

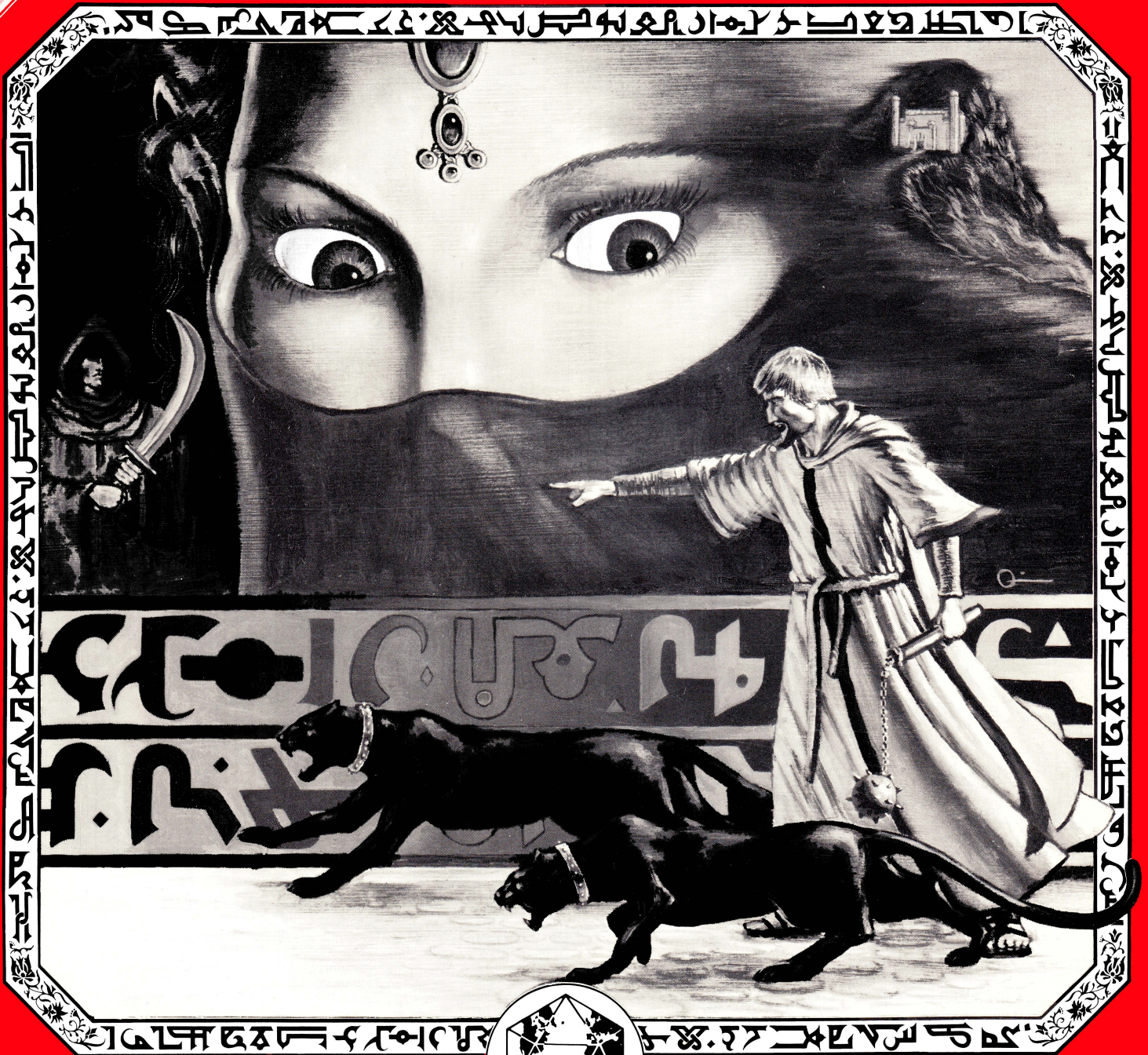
RPGA™
Module
1

For DUNGEONS & DRAGONS®
Basic Game

Rahasia

by Tracy and Laura Hickman

An RPGA™ D&D® Adventure for 5-8 Characters, Levels 1-2

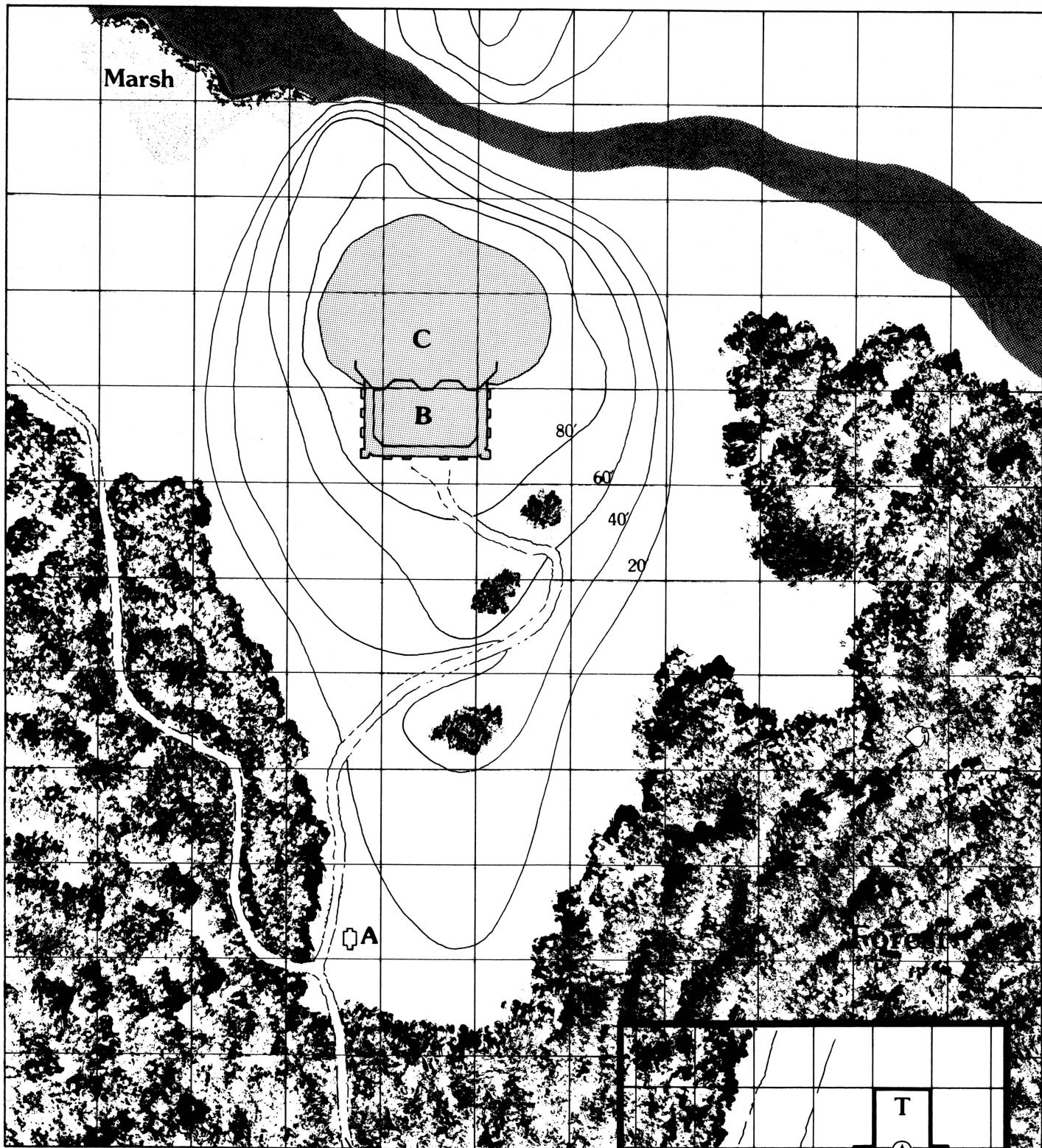


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Marsh

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B

A

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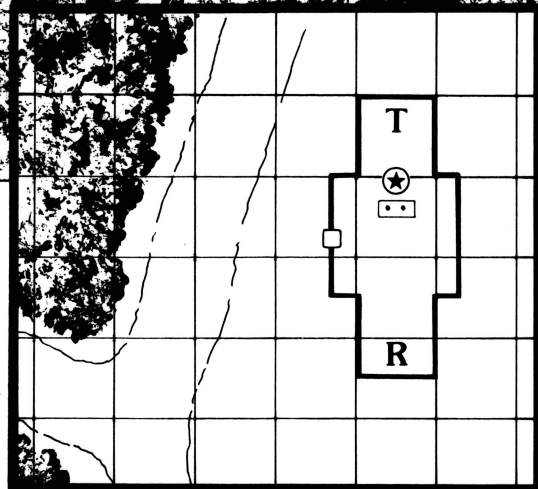
To Village

Outdoor Map

MAP TO SHRINE A

T To 41 North

R From 41 West



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Dungeons & Dragons®

RPGA™ Module 1

Rahasia is an adventure designed to be played using the **D&D® Basic** game rules. A copy of the rules is needed to play this game.

Rahasia

PART 1: INTRODUCTION

STOP! If you plan to play in this module as a character, please stop reading here. The information in the rest of this module is for your Dungeon Master (DM). Knowing the details of this adventure will spoil the surprises and excitement of the game for everyone.

DM'S BACKGROUND

The players in this game are a group of 5-8 adventurers of L1-2 exploring a magical elven woodland. They will discover a village of elves cursed by an evil human cleric, the Rahib. He wishes to carry away Rahasia, the most beautiful maiden in the village. The Rahib knows he would be easily caught if he tried an outright kidnapping, so he has devised a clever plan. He has discovered a most peculiar fact — the magic which enchants this elvenwood will be broken if an unwed elfmaid unveils herself before outsiders.

Thus, he has taken over the Temple of the Sacred Black Rock, a stone temple built in a huge natural cavity in a massive block of black rock. He has snared the young initiates of the temple with a potent curse, which enslaves them and prevents them from using their magic. Finally, he has lured both Rahasia's father and betrothed to the temple. With these hostages, he will force Rahasia to come to him.

