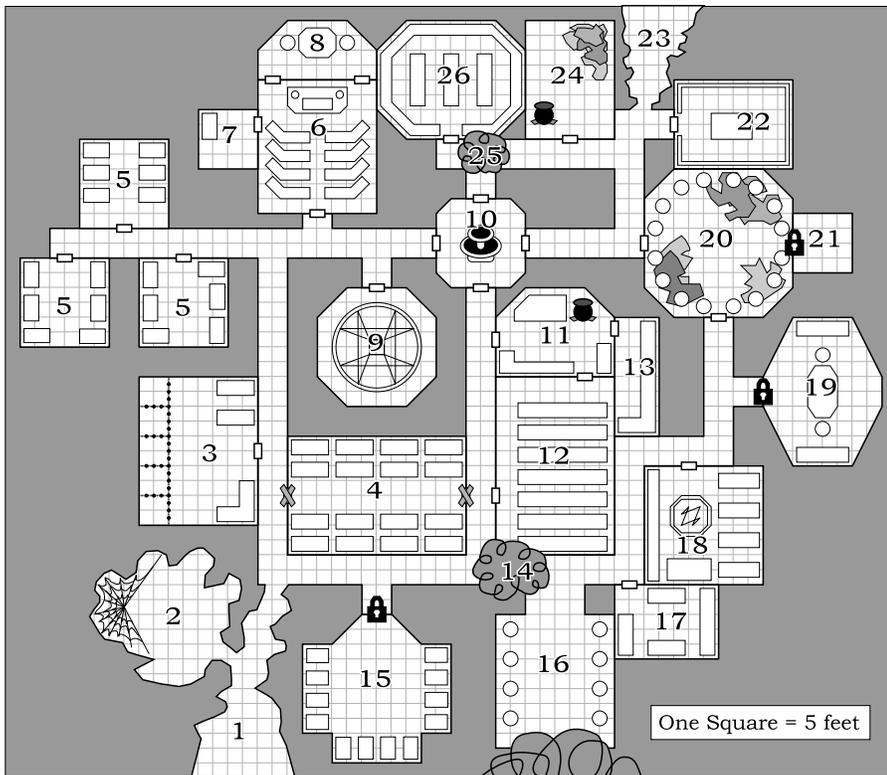


The Ruined Cult of Vorlos

by Tom Livak



1. Cultist's Entrance: This is the entrance that the new *cultists* found, and currently use.

2. Spiders' Lair: This cave has become the lair of cluster of *giant spiders*. There will be 2d4 *giant spiders* here at any time, and adventurers will need to watch out for the spider webs.

3. Torture Chamber: This bleak dank room contains five cells on the far wall, and various implements of torture are strewn around the rest of the room. There's a pile of twisted bones and scarred remains; this is where the *cultists* are disposing their failed experiments. A *black pudding* lurks in the shadows.

4. Sealed Cultist Dormitory: This is dormitory that the old *cultists* used. After the cult was routed, the last surviving 8 members came here and took their their own lives, and have been reanimated as *ghouls*. The new *cultists* have boarded up the doors to seal them in.

5. New Cultist Dormitory: These were used as storage rooms by the old *cultists*. The new *cultists* are using them as living spaces. There's 1d4 *cultists* in each room at any time.

6. Sanctum: This is where the old *cultists* gathered and held their fell rituals, and the new *cultists* have begun to do that same. During such a ritual there will be 4d6 *cultists* and the *head cultist* in attendance.

7. Head Cultist's Room: This was originally a storage room for the sanctum, but the *head cultist* is using it as his personal room.

8. Altar: Behind the sanctum lies a second altar the old *cultists* used for even darker ceremonies. One part of Vorlos incarnation statue is here.

9. Ritual Room: There is large diagram engraved on the floor here, where the old *cultists* performed magical rituals. The new *cultists* have attempted to done the same, although they are generally botching the rituals due to lack of information. Any spells cast in this room will be warped in some demonic way.

