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**FOR ADVANCED**  
**D & D GAME**

# Dungeon Module S2 White Plume Mountain

by Lawrence Schick

**AN ADVENTURE FOR CHARACTER LEVELS 5-10**



This module contains background information, of the mountain complex, and more than 15 plus the special ("S") series; like others in the series, GEONS & DRAGONS adventure. The recommen to tenth.

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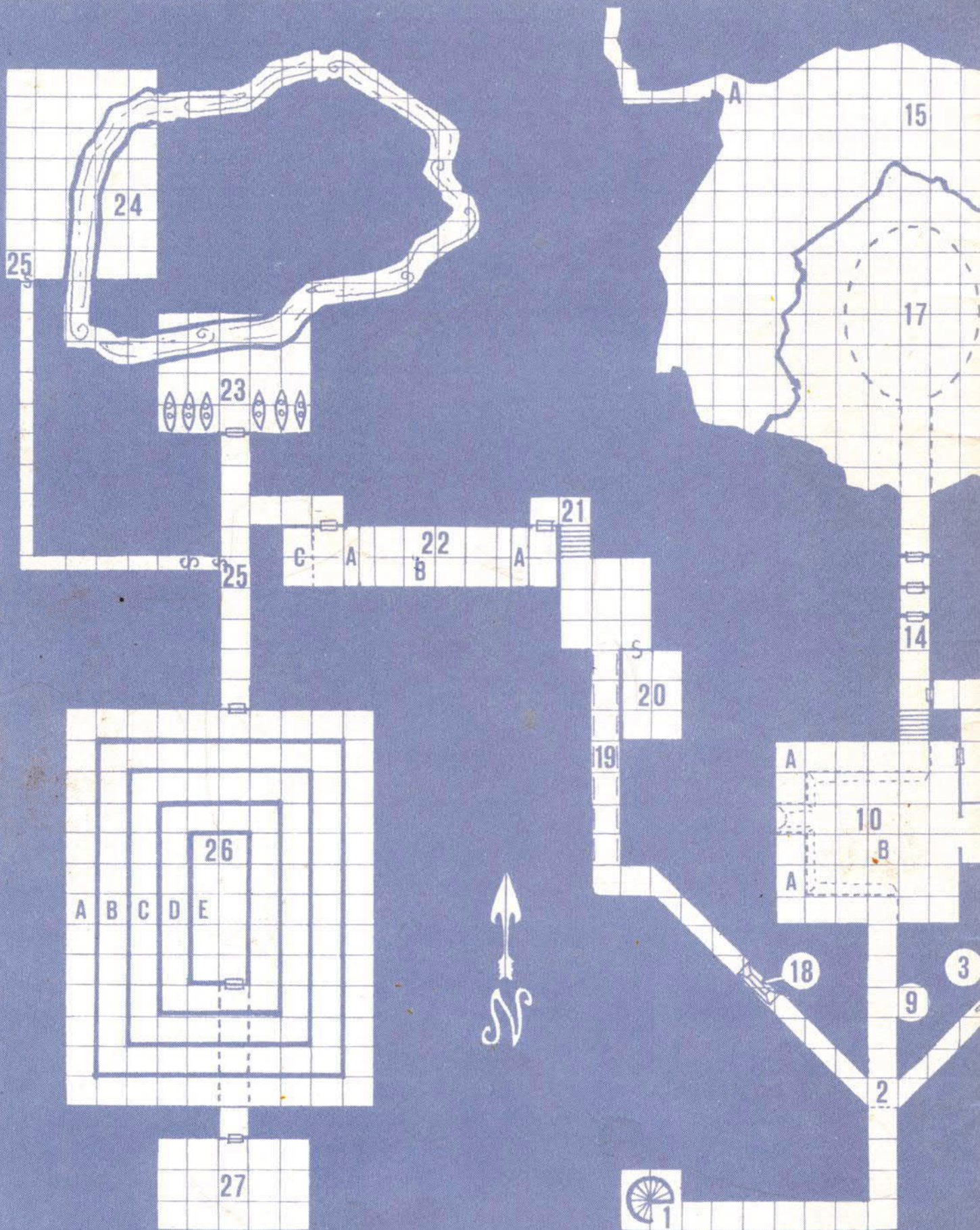
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# WHITE PLUME MOUNTAIN

## INTRODUCTION

White Plume Mountain has always been a subject of superstitious awe to the neighboring villagers. People still travel many miles to gaze upon this natural wonder, though few will approach it closely, as it is reputed to be the haunt of various demons and devils. The occasional disappearance of those who stray too close to the Plume reinforces this belief.

Thirteen hundred years ago, the wizard Keraptis was searching for a suitable haven where he could indulge his eccentricities without fear of interference. He visited White Plume Mountain, going closer than most dared to, and discovered the system of old lava-tubes that riddle the cone and the underlying strata. With a little alteration, he thought, these would be perfect for his purposes. The area already had a bad reputation, and he could think of a few ways to make it worse. So, taking with him his fanatically loyal company of renegade gnomes, he disappeared below White Plume Mountain and vanished from the knowledge of men.

Today, the once-feared name of Keraptis is little known even to learned scholars. Little-known, that is, until several weeks ago, when three highly-valued magical weapons with the cryptic names of **Wave**, **Whelm** and **Blackrazor** disappeared from the vaults of their owners in the midst of the city of Greyhawk. Rewards were posted, servants hanged, even the sanctuary of the Thieves' Guild was violated in the frantic search for the priceless arms, but not even a single clue was turned up until the weapons' former owners (all wealthy collectors) each received a copy of the following note:

Search ye far or search ye near  
You'll find no trace of the three  
Unless you follow instructions clear  
For the weapons abide with me.

North past forest, farm and furrow  
You must go to the feathered mound  
Then down away from the sun you'll burrow  
Forget life, forget light, forget sound.

To rescue Wave, you must do battle  
With the Beast in the Boiling Bubble  
Crost cavern vast, where chain-links rattle  
Lies Whelm, past water-spouts double.

Blackrazor yet remains to be won  
Underneath inverted ziggurat.  
That garnered, think not that you're done  
For now you'll find you are caught

I care not, former owners brave  
What heroes you seek to hire.  
Though mighty, I'll make each one my slave  
Or send him to the fire.

It was signed with the symbol of Keraptis.

White Plume Mountain has tentatively been identified as the "feathered mound" of the poem. The former owners of Wave, Whelm and Blackrazor are outfitting a group of intrepid heroes to take up the challenge. If the adventurers can rescue the weapons from this false Keraptis (for who can believe it is really the magician of legend, after 1300 years?), the wealthy collectors have promised to grant them whatever they desire, if it is within their power to do so.

### Notes for the Dungeon Master

This module was designed for characters of fifth through tenth level. Characters below fifth will have too little experience to be of much help to the party, and they are likely to be killed too easily. Conversely, high-level characters have too many abilities and resources to find a proper challenge in this dungeon. It is

suggested that the players' party number at the very least four and at the most ten characters, with a combined total of 40 to 60 levels between them. A good party balance would be something like 40% fighters, 30% magic-users, 20% clerics and 10% thieves. Your players will need both brains and brawn to successfully complete their mission, as there are situations here which cannot be resolved by frontal assault. If your players are unused to hack-proof dilemmas, they may find this module frustrating or even boring. However, if your players are used to using their wits, they should find this an intriguing balance of problems and action. Unless you are used to mastering lengthy adventures, it will probably take more than one session for a party to investigate all three branches of the dungeon. If this is the case, it would be best if the party were required to leave the dungeon and re-enter upon resumption of the game. If they stay in the nearest village (several miles away) they will be relatively safe, but if they camp near White Plume Mountain it would be a good idea to roll for wandering monsters. It is important to record the condition of characters who will be resuming an adventure and keep track of their damage and possessions in order to avoid argument later.

Please read the entire module through and thoroughly familiarize yourself with complex areas before beginning play. Try to remain objective, and let the players determine their own course of action. It is easy to fall into the trap of referee vs. players — try to avoid it. When describing things to your group, be careful not to give them information or insights which they would not normally have. Though you are always obliged to describe what they can easily see of their surroundings, try not to give away useful information that they haven't asked for. The party will want a copy of Keraptis' message to refer to. Neither deny nor confirm guesses from players who think they have it figured out.

The Dungeon Master is encouraged to add his own ideas and to flesh out the details of the dungeon where things are only hinted at or incompletely described. There is room for changes and improvements if you feel you can make the module better. The end of the module makes it clear that there must be more of this dungeon hidden somewhere under White Plume Mountain. Perhaps a secret stairway or passage not marked on the map leads to another complete level where Keraptis yet reigns. If your group enjoys this adventure, you may wish to continue it with additions of your own.

White Plume Mountain is located in the northeastern part of the Shield Lands, near the Bandit Kingdoms and the Great Rift (see *WORLD OF GREYHAWK*, available from TSR). However, those who wish to integrate this module with their own campaign can place White Plume Mountain wherever they like, and the party may be required to journey to the vicinity through the wilderness. How they get there is up to you.

**Start:** The party has arrived at White Plume Mountain, which stands alone in a vast area of dismal moors and tangled thickets. They will probably arrange to leave their horses and possessions either at the nearest village (about five miles from the Mountain) or hidden in the Dead Gnoll's Eyesocket, a small natural cave in the side of a hill about two miles from the Plume. There is really no other shelter available. The villagers know about the cave and may have mentioned it. If the party leaves no guard, they will just have to trust the villagers not to steal their belongings. (Dishonest villagers will have to weigh their fear of White Plume Mountain against their certain belief that the party will never be seen again.) The cave is easily barricaded to keep out unintelligent wandering monsters.

White Plume Mountain is an almost perfectly conical volcanic hill formed from an ancient slow lava leakage. It is about 1000 yards in diameter at the base, and rises about 800 feet above the surrounding land. The white plume which gives the mountain its name and fame is a continuous geyser that spouts from the very summit of the mountain another 300 feet into the air, trailing off to the east under the prevailing winds like a great white feather. The spray collects in depressions downslope and merges into a



BEYOND TO THE LAIR OF DRAGOTHA, THE UNDEAD DRAGON, WHERE FABULOUS RICHES AND HIDEOUS DEATH AWAIT

THE HUT OF THINGIZZARD, BEWARE HER POTIONS

THE CURSED RUINS OF CASTLE MUKOS WHO KNOWS WHAT LIES WITHIN

WHITE PLUME MOUNTAIN

THE TWISTED THICKETS SKITTERING SLITHERS AROUND

HERE BE DEAD GNOLLS EYE SOCKET

EROL OTUS 80

TO TOWN

sizeable stream. There are steam vents in various spots on the slopes of the mountain, but none of them are large enough to allow entry. The only possible entrance into the cone is a cave on the south slope known as the Wizard's Mouth. This cave actually seems to breathe, exhaling a large cloud of steam and then slowly inhaling, like a man breathing on a cold day. Each cycle takes about thirty seconds. Approaching the cave, the party will hear a whistling noise coinciding with the wind cycle. If it were not for the continuous roaring of the Plume, this whistling could be heard for a great distance.

The cave is about eight feet in diameter and forty feet long. At the end of the cave, near the roof, is a long horizontal crevice which is about a foot wide. The air is sucked into this crack at great speed, creating the loud whistling and snuffing out torches. Shortly the rush of air slows down, stops for about two seconds, and then comes back out in a great blast of steam. This steam is not hot enough to scald anyone who keeps low and avoids the crevice, but it does make the cave very uncomfortable, like a very hot sauna bath interrupted by blasts of cold air.

The ceiling and walls of the cave are slick with the condensed steam which runs down them. The floor is covered with several inches of fine muck. Only careful probing of the muck near the back of the cave will reveal a small square trap door with a rusted iron ring set in it. Once the muck has been cleared away it will require at least three characters of strength 16 or better to pull up the encrusted door (or two strong characters and a **knock** spell, or **passwall**, etc.).

Directly beneath is a twenty-foot square vertical shaft and the beginning of a spiral staircase leading down.

### Standard Dungeon Features

All corridors in this dungeon are ten feet in height, and have been carved and, in some places, seemingly melted through solid rock. Unless stated otherwise, all doors are 8' by 8', made of oak

and bound in iron. Though the doors are swollen by the dampness, and thus difficult to open, the wood is not by any means rotten.

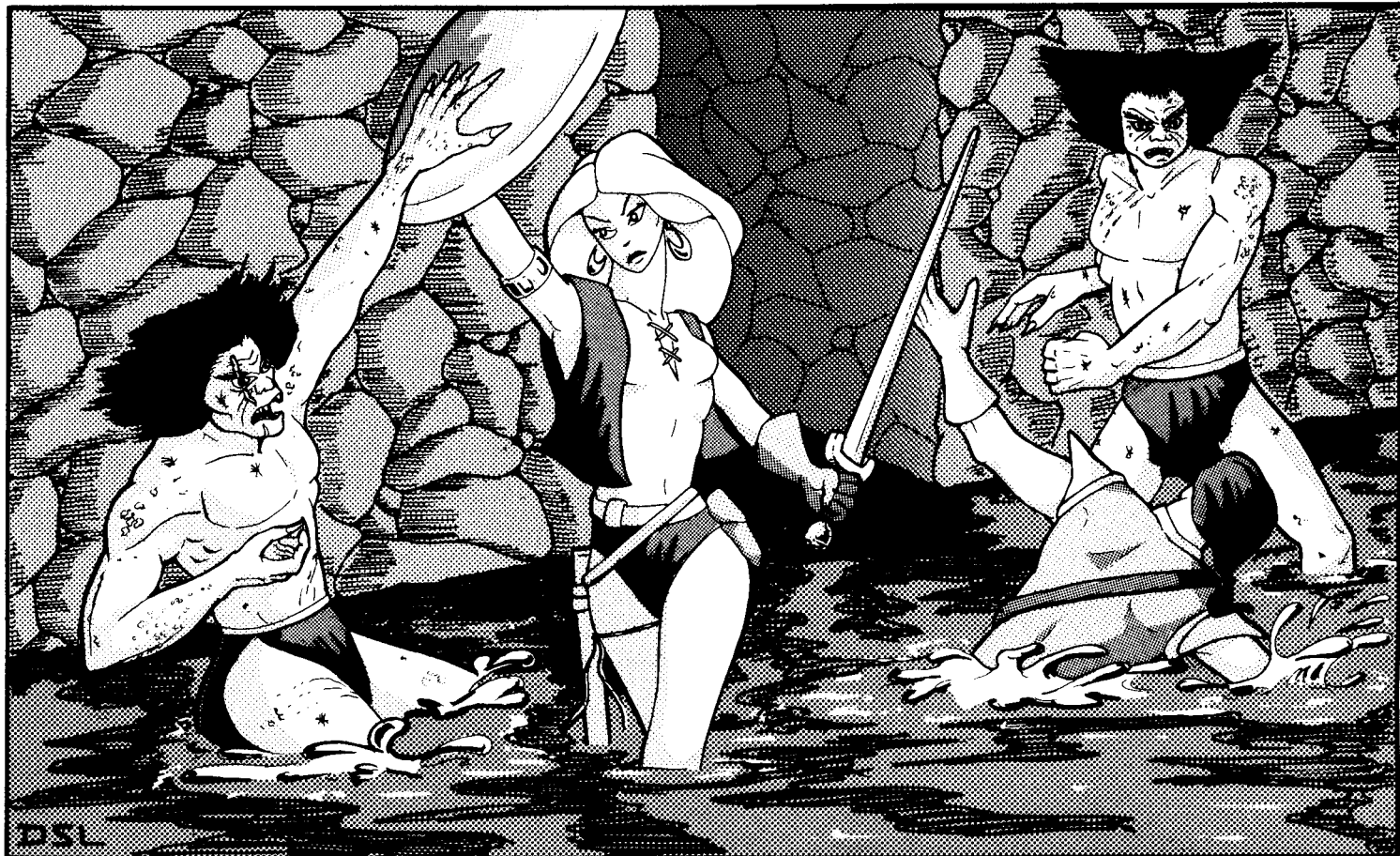
## KEY TO THE DUNGEON LEVEL

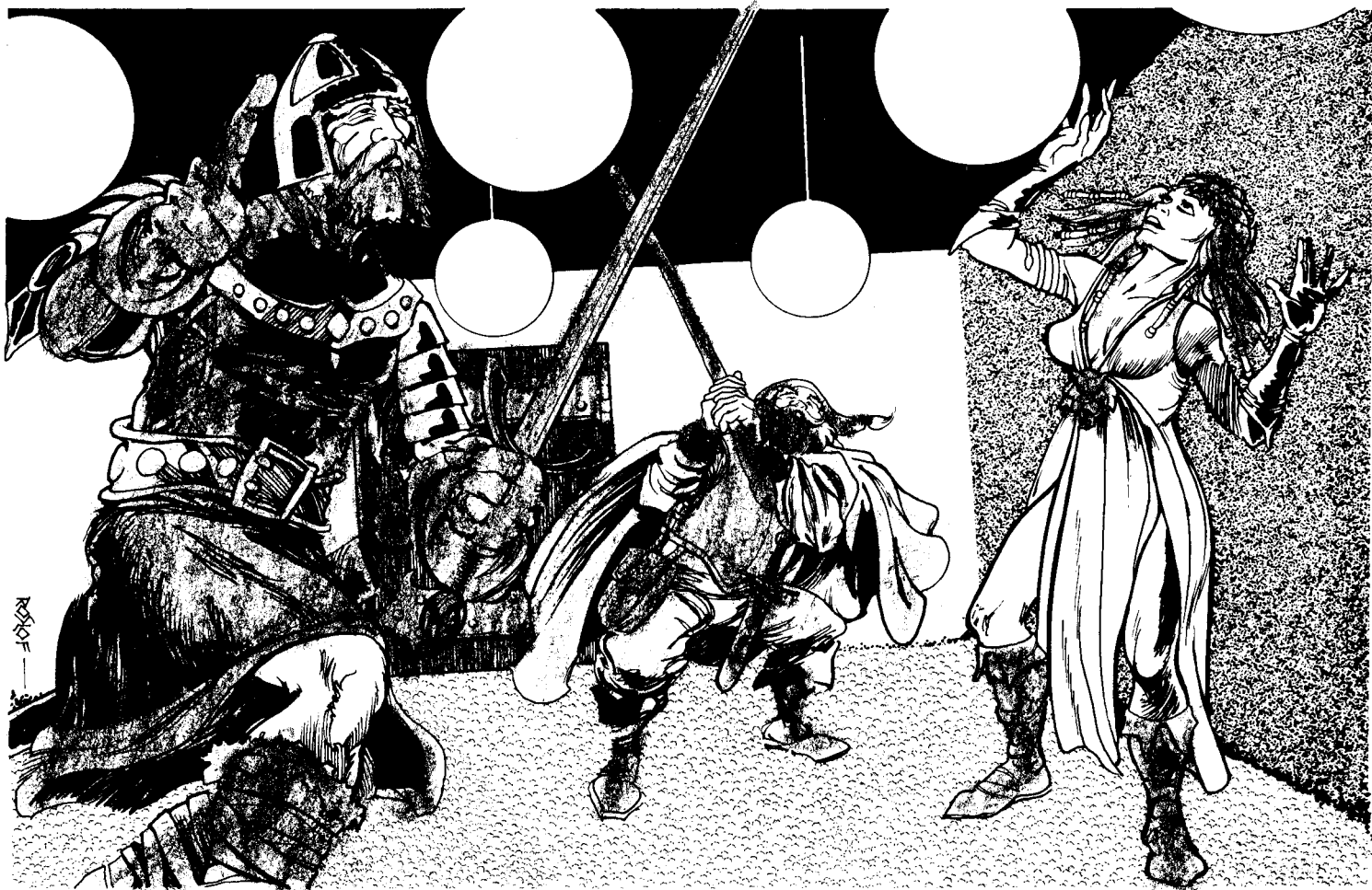
### WANDERING MONSTERS

An encounter occurs on a 1 in 12. Check each turn. These are monsters Keraptis has released into the dungeon specifically for the purpose of giving the intruders a hard time. All will attack immediately. Ogres and bugbears are **charmed**, and cannot be persuaded to betray Keraptis.

1. Black Pudding (AC: 6; MV: 6"; HD: 10; HP: 45; #AT: 1; D: 3-24; SA: dissolves wood and metal; DS: blows, cold and lightning do not harm).
2. 2-5 bugbears (AC: 5; MV: 9"; HD: 3+1; HP: 19, 15, 13, 12, 10; #AT: 1; D: 2-8; SA: surprise on 1-3).
3. 2 gargoyles (AC: 5; MV: 9"/15"; HD: 4; HP: 21, 19; #AT: 4; D: 1-3/1-3/1-6/1-4; SD: +1 or better weapon to hit).
4. Invisible stalker (AC: 3; MV: 12"; HD: 8; HP: 33; #AT: 1; D: 4-16; SA: surprise on 1-5 [d6]; SD: invisibility).
5. 1-3 ogres (AC: 5; MV: 9"; HD: 4+1; HP: 21, 18, 17; #AT: 1; D: 1-10).
6. 1-2 wights (70% chance of 1, 30% chance of 2; AC: 5; MV: 12"; HD: 4+3; HP: 22, 20; #AT: 1; D: 1-4 plus energy level drain; SD: silver or magic weapons to hit, cannot be affected by **sleep**, **charm**, **hot**, **cold**, **paralyzation**).

AC = armor class; MV = move; HD = hit dice; HP = hit points; #AT = number of attacks; D = damage per attack; SA = special attacks; SD = special defenses. Information provided above (and in similar descriptions of monsters throughout the module) is for quick reference. Don't hesitate to consult the **Monster Manual** for complete descriptions if you feel it's necessary.





### ENCOUNTER AREAS

**1:** The spiral staircase descends about 100 feet before ending in area **1**. The staircase is badly rusted, and sensitive characters will feel it thrumming to a continuous low vibration (this vibration from the Plume geyser will be noticeable everywhere in the dungeon). The air is warm, humid, and rather foul. Lamps and torches will burn fitfully and give off a lot of smoke. The floor of the room is covered with water, and floating on the water are patches of green and white subterranean algae. In the damp humidity of the dungeon, this algae or algae-like fungus clings in patches to the walls and even the ceiling. It is harmless, and can be found almost everywhere in the dungeon where there is water.

The water on the floor is about a foot deep, and the floor itself is covered with slippery mud. Except where flights of steps lead up out of it, this scummy water covers the floors of all rooms and corridors. The water and mud will cut average movement down by one-third, and will necessitate continuous probing of the floor by the party as they advance. It will be very difficult to keep silent, run (without falling), or depend on **invisibility** spells (waves and foot-shaped holes in the water give one away).

The floor of the passage leading away from the first room is covered by the warm, scummy water mentioned above.

**2:** A rather mangy, bedraggled gnosphinx squats in the water in the middle of the intersection. The dotted line marks where a **wall of force** blocks off the corridor. This **wall of force** is weaker than most, and can be brought down by **disintegrate**, **dispel magic** (always 100% effective) or **passwall**. The sphinx will let the party pass (by removing the **wall of force**) if they can answer the following riddle:

Round she is, yet flat as a board  
 Altar of the Lupine Lords  
 Jewel on black velvet, pearl in the sea  
 Unchanged but e'erchanging, eternally

The answer is "the Moon." If the **wall of force** is knocked down or circumvented, the sphinx (AC: -1; MV: 15"/24"; HD: 8; HP: 38; #AT: 2; D: 2-8; SA: **dispel magic, symbol**) will attack.

**3:** A large patch of green slime (AC: 9; MV: 0; HD: 8; HP: 35; attacks by dissolving into green slime all flesh it comes into contact with, within 1-4 rounds; can be killed by fire, cold, **cure disease**) covers the floor in the indicated area. As it is totally covered by water, it is not easily detectable, and characters may walk through it and not even notice they have done so until it has eaten through their boots and started on their feet. The usual flask-of-oil method won't work here, as the flaming oil will just float on the water. A **fireball** will probably wipe the slime out.

**4:** The door to this room appears normal: that is, a large iron-bound oak door, swollen by the dampness and difficult to open. However, when the party has entered the room (or as much of the party as is going in), it will slam shut behind them. No spike, **hold portal**, **knock** or **passwall** will open the door or keep it open. Only the proper key turned in the keyhole on the inside of the door will unlock its magic.

In the room, suspended from the ceiling by unbreakable wires at the points indicated, are nine silvered glass globes. The globes are each about two feet in diameter, and inspection with **X-ray vision** or **clairvoyance** will show that each contains some apparent treasure and a key (aha!). A good hard crack with a weapon will shatter any of them, dropping the contents (if not caught) into the muck below.

Starting in the northwest corner of the room, number the globes for your own reference 1 through 9. This way you will know which globes on the following list the players are smashing, if any.

**In #1:** 3 folded-up shadows (AC: 7; MV: 12"; HD: 3+3; HP: 19, 17, 14; #AT: 1; D: 2-5 plus 1 point strength drain; unde-



tectable by **clairvoyance** or **X-ray vision**), 300 worthless lead pieces, and a false key.

**In #2:** A potion of **silver dragon control** and a false key.

**In #3:** Jewelry worth 12,000 g.p., a false key, and an angry air elemental (AC: 2; MV: 36"; HD: 8; HP: 33; #AT: 1; D: 2-20; SA: whirlwind; SD: +2 or better weapon to hit; transparent to **clairvoyance** or **X-ray vision**).

**In #4:** A **ring of flying** (4 charges) and a false key.

**In #5:** Eleven worthless glass gems and a false key.

**In #6:** Phony glass jewelry, a false stone key, and a gray ooze (AC: 8; MV: 1"; HD: 3+3; HP: 16; #AT: 1; D: 2-16; can be killed only by lightning or physical blows; fills entire globe, and thus is indistinguishable by **clairvoyance** or **X-ray vision**).

**In #7:** A **wand of paralyzation** (1 charge) and a false key.

**In #8:** The real key and a **ring**. Upon release, the ring speaks to the entire party telepathically: "Stop before you pick me up. I confer the following powers upon my wearer: **invisibility**, **haste** (8 charges), I act as a **ring of protection** (+1), confer 100% protection from **charm**, **flying** once per day, **spell turning** (10 charges), **treasure finding** (6 charges), and one **wish**. The only drawback is that I eat one hit point per year permanently. But I must be put on before leaving this room, as I must be worn for me to leave. However, once I am removed from the finger, all my powers are lost. So you must decide right now who will wear me permanently."

This is a basic loyalty and intelligence test. Will the party members cut each others' throats over the ring? Of course, if they take time to think about it, they'll realize that the ring must actually be a diversion. It will seem to have all of the powers mentioned above as long as it remains in the room. Once outside, it has no power and can't even talk.

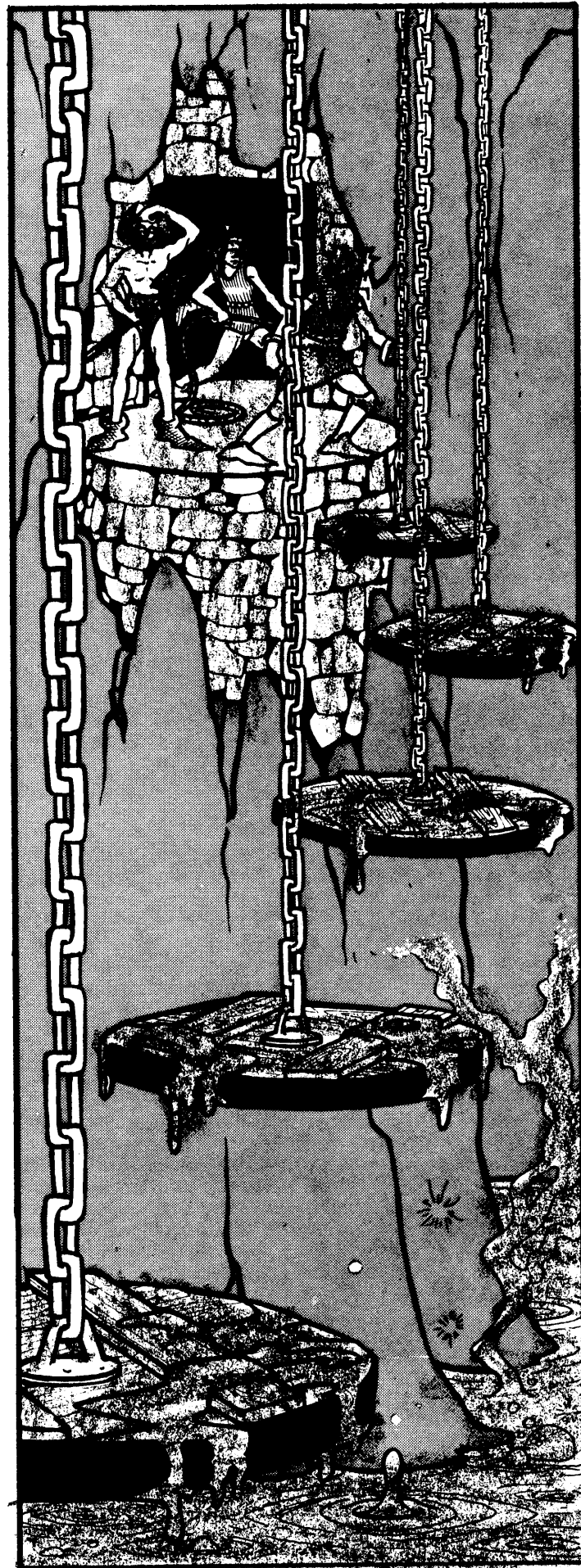
**In #9:** Gems worth 600 g.p. and a false key.

**5:** In this room are five flesh golems lined up against the north wall. Each has a number on its chest: 5, 7, 9, 11, and 13. Number Five says, "One of us does not belong with the others. If you can pick it out, it will serve you and the others will allow you passage. If you pick the wrong one, we will kill you. You have 60 seconds." The Answer: 9 is not a prime number. Give your players an actual sixty seconds to figure it out. Golems: AC: 9; MV: 8"; HP: 30; #AT: 2; D: 2-16; SD: can only be hit by magic weapons. Unlike typical flesh golems, these will take full damage from magical fire or cold attacks (saving throws are applicable). Electrical attacks restore one hit point of damage to the golems for each die of the attack, i.e., a six-die **lightning bolt** would cure a golem of 6 points of damage.

**6:** Here, a short flight of stairs leads up to a dry corridor. Just around the corner is a turnstile that allows passage only one way: forward (turns counter-clockwise only — see sketch). It will probably have to be destroyed on the way back. A golem could rip it out, or strong characters could try with a chance equal to their percentage for bending bars and lifting gates.



**7:** The door opens onto a stone platform in a large natural cave. The ceiling averages 50 feet above the level of the platform, while the floor of the cave, 50 feet below, is a deep pool of boiling mud. Points **A** and **B** mark the locations of geysers. Geyser **A** spouts once every five minutes. Geyser **B** spouts





once every three minutes. Opposite the entrance platform is another stone platform, approximately 90 feet away. Between them a series of wooden disks is suspended from the ceiling by massive steel chains. The disks are about four feet in diameter, and three feet apart. Each disk is attached to its chain by a giant staple fixed in its center. The disks swing freely and will tilt when weight is placed upon them. The disks and chains, as well as the walls of the cavern, are covered with a wet, slippery algal scum that lives on the water and nutrients spewed up from the geysers. This coating gives off a feeble phosphorescent glow.

When the geysers erupt, they reach nearly to the roof of the cavern, and creatures holding onto the disks or chains may be washed off to fall into the mud below (an almost instant death). Characters with 18 strength, or better, have a 65% chance of holding onto the disk that is adjacent to an erupting geyser. For each strength point less than 18 there is a 10% lesser chance of hanging onto the disks (i.e., 16 strength equals 45% chance.) However, for each disk the character is located farther from the geyser, there is a cumulative chance 5% greater of holding on, i.e., one farther away (from the adjacent disk) equals +5%, two away equals +10%, etc. Damage varies as the distance from the geyser. Adjacent disk: 5-50 points; one away: 4-40, and so on: 3-30, 2-20, 1-10, 1-6, and 1-4 for anyone in the cavern. Characters who make their saving throw as vs. breath weapon will take only one-half damage.

8. The lair of the vampire **Ctenmlir** (AC: 1; HP: 40; see Monster Manual). He is compelled by a curse to remain here in a trance except when defending the treasure which lies in a niche in the floor under his coffin. He automatically awakes at the approach of intruders. The door to the room is permeated with tiny holes through which he can pass in gaseous form. The room itself has a **permanent darkness** spell on it which the vampire is unaffected by (i.e., he can see

perfectly well). Destroying his coffin won't bother him, as Keraptis has spares hidden away.