Rahasia's father went alone to the temple, with half of a talisman of great power (the other half was concealed within the temple). He was captured and died on the third temple level—the party will encounter his traces later. Rahasia's betrothed, Hasan, also went to the temple alone, but was captured and imprisoned by the

Rahib. The party is Rahasia's final chance. The player characters must enter the temple, rescue Hasan, recover Rahasia's dowry, break the curse, and bring the Rahib to justice.

DM NOTES

This adventure is divided into five parts.

Part 1 is the introduction and DM's Background.

Part 2 is the Courtyard and Upper Temple.

Part 3 is the Lower Temple and the Great Temple Cavern.

Part 4 is the Rahib's secret lair.

Part 5 contains descriptions of the new monsters used in this module.

Level Descriptions. Each level is divided into encounter areas. These are numbered for easy reference. The details for each area are given under the following subheadings:

Boxed Description: The description details what the characters see when they first enter an area. It can be read directly to the players. The description assumes that the party is carrying torches, which light a 30' radius area. The DM might add to or change the given description depending on the situation and his or her desires.

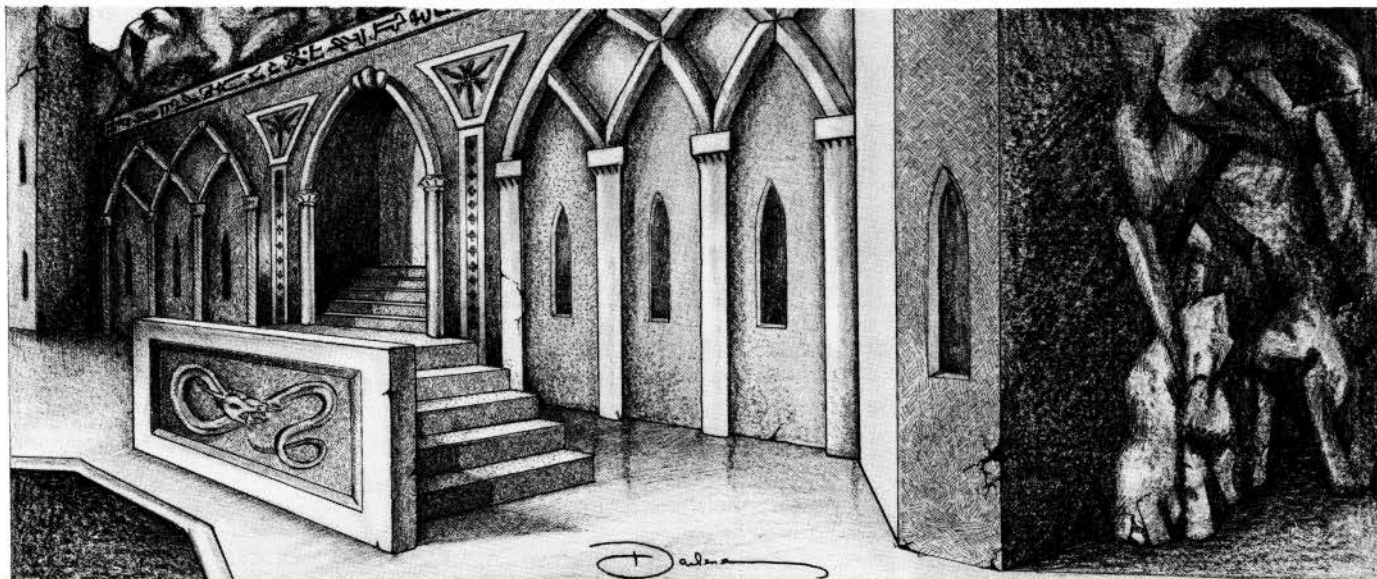
Play: This is a brief outline of the encounter for the DM. For example, characters entering a room from the west door may encounter a **Trick/Trap**, which releases a **Monster**, followed by the discovery of **Treasure**. More general details about the area may be included here, also.

Monster: The game statistics of any creatures in an encounter area are given here. Physical description may also be given here. See the example given below.

Name or Monster (AC; Class/Level or HD; hp; MV; #AT; THACO; D; Save; ML; AL; NPC stats or special information).

AC = Armor	HD = Hit Dice	D = Damage
C = Cleric	hp = hit points	ML = Morale
F = Fighter	MV = Movement	AL = Alignment
M = Magic-user	(per round)	L = Lawful
T = Thief	#AT = No. of Attacks	N = Neutral
E = Elf	THACO = To Hit AC 0	C = Chaotic

S = Strength	W = Wisdom	C = Constitution
I = Intelligence	D = Dexterity	Ch = Charisma



THACO means "To Hit AC 0." This is the roll needed on a 20-sided die for the creature to hit AC 0. This number includes Strength bonuses and the magical bonus for the best hand-to-hand attack. Subtracting the "to hit" roll from the THACO will give the maximum AC a character hits.

Character: This gives the personality of the creature encountered—how it reacts, what it thinks, and what information it can give the player characters. The DM may add any other character traits desired so ham it up!

Treasure: All treasure in the area is detailed here.

Trick/Trap: Sliding walls, booby-traps in trunks, spears from the walls to catch the unwary, etc. are detailed here.

Lore: Other details are given here: an area's or item's purpose, its history, etc. This helps the DM make the game come alive (and gives NPCs something to chat about!).

The Imam. These are the sons of the elven village, enslaved by the curse of the Rahib. They are not really responsible for their actions, and the players should be encouraged to think of ways to get around them without actually killing them. The curse keeps them in a dream-like state, though it is possible to talk to them. All Imam has temporarily changed their alignments to his own. The Imanaman (or Imam) will do the Rahib's will until the curse is broken. At that time, they will revert to themselves and to their former alignment.

Capturing Enemies. Enemies can be captured instead of being killed if the players say they are trying to capture them. All damage is counted toward unconsciousness, rather than death. The opponent becomes unconscious when his hit points are reduced to 0 or less. The player characters will have enough time to tie up an unconscious enemy before he wakes up. Note that this doesn't work on non-living opponents, or creatures like the **water weird** (see **NEW MONSTERS**).

Magic Portals. In certain areas in the temple, there are magic portals. These connect two places that are not near each other at all. Moving through one is like moving through an invisible curtain. There is no sign that a character is going through one until the character realizes he is somewhere else. Most of the portals in this module are one-way. Once a character goes through one he cannot come back the same way. An object put partially into a one-way portal cannot be withdrawn, it must go all the way through.

PLAYER'S BACKGROUND

The beautiful elven forest sleeps peacefully about you. Leafy green trees with trunks of silver and white march in blissful grandeur as far as you can see. The trail you walk winds toward the high mountains nearby to the north. The forest's carpet of ferns and deep green bushes is punctuated by the bright reds, blues, and yellows of the abundant woodland flowers.

Ahead, you see sunlight flash off metal lying in the path. Armor—elven armor—and whoever wears it is not moving.

The elf on the trail died not long ago, perhaps slain by bandits. His armor is crumpled and useless. A search of the body reveals only a piece of parchment. The message is in both Common Tongue and Elvish. (The DM can give the players the special copy of the letter, which is at the end of the module.)

Up the path, at the foot of the mountains, lies the elven village of Hutan-Kota. Beyond it, a great outcropping of black stone thrusts up from the sweet meadow grasses. Here, the delicate elven dwellings mirror the grace of its people. Yet the faces of the villagers seem to mask great sadness. You soon are lead to an elven maid, whose veiled grace and beauty outshines all others present as the sun outshines the stars—she is Rahasia.

"Will you aid me?" she asks.

If the characters accept, the adventure begins normally. The elves will provide food and shelter, but no other aid, though they will hide badly wounded characters from the Imam while they heal. Rahasia will accompany the characters to the gates of the temple. Start the adventure with the **Roadside Shrine**.

If the party refuses, they will be politely, but firmly, sent on their way—they are not wanted and their presence could bring down the wrath of the Rahib. In the woods beyond the village, the party will be ambushed by a large group of Imam led by the Rahib. They will be showered with vials of **sleeping gas** (no saving throw) and thus be taken with no loss to either side. They will wake up in a cell on the third temple level, and will have to escape from there.

If the party tries to remove Rahasia's veil at any time, Rahasia will flee and be rescued by the villagers. The party will be overwhelmed by at least 30 elves, all trying to knock them out without hurting them (too much). Each character will be knocked out, lose half of his or her hit points, and will be taken into the woods and left. As soon as the party wakes up, they will be captured by the Imam and the Rahib. The party should not learn that their looking upon Rahasia's face will break the enchantment of the elvenwood unless they are extremely clever or persistent.



PART 2: THE UPPER TEMPLE

Trail leads from the elven village into the mountains. The characters will be warned about wandering bands of Imam who attack and slay outsiders. The players should think about ways to get to the temple unseen. Actually, they will not have any encounters on the way to the temple, but the DM should roll a few false encounter checks to keep them guessing. About halfway to the temple, the party will come upon a roadside shrine.

A. THE ROADSIDE SHRINE

On the path to the temple you see a small roadside shrine.

Play: If Rahasia is with the party, she will stop here and offer incense. The entrance is in the center of the west wall, and the main room of the shrine is 15 feet square. On the north and south walls are 10-foot by 10-foot alcoves. Before the northern alcove is a small statue of a strong-looking man with a long beard who sits upon a small altar with his legs crossed. Unless the party discovers the magic portal here, nothing happens.

Trick/Trap: The northern alcove is a magic portal that teleports anyone entering it to the third level of the temple (area 41). The other alcove is a receiving portal from the same area of the Temple.

Lore: The man is a sage of great power, the founder of the Quiet Way and the spiritual leader of the Iman-aman. He has not been seen for many years. If the party tries to investigate the statue or the alcove behind it, Rahasia will tell them that they must not disgrace the Old One by walking past his gaze. (This custom prevents outsiders from entering the temple unannounced, but this reason has been long forgotten.)

B. THE COURTYARD

Play: Rahasia will not enter the courtyard. She will tell the party she will wait outside for their return. Long deserted, the courtyard holds two small shrines, a central pool, and a number of shed-like huts.

