

The Swamp Temple of Chauntea

By,
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Party Level: Level 2

Duration: 1-2 hours

The information in *italics* is meant to be read aloud to the players. It is recommended that you familiarize yourself with the adventure before playing. The DC of the checks needed has been left out on purpose for you, the DM, to decide what level of check is needed for each circumstance.

Quick Overview

You've sent your friend Jessi, the Cleric, into a seemingly abandoned temple to talk to the clerics inside. It's been a couple hours since she entered the temple with no word from her, so you decide to check on her. When Jessi entering the temple she discovered that all of the clerics inside have been petrified and turned to stone. Afterwards she hurried down to the undercroft of the temple to see if there was anyone else petrified or any components she could use to restore the clerics. Unfortunately for Jessi, she ran into an undead basilisk and turned into stone herself. The party must figure out a way to save Jessi and free the petrified clerics.

Chapter 1 – The Undercroft

You've been travelling through the swamp for a couple weeks and along the way you've picked up a Human Cleric of Bahamut named Jessi who was traveling the same way. It's safer to travel in numbers here so you decided to let her tag along and have have grown close to her. You think of Jessi as a friend. After all, she did save your party from that band of ogres while keeping watch one night. You can trust her.

After many days of traveling and smelling arguably worse than those ogres by now, you've finally come across some sign of

life, an old stone temple surrounded by a wrought iron gate. Your skin itching from mosquito bites and your armor feeling heavier each minute, any sign of civilization is welcome. There doesn't appear to be any other building around the temple, at least not anywhere close. In fact, the temple seems abandoned but Jessi has offered to check it out for you all while you make camp. That was a couple of hours ago and Jessi still hasn't returned. You haven't heard anything. Maybe she's busy talking to the other clerics inside or just exploring. You better check up on her.

Chapter 2 – Where’s Jessi?

This section will detail the different areas in the cavern. It is recommended that you read ahead and familiarize yourself with the cavern before playing.

Features and Characteristics

This temple is largely made of grey stone bricks that have been weathered over time. Different forms of slimy plants and moss have grown up and along the sides of this temple. It’s surrounded by a wrought iron gate. The land between the temple and the gate is nothing more than weeds, dead plants, and puddles of water from the encroaching swamp lands. It looks like this was once a nice temple but overtime but over the years has gone into disrepair. There are cracks in the walls and swamp water trailing into the main floor and exposed basement. The temple itself is one story with a basement that acts as an undercroft, also made of stone.

Inside the temple, the area around the sanctuary is in fairly good condition but is mostly covered in cobwebs. The stone floor is covered in an inch tall pool of swamp water that has crept inside from cracks in the stone walls on the edges. There is a consistent movement of water that streams in a flows to the undercroft. Besides that, cobwebs cover a handful of carved stone pews and a magical wooden statue of the Goddess Chauntea. She holds wooden apples in each of her hands, extending them as if offering them. The base of her statue is covered in wild plants picked from the swamp that have grown and attached themselves to the statue, almost completely covering Chauntea.

Toward the east side of the temple interior, behind a stone wall, are stairs that lead down to the undercroft. The undercroft of a temple like this is where coffins, cleric

spell components, and religious artifacts would be. Water has heavily flooded the undercroft. The entire undercroft is submerged in at least 2–3 feet of water throughout its entirety. This area is considered **difficult terrain**. This area is filled with the sounds of dripping water and smells intensely of rotting wood, mold, and death. The only sources of light in the undercroft come from cracks from the exposed areas of stone that breach the surface on the edges of the rooms. Most of the walls are covered in slimy dark green plants and thick black mold. A majority of the hallways and corners of the various rooms are covered in cobwebs.

The main goal of the party is to find a way to cure the **petrified** condition of Jessi and the Chauntea clerics. The only way to do this is to retrieve the **greater restoration** spell scroll in the spell case in **section 2**, give it to Jessi to use on herself, and let her cure the others with components found in the undercroft.

NPC and Enemy Motives

The main floor of the temple will have 3 Clerics of Chauntea that have been turned to stone by the **basilisk zombie** that lives in the undercroft in **section 3** in one of the coffins. There are also three **horrid rats** wandering the hallways in the area past **section 1**. The details for these creatures can be found in the **Appendix**.

When the horrid rats attack, they will try to use their pack tactics. Stealth should be encouraged in this area to avoid this and pick off the rats individually.

When the basilisk attacks, it will try to petrify anyone that is within range and bite anyone who it doesn’t petrify. If seriously threatened, it may try to hide

under the water and slither around someone to attack.

