The Snake Temple

Entrance chamber

Your torch casts flickering light across the walls revealing strange mosaics. They depict battles between humanoid warriors and grotesque reptilian monsters. Many of the murals have been defaced with mud or scratched off with sharp implements. Pillars hold up the vaulted ceiling, golden serpents wrap around each column, their green gem eyes glitter in the firelight. Along the walls are a number of gold etched basins filled with a red liquid.

Encounter suggestions:

- I imagine these basins are filled with blood, poison or some other weird liquid.
- Water snakes could slither out of the basins and attack the party.
- Use the basins as a way for the inhabitants of the temple to move from one area to another quickly, assume they are connected to each other.
- Have snakes drop from holes in the ceiling!

Central chamber

Stepping into the central chamber you see a circular amphitheatre of stone steps leading down to a sandy floor. At the center of this chamber is a raised dais, wrapped around it is a huge stone snake. A narrow bridge links the dais to a dark archway at the back of the chamber. Flanking the archway are two snake statues rising up as if ready to strike.

Encounter suggestions:

- Have acolytes filter out from the side passages and array themselves around the chamber walls, torches in hand, wearing hooded robes to hide their true forms. Hint at the monstrous nature of these acolytes.
- Have the stone snake blink, then start slowly slithering around the dais. It attacks anyone that gets too close to the head. This could work as an extra environmental danger while fighting something else here.
- A priest could be stood on the dais casting spells or shouting orders.

The breeding and milking rooms

Entering these chambers you smell a strong acrid scent. Urns and glass bottles line the walls, along with large ornate boxes filled with flasks, baskets and sawdust. You notice two strange tables with straps attached to their surfaces, maybe some kind of torture device? It's difficult to discern their purpose.

Encounter suggestions:

- These rooms could contain a number of different juvenile snakes or other types of creature.
- There could be 'food animals' here.
- Snakes don't like being milked, I imagine they are very cranky.
- There are poisons to be had here, weird poisons with weird effects!

The acolyte chambers

These chambers smell of animals, sweat and an undefined chemical which catches the back of your throats. This first room looks to be an eating hall, with table and chairs at its center. Reed mats are lined up in front of a stone and bronze altar. Further back is an archway leading to what appears to be bed chambers.

Encounter suggestions:

- Having the party sneak up on sleeping enemies is always fun, mainly because they so rarely succeed, but it's fun to watch them try.
- Have enemies drink from the basins to enhance their abilities in some way. If the party tries this trick have them make a con save, you decide on the consequences if they pass or fail.
- Each basket next to the beds contains a pet 'watch' snake.

Variants

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