

# The Temple of Odd Markham



## Background

The party are approached in town by a local seamstress called Merriam. The previous day, her son Janka and his friend Kenmore were dragged from their workplace by hooded men and haven't been seen since. Young men have been periodically disappearing from town for some time now.

Merriam strongly suspects that these young men are being forcibly recruited to a cult which seems to have taken root in the undercroft of the ruined temple at Odd Markham, which is about 5 miles out of town up into the hills. Merriam has tried since last night, with no success to get the town guard to investigate his disappearance. Like the disappearance of other young men lately, this has not been properly investigated and she believes that the head of the guard, Feanore Valdison, is secretly in league with the cult.

## The Ruins of Odd Markham Temple

When the players arrive at the ruins of Odd Markham temple the place is quiet, although there is a small campfire burning at the front of the steps up to the temple and there is a tent pitched there too. Players with a passive perception of 15 or higher will notice **4 cultists** hiding behind the pillars in the ruined temple, with bows drawn. They will unleash their arrows first then two will move into melee combat. The remaining two will attempt to fire arrows into the melee.

## Creatures Encountered

Cultist (Modified Thug with Shortsword/Shortbow MM p350), Cult Fanatic (MM p345), Water Weird (MM p299)

## The Undercroft

**1. Entranceway.** Stone steps lead down into fairly brightly lit corridor. A large circular stone, similar in shape and size to a curling stone is set in the ceiling and is emitting light. One of the cult's mages is tasked with periodically casting a light spell on this stone. Faint chanting can be heard in coming from elsewhere in the complex. A successful DC12 Perception check will determine that the chanting is coming from the north passageway. There is a pit trap right in the centre of the crossroads at the foot of the stairs. The pit trap has a thin ledge around all sides of it, which the cultists are fully aware of and utilise to cross the junction. The trap can be detected with a successful DC15 Perception check. An DC15 intelligence check is required to determine that the trapped section of floor is a covered pit. Anyone falling into the pit finds themselves 10ft down a hole and incurs 1d6 bludgeoning damage.

**2. Statue Chamber.** This room is empty apart from a large earthenware urn and two statues of a woman with her hands in the air, which flank an entranceway to the corridor leading to the baptism room. The earthenware urn contains a red/brown dust which is used in the cult's initiation ceremony. The statues eyes are made from pure black onyx and could be prised loose. Each eye is worth 50gp. The noise of chanting is strong and seems to be coming from the corridor to the East.

**3. Ceremonial Dressing Room.** This is the cult's store room where they keep their ceremonial clothing. The chest of drawers contain ceremonial underrobes and the wardrobe contains black ceremonial robes. Each robe contains a white hood in the pocket, neatly folded.

**4. Food Store.** The door to this room is locked. It can be picked on a successful DC15 DEX check. This room feels like it's kept magically cool (it is). The barrels contain water (2 barrels) and salted beef (2 barrels).

**5. Water Weird Room.** This room is lit by four torches. A red carpet leads up to a flight of stairs into a 10' x 5' pool. When the party arrive, there are two cultists trying to push a terrified boy (Janka) up the stairs and into the pool while a Water Weird snaps at his face. When the party enters one cultist attacks them while the other tries to drag the boy into the pool to feed him to the Weird. The pool containing the weird is connected to the larger pool in area 8 by an underground water channel. The weird can move freely between the two. When it takes any damage it will recede into the pool and re-emerge at area 8 when the party arrive there. There is a latrine in the southwest corner of this room.

**6. Cell Block.** This cell block contains only a single prisoner, a young man called Kenmore. The other cells are empty or contain skeletons or corpses.

**7. Collapsed Tunnel and Puzzle Door.** The corridor to the North is the scene of some work to extend the complex. Unfortunately the tunnel has collapsed. The door to the north is magically locked. There is a carving on the wall on either side of the door of a right angled triangle, sloping from lowest to highest. This is replicated in a larger design on the floor. The only way to unlock this door is for three player characters to stand in descending order of height in the floor triangle. The door will click and swing open.

**8. Chapel.** The cult leader, Feanore (Cult Fanatic) and a Cultist are preparing the chapel for a session of worship of the Water Weird. If the Weird has escaped from area 6 to area 8, Feanore and the Cultist will already be aware that something unexpected is afoot and will have prepared an ambush for the party.

**9. Feanore's Quarters.** This room is used by Feanore when he is forced to stay overnight on cult business. A bearskin rug is in the centre of the floor. The northeastern corner of the room contains a bedroll. Inside the cover on the bedroll is a sheaf of letters. These letters are all addressed to Feanore and are from angst-ridden parents requesting his help in finding lost loved ones. There is a sunken trapdoors to the left of the pool. Inside the alcove is the cult's hoard, consisting of 9 sardonyx worth 50 gp each, ivory locket worth 25gp, exotic wood locket worth 25gp, ivory-framed small mirror worth 25gp, felt mask with silver thread worth 25gp, cloth-of-gold mask with silver thread worth 25gp, exotic wood pair of dice worth 25gp, soapstone pitcher worth 25gp, opal small bracelet worth 25gp.