Monster: Check for random encounters every third game turn. Roll a 6-sided die—a roll of 6 means a random encounter. If an encounter occurs, roll a 12-sided die on the **Temple Encounter Table** to determine what it is.

Lore: Over the years, friendly dwarves have built the masonry front of the temple and the stone walls of the courtyard. Since the

arrival of the Rahib, the Imam rarely visit the upper level, using the stairways in the courtyard shrines to reach the lower levels.

1. GATES TO THE COURTYARD

The gates of the temple are silver double doors that are 30' wide overall. They are ornately carved with forest scenes, and stand silently shut. The outer walls of the temple are vine-covered stone, and about 20' high. At the corners of the south wall, delicate domes can be seen rising 10 feet above the wall.

Play: The gates can be opened as normal doors. There are no guards.

Lore: The gate and walls were made by dwarves.

2. COURTYARD

The double doors open into an 80' deep by 90' wide courtyard. Once well cared for, its dirt floor is now choked with weeds and forest growth. In the center of the yard sits a large pool. Just beyond is a set of stairs leading to the main doors of the temple itself. On each side of the court are four small, stall-like sheds. In the southern corners of the are two small stone buildings, each octagonal, delicately domed, and about 30 feet wide.

3-10. SMALL SHEDS

The shed is a 10' by 20' area with a dirt floor and thatched roof, standing with its rear wall against the wall of the courtyard. The shed walls are made of woven reeds.

Play: All sheds are empty, except for 7, which contains treasure.

Treasure: Chamber 7 contains two leather sacks with 250 cp each. Both are marked with the word "Tithe" in Common Tongue and each sack has two small black panthers embossed on it.

Temple Encounter Table

Die Roll	Wandering Monster	No	AC	HD	hp	Move	#AT	THACO	Damage	Save As	ML	AL
1	Imam	1-4	8	E1	3	40'	1	19	1-8	E1	8	C
2	Giant Rats	1-10	7	1-4 hp	2	40'	1	19	1-3 + disease	F1	8	N
3	Imam	1-6	8	E1	3	40'	1	19	1-8	E1	8	C
4	Skeletons	1-8	7	1	3	20'	1	19	1-6	F1	12	C
5	Imam	2-12	8	E1	3	40'	1	19	1-8	E1	8	C
6	Skeletons	1-6	7	1	4	20'	1	19	1-6	F1	12	C
7	Imam	1-6	8	E1	4	40'	1	19	1-8	E1	8	C
8	Imam Guards	1-3	4	E2	7	40'	1	19	1-8	E1	10	C
9	Spitting Cobra	1-4	7	1*	3	30'	1	19	1-3 + poison	F1	7	N
10	Black Widow	1-2	6	3*	12	20'	1	17	2-12 + poison	F2	8	N
11	Gelatinous Cube	1	8	4*	18	20'	1	16	2-8 + paralysis	F2	12	N
12	Gargoyle	1	5	4	18	30' fly 50'	4	16	1-3/1-3 1-6/1-4	F8	12	C



11. COURTYARD POOL

The pool is 40 feet long and 30 feet across. Its stone rim rises three feet above the ground. The water within has gone brackish and putrid, looking almost glossy black.

Play: The **water weird** here will attack any living creature that disturbs the water of the pool. It will ignore objects that are thrown into it. The water weird guards the treasure in the center of the pool.

Monster: A snake-like **water weird** (AC 5; HD 3; hp 12; MV 20'; #AT 1; THACO 17; D 1 + drowning; Save F6; ML 12; AL C) will attack anyone who disturbs the water's surface. The creature will try to drag the victim underwater and drown him. See **NEW MONSTERS** for more details about this creature.

Treasure: At the bottom of the pool are two large jars. Each contains 150 cp, 350 sp and 200 gp. Buried in the murky filth at the bottom of the pool are 6 gems (100gp each). Each character has a 2 in 6 chance of finding one gem in the black scum for each turn of searching. A character may try as many times as he likes. Characters who splash about in the water for more than three turns will have a random encounter.

12. SOUTHWEST SHRINE

This is an octagonal room, 30 feet in diameter. The floor is dirt, the walls are made of worked stone and the roof is tiled. The far half of the room is filled by a 2' high platform. To either side of the platform are stairs downward. In the center of the platform rests a statue of a man sitting with his legs crossed. He appears very strong, but has a long beard. The statue is 15 feet tall.

Play: The shrine is empty. The stairs lead to area 25 on **Level 2**.

13. SOUTHEAST SHRINE

This is an octagonal room, 30 feet in diameter. The floor is dirt, the walls are made of worked stone and the roof is tiled. The far half of the room is filled by a 2' high platform. To either side of the platform are stairs downward. In the center of the platform rests the statue of a man sitting with his legs crossed. He appears very strong, but has a long beard. The statue is 15 feet tall.



Play: This room is the same as area 12 except that there is a starved gargoyle hiding behind the statue. It will spring out and attack when the characters enter the shrine. The gargoyle will not pursue if it is thrown food (or has an unfortunate adventurer to munch on!). The treasure is behind the statue. The stairs lead down to area 26 on **Level 2**.

Monster: Behind the statue lurks a starved **gargoyle** (AC 5; HD 4*; hp 16; MV 30'/50'; #AT 4; THACO 16; D 1-3/1-3/1-6/1-4; Save F8; ML 11; AL C; can be hit only by magical weapons).

Treasure: Scattered on the floor of platform behind the statue are 80 gp, 4000 sp, and the remains of some half-chewed leather sacks. A close search will reveal a scrap of leather with two black panthers embossed on it.

C. TEMPLE OF THE SACRED BLACK ROCK

The Upper Temple has two small temple chambers, connecting hallways (some of them magical), and a number of alcoves. A great central cavern rises from the second level, but it cannot be entered from this level of the temple.

Monster: Check for random encounters every third game turn. Roll a 6-sided die—a roll of 6 means a random encounter. If an encounter occurs, roll a 12-sided die on the **Temple Encounter Table** to determine what it is.

Lore: The entire upper level is unlit and unused — thick dust covers most things and cobwebs are common throughout. The upper level chambers are natural caverns where the elves worshipped. The passages were carved out by dwarves in gratitude for the elves' help in defending the woods.

When using the Upper Temple, the Imam climb the steps to the temple doors (area 14). Passing through the doors, they turn to the right and stop in a small room (15) to put on robes of worship. The elves then walk down the hallway to the first large cavern (16). Next, they move along another hallway past several small branching tunnels (17). They then go through a magical passage (18) and into the main temple (35). Beyond is a hall (31/22) that is strewn with flower petals, and beyond that is the cavern of the inner temple (23). In this cavern, praises to the Rahib are chanted. Here also is the Well of Punishment, into which are cast the enemies of the Rahib.

14. UPPER TEMPLE ENTRYWAY

After a 10-foot entryway, you find a hallway running east and west. The hallway is 10' wide, arched, and a total of 50 feet long. At each end, the hallway opens into a large chamber. On the north wall, immediately across from the entryway, is the faint drawing of a hand pointing toward the eastern hallway. In the south wall on both sides of the entryway are heavily curtained openings.

Play: The hallway is empty.

Lore: The hand directs initiates on a counter-clockwise circle of the temple. This is one of the mysteries of the Quiet Faith.

15. CLOAK ROOM

This chamber is 10' wide by 20' long. In the southeast corner of the room are two large brass coffer. Atop each is a large, lit candle. There are small pegs in the walls at about shoulder height.

Play: The coffer contain treasure. Behind the coffer is a pile of dirty rags. These are the worthless remains of village clothing.

Treasure: There are 550 cp and 50 sp in each of the coffer. The coffer are not locked or trapped.

Lore: The Imam continue to light daily candles in this room. The Rahib has not bothered to forbid it. The robes have not been brought back since the last ceremony. Some of them are in the east temple cavern (16).

16. TEMPLE OF THE INITIATES

This chamber is a roughly diamond-shaped cavern, covered with dust. From its north and west corners run 10-foot wide arched hallways. Overhead, the ceiling opens into a great dome filled with stalactites. Below, a broad platform runs from the center of the room to the far wall. On the platform is the statue of a man with a long beard, who sits with his legs crossed. Before the statue is a dusty pile of folded cloth.

Treasure: The pile of cloth is actually ten temple robes of the Imam, old, but neatly folded. The robes are long and brown, with deep hoods and sleeves. Usually, a character of roughly elven build who wears the robes has an 80% chance to fool any Imam he meets into thinking that he, too, is an Imam. Other creatures will not attack 60% of the time. The DM can adjust the chance of fooling, based on character size or actions. In general, the DM should check only once each encounter—using the worst chance for the group—unless the situation requires additional checks. Remember that the Imam speak Elvish only.

17. HALL OF THE WORLDLY WALK

This 10' wide arched hallway runs into the darkness. Branching off both sides of the hallway are dark alcoves, 10 feet wide.

Play: The alcoves are empty, except for dust and cobwebs.

18. HALL JUNCTION

Four passages meet here. To the north, you can see distant light flicker and several shadowy figures moving around in the far distance.

Play: The west hallway leads to area 19. The south hallway leads to area 16. The east and north hallways are explained in **Trick/Trap**.

Trick/Trap: The north and east halls are not true halls but magic portals. The north alcove connects with area 32 on **Level 2**. The eastern alcove connects with area 34 on **Level 2**. These portals are one-way only (down). A character who moves through one cannot return, and will find only a cold stone wall behind him. Light can pass back through the portal, however (giving the appearance of a continuous hall). Sound will not go through the portal either way. Thus a character who goes through can be seen by the rest of the party left behind on the other side, but cannot be heard.

The shadowy group down the north hall is actually the party. Due to the peculiar arrangement of the portals (area 18 to 21 to 31 to 32 to 18), the party is seeing themselves from the west side in the far distance (280 feet). At this distance, it is almost impossible to make out details, of course.

19. REAR HALL

The 10-foot wide arched hallway is filled with cobwebs. It runs into the distant darkness.

Play: Aside from the single heavily curtained opening in the center of the north wall, the hallway is empty.

