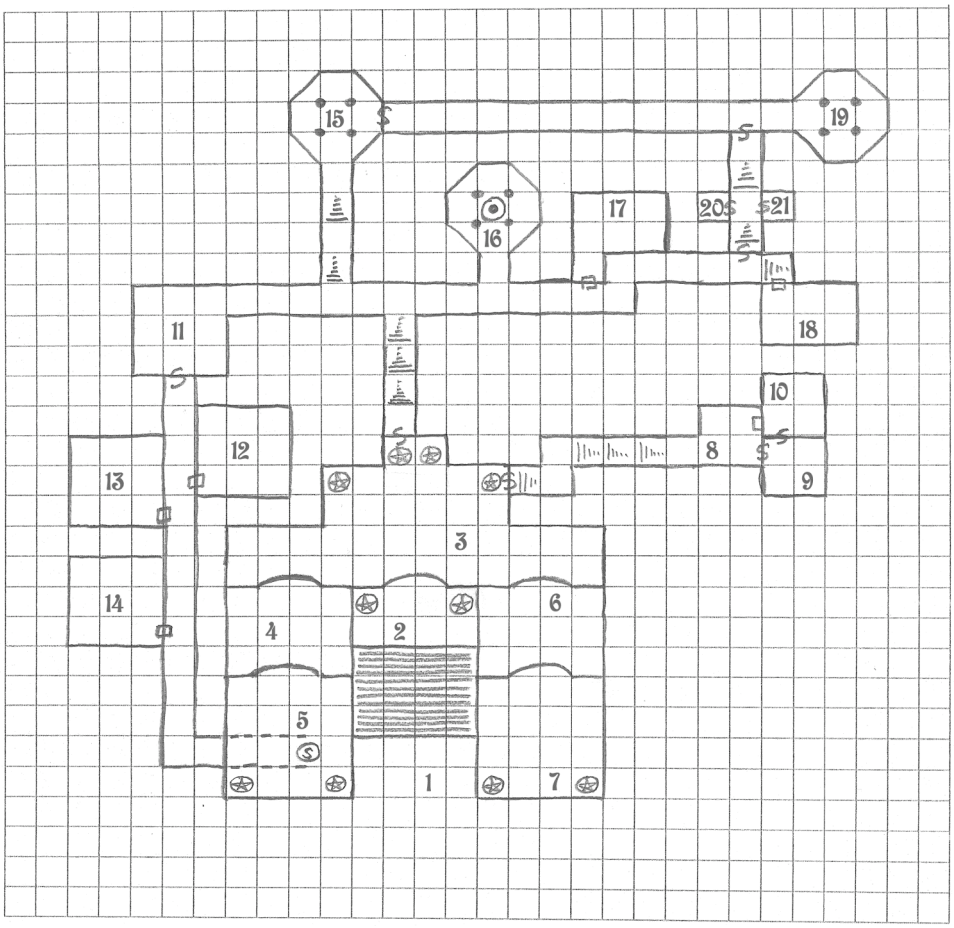
THE SUNKEN TEMPLE OF ARN



Wandering Monsters (use each only once)
1 – 2d4 Giant Crabs searching for food
2 – 1d3+1 trained Sharks on patrol
3 – 2d4+3 Sahuagin on patrol
4 – 1d4 Lacedon in search of "leftovers"
5 – 2d6+6 Koalinth on a raid
6 – 1d2 Kopoacinth seeking victims

Background
In ancient days the monastic assassins known as the Sons of Arn built a great temple to their strange god on an island off the southern coast.

For many years they managed a troubled coexistence with the other religions. But when they dared to strike down the high priest of the sea god, their island temple was cast beneath the waves forever in an act of divine retribution.

Their knowledge lost and their religion destroyed, the Sons of Arn vanished from the world, leaving only half-remembered whispers in their stead. But now rumors abound of a shipwreck whose lone survivor escaped from a Sahuagin band that makes its home in a submerged ruin eerily reminiscent of the legendary *Sunken Temple of Arn*.

