

One Night Adventures TM

Towering Temple



Don MacVittie

An Adventure for second to third level characters.

The Temple of Anu-Hittain has stood atop the unnamed mesa for centuries. Before that there was an older temple on the mesa whose name has been lost to history. A reference in an old text says that a fortune is stashed away in the ancient temple. Now smoke can be seen rising during the day from that direction in the desert, and a ruddy glow can be seen at night.



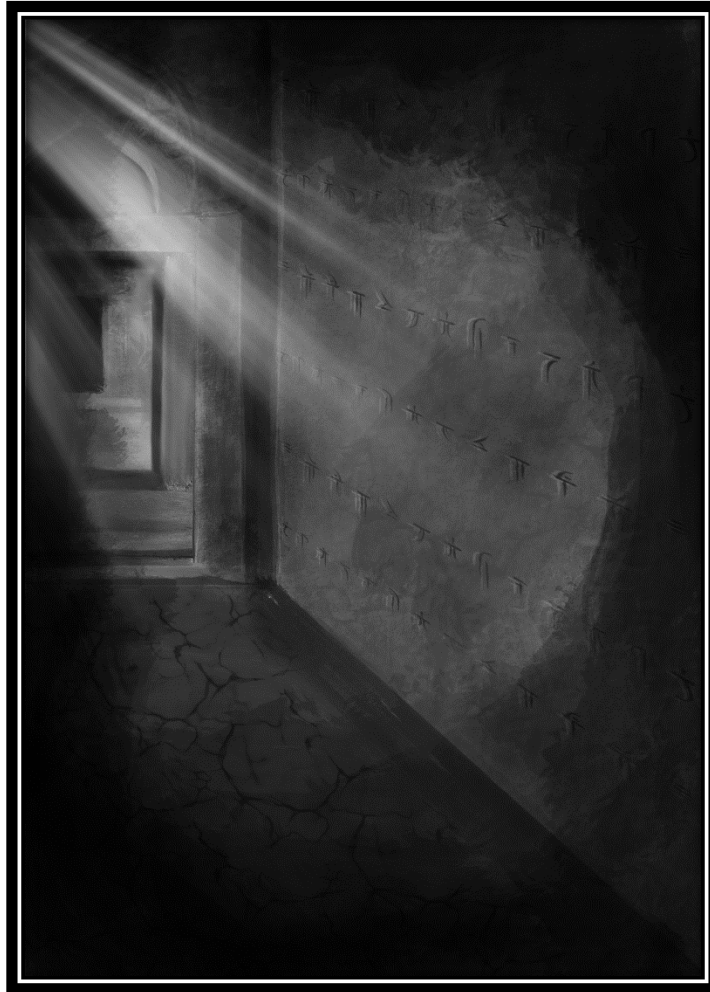
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Towering Temple

By Donald MacVittie

AN ADVENTURE FOR CHARACTER LEVELS 2-3



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There is a fire burning at the top of the unnamed mesa, smoke has been drifting into the sky for days. Is this long-running fire a signal from the priests that live on the mesa, or a sign of ill events?

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INTRODUCTION

Player Introduction

The temple of Anu-Hittain has stood atop the unnamed mesa for centuries, towering over the desert sands. It was abandoned for as long as anyone can remember, but recently a group of fanatical priests settled there to reopen the temple. Whispers of wondrous treasures and blessings of the gods have emanated from the desert. Now, smoke rises from the mesa, but no one answers the forbidden gates at its foot.

If you intend to play this module. Stop reading here. Only information for the Game Master is beyond this point.

Game Master Introduction

What has gone before

The unnamed mesa is shown on ancient maps as a hill named Qalin Idaba, in the heart of a fertile land. Those same old maps show a temple upon the hill. The great destruction left the hill transformed into a mesa in the heart of the desert. The name was lost, and it fell into disrepair. Several centuries ago the temple was rebuilt by a sect of the primary desert god - those who think he is the controlling force in all of the world. They named their temple Anu-Hittain, after a famous priest of their sect.