20. STORAGE ROOM

Deep alcoves 10 feet wide and 30 feet long lie on either side of the opening behind the curtain. Down the west branch, under the light of torches burning in wall sconces, five brown-robed figures crouch in a circle and mutter among themselves as they sharpen wicked-looking blades in the flickering light.

Play: The figures are Imam, and they are huddled around two leather sacks. They will not notice the party unless disturbed.

Monster: 5 Imam (AC 8; E1; hp 3, 1, 4, 6, 4; MV 40'; #AT 1; THACO 19; D 1-8; Save E1; ML 8; AL C) are sitting in a circle chanting and sharpening their swords.

Treasure: In the center of the circle are two leather sacks containing 150 gp each. Embossed on the outside of these sacks are two black panthers and the word "Tithe" in Common Tongue.

21. HALL JUNCTION

Hallways run south and east from the junction. The west and north of this junction lie two 10-foot wide alcoves with deep shadows.

Play: As the party enters the junction, four human bandits run out of the north wall(!) and attack. They will not be surprised, but the party may be (a roll of 1 or 2 on 1d6). Surprising bandits get one free attack, then roll for initiative for the first round of normal combat. After their first attack, the bandit leader yells "They aren't Imam," the others look confused, and the DM should immediately get the reactions of the player characters. The bandits will only keep fighting if attacked. If the Imam in area 20 are still active, they will run out toward the noise (and will probably attack). The bandits will join the party against the Imam in this case.

Monster: 4 Bandits (AC 6; T1; hp 8, 4, 3, 3; MV 30'; #AT 1; THACO 19; D 1-6; Save T1; ML 8; AL C) armed with short swords, leather armor, and shields.

Character: The bandits are totally lost. They came into the temple to steal and went down the southeastern shrine stairs. They were seen and pursued—and started running down halls at random trying to get out. They picked up some bags along the way (and will gladly hand some over in exchange for directions out). The bandits don't know it, but they ran into the portal in area 33, **Level 2**. The encounter with the party is a complete accident, and the DM should role play their efforts to get out (with some treasure!) to the hilt. The leader's name is **Teikus**, and he is a third level thief.

Treasure: Each of the bandits are carrying 50 ep in leather sacks marked with two black panthers and the word "Tithe."

22. HALL OF THE TRUTHFUL WAY

A 10-foot wide arched hallway runs into the darkness before you. Off both sides of the hall are arched openings into a series of what appear to be alcoves. Dust covers the hall and old flower petals, now brown and dry, crackle underfoot.





Play: In each of the alcoves is a stone statue of a philosopher or sage of the Iman-aman. A pendant hangs about the neck of a statue of an elven sage in alcove **22e**. It is protected by the **Trick/Trap**. There is nothing of value in the other alcoves.

Treasure: Around the neck of the stone statue is a golden pendant with a black jade stone. It is worth 1,300 gp, but is actually the pendant of Rahasia's father (see **Lore**).

Trick/Trap: Anyone not of Lawful alignment who tries to take the necklace while it is on the statue will be hit by a blue bolt of electricity from the statue. This will do 1d8 points of damage to the offending character and the character will not get the necklace. After the necklace is removed from the statue, any character may handle it safely.

On the back of the pendant is writing, which says:

stone of power/stone of bright
giving men/their rays of light
forces dark/wilt thou make small
weakening men/of night's dark call
putting ring/into the back
vengeance give/to those in black

The back also has a flat golden space with an uneven circular indentation about the size of a ring.

Lore: The flower petals were part of the Imam initiation, before the Rahib came. The pendant was bought here by Rahasia's father. He had left the ring with his treasure for Hasan and was trying to recover it. He was seen by the Imam and hid in this dead-end alcove. Realizing he would soon be captured, he placed the pendant upon the statue and called on the spirit of the sage to protect it. He was captured, but the Imam could not remove the pendant. Rahasia's father was taken to the Well of Punishment and thrown down to the third level. The pendant has rested here undisturbed since then.

23. TEMPLE OF THE IMAM

This chamber is a diamond-shaped cavern, and is covered with dust. From its north and east corners run 10-foot wide arched hallways. Overhead, the ceiling opens into a great dome with hanging stalactites. Below, the walls are covered with fresco paintings of the natural beauties of the world. These have been long uncared for and are somewhat faded. A broad platform fills the far side of the room, and on it sits the 15-foot tall statue of a strong man with a long beard. His legs are crossed, and there seems to be an altar between them.

Play: The east hall leads to the entryway (area **14**). The north exit leads to area **21**. The altar is actually the 4-foot mouth of the Well of Punishment, whose 10-foot diameter shaft runs down into darkness. The shaft drops 50 feet to area **47** on **Level 3**. Its damp walls are too slippery for even a thief to climb.

24. CLOAK ROOM

The first thing you notice is the thick dust that covers everything. Suddenly, a slender figure comes hurling from the darkness at blinding speed, shouting a warrior's challenge.

Play: An elven warrior-seer, **Alki**, hid here when he heard the party coming. Unless the party tries to talk to him, he will fight to the death. The room is empty except for a row of small pegs set into the wall at shoulder height.

Monster: An elven warrior-seer, **Alki** (AC 4; E2; hp 12; MV 20'; #AT 1 at +2; THACO 17; D 1d8+2; Save E2; ML 9; AL L; S 16, I 12, W 8, D 9, C 13, Ch 12) has chainmail, sword, bow and shield.

Character: The elf **Alki** was one of the original elves summoned to help Rahasia but came late. He has already used his two spells (**magic missile** and **shield**). He will gladly join the party if invited. **Alki** is devoted to beauty, and thus to Rahasia.



PART 3: CELLS OF THE IMAN

In the Lower Temple, directly below the courtyard, are living quarters of the Imam priests. The personal cells of the priests circle a central dining hall. This area is all dwarven masonry. The stones are worn smooth and the ceiling is damp. The Great Temple area, however, is a natural cavern within the black stone itself. It is surrounded by hallways (some of which are magical) that have been cut around the central cavern.

Level 2: The Lower Temple

Monster: Check for a random encounter every third turn by rolling one 6-sided die. A roll of 6 means an encounter takes place. Roll one 8-sided die on the **Temple Encounter Table** to find the type of monster encountered.

25-26. STAIRS

Play: These stairs split into two smaller stairs as they rise. The stairs at **25** lead to the southwest shrine (area **12**), while the stairs at **26** lead to the southeast shrine (**13**) on **Level 1**.

27. PRIESTHOOD CELLS

On one side of the 10-foot wide hallway are many heavily curtained openings.

Play: Within each cell is found a cot of woven reeds, several dirty rags, and a pile of stones. None of these items are of any value. All cells are empty, except as noted.

27f. PRIESTHOOD CELL

Within this cell is a woven reed cot with a chest under it, several rags and a pile of stones.

Play: The **Trick/Trap** guards the treasure in the chest.

Trick/Trap: Darts smeared with **sleeping** ointment spring from the chest the moment the lid is lifted. Any character who is in the way must save vs. Poison or fall asleep for 1-6 turns.

Treasure: Within the chest are 200 sp, 150 ep, a bottle and a half of fine wine and a pair of smooth stones.

27g. PRIESTHOOD CELL

A flickering light comes from this cell. Three brown-robed figures crouch huddled around a candle on the floor. They sway back and forth as they repeat a chant that you cannot quite hear.

Play: Each character who attempts to pass this cell without being noticed has a base 65% chance of doing so. Thieves may add their *move silently* ability to this base chance if they state they are doing so. If any character fails, the Imam will notice immediately.

Monster: Three **Imam** of the temple (AC 8; E1; hp 2, 4, 3; MV 40'; #AT 1; THACO 19; D 1-8; Save E1; ML 8; AL C) are chanting here. They will be most unreasonable if their chanting is disturbed. Outsiders will be attacked.

27n. DARK CELL

In the back of this darkened cell, five figures rest upon the floor.

Monster: 5 **Imam** (AC 8; E1; hp 6, 2, 5, 6, 3; MV 40'; #AT 1; THACO 19; D 1-8; Save E1; ML 8; AL C) who have heard the party approach and are only pretending to be asleep. They will attack at once if they believe that they have discovered anyone in the temple outside their brotherhood.

27o. DARK CELL

In the back of the dark cell lie five robed figures.

Play: These Imam are asleep. Everyone attempting to pass this cell must roll their Dexterity or less on a 20-sided die or awaken the Imam. The Imam will also awaken if a fight occurs in the next room (**27n**).

Monster: Five sleeping **Imam** (AC 8; E1; hp 4, 6, 6, 5, 3; MV 40'; #AT 1; THACO 19; D 1-8; Save E1; ML 8; AL C) lie in this hall. They will attack immediately if awakened.

28. HALL OF THE IMAM

The room is 30 feet wide north to south, and 50 feet long east to west. Double doors stand in the center of the north and south walls. Smoking torches dimly illuminate the rows of dark stained tables and benches that fill the room, and on two of the tables stand half-woven baskets. Two 10-foot deep, square alcoves are cut into the centers of the east and west walls. Over the western alcove is carved the word "KESINI," while over the eastern alcove is carved the word "KESANA."



Trick/Trap: The alcoves are magic portals. Unlike the portals in the level above, these do not pass light or look like halls. The west alcove (*KESINI*) only receives, and entering it from this room will have no effect. The east alcove (*KESANA*) only sends, and will teleport anything or anyone entering it to a garbage-filled marsh north of the temple. Anyone entering the alcove will materialize 15 feet above the garbage and fall into the swampy mess. There will be no problem getting back to the elven village from the swamp.

Lore: The Imam have always received their food from the western alcove (*KESINI* meaning “to here”). When finished, they take their scraps and throw them into the eastern alcove (*KESANA* meaning “to there”) where their magical disposal system removes the trash.

29. IMAM GUARDS

Flickering torches light the area. Ahead of you, beyond openings to the east and west, is a pair of double doors. At the openings, two brown-robed figures step out to bar your way. Both silently raise gleaming curved blades.

Play: These Imam guards may not attack immediately, but will attack anyone they believe are not Imam. They will fight to the death (or capture). The north doors lead to area **30** and the south doors lead to area **27**.