The treasure: **Whelm**, a lawful neutral **hammer +3 (+5** for dwarves), intelligence 15, ego 18. Purpose: kill all trolls, giants and goblin-types (including bugbears and hobgoblins). It can be thrown and will return from up to 150' thrice per day (dwarves only). It also acts as a **hammer of stunning**: once per day, when struck upon the ground, it will send forth a shock wave stunning up to 45 hit points of enemies up to a distance of 60' for 1-4 rounds if they fail to save vs. spells. **Whelm** also detects gold, gems, and the presence of goblins. A drawback is that the bearer of this weapon will come under the influence of a severe case of agoraphobia (fear of wide, open places), and will fight at -2 when not inside a building, at night, or (best of all) underground. **Whelm** is obviously a dwarven weapon.

The treasure also includes 10,000 s.p. and 9000 g.p. in six leather sacks, a potion of **ESP**, a potion of **black dragon control**, and a scroll of 3 spells: **magic mouth**, **dispel magic** and **monster summoning III**.

- 9: A ten-foot-deep pool. At the bottom is a very stiff valve wheel. When turned by two 18-strength characters (or the equivalent) a tube will open which will drain out all of the water in the wet corridors in 10 turns. Also at the bottom of the pit is a secret door (which can be found only by **detect magic**) that leads to Keraptis' Indoctrination Center (see End Note).
- 10: This appears to be another normal, water-covered room, with steps rising out of the muck on the far side, but actually most of it is a fifteen-foot-deep pool. The areas within the dotted lines labeled **A** are the only shallow one-foot-deep parts. The deep area marked **B** is inhabited by two kelpies (HP: 26; 27; see information at end of module). As the party rounds the room, the kelpies will rise to the surface, and each will attempt to **charm** a male character as explained

in the section describing these monsters. Area **C** is the kelpies' underwater lair, accessible only from beneath the surface of the pool. Scattered about the lair are 600 g.p., a piece of jewelry worth 2000 g.p., and a suit of **chain mail +3**. **D** is an empty room, a decoy, which is level with the areas marked **A**.

**11:** This is a thirty-foot-long spinning cylinder, apparently made of some light metal. It is ten feet in diameter, and spins counter-clockwise at about eight miles an hour. The entire inner surface is covered with slippery oil and painted with a dizzying black-and-white spiral pattern. It is possible to slide through the cylinder, but no one could walk through it and keep his or her feet.

**12:** Watching through the loophole of the end of the passage is an alert guard, **Burket** (AC: 4; 4th level fighter; HP: 18; +1 to hit, +3 damage). If he sees intruders approaching, he will wait until they are halfway through the spinning cylinder and then ignite the slippery oil with a flaming arrow (damage 2-16 the first round to any caught within, 1-4 on subsequent rounds until it burns out in 2-8 rounds). He will then warn his lover, the sorceress **Snarla**, close and lock the shutter over the loophole, and move to defend the door with sword and shield.

The room contains only a couple of benches and a table upon which are Snarla's spell book and a large candlestick. The book contains only those spells which she has memorized (mentioned hereafter), but it is protected by an **explosive runes** spell. Snarla (AC: 10; 7th level magic user; HP: 17) is a lycanthrope. Her memorized spells are: **fear, haste, dispel magic, web, stinking cloud, scare, magic missile, push, shield**. If Burket is killed or she is caught in a very bad situation, she will change into werewolf form and attack with desperate savagery at +2 (AC: 5; MV: 15"; HD: 4+3; HP: 26; #AT: 1; D: 2-8; SD: silver or +1 or better to hit; damage suffered previous to metamorphosis should be subtracted

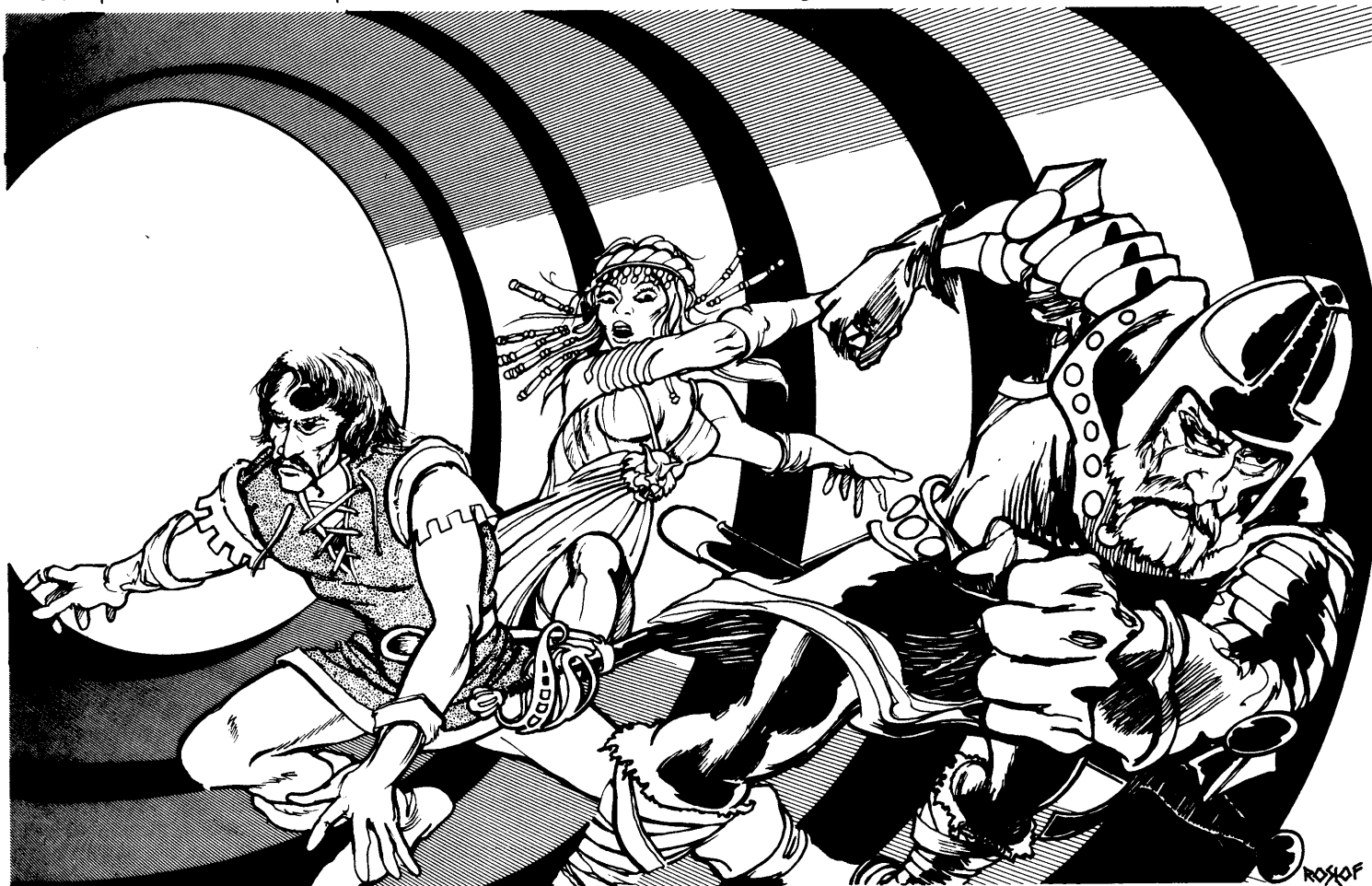
from her new hit point total). If captured alive and made to talk, she will tell the party only that she is charged with keeping the kelpies and certain other denizens of the dungeon fed. There are strange gaps in her memory in the areas of dealing with her employer or any section of the dungeon other than her own. She has never been past the doors at **14**. Burket knows even less than she does.

**13:** Snarla's inner sanctum is a beautifully ornate room: the floor is covered by fine oriental rugs, the walls by erotic tapestries and shimmering curtains, the ceiling by an intricate mosaic depicting a summer sky dotted with fleecy clouds. In the northeast corner is a large and lavishly-covered bed, strewn with cushions. Next to it on a low table is a buffet of sweetmeats, cakes, and other delicious-looking comestibles. In the northwest corner of the room is a brass-bound oak chest.

Anyone who investigates the bed will find that it actually feels quite uncomfortable, and anybody tasting the food will be disappointed in the extreme, finding it tough and not very tasty. **True seeing** or **detect illusion** will reveal that the opulent bed is actually only an old straw tick, and the delicious treats are something very much like iron rations. In reality, the walls, floor and ceiling of the room are quite bare. Only the brass-bound chest appears as it actually is. **Dispel illusion** or **dispel magic** will remove the illusion.

The chest must be opened while uttering a command word known only to Snarla, or it will dissolve into a **stinking cloud**, leaving 400 e.p., 300 g.p., and 7 gems worth 1300 g.p. total.

**14:** This is a succession of thick metal doors, flanged so that they overlap the doorjamb on the north side and thus can only be opened by swinging them to the north. There are handles on the north sides of the doors so that they can be pulled open in that direction. These are actually emergency doors whose purpose is to prevent the dungeon from being flooded by the boiling lake at **15**, should there happen to be an "accident."



**15:** The boiling lake is several hundred feet deep, extending down to the red-hot rock below, and reaching nearly to the ceiling of the cavern it occupies, 50 feet above the level of the sunken ledge described in **17**. It is fed by an underground stream which enters at point **A** at a depth 100' below that of the ledge. Its run-off is at point **B**, above the ledge, near the ceiling of the cavern.

**16:** The run-off from the boiling lake cascades down through a series of near-vertical lava-tubes to the base of the blowhole, 800 feet below the level of the dungeon. There the water strikes molten rock and is instantly converted to steam. It is ejected up the blowhole and out the top of the volcanic cone, forming the continuous geyser of White Plume Mountain.

**17:** A sunken stone ledge projects out into the boiling lake. The corridor from the dungeon continues out into the lake under a rubbery magical forcefield that keeps out the waters by forming a sort of elastic skin of super surface-tension. The shape of the corridor is not square in cross-section, but rather semi-circular, as if a series of hoops were supporting the ceiling. The skin is soft, resilient and uncomfortably warm to the touch. Under any pressure it immediately becomes taut, and any character unwise enough to puncture it with something sharp will leave a permanent hole. A stream of scalding water will rush into the corridor, hopefully burning the idiot who made the hole (1-4 points damage). The skin will not "heal" once punctured. Major damage to the waterskin, as from a slash with a sword or axe, will collapse the field like a balloon in 1-6 rounds.

After thirty feet the corridor widens out into a low, dome-shaped area. Here lives the guardian of the treasure, just about the biggest giant crab (AC: 0, HD: 15, HP: 60; #AT: 2; D: 3-18) anyone's ever seen. On one of its "forearms" it wears a rune-covered copper band that protects it from all psionic-related spells (such as **charm**, **fear**, **confusion**, **paralysis**, **magic jar**, etc.) It also protects against all psionics. Unfortunately, it is worthless as a treasure, as the magic is keyed specifically to this particular monster.

The crab will intelligently attack any and all intruders, being careful not to bump the waterskin walls. The crab is experienced in fighting in this manner, as is evidenced by the bones scattered about, but your players' characters are not. The DM will have to watch for characters whose actions may rip the waterskin, especially any foolish enough to use two-handed weapons or violent spells like **fireball** or **lightning bolt**. Such people are likely to get the whole party boiled.

At the north end of the dome room is a heavy chest which is firmly attached to the floor. In it is the treasure:

**Wave**, a neutral **trident +3** which does 1-10 hit points of damage. 14 intelligence, 20 ego. Purpose: death or disfigurement to all who won't convert to the worship of Poseidon (or any similar sea-god you choose). Powers:

Functions as a **trident of fish commanding** (as the miscellaneous magic item in **DUNGEON MASTERS GUIDE**)

Functions as a **trident of warning** (as the miscellaneous magic item in **Dungeon Masters Guide**)

Finds water

Confers **water-breathing** and **underwater action** abilities upon bearer

Confers **cube of force** ability (as the miscellaneous magic item in **Dungeon Masters Guide**)

Possesses speech and **telepathy** (in the common tongue as well as the languages of all sea creatures).

Dehydrates: On a natural roll of 20, in addition to its normal damage, **Wave** dehydrates its opponent, draining one-half of his or her remaining hit points (compute normal damage first).

Also in the chest are 1000 g.p. in small sacks, 20 gems (3 big ones worth 1000, 1000 & 5000 g.p., and 17 others worth 3,935

g.p. total), a **ring of infravision** (60'), a **luckstone**, and a **wand of frost** (17 charges).

The DM will note that a character grabbing **Wave** while the waterskin is collapsing should be able to save his own and others' lives by invoking the **cube of force** ability (**Wave** will instantly make the holder aware of the ability, if the holder is neutral or willing to convert on the spot). Characters inside the **cube of force** will probably end up being blown out the geyser at the top of the mountain. The air-filled **cube** will float, drain down the cascade, and be ejected from the Plume — a rocky ride.

Characters could also survive the boiling lake with a combination of **fire resistance** and **water breathing**.

**18:** A ten-foot-long, ten-foot deep open pit, filled with and hidden by water.

**19:** A series of copper-colored metal plates lines the walls of this corridor. The plates are six feet high and six feet wide, and cannot be damaged or removed. They set up an induction field which causes metal objects passing between them to become heated. The field extends from floor to ceiling, and cannot be "ducked under". Metal will become uncomfortably warm after moving twenty feet into the field, painfully hot after thirty and hot enough to damage at forty feet and beyond. This includes armor, weapons, treasure, gold teeth, even magic-users' daggers. A man in metal armor passing through this corridor would take damage as follows: 1-8 points at 40', 2-16 at 50', 3-30 at 60' and 4-40 at 70'. Characters not carrying metal will feel only slight discomfort when passing between the plates. Metal carried in wrappings of cloth will burn through by the 50' mark, and it will similarly burn through leather by 60'. Those protected by **fire resistance** will take no damage if they save vs. spells, or half damage if they fail. Fighters and clerics may have no other recourse than to take a full turn to remove their armor, drag, push or use a **Tenser's floating disk** to get their armor and weapons through the corridor, and then take another full turn to suit up. Armor pulled through the corridor by ropes will probably heat up enough to burn through them at about 60'; leaving a pile of hot metal laying in the water. The only sovereign remedies for this dilemma are the **cone of cold** or **ice storm** spells, which will nullify the effect long enough for a party to dash through.

**20:** Behind the secret door, 8 ghouls wait in ambush for an unarmed company to come through the heat-induction corridor. AC: 6; MV: 9"; HD: 2; HP: 10 (each); #AT: 3; D: 1-3/1-3/1-6 plus paralysis. These ghouls wear amulets that protect them from being ordered away by clerics or paladins.

**21:** Stairs leading up to dry corridors.

**22:** The Frictionless Room. The strips labeled **A** are five-foot-wide open pits. They are ten feet deep and the bottoms are lined with rusty razor-like blades. Anyone falling in will take 1-12 hit points of damage and will contract instant super-tetanus and die in 2-5 rounds unless they save vs. poison (**cure disease** will destroy the infection).

The walls, ceiling and floor of area **B** are covered with a substance that is totally 100% frictionless. This substance extends to cover the ceiling and walls around the razor-pits. Anything that alights on this silvery surface will move in the direction of its last horizontal impetus, bouncing off the walls (if it strikes them) like a billiard ball, until it slides into a razor-pit. It is impossible to stand on the surface, for even a heartbeat would unbalance the stander enough to send his feet out from under him. The slipstuff will be totally unaffected by any force, magical or otherwise. It is completely inert.

Magic-users will find that **fly**, **levitate**, **jump**, **dimension door**, **blink** and **teleport** spells will not work in this room. The dotted line at **C** is the illusion of a west wall: the actual west wall is ten feet farther. Objects hitting the false wall will pass through



EROL OTUS

and apparently disappear. This tends to foil schemes for attaching ropes to the west wall from afar.

The trick here is to get a rope strung through this room and fastened securely at both ends. Once this is done, a party can pull themselves across, regardless of the surface. A clever party may even be able to come up with other methods. Ingenuity is required.

- 23:** There is a stream running through this room that is suspended in mid-air. It enters and leaves through two tunnels, each of which is about six feet in diameter. The lowest points of the tunnels where they come through the walls are about two feet from the floor. The stream only half-fills the tunnels; consequently, when it flows through the room it is hemispherical in cross-section (see accompanying illustration for clarification). Objects can be thrust through the sides of the stream, but no water other than a few drops will escape. It would even be possible to walk right through the stream, but only a very strong person could do so without being swept off his feet. The stream flows quite quickly, from the west to the east, and within it blind cave-fish dart about. It is lukewarm.

Also in this room are six small two-man kayaks (with no paddles). Should anyone choose to go boating into the unknown tunnel, they will have to figure out how to get in the kayaks once the kayaks are in the stream, five feet from the floor. These kayaks tip over easily. If they successfully board the kayaks, the party will bump along through a twisting tunnel. They can regulate their speed by pushing against the walls. Eventually they will emerge into **24**.



STREAM FLOWING THROUGH AIR

- 24:** 8 fighters under the command of the cruel Sir Bluto Sans Pite await here to ambush any who come through the tunnel. They will be alerted by the alteration in the flow of water as the party tampers with it upstream. The stream flows through the air in this room in the same manner as in **23**.

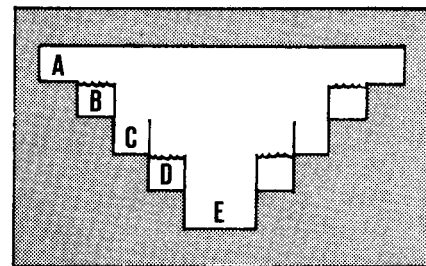
Sir Bluto's men work in teams of four, two on each side of the stream. As each kayak comes out, a team will throw a net over it and attempt to drag it out of the stream and down onto the floor. When it falls, they move in to finish off the (hopefully stunned and trapped) occupants with swords. The 8 henchmen are AC: 4 and have 20 hit points each (4th level fighters).

Sir Bluto himself was a respected Knight of the Realm before his indictment in the River of Blood mass-murder case. His mysterious disappearance from prison left even the Royal Magician-Detectives baffled, and a reward of 10,000 g.p. was posted for his capture. Someone in the party is sure to recognize his one-of-a-kind face. Sir Bluto: AC: -1 (**shield +1, plate mail +2**); 10th level fighter; HP: 50; +2 to hit, +4 damage. He carries the magic **key** to the secret doors (**25**) and is wearing **boots of striding and springing**.

The stream continues on out of **24** and goes back to **23**, completing the circuit.

- 25:** These two magical secret doors will reveal themselves and open **only** to the bearer of Sir Bluto's magic key.

- 26.** As the side view shows, this large room is terraced around the outside in giant steps of ten foot depth and width. Steps **B**, **C** and **D** are enclosed by magically-created glass walls which keep the inhabitants of these terraces confined. For good measure, they have all been **charmed** and ordered to stay on their levels as long as their glass walls are intact.



SIDE VIEW — TERRACED ROOM

Steps **B** and **D** are filled to the brim with water. The only exits from the room are the doors on levels **A** and **E**, so if the party wants to continue onward, they must get safely to the bottom level. The door in the bottom level opens into a corridor which passes under the rest of the room.

**Step B:** In this square pool live six giant crayfish (AC: 4; MV: 6"/12"; HD: 4+4; HP: 23 each; #AT: 2; D: 2-16).

**Step C:** A dry level with six giant scorpions (AC: 3; MV: 15"; HD: 5+5; HP: 22 each; #AT: 3; D: 1-10/1-10/1-4 plus poison).

**Step D:** Another wet level with four sea lions (AC: 5/3; MV: 15"; HD: 6; HP: 27 each; #AT: 3; D: 1-6/1-6/2-12).

**Step E:** Here are three wing-clipped manticores (AC: 4; MV: 12"; HD: 6+3; HP: 41, 29, 24; #AT: 3; D: 1-3/1-3/1-8, plus 24 tail spikes at 1-6 each). The manticores will not hesitate to fire their spikes at any they recognize as intruders, though they can only hit targets on step A by firing along the long axis of the room (and vice-versa, of course—see diagram).

The creatures in each level will be randomly distributed when the party enters, but as the intruders near each section the monsters will move to follow, expecting to be fed. They are used to live food, and will ignore dead meat or other food. They will consider anything living that enters their levels as food, and will attempt to eat it. The glass walls cannot be broken by fired arrows, slung stones, or such things as thrown helmets. An 18-strength character could break a hole in one with 2-5 swings of a heavy mace (longer for less strong types).

A safe is set in the wall opposite the door on level E. If opened incorrectly (i.e., trap not removed), a vibration device in the wall is triggered which will shatter the glass walls in 1-6 rounds. The safe contains 6000 s.p. and one piece of jewelry worth 3000 g.p.

If all of the glass walls are broken, a **wall of force** like the one at No. 2 will activate immediately in front of the door on level E, preventing the water from forcing the door open and escaping into the corridor beyond. There will be enough water in the room to completely fill levels **D** and **E** and cover level **C** to a depth of about two feet. The water will slowly drain out of four small drains in the corners of level **E**, but it will take a good twenty turns to do so. Of course, parties who choose to wait will be subject to rolls for wandering monsters. Once the water is finally gone, the **wall of force** will disappear.

If the party manages to knock down the **wall of force** (by using a **dispel magic**, **disintegrate** or **passwall**), the pressure of the water will push open the door and the water will rush into the corridor beyond, pulling along any swimming characters and miscellaneous debris nearby. The water will collide with another modified **wall of force** covering the door at the end of the corridor, and then begin draining out through a very large grating in the floor in the last ten feet of the passage. The water will take only two turns to drain out through this grating. When the water is gone, the last **wall of force** will dissipate. The water drains straight down through an

old lava tube to a large empty cave with no other exits.

**27:** Here resides **Qesnef**, a huge ogre mage who lost a bet with Keraptis and as a result must guard his treasure for 1001 years. A **magic mouth** warns him of the approach of trespassers, so he will be able to disguise himself by **polymorphing** himself into the form of a doughty halfling warrior, perhaps one who has been trapped by the evil wizard. Qesnef (AC: 1; HD: 5+2; MV: 9"/15"; HP: 35; #AT: 1; D: 1-12; SA: **fly, invisibility, darkness 1" r., charm person, sleep, assume gaseous form**, and cast a **cold** spell like a wand that does 8d8 points of damage; SD: **regenerates** 1 hit point per round) also wears a **ring of protection +3** on his left hand and a **ring of mirror images** (5 charges) on his right.

Qesnef is kept in very luxurious surroundings. The floor is strewn with rugs and cushions, and tapestries cover the walls. A six-foot hookah stands in the corner. The treasure has been casually shoved beneath a sumptuous divan. It includes:

**Blackrazor**, a chaotic neutral **sword +3**, intelligence 17, ego 16. Purpose: to suck souls. It is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, **Blackrazor** temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword's wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The souls of all entities killed by **Blackrazor** are sucked out and devoured; those killed by the black sword cannot be raised.

For every three days the sword remains "unfed", its ego increases by one point, until it can compel its bearer to kill a

human or humanoid being. Upon feeding, its ego returns to 16.

The DM will note that **Blackrazor** is a negative-energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even **strikes** a negative-energy being like an undead (except for ghouls and ghosts), it will work in **reverse**, transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time that it strikes. Under these conditions, the wielder can actually die and have his soul sucked out by his own sword. If the wielder survives, he will need a **restoration** spell or twice the usual number of levels received from positive "kills" to replace the lost levels. Those killed for replacement must be of the same race as the sword-wielder. **Blackrazor** (and you, the DM) may very well keep this little drawback a secret until the first time the sword bites into a wight or a vampire. The DM must remember that **Blackrazor** exists solely to feel power and souls coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

Speech and **telepathy** (common and whatever tongues its wielder knows, which it learns telepathically)

Detects living creatures (souls), 60' r.

**Haste** spell (bearer only, 10 rounds), once per day

100% magic resistance to **charm** and **fear** (exact percentage chance of resistance will depend on the level of the opponent casting such a spell)

The treasure also includes 1000 e.p., 200 p.p., 4 pieces of jewelry worth a total of 11,000 g.p., a potion of **healing**, a scroll of **protection from evil** (clerical), and **armor of vulnerability**.







## END NOTE

If a party should succeed in obtaining two or even three of the magical weapons and is finally leaving for good, they may be stopped at **2** by the return of the **force wall**. A voice will speak to them out of the air: "Not thinking of leaving, are you? You've been so very entertaining, I just couldn't think of letting you go, especially with those little collector's items of mine. And since you've eliminated all of their guardians, why, you'll simply have to stay . . . to take their places. I'll have to ask you to leave all of your ridiculous weapons behind and let Nix and Nox escort you to the Indoctrination Center. I'll be most disappointed if you cause me any trouble and Nix and Nox have to eliminate you. Don't worry — you'll like it here."

The **force wall** disappears, but coming up the south passage are Nix and Nox, two efreet (AC: 2; MV: 9"/24"; HD: 10; HP: 40, 36; #AT: 1; D: 3-24; SA: **Invisibility, assume gaseous form, enlarge** (as 10th level M-u), **polymorph self, programmed illusion, wall of fire** (all once a day); SD: normal fire is of no effect, magical fire is -1 on both "to hit" and damage dice). If the party can get past them, they're home free.

Of course, this whole episode can be omitted if the party has already taken too much damage. Conversely, if your players have had too easy a time of it, this can be made tougher by the addition of one or two more efreet (Box and Cox). If, for some foolish reason, the party decides to comply with Keraptis' request and go with Nix and Nox to the Indoctrination Center, you will just have to play it by ear. It's not too difficult — use your imagination and make it up as you go. Just make sure that the party is **extremely** sorry that they ever decided to submit to Keraptis' demands. They probably will end up as the brainwashed new guards in the White Plume Mountain dungeon . . .



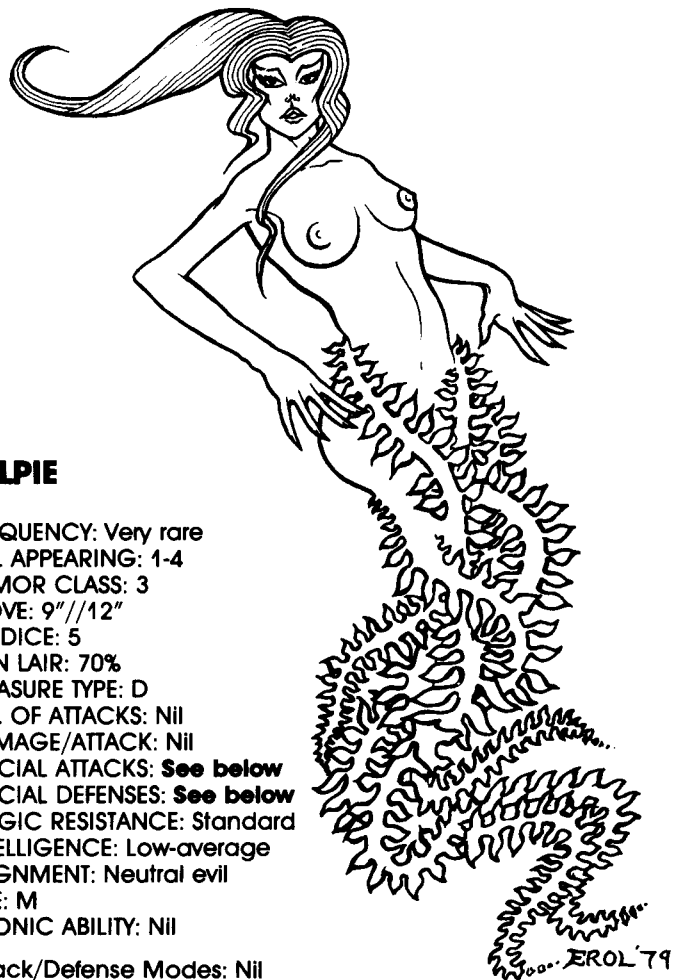
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## KELPIE

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: 3

MOVE: 9"/12"

HIT DICE: 5

% IN LAIR: 70%

TREASURE TYPE: D

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: **See below**

SPECIAL DEFENSES: **See below**

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low-average

ALIGNMENT: Neutral evil

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Kelpies are a form of intelligent aquatic plant life that, in their own shape, rather resemble a pile of wet seaweed. They are able to shape their bodies into any form they choose, and they will often assume the aspect of a beautiful human woman in order to lure men into deep water. However, though the form may be changed, the substance still resembles green seaweed, and the effect is somewhat grotesque. To counter this, the kelpie can throw one powerful **charm** spell per day. If the target does not save vs. spells (at -2), he will perceive the kelpie as the most wonderful, perfect and desirable woman, and will willingly leap into the water to join her. The kelpie will wrap itself around the charmed man, and he will attempt to inhale water and sink with the kelpie in an ecstasy of drowning. If left alone, he will happily drown and be dragged off to the kelpie's lair to be consumed. Even if the kelpie cannot physically reach the charmed man, he will still try to swim downward and breathe water. If the charming kelpie is killed, the spell will be immediately broken. Charmed persons attempting to drown themselves will suffer 2-20 hit points of damage per round until they either surface for air or perish.

For some reason, females are immune to the spell of the kelpie. Legend has it that this is so because kelpies were created by the sea-god as punishment for those men rash enough to sail the oceans without paying their lord his proper respect. Women were not involved in these transgressions, and thus did not incur the sea-lord's ill will.

Besides the oceans and seas, kelpies will also be found in dismal swamps and stagnant subterranean grottoes, and can reportedly be occasionally found in almost any body of deep water. They can leave the water to walk on land for short periods of time. Due to their slimy wetness, fire attacks do only half damage or none (if saving throw made). Kelpies are very cunning, and will try to pick off stragglers, lone watchmen or tail-end members of groups if at all possible.

# THE LEGEND OF KERAPTIS

Well over a millenium ago, the wizard Keraptis rose to power in the valleys of the northern mountains, bringing the local warlords under his thumb with gruesome threats — threats that were fulfilled just often enough to keep the leaders in line. Under Keraptis' overlordship, the influx of rapacious monsters and raids from the wild mountains decreased markedly, dwindled, and then almost stopped. Seeing this, the populace did not put up much resistance to paying Keraptis' rather heavy taxes and tithes, especially when stories of what happened to those who balked were circulated. Those lords who protested disappeared in the night and were replaced by the next in the line of succession, who was usually inclined to be more tractable than his predecessor.

Gradually, as all dissension was stilled, the taxes and levies became even more burdensome, until eventually the wizard was taking a large piece of everything that was grown, made, or sold in the valleys, including the newborn young of livestock. Around this time there began numerous reports in the land of sudden madneses, demonic possessions, and sightings of apparitions and undead. Furthermore, monstrous incursions into the settled lands began to increase as raiding parties of humanoids burnt whole villages, and evil and fantastic monsters appeared from nowhere to prey upon the harried peasants. At the height of these outrages came Keraptis' tax-collectors with word of a new levy — one third of all newborn children were henceforth to be turned over to the wizard!

As one, the people rose and destroyed the sorcerer's hierarchy and marched on his keep, where, led by a powerful and good cleric and his ranger acolytes, they destroyed Keraptis' minions. The great wizard barely managed to escape to the south, accompanied only by his personal bodyguard company of deranged and fanatical evil gnomes.

Keraptis fled to the cities of the south and west, but wherever he went, his reputation preceded him, and he was unable to stay anywhere for long. Once again retiring north, he came to the shores of the Lake of Unknown Depths, where he heard tales of haunted White Plume Mountain. Investigating further, he at last found the refuge he was looking for in the tangled maze of volcanic tunnels beneath the cone. He and his gnomes vanished into the shadow of the Plume, and humankind heard no more of the evil wizard.

That was almost thirteen hundred years before the present day. Now, seemingly, the hand of Keraptis is once again interfering in human affairs. If it is in truth the ancient wizard at work here, can he be thwarted before his power grows once more? What is his purpose in this bizarre challenge to the world's heroes? There is only one way to find out.