Section 1 – Tomb of the Forgotten Cleric

Before entering this room, the sound of several sources of dripping water spread throughout the undercroft can be heard that originate from the main floor. There is an intense smell of rotting wood, mold, and death.

This room is dedicated to an old Cleric of Chauntea that must have been one of the founders of this temple. His body lies in a stone coffin under a stone floor. While normally swamp water is very dirty, the water on top of and surrounding this room looks completely clear and clean as if this room is purifying the water. Through the water one can read “Here Lies a Servant of the Great Mother” carved in stone.

If anyone in the party has Chauntea as their deity, they may use an action in this room to pray to Chauntea and regain their HP once per day. With a high **Religion** or **History** check, you can recall that this

Section 2 – Cleric Components Room

This room is mostly filled with wooden shelves of rotted wood. The shelves contain some glass jars with various spell components like bone dust, grave dirt, incense, and salt. Some scattered jars have fallen off the rotted wooden shelves and are broken with some their contents floating on the water.

There is a ruined spell scroll container in the corner of the room, half submerged in the water. The only

room is actually the final resting place for a powerful Elven druid named Aranel who often travelled between this land and the Feywild. She’s responsible for curing a terrible rotting sickness that was plaguing the land 100 years ago.

There is a small silver locked box on the southern side of the room under the water. A **Dexterity** check with thieves tools can unlock the box revealing a **ring of earthbind**. This ring can be used to cast the spell **earthbind** one per day.

The wooden double doors that lead out of this room, further into the undercroft, are unlocked. When passing through these doors, a high **Survival** check will reveal that the pattern of some of the ripples in the water are not just from the leaking walls, but from creatures walking around this area. This will reveal the presence of the three **horrid rats** somewhere close. These rats are scattered around the area before the doors leading into **section 3**.

salvageable item is a **spell scroll of greater restoration** that managed to be wedged in such a way against the other scrolls that it remained dry above the waterline.

A **Perception** check can reveal the shine of some diamonds that have fallen and lay on the floor in the flooded room. These diamonds can be crushed and used by Jessi as spell components for greater restoration spells on the petrified Chauntea clerics.

Section 3 - The Coffin Room

The wooden doors that lead into this section are closed. Only the left door is locked and requires a **Dexterity** check with thieves tools to unlock. A high **Perception** check in the western hallway will reveal a secret compartment that contains a **healing gem**. This gem has 3 charges that can be used to heal 2d4+2 damage. These charges refill at dawn. This room is largely empty except for the ruined pieces of parchment and scrolls that float on the surface of the dark and murky swamp water, further obscuring what's underneath. One of the coffins on the far side of the room has fallen off its stone platform causing the skeleton inside to slide out looking as if its sitting and resting against the half rotted coffin.

Jessi will be against the southern wall in this section, past the doors. She will be mostly covered in stone in the process of being petrified. It is only because she is a cleric that there are parts of her, like her face, not covered in stone.

