

THE TEUTHIC TEMPLE



*An OSR-compatible Mini Dungeon for PCs of level 1-3
& a new PC Race for the MONSTERS & MAGIC RPG.*



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Layout and OSR Teuthic Race by Jason Juta.

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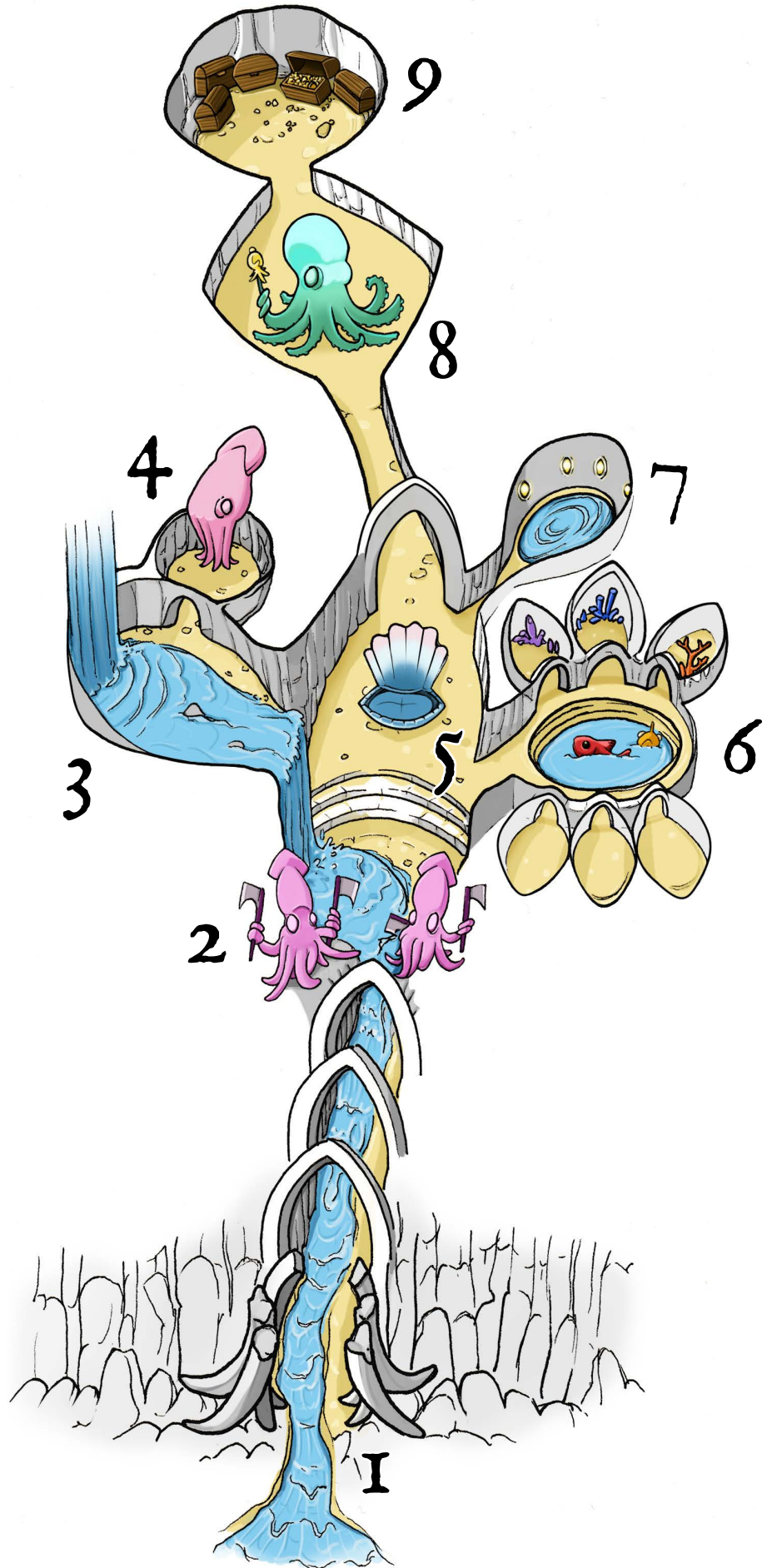
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Teuthic Temple

This ancient ruined shrine was once a place of worship for the now dead Octopoi gods. Fanatic Octopoi priests and their Teuthic followers now guard the place.