(This perforated page is for player reference, and can be removed if desired)



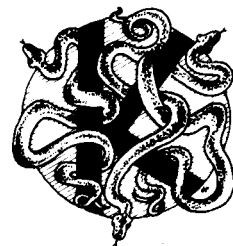
Search ye far or search ye near  
You'll find no trace of the three  
Unless you follow instructions clear  
For the weapons abide with me

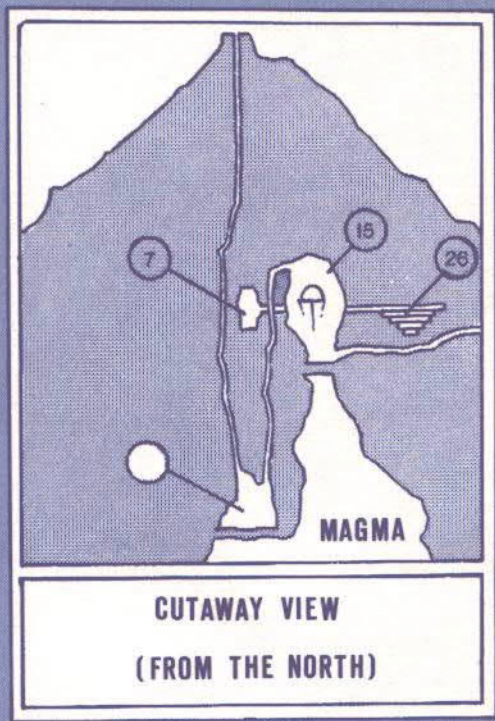
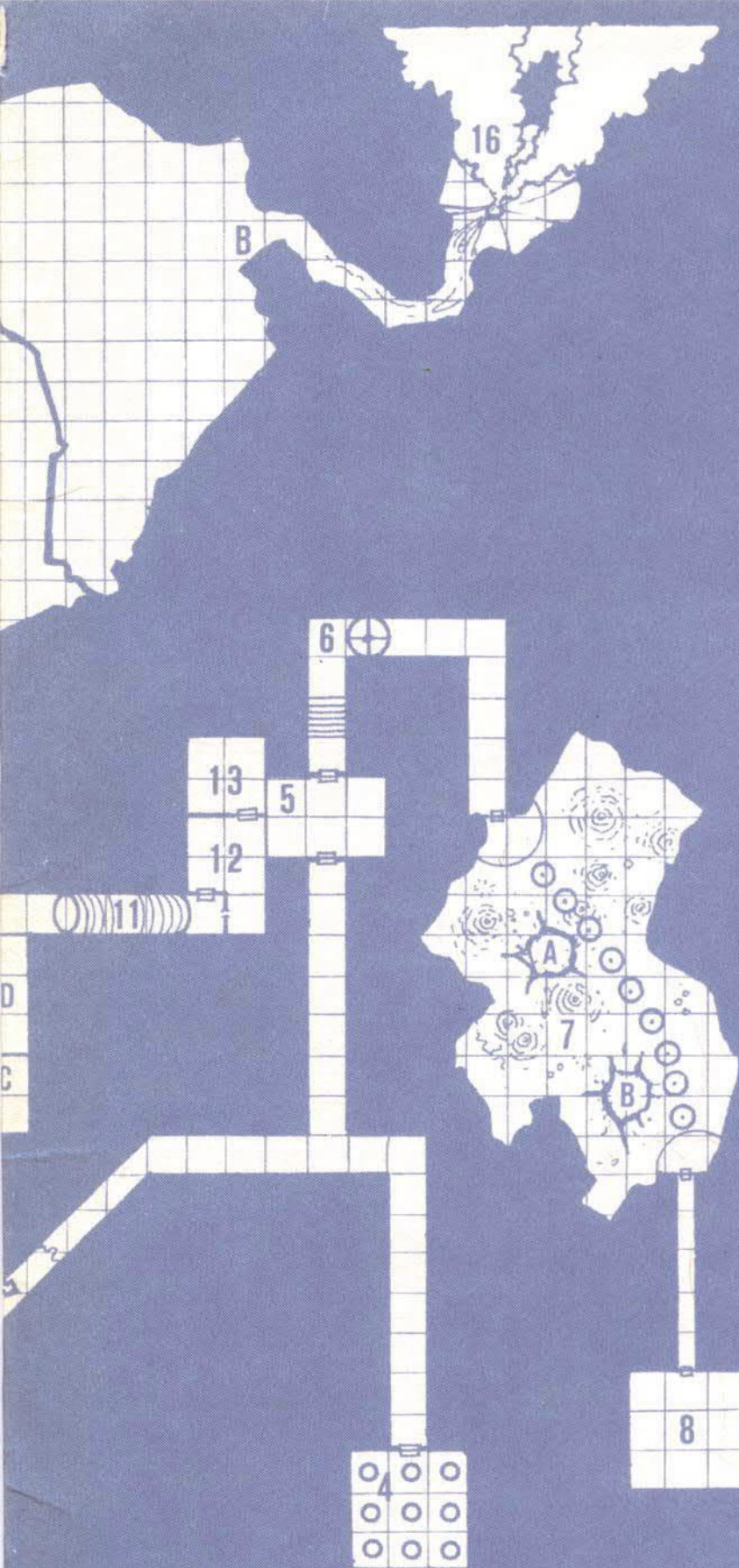
North past forest, farm, and furrow  
You must go to the feathered mound  
Then down away from the sun you'll burrow  
Forget life, forget light, forget sound.

To rescue Wale, you must do battle  
With the beast in the Boiling Bubble  
Cross cavern vast where chain-links rattle  
Lies Whelm, past water spouts double.

Black razor yet remains to be won  
Underneath inverted ziggurat.  
That garnered, think not that you're done  
For now you'll find you are caught

I care not, former owners brave  
What heroes you seek to hire.  
Though mighty, I'll make each one my slave  
Or send him to the fire.





**CUTAWAY VIEW  
(FROM THE NORTH)**

-  Door
-  Secret Door
-  Stairs Down
-  Stairs Up
-  Disk
-  Globe
-  Kayak



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*This special module is a combined wilderness and dungeon adventure scenario. It contains background information, referee's notes, encounter keys, outdoor and dungeon level maps, and new monsters and treasures. While it is designed to interface with THE LOST CAVERNS OF TSOJCANTH, this module is capable of standing alone. Likewise, while it is placed within the Greyhawk Campaign, it can easily be adapted to play in any individual campaign which employs the ADVANCED DUNGEONS & DRAGONS™ game system.*

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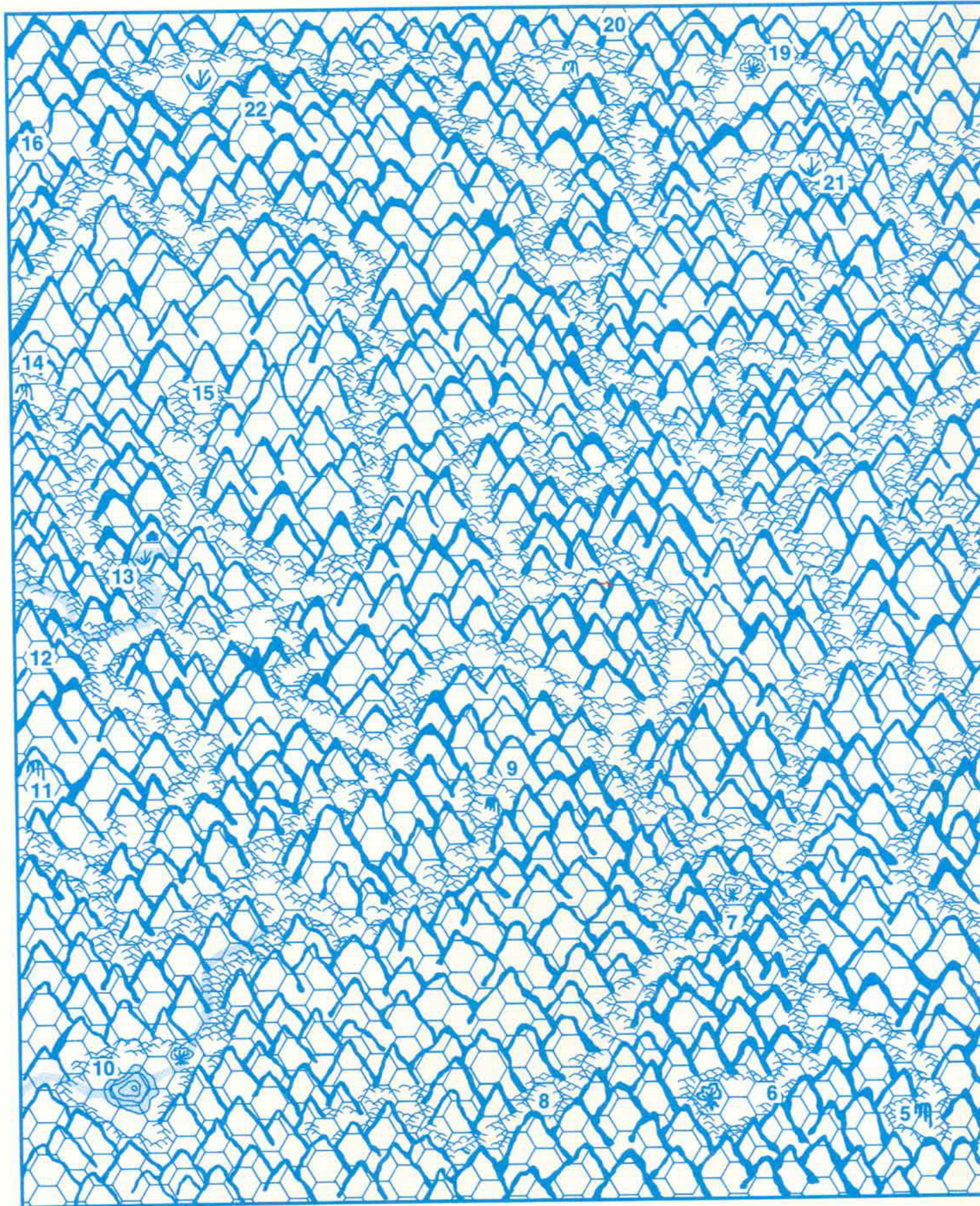
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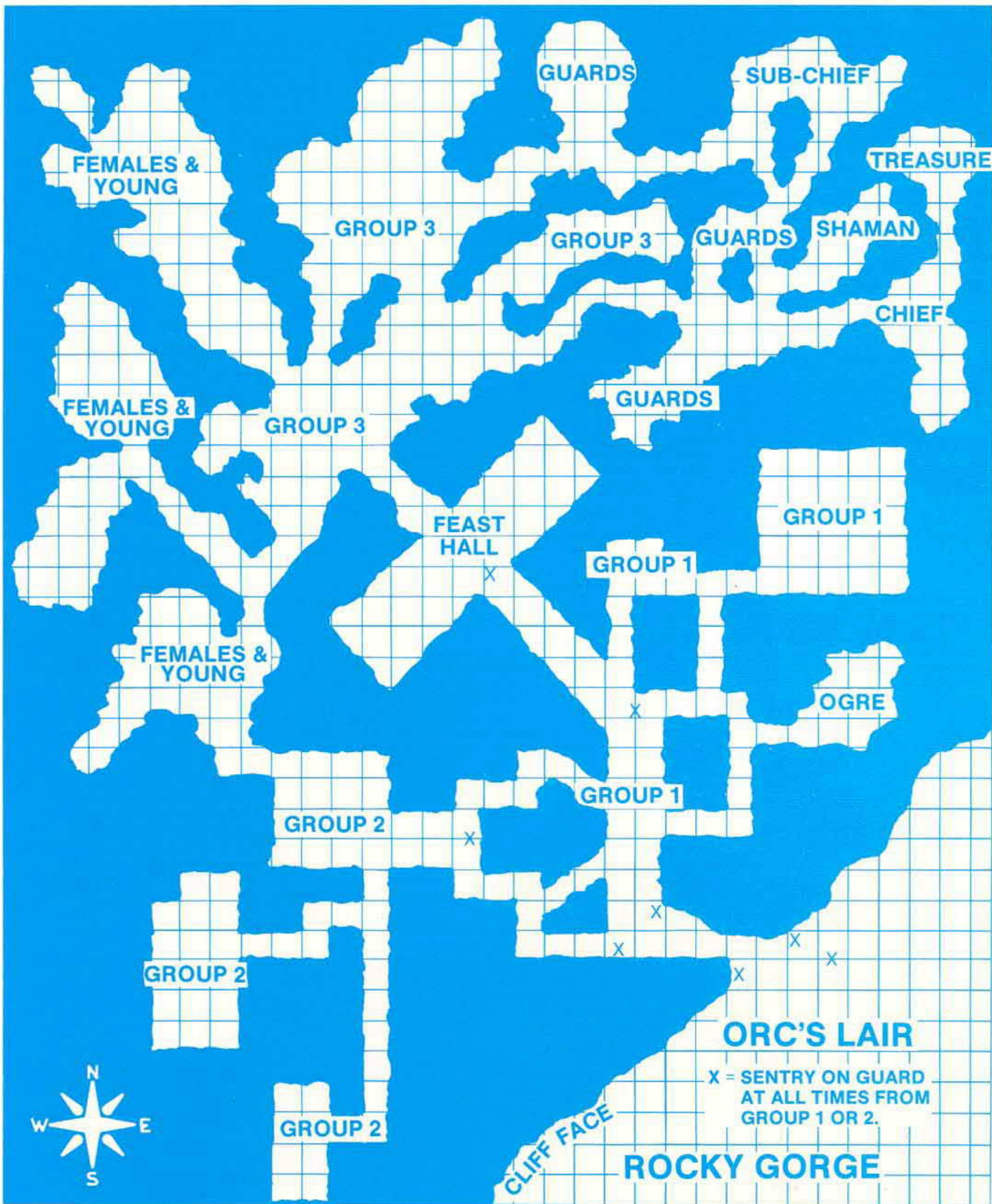


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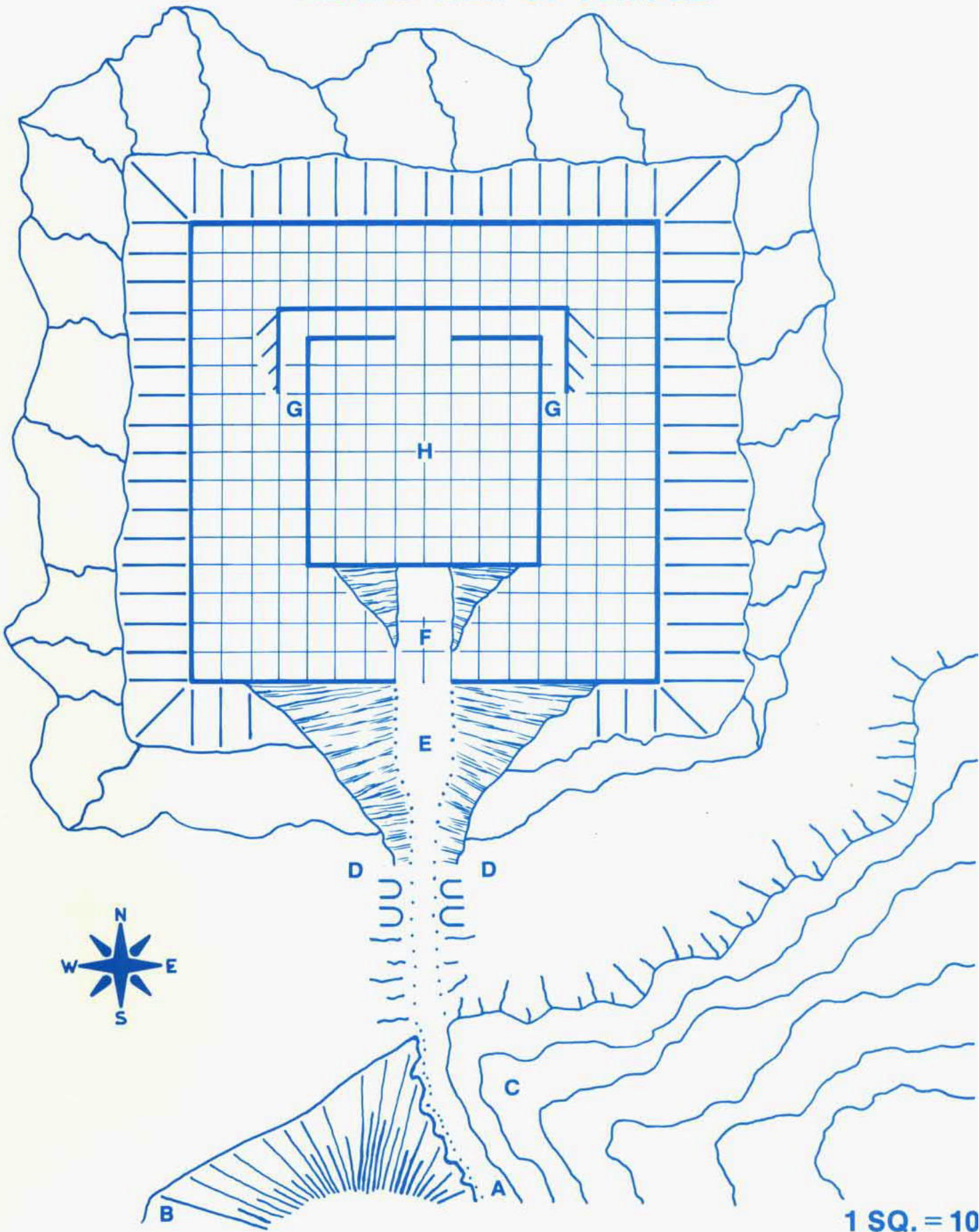
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# AERIAL VIEW OF TEMPLE

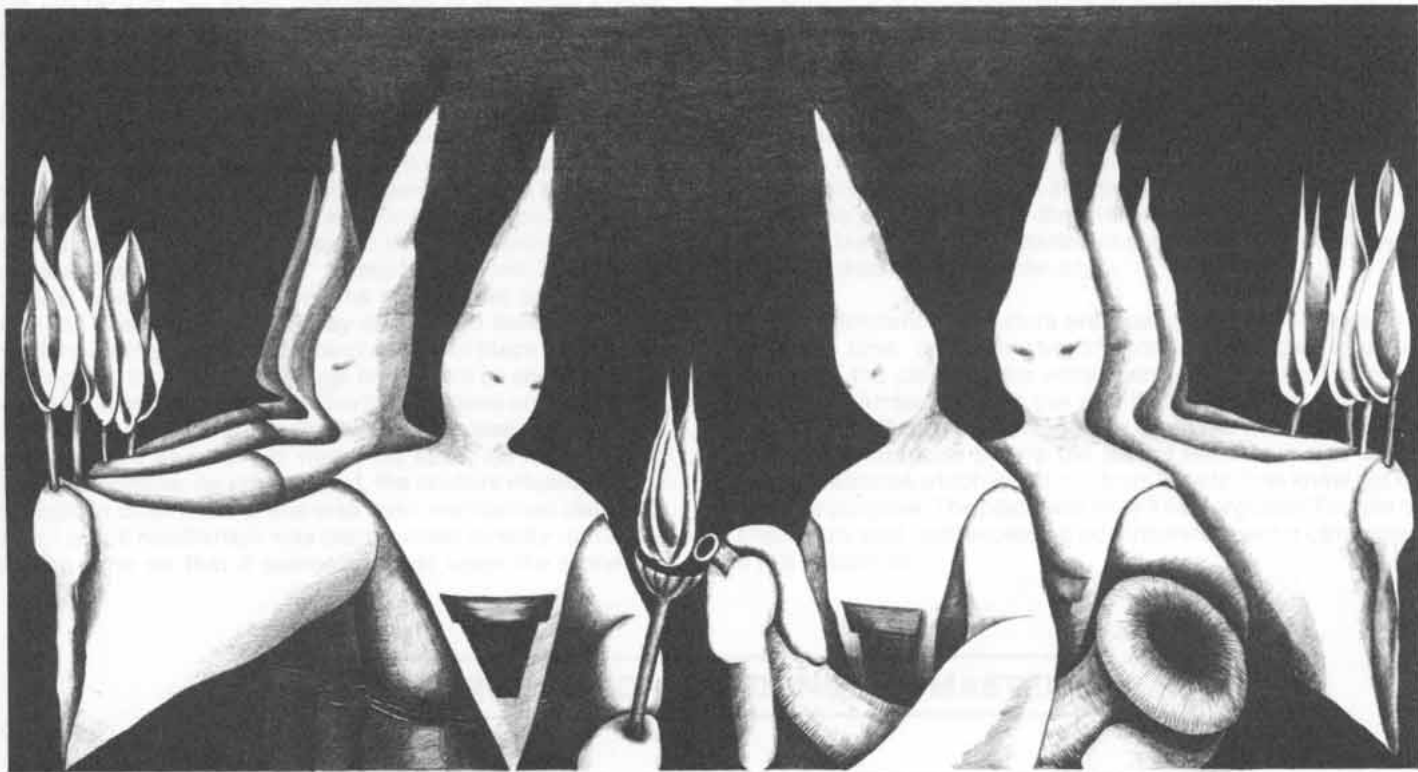


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CAMPAIGN MODULE WG 4

# THE FORGOTTEN TEMPLE OF THARIZDUN

by Gary Gygax



## AN ADVENTURE SET ON GREYHAWK'S WORLD FOR CHARACTER LEVELS 5-10

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THE FORGOTTEN TEMPLE  
OF THARIZDUR  
by Gary Gygax



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AN ADVENTURE SET OF GREYHAWK'S  
WORLD FOR CHARACTER LEVELS 3-10



# THE FORGOTTEN TEMPLE OF THARIZDUN

## INTRODUCTION

The Temple was built in a previous age, a secret place of worship to Tharizdun, He of Eternal Darkness. It drew the most wicked persons to it, and the cult flourished for generations, sending out its minions from time to time to enact some horrible deed upon the lands around. However, a great battle eventually took place between Tharizdun and those opposed to his evil. Unable to destroy him, they were strong enough to overcome his power and imprison him somewhere, by means none have ever been able to discover. Thus Tharizdun disappeared from the face of the earth, and from all of the other known planes, and has not been seen again since.

After a time his servants returned again to the Temple, deserted as it was of any manifestation of their deity. Amongst these wicked folk were many powerful magic-users and clerics. All sought with utmost endeavor to discern what had happened to Tharizdun, so that he could be freed and returned to rule over them once again. All attempts were in vain, although the divinations and seekings did reveal to these servants of Eternal Darkness that a "Black Cyst" existed below the Temple. By physical work and magical means they delved downward to reach the *Black Cyst*. What they discovered there dismayed and disheartened them. In the hemisphere of black needlerock (floating as if by levitation) a huge form could be seen. Was this the physical manifestation of Tharizdun? None could tell. The misty form was black and indistinct and enclosed in vaporous purple energy as well. No ritual, no spell, no magic could pierce the enigma. As time passed, the seekers ritualized their attempts to determine if this was their imprisoned deity. An altar of black needlerock was constructed directly under the 12' long form so that it seemed to rest upon the stone. As

generations passed, various other things necessary to survival in the *Black Cyst* were formalized into a paean of lament and worship for Tharizdun, and endless services to awaken the being were conducted by rote. Then, as time continued to pass, even this ritual grew stale and meaningless. The clerics of Tharizdun began to pilfer the hoard of beautiful gems sacrificed to him by earlier servants -- 333 gems of utmost value, ranging in worth from 5,000 to 50,000 gold pieces each. Replacing these jewels with stones of much less value, the former servants of this deity slipped away with their great wealth to serve other gods and wreak evil elsewhere.

In the end only a handful of faithful clerics remained to repeat the daily ritual of attempted awakening. Some of this handful were slain by monsters, others eventually grew old and died. The last High Priest, alone, wandered off into the place reserved for his remains in the dungeon, for alone he was unable to take his proper place in the *Undertemple*. Thus, a century ago, the last servant of Tharizdun died, and the Temple was without inhabitant of human sort.

Various wandering monsters eventually used the Temple as a lair for a time. Some moved on, some descended into the depths of the place, some were slain as is the wont of such creatures. Already dim in the recollection of humankind for decades, the Temple was forgotten by all but a few sages and savants generations before the last of its clerics was dead. Those creatures which dwelt in it from time to time knew not its name or purpose. The place was truly The Forgotten Temple of Tharizdun, and until exploring adventurers deem it otherwise, it will remain so.

## BACKGROUND FOR THE DUNGEON MASTER

While seeking the LOST CAVERNS OF TSOJCANTH, your party discovered a sheltered valley amidst the rugged peaks to the east. This peaceful, wooded depression proved to be home to numerous gnomes. Taking advantage of the respite such a haven offered, all of you elected to establish friendly relations with these doughty demi-humans, accept their hospitality, and enjoy the comforts of *Gnome Vale*. In addition to their hospitality, cautious though it may have been at times, the gnomes have provided aid of various sorts and have proved skillful in trade as well. Both sides have benefited by the relationship, although all of you concur that your group owes these good folk much for their friendliness in this harsh and hostile mountain range.

Because of the special relationship which has developed between your group and these demi-humans, their scarred old lord, Gwaylar, has invited you to a feast in his Granite Hall. There, after much eating and quaffing of gnomish ale, Laird Gwaylar pounds his flagon on the trestle and the hall becomes silent.

"This feast is in your honor, Humans, because such friends as you are rare hereabouts. Just as you have welcomed our fair valley as a haven, so too have you been greeted by the Uvalnoniz, our Gnomish clan as you would call it, for our own reasons. It is not meet to speak it, but as the Laird, I must so

say. Despite our warlike clansgnomes, our valley is often troubled by attacks. While you have not experienced such a raid, we feel that one is imminent. We wish to forestall such an incursion, for each time the noblink horde strikes, we suffer many losses, though each time we slay these creatures by the score and they run howling back west . . ." Here Laird Gwaylar trails off. While you have never seen an embarrassed gnome, the look upon the face of the clan leader seems to convey a great deal of discomfort at having to admit that he and his folk need human assistance.

"Noblink are norkers in human speech, aren't they?," one of you asks. Before any answer can be made, all of you seem to speak at once, virtually shouting assurances that nothing would please you more than seeking out and slaying a tribe of such vile humanoids as norkers.

"Lest you think us niggings," interjects Laird Gwaylar in a commanding basso voice quite unusual in a gnome, "be warned that while the noblink form the bulk of the scum, they are always accompanied by fiercer things -- now trolls, again ogres, last time a pair of hill giants! Our heroes must fight these monsters, and so the losses occur. Your quest will not be for a raiding band of mere *norkers* as you call them, but for these creatures and the thing which commands them forth."

About two years prior to the coming of the adventurers about to descend upon the place, a great mountain giant discovered the Temple. Residing in it was a band of puny norkers. Being of unusual mental ability, the giant chose to enlist these humanoids as servants rather than slay and eat a dozen or so and chase off the rest. The norkers were surprised and delighted at their good fortune. Expedient servitude soon became willing service as these humanoids learned how beneficial it was to have a master as powerful as the mountain giant. The giant used his ability to summon and control other monsters to build a secure lair for himself and his servants. The norkers likewise sent out word that here was a place where their fellows could dwell safely, with plenty of opportunity for fighting and killing, and looting too. The Temple now houses a community of monsters based around this same mountain giant, the lord and master of the upper and lower levels of the place. By raiding and by parting with some coins in payment for supplies brought to the Temple by humanoid bands and other giants, he has established what he believes is as secure a lair, as comfortable a stronghold, as any giant could ever hope for.

The norkers occasionally raid Gnome Vale for food: game, sheep, gnomes, fruit and produce, whatever. The larger monsters accompany them to see that they go and return properly and to help carry the loot as well. The mountain giant, Groorg, seldom ventures forth anymore, as he has many minions to do

his bidding. It is not exactly that he has become lazy or fearful, it is that he has turned his attention towards the dungeon beneath the temple. Treasure has been found there, and every so often Groorg and some of his powerful companions will venture into its depths to seek out more wealth for the mountain giant's cache of loot. Meanwhile, he enjoys his leisure, with many at his beck and call to serve his needs. The weakest of his forces, norkers and grolls, serve as sentries and front line troops. Ogres and trolls are at hand to assist with more difficult opponents. Groorg himself will usually not go into battle above, but he is ready and willing to defend his lower domain, for to lose it means the loss of an easy existence, if not death.

Each of you looks at the other. Smiles spread and heads nod in silent assent. Your party is, in reality, far too strong for a mere band of petty humanoids, but such creatures and a powerful leader — that indeed is worthy of you! This offers promise of a rich treasure in addition to assisting friends. What more could be asked of adventurers such as yourselves? What more indeed!

"TO YOUR HEALTH!", you shout in unison, as your tankards are raised. "TO YOUR LONG AND PROSPEROUS RULE! WE SET OFF AT DAWN!"

### NOTES FOR THE DUNGEON MASTER

**Beginning:** The party will be briefed and then set off along a faint trail leading southwest. Even the best of players will have to spend about a week searching to find the object of their quest, the lair of their foe, THE FORGOTTEN TEMPLE OF THARIZDUN. Random and specific encounters in the wilderness are detailed so as to allow fast and easy handling of this portion of the adventure. Once the initial goal has been attained, the party will have to force entry into the TEMPLE and then penetrate its depths. This portion of the adventure has two levels of play. Players lacking sufficient experience might well discover only the obvious portions of the place, cleanse it of evil, and return to Gnome Vale thinking that they have done well. Truly skilled players will, sooner or later, discover the secret rooms where the remainder of paraphernalia of the priests of Tharizdun lies waiting, enter the shaft, and go on to discover the precincts beyond.

**Tracking:** If there is a ranger amongst the party, he or she will have normal chances of discovering the trail left by retreating norkers over the past months, assuming that there is only a 05% chance of noting tracks on the eastern half of the map, 15% chance on the western half. (Use areas 6. and 19. to demark this.) Gnomish guides will have the same chance for tracking as do rangers.

**Gnome Assistance:** Normally, only a gnome scout will accompany the party to assist them in finding the enemy. If the party seems particularly weak, the gnomes will furnish them with what help they can. Magically this will be one or more of the following: +1 shield, +1 suit of chainmail, potion of **diminution**, scroll of 6 clerical spells (RAISE DEAD (x3), HEAL, RESURRECTION, RESURRECTION). The gnomes also have a **stone controlling earth elementals**, but this will *not* be given. Physically, the gnomes will send up to 13 of their number with the party -- but the party must be WEAK for them to do so. This body of troops will be divided into four units of 3 gnomes each: 3 scout/runners (AC 7, MV 9", 4 h.p. each) with slings (20

bullets each) and clubs; 3 archers (AC 6, MV 6", h.p. 3 each) with bows (short, 20 arrows each) and short swords; 3 spearmen (AC 5, MV 6", h.p. 4 each) with spears and short swords; and 3 pole-armed (AC 5, MV 6", h.p. 5 each) with glaive and dagger. They will be commanded by a lieutenant (AC 4, MV 6", L 4, h.p. 18) with spear, short sword, and sling. The gnomes will not foolishly throw their lives away. They will remain under command of their leader at all times. If the lieutenant is slain, the gnomes will return home at the first reasonable opportunity.

**Food and Water:** Water will be of no particular problem along the way, because this portion of the Yatils is well-watered. Between pools of water remaining from previous (and recurrent) rains and natural springs and freshets, there will be water for all. Food is another matter. Game will only be encountered in designated encounter areas of the map, whether a rocky area or a grassy one. Some browse for horses exists along the narrow pathways through the mountains, but after three days, horses will have to have a day of normal grazing if feed is limited to such browse. Otherwise, horses will not be strong enough to ride until one or more days of grazing and recuperation. Gnomes will be able to exist on the small game and roots which they can find along the way, but the party members, even gnomish party members, will not be able to do so. If rations for mount and adventurer are not available, then they must be found.

**Starvation:** Use the following to show the effects of starvation on the party:

Each 8 hours without food	-1 hit point
Each day without food	-1 point of strength and dexterity

A normal meal and 8 hours of rest will restore the effects of one day of starvation, so a day of normal meals and rest will allow full recovery from three days of starvation.

**The Safe Valley** Area 13. on the wilderness map is the single place in the area where the party is safe from incursions by monsters. This will remain so as long as they are careful in their coming and going from the place. If they leave an obvious trail, or are actually observed going there, their foes will certainly follow and attack as opportunity presents.