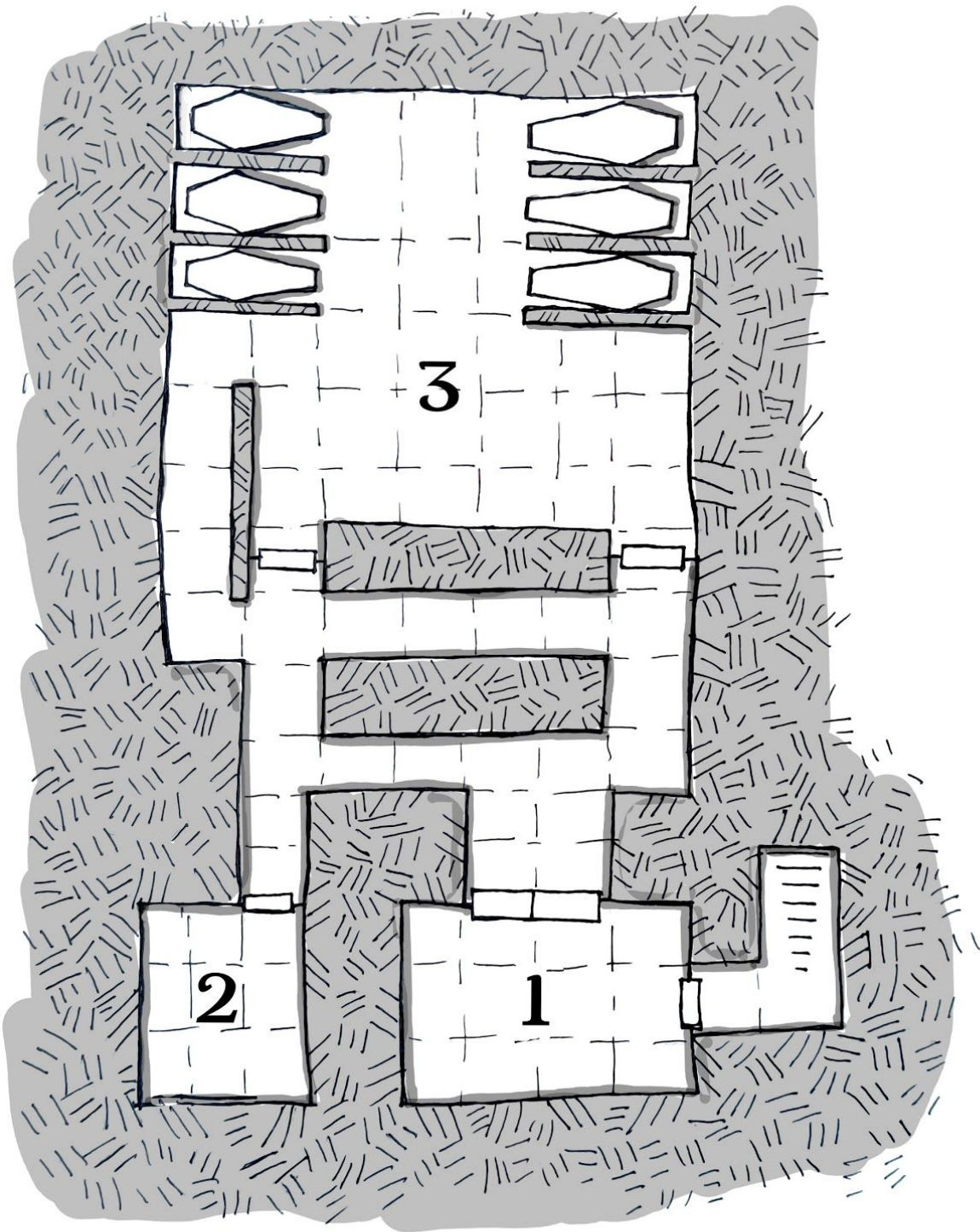
If the party enters this section loudly, the **basilisk zombie** will have a sneak attack on the party. It will attack them from under the water. The basilisk is alerted if anyone rolls below a **DC 10 Stealth** check before they find the basilisk. If the party remains stealthy, the basilisk will be in one of the coffins. Jessi will then be able to warn them that it slithered into one of the coffins before the basilisk attacks.

After the basilisk is defeated, Jessi will tell the party to check the cleric components room, or **section 2** for anything that could help her out of the partial petrification. There, the party will find a **spell scroll of greater restoration**. A party member can hold this scroll up to Jessi to read for her to perform the spell on herself. Once this happens, the stone will fall off Jessi and she will become unpetrified. Alternatively, some of the poison of the basilisk with a high **Medicine** check can cure Jessi.

Chapter 3 - Free the Clerics

Once Jessi is free, she will tell the party that they need to free the remaining clerics. She will check **section 2** for the diamonds if the party hasn't found them already. She will crush these diamonds up to use as spell components to cast the **greater restoration** spell on each of the 3 clerics that have

turned to stone. After the clerics are freed, they will thank them and tell them that they must have been petrified for at least a decade. They will begin reconstruction on the temple and thank the party for their help. This will complete the one-shot.



Temple Undercroft

Appendix

Horrid Rat

Small monstrosity

Armor Class: 13

Hit Points: 7 (2d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Skills Athletics +3, Stealth +6

Damage Immunities Acid

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Keen Smell. The horrid rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The horrid rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 5) piercing damage plus 3 (1d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned for one minute. If the creature fails this save, it may repeat the saving throw at the beginning of each of its turns, ending the poisoned condition on a successful save.

stats by Travis_Legge on dndbeyond

BASILISK ZOMBIE

Medium undead

Armor Class: 13

Hit Points: 60 (8d8+24)

Speed: 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17(+3)	3(-4)	8(-1)	5(-3)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages --

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk zombie and the two of them can see each other, the basilisk zombie can force the creature to make a DC 12 Constitution saving throw if the basilisk zombie isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk zombie until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk zombie in the meantime, it must immediately make the save.

If the basilisk zombie sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

This ability does not affect undead.

Undead Fortitude. If damage reduces the basilisk zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

stats by Clockwerk66 on dndbeyond

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Thank you!

Best,
Cameron Wright

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