Over time, the temple in the heart of the desert was once again deserted. Though a revered place, pilgrims would come, leave offerings, and be on their way. At times a recluse would move in and become the shrine's caretaker, but no one lived there on a permanent basis. Two years ago, a different sect – those who believe the desert god will complete the world and bring all true believers to paradise only after all has been destroyed – claimed the shrine and moved in. Dozens of priests and acolytes came, re-opening the shrine to all faithful. To answer the issues of food and shelter, the priests provided for pilgrims once they arrived. Most people who ventured here did not use the official name, and simply called it “The Towering Temple” because

the only place off-limits to pilgrims was the actual temple at the top of the mesa.

Now, the gates have been sealed, and there is a fire burning endlessly at the top of the mesa. The glow of the fire can be seen at night from the guard towers in the nearby elven kingdom, and smoke can be seen for many miles around the mesa during the day.

What is happening now

The priests accepted all faithful of their god who came on pilgrimage, no questions asked. Unfortunately, not all pilgrims are the same, and a man named Sallim Insell came on pilgrimage. After seeing that there were no real defenses at the mesa, he planned to strike. Sallim has help from the elemental plane of water, and thinks it is uniquely ironic that he's using water in the desert. He has attacked because the mesa and the temple hold secrets that Sallim needs access to.

If playing in the default setting, “The desert god” is Doorne, ancient human deity who wants all ancient humans to respect him as the primary god. The sect that founded the temple in ancient times were a sect that worship Doorne The Omniscient, while those that re-occupied the temple two years ago are faithful of Doorne the Destroyer.

We have scaled down our substitution notes for deities in this module and replaced them with this commentary...

Doorne is a single god worshipped in multiple facets. He can be replaced by a similar god from your campaign world, or by a pantheon such as is represented in Codex Aegyptus. The facets of Doorne used in this module include Doorne the Destroyer – who can be replaced with any god of destruction. Doorne the Omniscient can be replaced with any deity of prophecy or foresight or an overall pantheon (Doorne the Omniscient is the overarching Doorne, those who worship all of his facets). Finally, Doorne the Benevolent is the agrarian aspect, worshipped for fertility of crops and families both.

AREA KEY

1. The Forbidden Gate

Four massive statues of mighty Doorne flank the double stone doors at the base of the unnamed mesa. The walls of the mesa tower straight up for hundreds of feet, the only break in the rough surface being two smooth panes of glass in the side of the mesa, forty feet above. The doors are closed and covered in hieroglyphs, bits of brass still clinging to the depths of the glyphs.

If a character somehow manages to read the hieroglyphs (Comprehend Languages spell or Decipher Script ability for example), the script simply calls a blessing upon all faithful who enter Doorne's temple.

The doors are locked, but the lock is old and relatively simple, requiring a CL 2 pick locks attempt to open. If the party has no way to open the lock, it can be bashed, alerting those inside. It is AC 13, with 8 HP.

Should someone speak directly to one of the statues, it will respond in the language of the desert people with "Enter and be welcome."

2. Hall of Submission

This long hallway has grey marble floors and smooth sandstone walls. White marble pillars stand on each side of the hall every five feet.

Unlike outside, where the desert even evaporates sweat as it is emerging, there is moisture in the air inside. The level of humidity feels almost oppressive as the party enters.

When the party's light reaches the doors, they will see them to be crafted of highly polished brass, and engraved with a pyramid in the foreground, the sun rising behind it.

Behind the last pair of pillars lurk Lesser Elementals (Mud). The two elementals will spring at the party, one from each side, attempting to surprise. They get a +2 bonus to surprise, but if characters win, the surprise is given away by gobbets of mud around the last set of pillars.

(Elemental, Mud AC 16, HD 2d8, HP 10 each, saves P, MV 40, Attacks Slam 1d6, suffocation on hit 5 > AC, Darkvision 60, Regeneration 2, Alignment NE, XP 32+2/52 each)

Scaling – light scaling is best achieved by adjusting HP, larger scaling can be achieved by changing number encountered. Finally, changing hit dice is an option for more extreme party strength/weakness.