**Player Characters:** As with THE LOST CAVERNS OF TSOJCANTH, this module is designed for adventuring by up to 12 player characters. However, it assumes that there will actually have been some losses and weakening of power due to adventuring. The scenario is ideal for four to eight characters with an average of 10th, 9th, or 8th level — less if well-equipped with spells and magic items. Party balance requires a cleric and a magic-user. If you are actually utilizing this module as an adjunct to THE LOST CAVERNS OF TSOJCANTH, you might consider what was done in the actual campaign from which both were written. The adventurers discovered Gnome Vale in the course of seeking the 'CAVERNS. Later, they returned for rest and recuperation after suffering severe damage exploring the latter place. Only three or four of the original party actually journeyed to the 'TEMPLE, because, as is usual with any group, some of its number were not on hand when it was time to adventure. Because only a portion of the group went, the gnomes went along. After initial contact and a couple of pitched battles, several of the other party members joined the three, and the 'TEMPLE was sacked. Losses were minimal, because the players were reasonably adept, and hit-and-run tactics were used.

**Map Movement:** Movement afoot is all that is possible if gnomes accompany the party. Although these small demi-humans are slow compared to most creatures, they know these mountains and are at home in such terrain. Therefore, they are able to keep up with humans and travel a full day as easily as the stoutest man.

#### Movement Rates:

On a track, afoot	30 hexes
On a track, horsed	40 hexes
On a track, mule-back	50 hexes
Off a track, afoot	1-6 hexes

Movement in any valley area (numbered on map) is treated the same as if the party were on a track. Movement off a track when mounted on horse or mule is not possible. When moving afoot in the mountains, roll a d6 to determine how far the party will be able to move that day. If moving into the mountains near a track and then back, allow a minimum of 2 hexes of movement, for the party will have some point of reference.

Movement over known tracks can be increased by 20%. Movement over explored mountain terrain is at maximum (6 hexes) daily rate.

**START (Read to Players):** Your party is now proceeding along a narrow trail through the mountains. It is actually scarcely more than an animal track. This path leads from the far south end of Gnome Vale in a southwesterly direction. The gnomes have told you that it is from this track that the humanoids and monsters have always come. Although the spot is guarded, the gnomes are too few to properly defend both entrances to their homeland, and have been forced to merely screen this place. You all have plenty of fresh water, good ale, and each has a full three days of food carefully packed and presented to you by the grateful gnomish community. Now it is up to you to trek through this wilderness of mountains and hunt down the norkers and their master or masters, whomever or whatever they may be.

## THE WILDERNESS

### RANDOM ENCOUNTERS

Because this is a relatively small area, already populated with its share of monstrous inhabitants, there will be few random encounters. Using the table below, check once each day, once again at night. Encounter occurs on a 1 in 20 chance, a result of 1 on the d20 indicating that an encounter has occurred. In the case of an encounter, roll a d10 and find the type by use of the table:

**RANDOM ENCOUNTERS TABLE**

Die Roll	Result
1	avalanche
2	bears, cave
3	boars, wild
4	giants, hill
5	giants, stone
6	norkers
7	ogres
8	trolls
9	wolves
0	false alarm -- no encounter

- 1. AVALANCHE:** The party will hear a faint splintering sound followed by a rocky clattering and rumbling. They must *immediately* (count to 10) move or else be subjected to the effects of the avalanche. As this will be a relatively small fall of rock, each party member who fails his or her saving throw versus poison will be assumed to have been crushed by falling rocks and killed. Each other character in the area of the fall will take from 2-20 points of damage. Mounts, if any, are assumed to survive or not as their riders do. They will likewise suffer 2-20 points of damage. No avalanche will block a trail.
- 2. 2 BEARS:** AC 6; MV 12"; HD 6 +6; h.p. 40, 37; #AT 3; D 1-6/1-6/1-8; SA hug for 2-12; bears are very hungry but can be deterred by fire or stopped from attack by giving them a mount or three man-days of rations each.
- 3. 5 "BOARS":** AC 7; MV 15"; HD 1 × 3 +3, 4 × 3; h.p. 21, 18, 16, 15, 13; #AT1; D (boar) 3-12, (sows) 2-8; SA boar will fight for 4 melee rounds after reaching 0 to -6 hit points before dying, sows will fight for 1 round in such condition, but all are slain instantly at -7 or greater hit points.
- 4. 2 GIANTS:** AC 4; MV 12"; HD 8 +1-2; h.p. 44, 40; #AT 1; D 2-16; SA hurl rocks to 20" range for 2-16 points of damage; these giants are fairly young and are looking for fun and loot, as they have nothing of value themselves, are bloodthirsty, and mean.

5. 2 GIANTS: AC; MV 12" HD 9 =1-3; h.p. 51, 33; #AT 1; D3-18 (female), 2-12 (young giant); SA hurl rocks for 3-30 points of damage (female), 2-20 points (young giant). This pair is a giantess and her "small" son. They are not looking for trouble, being on the course of a journey to visit relatives far to the north and west. If offered any compensation by the party, the giantess will point out the general direction of the Temple, but she will know only that bad things dwell there. If these giants are attacked or abused, they will defend themselves and never give any information. Neither has any treasure.
6. 30 NORKERS: AC 3; MV 9"; HD 1 +2; h.p. 10, 2x9, 3x8, 8x7, 8x6, 8x5; #AT 2; D 1-3/1-6. These humanoids are searching for the temple in order to join the band of their fellows already there, but they do not know the location of the place. They have no treasure other than 1-6 c.p. each. They will eventually find the temple if left alive.
7. 4 OGRES: AC 5; MV 9"; HD 4 +1; HP 25, 23, 22, 20; #AT 1; D 4-10 (spiked clubs for 2d8 +2); SA each ogre has a spear which will be hurled at close range, if possible, for 3-8 points damage prior to melee. These wandering monsters have no treasure and are short of food — none of which is fit for human consumption.
8. 2 TROLLS: AC 4; MV 12" HD 6 =6; h.p. 45, 41; #AT 3; D 5-8/5-8/2-12; SA fight up to three different opponents in any round; SD regenerate 3 points/round three rounds after taking damage; these creatures are stalking the party and are attacking from ambush, so do not roll for surprise for them, only for the party. They have a lair nearby, but there is nothing of value therein save a few scattered coins (2-20 of each type) and an uncut amethyst worth 400 g.p.
9. 11 WOLVES: AC 7; MV 18"; HD 2 +2; h.p. 17, 15, 3x14, 2x13, 2x12, 11, 10; #AT 1; D 2-5. The pack will *not* attack unless they find the party unprepared, or they can get at horses or mules unseen. If they are frightened by fire, or if one or more of their number are slain, the remainder will shadow the party. Their howling will be 50% likely to panic mounts not firmly held by rope or rein. Wolves will continue to shadow and seek to sneak-attack until over half of their number are slain.
10. FALSE ALARM: The false alarm can be a few rocks falling, the wind moaning through the rocks, distant bellowing or roaring, or the calls of wolves far away.

## NUMBERED ENCOUNTER AREAS

All of the various areas do not have specific encounters, although you may elect to devise your own if so desired. General and specific explanations follow the encounter area listing.

- |                    |                             |
|--------------------|-----------------------------|
| 1. Grassy valley   | 12. Track continues         |
| 2. Grassy valley   | 13. Grassy valley and cave* |
| 3. Rocky valley    | 14. Rocky valley            |
| 4. Wooded valley   | 15. 'THE TEMPLE'            |
| 5. Rocky valley    | 16. Track continues         |
| 6. Wooded valley   | 17. Grassy valley           |
| 7. Rocky valley    | 18. Wooded valley*          |
| 8. Track continues | 19. Wooded valley*          |
| 9. Rocky valley*   | 20. Rocky valley*           |
| 10. Wooded valley* | 21. Grassy valley           |
| 11. Rocky valley   | 22. Grassy valley           |

\* See special section for these numbered areas.

**GRASSY VALLEYS:** Unless otherwise noted, each such place is of no particular note, although there is game in each, and monsters are possible on a random encounter basis. Grass will quickly restore vitality to mounts, and there are wild fruits and vegetables to round out a diet of game. Game typically encountered will be: of the herd animal type, small game such as rabbit and grouse, and fish found in pools and streams.

**ROCKY VALLEYS:** These areas, unless otherwise noted, are relatively level, rather barren places. There is game in each such place, but there is only a 25% chance that any will be encountered on any given day — unless one of the party members has a secondary skill of hunting and/or fishing, in which case likelihood increases to 50%. Game here will be: mountain goats or sheep, small animals, and (rarely) fish. There is sufficient grazing in a rocky valley for many horses, but it requires continual movement as the vegetation is scattered.

**WOODED VALLEYS:** These places are quite inviting and well stocked with game of all sorts, as the trees are scattered and much grass and like vegetation grows in them. In addition to herd animals, the following creatures can be encountered randomly:

boar, wild	lynx, giant
lion, mountain	stag, giant

Any such encounter is at the option of the DM.

**TRACK CONTINUES:** When the party moves off the map along such a track, simply reverse the map directions and have them move on. (Turning the map so that south becomes north and vice versa prevents miscalling direction.) After one day off map, tell the party that the trail is even narrower than before and obviously less used. This should encourage them to turn back. Naturally there are no specified encounters in areas off the map, so ignore that. After several days of such off map movement, revert to normal procedures for wilderness travel in mountains, and use the tables for random encounters given in the **DUNGEON MASTERS GUIDE**. Given this case, it is likely that your adventurers are bound and determined to explore westwards into the Yatils, or move south into the marches of Ket or north into Perrenland, forgetting the 'FORGOTTEN TEMPLE' for a bit longer, at best. If such will absolutely spoil your enjoyment and theirs, have them encounter some friendly dwarves or a lammasu or similar creature who will return them to the map area once again.

## 9. PLATEAU OF THE AARAKOCRA:

12 AARAKOCRA: AC 7; MV 6"/36"; HD 1 +2; h.p. 10, 9, 2x8, 4x7, 2x6, 2x5; #AT 2; D 1-3/1-3; SA 4 javelins each (males only) for 2-8 points damage, dive attack at +4 "to hit" and double damage, five conjure 8 HD air elemental in 3 melee rounds of flying.

This small tribe of bird people has just recently made its home in the area. Half are males, the others female. They would not normally allow themselves to be discovered by the party, simply taking off and flying so high and far as to be unseen by them. However, because of the griffons inhabiting area 10., they will send one of their number to speak with the party to see if the adventurers are of friendly sort. If a friendly exchange takes place, the aarakocra will then descend and ask the party to slay or drive off the griffons. In return, the bird folk will gladly guide the party to the Temple, although they will not otherwise aid them. If hard pressed, the aarakocra will also promise

the party a dozen gems (base value 100 g.p. each) for their slaying of the bird people's hated foes, the griffons — the gems payable only upon completion of the task, of course. Because it is a new, young tribe, the shaman is a female of only first level with a **cure light wounds** spell which works only on aarakocra. Too, although able to severally summon an air elemental, they are loath to do so because the creature must be brought to the valley where the griffons dwell, and each time this has been done, the griffons have easily driven off the elemental and nearly killed several bird folk. In fact, the tribe initially numbered 16.

#### 10. GREAT VALLEY OF THE GRIFFONS:

4 GRIFFONS: AC 3; MV 12"/30"; HD 7; h.p. 55, 51, 33, 30; #AT 3; D 1-4/1-4/2-16; SA +2 for both "to hit" and damage inflicted dice rolls, two largest only, due to great size and experience.

These creatures are a mated pair of very large griffons and their nearly-grown offspring. Driven from their nesting place many miles to the north by a brass dragon, the pair settled into the valley only a year or so ago and immediately had young, for the place teemed with game. Having stripped their valley of the larger animals, these creatures are now flying further afield in search of prey. While they usually hunt to the south and west, an occasional aarakocra is considered a tasty side dish, so the griffons will try their luck there. After the last experience, when they had to fight an air elemental, the griffons are not eager to seek out the bird folk, but hunger will eventually drive them to it.



These fierce creatures are not afraid of humans, although they have had some experiences with them and will exercise considerable caution in attacking unless there are horses or mules with the party. The griffons lair is a large cave hidden by boulders and brush. It is at the western end of the valley. Amidst the litter of their nest are the skeletons of a pair of Kettites who fell prey to these creatures. One has a jeweled belt of gold (4,500 g.p. value) still wrapped around its waist. The other clutches a +1 scimitar in its boney fingers. There is no other treasure.

#### 13. THE SAFE VALLEY:

This place is about two-thirds of a mile long, one-third of a mile wide, and filled with flowers, shrubs, and a few small trees. It is reached only by following the stream which flows from it. The way is narrow and rocky, and often one must wade into the water to get further upstream. Examination of the place will reveal several small pools, filled with fish, which give rise to the stream. A small, dry cave will also be noted on the southern face of the cliffs which surround the valley. This cave allows safe lodging, and nearby boulders can be rolled so as to block its entrance from marauders of most sorts. While there is little in the way of large game here, the fish, small game, and various fruits make up for it. There is sufficient food here for a party of 12 persons for as many days, and horses could graze here twice as long before grass began to be depleted.

If the northeastern cliff is explored, the party has a 05% chance per member of spotting a goat track which leads up the cliff face. The trail leads upwards about 300', crosses a narrow saddle, and then proceeds down to a point some 20' or so above the track which leads to and from the Temple. Once known, this route can be used by the party in their excursions against the Temple, thus saving them considerable travel and foiling pursuit unless seen to be thus escaping.

#### 15. THE TEMPLE:

See special section on page 10.

#### 18. VALLEY OF LEUCROTTA:

1 LAMIA: AC 3; MV 24"; HD 9; h.p. 53; #AT 1; D 3-6 (+2 dagger); SA touch drains wisdom at 1 point per, spells: CHARM PERSON, MIRROR IMAGE, SUGGESTION, ILLUSION (as a wand) one per round, once each per day.

4 LEUCROTTA: AC 4; MV 18"; HD 6+1; h.p. 37, 34, 32, 30; #AT 1; D 3-18; SA imitate human cries for help speeding to attack when victim approaches hiding place (thus surprise on 4 in 6); SD 2 attacks for 1-6 h.p. damage each in retreat.

A particularly clever lamia has convinced the four leucrotta to follow and serve her. The alliance is a very successful one, and it now controls the valley in which the leucrotta originally dwelled, as well as that which the lamia had. (See 19.) When the party enters this area, there is a 60% chance that they will encounter this strange combination. If that is the case, it is 90% likely that the lamia and her leucrotta allies will discover the party without themselves being seen. The allies will develop a clever attack based on an **illusion** created by the



lamia and voice cries of the leucrotta, the illusion actually masking the advance of the four latter creatures. Once they are in melee with the party, the lamia will move rapidly into position to use her **charm person, suggestion**, and wisdom-draining touch in order to gain a victim for her dining pleasure.

The lamia has a bower near the pond, and a search of the valley is 50% likely to discover this place. In it is a suit of elfin chainmail, a small pouch containing 50 gold pieces, a 500 g.p. gem, and a jeweled bracelet worth 1,800 g.p. All of her other treasure rests with the inhabitants of area 20.

#### 19. VALLEY OF THE LAMIA:

There is a 40% probability that the lamia and her leucrotta minions will be encountered here unless they have already been met and destroyed elsewhere. There is a 20% chance that group 1. of the orcs at area 20. will be here if the lamia is not, (See 20., below.) The five creatures come here to hunt and to raid the orcs now dwelling in area 20. The latter came to the valley some time back, surprised and attacked the lamia, and forced her to flee for her life. The orcs then looted her treasure and settled down to what they thought would be an enjoyable period of despoiling the valley to make it more "homey". They were rudely awakened when counter-attacked by the lamia and her new leucrotta allies. The orcs fled to caves in the gorge at area 20. The allies now contest with the orcs for domination of the valley, and orc is often on the menu for the lamia and her faithful leucrotta servants.

#### 20. GORGE OF THE ORCS:

131 ORCS: The males of the tribe are divided as follows:

##### GROUP 1 - Encountered in Area 19. or Patrolling 20.:

1 *Leader*: AC 5; MV 9"; HD 1 (+1); h.p. 9; #AT 1, D 3-8 (footman's flail +1 due to strength)

3 *Sergeants*: AC 6; MV 9"; HD 1 (+1); h.p. 3x8; #AT 1; D 3-9 (bardiche +1 due to strength)

30 *Soldiers*: AC 6; MV 9"; HD 1; h.p. 3x7, 6x6, 12x5; 9x4; #AT 1 (bowmen 2); D see below

10 orcs 1-6 (spears)

6 orcs 2-8 (guisarme-voulge)

6 orcs 2-8 (morning stars)

4 orcs 1-4 (lt. crossbow) or 2-8 (battle axe)

4 orcs 1-6 (short bow, 20 arrows) or 1-6 (short sword)

1 *Ogre*: AC 5; MV 9"; HD 4 +1; h.p. 23; #AT 1; D 1-10; this monster is the guard and "heavy artillery" for the tribe.

Group 1 is that body of orcs serving as guards and hunters for the day. It will always be up to strength, because losses will be replaced from the other groups.

##### GROUP 2 - Appearing in Area 20. Only:

1 *Sub-chief*: AC 4; MV 9"; HD 2; h.p. 12; #AT 1; D 3-10 (long sword +2 due to strength)

10 *Guards*: AC 4; MV 9"; HD 2; h.p. 10x10; #AT 1 (bowmen 2) D see next column

5 orcs at 3-8 (glaive +2 due to strength)

5 orcs at 3-8 (short blow +2 due to strength) or 3-8 (hand axe +2 due to strength)

1 *Lieutenant (leader)*: As per Group 1

3 *Sergeants*: As per Group 1

30 *Soldiers*: As per Group 1

This body of orcs will come to the aid of group 1 one turn (10 rounds) after it is alerted due to the sound of battle or a call for help. It is standing in the tribe's cave complex, and if that place is entered, the numbers encountered will read from the bottom up, each section appearing one round after the other, i.e. immediate encounter with 30 soldiers, 3 sergeants come on round 2, 1 lieutenant on round 3, 10 guards on round 4, and the sub-chief on round 5.

##### GROUP 3 - Appearing in Area 20. Only:

1 *Chief*: AC 3; MV 9" HD 3; h.p. 18; #AT 1; D 5-11 (bastard sword +3 due to strength)

10 *Guards*: AC 4; MV 9"; HD 3; h.p. 14; #AT 1; D 4-11 (long sword +3 due to strength); SA tribal standard (+1 for all within *sight* of it)

1 *Shaman* (half-orc/hobgoblin): AC 4; MV 9"; HD 3; h.p. 16; #AT 1; D 3-8 (footman's mace +1 due to strength); SA 6th level shaman spells: **cure light wounds** (x2), **blindness**, **dispel magic**

6 *Guards*: AC 4; MV 9"; HD 3; h.p. 12; #AT 1; D 4-9 (glaive +3 due to strength)

This group will take two turns to prepare and come into battle unless advanced warning is given or an attack is expected. In the latter case, they will be ready and appear in but 5 rounds, actually prior to the second body of troops lead by the sub-chief. In situations where strong opponents are recognized, the shaman will cast his **resist fire** spells, first on himself, then on the chief. The shaman will stay sheltered behind his guards whenever possible, especially until he has had to apply a **cure light wounds** spell to the chief. Thereafter, he is likely to venture forth to use **darkness**, **blindness**, and **dispel magic** as needed. The **chant** spell will usually be employed after the opening of battle, prior to his engaging in melee.

These are Orcs of the Rotting Eye tribe, belonging to the clan of the Jagged Knife. The standard is a huge, glaive-like knife blade with a serrated edge. This blade is colored a rust red and atop a long shaft, beneath it being the circular targe depicting a rotting eye colored yellow-green and red. This symbol is repeated on the shields of the soldiers, with the jagged-bladed knife seeming to grow out of the rotting eye device. Guards and ranking figures wear dull red clothing. The sub-chief, shaman, and chief also have cloaks of yellowish green, the chief's being striped with red, the shaman's merely bordered with that color.

Within the cave complex which houses the orcs are about 60 females and some 120 young.

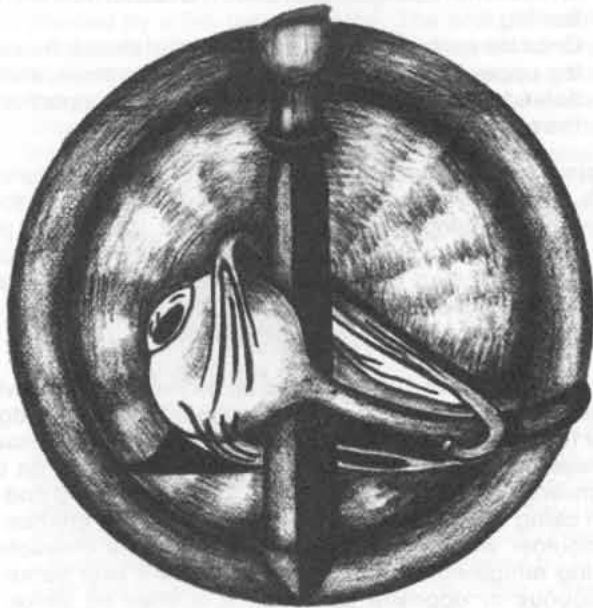
The map of the complex shows the location of the tribal treasure, in the small area behind the chief's cave. This treasure consists of:

In a rough chest — 4,000 c.p., 600 s.p., 200 e.p., 90 g.p., 7 p.p.

In a silver coffer (value 650 g.p.) — 1 piece of wrought silver jewelry, 2 pieces of wrought silver and gold jewelry, 1 piece of wrought gold jewelry, and 1 amber flask of perfume (value 1,300 g.p.)

In a leather pouch — 23 base 50 g.p. gems.

In three sealed pottery bottles — potion of **polymorph (self)**, **philtre of love**, **poison**.



## THE FORGOTTEN TEMPLE OF THARIZDUN

As you proceed north up the track it becomes apparent that there is more traffic on this part, for it becomes progressively broader and well-traveled. Peering ahead, what you first take for a flat-topped mountain is something else. Atop a low peak is a two-stepped construction of basalt, a sort of pyramid from the way its sides slope. This place was hidden from view until you rounded the side of the mountain you are now on. You note that the trail leads directly to the strange, black building; and, as you come within 100 yards of the place, you begin to get some idea of its size. The construction's upper story appears to be about 80' square and 40' high. The lower floor, seeming to grow directly out of the mountain rock, is some 160' square and likewise 40' high. The track leads across a bridge and up a steep ramp to the upper story of the place.

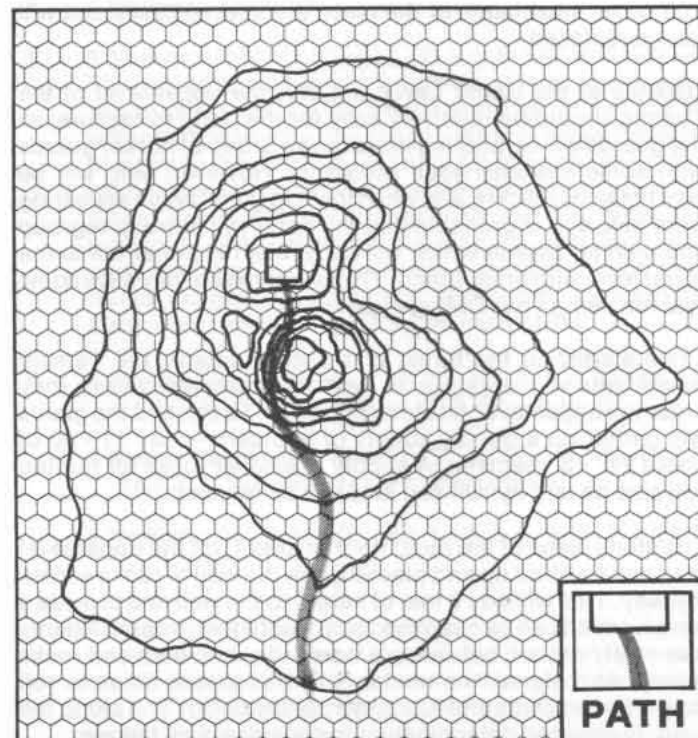
**DM Notes:** The two overviews of the Temple show the general physical contours of the mountains (map 1.) and the approach to the Temple and the Temple proper (map 3.). These are provided in order to make it relatively easy for you to handle action which occurs somewhere outside the Temple.

**Map 3:** The explanation keys are:

- Narrow track about 4' wide.* It has a natural rock wall to the west, as if to prevent those using the path from plummeting into area B.
- Deep ravine which separates the southern peak from the one upon which the Temple is built.* There is a precipice to the west of the track (A.) which falls about 100' to the bottom of this ravine. The rock walls are climbable by a thief, of course, for they are rough and easily surmountable to an experienced climber.

- Cliff-like stone face to the east of the track.* This wall is at least a score of feet straight up, and in some places even higher. It is as if the pathway to the Temple was hewn from a ledge so as to purposely leave this wall on one side and a precipice on the other. It also is climbable by a thief or one with similar skills.
- Natural and worked stone piers rising from the ravine to the track above.* Here the pathway widens to about 6' and is of great stone slabs. A 2' thick wall on either side rises to about waist height. The whole forms a bridge from the southern mountain, over the ravine, to a spur of the northern formation. (A distance of about 50' from natural stone to natural stone). The northern portion has been worked so that the track feeds to a steeply rising rampway.
- Walled ramp widening from 6' width at bridge mouth to about 16' width as it climbs to above the mid-point of the lower block of the Temple.*
- Similar ramp climbing to roof level of the lower block to permit entry through the great portal of the upper block of the Temple.*
- Rampway leading to flights of steep, narrow steps which allow entry to the roof of the upper block of the Temple.*
- Upper roof of black stone slabs.* Here, careful examination will reveal worn glyphs in a strange language. If a **read magic** spell is used, the reader will discover that these glyphs send curses to the bringers of light, the blinders, and all responsible for wrapping blackness in everlasting chains.

Map #2



**General Notes:** There are absolutely no windows in the Temple. Other than through the open doorway on the first (upper) level, no light penetrates the place. Ceiling height is about 30'. The pillars shown on the maps indicate where thick columns rise to the roof. From them spring stone arches and buttresses. Walls are about 2' thick on the interior. The outer walls are, of course, of varying thickness, as the exterior portions slope sharply out. All stone is dull black, including the dungeon level beneath the temple.

The dungeon level has a vaulted corridor some 30' high running from the northern cavern area to the south terminus. The main east-west corridor is also 30' high. The lesser complexes are just under 20' in height, except where noted to the contrary.

**Sentries:** There are always sentries watching the approach to the Temple. If the original guards are slain by the party, more will be posted. Of course, once the entire force of monsters is wiped out, this rule will no longer apply.

**Random Encounters:** There are no wandering monsters in the Temple. All encounters are shown on the various keys. If an encounter area is cleared of monsters, nothing further will be encountered there, except as noted below.

**Reinforcements:** Every week some type of potentially useful monsters come into the Temple area. If the force there is in need of strengthening, then these creatures will be recruited. If the party manages to clear the Temple inside one week, or if they are assaulting it on the eighth day, fifteenth day, etc., reinforcement will not come. Otherwise use the following table:

Dice Roll	Reinforcement
01 - 50	21 - 30 norkers
51 - 75	3 - 6 ogres
76 - 90	2 - 4 trolls
91 - 00	1 - 2 hill giants

The other inhabitants of the place are special cases and will not be replaced.

**Defense of the Upper Level:** Initially, the upper level of the Temple should be relatively easy for the party to capture, as the guards will be nothing more than a group of norker guards with some miscellaneous assistants. However, help will be sent upwards quickly, and when the "big guns" begin appearing from below, it is probable that the party will retire to regroup and plan an assault which will allow them to penetrate to the lower level with great speed. This is where you may have some real fun using your DMing ingenuity.

Once alerted to the threat of a second attack, the Temple inhabitants will organize to beat the attackers before they enter the upper level, let alone go below. To this end the giants will gather up a goodly supply of boulders — say 11 - 20 of about 2½' - 3' diameter. A supply of smaller rocks for hurling will also be laid by. Oil and acid will be readied.

The stone slabs of the ramp floor of area 1, on the upper level map can be lifted up and placed upon the wall of rocks across the way. This will add 3 feet of height to the wall and provide a trench which can be deepened to at least 2 feet in depth. Giants can easily crouch behind this barricade, boulders and rocks handy. At a signal, the boulders will be tossed so as to roll down the rampway and funnel across the bridge and along the path. Suggested determination for damage is as follows:

**STRUCK BY ROLLING BOULDER:** 100% - 1% per dexterity point, -2% per foot of pathway over 3' wide, -10% if boulder must travel over 100' to hit target, **DAMAGE WHEN STRIKING, 5-30 points.**

**FALLING IN FRONT OF ROLLING BOULDER:** Slipping from climbing wall (thief et al.), slipping from guard wall (any character failing to roll dexterity or less on 2d20). **DAMAGE EQUALS FALL DAMAGE (if any) +5-30 points.**

**STRUCK BY HURLED ROCK:** As usual for monster hurling it.

Once the party overcomes this "crust" defense, however, the upper level will have to be yielded to them, and the defenders will attempt to hold whatever lower portions of the place as their strength allows.

**Slipping and Falling:** Obviously, those with thief ability to climb can easily be handled regarding a slip. If they do not make their climbing score, they slip and fall. If any other party member attempts to climb the wall, allow a 50% chance of slipping and falling per 5' of upwards movement. Even a successful climb once by such a character does not mean that the next attempt will have any better odds.

Anyone, thief or not, opting to hop up on the guard wall which borders the track on the west and both sides of the bridge in order to avoid an onrushing boulder, is in for possible disaster, as these missiles tend to bounce from side to side on their downward roll. The wall struck will, of course, jump and flex upon being struck. Although there is only a 20% chance that the boulder will strike a wall section which a character is seeking refuge upon (and in no event will it ever strike two contiguous or opposite sections), if it does so strike, the character or characters atop it are in trouble. There is a base chance of 100% that they will fall. Reduce this chance by dexterity if standing on the wall, strength if clinging to it. 75% of falls will be away from the track — into the ravine below. 25% will be onto the track, but in the latter event, 75% of the time the character will fall behind the course of the boulder and take no damage.

**Defense in General:** Although the organized defenders are of chaotic nature, they can present a reasonably well-coordinated, intelligent plan of defense of their stronghold. They are fighting for their lives, and they are all too aware of this fact. They will fight cleverly and to the death — but only if absolutely necessary. In general, they will hold an area as long as possible, then they will beat a fighting retreat to another area of defense. Once cornered, they will tend to fight to the last, unless the party has shown some indication that they will grant quarter (a real show of weakness in the eyes of norkers and the rest!).

**Superior Dungeon Mastering:** It is absolutely necessary that you be completely familiar with the levels and the inhabitants of them in order to properly DM this scenario. It is far easier to "wing" an outdoor adventure than a dungeon one, and this is no exception. Once you are familiar with the entire place, make the whole your own by adding whatever touches you believe will be likely to create more challenge for your players and bring the whole module to "life" as an epic heroic fantasy adventure.

## UPPER LEVEL

1. **LOW STONE WALL BLOCKING RAMPWAY:** As you approach the entry to this strange place, you see that there is a low wall of rough stones blocking the way. It appears to be about 3' high and almost as wide. Some 20'

beyond this obstruction is the gaping portal of the upper block (apparently the only entrance to the place).

There is nothing behind this barrier (at least initially). It is used as a line of defense against brute creatures, as a line of demarcation otherwise. As soon as the party begins to cross the wall, the defenders will loose their missiles and send for assistance from their masters below.

2. **ENTRANCEWAY:** The looming wall of black stone is pierced by a flat-topped portal. The entry is nearly 20' wide and also 20' high. A great stone lintel over 30' wide and 6' high supports the roof. There are places in the stone posts on either side which indicate that at one time some sort of doors closed off this entrance, but all traces of these valves have disappeared. (The gates were of wood, studded and bound with iron. Age rotted them, and the wood was used for fires, the iron for weapons and the like, by the creatures who now inhabit the place.)

In the deep shadows of this gateway, two sentries with sharp eyesight watch the path to the Temple. At the first sign of approach, one will step back to alert the remainder of the force while the other maintains watch.

Secured to the lintel of the entrance, 10' inside the place, and out of sight of approaching foes, is a large net of thick ropes. It is about 20' square and positioned so that when it drops, it will fall upon the area just beyond the entrance. Of course, this effectively traps any creatures unwary enough to venture in. It is triggered by lines to east and west. Upon a word from the other norkers or gnolls (areas 3 - 5.), the defenders in areas 6. and 7. will tug these lines and free the net to drop.