Although the Octopoi normally avoid contact with non-mollusc races, there are a number of ways that a group might be drawn to the ruins. The following table lists some options:

1. An ancient artefact, such as the Sceptre of Fish Control or the Crown of Aquatic Command, might be located in the treasure hoard in area 9.
2. Senta the priest has developed a curiosity for air-breather life. When Arda, a local child, came close to the ruins, it abducted her, and is currently keeping her as a pet in its chamber (area 4). It is not cruel to her; her voice might be heard from the bottom of the waterfall.
3. The enclave's food supply falls short. One of the Teuthic knights attacked a travelling merchant named Borys, and stole his cargo of food. Tracks lead to the abandoned cart about half a mile downstream of the cave, while the food is in area 6.
4. Tetricus (area 8) is not content with a world in which non-mollusc gods hold sway. It engineers an attack on a nearby temple and steals a holy relic (and its attendant priest, Maro). Both are stashed in the spawning chambers (area 6) awaiting the next stage of Tetricus' plan.
5. A greater menace than the Teuthics threatens the land, and only the ancient race knows the secret that the group must have. They need to seek out Senta (area 4) and bargain for its ancient knowledge.
6. The shrine is long forgotten, but only here can the spirit of a dead god be appeased. The group must defeat the hostility of Tetricus and its knights to make an offering at the empty throne (area 5).



(1) ENTRANCE

The many broken legs of a statue flank a cave entrance with water flowing out of it. The water is shallow, but has erased any tracks or scents; tracking difficulty Heroic (25). Inside a long corridor is ribbed with ancient stone arches. The muffled roar of falling water echoes down the passage (minor (+4) bonus to stealth).

Found Items: none

(2) GUARDS

A pair of axe-wielding Teuthic Templars lurk on ledges, guarding the cave. They are noble fanatics dedicated to defending the shrine. They attack with surprise (Difficult (20) to spot).

TEUTHIC TEMPLARS: Level 3, AC 15 (+6) (armour 2), MD 17 (+5), PHP 27, MHP 22; Double Axes +8 (+2d8, two targets) H C, Hurlled weapon +7 (+1d6) S, Move 9 (-1). Actions: ambush, strangle with tentacles, use the high ground, Motivations: defend the shrine, serve the Octopoi, Effects: constriction

(3) POOLS AND WATERFALL

A roaring waterfall plunges from an upper cave into a deep pool, noisy enough to cover the sound of fighting or climbing; getting up the slick rock is Tough (15). At the top, a second pool is fed by a second cascade, this one can't be climbed because it issues from a narrow crack in the cave roof. A fight near the edge presents a simple hazard (concentration difficulty) to avoid falling off (20ft).

Found Items: Easy (5) if you dive the pools

(4) SQUID CONTEMPLATIVE

Senta is an Octopoi Priest who prefers contemplation to confrontation. It inhabits an isolated area, where it studies a set of electrum tablets marked with ancient spells (4 treasure points of spells). If it can be convinced that non-cephalopod characters are more than animals, it might be willing to communicate.

Found Items: Normal (10)

OCTOPOI PRIEST: Level 5, AC 14 (+4), MD 19 (+7), PHP 29, MHP 49; Potent Curses +11 (+2d4+2) vs. MD S, Face Hug +4 grapple, Move 9 (-1). Actions: invoke eldritch magic, call for aid, take to the water, Motivations: be left alone, acquire new magic, preserve the past, Spells: Detect Magic, Shield, Sleep, Cure Light Wounds

(5) CLAM THRONE

This enormous clam shell is a symbolic throne for the Octopoi gods. It is empty because their gods are dead.

(6) SPAWNING CHAMBERS

Squid egg shaped chambers used as resting spaces for the Octopoi and Sepoi. In the past neophytes were laid and born here. If you search a chamber you find (d6):

1. Ancient coral jewellery (treasure 1)
2. Isopod swarm (simple hazard: Tough (15), bitten -4)
3. Fragments of broken tablets
4. Mother of pearl shield
5. Poison coral (simple hazard: Tough (+5), lethal)
6. Nothing

The central pool is stocked with fish to serve as food, though some have sharp teeth! Provisioning +2

Found Items: Normal (10)

(7) BATHING POOL

The water here is hot and salty. The Octopoi bathe here to revitalize themselves. If a non-mollusc uses the pool, resist a Heroic (+15) mental hazard. If you succeed you become energized (major effect), if you fail confused (major consequence).