3. Chamber of Cleansing

A five-foot pool stands at the center of this room, a statue of a woman spewing water out of her mouth in the center. Metal and gems sparkle from the bottom of the pool. Brass wrapped double doors stand on the north wall, statues of Doorne on either side of the doors. Single doors stand on the east and west walls.

It is the custom of this temple that each person, before heading down one of the adjoining halls, wash their feet in this pool.

That was before the attack. Now, two **Water Serpents** live in the pool, waiting for anyone to come close to wash their feet. If any player approaches within 5 feet of the pool, the water serpents will attack. *Water Serpents are the elemental plane of water equivalent of Firesnakes. They are defined at the end of this module.*

When the water serpents are defeated, the pool can be cleared out. There are 27 gems (Opal, Malachite, Amethyst) worth ten gold pieces each spread about the bottom of the pool, along with 40 pieces of gold and a potion of *Cure Light Wounds*.

(Water Serpent AC 14, HD 2d8, HP 10 each, saves P, MV 20, Attacks Bite 1d4, Paralyzing Bite, Alignment N, XP 22+2/42 each)

4. Hall of Penitence

The floor of this hallway is black marble with three thin strips of gold inlay running the length of it. The walls are white marble, and bronze sconces are mounted at five-foot intervals. The sconces all bear burned out torches. Columns line the hall 30 feet in.

This hall is meant to punish those who are not faithful to Doorne and reward those who are. When a desert person that does not follow Doorne walks ten feet into this hallway, a bolt of power will run down the gold inlays, causing the hallway to light up in arcing sparks. All in the hallway at this time will take 2d6 hit points of damage. A Dexterity save will reduce this damage by half. Note that this effect occurs each time the ten foot mark is crossed, but has a five foot trigger, meaning if the party is spaced more than five feet apart, it will happen multiple times. If there are any desert dwellers who are faithful in the party, the golden inlays will instead heal that character for 1d8 points as if

AREA KEY

effected by a *cure light wounds* spell. This is one effect, faithful will be healed while all others take damage.

5. East Records Room

Rotting scrolls sit in the corner of this room, and water drips from the walls. Five small scaly beings with thin fur growing on them, moisture gathered in their fur, stand in a line facing the door, their spears at the ready.

These are **Kobolds** that have taken a liking to water – something distinctly unhealthy if they leave this temple. But they have been summoned here, so they are making a go of it. This room and the next have been infused with water by the elementals to keep the kobolds comfortable.

(Kobolds AC 15, HD 1d4, HP 3 each, saves P, MV 30, Attacks Short sword 1d6 or Bite 1d2, Darkvision 60, Light Sensitivity, Alignment LE, XP 5+1/8 each)

Each kobold has 5 silver pieces and a short sword.

Scaling – This encounter is not meant to destroy a party, but if it is deemed too weak, they could be orcs. If, given party size/composition, five Kobolds are too many, simply include less.

6. Urns of the Faithful

This room has a sandstone altar with a small golden pyramid sitting on one corner. Dozens of bronze canopic jars line the east and south walls of the room. Water drips from the walls, and has pooled in places on the floor.

The altar has soaked up a large amount of water and is starting to decompose. The golden pyramid is hollow, but worth 50 gold pieces on the open market. Faithful of Doorne will not take the theft of this idol well.

Two **Rock Reptiles** have been lured into this room and locked in. They are fed when the Kobolds remember to do so, but generally speaking are very hungry. They will wait until the door is opened and someone has stepped through, then both will open their eyes and spring to the attack. This makes the most of their surprise ability, and lets them occasionally catch a Kobold unaware.

(Rock Reptiles AC 17, HD 3d8, HP 15 each, Saves P, MV 30, Attacks Bite 1d4, Surprise - CL 10 Wisdom check to detect, Alignment N, XP 40+3/85 each)

Scaling – Changing from average hit points will be your best option for these reptiles. Their surprise ability will make them dangerous on the first round no matter HP though, so dropping to one is also an option against a weak party.