Party members 10' to 30' inside the upper level, and not east or west of the center 20' entrance line, might be caught in the net trap. Those characters positioned near the edge of the area where the net falls must roll a score of their dexterity or less on 4d6. Those in the center area are trapped, no saves.

Netted characters are unable to use weapons or cast spells. They have no dexterity bonus with respect to armor class and they can not effectively move. The weight of the net and its tarry, clinging ropes is such that all under it are most effectively trapped for that round and the following one. Those near the edge can slip out in two rounds and be ready to fight again on the third, providing that they are not overwhelmed meanwhile. Those in the center area are trapped for from three to six rounds, depending on the roll of a d4.

If *all* of the party members are trapped under the net, all of the nearby norkers and gnolls will attack. The norkers will leap upon the netted characters to bite and club them, while the gnolls will stab at those attempting to slip out from under the edges of the trap. The remainder of the force will arrive on the second round, and unless a miracle occurs, the adventure is over.

However, if any character remains untrapped, the hidden forces of norkers (areas 6. and 7.) will remain in waiting to take the foe by surprise; but, those to either hand (areas 4. and 5.) will rush to attack those in the net, while the groll archers (area 3.) fire at the members of the party not enmeshed in the net. In this case, the norkers will attempt to hold the edges of the net down, attacking those near the edge, and making it take from five to eight

rounds to escape in this manner. Meanwhile, however, characters with daggers or short swords can cut the net, freeing themselves in five to eight rounds, less one round for every +1 of the weapon used to cut the strands.

(If the party is particularly powerful, the net trap is to be reinforced with chains, weighted edges, and at least 20 large hooks. These devices will make escape nearly impossible for those caught under the net, and the hooks will both hold them and inflict 1-4 points of damage per round. Use your DM creativity here!)

**Positioning of Guards:** The norkers and gnolls guarding the upper level of the Temple are stationed in the numbered areas. As these positions will not be the same when the party enters the area, initial positioning is given here first:

3. **6 Gnolls:** AC 5; MV 9"; HD 2; h.p. 12, 11, 2x10, 2x8; #AT 2 or 1; D 2-8 (great bow, 20 arrows each, or battle axe) These archers will advance to the fore of the pillar so as to fire at enemies coming over the wall. When necessary, they will move left and right to take positions in areas 4. and 5., three going to each position.
4. **6 Norkers:** AC 3; MV 9"; HD 1 +2; h.p. 9, 8, 4x7; #AT 2; D 1-3/1-6. These guards are stationed so as to be protected by the boxes, bales, barrels and stones and rocks piled from the number (4.) to the pillar to the north. They will hold this position as long as possible.
5. **6 Norkers:** As above. These guards are likewise behind a line of cover and will behave as those at 4.
6. **4 Norkers:** AC 3; MV 9" HD 1 +2; h.p. 2x8, 7, 6; #AT 1 then 2; D 1-6 (hurled axes) then 1-3/1-6. These guards are stationed so as to surprise the enemy flank or rear, hurl missiles upon it, and then rush into melee. Their position is screened by a wall so that enemies entering will not notice them (their attention being attracted by the gnolls and norkers on either hand ahead of them).
7. **4 Norkers:** As above.
8. **1 Norker:** AC 3; MV 9" HD 1 +2; h.p. 6; #AT 2; D 1-3/1-6. This guard is stationed so as to be able to observe the action. As soon as the gnolls advance to fire on an approaching enemy, the guard will move down the flight of stairs to the north so that only his eyes and the top of his head are exposed. If any enemy is seen to enter the place, the guard will immediately slip on down the remainder of the stairway and alert the next level as to what is going on. This will take 2 rounds. On the third round, the guard will return to his position to guard the stairs until reinforcements arrive from below.
9. **1 Norker Subchief:** AC 2; MV 9"; HD 3; h.p. 17; #AT 2; D 1-3/4-10 (morning star +2 due to strength)  
**3 Norker Sergeants:** AC 3; MV 9"; HD 2; h.p. 16, 15, 14; #AT 2; D 1-3/2-7 (+1 due to strength)  
**4 Norkers:** AC 3; MV 9"; HD 1 +2; h.p. 8, 3x7; #AT 1; D 1-3/1-6

This group will position itself so as to fill the space between the north end of the defense line of the group at area 5. and block the stairs down in their area (east half of the level). Of course, if they can flank attackers as they so move, they will do so.

10. **1 Gnoll Leader:** AC 4; MV 9"; HD 3; h.p. 18; #AT 1; D 3-10 (battle axe +2 due to strength)

**5 Gnolls:** AC 5; MV 9"; HD 2; h.p. 12, 11, 10, 9, 8, #AT 1; D 2-8

This group will perform much as the norkers at area 9. They co-operate fully with their norker allies.

3. **INTERIOR OF THE LEVEL:** As you examine the area it becomes apparent that the whole place is a virtually open room of huge size. Thick stone pillars support the stone ceiling about 30' above. Protruding columns along the walls also indicate that the tremendous weight of the great stone roof is supported by these buttresses. All of the stone is well-shaped but dull. It bears no sculpture, no ornamentation, not even any form of paint to brighten and enliven the vista. The floors are of like material, lusterless, and well-worn.

**ORDER OF APPEARANCE (and Roster):** In an assault where the party is attempting to force entry by brute strength, or in the case of protracted raids, the following "troops" will be available to the defenders. The presentation is for a single frontal assault situation. In an attrition situation (where raids have caused losses) move forces so as to provide a continuing permanent guard on the upper level, and adjust reinforcements accordingly. It is logical to place the really tough monsters on the front line after an assault which seriously reduces the numbers of "lights" — norkers, gnolls, and ogres. (Remember also that some replacements will probably be available each week.)

**Initial Defenders:**

**Gnolls**

6 Archers	(AC 5)	—12, 11, 10, 10, 8, 8
5 Others	(AC 5)	—12, 11, 10, 9, 8
1 Subchief	(AC 4)	—18

**Norkers**

6 Guards	(AC 3)	—9, 8, 7, 7, 7, 7
6 Guards	(AC 3)	—9, 8, 7, 7, 7, 7
4 "Axers"	(AC 3)	—8, 8, 7, 6
4 "Axers"	(AC 3)	—8, 8, 7, 6
4 Guards	(AC 3)	—8, 7, 7, 7,
3 Sgts.	(AC 3)	—16, 15, 14
1 Subchief	(AC 3)	—17

**Arriving at the End of 3 Melee Rounds**

2 Norkers	(AC 3)	—6, 6
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**Arriving at the End of 4, 5, or 6 Melee Rounds (1/2-5/6)**

(#3) 3 Trolls	(AC 4)	—38, 36, 33	EAST STAIRS
(#24) 2 Trolls	(AC 4)	—39, 31	WEST STAIRS
(#23) 1 Giant Troll	(AC 2)	—54	WEST STAIRS

**Arriving at the End of 8, 9, or 10 Melee Rounds (1/2-4/5-6)**

(#9) 2 Ogres	(AC 4)	—25, 22	EAST STAIRS
(#25 & 26) 8 Norkers	(AC 3)	—9, 8, 7, 6, 9, 8, 7, 6	WEST STAIRS

**Arriving at the End of 11, 12, or 13 Melee Rounds (1/2-5/6)**

(B-D) 9 Norkers	(AC 3)*	—7, 6, 5, 7, 6, 5, 7, 6, 5	WEST STAIRS
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**1 Round Later**

(E-G) 9 Norkers	(AC 3)*	—7, 6, 5, 7, 6, 5, 7, 6, 5	WEST STAIRS
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**2 Rounds Later**

(H) 3 Norkers	(AC 3)*	—7, 6, 5	WEST STAIRS
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**3 Rounds Later**

(#31) 4 Ogres	(AC 3)**	—29, 27, 25, 24	WEST STAIRS
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**Arriving at the End of 13, 14, or 15 Melee Rounds (1/2-4-6)**

(#30) 2 Norkers	(AC 3)	—14, 13	EAST STAIRS
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**1 Round Later**

(#30) Witchdoctor	(AC 2)	—21	EAST STAIRS
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**Arriving at the End of 16, 17, or 18 Melee Rounds (1/2/3-6)**

(#29) 4 Ogres	(AC 5)	—23, 21, 18, 17	WEST STAIRS
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**Arriving at the End of 19, 20, or 21 Melee Rounds (1/2-4/5-6)**

(#1, 6, 6 & 14) Norkers	(AC 3)	—8, 6, 7, 5, 6, 6	EAST STAIRS
(#1, 6, 6 & 14) Norkers	(AC 3)	—8, 6, 7, 5, 6, 6	WEST STAIRS

**Arriving at the End of 23, 24, or 25 Melee Rounds (1/2-3/4-6)**

(#15, 32) 6 Gnolls	(AC 4)	—15, 15, 12, 11, 11, 11	EAST STAIRS
(#15, 32) 6 Gnolls	(AC 4)	—15, 12, 12, 11, 11, 11	WEST STAIRS

**AVAILABLE AS SITUATION DICTATES FROM 6th MELEE ROUND ON**

(#2) 2 Hill Giants	(AC 4)	—42, 39
(#8) 1 Mountain Giant	(AC 2)	—78

\*These are bearers of 10-flask capacity oil kegs; their burdens will be set aside immediately, and the bearers be in melee on the next round.

\*\*Trained to hurl missiles up to 9", these ogres will immediately begin hurling these kegs on the round after they arrive, aiming at figures with or near torches.

**Note:** Gnolls with pole arms will be in the rear with arms lowered to protect front rank of archers; thus attacker must take 2 bow shots and pole arm attack to fight gnoll archer.

**Last Ditch:** If after a protracted struggle involving the majority of the "troops" detailed above the forces of the mountain giant, Groorg, are defeated, the survivors will flee to the lower level. There, most will go to their own areas, seeking refuge. Note the level key to show which are alive and with how many hit points. These defenders will NOT be susceptible to surprise for several days, and they will attempt to set up whatever ambushes and protective barriers they can devise within their lairs. Be creative! Survivors are trapped and will tend to fight to the death.

The surviving gnolls and norkers will beat a fighting retreat down the east or west stairs, depending on which is easier. They will then use corridor 1.-6., east or west, as a cleared lane to detect the enemy, while the mass of them shelters in area 14. As pursuit comes south, they will harass the enemy with missiles, if possible; otherwise with suicide groups, while the rest slip through area 14. and go north up the corridor to which the enemy is opposite. All these humanoids will then return up the stairs to the upper level. If their number is greater than 20 total, they will set up an ambush for returning foes provided that they have a leader with them — witchdoctor, subchief, or sergeant. If 20 or fewer survive, or if they are leaderless, they will flee the Temple. If an ambush is devised, rocks and the like will be dropped on persons if possible, and missile troops will shelter themselves. Again, be creative!

General cooperation will absolutely deteriorate when a defeat occurs, so do not band all of the fleeing survivors together. Outside of the humanoids, who are used to fighting in loosely organized bands anyway, the survivors are now on a "save yourself" basis, although trolls might group with trolls, ogres with ogres. If the monsters were of lawful alignment, organization, plans, and timing would be well determined in advance, and a defense would be better overall. However, these fellows are chaotic.

4. **BOXES, CRATES, BARRELS, AND BALES:** The heap of such materials as are typically found in a warehouse is confusing because of its condition — disarrayed to say the least. Examination reveals that the contents of these containers are mainly foodstuffs of dubious quality for human consumption, cheap and shoddy cloth, water, and not much else.

If a careful inspection is made, one box with enough dried meat to feed about 100 persons will be found; and this meat is quite acceptable to human palates. One barrel is filled with wine of reasonable quality (40 gallons volume), but nothing else of any real worth is amongst the stuff.

5. **MORE BARRELS, BOXES, SACKS, CRATES, AND STUFF:** Another jumbled heap of materials is lined up to the east. When you look it over, you realize that there is nothing of much value here, although one of the sacks contains dried galda (both fruit and seed-nut) enough for 100 persons. The other foodstuffs and cloth are so poor as to be unsuitable for you.

Close examination of one smallish crate will uncover a stick of 10 score of arrows suitable for use in a longbow.

6. **SCREENED AREA:** The wall running from the entry 10' into the room effectively screens off this area from immediate view. Piles of old clothing, cloth, rags, and leaves show that about a dozen norkers bedded down here regularly. You kick through the stuff, but there is nothing worth taking.

7. **SCREENED AREA:** This area is a repeat of the one to the east. Rooting around in the bedding reveals a small bag with 30 silver pieces in it, but nothing else.

Again, nothing else of any value is in the area.

8. **STAIRS DOWN TO THE LOWER LEVEL:** A heavy stone wall divides two flights of steps, both evidently going down to the area below. By peering down you can see that they run north for 20', have a 10' landing, and then turn east and west respectively.

9. **LITTERED QUARTER:** The floor here shows signs of small fires, and there are many heaps of stuff — more beds evidently. From the look of it, some dozen or so norkers slept here. Although you search more thoroughly here, none of these filthy sleeping places reveals any treasure.

The burned sticks and ashes of one fire hide the treasure of the subchief, a large piece of jade worth 1,000 g.p. There is no other treasure.

10. **LITTERED QUARTER:** Just as the section of the level to the northeast, so too is this one covered with heaps of old cloth and leaves and grass. Only, from the size of these heaps, it is evident that some dozen gnolls bedded down here. A search of the largest heap reveals a rather nice feather pillow with a somewhat soiled silk covering, a large sack containing 247 gold pieces, and a small dagger with a silver handle and a topaz set in the pommel (value 350 g.p.). All the rest is mere junk.



Feeling the pillow will easily reveal that it holds nothing save feathers, rather lumpy, but perhaps worth keeping. Hidden within the stuffing of down is a **Quaal's Feather Token**, a strange arrow-like feather with four shafts. When placed against a bowstring, this **Token** becomes a +4 magic arrow cluster — obviously more than one arrow, yet but a single shaft as far as aiming and firing are concerned. Once fired, the missile divides instantly into four arrows. If more than one opponent is before the archer, each arrow will seek out a separate target, so that up to four will be struck potentially. The target originally aimed at will always get one arrow, plus any odd ones.

There is nothing else of value in the area.

## LOWER LEVEL

1. **LANDING:** As one comes down the stairs, the floor of this area is immediately noticeable. Instead of the dull black

of the level above, it is of polished obsidian. So too the wall to the north, but this has something else. If gazed at intently, it seems as if a faint pattern of figures outlined in deep purple can be discerned, but to look so causes the eyes to ache. A mere glance reveals no such tracery, and no amount of staring can last long enough to actually discover what, if anything, is weirdly limned on the wall. (A **gem of seeing** or a like spell will reveal that there are moving figures on the wall, but they can only be vaguely discerned with normal sight. These robed mannequins march in an unending stream, seeming to come from behind a hill and go into oblivion through a spinning vortex of mauve.)

**2 Norkers:** AC 3; MV 9"; HD 1 +2; h.p. 8, 6; #AT 1; D 1-3/1-6. These two guards stand so that one watches the steps while the other looks south down the corridor. If there is trouble above, the sentry from there will carefully relate what is occurring to these two guards, and then he will return to his post at the head of the steps. The two guards will immediately split up, one moving down the corridor to the south to alert the sentries at area 14., the other to warn the inhabitants of areas 2. and 3. or 23, and 24. as applicable.

2. **LARGE ANTECHAMBER:** This square room has strange striations of color on its walls. These lines of plum-color, mauve veins, and lilac worms, make the beholder somewhat nauseous if he stares at them for more than a few seconds. These colors are faint, but they seem to writhe and twist when not looked at, as if as soon as the viewer looked away they took up some secretive and obscene motion observable only from the corner of the eye. There is a single door in the place, a slab of ancient bronzewood on the west wall.

**2 Hill Giants:** AC 4; MV 12"; HD 8 +1-2; h.p. 42, 39; #AT 1; D 2-16; SA hurl rocks for 2-16 points of damage; each has both a club and 3 rocks in a huge sack.

When the alarm is raised, these two giants will rouse the inhabitants of area 3. and then proceed to area 8. where the leader will give them instructions.

**Furnishings:** Whatever furniture was originally in the place, no one knows, for all that now occupies the chamber are two huge mounds of bedding — ogre or giant sleeping places. There are two small casks of water, one by each "bed". A large sack also rests by each bed, but each seems to be virtually empty (and, in fact, holds only a couple of stones).

**Treasure:** Each giant has a stash of gold coins in his bed. One totals 1,203 g.p., the other adds up to 1,722. They have nothing else of value.

3. **MAUVE CHAMBER:** This 40' long, 20' wide room has walls of mauve-colored material. While they could be of highly polished stone, none of you have ever seen anything like it before, so you are uncertain as to what it is. A quick test reveals that the substance seems of mineral nature and is as hard as granite. The floor and ceiling are of the polished obsidian seen elsewhere, but the floor has pyramids incised on it, one every few feet, all with bases to the north, points to the south. The ceiling also seems to have carving, this in bas relief. Peering upwards, you think that it shows patterns of tentacles and human figures, interlocked, but the work is so intricate as to make a certain identification impossible.

**3 Trolls:** AC 4; MV 12"; HD 6 +6; h.p. 38, 36, 33; #AT 3; D 5-8/2-12; SA fight up to three different opponents in any round; SD regenerate 3 points/round three rounds after taking damage.

When alerted by the giants, or any other inhabitant of the place, these monsters will move immediately through areas 2. and 1., go up the stairs, and attack any enemy they discover in the upper area.

**Furnishings:** The rotten remains of a bed, couch, table, and chairs indicate that this was once the bed chamber of some important figure. The bed and the couch have been converted into troll nests. The reek of those stinking monsters, and the remains of their feeding, make it doubly disgusting. There is a battered armoire against the north wall with one door missing, but its drawers still intact. A moldering pile of cloth in the bottom of the cabinet shows where some article of apparel ends its days. The drawers, opened, reveal the same.

**Treasure:** The trolls each wear their treasure, one a golden ring with a diamond (value 3,000 g.p.) on its finger, the other a jade bracelet on a thong around its neck. (The bracelet is fragile, and a fall will destroy it, but intact it is worth 5,000 g.p.) Behind the bottom drawer is a small copper box, green with verdigris. Inside it are 7 pieces of **incense of meditation**, but due to its age, there is a 50% probability that its dweomer's efficacy will have failed and the block produce nothing other than a grayish smoke (which does nothing special).

4. **SECRET DOOR:** This rotating wall section is so cleverly made so as to defy detection by visual inspection. A tapping of the exact spot of the secret door will sound slightly different than the rest of the wall (1 in 4 chance of noting this slight difference). The door operates by pressing inwards and downwards with the palms held at shoulder height. A 2½' wide section of the wall will then turn clockwise forcing the individual into the secret room (5.). See also the special paragraph pertaining to the INSET AREA designated by color on the level map.
5. **SECRET ROOM:** The only method of entry into this area is through the secret door (4.) in area 3. Once inside the room there is no egress save by repeating the process of secret door activation, except this time to the south, where the revolving wall section will allow entry into the INSET AREA only (see below).

**Furniture:** The room once held treasures of paintings, tapestries, and exquisite furniture. Dampness and the decay of time has brought all to ruin including one small table inlaid with semi-precious gemstones. However, if a careful search of the mound of decaying wood is made, from 21-40 gems of base 10 g.p. value will be found. (Other items of small size or precious metal were long ago removed from this place.)

**Inset Area:** This secret area is a low-ceilinged room partially under the flight of stairs from the upper level. It can be reached from room 5. or from the secret closets off of areas 21. and 22. It can be exited by the latter means as well, or through use of the pivoting wall section, with entry to area 3. The features of note in this area are:

- 1) Spy hole to corridor and beyond.
- 2) Secret closet containing: 3 strange, hooded robes of deep purple, 2 iron thuribles with iron chains, and an iron box, all iron unrust. **Detect magic** will reveal dweomer on all items, an **abjuration** on the robes, an **abjuration** on the iron items, and a faint **alteration/invocation** also coming from the box. The robes are very long, fully 7' but by use of the black cord belt each has, the hem can be adjusted so as to just sweep the ground. The sleeves are

so long as to reach at least 1' below the hands of even a long-armed man. With each robe is a long, pointed hood whose front and back points reach well down on the wearer's torso, and whose sides cover the shoulders. The pointed front and back pieces are decorated with inverted, two-tiered black pyramids. Each hood has narrow, slanting eye holes. The pointed top extends a foot or more above the crown of the wearer's head. The thuribles open by pressing a catch at their equator. The bottom hemisphere has a cup-shaped depression, as if to receive something rounded. The box of iron opens only by touching its lid and speaking the name "Tharizdun", a **knock** spell, or a **chime of opening**. Inside are 18 small black globes — incense to fit inside the thuribles. Each ball burns for 3 turns without any noticeable smoke, heat, or light, as long as the thurible is kept in motion. The effects of this incense are evident only in the **Undertemple** and the **Black Cyst** (qq v).

- 3) Secret door to Inset Area which cannot be noticed by casual inspection, even that of an elf.
- 4) Spy holes as 1) above.
- 5) Secret closet containing 4 robes as in 2) above. Also here is a strange iron horn with a handle set on either side of its tube, 4 iron holders (torches when properly used), and an iron box. The horn is "Wailer for Tharizdun". Its horrible, deep tone seems to make the very walls of the place shake, but it actually activates magic which is seen in the **Undertemple** and the **Black Cyst**. It has no other use discernible to the party. The iron holders have cone-shaped depressions in their fluted upper ends. The box, just as the one in closet 2) above, can only be opened by special means. It is larger than its fellow, and in it are 24 cones of dull black material, whose rounded upper ends remind one of ice cream cones more than anything else. Each cone, set into a holder and set afire, will give off a pale, seemingly heatless radiance which sheds but faint light. This will change in the **Undertemple** and **Black Cyst** areas. The burning cone will stay alight for 1 hour.
- 6) Secret door detectable only as noted for 3) above.
- 7) Rotating secret door of mauve-colored stone. Here, the sections of the revolving wall secret door are obvious, but nonetheless, it will operate only when the individual stands on the west face of the section, facing east, pressing in and down with hand at shoulder height. It gives clockwise to area 3.

- 8) Secret room approximately 20'. The place is quite bare and covered with a fine layer of dust.
- 9) Shaft leading down approximately 5' square. There are heavy bronze rungs on the south wall of the room and on down the shaft. There are 333 of these rungs, leading down to a depth of 333' beneath the surface. This is the only entrance to the **Undertemple**. If care is not exercised in climbing up or down these rungs, there is a 10% chance per person so doing that one of these ancient bronze bars will snap or pull free. Such an occurrence will plunge the character down from the spot of the breakage. Roll d6 to see if it occurs in the upper, middle, or lower third of the shaft, then roll percentile dice to determine distance in feet, adding 100 or 200 if appropriate.

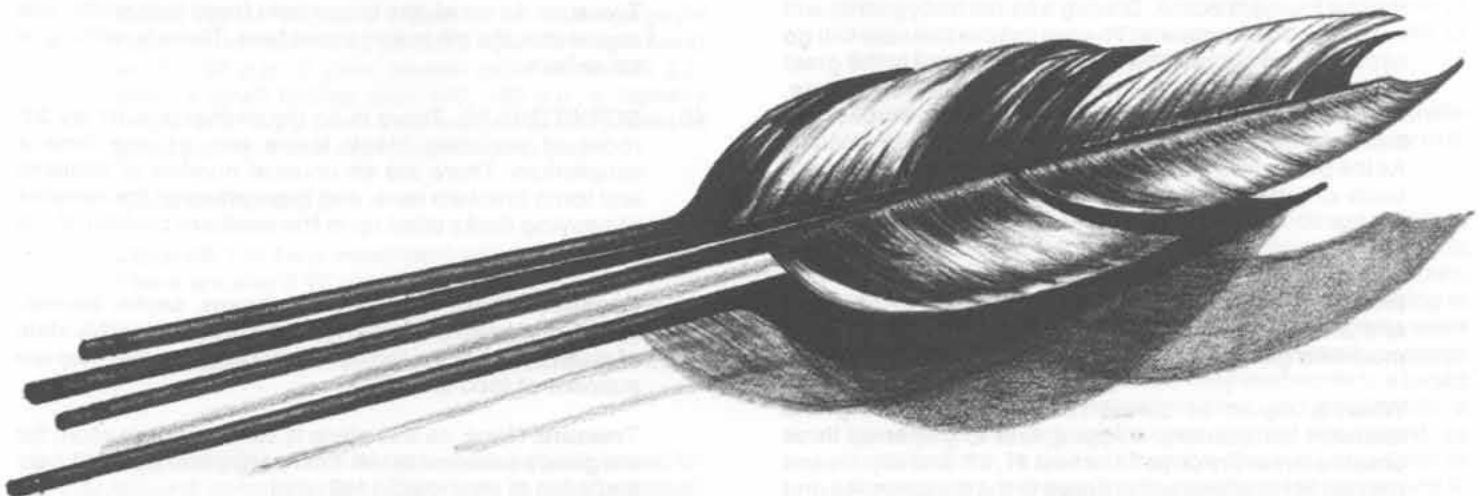
6. **BROAD HALLWAY:** This passage is 20' wide and nearly 30' high. Its vaulted roof is polished so as to send back glints of light from below. Clearly discernible paintings of something unintelligible to the human eye and brain decorate the entire length of the hallway, from the first great column near the stairs to where it turns 80' further on.

**2 Norkers:** AC 3; MV 9"; HD 1+2; h.p. 7, 5; #AT 2; D 1-3/1-6.

When alerted by the guards at 1., or by any other leader type, these guards will move to the north and take station out of sight in the side passageway, ready to alert others or attack, as needed or directed.

7. **2 Annis:** AC 0; MV 15" HD 7 +7; h.p. 46, 41; #AT 3; D 2-9/2-0/3-9; SA grapples if all attacks hit, attacks thereafter are automatic hits; SD skin like plate mail and edged weapons at -1 damage (blunt ones at +1).

These two ghastly monsters serve the master of the place as cooks and maids. Unlike most of the other minions, however, they will not venture forth to attack, as they have no overwhelming desire to serve. Upon entering this area, the party will see them in a changed form, unless they surprise the annis. The two will take forms of human women of the dumpy sort, appearing large, strong, fat, and clad in apparel typical of kitchen slaves. Each will curtsy, smile, and ask if the party has come to rescue them from bondage in this kitchen prison, where they feared momentarily that they would be served as dinner rather than serving the giant dinner anyway. When they are within melee range (10' or so)





each will attack, choosing the most powerful-looking opponent as victim. (For details of this monster, see the section dealing with new monsters and treasures at the end of the module.)

**Furniture:** A great trestle table stands in the center of the main part of the room. On it are various pots, bags of stuff, a basket of dried peas, and slabs of meat. A side board along the north wall holds similar stuff. While a quick search reveals nothing in the way of treasure, there is sufficient food here to feed a dozen hungry men for a fortnight. (There is actually more food than that, but much isn't such that a human would care to eat.) Crude shelves along the walls hold various large crocks, jars, etc. — obviously more kitchen gear. The furniture is crude and relatively new, so it was probably made recently for the new master of the place.

**Treasure:** There is a large sugar bowl filled with 29 g.p. and 47 p.p. on one of the shelves, and this will be found if a careful search is made. A crock of cooking oil actually contains a potion of **oil of slipperiness**, but the latter has settled to the bottom of the crock. If the oil is poured out into a container where it can be seen, the fact that two sorts of oil are in the jug will be noted, but otherwise the magical stuff can only be detected by some special means. Neither annis has any other treasure.

8. **REFECTORY:** This 50' by 20' hall was probably used for meals when the whole place was used as the house of worship of whatever deity it was built for. Although no tables remain, the kitchen to the north proves this was a dining hall. It has the polished black stone walls, floor, and ceiling typical of the whole lower level, although these walls have no strange coloration or decoration.

**1 Mountain Giant:** AC 2 (cave-bearskin jack with iron plates attached, cave-bearskin leggings); MV 12"; HD 12; h.p. 78; #AT 1; D 4-40; SA hurl rocks up to 20" for 2-16 points of damage.

This fellow is master of the upper and lower levels of the Temple, he is so tough that he will occasionally venture to the dungeons beneath! His name is Groorg the Cunning, and both his intelligence and wisdom are *exceptional*. Thus, he has organized and maintained a cohesive and powerful defense of his lair. In time of great trouble, he will send his strongest servants to attack invaders, retaining only his hill giant bodyguards on the lower level in case the foes should somehow manage to penetrate his defenses.

If defeat should occur, Groorg and his bodyguards will retreat to the dungeons. The best of the treasure will go with them, of course. They will make a stand in the great cavern (area 24. of the Dungeon). If that appears hopeless, the plan is to fall back into area 26., run down the passage there, and escape into the wilderness of rocky ravines. As the passage is narrow and low for even a hill giant, one such creature can easily block it while the others escape . . . .

Groorg knows nothing of the history of the Temple. He is totally unaware of its name. He is interested in food, fun, and treasure. All else is of small importance to a mountain giant, even one of exceptional mental ability.

When a report of defeat reaches him, Groorg will abandon his quarters, stopping first to gather up three chests of treasure (area 11., chest #1, #2, and #3). He and the pair of hill giants will proceed to the dungeon, leaving

instructions to the guards in area 14. to come below and warn him if any enemies are seen on the lower level. Until such foes are seen, the giants will remain in the relatively safe area at the base of the stairway to the dungeon (1.-4.). Survivors of a defeat have been told that they too should seek refuge in the dungeon area, but they have been instructed to lurk just off the passages east and west at the entrance . . . . In extremity, Groorg and his bodyguards will then go to the cavern, ready their rock missiles, and wait.

**Furniture:** A crude table and chairs of huge proportions indicate that giants of some sort use this place for a dining hall of their own. There is also a large-sized, crudely made bench. There are a number of boxes, crates, and barrels lining the north wall of the chamber. The several small fireplaces along the east wall show signs of having been used recently. There are many torch brackets along the walls, and all partially burned torches or stubs of them within.

**Treasure:** There is no treasure here. The containers all hold various types of foodstuffs. The barrels have beer, wine, ale, mead — none of any real value, but more than sufficient to get the party drunk if they sample each barrel to determine the quality of contents.

9. **LIBRARY:** although little remains to prove it, you suspect that the few broken shelves and moldering bits of leather and vellum indicate that this once was a small library. The sconces and torch brackets remaining on the walls indicate that books didn't occupy more than a fraction of the wall space. At most a thousand or so volumes could have been here. No one can guess what became of those works — even the torches have not been used in years, for cobwebs hang from them.

**2 Ogres:** AC 4 (leather coats); MV 9" HD 4+1; h.p. 25, 22; #AT 1; D 1-10; SA each carries a spear to hurl before closing to melee — D 3-8 (+2 strength bonus included).

It is unlikely that these two creatures will be in their quarters, as during time of trouble, they will be alerted by the noise and venture forth to join the forces fighting above or in the hallway areas 1. - 6.

**Furniture:** There are two heaps of old cushions and cloth in the north end of the room. Two boxes with a plank form a table, with two nearby casks obviously serving as stools. There appears to be nothing of value in this room.

**Treasure:** As usual, the boxes hold (bad) foodstuffs, one cask water, the other some sour beer. There is nothing of value here.

10. **SCRIPTORIUM:** There is no doubt that this 10' by 30' room of polished black stone was at one time a scriptorium. There are an unusual number of sconces and torch brackets here, and there are even the remains of copying desks piled up in the southern portion of the place.

**Furniture:** There are numerous boxes, sacks, barrels, crates, and bags all stuffed in here in a considerable state of disarray. From the look of them it appears as if they are supplies of food and drink.

**Treasure:** None, as this place is simply a store room for the giant's personal table. There are 3 barrels of oil here and a jug of strong acid (40 ozs.).

11. **GREAT ROOM:** This chamber is as large as the refectory — 50' long and 20' wide. It also has numerous small fireplaces along its east wall. While it is only possible to speculate, this hall might have been used for fetes or as a common room for a large number of persons.

**2 Dire Wolves:** AC 6; MV 18"; HD 3 +3; h.p. 27, 24, #AT 1; D2-8 — +2 for male, +1 for female, due to unusual size; SA double damage on any hit scored on a 20 due to jaw strength.