10. Fountain: There is a grotesque fountain in the middle of this room. Touching the black, fetid water has one of the following effects on a failed savings throw (1d6):

- 1 *poisoned*
- 2 *diseased*
- 3-4 *charmed* to followers of Vorlos
- 5 *confusion*
- 6 -2 random attribute, +2 to another random attribute

11. Kitchen: Filled with disgusting pots and pans, this is the old kitchen. There's a 50% chance of encountering 1d6 *dire rats*.

12. Dining Hall: Rows of dilapidated benches and tables fill this room. A colony of bats lives here, if disturbed they'll swarm the party.

13. Pantry: The rotten food stores of the old *cultists* are still here. There's almost always 2d4 *dire rats* here.

14. Cave-In: A cave-in has sealed off this corridor. The *cultists* are trying to open it up: there's a 50% chance that 1d4 *cultists* are here working away with pick axes.

15. Crypt: An ornate, locked iron door seals this room. The new *cultists* haven't been able to open the door, and don't want to break down the door. This is where the old *cultists* entombed their dead. There's 630 gp worth of jewelry and goods inside, but it's protected by 2 *wraiths*.

16. Old Entry Hall: This is the original entry hall to the complex, but it's sealed by a cave-in. A piece of the Vorlos incarnation statue is here.

17. Armory: The old *cultists* stored their arms and armor here. There's a wide selection of equipment, but it is all in dismal repair.

18. Laboratory: This room is filled with ancient and sickening magical components. Messing with any of the components will reproduce the effects of a random arcane spell of level up to 3rd, in the least beneficial way.

Background

In days past, a small cult formed around the demon Vorlos. They built this complex and began the dark rituals Vorlos demanded. They gained much power, and succeeded in bringing forth an incarnation of the demon. There was much destruction and chaos until a band of heroes managed to assault the *cultists* and break their power. Their complex lay in silence and ruin.

But recently a small group has rediscovered the complex, and a new cult has formed. They have not completely explored the complex, as parts have caved in, and many monsters have moved in, including a *troll* and a colony of *gricks*. As such the *cultists* have incomplete knowledge of Vorlos. Still they are attempting to perform the magic rituals that gave the old cult its power. These experiments have, so far, been complete failures, resulting in horribly mutated *cultists*. Those that survive become feral and uncontrollable.

The incarnation of Vorlos was summoned by the old cult through the use of a stone statue carved in the likeness of Vorlos. When the heroes struck down the incarnation, it reverted back into its statue form and broke into three pieces. The heroes left statue behind, not knowing that if the parts were recombined, Vorlos would return.

Wandering Monsters (1d8)

1-2	1d4 <i>cultists</i>	6	<i>troll</i>
3	1d3 <i>mutated cultists</i>	7	2d3 <i>spiders</i>
4	1d4 <i>cultists</i>	8	1d4 <i>gricks</i>
5	2d4 <i>dire rats</i>		

19. Sacrifice Room: There's a bloodstained stone table set in the middle of the room. A piece of the Vorlos incarnation statue rests here.

20. Grick Lair: A colony of *gricks* have made their home here, which has so far prevented the new *cultists* from exploring this part of the complex. There's 3d4 *gricks* here at any time.

21. Vault: There's a swinging blade trap just inside the locked door. The old *cultists* stored their treasure here, which consists of 1330 gold, 110 platinum, gems worth 870 gold, a *ring of protection +1*, a *wand of detect magic*, and *portion of bull's strength*.

22. Bone Room: Bones adorn the walls of this room, mostly skulls. Many are humanoid, but many are not, some particularly twisted and disturbing. Non-followers of Vorlos will feel uneasy in this room. After 10 minutes, they'll need to make a savings throw or be *cursed*.

23. Troll's Entrance: Another opening has formed here, mainly used the by the *troll*.

24. Troll's Lair: Whatever purpose this room originally is lost as a *troll* has taken up permanent residence. There's a 50% chance he's here at any time.

25. Cave-In: The *cultists* have been working to remove this cave-in, but have removed enough to find out it leads to the troll's lair, so they've quit, not realizing it also leads to the library. With a little more work one could make enough room to squeeze by to the library.

26. Library: Shelves filled with books line the walls, but are almost all destroyed by the ravages of time. Still there's a lot of information on Vorlos that would be invaluable to the new *cultists*. With enough searching, a number of spellbooks can be found containing a total of 2d4 spells.