

SPELL: WALL OF ICE

A wall of ice springs up at a location near the caster. The wall can take 12 dmg before it is broken. Fire deals double damage. Creatures in the target location must make a DEX save or become stuck in the wall.

THE ROT KING

Not much is known about the cleric who bears the name of the Rot King before they rose to power among the followers of Nithis. The Rot King believes themself a vessel through which the god of chaos and disease can shape the world.

Under their leadership, the Cult of the Black Tear has grown from a niche cult to a force that influences the world above. They have made an alliance with the wererat community in the sewers and implanted a network of agents in the clergies of other deities. This shows the Rot King is a cunning leader who is not afraid of accepting outside influences in order to achieve the goals of their deity.

The cleric uses the temple complex under Cliff's End as their primary base to study the will of Nithis and to plan their schemes.

NITHIS AND KCYRA

In contrast to the worship of his sister Kcyra, the worship of the chaos god Nithis has been outlawed in the city of Cliff's End and most of the surrounding region.

Because of this the cultist of the Black Tear have a deep hatred for the followers of the goddess of Healing. Their religious dogma teaches that Nithis was betrayed by his sister when she took the power of life and restoration for herself, even though they were promised to Nithis by the Council of Creation, leaving the betrayed god with only the powers to undo and corrupt his sister's works.



NITHIS

NPC STATS

THE ROT KING

Skill 6 HD 5 (5 Armor) ML 9

- ▶ **Mace 5 dmg**
 - ▶ **Summon Swarm:** 3 times a day the Rot King can release a fly swarm from the holes covering their forearms.
 - ▶ **Spellcasting:** The Rot King can cast the following spells:
 - *Cause Wounds* (twice a day) - A creature touched by the caster takes X direct Wounds.
 - *Grasp of Yahzahar* - Up to X creatures must make a STR save or are grabbed by a shadowy hand and held in place for 1d4 rounds.
 - *Swarm Form* - Caster turns into a swarm of bugs, rats or bats for up to X turns.
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FLY SWARM

Skill 2 HD 1 (0 Armor) ML 11

- ▶ **Swarm 1 dmg**, automatically wins close combat rolls unless the opposing creature attacks with fire or smoke.
 - ▶ Can only be harmed by fire, sleep spells or smoke.
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CULTIST

Skill 2 HD 1 (no Armor) ML 7

- ▶ **Dagger 3 dmg**
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CULTIST GUARD

Skill 3 HD 1 (3 Armor) ML 7

- ▶ **Mace 4 dmg**
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PLAGUE PRIEST

Skill 4 HD 3 (5 Armor) ML 9

- ▶ **Mace 4 dmg**
 - ▶ **Spellcasting:** A plague priest can cast the following spell:
 - *Cause Wounds* - A creature touched by the caster takes X direct Wounds.
-

CORPSE CRAWLER

Skill 5 HD 3 (7 Armor) ML 9

- ▶ **Paralyzing Tentacles 0 dmg + paralyze.**

A creature hit by the crawler must make a STR save or becomes paralyzed for 1d4 turns.

- ▶ Can walk on walls and ceilings.
-

TAR AND VEILCLAW, WERERATS

Skill 4 HD 3 (3 Armor) ML 8

- ▶ **+1 Mace 5 dmg** (Tar)
 - ▶ **Dagger 3 dmg** (Veilclaw)
 - ▶ **Bite 2 dmg:** Creatures bitten by a wererat must make a STR save or contract lycanthropy. The infection becomes apparent after a day and after 3d8 days they become a full lycantrope.
 - ▶ **Swarm Call:** Can summon 1d3 rat swarms once a day, they arrive in 1d4 rounds.
 - ▶ **Ring of Spellturning** (Veilclaw): See magic item.
 - ▶ **Lycanthropy:** Can switch forms between that of a humanoid rat and a normal human. In rat form, they can only be harmed by spells, or magical or silver weapons.
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RAT SWARM

Skill 2 HD 0 (no Armor) ML 8

- ▶ **Bite 3 dmg**
 - ▶ Affraid of fire.
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MOLDY SKELETON

Skill 3 HD 1 (3 Armor) ML -

- ▶ **Rake 3 dmg**
 - ▶ **Yellow Spores:** When hit there is a 5-in-10 chance they will release a cloud of spores. Creatures breathing them in must make a STR save or die.
 - ▶ **Undead:** Unaffected by charm or sleep effects.
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SHADOW

Skill 3 HD 2 (no Armor) ML -

- ▶ **Touch 3 dmg + Strength drain.** The touch of a shadow lowers a PC's STR by 1 point until they take a day to recover. If a PC's STR gets reduced below 0 they die and rise as a shadow.
- ▶ **Undead:** unaffected by charm or sleep effects.
- ▶ Can only be affected by spells or magical weapons.