These huge wolves stand nearly 4' tall at the shoulder, and are kept by Groorg as pets and guardians of his personal bed chamber. If anyone other than their master dares to enter, each will spring to attack. Because of their positioning, they will *always* surprise any opponent not aware that they are lurking within. Roll a d4 to find how many unanswered attacks each character receives due to this unexpected attack. (See also 12., below for monster information.)

**Furniture:** There is a strange bed of enormous size. This odd construction of logs and planks occupies 20' of the west wall. Sconces are used as wall pegs and hold various giant-sized garments. Near the entrance is a crude table and a chair. Next is a large barrel, a small cask, and a crate. Against the far wall are (five or TWO) chests. Near them are a great club, several giant-sized spears, and a notched bastard sword which seems to have seen service as a dagger.

**Treasure:** There is nothing of value in the bed. The garments are all normal sort. The table and chair hide nothing. The barrel holds mead, Groorg's favorite drink. The small cask holds plain water. The crate has various dried fruit and some sausages — bedtime snacks. The weapons are nothing special, save the bastard sword. It is a -2 **cursed** sword, thus discarded as a dagger by the wily giant. If it is tested, it will seem to be an excellent glowing magic blade. (Note that this weapon can be discarded if the wielder notices that it is a cursed weapon; but the sword exudes a confidence in battle which will make the holder unlikely to notice any unusual misses or light damage.) The chests contain:

**Chest #1:** Carved amethyst chalice worth 5,000 g.p., gold flagon with gems worth 3,500 g.p., 3 pieces of miscellaneous jewelry, an ivory box with jeweled cover worth 2,000 g.p., a leather pouch with 21 base 10 g.p. gems, and a crystal ball (worth 500 g.p.) wrapped in a bolt of silk.

**Chest #2:** An ordinary statue of an onyx gargoyle (upon which some was placed a **Nystul's Magic Aura**) worth 100 g.p., 2 giant weasel pelts worth 250 g.p. each, a small leather sack with 148 p.p., a tapestry valued at 275 g.p., and a carved pair of ivory tusks of small size (but fine work) worth 1,000 each.

**Chest #3:** 4,300 g.p.

**Chest #4:** 1,874 e.p. intermixed with 2,308 silver coins. There are also 3 10 pound bars of silver.

**Chest #5:** 4,094 c.p., 17 1 pound copper bars, and 9 small leather bags containing 50 bronze pieces each.

12. **SQUARE ROOM:** What this place was originally used for is beyond determination. The room is most unusual,

having a floor of deep plum color, walls of violet-purple, and a mauve ceiling. Instead of sconces or torch brackets, there are candleholders of black metal. The small fireplace on the south wall is of obsidian.

**2 Ogres:** AC 3 (hide armor and shields); MV 9"; HD 4 +1; h.p. 26, 23; #AT 1; D 1-10; SA each carries a spear to hurl before closing to melee — D 3-8 (+2 strength bonus included).

These two monsters guard the passageway to the master's private area whenever he is in the Temple — always these days. They remain on station in times of trouble, awaiting the command of Groorg. He is likely to instruct them to lurk in their guardroom and not to leave that post until they are attacked themselves or hear fighting up the corridor. If the party enters area 11. the noise of the combat with the dire wolves will certainly bring both ogres to the attack. They will charge out of their lair, hurl their spears, and close to attack on the second round of combat with the wolves. That is, by the time the wolves are attacking for the second time, these two will be hurling their spears. When second round combat is finished, they will be in melee range. If they attack by surprise, they can then strike unanswered blows.

**Furniture:** A large table of rude construction and a pair of barrels are the only furnishings in the place. A heap of torn clothing and old cloth appears to form a rude bed.

**Treasure:** The ogres have nothing of value. The barrels hold food and water respectively. If a careful appraisal of the candleholders is made, it will be seen that they are made of solid silver, beautifully worked, and are worth no less than 100 g.p. each. Up to four will fit in a large sack.

13. **VIOLET ROOM:** This 20' by 30' chamber is all of stone of a dull violet color. Its walls have no decoration, but its ceiling is domed. The floor has a hollow place, a regular oval some 10' long and about half as broad. This depression runs the length of the room, being in the center, directly under the arch of the dome above. The basin thus formed is sheer-sided for about 2', then curves smoothly to a depth of about 3' total.

(This place was once the bathing chamber for the High Priest. Hidden beneath a stone floor slab are corroded valves which allow water to flow into the pool. One of the stones in the bottom of the depression is removable, and beneath it is a stoppered drain.)

**Furniture:** There are a pair of corroded bronze braziers in the far corners of the room. The remains of some sort of high bench and two chairs are likewise there. All of these furnishings are rotted and broken.

**Treasure:** This place has no treasure. The current inhabitants of the Temple dislike the room, feeling uneasy in it, so the place is shunned.

14. **COLUMNED HALLWAY:** The 20' wide passage is screened by several thick pillars of shining black stone worked with figures of writhing forms — snakes, tentacles, people, worms? Who can say? It is certain that looking at them makes even the strongest man feel slightly weak and sick. These columns divide a north-south passage into two corridors of 10' width. They lead north to a broad opening into some unknown area and south into a passageway whose roof slopes slightly downward, as does its floor. In this latter place, there is some form of stone railing, with small pillars set floor to roof around it.



**2 Norkers:** AC 3; MV 9"; HD 1 +2; h.p. 2×6; #AT 2; D1-3/1-6

These guards are stationed to relay information anywhere needed, and also to see that something nasty has not come up the stairs from the dungeon, overwhelmed the guards there, and become free to cause havoc amongst the servants of Groorg. In time of great need, these guards (along with all of the rest of the norkers and gnolls) will be sent above to fight off attackers.

15. **STAIRCASE DOWN:** This stairway is of deep gray rock, as is the rest of this passage. Even the small pillars rising to the ceiling and the rail and posts of stone around the flight of steps are of the same material. A slight breeze wafts upwards from the place beneath.

**4 Gnolls:** AC 4 (iron plates on coats); MV 9"; HD 2; h.p. 15, 12, 2×11; #AT 2 or 1; D 2 with great bows for 2-8, 2 with glaive-guisarmes for 2-8.

These are stair guards, continually watching for monsters to attempt to come up from below. Because of the nature of their duty, the archers have silver-headed and iron-tipped shafts in equal proportion (10 each). The iron-headed pole arms of their companions are likewise chased with silver. In time of extreme trouble, even these guards will be sent up to battle with invaders, Groorg himself moving down into the depths below.

16. **GREAT CHAPEL:** This area appears to be a long-abandoned chapel or small temple, but in whose honor it is impossible to state. The whole is 40' wide and about 60' long, with the far (north) wall concave, the curve being smooth and shallow. Small, fluted columns of deep black stone line a 20' aisle, leaving a 10' wide space beyond on both east and west walls. Within the front 40' of the place, all stone is black. Beyond, where a stone rail rises 3' from the floor, and a curving step or dais rises 1' and meets the back wall, floors and walls are of deepest purple, although the ceiling remains black.

17. **AISLE:** The 10' wide area seems to have been well-used, for the floor is worn down, and the walls are likewise slightly dished by the touch of many bodies. If the walls are actually touched, the character will feel a tingling and his or her vision will go black for a fleeting moment, then sight will be restored. Tactile sense will discover that there are strange, indiscernible convolutions here which form mind pictures when touched. These impressions are pleasurable and unsettling at the same time. Any person failing to save versus magic after experiencing this sensation will attempt to return and feel the sensation once again. If this happens, that individual will automatically experience the following things:

1) (On a roll of a 1 or a 2 on d6) his or her vision in total darkness will seem normal, but, any light brighter than a hooded lantern will be disgusting to him or her, and he or she will immediately ask that it be extinguished or else he or she will go elsewhere.

2) Strange desires will begin to flood the individual's mind during times of quiet. These desires will be unwholesome at first, then absolutely strange . . .

3) The name of Tharizdun will rise unbidden to the individual's lips whenever he or she is under stress and needs aid.

All of these effects can be removed with a simple **bless** spell if accomplished within 3 days. Thereafter it will require combined **prayer** and **remove curse** to cleanse the effects of the dweomer.

18. **ALTAR RAIL:** The square fore portion of the chapel is divided from the sacred portion by a railing of puce-hued stone. This railing is 3' high and intricately carved and pierced. This work is disgusting and disturbing in nature, being of vines and tendrils, tentacles and serpentine bodies intertwined with human forms and skeletons and other things unknowable. There is a 3' wide gateway in the exact center of the rail. (If any non-cleric touches the rail, they will feel ill and lose from 1-4 points of both strength and dexterity for 3 hours. A cleric doing the same must save versus death magic, a save indicating that he or she is affected only in the same manner as a non-cleric.)

20. **RAISED SECTION:** This step or dais appears to be the place where an altar service might have been conducted. There is a low table of black mineral which has bits of shiny purple within its polished surface. (If this is touched by non-clerics, they will take from 1-10 points of cold damage and otherwise be affected as if they touched the railing. Clerics must save versus magic to avoid death and suffer only the same effects as non-clerics.) To either side are rotted and crumbling chairs of some sort. There are piles of rusted metal near the doors on the north wall. What devices or purposes these items

once served is impossible to tell. On the wall behind the altar stone there is an anomaly. The violet color of the stone seems to bear the indistinct shadow of a large, vaguely-human shape. But it is so obscure, and so uncertain in form, that it may be a trick of light playing upon the curving surface of stone. (Touching this area will be the same as touching the walls of the chapel twice. If the wall here is touched a second time, the individual so doing must save versus paralysis or fall into a morose dejection, refusing to fight or move. This will end in approximately 1 hour, and thereafter the individual will have an overwhelming desire to remain in the Temple and get to know its every aspect, certain that something is there which **must** be discovered. **Bless, prayer, and remove curse** are needed to rid the victim of this desire.)

21. **VESTRY:** Although it is not certain, this place was probably the robing room for the clerics who once dwelt here and served their unknown deity. The rotted remains of several closets line the east wall, and there appear to be vestments of indeterminate stuff moldering away there also. There is but one door other than the one by which you entered, a heavy bronzewood door to the west. It, like the door into this chamber, has a corroded bronze bar to secure it from inside. (This place, like the whole of this small temple chapel, is shunned by the current inhabitants of the place.)

**Furniture:** Other than the dilapidated closets, there are only two rotted chairs and a fallen table, one leg turned to powder. There are the usual wall sconces, but they have been unused for decades from the look of them.

**Treasure:** Nothing of value was left behind here. (See the previous section, **INSET AREA**, for details of the secret door in the north wall.)

22. **SANCTUM:** This room is similar to the others you have seen here, for it is all of black stone. However, there remain bits of rotten carpeting on the floor, and it appears that an arras or tapestry must have rotted and fallen from the west wall, for there is a moldy heap of something there. There is a door to the east and a door to the north in the curving wall. Both can be barred from inside, although the bronze bar is corroded and does not look very strong.

**Brown Mold:** AC 9; MV 0", HD special; h.p. special; #AT 0; D 0; SA drains 1-8 points heat (equals frost damage to victim) for every 10° of body heat over 55° F. (4-32 for characters) if within 5', growth of 5' occurring with such draining; SD killed only by magical cold.

This small patch of brown mold makes the temperature in the sanctum slightly lower than elsewhere, but unless someone asks about the atmosphere or temperature in the chamber, the lower temperature will not be noticed. The mold is growing on the tapestry which has fallen from the west wall.

**Furniture:** There are several decayed chairs scattered here and there. A rotting divan lies in a heap next to the east door. Several low stools surround a place on the floor where lilac-colored stones have been inset to form a two-tiered pyramid. Near these stools is a low wooden table with a great mound of dust on it.

**Treasure:** The only treasure in the room is resting on the table near the stools. This, in turn, is within 5' of the brown mold. The dust covers a small box of jet. In this

box remain several (2-5) small black beads, each about three-quarters of an inch in diameter. Examination will reveal that these are neither stone nor pearl. They radiate a faint dweomer, **evocation** magic for certain. These are **beads of force** which can be hurled up to 3" by the possessor. (For details of their effects, see the section at the end of the module which deals with new magic items.)

23. **LARGE ANTECHAMBER:** This chamber is approximately 40' square, with walls, ceiling, and floor of polished obsidian — or obsidian-like stone, for the material is not normal. The stone contains thin lines of purple — plum, lilac, violet — every imaginable shade of that color. These veins resemble worms or tendrils, and when seen out of the corner of the eye there seems to be a writhing movement going on. When the eye is directed squarely at the surface, it appears quite normal, if a bit disturbing. There is a lone door to the east in the northernmost portion of the wall.

**1 Giant Troll:** AC 2 (leather and iron skirted jack); MV 12"; HD 8; h.p. 54; #AT 1 (or 2); D 2-16 (or 2-7/2-7) all +2 due to size and strength (4-18 or 4-9/4-9); SA may opt to hurl club; SD regenerate 2 points per melee round 3 turns after being damaged.

This huge specimen will rouse the inhabitants of area 24. when the alarm is raised, herding them up into the fray. If he believes the situation is not serious, he will hurl his huge club at an opponent (4-18 points damage) and then rush into hand-to-hand combat, taking on one or two opponents at once as opportunity presents. If he thinks a major attack is taking place, he will bring a barrel of oil to hurl first, followed by a torch. The barrel holds 100 flasks of oil. Under his armor this giant troll, Umbog by name, wears his treasure — a belt (worn as a necklace) set with gold and gems worth 6,000 g.p. (10 base 50 g.p. gems, 10 base 100 g.p. gems, 2 base 500 g.p. gems, and 1 base 1,000 g.p. gem — no increase in value possible if belt damaged.)

**Furniture:** Who knows what splendor once reposed in this chamber. It now reeks of troll-stench, and the furnishings indicate that whatever made a lair here was far from delicate. There is a vast heap of sticks, leaves, rags, clothing, pillows, and so forth in the southwest corner of the room. Stacked crates and planks on the west wall form some sort of table. There is a heap of wood — old furniture, broken boxes, tree limbs, and the like — piled against the north wall beside the fireplace. Near the door are several thick spears of about 8' length, crude weapons fit for use by a hill giant or ogre. It appears that the torch brackets and wall sconces have been torn from the walls. There are piled torches near the entrance.

**Treasure:** The major treasure of the giant troll is worn by him; but, under the firewood is another bit of loot, a large sack containing 14 p.p., 297 g.p., 76 e.p., and 190 s.p. There is nothing else of value.

24. **AMETHYST CHAMBER:** The floor and ceiling of this 20' by 30' room are of translucent stone the color of amethyst. It is certainly not that mineral, but the effect is striking nonetheless. The polished black walls repeat the lilac gleams of light reflected off the floor and arched ceiling. Even though the room is striking, there is a feeling of unease here, as if you are intruding in a place not yours.

**2 Trolls:** AC 4; MV12"; HD 6+6; h.p. 39, 31; #AT 3; D 5-8/5-8/2-12; SA fight up to 3 different opponents in any round; SD regenerate 3 points/round three rounds after taking damage.

When alerted by the giant troll, this pair will immediately rush to the defense of the Temple's upper level.

**Furniture:** The smell of troll is strong, and the furnishings in the room indicate it is now a trolls' lair. Two noisome heaps of material on the east wall evidently form nests for a pair of these monsters. There are a couple of barrels and three boxes scattered in the center of the place. There are cressets set in the walls, but they have not been used for many years.

**Treasure:** The troll nests are just heaps of smelly rags and such. The barrels hold water and vinegary wine respectively; (but there are 3 potion bottles in the water barrel, detectable only if the water is poured out and if the barrel is tipped over, there is a 5 in 6 chance these potions will be broken in the process. The potions are: **Extra-Healing, Healing, and Superheroism.**) The crates hold food of unwholesome sort, but there is also a bag of 500 g.p. in the third box.

25. **PRIEST'S CHAMBER:** This 20' by 10' room was probably the bedchamber of a lesser priest, for its black walls are decorated with the mauve reversed pyramid. A raised block of stone, some 2' high, 5' wide, and 10' long spans the room's east wall from north to south — evidently a base for the inhabitant's bed. There are sconces on the wall except where this block rises.

**4 Norkers:** AC 3; MV 9"; HD 1+2; h.p. 9, 8, 7, 6; #AT 2; D 1-3/1-6.

**Treasure:** One of the stones under a box is loose, and the norkers have used it to hide their loot: 16 g.p., 11 e.p., and 49 s.p. If anyone looks at this section of floor they will certainly see it has been pried up.

26. **PRIEST'S CHAMBER:** (Same as 25., above, only raised portion is along the west wall.)

**4 Norkers:** (As 25., above.)

**Furniture:** (As 25., above, only several small sacks tied shut as well.)

**Treasure:** This group of norkers has 8 p.p., 4 g.p., 11 e.p., 17 s.p., and 62 c.p. hidden in various portions of their sleeping place. The kegs and boxes contain food and odds and ends of junk. One sack holds goblin and gnome skulls. The other is stuffed with dried grass and an asp: AC 6; MV 15"; HD 1 - 2; h.p. 3; #AT 1; D 0; SA poison (save at -2), very fast and strikes rapidly so surprises on 1-4 and gets +2 on initiative die. The snake was to be used for a "joke" on the giant troll when opportunity presented . . .

27. **LONG PASSAGEWAY:** This passageway of black stone is lined with doors, 9 of them in fact. From the look of them they are probably the entrances to the cells in which the lesser clerics of this place lived.

**1 Ogre:** AC 4 (leather coat); MV 9"; HD 4+1; h.p. 24; #AT 1; D 1-10.

This creature serves as a guard, for there are prisoners in the cells along the west wall. His fellow guard (also 27.) faces him. These fellows do not leave their posts in time of trouble; but they remain to defend the area, lurking out of sight around the nearby corner so as to surprise any intruder venturing west from hall 6. Neither is very bright.

**CELLS A. - I.:** Each of these cells, save the first and the last, is exactly the same. Each room is about 9' square and has a raised stone block along the west wall — a sort of combination bed and sitting ledge for the long-vanished clerics of Tharizdun. Each now contains a mess of old rags and leaves and the like to make the ledge more comfortable for sleeping. There are various small boxes, kegs, and sacks in each room, for each houses several norkers — all on duty now — unless the worst has happened. There will be 2-12 each of the following coins hidden somewhere in each cell: electrum pieces, silver pieces, copper pieces, bronze pieces.

**3 Norkers:** AC 3; MV 9"; HD 1 +2; h.p. 7, 6, 5; #AT 2; D 1-3/1-6; SA oil kegs (see below).

These special guards will be alerted if the Temple's upper level is under heavy attack. Each of the 7 sets of 3 has a keg of oil equal in volume to 10 flasks. A pair carries the oil in a sling to the upper level. The third has a smoldering torch ready to fan into flame. At the point of attack, these barrels will either be hurled upon the attackers, rolled at them, or whatever, with the torch pitched on to ignite the oil. The norkers then join in the melee. (For overall details of battle plans, see "ORDER OF APPEARANCE" under THE FORGOTTEN TEMPLE OF THARIZDUN, **DM Notes**, preceding this section.)

**CELL A.:** This room contains a pair of trussed up humans, Kettites from a patrol ambushed some few days ago and brought here. Both are normal men-at-arms, but one is of a noble family who will give rescuers a note stating that they have safe conduct through all Ket due to favors rendered to the Family Aldeen, if he is freed and given pen and parchment. Both are weak and beaten, so they will need several days of rest and care before they can journey back to their homeland.

**CELL I.:** This cell holds a chained mountain dwarf (fighter thief; L 9/10; h.p. 58 (now 22); SA and SD as for race and classes) captured attempting to sneak into the Temple. This fellow is Lawful Neutral, and he is quite anxious to gain a bit of treasure for his trouble — here and during the course of his adventuring to get to the area. Naturally, he has no armor or weapons, so he will attempt to beg off actual fighting, stating a desire to come along as an observer only to learn how real heroes operate. He is also obviously somewhat damaged, all the more reason to hang back and watch. If pressed, he will admit to being a fighter of some skill, a champion amongst his kind. He will give his name as "Teldroll Storis". He will NOT make any covenant with the party which will prevent him from stealing a choice bit of loot and then heading for high ground. His armor and weapons are in room 30., but he will not admit to the leather armor being his when he sees there is dwarven chain there also.

28. **SMALL ROOM:** The black walls, ceiling, and floor of this 20' square room make it seem smaller than it is. It may have served as anything, for nothing about it is notable enough to provide a clue.

(This is the barracks room for the various norkers on guard duty at this time.)

**Furniture:** There are piles of cloth and like stuff scattered all over the room. There are about a dozen small boxes and barrels likewise broadcast throughout the place. The four cressets on the walls seem to have been used recently.

**Treasure:** There will be a scattering of coins hidden here and there throughout the room, 3-18 of each, gold to bronze. Each turn of searching will discover 1-6 of each sort until three turns are thus expended. There is nothing else of value in the place.

29. **PURPLE-DOMED CHAMBER:** This 20' by 30' room has a vaulted ceiling of dark purple. It is otherwise unremarkable in appearance, and its original purpose can only be guessed at — perhaps the domicile or study of some greater cleric.

**4 Ogres:** AC 5; MV 9"; HD 4+1; h.p. 23, 21, 18, 17; #AT 1; D 1-10.

These fellows are recent recruits, but they are stupid and quite willing to fight in any sort of battle. Thus, when they are called to fight, they will gladly rush to the floor above to have at it. Each has from 20-80 gold pieces stored with their gear, and they will leave this behind in heat of anticipated battle.

**Furniture:** Again, the heaps of stuff here seem to form nests or bedding — six such places in all. A large bonfire was recently built in the center of the floor and boxes remain around it. Near each nest is a large sack.

**Treasure:** Four of the six sacks hold 20-80 g.p. each. The other two have nothing worthwhile. The boxes hold food stuffs. Under some old clothing in the corner is a small keg of brandy worth 200 g.p.; the other two ogres who sleep here brought this with their coins. (The brandy will burn as hot as any oil if it is set aflame, although it will last only half as long in burning.)

30. **CLOTH-DRAPED ROOM:** This 20' square room of black stone is strange indeed! Its walls and floor are covered with yards of cheap, red cloth. As the wall sconces and torch brackets were used to hold the cloth along the walls, its badly-hung folds reach only about 7' up the walls. It looks as if someone went mad and tossed several rolls of scarlet and crimson material round the room, then having a change of heart, decided to straighten out the mess rather than do away with it.

**1 Norker Witchdoctor:** AC 2 (+1 ring of protection); MV 12" (dexterity and size); HD 3+2; h.p. 21; cleric level 5, magic-user level 2; #AT 2; D 3-5/3-10 (+2 strength and size, weapon is scimitar); SA spells; SD ring of protection.

#### SPELLS

##### 1st Level

Cure Lt. Wounds  
Darkness  
Prot. From Good  
Affect Normal  
Fires  
Push

##### 2nd Level

Resist Fire  
Resist Fire  
Resist Fire

##### 3rd Level

Dispel Magic  
(Gust Of Wind —  
On Scroll)

**2 Norker Guards:** AC 3; MV 9"; HD 2; h.p. 14, 13; #AT 2; D 2-4/3-9 (+1 strength, weapon is morning star).

The witchdoctor is commander of the norkers and the gnolls, placed in charge by Groorg himself so as to assure maximum co-operation from these humanoids. Although the gnolls aren't happy with the situation, they fear the power of this norker spell caster sufficiently to obey fairly readily. It is he who had decorated his den in his favorite color. When the norkers in the cells go into battle, the witchdoctor will follow to see that all goes well. His two guards will shield him for as long as they live, keeping him free to cast spells.



First spells cast will often be **resist fire**, on himself and either his guards or a powerful figure key to success. The cure will always be kept for himself, as will the protection. Other spells are cast as the situation dictates.

**Furniture:** There is an old couch in the room. It too is covered with swatches of red cloth. Two heaps of brown cloth appear to be less "august" beds. A crudely-made table, bench, and a rickety chair occupy the south wall. There are 4 kegs, 3 boxes, and a bag in the northeast corner of the room. A small brazier stands in the middle of the place, a large chest nearby.

**Treasure:** There is nothing in or under the couch. The two heaps of bedding contain 3-30 each, platinum and gold pieces. The table has a hollowed out leg in which the witchdoctor has hidden 19 base 10 g.p. gems. The kegs, *etal*, contain various sorts of food and drink, and a supply of odds and ends of "witchdoctor" material: a human-looking mask, a rattle, and colored powders, 11 types in all, one being **dust of appearance**.

The witchdoctor has a particular hatred of mountain dwarves, coming from a tribe where continual warfare between norkers and these demi-humans wiped out all but a few of his folk. In the chest are: a dwarven-skull drinking cup decorated with gold, a string of dwarven ears, cloth woven from the fine beards of female dwarves, a +2 dagger of like sort, a +1 suit of dwarven leather armor, a suit of dwarf-sized elfin chainmail, and various odds and ends of apparel and accouterments (some taken from the prisoner in cell I, of course). The lid of the chest has a large drawer. In it are various helmets and mail coifs taken from slain mountain dwarf enemies. There are 11 in all.

31. **CHECKERED HALL:** This 40' by 20' hall has a floor of alternating purple and black stone, each block being some 2½' square. There are many sconces and torch brackets along the purple stone walls, evidencing that the place was once well-lighted by flambeaux and candles. The ceiling is of dull black rock.

**4 Ogres:** AC 3 (Studded coats) MV 9"; HD 4+1; h.p. 29, 27, 25, 24; #AT 1; D 1-10; SA missile hurling, 6" range.

This quartet of brutes have a special berth because of the skill which has been taught to them by the hill giant body guards of Groorg. Having come about a year ago to the summons of the mountain giant, they were so large and strong that their master decided that they could serve special duty. In a few months they had learned how to grasp a missile, and then it was only a matter of weeks before they could actually throw it! Now they can toss smaller rocks (for 1-10 points of damage) or kegs full of oil with considerable skill. In time of trouble, these four will be called forth by the nearby ogre guard; and they will hurry to join the fight above, following on the heels of the norkers carrying the kegs of oil they are to toss at enemies. Each has a firepot to hurl to ignite oil.

**Furniture:** It is surprising to note that the usual piles of bedding material are thicker here than most of the other places you have viewed. Although the place is large, only four such heaps are here, all along the south wall. There are four upended tuns here and a huge table, a real table made taller by setting it on boxes. There is also an iron chest against the west wall, which has a huge padlock securing it. The fireplace on the south wall has been used often — and never cleaned. A few sticks and logs are tossed near it. Several bags and boxes rest near the table.

**Treasure:** There is nothing in the bedding heaps. The tuns hold beer, beer, water, ale. The four boxes supporting the table hold 500 g.p., 25 p.p. and 7 base 50 g.p. gems, a +1 dagger wrapped in +1 elf-sized **cloak of protection**, a suit of elf-sized elfin chainmail, and a large pouch (with a silver tube containing a scroll of **protection from magic** in it. The locked iron chest has a sack of 200 s.p. and 3,622 c.p. in it, while a hidden compartment in its top holds a ring of **invisibility and weakness** (as soon as one uses the magic of the ring, its dweomer causes weakness which lasts for 2-8 segments after becoming visible). The ashes of the fireplace hide nothing, nor does the chimney, but a pot nearby does hold some excellent broth. There is a "critter" living under the heap of firewood:

**1 Huge Spider:** AC 5 (speed); MV 18"; HD 2+2; h.p. 6 (small for its kind); #AT 1; D 1-3 (small jaws); SA poison (but save at +2); surprises on 1-5 in 6, leaps 20' to attack.

If the pile is moved or disturbed in any way, this creature will feel threatened and jump upon the nearest handy victim, sinking in his fangs whenever possible.

32. **LILAC AND BLACK ROOM:** The walls of this room are clad in alternating stone blocks so as to stripe the walls at 2' widths, pale violet and jet. This 20' square chamber has a door on the west and north as well, and from its position on the level it was possibly part of a suite of rooms for a high cleric or for use by guests — who knows?

**8 Gnolls:** AC 4 (iron plates on coats); MV 9" HD 2; h.p. 2×15, 2×12, 4×11; #AT 2 or 1; D 4 with great bows for 2-8; 4 with glaive-guisarmes for 2-8.

Off-duty stair guards, these gnolls are armed exactly as those on duty (at 15.). When an alert is sounded, these eight humanoids will join their four companions so as to form a unit of six archers protected by as many pole arms.

## DUNGEON LEVEL

**Notes for the Dungeon Master:** The dungeon is all of black stone, basalt. The 20' wide passages and attendant chambers are well-done, with the surfaces polished and the floor smooth. The columns and supports are fluted and worked in bas relief. The ceiling is arched to about 30'. The side passages and chambers are only about 15' and 20' high respectively, unless noted otherwise. The walls are roughly hewn, and the floors smoothed only by the passage of many feet. The cavern at the far end is natural, and bats using it have tended to move south into the worked area as well. The party will note bat droppings and hear their fluttering and squeaking whenever they listen, but these bats will not be a problem to them.

**Descending the Stairs (READ TO PLAYERS):** You move cautiously down the worn steps of dark gray stone. The flight continues straight for some distance. You count over 100 steps before you notice that the walls are again of black rock, polished basalt. Another 20' or so and you are standing in a large chamber, all of ebon-hued rock, save a great square column of darkest purple in the center of the area.

This appears to be some sort of formal processional way. There are 20' wide passages leading east and west, another north, the latter having several pillars down the center. This 40' square chamber is high-vaulted, for the central column mass rises about 40' to meet the ceiling above in arches of stone. There are two doors giving onto this place, one on either side of the north passageway leading from the chamber. What catches your attention, however, is the purple column. It bears some sort of statue, in a niche, as it is of deepest black.

1. **BLACK IDOL:** This stone figure is about 10' tall. It is man-shaped and depicted wearing armor of strange design. The plates are fluted, runneled, and winged. The mail showing beneath is triangular. Some form of cape drapes the shoulders, scalloped edges hanging to the figure's knees. The hands clasp a huge, wavy-edged sword. The helm, like the armor, bears many strange projections and spiky ridges. Oddest of all, its helmet face shows no openings.

(This figure is adamantine-hard and radiates a strong dweomer. It seems protected by a field of force; blows, fire, magic of any sort seem to leave it, and the column it is a virtual part of, undisturbed, unharmed. It can not be moved or pried from its niche, or otherwise affected. All this holds true for the other three statues as well.)

2. **GREEN IDOL:** On the east face of the square column is another 10' tall figure; but instead of black stone, this idol is of deep, dark green. The form appears swathed in a flowing gown from feet to neck, but it is obviously male (if human at all) because of its broad chest and shoulders. The long sleeves of the garment cover the hands. A high collar stands from cheek to cheek, and a tight cap covers the head. What is obviously a mask covers the face, for what reason is unknown. The mask, however, is craggy and seamed, imitating an old man perhaps. A staff leans against the right shoulder.

3. **RED IDOL:** This statue on the north face of the column is of intense carmine shade, dark but somehow intensely red nonetheless. The apparel depicted is: high boots and hose, doublet-like garment, and gauntlets. All of these items seem foreign in make, familiar but strange. The head is covered by a long hood, drawn tight round the

face so as to show only an indefinable oval. An axe-like weapon with shortish handle, long blade with many angles, and top spike is set butt upwards before the idol, the gauntleted hands of the 10' high figure resting easily atop the haft.

4. **BLUE IDOL:** On the west face of the pillar is yet another huge statue, 10' tall, all of deep indigo hue. The form is robed in a many-pleated garment. The girdle depicted is ornately carved with signs and sigils which are unknown to any of you (and even a **read magic** will not reveal their exact meaning, although the gist is that the deepest secrets of all are known to this one). A broad cowl covers the head and projects well beyond the face, so that it is hidden in shadow. Illumination reveals only blank, blue stone. The arms of the idol are held across the body to meet just below the chest, the folds of robe hiding all, even the hands; but where they must meet projects a strange device, possibly a sceptre with a convoluted end and many filigreed sections.
5. Only if the great iron horn (Lower Level, INSET AREA) is in the possession of the party will they reveal the "wonders" of this four-part idol. One blast of the horn will cause all four figures (and the entire pillar) to shimmer, turn first translucent, then transparent, then seemingly disappear altogether to reveal a vaguely human-shaped figure about 12' tall draped in purple, standing where the column and idols were. This form will do nothing for a segment, then a hollow, sepulchral voice will boom out, "What aspect of Eternal THARIZDUN would you see?!"

If no answer is forthcoming from the party in a segment or so, the voice will speak again: "Trouble not the Mighty again until your mind is fit to comprehend Greatness! GO BACK! Meditate and follow what instructions are given to you by those wiser than you." With that, the figure will seem to be enveloped in black smoke; and, an instant later, the column and idols will reappear.