Monster: 2 Imam guards (AC 4; E2; hp 8, 9; MV 40'; #AT 1; THACO 19; D 1-8; Save E2; ML 10; AL C) watch these doors.

30. HALLWAYS OF THE GREAT TEMPLE

Play: These four hallways encircle the Great Temple. A gelatinous cube guards these halls. To determine its position, roll a 4-sided die on the special table.

Cube Table

1	North hall	3	East hall
2	South hall	4	West hall

Roll one die every turn thereafter. An even roll moves the cube one hallway clockwise. An odd roll moves the cube one hallway counterclockwise. The double doors to the Great Temple (**35**) are made of heavy wood, ornately carved with forest scenes. The gelatinous cube never enters the temple itself.

Monster: A gelatinous cube (AC 8; HD 4; hp 17; MV 10'; #AT 1; THACO 16; D 2-8 + paralyze; Save F2; ML 12; AL N) moves constantly about the hallway, cleaning it and protecting the temple from unwanted guests.

31. NORTHWEST JUNCTION

Four arched hallways meet here. To the north, south, and east, 10-foot wide hallways run into darkness. To the west is a 10-foot wide by 20-foot deep alcove.

Play: The east hall goes to **33**. The south hall goes to **32**. The north hall is a **Trick/Trap**. The west alcove is empty.

Trick/Trap: The north hall is a one-way magic portal up to the west alcove of **21** (on **Level 1**). It is otherwise the same as the ones on the first level.

32. SOUTHWEST JUNCTION

Four arched hallways meet here. To the north and east, 10-wide hallways run into darkness. To the south and west are alcoves, 10 feet wide and 20 feet deep.

Play: The southern alcove is the receiving portal from the north alcove of area **18**, **Level 1**.

33. NORTHEAST JUNCTION

Four arched hallways meet here. To the north, south, and west, 10-foot wide hallways run into darkness. To the east is a 10-foot wide by 20-foot deep alcove.

Play: The northern hallway is a portal to the north alcove of area **21** on **Level 1**. The west hallway goes to **31** and the south hallway leads to **34**.

34. SOUTHEAST JUNCTION

Four arched hallways meet here. To the north and west are 10-foot wide hallways. To the south and east are alcoves, 10 feet wide and 20 feet deep.

Play: The south alcove is a receiving portal from the east alcove of area **18** on **Level 1**. The northern arch leads to **33**, while the western hallway leads to **32**.

35. THE GREAT TEMPLE

A huge cavern, a roughly 70-foot by 70-foot octagon opens before you. The deep room is brightly lit by oil lamps mounted on the walls. The temple has three doorways; one on each of the west, south, and east walls. In the north part of the room is a large raised platform about 10 feet away from the north wall. At the back of the platform sits a 15-foot tall clay statue of the strong man with the long beard. At the front of the platform is an altar. The walls of the temple rise 30 feet, then open into a great 40-foot high dome of metal. There is incense burning on the altar and a black-robed figure stands there.

Play: The figure behind the altar is the **Rahib**. At the first sign of intruders, the Rahib will throw his arms in the air and will disappear in a flash of smoke and flame. He has actually dropped through a trap door (See **Trick/Trap 1** below).

The statue is a huge, clay-covered **bone golem**. As soon as anyone not wearing an Imam robe comes within 20 feet of it, attacks it, or does any damage to the altar area, the golem will attack and pursue until the intruders have left the temple cavern. It will then return to its position.

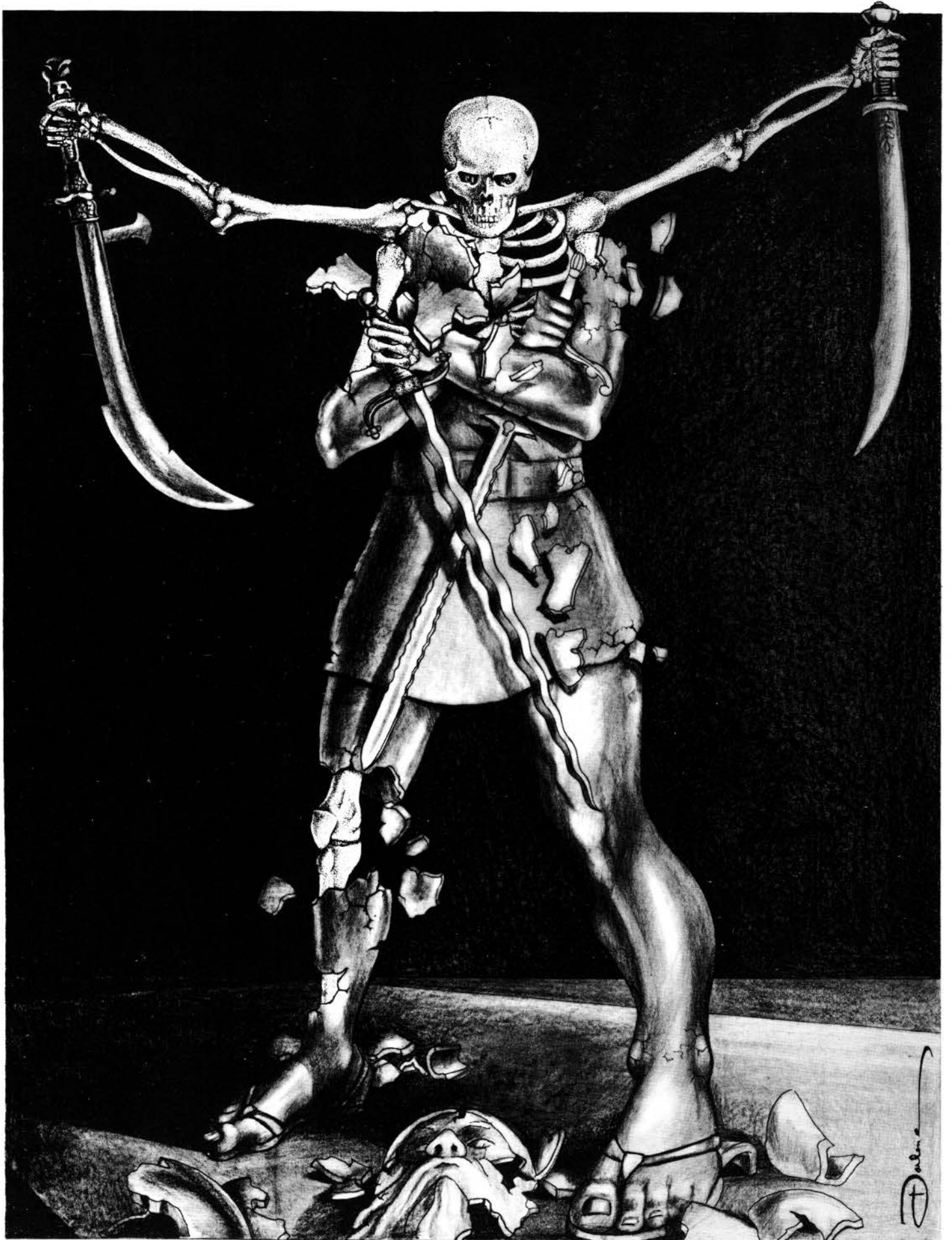
Monster 1: This is the **Rahib** (detailed in encounter area **37**), who is standing behind the altar when the party enters the room. There is no way the party can prevent his escape at this point.

Monster 2: The statue is actually a 25-foot **bone golem** (AC 2; HD 8**; hp 32; MV 40'; #AT 4; THACO 12; D 1-8 each; Save F4; ML 12; AL N; can only be hit by magical weapons; immune to **charm, sleep, hold, fire, cold, electricity, and gases**). It cannot be turned. See **NEW MONSTERS** for more details. The mud covering will crack and fall away as it stands and reveals its four skeletal arms, each with a wicked-looking sword. This golem hopelessly outclasses any typical party—the players will have to think their way past this creature (the robes work, of course).

Trick/Trap 1: This is a trap door behind the altar that opens over a descending staircase to the Rahib's lair (area **36** on **Level 3**).

Trick/Trap 2: Directly behind the statue, in the floor of the temple, is a secret door that opens over a staircase down to Rahasia's treasure room (area **44** on **Level 3**).

Lore: The golem was specially constructed from the bones of a giant to protect the temple. The Rahib learned its secret through powerful magic and was thus easily able to avoid it. The village elves know nothing of it other than that the temple was protected by powerful guardians before the Rahib came. They think that he has destroyed them.



PART 4: THE RAHIB'S SECRET COMPLEX

This area, deep within the black rock, was built by dwarves of masonry set within cut black stone. The Rahib has made his secret quarters here, as well as his storerooms and prison cells.

Level 3: The Rahib's Lair

Monster: Check for random encounters every third game turn. Roll a 6-sided die—a 6 means a random encounter takes place. If an encounter occurs, roll an 8-sided die on the **Temple Encounter Table**.

36. MEDITATION ROOM

The walls of this 30-foot wide octagonal room are covered with aged fresco paintings of trees and peaceful mountain scenes.

Play: The staircase leads to the trap door behind the altar in the Great Temple on **Level 2**. If the party spends more than one round in the room, a ghostly form will appear.

Monster: The form is the **haunt** of Rahasia's father. It will give the party its message and disappear. See **NEW MONSTERS** for more details.

Character: Rahasia's father is a stately elf with piercing, yet gentle, eyes and a melodious voice. He will identify himself, then recite his message:

by the rahib's hand
was i here felled
and long awaited
you to come,

rahasia's pain
i have dearly felt
but you have come
to free her.

hasan is in the dungeon south
my gold is toward the north
if you can pass the dragon guard
which long ago i set.

The haunt will then disappear. It will not reform nor answer any questions from the party.

Lore: Rahasia's father was brought here from the well. The Rahib tried to force the lore of the pendant from him, as well as repeating his demands that Rahasia go with him unhindered. Upon the elf's refusal, the Rahib slew him in a fit of rage. The elf's spirit refuses to rest, however, until it can aid a party of adventurers break the Rahib's curse.