Room Key
1. **Garden:** Overgrown with seaweed, tangling feet and making combat difficult. 6 Giant Crabs live here, unaffected by the flora. A verdigrised copper gnomon sits on a marble base. The gnomon alone is worth a small fortune. The complete piece is potentially priceless.
2. **Plaza:** Atop the stairs, statues of two warriors stare down, one bearing a kris in his left hand, the other unarmed. Save vs. fear or thrash uncontrollably for 1d4 minutes. There is a 1-in-8 chance of such thrashing attracting a wandering monster (above, ignore result #5)
3. **Grand Hall:** A dozen humanoid corpses, decayed and bloated, float freely throughout this room. 6 Sahuagin guards are here. 1 is armed with a magical trident, the rest wield poison-barbed nets and normal tridents. They possess a sizeable number of hexagonal silver coins between them. Statues of the now familiar unarmed and kris-bearing warriors dominate the room.
4. **Antechamber:** This room is stripped bare; profane graffiti is carved into its walls. A fresco depicting the holy void remains intact.
5. **Plaza Of Wisdom:** Open to the sky – were it not sunken – this area features two giant statues of unarmed warriors in strange poses. A hidden trap door reveals a ladder of rusted iron that descends into the depths of the temple complex.
6. **Antechamber:** As #4 above, empty save for carven graffiti and a defaced frieze featuring a kris piercing a crown.
7. **Plaza Of Repose:** As #5 above, but the statues are of cloaked humans armed with krises, preparing to strike unseen enemies. A single Kopoacinth rests here and will attack on sight. Beneath the east statue can be found a ceramic box containing silver jewelry.
8. **Tentacles!:** The false door springs outward doing significant damage if opened. The room glows with a soft, coruscating light that emanates from a giant Portuguese-Man-O-War kept here by the Sahuagin. The poisonous tentacles of this monstrosity cause short-term paralysis.
9. **Room of Secrets:** The walls of this room are painted blood red. A secret panel in east wall hides a cursed kris and 4 vials of poison.
10. **Hidden Library:** This room contains the long-ruined remains of many scrolls and books. Also present are a number of intact tablets, some of which contain formulas for lost or forbidden magics. A scything blade trap was once set off here, and now hangs limply from the ceiling, stirring slightly in the current. The skeletal remains of its victims lie on the floor. If disturbed the skeletons will animate and attack.
11. **Shaman's Chambers:** Ornate stonework furniture, covered with mosses and urchins, dominates this room. A Sahuagin Shaman and three Acolytes reside here. In the Shaman's possession is a Gold Pearl, which stores an additional 1d4 divine spells that the possessor may cast.
12. **Kitchen:** This was once the kitchen for the temple. Rusted, worthless cutlery & rare, valuable bone china can be found in the cupboards.
13. **Baths:** This room served as the baths for the temple. A hot spring still feeds the baths, making the water in this room noticeably warmer.
14. **Latrine:** This room was once the latrine for the temple. A pile of triangular gold coins can be found at the bottom of the latrine trough.
15. **Room of Ghosts:** A blasted altar stands in the center of this room. The ghosts of two assassins (treat as Shadows) linger here.
16. **The Well:** Heavy black fluid rests within the well, not mingling with the water. This fluid will burn even when submerged.
17. **Mechanical Room:** Levers, dials, wheels and gears take up much of this room. Their functions have been lost to time.
18. **Shark Pen:** Rusted remains of torture implements litter the floor of this room. 3 trained Sharks and 2 Sahuagin trainers attack intruders.
19. **Chieftain's Chambers:** The leader of this Sahuagin band and his 5 loyal guards are found here. Piles of plunder are present, too!
20. **The Secrets Of Arn:** This hidden room contains tablets that hold the secrets of Arn. Assassins and Monks will benefit greatly from these.
21. **The Curse Of Arn:** This hidden room is rife with dark magic. Those who enter this room will suffer great misfortune.