If an answer resembling any of the following is given, a more positive scene will occur. Key answer words are:

STRENGTH, PROWESS, MIGHT, INVINCIBLE - black aspect  
WISDOM, SKILL, CRAFT, GLORY, LEADERSHIP - green aspect  
DEATH, ANGER, REVENGE, HATRED, SLAYING - red aspect  
KNOWLEDGE, SECRET, HIDDEN, MAGIC - blue aspect

When such a word occurs in the answer, the first so spoken will trigger the scene above, wherein the purple-swathed figure appears and speaks thus: "NOW BEHOLD THE ----- (fill in the correct color) FACE OF ETERNAL THARIZDUN!" With that, the figure vanishes in a flash of mauve fire, purple smoke shoots upwards, disappears, and before the viewers there stands the 10' tall figure of appropriate color. It grows before the eyes from a mere 10' giant to a 20' colossus. Then it speaks:

"MY COUNTENANCE IS TURNED UPON THOU, MORTAL. BE GLAD I KNOW THOU ART TOO PUNY TO BEHOLD IT. TO OBTAIN THE (STRENGTH/WISDOM/DEATH/KNOWLEDGE — fill in the correct one) THOU SEEKEST, YOU MUST FIRST DO THAT WHICH IS BID. LET IT BE KNOWN TO YOU, THEN SHALL THOU BE FAVORED!"

With that, the sequence returning the column to its original form commences.

If the answer does not fit either case, then the pillar will go through its transformation, but a four-part form will eventually be revealed, a form with four bodies, four heads, four colors. A four-toned voice will boom out:

"THARIZDUN IS NOT TO BE MOCKED! THARIZDUN BROOKS NO DISHONOR! FOOLISH UNBELIEVERS, BEAR NOW THE CURSE OF IMPENDING DOOM!"

Tentacles of colored light spring forth from the quadrate figure as it rotates to present first one aspect, then another to the viewers. One tendril of each color touches each individual, and as each lashing beam undulates and strikes, each feels a tiny tingling of **weakness** (black), **confusion** (green), **fear** (red), and **feeble-mindedness** (blue). Then, the four-toned voice speaks again, the pillar now returning to its former state: "SEEK FORGIVENESS BY FAITHFUL SERVICE, OR THE DOOM WHICH BRUSHED YOU WILL RETURN TENFOLD!"

The whole thing is nothing more than a complex **Permanant Programmed Illusion** of unusually powerful nature and clever work. Any player character not voicing strong disbelief will feel all four effects of the "Doom" anytime he participates in or witnesses any act which denegrates Tharizdun, his "property", or those who serve him. Only vocal disbelief and a successful saving throw versus magic will enable players to dispel the effects which will grow progressively until the individual is actually driven insane by the combination of the four sensations.

6. **STOREROOM:** The door hinges are greased, and the bar on the outside indicates that the area beyond is used — for what you are about to find out. Inside, it is obvious that the area is, in fact, nothing but a storage chamber. There are large barrels of salted meat, wine, and beer. There are also numbers of sacks and a few large boxes piled near the door.

**Treasure:** Everything here is either unfit for human consumption or merely bad-tasting. The boxes and sacks have nuts, meal, and like stuff all showing evidence of molestation — rats at least. Examination of the walls will show evidence of tunnels of large and small rats.

7. **JUMBLED ROOM:** Like the others hereabouts, the hinges and metal of the door show signs of care. Inside is a jumbled mess of kegs, bags, boxes, and so on. All show signs of gnawing, spillage, and general despoiling — rats and who knows what else. It is obvious that there is nothing of value here, but there is a door in the easternmost portion of the south wall. The mess on the floor near there shows small, human-like footprints.

**Treasure:** There is absolutely nothing of value in the room.

8. **SQUARE ROOM:** Like the other rooms you have seen thus far, this chamber is of basalt, well-worked and polished. It, as the others, probably served some other purpose than a storeroom for humanoid supplies at one time. This place is also a mess, the contents of its barrels, sacks, and crates spilled, scattered, and fouled. Atop one crate sit 2 small humanoids — possibly goblin imps, for they are too small to be mature goblins, and they are totally unarmed. Each has a small snare, one with a still-kicking rat in it.

**2 Boggarts:** AC -6; MV 18"; HD 6; h.p. 31, 28, 27; #AT 1; D2-12; SA 10' energy bolt every other round; **confusion**



spell by noise; SD **invisibility**, spell immunity, movement through solid objects. (See end of module form more information on this monster.)

Upon entry of the party, these boggarts will feign fear and surprise. They will clutch each other, whine, and one will speak in the common tongue stating that if the party will spare them they will give the humans their delicious rat! This should suffice to get a conversation going, where the party is seeking information as to who these goblins are, where they come from, and what else is to be found on the level. As soon as the party is well inside the room, the "goblins" backing into the far corner in "fear", these monsters will begin their attack. The three of them will begin to shout, bang on boxes and barrels, pound metal on the walls, etc. If they can keep this up for 2 rounds, then the party must save versus magic or be **confused**. As there are three boggarts, each character must save at -2 on the die.

Regardless of the outcome of the **confusion** spell, these monsters will attack by casting electrical bolts on the third round. Each will pick the character closest to him. Next round they will change to halfling form, cry out to be saved, and leap as if to hug the characters in joy, fear, or whatever. Of course, this is an attack by a monster of 6 hit dice, and success indicates 2-12 points of damage on the victim. On the next round the boggarts will again cast bolts, or touch, depending on the circumstances. They will take will-o-wisp form only to escape by passing through the south wall. They will become invisible only to complete their escape west, then north up the wide corridor.

**Treasure:** These monsters have only recently entered the dungeon from outside, working their way here because of the easy prey of rats to catch and devour. However, they have recently slain an ogre, and his bones are under the litter in the northwest corner of the room. With them is a +2 battle axe this creature thought guaranteed his safety.

9. **STOREROOM:** This place is filled with broken furniture and pieces of wood — limbs, logs, branches, sticks — all in a heap. The whole room is filled with this mess. It seems likely that the place is used to store firewood for the inhabitants above.

**Treasure:** There is nothing in the room, but if 6 turns are spent moving wood out of the place, the party will be able to see the door to the south and enter the room beyond.

10. **EMPTY ROOM:** This 20' square chamber has evidently not been used for years. There is dust covering its floor — but wait! A set of footprints runs from the southeast corner to the west wall. The tracks are small, broad, human-like. They start about 1' from the wall and end against the west surface.

**Treasure:** The room is empty. A boggart passed through the wall, took halfling-like form and walked to the opposite wall to see what was there. Again taking will-o-wisp form the creature found it was unable to go through the west surface and so floated south and out.

11. **STOREROOM:** The greased hinges of the great door and the heavy bar indicated that there was recent usage of this portal. Upon opening it, you have discovered a largish storage chamber filled with many barrels, crates, boxes, bales, and quite a number of crude weapons as well as some well-made ones. There is evidence of vermin here — gnawing, spillage, droppings — certainly rats.

**Treasure:** The food and drink stored here is not fit for human consumption, although quite palatable for humanoid such as norkers, gnolls and the like. The crude weapons are clubs, morning stars, spears, and the like favored by norkers and ogres. The materials are from raids upon various settlements and caravans. The weapons are those taken from patrols. There are only normal items here, although the party may find some of use. There will be several composite short bows, several score arrows, several light crossbows, about 100 bolts for them, a dozen spears, a few scimitars, and 1-4 other hand weapons typical of the area.

12. **ROUGH-HEWN CHAMBER:** This place appears to be about 30' wide and 50' long. There are heaps of rubbish and bones thrown into it. The place is evidently used as a garbage room by the inhabitants above. You see a few giant rats scuttle away into tunnels in the wall as your light shines over the nasty-smelling mess.

**2 Otyugh:** AC 3; MV 6"; HD 8, 6; h.p. 42, 34; #AT 3; D 1-8/1-8/2-5; SA disease; SD never surprised.

This is a mated pair, growing fat and ready to spawn on the magnificent fare delivered to them from above on a weekly basis by a strong "garbage and refuse detail" from above. They will not attack unless a creature comes near, for they are well-fed and content with things.

**Treasure:** To search this mess will take hours, be exhausting, and the filth is prone to cause disease. There is absolutely no treasure here.

13. **EMPTY CHAMBER:** This 30' square chamber was hewn from living rock many ages ago, and it has not seen use for decades from the look of it. There is evidence of fairly recent examination of the place, tracks in the dust and dirt from ogres and larger creatures, possibly giants.

**Treasure:** There is nothing in this place, as the mountain giant and his henchmen discovered some months ago.

**READ BEFORE PARTY ENTERS AREA — ENTRANCE IS DISGUISED BY MONSTER!**

14. **EMPTY CHAMBER:** This place contains nothing save a few bones — norker from the look of them. It has not been used for generations, and other than a 10' wide clear spot leading to the bones, there is thick dust everywhere.

**1 Stunjelly:** AC 8; MV 3"; HD 4; h.p. 23; #AT 1; D 2-8; SA paralyzation.

This monster lurks in the passageway making it appear that there is no corridor north. It will NOT attack unless a lone individual brings up the rear of the party, or a single individual passes. It will then strike without hesitation. If paralysis succeeds, the victim will make no sound at all, the 'jelly will drag the body into itself, and there will be no trace of what occurred except a vague, character-like shadow "on" the wall. The victim will automatically take 8 points damage per round inside the 'jelly, and when -1 or lower is reached, digestion has begun. As norkers have been the regular fare of this monster, it has no treasure.

**Treasure:** The chamber is bare and dirty. It holds nothing of value.

15. **OVAL POOL:** The oddly-shaped chamber you see has an oval pool some 30' across and about 20' broad. The

light glints on its surface; no telling how deep it is or what might lurk within. The floor is about 2' above the surface of the water, and there is a walkway around it some 12' or more wide near the entrance, narrowing to but 4' or so along the back side of the pool. There appears to be no egress from this chamber save the passage you stand in.

**1 Grell:** AC 4; MV 12"; HD 5; h.p. 34; #AT 11; D 10×1-4/1-6; SA tentacle hit causes paralysis; SD immune to electrical attack, paralysis.

This clever monster is lurking just above the arched entrance to the pool chamber. The ceiling in the room is fully 25', and the Roman arch of the entrance is but 15' high. Unless the first person entering looks up, the grell will always attack by surprise. If possible, it will wait until 3 victims are inside the room, then drop. The trio will each be lashed at by 3 tentacles, with a backwards lash with the 1 remaining "just in case". The beaked bite will be at any person nearest the creature.

Paralyzed characters struck while their back is to the grell have a 90% chance of pitching headlong into the pool.

Those struck while facing other than the water have only a 20% chance of falling in if paralysis takes them. Having lived on slim pickings of humanoids having to come to the pool to draw water for the forces above, this monster has become very hungry and will attack most viciously.

**The Pool:** Close inspection of the water shows it to be quite clear. The water is deep. (If measurement is possible, the party will find it is 40' to the bottom — silted and murky there, of course.) Vision of any sort is but 3' when below 30' of depth, and a body can be found only on a 1 in 6 chance per round of searching. This appears to be a cistern or well of some sort.

**Treasure:** There are humanoid bones in the layer of silt at the bottom of the pool. There is also a **decanter of endless water** there, seeping out about a pint of water per round through its partially opened stopper. (This was purposely commanded and placed where it is by a former servant of the Temple.)

16. **TORTURE CHAMBER:** This area was obviously once used to fell ends, for rusted and rotting instruments of torture litter the floor and stand in crumbling heaps along the walls. The iron maiden is red with oxide and eaten through, the rack a mere pile of rotted wood and metal rust. The place has not been used for many, many years.

**Treasure:** No treasure, or anything of any value, is here.

There is a west passage off the torture room, and you note that there are four doors along its 30' length — two on the south wall, one at the end, and one on the north wall.

**4 Ear Seekers** (per door!): AC 9; MV 1"; HD -; h.p. 1 each; #AT 1; D special; SA lay eggs which burrow inwards and kill host 90% of the time (4-24 hour hatching period).

Each door is infested with these insectoids, and any character attempting to listen at their rotted surface will be attacked by one ear seeker. They will feel it rush in, then later they will feel it crawl out (yech!). Unless a **cure disease** spell saves them, 9 in 10 are dead.

**Door A:** This opens to a cell about 8' square, with rusted chains on the wall. There appears to be nothing of value here.

**Door B:** As cell A., above, except that there are some bones beneath the chains.

**Door C:** As door to cell A., with a couple of normal rats seen scurrying to their holes.

**Door D:** This opens into a largish cell some 10' deep and 10' long, a sort of common pen. There are quite a few bones scattered around on the dirty floor.

**Treasure:** None of these rooms holds any treasure. The prisoners placed here were stripped of everything which was worth taking before being locked up.

17. **CRYPT:** The faint charnel reek which still lingers here proves that the place was used to bury the remains of people — probably servants of the Temple. Sealed niches along the four walls of this parallelogram show where the interments were made. No space is devoid of a sealing wall of black bricks. Six great sarcophagi are lined up in the center of the chamber, three per row. They are all of black stone. Some glitter with gold, others platinum. Jewels wink and glisten from sculpted visages atop each, gem "eyes" of red, orange, yellow, green, blue, violet. You can also see at least a dozen rather shapeless statues lining the walls of the place — human-sized, man-like forms of black stone, but without clearly defined limbs and with featureless heads. A statue twice as large stands at the head of each of the great burial vaults.

**1 Guardian Daemon:** AC 1; MV 9" HD 8; h.p. 64; # AT 3; D 1-12/1-12/1-6; SA breathe fire cone from 10' to 30', 10' wide at base, for 5-30 points of damage; SD +2 or better magic weapon to hit, immune to all fire and **charm, fear, hold, and sleep** magic.

This monstrous guardian has been commanded to remain here to protect the crypt from all intruders. It will be free of this command only when all the statues in the place are broken, or when its material form is slain. When any character sets foot in the crypt proper, a small face resembling a bulldog will seem to float out from the nearest statue. The eyes of this "dog" will peer sadly (but gleaming red) into those of the intruder. If one more person enters, or if another step is taken beyond the first, the floating bulldog-like face will suddenly swell into a 4' tall, broad-bodied creature with pointed ears, spiked ruff, huge fangs, and gorilla-like arms tipped by claws nearly six inches long. The suddenness of the transformation is such that the daemon is always given initiative on the first round of attack. It will fight the intruders until they, or it, are dead. If the party flees, the daemon will pursue for up to 108'. It will then return to its appointed place. It will not necessarily take station in the same statue. If the same intruders return to its chamber, the monster will attack them without warning, popping out of its statue and breathing fire.

**Treasure:** The gems set in these vaults are worth 5,000 g.p. each, except for the orange ones which are 10,000, i.e. 10 5,000 g.p. gems and 2 worth 10,000 each. The gold and platinum decorations and masks equal 12,000 g.p. weight and 3,000 g.p. weight respectively. Inside each sarcophagus are remains and a black flask. Each flask contains a potion of **longevity**, but the ages are 75% likely to have made the magic of the elixir work in reverse

to age the person quaffing it instead. These are the former high priests of the Temple, the only ones buried with wealth, and that is the entire wealth of the place. The other crypts contain nothing but dust and bones.

18. **CRYPT:** This long, rather narrow room shows walls with black-bricked niches where burials have taken place. There are no empty places. Although the floor is relatively clear of dust and dirt, it is unlikely that anyone has been here in many decades.

**Treasure:** These crypts contain no treasure whatsoever. Each niche has a few bone shards and dust in it, nothing more.

19. **CRYPT:** The north, east and south walls of this chamber show that square openings were carved into the rock and then closed fast with black bricks and mortar. It is obviously a burial chamber. The west wall has a faded painting of an inverted, two-stepped pyramid of purple hue. On one side of it is a shrouded black figure, on the other a black, many-rayed sun. Both of the black figures are merely outlined with silvery paint, now gray and lusterless with age. A lone bier stands in the center of the chamber. It is of black stone, and its lid is askew — something has disturbed it, recently from the tracks around it.

**1 Coffin Corpse:** AC 4 (wears tattered chainmail); MV 6"; HD 8; h.p. 33; #AT 2; D 1-6/1-6; SA double hit indicates a choke and victim will strangle in 3 more rounds; SD +1 or better weapon to hit; mind-affecting/influencing spells do not affect it; turned as **Special** by clerics (vs. Undead).

This unusually powerful coffin corpse is the remains of the last High Priest of the Temple, Wongas by name. Unable to place himself in the chief crypt, not being able to get past the guardian there, he had his vault placed in this chamber. Before he could begin proper decoration of the sarcophagus, however, the last of the lesser priests and servants deserted the Temple. Eventually, Wongas stalked to his tomb alone, full of rage and hate and shame. The High Priest made his own corpse into a monster by force of hate and displeasure. The resulting coffin corpse is thus far stronger than that normally encountered. It will instantly attack anyone foolish enough to come within 3' of the bier. If struck by normal weapons, the thing will seem to be affected (keep a side record of such hits). When total damage, real and imagined by the party reaches 33, the monster will fall. As soon as another creature comes within 3', or the party fails to watch it, the thing will rise and attack again.

**Treasure:** Inside the casket is a footman's mace. The weapon is +2. It is the only possession Wongas took with him in the end.

20. **CRYPT:** This chamber appears to be a burial place. There are many square openings in the walls. Each such niche is some 2½' square. They honeycomb the surfaces from floor level to the ceiling of the place nearly 20' above. Most are sealed with ebon-hued bricks, but a few are torn open with bricks, some splintered bones, and bits of wrapping cloth scattered and strewn about. Whether this was the work of grave robbers or ghouls can't be told from the evidence. There seems to be nothing else in the chamber.

**Treasure:** There is nothing of worth in the chamber or in any of the many niches.

21. **SHRINE:** The passageway divides to pass east and west of a huge ovoid pillar spanning from floor to ceiling. This column is more than 10' thick and slightly longer than 20'. In the exact center of its (east/west) face is a recess. In this alcove is a black statue of a shrouded, man-like figure. Water seeps down the face of the figure, running drop by drop as if they were tears, coursing along the chest to a trough made by the arms, and then into a bowl. The water has left a slight deposit of reddish mineral over the years. The basin is filled, and a steady drip from it falls on the statue's feet, seeping away to who knows where. At the feet of the figure is another small statue, a spherical shape with many ray-like projections from it. This statue has a hollow place atop it which resembles a small bowl or dish. There are green and black objects in the dish.

This shrine radiates a faint aura of evil and magic intermixed. The objects in the dish are tarnished silver pieces and corroded bronze and copper coins. The water in the bowl is at least semi-sacred to Tharizdun — or his memory. Any person touching it will feel a tingling. If that person does not devote himself or herself to Tharizdun then and there (or has done so already possibly) then the effects of the fluid will be baneful. All "to hit" and saving throws will be at -1, as will damage inflicted by the character, and all attacks and damage upon the character will be at +1 for that number of turns thereafter as the individual spent in rounds touching the Black Water of Tharizdun without wiping it off — tasting counting as three turns of touching. If some of the water is actually collected and kept, the individual so doing will feel the baneful effects until it is disposed of. (Note that if a person attuned to Tharizdun through touching of the chapel wall or railing touches or tastes this fluid, he or she will feel refreshed and reassured. The name "Tharizdun" will float in the subconscious mind more firmly. Up to 3 hit points of damage will be restored by touching the water, twice that by tasting it, but no more than 6 can be restored in one day by this means. Tossing coins into the offering also mitigates the baneful effect. One round of ill effect is removed for every gold piece offered.

(Note that the magic of the column extends beyond the two shrines. The pillar can not be affected by weapons or magic. No power can see through it, short of that by or actually of a deity. Thus, the fact that a shaft runs from far above to a place far below will not be known to the adventurers unless they have discovered the secret for themselves above and explored the place.)

22. **DIAMOND COLUMN:** This great pillar of ebony stone is in diamond or lozenge shape. Its four faces are carved in bold relief, each depicting a male figure of some sort. Those facing southwards are shown robed and cowed. Those to the north in plate mail, with strange helm and great halberd. The wall of the passage on either side of this column is hewn into a "V" shape — as if to allow easy passage past the pillar, or perhaps to accent one edge of it?

**2 Caryatid Columns:** AC -2 (armor worn); MV 6"; HD 5; h.p. 2 × 25; #AT 1; D 1-10 (halberd); SA **darkness** cast in 5' radius of each as soon as they activate (does not affect their "sight"); SD normal weapons cause one-half damage, magic weapons gain no magical plusses.

These golem-like things guard against entry from the north by any human. They are inactive unless they note a human or similar (ogres, for instance, are too dissimilar

to activate) creature passing southwards towards them. 10' before the column, each caryatid will step out and attack. Also unlike other caryatids, these will break weapons on a base of 35%, thus a +1 breaks 30% of the time, +2 25%, etc.

**Treasure:** These constructs have no treasure nor do they guard anything save the entry to the dungeons.

23. **VAST CAVERN:** You are on the verge of a large, natural cavern. From the echoes you hear, it seems likely that it is a place of over 5,000 square feet and at least 40 high. The walls to east and west fade out of sight, but seem to slope gently northwards. The floor where you stand is quite smooth, and it is easy to see that some work was done here to make it level. There are a couple of broken stones just a few feet from where you stand.

**Note:** If the mountain giant and his bodyguards have retreated to this area, the party will receive three boulders — one from due north (about 24.), one from northwest, and one from west northwest (Groorg, being nearest the escape passage). Each rock will be at +4 hit probability, but once the party moves around, they will confuse the giants and probability will return to normal. See LOWER LEVEL, 8., for details of actions by Groorg in this case.

24. **CENTER:** Proceeding to the middle of the cavern, you are able to determine that it is about 180' long and almost half as wide. The floor has been worked to make it more level — as if traffic through this area was once common. What you took to be a large stalagmite here is actually another of the familiar figures of black stone, this one glazed with mineral deposits from the dripping ceiling of the cavern.

(If any of the party members touches the figure, the whole place will grow instantly dark — completely black. Even magic swords will not shed illumination. After one segment of this, each character will begin to be able to "see" in the total blackness. There will be shades of black! Lustrous black, dull black, deep ebony and pale jet. Rays of black radiance will illuminate the whole cavern, seeming to wash outwards from the statue in waves of rolling black light. The person unused to such a phenomenon (all of the characters in all probability) will be too stunned to act quickly, but they will be able to "see" any opponents — such as giants, for instance — lurking in the western end of the place. In any event, the effect will last only a segment, then blackness will return normally for yet a segment. Then light sources will again work. The statue will not function again in such manner for 3 days. It radiates an uncertain but powerful form of magic.)

**Treasure:** There is no treasure here or elsewhere in the general section of the cavern.

25. **BONE PILES:** Stacks of bones lie here. Skulls are piled against the east and west walls, other bones are criss-crossed and interwoven in large heaps. There are human, humanoid, demi-humans bones, as well as bones of many sorts of animals and monsters stacked rather neatly in piles. There are so many bones here that they actually take up almost half of the space in this small portion of the cavern. All of the calcareous white pieces are clean and well-gnawed.

**2 Meazels:** AC 3 (chainmail clad); MV 12"; HD 4; h.p. 32; 28; #AT 2; D 3-8/3-8 (short swords +2 due to strength) and 2-5/2-5 (daggers +1 due to strength); SA 4th level thief abilities, attack from behind with garrote (killing in 2 rounds thereafter).

As most creatures must, meazels occasionally mate in order to propagate their dreadful kind. This pair is very old, clever, large, tough, and successful. They lair in a low-roofed fissure in the southwestern portion of the area. The 3' high entrance to this place is masked by a boulder. Whenever they hear anything approaching, or if light is detected, both creep silently out of their den and climb to a ledge some 15' above. This ledge runs from the spot above their lair eastwards for 20' or more, then northeast along the cavern wall for another 20'. It is about 4' wide, so they can easily move along it or crouch down so as to avoid being seen. Whenever opportunity presents, they will creep down from the ledge behind the party and attack silently from behind. Each has padded and greased their mail so as to avoid noise. Each carries weapons too, just as their prey and foes typically do. While they prefer to strangle their food, these monsters will hack it to pieces if necessary.

**Treasure:** A search amongst the bones will reveal 1-4 base 10 g.p. gems per turn of searching per person. No more than 40 such gems can be so discovered. In the small fissure lair they have secreted many bags of coins, 201 - 300 in a large sack, 51 - 100 in a small one: 3 large sacks b.p., 2 large sack c.p., 1 large sack s.p., 1 large sack g.p., 1 small sack b.p., 5 small sacks c.p., 3 small sacks s.p., 2 small sacks e.p., 1 small sack g.p., 1 small sack p.p.

• bronze pieces are accepted at rate of 4 b.p. to 1 c.p.

26. **SMALL CAVE:** This adjunct to the larger cavern to the east is unremarkable, save for the fact that it has a 5' wide passage leading roughly westwards from it. A faint breeze blows out from this passage.

(In the event that Groorg makes a stand here, there will be a few boulders piled just outside the area. If he does not make it here, there will be over a dozen of these rocks visible to the party.)

27. The passage begins to widen a bit and slants slightly downwards. After several hundred feet of travel you note that the air smells fresh, and has an odor of growing things. A few steps more you round a bend in the passage and step out onto a mountain meadow, a cup-like place a hundred yards wide and twice as long. An animal track leads southwards, and before long you are certain that you can be back atop the Temple mountain or on your way to Gnome Vale or elsewhere.

## THE UNDERTEMPLE

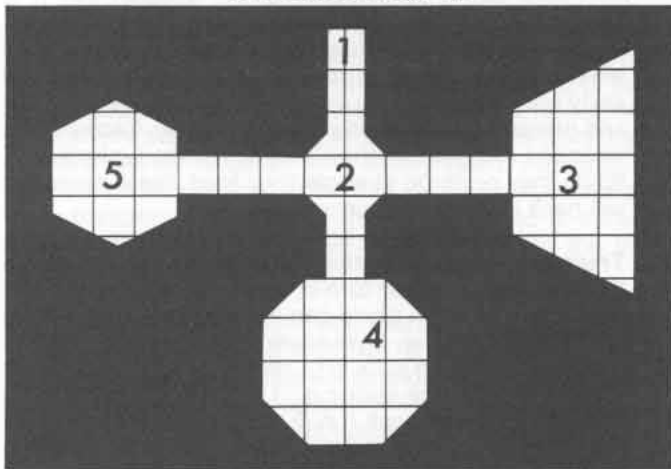
You dare all and begin to clamber down the shaft you have discovered in the secret room. (Check for weak rungs! See INSET AREA, LOWER LEVEL for details.) After what seems an endless climb you notice the air growing colder and your light sources dimmer . . .

1. **SHAFT TERMINUS:** At last you are at the bottom of the shaft. There is a low passage leading south, so there isn't much trouble deciding where to go. You are disturbed to

note that your light sources seem very poor now, with only about one-half the illumination that they shed above. It isn't the air, for even magical daggers and swords give off but dim light.

(There is no way to correct lighting, for even **continual light** seems dim. If freshly cast, the spell will seem to be normal, but after a segment or two the radiance begins to grow brownish around the edges and the sphere seems to contract to about half normal diameter. Vision is uncertain, forms shadowy. If the iron torches and special cones are used, they will provide good, bright light only in area 4. In all other areas they will shed illumination in a 5' radius, nothing more.)

### THE UNDERTEMPLE



2. **SMALL CHAMBER:** You have come but 40' south down the passage. The 10' wide walls of rough, black volcanic stone widen here where four passages meet. The ceiling, only about 12' high in the passage, is domed here to a height of about 20'. As you enter this area, there is a strange iron gonging, and then all is silent again, but you all feel something strange. Before you the walls seem to waver and turn purple. A voice of incredible basso-sort speaks out of nowhere:

"LOOK ABOVE YOU TO KNOW YOUR FATE."

You cannot resist an upward glance. The ceiling is of transparent, seemingly infinite purple. Swimming through this universe of violet hue are glowing black runes. In a moment you can understand them:

"Those whom I find unfit I place on my left," say the first set.

The next set states: "Those who succeed I place on my right."

Lastly: "The chosen may come before ME!"

The ceiling quickly fades to black, and all is normal — if there is such a thing in this place — once again.

3. **TRAPEZOIDAL CHAMBER:** The poor light allows you to determine little of this place, but you can see gleaming metal to the east. There appear to be suits of armor there, some fallen, others still on their stands. Likewise there are shields of archaic type hung on the walls. Perhaps those are shelves too, with books and other items lined up on them. The light is too poor to tell for sure at any distance.

- 1 **Shadow Demon:** AC 1 (poor light conditions); MV 12" — leap 30', run 18' for 1 round; HD 7+3; h.p. 53; #AT 3; D 1-6/1-6/1-8; SA 2 extra attacks for 1-6/1-6 when leaping, surprises foe 90% of the time, spell casting (**Darkness, Fear 30' R., Magic Jar**) once each; SD ½ damage from all weapons (due to light, +1 or better weapon to hit, immune to all spells and magic save **light, continual light**, etc.).

This monster has been here for generations, and it is most disturbed about it. It can hardly wait to vent its fury upon whatever creature is foolish enough to enter the chamber in which it is imprisoned. Upon sight of the light of the party, the shadow demon will skulk along the walls, awaiting its chance to get between the adventurers and the exit from the place. Once there, it will attack. Whether from behind or before, the creature will leap upon its chosen victim, raking with its talons and biting fiercely. It will continue to so attack unless the opponents are too strong. In the latter case, the shadow demon will use **darkness** and **fear** (in that order) to protect itself and then scatter the party. If a very powerful magic-user is present, the monster will use a nearby brass amulet as its "jar" and use **magic jar** to attempt to take over such an opponent. The demon will certainly fight to the end, for it has no desire to remain forever in this forsaken place.

**Treasure:** Despite the first appearance, and the fact that there are many items of the sort which could be of value, the chamber contains nothing of value, no treasure, no magic, nothing worth taking. The books are crumbling and of no interest, the boxes and jars and urns are of cheap wood, brass, or pottery. The armor is of ancient sort, and the metal is soft and easily pierced by hardened steel. The shields are rotting and of no worth. There is one item on the person of the shadow demon which it could not destroy and so guarded. It is a **wand of light** safe in a metal case.

4. **OCTAGONAL CHAMBER:** This place is over 40' across and about as high. The rough igneous rock from which the chamber was hewn is featureless except for inlaid stone symbols on each wall surface save the north where the passage enters. The symbols are the familiar two-step pyramid, reversed.

(Touching one of these symbols will cause a 10' radius circle in the exact center of the chamber floor to turn a translucent, faintly glowing purple color. At this time the iron horn must be sounded. Next round the floor returns to its dead black condition, and sounding the horn will only make noise.)

(If the party has the horn, and one blows it while the floor glows, then read the following to them:)

Upon sounding the horn you see the glowing floor brighten and begin to pulse. The dark, translucent purple grows brighter, lighter, transparent. It seems to rise slowly in a column, and around it is a curtain of gray vapors, like-wise rising slowly towards the ceiling of the chamber. The room is growing frigid! (If the characters have not donned the black robes and hoods, or if they don't do so now, they will begin taking cold damage at the rate of 1-4 points per round, rolling once for the entire party.) Now you see a black pillar rising in the heart of the glowing, 20' diameter beam of purple. As this black shaft touches the ceiling, the gray vapors thicken and make vision of the whole obscure.

(The characters must now light the incense in the thuribles and begin to swing them; they must also light the torches' cones. The incense from the thuribles will dissolve the gray vapors, much as a **passwall** spell allows passage through stone. Then, by advancing and swinging them so as to cause the smoke to stream outwards, the purple light will seem to fade and an archway become evident. The party must pass through this archway and down the "steps" of deep lilac, which they can see, being careful not to touch the core of black. Descent leads them to **The Black Cyst**. The portal will last for 3 hours, then it will disappear. It can NOT be invoked from within the lowest area. Time is important, so keep track of it! Damage accruing to characters, other than that from cold, is:

Touching gray vapors	—	covered by black robe	1-6 points
	—	not covered	2-12 points
Touching purple shaft	—	covered by black robe	3-12 points
	—	not covered	6-24 points
Touching black central core	—		save vs. magic or disintegrated

5. **HEXAGONAL CHAMBER:** This place has five strange formations in it. Each appears similar to a small tree, its trunk of shiny black near the base but then becoming a shade of color as it grows upwards, until finally branches, twigs, and leaves are of brighter hue. From left to right you see:

opalescent black tree	(fighter class only)
deep green tree	(cleric class only)
metallic crimson tree	(thief class only)
indigo blue tree	(magic-user class only)
smoky purple tree	(any other class, or any others)

Each tree has globular fruit-like growths hanging from its branches. Although the trees themselves vary in color as described, the fruit of each is the same lustrous black.