37. LIBRARY

The room is 20 feet square, with a 10-foot wide alcove in the north end of the east wall. Shelves of books line the north and west walls, and a thick rug covers the floor. In the center of the room is a large table with a single burning candle. At the table, facing you, sits a dark figure.

Play: This is the most important encounter on this level. The Rahib should be role played as intelligently as possible by the DM. He will try to destroy the party, though he may try to trick them or escape into his private quarters and get his panthers if he gets a chance. The party's best move is to rush him and overpower him immediately. Buried on the table is a set of keys to all locked doors in the temple.

Monster: This is the evil **Rahib** (AC 3; C5; hp 35; MV 20'; #AT 1 at +1; THACO 16; D 1-6+1; Save C5; ML 10; AL C; S 12, I 11, W 16, D 13, C 12, Ch 17) in his lair. He wears **chainmail +1** under a black robe and carries a **mace +1**. His spells are **detect magic**, **protection from evil**, **hold person**, and **silence**, 15' radius.

38. HALL

You see a 10-foot wide hallway that is 20 feet long. Double doors stand at the far end. There are single doors at the east ends of the north and south walls as well.

39. SHRINE

This is a 20-foot square room, with a 10-foot wide alcove at the south end of the east wall. The room is literally filled to the roof with paintings and sculptures—all of Rahasia.

Play: All these objects are worth about 700 gp. There is a secret door on the north side of the alcove that leads to the Rahib's bedroom **40**.

40. THE RAHIB'S BEDCHAMBER

This bedroom is carpeted with a plush red that matches the cloth on the large bed in the southeast corner of the room. Two black panthers lie on the bed. In the center of the east wall is a 10-foot wide alcove.

Play: The alcove is explained in **Trick/Trap**. The panthers will attack anyone not with the Rahib.

Monster: 2 **Black panthers** (AC 4; HD 4; hp 14, 19; MV 70'; #AT 3; THACO 16; D 1-4/1-4/1-8; Save F2; ML 8; AL N) lie here.

Trick/Trap: The alcove is a magic portal to a tower far away. If the Rahib gets here first, he escapes, and may be met later. The portal operates by stepping into the alcove and saying a magic word. If the DM is using the next adventure (**RPGA™ Module 2, The Black Opal Eye**), the word may be discovered by studying the Rahib's papers in the library (area **37**) for a week.

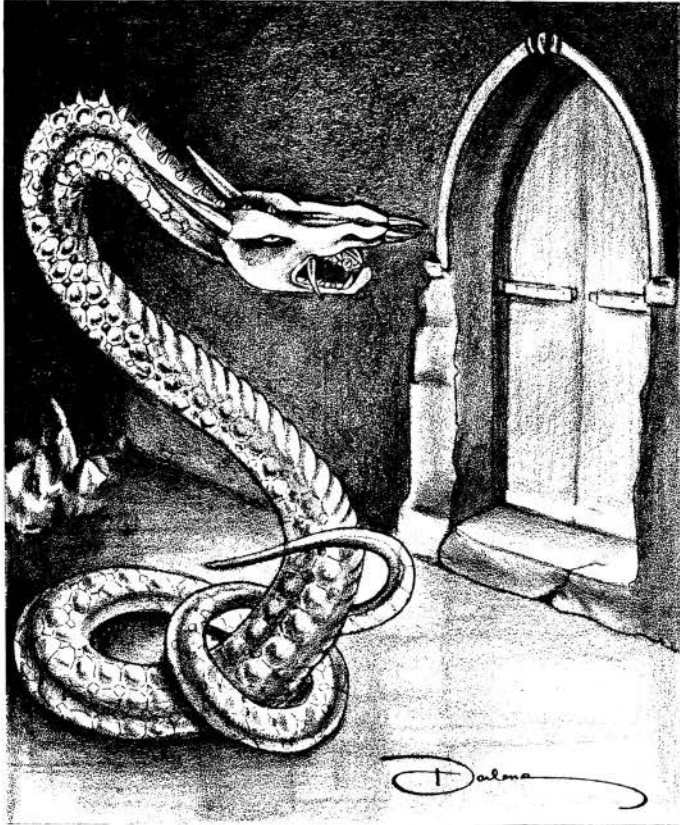
41. RECEPTION ROOM

This octagonal room is 30 feet across. It has 10-foot square alcoves in the north, south, and west walls. These are blocked off by gates made of heavy iron bars. Above the north alcove is carved the word, "KESINI." Above the other alcoves are carved the word "KESANA." A large gong hangs before the western wall.

Play: Nothing happens unless the party has entered by the north alcove (see **Trick/Trap**). Each time something enters by this portal, the gong will ring with a thunderous noise. The iron gates are locked, of course. A thief will be able to unlock the gate before the Imam arrive (one try), but this is the only chance the party has to avoid capture if they enter this way. If they can't get out, the Imam will arrive and the party will be knocked out with vials of sleep gas. They will wake up in the cells.

Trick/Trap: The alcoves are magic portals. The northern portal is a one-way receiving portal from the roadside shrine (area A). The southern portal sends anything entering it to the receiving teleport in the Hall of the Imam (area 28 on Level 2). The western portal sends anything entering it to the southern alcove of the roadside shrine (A).

Lore: The Rahib brings food and treasure offered at the roadside shrine (and also the shipments of food which he has brought there secretly as well) in by the receiving portal. The food is stored in room 45 or sent to the Hall of the Imam. The gong announces a delivery—or the arrival of unwanted guests.



42. ROOM OF ULAR-TAMAN

Bare stone forms the walls of this 20-foot square room, but a rough cut tunnel has been carved in the west side of the north wall. In the center of the room, a glittering snake-like reptile weaves back and forth.

Play: If the party talks to the reptile, they will find an ally and gain the black jade ring. If they attack and kill its body, the reptile will become a **haunt** and continue to guard the ring (characters must save vs. Spells or run away). Characters so affected will absolutely refuse to enter the area for at least a day (the DM should take the affected players aside, explain the situation, and encourage role playing if this happens). The ring is hidden under a loose stone in the floor. The stone is treated as a *shifting wall*, and a character must search the exact center of the room to have any chance of finding it.

Monster: This is a temple spirit named **Ular-Taman** (AC 2; HD 6; hp 32; MV 40'; #AT 2 or spells; THACO 14; D 1-4/2-12 + constriction; Save F6; ML 10; AL L). Its spells are **cure light wounds** (x2), **hold person**, and **silence, 15' radius** (if the D&D® Expert rules are used, it will have **continual light** and **protection from evil, 10' rad.** as well). Except for its special abilities, its attacks, though not its appearance, are similar to a **rock python's** (giant constricting snake).

Character: Ular-Taman is good, kind, and wise. It prefers characters of lawful alignment. The reptile guards the treasure of Rahasia's father until it is claimed for Rahasia. It also has the black jade ring, which it was to keep for Hasan. Ular-Taman will entrust it to the holder of the pendant if necessary, however. The spirit knows the powers of the ring and pendant, but cannot speak of it unless asked, and then only after the two have been joined.

If the party has entered the level as captives, Ular-Taman will direct them to the portal in area 41 that leads to the Hall of the Imam on Level 2, and give the direction of stairs upward to the courtyard. It will also warn them that a the dangerous guardian wards the Great Temple, but will not reveal any details of its nature, other than that it has been here since the temple was built.

Treasure: The ring the reptile holds will match exactly the impression in the pendant found on Level 1 (area 22e). When the ring is pressed into the impression, there will be a bright flash as they join.

When joined, the ring and pendant become a **talisman of power**. If the characters look at the back of the pendant again, the writing will have changed to the single word "RAHASIA." When the holder of the talisman says "RAHASIA," an invisible 30-foot radius circle is created. No evil magic will work in this circle. Spells cast by evil beings in the circle will automatically fail, but existing spell effects or permanent items used by evil beings will still work if removed from the circle. The circle will temporarily negate the Rahib's curse for its area and duration. (Note that it will NOT work on the bone golem or the water weird.) The circle lasts 10 rounds and will move with the holder of the talisman. The talisman will function three times only, after which the ring and pendant separate and become non-magical.

Lore: When the Rahib took over the temple, Ular-Taman fought a terrible battle with him. The reptile gained a narrow victory, avoiding enslavement by sealing itself in a small area of the temple. Thus far, the Rahib has been content to leave Ular-Taman imprisoned. The snake spirit cannot leave rooms 41-43 until the curse is broken or it will also be enslaved. Imam brought to these rooms will be free of the curse while they remain.

43. TUNNEL

Play: A diagonal tunnel 10 feet wide runs northeast from the room of Ular-Taman. It ends at what appears to be a rockslide. The rockslide is actually a secret door to room 43, Rahasia's treasure.

44. RAHASIA'S TREASURE

This 30-foot wide (east to west) by 20-foot deep room holds a pile of tremendous wealth! In the south wall is a heavy metal door.

Play: The door leads to the Stair of Locks (45). It cannot be passed unless its lock is picked or the party has the keys from the library (37).

Treasure: In the center of the room is found a **sword + 1**, a **snake staff**, a **ring of animal control**, a potion of **healing**, a marble jar with 6 inlaid gems (worth 1,000 gp), 2 platinum birds (worth 700 gp each), 8,000 gp, and twelve 100 gp gems.

45. STAIR OF LOCKS

Play: This stairway descends from the secret trap door behind the statue in the Great Temple (35) to the secret hoard room (area 43) on Level 3. This stairway is blocked by not one, but three strong metal doors. The only way to pass them is to pick their locks. The keys are located on the keyring in the library 37, but the Rahib does not know about these doors, nor about the secret trap door in the Great Temple.

46. STORAGE ROOM

This is a 20-foot square room. There are boxes and several broken jars on the floor. The room also contains crude ovens and casks of wine.

Monster: 8 giant rats (AC 7; HD 1-4 hp; hp 4,1,2,1,4,4, 1,4; MV 120'; #AT 1; THACO 19; D 1-3 + disease; Save F1; ML 8; AL N) are combing the floor. They will attack anything that moves into this room unless distracted with food.

Lore: This is where supplies are kept and food is cooked for the Imam. One of the boxes contains brown robes.

