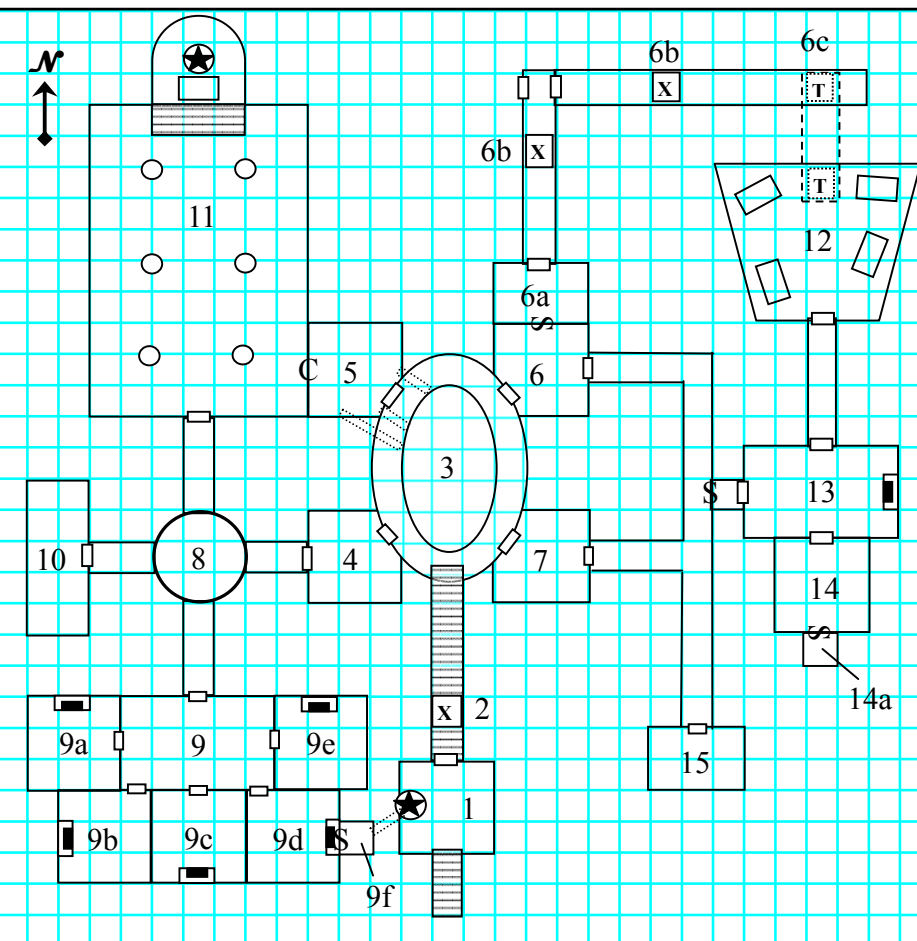


Shrine of the Rodent God

1 square = 10'



Lighting: All rooms & pasajes are dark unless noted.

Design: Room & passage heights are 10' unless noted. All pasajes are 10' wide unless noted.

Wandering monsters (1d10):

1. 2d4 giant rats
2. 2d4 giant bats
3. 1d2 giant centepides
4. Wererat
5. Wererat + 1d4 giant rats
6. Zombie
7. Werebat
8. Werebat + 1d4 giant bats
9. Giant spider
10. 1d100 spider hatchling swarm

Background:

Long ago a cult to the Rodent God made this underground complex in which offerings, experiments and sacrifices were made by its followers.

Later the shrine was destroyed and the cult scattered by a group of werecats and weretigers known as the Feline Order. They have sworn allegiance to the Cat Lord and roam the known lands to eradicate their mortal enemies - the rodent vermin.

Now an old and lone member of that order is trying to fight back the efforts of a wererat and a werebats to restore the cult.

Room Key

1. **Entrance:** An iron moneybox for alms stands on a pedestal over the W wall. Upon entering the room a magic mouth on the east wall asks for 1 g.p. per person. If everybody pays as asked, the trap on the stairs (2) does not activate. If the box is removed a fist-sized chute appears. It goes down into a huge chest in room 9f.
2. **Stairs:** 60' of stairs leading down (trap @ 20'). A trapped step turns the whole flight of stairs into a slide that ends in room 3.
3. **The Pit :** Oval room with an oval pit 15' deep. Rusted manacles hang from the E and W walls of the pit. The noise made by anyone falling into the pit, will alert the rats in room 5 . They will appear from cracks on the NW wall in 1d4 rounds and attack.
4. **Empty room.** Guano droplings scattered on the floor.
5. **Rat Den:** Trashed furniture around the room and ragged tapestries on the walls. 2d6 giant rats (1d4 carries disease).
6. **Empty room:** Food scraps.
 - a. Dusty cupboards and shelves full of miscellaneous items covers the S, W & E walls. Treasure (Minor).
 - b. Pit trap, 10' deep with spikes, 3 in 6 to fall in. Bones.
 - c. Trapdoor hidden under a loose flagstone. A ladder goes down 10' into a corridor.
7. **Empty room.** Bones and cobwebs.
8. **Domed Chamber:** This chamber is 30' high. Walls and floor are stained with guano droplings. 2d4 giant bats.
9. **Antechamber:** A wererat and 3d6 giant rat have taken residence in this area and adjacent rooms. Rooms a to f were formerly the priests' chambers. Once richly decorated these rooms, they now lay in decay.
 - f. A huge wooden chest stands on a dais over the E wall. It is trapped by a scything blade across the inside.
10. **Robing Room:** Covered by dust and cobwebs, a dozen of mouldy gray robes hang from a series of pegs in the west wall.
11. **Chapel:** Three pairs of twisted columns support the domed ceiling that raises 30' high. Tattered hangings cover the E and W walls and broken benches lay on the floor. In the N wall on a large niche after a short flight of steps there is a defaced statue behind a stone altar. A close inspection shows that some repairs have been done on them. A werebat and 3d6 giants bats dwell in the chapel.
12. **Laboratory:** Between 4 stone slabs, scattered tools, hanging chains and broken glass and pottery, 3 zombies, product of long forgotten experiments, roam aimlessly the room. S door is locked.
13. **Cozy Lounge:** A cat (actually a weretiger) dozes on a pillow by a lit fireplace. Several trinkets and can be seen over the mantle. Several old rugs cover the floor. There's also a small table with a bottle and glasses by a couch on the SE corner.
14. **Library:** Bookcases cover every wall from floor to ceiling with dusty tomes and old scrolls. Treasure (Minor)
 - a. **Teleport:** A silver runes are inscribed on the floor forming a circle.
15. **Storeroom:** Cobwebs cover shelves and barrels. This is the lair of a giant Spider with her hungry hatchlings.