(If a character of the *correct* class goes to the tree of the color appropriate to his or her profession and picks one of the fruits from the tree, it will shatter in his or her hand. The character *must* make a system shock saving throw. If it fails, the character turns to black ash in a blaze of cold, colorless fire—forever gone. If it succeeds, the character gains 1 full point of strength (fighters), wisdom (clerics), dexterity (thieves), or intelligence (magic-users). The full point does not make an individual a 19/50 strength rating, for example, just plain 19. If this is tried a second time, the system shock roll must again be made, and if successful the character loses 2 points. A third attempt will reverse system shock probabilities and take away 4 points. A fourth will instantly slay the fool trying it. If a character of the wrong class attempts to take a fruit from a tree, he or she will take 3-30 points of damage and have to make a system shock saving throw besides in order to avoid death as described above. A second try with a wrong color tree will certainly slay the character, delivering another 3-30 hit points and reversing system shock probabilities. If this is somehow survived, and a third wrong fruit is picked, death is automatic. Only the fruit of the purple tree can be picked by any character class. Any character not already having picked a fruit may pluck one from the purple tree. The character will notice that some of the fruits appear large and robust,

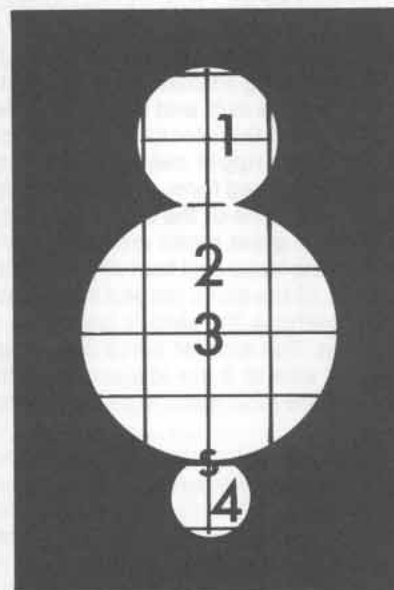
others most lustrous and appealing. If the former is picked, 1 full point of constitution is gained. If the latter is taken, then 1 full point of charisma is gained, no system shock saving throw necessary. However, if a second attempt is made, or if a character who has already picked a fruit from another tree tries to pick one from the purple tree, a reverse system shock saving throw is necessary, and 1 point is lost from *each* category of attribute. A third try is always fatal.)

(It must be stressed that time will not alter the ill effects of picking multiple or wrong fruits. An hour, a day, a decade makes no difference. This is a once-in-a-lifetime opportunity!)

## THE BLACK CYST

You have dared all and descended the spiralling purple steps formed by the strange column of gray smoke, lilac light, and jet black. This swirling, pulsing column of radiation has opened a means of entrance to somewhere far beneath the surface of the earth — or perhaps to some place not of this earth. All of you feel the press of time, a sense of urgency. How long will this strange gate remain open? You all hope not to learn the hard way as you hurry down a seemingly endless flight of "steps" made of the purple radiance. Ten minutes seems more like ten hours, but at last you have come to what must be your final goal, for the stairs of light give way to more mundane ones of black stone . . .

### THE BLACK CYST



1. You are now descending steps cut into the sides of a circular chamber only 20' across — just the diameter of the pillar of radiance you descended through. As you look up, the pillar stretches far above you. So far you have a way of return! You note that the walls, steps, and the floor of this place are of needle-sharp mineral. To touch it will be to inflict many wounds upon the member so doing. To brush against it with your robes will be to risk shredding these protective garments. You must be careful! There is an opening about 12' wide in the south wall. You see space beyond, and you head for it.

(This place is COLD. Exposed flesh immediately takes 2-12 points of damage, 3-18 if it also touches metal (such as a sword or the like). Torches must likewise be clasped

by means of the robe sleeve covering the hand, although the heat of their burning cones helps to keep the adventurers from suffering more than chilblains. The incense in the thuribles isn't needed now, but it will be to get back up the purple column. Remember, incense burns for 3 turns/ball and torch cones burn for 6 turns each. In this place, *only* the torches give off any light. All other sources of illumination and/or heat are barely glowing! If the party stays in the area for more than 6 turns, they will begin to feel very cold and take 1-4 points of damage per turn from this cold — a gentle reminder to get out. If without torches to warm the air around them, damage will be 1-4 points per round, not turn.)

2. **THE CYST:** As you enter this hemispherical chamber of some 40' diameter, the name of the place comes unbidden to your minds. It is called the cyst, The Black Cyst. From where you stand near the entrance, your iron torches cast only a faint light to where some form lies near the center of the place. This shape is so black that it is absolutely lightless, and it seems to absorb all the radiance from your torches. As was true in the entry chamber, so too here; all is needle-rock.

(If by some chance a player allows his or her character to contact this stone subjecting his or her robe to its cutting qualities, the robe will take from 1-6 points of damage. The character wearing that robe will, in turn, take that many points of cold damage per turn he is in the Cyst area.)

3. **THE FORM ON THE BLOCK:** In the center of the room there is a stone block. It is about 12' long, 4' high, and 6' wide. On it rests a shape wrapped in black haze. Under the haze is something so black that all light is lost to it. The eyes hurt to look at it, and the gaze avoids doing so. As you move around this block of needle-rock you notice that an occasional ripple seems to pass through the lightless, haze-swathed form. Is it stirring? You can't be sure. On the other side of the block you note devices of black metal. Two great metal cressets, each with three arms, stand at the head and foot of the block. There is a step-like block of the same jagged stone set against the main part — perhaps the step is part of it, for you can detect no seam. The smaller piece is 4' long, 3' wide, 2' high. To either side of it are low stands with three cup-like extensions. Beyond this, the place is bare and empty.

(Close examination of the cressets will reveal that each is meant to hold three of the torch cones. Likewise, if the stands are examined closely, it will be seen that they will hold three balls of incense each. Lastly, if the ends of the step are examined, it will be seen that each has a triangular opening, the point of the triangle pointing downwards.)

(The horn must again be sounded — but only after the mouthpiece has been warmed in a torch cone for 1 round, otherwise cold/metal damage will be taken (3-18 points). When the blast sounds, the whole place will tremble, and the secret door to the south which allows entry to area 4. will sink downwards for 6 rounds. It will rise automatically on the seventh round, and the horn must again be sounded to reopen the portal. A second horn sounding will make the cyst tremble violently, throwing characters to the floor. Those not saving versus magic will have torn their robes.)

You have looked at everything, considered everything, and there is only one answer which seems plausible to you. The time has come to use the strange Iron Horn of Tharizdun once again!

4. **SECRET ROOM:** When the reverberations cease and the trembling of the Cyst subsides, you are astonished to note that there is now a broad doorway in the south wall where before there was nothing but stone. You step near and peer into the place beyond. There you see a small chamber of about 10' diameter. There are two large chests of the now-familiar black metal. The glyphs stating Tharizdun's name are upon each, and they appear seamless. Nothing else is in this circular space.

(Only by speaking the name "Tharizdun" will these containers open to reveal their contents. In the one to the left are 60 balls of incense and a piece of black metal, 3' long, with a triangular end. The other holds 30 torch cones and a like metal bar. Cones and incense must be placed properly and set alight by the burning torch cones of the party. Then the two keys may be used to fit into the step. Only these two keys will trigger it to move. They will do so only if the light is correct and the incense burning.)

**Treasure:** By inserting and turning the key bars you have found you have caused the smaller step to move into the block. Beneath is an opening in which three things rest:

1. A long tube of black metal.
2. A small box of the same black metal.
3. A bag of metallic, black cloth.

(These items are freezing COLD. They can not be touched except through the black cloth of the special robes. It might be difficult to carry them along with the rest of the paraphernalia needed to exist here — that is the problem of the party and up to your adjudication. The long tube of black metal contains a **wand of force**. (This item is explained in the section at the end of the module.) The small box is covered with three score needle traps which are triggered by body heat — here in the cold they do not function. Each needle is poisoned. Inside the box are the legendary 333 Gems of Tharizdun... unfortunately only 2-8 of them will be 5,000 or BETTER (no devaluation possible with these gems). The remainder will be nothing more than largish gems of base 50 g.p. value. The box has value, however. Describe it as a stone coffer with small, square legs which hold it about one inch above the surface upon which it rests. The left rear leg of the box is a **cube of force** which can be detached by simply casting a **dispel magic** on the box. The bag of metallic cloth is tied fast with black metal wire. It can be opened with care despite the cold, if the party desires to do so while in the Cyst. Inside is a book bound in black, scaly hide. Its pages are all of black, and the sigils and glyphs inside are inscribed in silver. If anyone other than a cleric of Tharizdun opens and attempts to decipher it, he or she will, with the aid of a **read magic** spell, be able to understand that it is titled LAMENT FOR LOST THARIZDUN before their mind goes blank for 2-12 rounds and they take 3-30 points of damage. What this tome is, says, and does is the subject of some later revelation. If the party wishes to dispose of the work, some sage or savant will gladly pay them 33,000 gold pieces for it and its bag.)

THUS ENDS THE ADVENTURE IN THE FORGOTTEN TEMPLE OF THARIZDUN

**Special Note:** I wish to thank Rob Kuntz for inspiration regarding the subject material of this scenario. Thanks too to the original group of players: Luke Gyax, Mike Olson, Sonny Savage, Richard Kuntz, and (of course) Mitch Preston!

## ANNIS

FREQUENCY: Very rare  
NO. APPEARING: 1-3  
ARMOR CLASS: 0  
MOVE: 15"  
HIT DICE: 7 +3-12  
% IN LAIR: 20%  
TREASURE TYPE: D  
NO. OF ATTACKS: 3  
DAMAGE/ATTACK: 2-9/2-9/3-9  
SPECIAL ATTACKS: Grappling (see below)  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 100% vs. **illusion/phantasm** magic only  
INTELLIGENCE: Low-exceptional  
ALIGNMENT: Chaotic Evil  
SIZE: L (7½-8' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil/nil  
LEVEL/X.P. VALUE: VII/1,300 +10/h.p.

The race of annis (singular and plural) are relatives of the **night hags** of the Lower Planes. Their appearance is similar to night hags, but annis are larger and more physically powerful. Annis dwell naturally upon the Prime Material Plane. These giantesses are particularly fond of tender flesh from young humans, although they will devour even so rank a beast as a stench kow, so voracious is their appetite. It is common for annis to dwell singly or in a small group but these creatures have been known to cooperate with such monsters as ogres, trolls, evil giants, and the like for reasons of safety or better provisions; and, occasional communities of this nature have been encountered.

An annis typically attacks with her iron-like talons and teeth, inflicting horrible wounds in this manner. As the strength of an annis is equal to a hill giant (19), they also tend to grapple with an opponent. If one succeeds in hitting with all three of her attacks during the same round, the annis has grappled her opponent after inflicting damage, and the opponent is held fast. Next round all attacks of the annis grappling its opponent are automatic hits, unless the opponent is stronger, the annis is slain, or the victim has some means of magical escape (such as becoming **ethereal**, **dimension dooring**, etc.). Otherwise, the annis will continue to hold her grip and deliver damage by raking talons and gnawing fangs until the opponent is slain.

In addition to normal attacks, an annis has the spell-like ability of casting a fog cloud at an opponent. This will be done to confuse resistance or delay attack by a superior foe. Defensively, an annis has the spell-like power of **change self**, so one can appear as a large human, ogre, etc. Such powers are usable one at a time, one per round, twice per day. They are cast at 8th level for purposes of determination of spell range, duration, etc.

Due to the iron-hard skin of an annis, treat the monster as if she were clad in plate mail for purpose of adjusting weapons versus armor type for "to hit" rolls. In any event, edged weapons will do -1 damage, blunt ones +1, when striking an annis. (Consider flails and morning stars as blunt weapons.)

Annis have normal infravision but superior hearing and sense of smell. They speak their own language, ogrish, common giant, and a smattering of the common tongue. Some of the most intelligent are able to speak various humanoid languages in addition, and have a better fluency in common.



**Description:** An annis is a deep blue color, quite similar in complexion and visage to a night hag. Likewise, hair, teeth, and nails are glossy black. The eye of an annis are usually dull, however, being greenish or yellow instead of the red of their night hag cousins. The tall body is thin, muscular, and wiry. The arms and legs are long and quick. Their garb is not dissimilar to that of a peasant woman, but it will usually be more tattered, ragged, and filth covered.

## BOGGART

FREQUENCY: Rare  
NO. APPEARING: 2-5  
ARMOR CLASS: -6  
MOVE: 18"  
HIT DICE: 6  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 2-12  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Very-exceptional  
ALIGNMENT: Chaotic Evil  
SIZE: S(2'+ in human-like form)  
PSIONIC ABILITY: Nil  
Attack/Defense: Nil/nil  
LEVEL/X.P. VALUE: VI/625 +6/h.p.

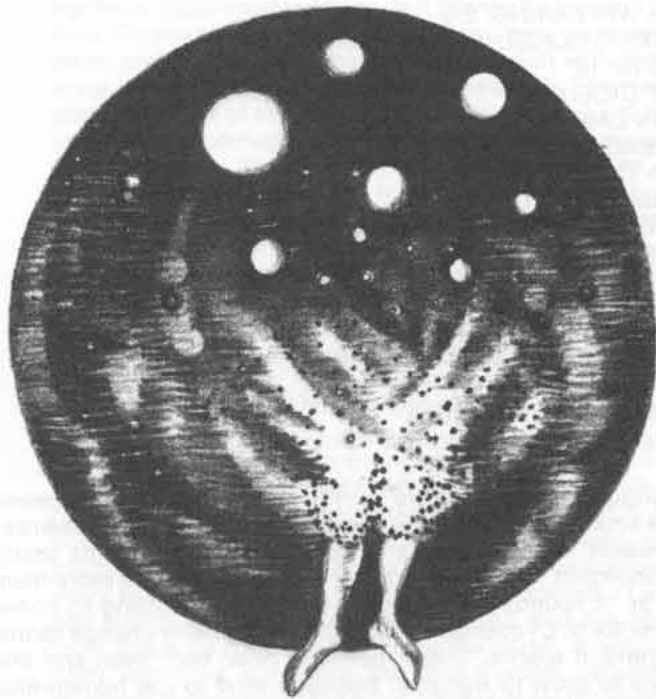
A boggart is the immature form of a will-o-wisp. One appears as a small demi-human, humanoid, or will-o-wisp as it desires. However, while a boggart has more forms than its adult counterpart, it can retain one of these forms for no more than 10 or 12 rounds before losing control and shifting to some other form. Of course, a boggart can purposely change forms anytime it wishes. These monsters need both flesh and life force to grow to maturity. Boggarts tend to use human-like forms to lure adults of that sort. They often use demi-human form to attract larger creatures which would relish eating such a small and tasty morsel. Once trapped or ambushed, the adult or would-be predator becomes the prey of the boggart. The monster devours the victim's life force as it dies as well as victim's physical body.



The boggart attacks by touch, delivering 2-12 points of damage from electrical energy. It can also discharge a bolt of this energy every other round, sending the discharge up to 10'. However, the opponent so attacked is entitled to a saving throw versus magic, and if it succeeds, the victim suffers only half normal damage (1-6 hit points). The most devious attack of a boggart is by **confusion**. This a boggart can create (cast) once per day by making noise — yelling, screaming, shouting, whistling, banging, pounding, thumping — for two consecutive rounds. All creatures within a 30' radius of this noise will be affected if they can hear it clearly, and even covering the ears will not help to be unaffected. Such creatures must save versus magic or be confused for 7-12 melee rounds. Only a successful attack on a boggart casting a **confusion** will cause it to stop its noise prior to completion. If more than 1 boggart is making the noise, then all must be stopped in order to foil the **confusion**. Saves versus such a multiple casting are made at -1 for each boggart completing 2 rounds of continuous noise.

A boggart can also become **invisible** for up to 12 rounds; and this is possible in any form the creature is in at the time it chooses to become **invisible**. Note that invisibility will not be broken because of making noise, so an **invisible** boggart can create a horrific racket. Just as with a will-o-wisp, any weapon will damage the immature form. However, all spells save **magic missile**, **maze**, and **protection from evil** are useless versus a boggart. When reduced to 5 or fewer hit points, a boggart will use all of its wit and devices to escape further combat. This escape is usually accomplished by becoming invisible and running away or floating in will-o-wisp form over some ground impassable to the monster's enemies.

Boggarts have the ability to use a limited form of ESP to understand and speak all languages, although such speech will be very basic and limited. When in glowing will-o-wisp form, they can pass through solid, non-living objects, even stone walls, up to 2' thick. Metals are impassable to them, for they ground out the electrical energy of the creatures. Boggarts have normal infravision in man-like form.



**Description:** In demi-human guise, a boggart typically appears as a small halfling or young gnome. In humanoid form, the creature usually takes the shape of a goblin imp, young xuart, or norker neut. As a will-o-wisp, a boggart is smaller and brighter than it's mature form.

**WAND OF FORCE:** Although it is rumored that the concept of such a wand has taken many forms, the one which has been popularized, so to speak, is a tri-functional device. Only the use of the third function requires considerable operator knowledge. Primarily, a **wand of force** enables the wielder to cause a shaft of nearly invisible, blue-white energy to spring forth from its tip. This shaft extends 4' and is equal in effect to a +5 sword (bastard) with respect to both hit probability and damage inflicted. It cuts stone at 5 inches per cut, metal at .05 inches per cut. This usage expends 1 charge per turn. Secondly, a **wand of force** can be employed to create a **wall of force** duplicating the fifth level magic-user spell of the same name (q.v.) as if cast by a 10th level magic-user. This function expends 1 charge per force wall created, and a single usage per round is possible. Thirdly, a **wand of force** can be employed to create a nearly invisible plane of energy which performs exactly as if it had been created by casting of a **Bigby's Forceful Hand** spell (q.v.). The wand user must actually be a magic-user in order to activate this function and, regardless of his or her level, one of the various **Bigby's Hand/Fist** spells must be recorded for study (not necessarily for casting) in the spell books of the wand wielder. Use of the third function expends one-half of a charge every round. Fighters of all types are able to utilize the primary and secondary functions of the wand. In addition to its normal means of being recharged by a magic-user, the device can also draw sufficient energy to regain a single charge by being touched to any of the following:

BIGBY'S HAND/FIST manifestations  
MORDENKAINEN'S SWORD manifestation  
WALL OF FORCE

Touching with the wand acts as if a **disintegrate** spell were cast, destroying the spell/manifestation instantly and drawing power equal to one charge into the wand.

X.P. VALUE: 3,000

G.P. SALE VALUE: 30,000

**BEADS OF FORCE:** These small black spheres might be mistaken for some common bead, a marble, or perhaps an unusually black but lusterless pearl. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 3" distance. Upon impact, the bead will send forth a burst of force which will inflict 5-20 hit points of damage upon all creatures within a 10' radius of its burst. Those saving will take full damage, but the force will have thrown them back. Those failing to save versus magic will immediately be encapsulated after taking damage. The force will form a sphere around these victims (even those of large size) and they will be unable to escape except by the same means by which a **wall of force** is brought down. The effect wears out in 3-12 rounds. From 5-8 of these beads are usually found.

X.P. VALUE 200 each


GP SALE VALUE: 1,000 each

#### CREDITS

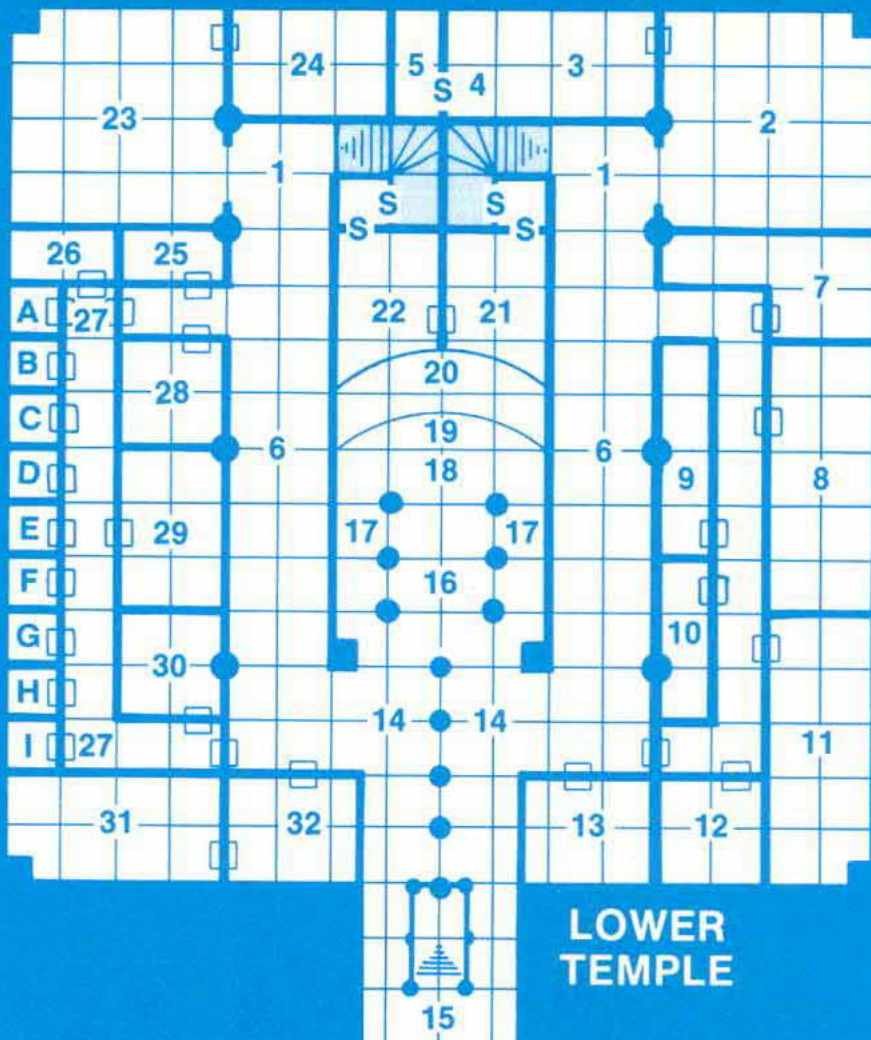
**MODULE DESIGN:** E. Gary Gygax  
**EDITING:** Andrea Olson-Barnas  
**ART:** Karen Nelson  
**GRAPHICS:** Eric Nelson Shook  
**LAYOUT:** Ruth Hodges  
**KEYLINE:** Linda Bakk  
**PLAYTESTERS:** Luke Gygax, David Kuntz, Richard Kuntz, Mike Olson, Sonny Savage  
**AND SPECIAL THANKS TO:** Robert Kuntz

# MAP #4

## KEY

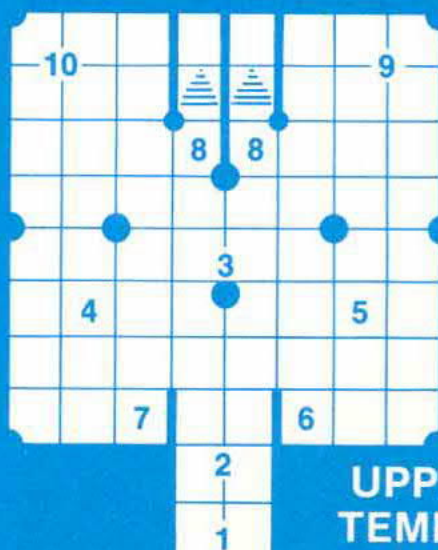
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-  DOOR
-  STAIRS
-  PILLAR
-  PILASTER
-  SECRET DOOR

1 SQ. = 10'



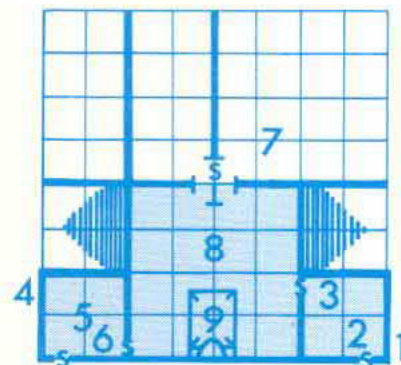
LOWER TEMPLE

15



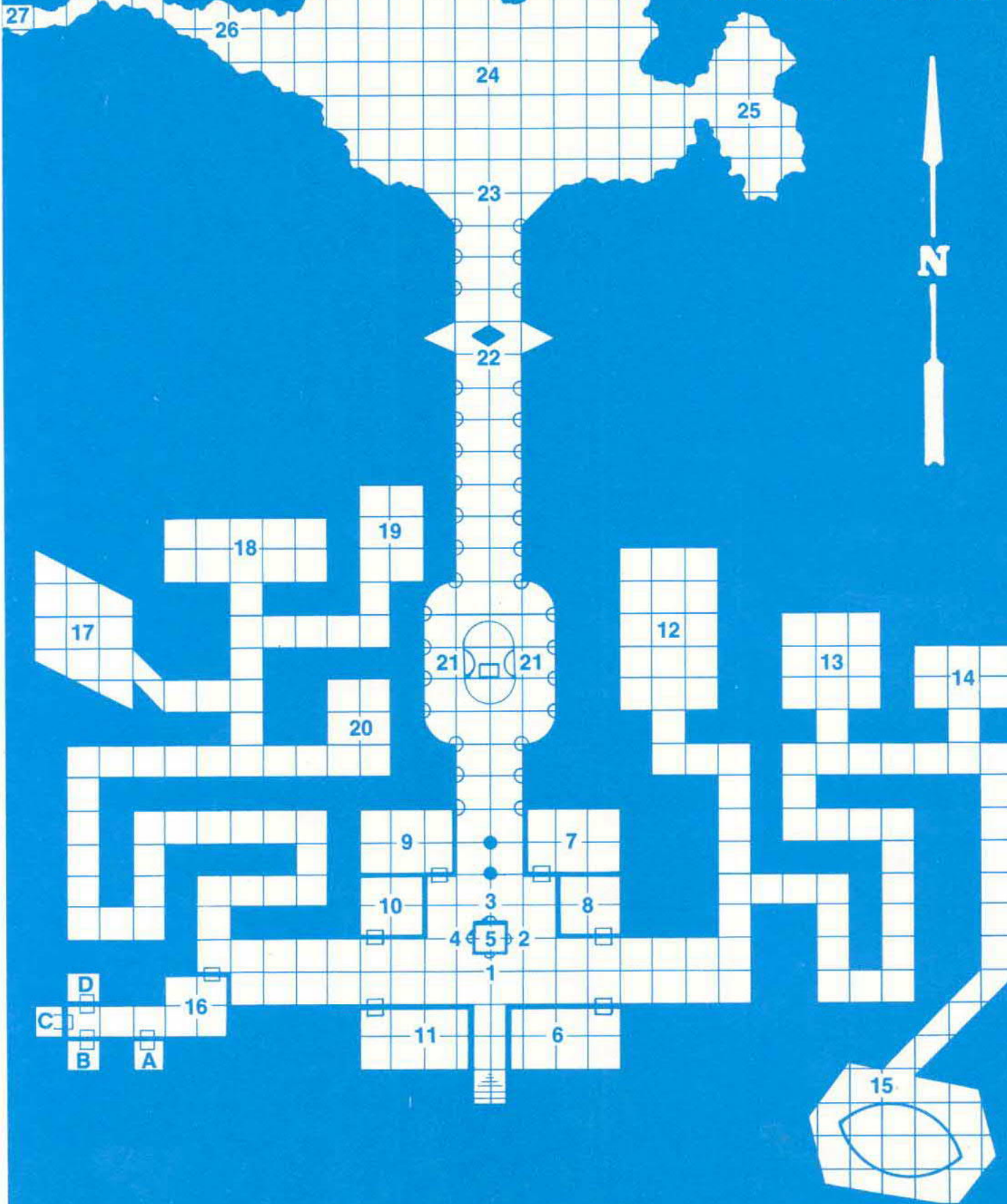
UPPER TEMPLE

## INSET AREA



(1 SQ. = 5' HERE)

# MAP #5 DUNGEON LEVEL



# MAP #1 WILDERNESS MAP



## KEY



RIVER



MOUNTAINS



HILLS/TRACKS



GRASSY VALLEY

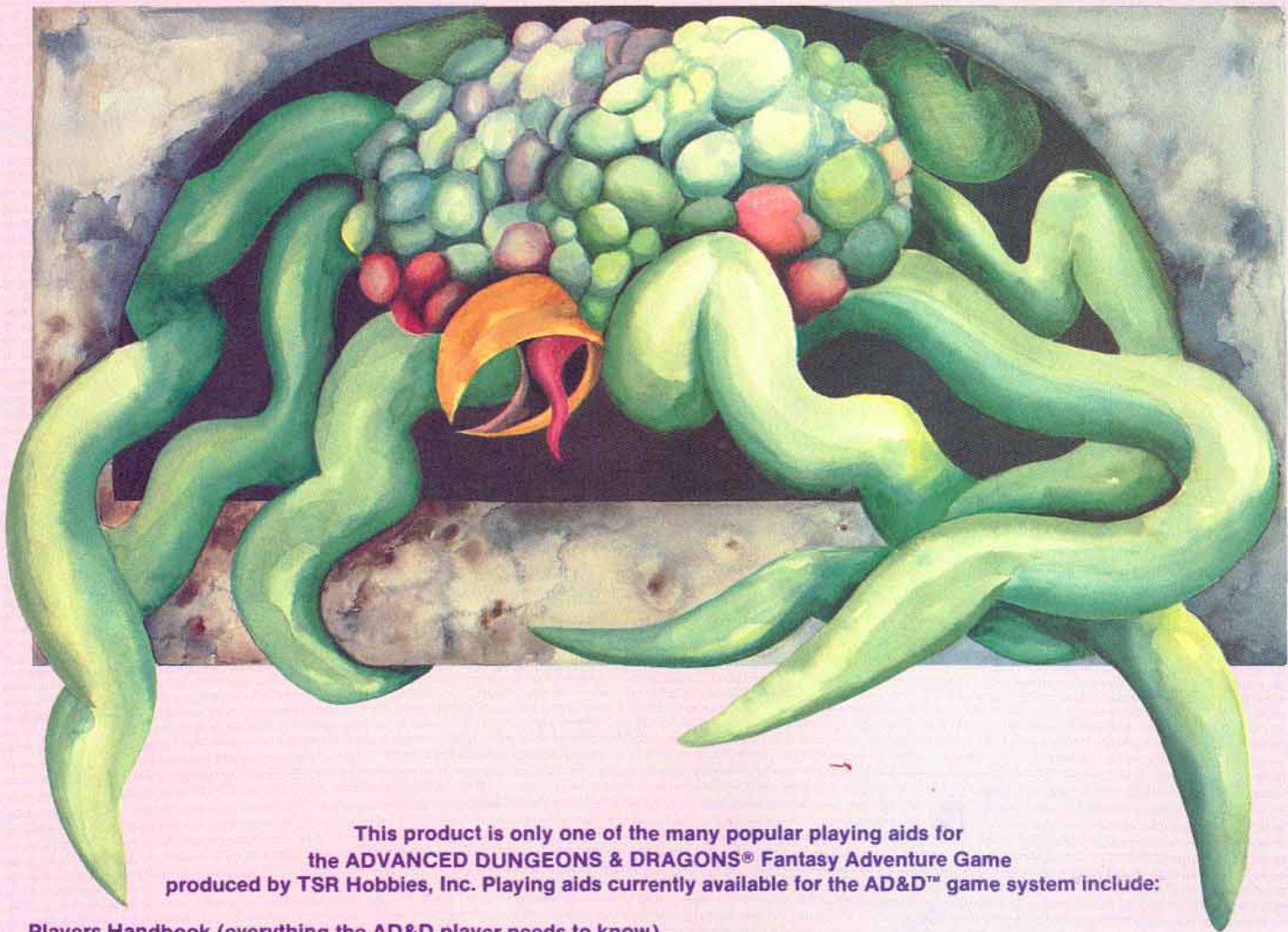


WOODED VALLEY



ROCKY VALLEY





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