47. GUARDROOM

Double doors open into a 10-foot wide guardroom. There are four Imam guards in chainmail posted here. Directly across the room is another set of double doors.

Monster: 4 Imam guards (AC 4; E2; hp 10, 4, 6, 8; MV 40'; #AT 1; THACO 19; D 1-8; Save E2; ML 8; AL N) are posted here. Their orders are to let no one pass unless the Rahib is present and instructs them otherwise. The leader has all the keys to the cell area.

Important note: If the party is escaping from the cells, the DM may reduce the number of guards in this area to make their escape possible (the rest will be with the Rahib).

48. WELLBOTTOM

This is the bottom of a deep, 10' wide well shaft that extends straight upward into darkness. It is sealed off from the hallway at its base by a heavy iron gate. At the bottom of the well are piled stuffed leather mats that prevent damage from the fall. The walls of the well are damp and too slippery for even a thief to climb.

Play: The iron gate is locked. Trying to smash through will alert the guards, who will have time to get sleep gas vials and capture the party before they can break through. Picking the lock is necessary for quiet.

49. PRISON CELLS

A long, dark hallway runs east and west. Heavy wooden doors with barred windows line both sides of the central hallway. There is another door at the east end, while there is a gate of iron bars at the west end.

Play: The cells are 10 feet square and empty unless otherwise noted. The keys are with the guards (46) and in the library (37).

49b. PRISON CELL

A tall figure stands at the back of the 10-foot square cell.

Monster: A human fighter, **Baik Telor**, (AC 5; F4; hp 24; MV 20'; #AT 1 at +1; THACO 16; D unarmed; Save F4; ML 10; AL L; S 15, I 9, W 12, D 10, C 9, Ch 13) stands ready.

Character: This human fighter wandered into the roadside temple (A) and was caught. He will gladly join the party if he is given weapons. He is wearing chainmail, and his dress is somewhat Arabian—turban and loose silk pantaloons.

49q. PRISON CELL

A dark slender figure sits against the back wall of a 10 foot square cell.

Monster: **Hasan** is found! (AC 8; E2; hp 8; MV 40'; #AT 1; THACO 19; D unarmed; Save E2; ML 10; AL L; S 12, I 16, W 10, D 13, C 10, Ch 13). He has no weapons or armor.

49f-h. PRISON CELLS

Play: These are cells the player characters will be locked into if they are captured. If the entire party has been captured, the DM should encourage them to plan their own escape. Any reasonable plan will work—for example a thief who looks for a piece of metal to use as a lockpick, a very strong character who tries to work a door bar loose, a plot to summon and ambush the guards, etc. Their weapons and equipment will be piled in the far eastern cell (s), which will not be locked. Other prisoners can only be freed by picking the locks to their cells or by locating the keys to the cells (sets at the guardpost and in the library).

49r. PRISON CELL

Lore: This cell is filled with bones. The Rahib uses them to create the skeletons that sometimes appear as wandering monsters.

ENDING THE ADVENTURE

The adventure ends when the player characters have rescued Hasan, recovered the treasure, broken the curse, and either captured or driven off the Rahib. Each time the characters return to the village to rest the DM should award XP for their activities. (There is no XP award for stealing Rahasia's treasure!)

If the Rahib is brought back alive, he will undo the curse in exchange for his life. If he is killed, the curse will end in a week's time. If the Rahib has escaped (which he shouldn't, unless the party has made some serious mistakes) Rahasia will offer to unveil herself before the party, thus breaking both the curse and the enchantment on the elvenwood. The DM may decide that other methods of breaking the curse are possible, and may design another whole adventure around this.

When the adventure is over, Rahasia will reward each character with the following from her hoard (this *does* count for XP):

For freeing Hasan	500 gp
For breaking the curse	500 gp
For capturing the Rahib	300 gp
For killing the Rahib	50 gp
For each Imam slain	-20 gp

If the enchanted wood is ruined, the reward is reduced by half. (Rahasia will divide the rest among her people.)

In addition, party members will be given the magic items from the hoard, if useful, with additional potions of **healing** made available so that each character receives a minimum of one item for the adventure. Also, slain characters will be brought back to life if this is asked for (a passing NPC hermit who is a high level cleric can be introduced by the DM for this).

If any characters try to steal part of Rahasia's treasure, the elves will find out and lay a **curse** upon the thieves that lower all their "to hit" rolls by 2 until they return the treasure or have the curse removed by a high level NPC (which should cost most of their ill-gotten gains).

INCREASING THE CHALLENGE

This play balance of this adventure can be adjusted to suit the levels and equipment of the adventuring party. If the level of challenge is not high enough, the following adjustments may help: increase the AC of the Imam; arm some of them with bows; increase the hit point totals of the encountered monsters; or allow the Imam to use spells.

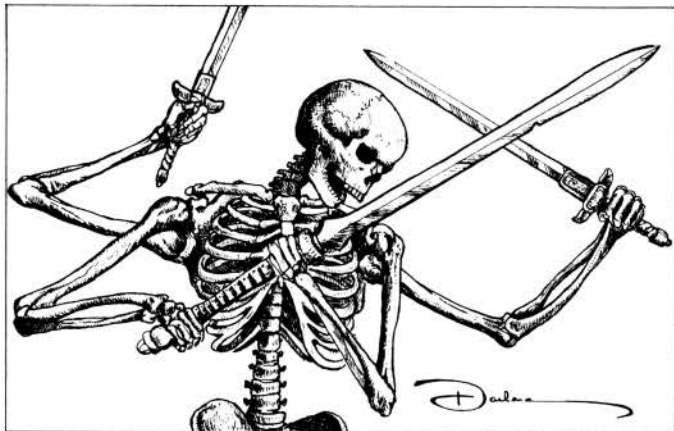
PART 5: NEW MONSTERS

BONE GOLEM

Armor Class:	2	No Appearing:	1
Hit Dice:	8	Save As:	Fighter: 4
Move:	120' (40')	Morale:	12
Attacks:	2 or 4	Treasure Type:	Nil
Damage:	by weapons	Alignment:	Neutral

A golem is a powerful monster, created and animated by a high level magic-user or cleric. The bone golem is made of bones, bound together in a man-like form. It has four skeletal arms, with which it wields four one-handed weapons or two pole arms. It will attack up to two opponents each round.

Bone golems can only be hit by magical weapons. They are immune to **sleep**, **charm**, and **hold** spells, as well as all gases, fire, cold, and electrical attacks. They cannot be **turned**.



HAUNT

Armor Class:	Special	No Appearing:	1-2
Hit Dice:	Special	Save As:	Special
Move:	Nil	Morale:	Nil
Attacks:	Special	Treasure Type:	Nil
Damage:	Nil	Alignment:	Any

A haunt is a ghost-like spirit of some creature long dead. There is some reason why the spirit cannot rest, usually a message to be delivered to those who enter the haunted area. The haunt cannot be destroyed, only laid to rest by some means decided by the DM. It cannot attack or cause damage, though certain haunts may require characters to save vs. Spells or run away. Such characters will not willingly go into the haunted area again. A haunt always stays in one area. (If the **Expert** rules are used, the DM may allow special haunts to use certain spells: **curse**, **geas/quest**, or **magic jar**.)



WATER WEIRD

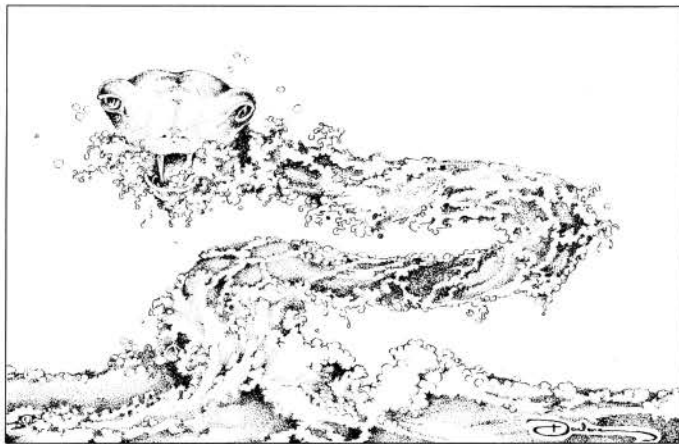
Armor Class:	5	No Appearing:	1-2
Hit Dice:	3	Save As:	F: 6
Move:	60' (20')	Morale:	12
	(in water only)		
Attacks:	1	Treasure Type:	I
Damage:	1 + drowning	Alignment:	Chaotic

The water weird is a magical creature made of water that lives in a pool or similar place. It attacks all living things that disturb it, feeding on their life forces in some unknown way. A water weird may appear in nearly any shape, though a giant snake form is common. It lives in a larger body of water and may retreat into a far corner of its home pool if hard pressed.

In combat, the weird will attack an enemy within 10' of its pool. It forms from the water in two melee rounds. Instead of making a normal attack, the water weird makes its victim save vs. Paralyzation (Dexterity bonuses apply). Failure means the victim takes damage, is seized, and is dragged into the water. Once a character is trapped and pulled into the water, the weird will ignore other opponents until the trapped character is dead. A trapped character can attack the weird at a "to hit" penalty of -4. Once in the water, the character takes damage each round and must save vs. Death each round or go unconscious. An unconscious character will die in three rounds unless rescued.

Sharp weapons cause only 1 hit point of damage; blunt ones cause normal damage. Strength and magical bonuses do apply. Damage equal to the weird's total hit points disrupts it; it will reform again in 2 melee rounds. Cold **slows** it (half movement and attacks every second round), but fire-based spells do half or none of their normal damage. A **purify food and water** spell kills a water weird immediately. All other attacks do not harm the creature.

Larger water weirds are possible. For every additional 3 hit dice, AC is improved by 2, damage is increased by 1, attack range is increased by 5,' and opposing saving throws and trapped victim attacks are reduced by 2.



If you have any rule questions, please write to TSR. Ask questions so they can be answered by a "yes," "no," or short phrase. You *must* include a self-addressed, stamped envelope. Write to: TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147, ATTN: Rules Editor.

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to thee of valor and honor.