(8) OCTOPOI SOVEREIGN

Tetricus is an Octopoi Sovereign (the shrine's High Priest). It blames all non-molluscs for the death of the Octopoi gods. It shall not allow them to pass!

Treasure: Sovereign Mace, 1d8+2 C, no penalty under water, applies anger of the dead gods

OCTOPOI SOVEREIGN: Level 4, AC 18 (+8), MD 20 (+9), PHP 48, MHP 30; Sovereign Mace +10 (+1d12) two targets, lashing tentacles +8 (+1d4) two targets, Move 9 (-1). Actions: last stand, block the way, repel foes, fanatic madness, ink cloud (creates cover), Motivations: commemorate the gods with blood, protect the treasure, punish warm bloods, Spells: Shield, Spiritual Weapon (as Mace, +10)

(9) TREASURE ROOM

Heaps of ancient chests hauled from the bottom of the sea, overflowing with Octopoi statues, religious icons, and stolen treasure (treasure type E, but with 2d4 treasure points)

Teuthic Player Characters

Once, in the deep past, the eight-armed Teuthics built a vast amphibious empire dedicated to their aquatic deities. Lesser creatures — anything non-mollusc — were naught but animals next to the might of the contemplative Octopoi, and the warlike Sepoi.

Now, the Teuthic Gods are long dead, and their empire so ruined that even the elves barely remember its existence. A few Teuthics remain, lost in the dream of their ancient glory, still guarding shattered shrines and praying to deceased deities.

An even smaller number of Teuthics venture into the outside world, where they are now the monsters. Teuthonic Knights (paladins), or Octopoi Contemplatives (wizards) may become the strangest of adventurers.

Teuthic Characters in Monsters & Magic

Use the following stats to create Teuthic player characters in *Monsters and Magic*:

Teuthic Traits

All Teuthics get the following traits:

- ❖ *Many Armed*: you may attack two targets at once when making weapon attacks or grapples (use the same roll against each)
- ❖ *Holdfast*: you're highly resistant to attempts to move, grapple, or trip you
- ❖ *Compressible*: you can squeeze through tiny spaces, but you can only wear the barest of armour
- ❖ *Amphibious*: you can breathe both air and water. You have a Movement of 12 (+1) in the water, and 9 (-1) on land
- ❖ *Inhuman Shape*: clothing and equipment designed for humanoids is of no use to you.
- ❖ *Speak Teuthic*: you can speak the Teuthic language. You may speak one additional language per point of INT bonus from: Elven, Common, Draconic
- ❖ *Teuthic Weapons*: you have a natural ability with axes and tridents

Teuthics are octopus (Octopoi) and squid (Sepoi) folk. Both types are around the size of a human, with rubbery flexible bodies. They are amphibious, though they must return to the water to breed. On land they support their air filled bodies on strong arms, which they also use to hold weapons and other tools, while in the water they propel themselves with siphons.

The Sepoi are faster moving and stronger, using their striking tentacles to grapple foes. The Octopoi are slower, and less dextrous, but are naturally gifted with magic.

Sepoi characters get the following additional traits:

- ❖ *Fanatic*: you dedicate yourself too easily to causes and faiths, but are strengthened by them
- ❖ *Aquatic Fury*: you don't surrender easily and are hard to surround

Octopoi characters get the following additional traits:

- ❖ *Beholden to the Past*: you cannot shake the influence of the deep past and your dead gods
- ❖ *Imperial Conceit*: you find it hard to deal with lesser races. Sepoi characters tend to fear and obey you

Teuthic Adjustments

- ❖ +2 bonus to Dexterity
- ❖ -2 penalty to Charisma vs non-teuthics

Teuthic Characters in OSR Games

Players of OSR games that are playing a Fighter may make their character a Teuthic Sepoi if they have a minimum score of 9 in both Dexterity and Strength. Apply the following changes:

- ❖ Add Teuthic to the character's languages.
- ❖ Teuthics are amphibious, and can move, fight and breathe in water with no impediment.
- ❖ They can also compress themselves to fit through tiny spaces.
- ❖ Clothing and equipment designed for humanoids is no use to Teuthics. They wear no armour and are proficient with axes, spears, javelins and tridents (count these as polearms).
- ❖ Teuthics use their many arms to defend themselves instinctively. They gain a +2 bonus to AC at 1st level, +4 at 4th level, and +6 at 7th level.
- ❖ When making a grapple attack, and when climbing, Teuthics may roll two dice and choose the best result.