I am called Rahasia. In the hantu valley beyond the great falls our village thrived in peace for many years. Our men worked daily at woodland crafts and paid homage in the quiet temple at the foot of our neighbor mountain. The women made their homes in peace — but our peace is no more.

It was seven stars ago when the stranger, the Rahib, came. He was a handsome man with broad shoulders. His deep-set eyes held a piercing glint that looked uncomfortably into one's soul. His voice was soft and persuasive, and anyone hearing it was almost certainly lulled into agreement. It was the consent of my father that the Rahib sought...and only to one end.

He came to me and dropped to one knee saying, "Rahasia, your beauty is fabled throughout this land, almost as much as your father's wealth. To possess you I have traveled far, but your father has been unkind. He has refused me, though I have brought great wealth in payment for you. But surely you will not refuse my wish to see your face." He reached out with one slender hand to my veil. My heart pounded as I shrank away from him. I tried to hold him away, for only Hasan, my betrothed, may look upon me. The stranger grabbed my arm and drew me suddenly toward him with an unbearable grip — I cried out.

My father heard me and bound from the house, raging, toward the stranger. With one great rush, father drove him to the gates, and cast him forth.

On his knees like a common beggar, the stranger clung to the wall and uttered such a curse that the sky darkened and all the servants covered their heads in fear. In a deep, rich voice, he intoned,

powers of darkness, listen now,
hear the prophesy I speak,
great twilight powers give me aid,
for when her father passes the world,
so shall his wealth become unknown,
her love will leave her, too, to bear
alone
the miseries of many round about.
powers of darkness, take me now!
then shall I reap a vengeance fruit
from the courts of the bitter house.

He then vanished into the vapors of the forest. Under my father's hand, peace was soon restored to my household. The curious visitor and his curse were soon forgotten — until now.

My father mysteriously disappeared five moons ago. I go daily to the small temple at the roadside to offer up what incense I can afford. You see, my father's wealth was lost with him. I believe now that he hid all our fortune in the lower recesses of the great temple on the mountain. He was a member of the iman-aman—the quiet faith—and he visited the sanctuary of the black stone often. I fear he went there the day he disappeared.

It is hard to believe the treasure has been stolen, for there were many distinctive pieces that anyone, near or far, would recognize. There was a beautiful translucent marble jar inlaid with gold trim and six jewels. There were, also, two birds of platinum, which would sing a little tune as they rest on a blue cloth threaded with gold. The birds were to be my dowry, without which I cannot be wed. You may also find, should you come upon my father's wealth, an ancient ring set with black jade that matches the chain and gem that hung about my father's neck. He told me that the one who possesses both can wield great power for good.

I am now completely alone. Hasan, my betrothed, knowing that his family would not allow his marriage to a maid without a dowry, climbed the hill to the temple one moon ago in search of my father's wealth. He did not return. Shortly thereafter, I received a note brought by messenger from the temple. It said,

I now have two
of the curses three
Hasan, the gold
and I'll soon have thee!

It was the Rahib. He boasted that all the devoted imam who lived at the temple are under a spell that will not be broken unless I come to the gates of the temple and unveil my face. I took the note straightway to the senior council. The villagers, too, are in misery, for many of their sons belong to the iman-aman.

My people have begged me to remove my veil, but I dare not, lest I should find that the wicked Rahib has lied only to taunt me with promises of breaking the curse. I fear I shall unveil my face and still be without Hasan. You must go to the temple and bring him safely to me. The Rahib must also be brought before the elders, for only he may remove the curse that lies upon the iman-aman. You will be well rewarded if you succeed. I will await you at the temple gate and if you fail in this, I will, much to my sorrow, unveil myself and break the curse over the chandi batu hitam suchi, which in common tongue is the temple of the sacred black stone.

Rahasia

PLAYER'S MAP



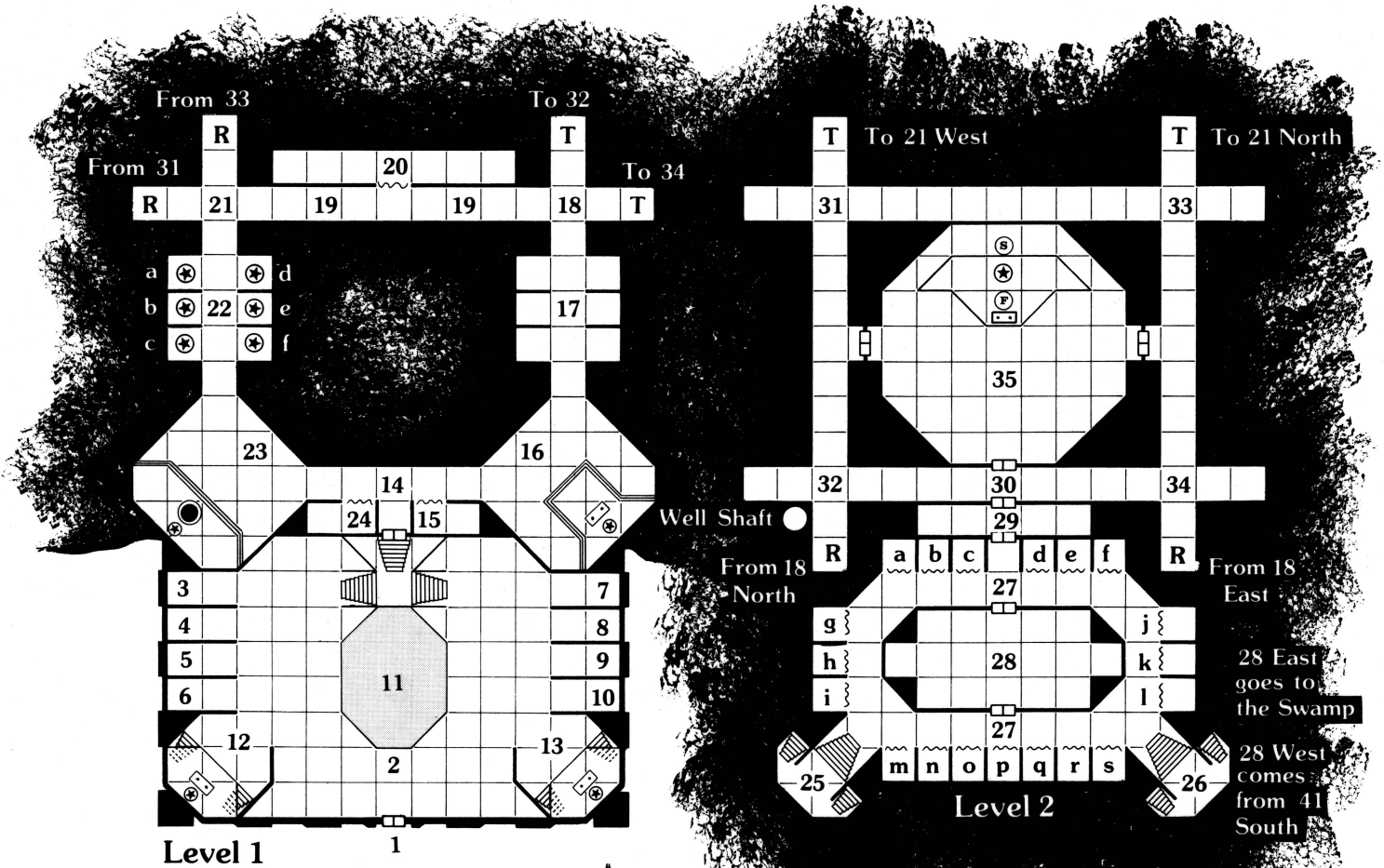
READY TO PLAY CHARACTERS

The following first level characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can be made higher level by rolling extra hit dice and adding any Constitution bonus for each level above first.

CLASS	AC	hp	S	I	W	D	C	Ch	gp	Weapon/Armor
Cleric	5	4	13*	9	14*	8	10	11	120	mace/chain mail + shield
Cleric	3	4	11	10	15*	10	9	17	100	mace/plate mail
Dwarf	2	7	13*	12	8*	10	13	10	90	sword/plate mail + shield
Dwarf	2	6	12	10	10	15	12	9	80	battle axe/plate mail
Elf	5	4	13*	13	9	10	9	14	110	spear, bow/chain mail Spell: (magic missile)

Elf	4	4	12	15	9	13	10	13	100	sword/chain mail Spell: (light)
Fighter	2	5	15*	9	9	13	10	11	100	sword/plate mail
Fighter	3	8	14*	9	7*	13	11	9	90	sword/chain mail + shield
Fighter	4	6	16*	10	8*	9	10	13	110	sword/chain mail + shield
Halfling	4	4	9	11	10	16	9	12	100	sword/chain mail
Halfling	2	4	13*	9	10	13	10	11	110	sword/chain mail + shield
Magic-user	9	3	8*	17	9	10	12	11	90	dagger/none Spell: (sleep)
Magic-user	7	4	9	15	10	16	9	13	120	dagger/none Spell: (magic missile)
Thief	6	4	9	11	10	15	13	10	110	sword/leather
Thief	5	3	10	8	9	16	12	14	90	sword/leather

Temple of the Sacred Black Rock



MAP KEY

- Door
- Double Door
- Secret Door
- Secret Door in Floor
- Trap Door in Floor
- Trap Door in Ceiling
- Barred Door or Gate
- Curtain
- Bars
- Altar
- Stairs
- Dais
- Statue
- Well
- Pool
- T** Teleporter
- R** Teleport Receiver



1 square = 10 feet



The elvenmaid Rahasia is in dire peril. An outsider, the evil human Rahib, is trying to force her to come away with him against her will. To this end, he has taken over the Temple of the Sacred Black Rock. He has placed the elves who tend it under a terrible curse, and lured both Rahasia's father and her betrothed into his hands. You are her last hope. Can you brave the dangers of the Temple, break the curse, and capture the Rahib before he brings ruin upon all?

This is the first of a line of RPGA modules dealing with general adventures using TSR™ game systems. It is a D&D® Basic Adventure for a balanced party of 5-8 characters of levels 1-2. The module includes background information, maps of the temple complex, a set of pre-rolled characters, and detailed encounter information for the DM.



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