7. West Records Room

This room has two black marble pillars and a table with two open books in it. Water drips down the walls, and the books are obviously ruined. There is a wooden door on the west wall.

The books have been largely ruined. But a careful examination will show a list of names, each with one of the titles associated with Doorne's Clergy.

8. Hall of the Heroes

There are four wooden coffins in this room, one open and three closed. As you open the door, a skeletal figure sits up from the open coffin and jumps out.

Each coffin has a skeleton inside. When the skeleton from the open coffin attacks the party, the rest will be drawn to the sounds of fighting. It will take them a round to join the combat, but the party will hear and/or see the coffin lids sliding off in the first round.

(Skeleton AC 13, HD 1d12, HP 7 each, Saves P, MV 30, Attacks longsword d8, 1/2 damage from slashing/piercing weapons, Alignment N, XP 5+1/12 each)

Scaling – since the coffins limit the number of skeletons, the best scaling option is to increase the hit points of each skeleton. Reducing the encounter is easier, as not every coffin must have a living dead in it.

9. Priest Guardian Chamber

There is a bed in this room, and a rotting corpse in the formal robes of a priest of Doorne laying upon it. The body holds a gem-encrusted mace across his chest as would be done in a formal burial.

This is the body of the Priest Guardian. His job was to protect the grounds and organize the defenses. When the attack came, he was killed and turned into a Zombie – and still protects the grounds. When someone gets close to the bed, he will strike out with his *mace* +1, and fight until destroyed.

AREA KEY

Should fighting break out in area #10, he will rush to join it. Well, rush as fast as a Zombie can.

(Zombie AC 12, HD 2d8, HP 10, saves P, MV 20, Attacks mace +1 1d6+1, always attack last, Alignment NE, XP 10+2/30)

Scaling – This encounter is not meant to be draining, so simply adding hit points, adjusting AC for his armor worn, or giving him an assistant is best. Use with caution, as the collection of all encounters here can make the overall module more difficult.

10. Protector of the Dead Chamber

This room has a bed in the farthest corner from the door, a small chest sitting under the foot of it. Laying on the floor is the body of someone in polished silver breastplate under heavy black robes, a longsword in his outstretched left hand. It appears he died from being impaled on something, as there is a blood-soaked hole in his robes just under his breastplate.

This was the protector of the dead. His job was to make certain the dead were only seen by those whose role it was to care for them. He is now a Zombie, set to guard against anyone coming here. He will attack as soon as the first person enters the room.

Should fighting occur in area #9, he will hop up and rush to join the fight. While normally a slow-moving zombie is unlikely to surprise, if the party is all focused on the fight in Area #9 they get a -1 modifier to their Wisdom Surprise Roll.

His silver armor is not the best protection (+3 AC), but it is worth 350 gold on the open market. Unfortunately, the silver breastplate is a symbol of an order of knights that serve in the desert, and any attempt to sell it will result in many questions. His longsword is normal.

(Zombie AC 15, HD 2d8, HP 10, saves P, MV 20, Attacks longsword 1d8, always attack last, Alignment NE, XP 10+2/30)

Scaling – we do not recommend that this encounter be scaled.

11. Mourning Room

The floor of this room is black marble. The bulk of the floor is inlaid with gold, depicting a giant man, a pyramid for his hat, with several smaller men kneeling before him. A door stands across from the one you entered.

This inlay depicts the ancient warlords bowing to their god's will and banding together to form the Doornian empire in ancient times.

There is nothing else of interest in this room. The gold in the floor is worth 30 GP if dug up, but doing so will cause a lot of noise and take a party half an hour. That is not to mention what the various sects in the desert will think of such desecration.

12. Worship Chamber

Three large humanoid creatures with dog-like heads, their bodies covered in tan fur, stand in front of a small altar on the north wall of this room. As you open the door, they turn to face you, low growls in their throats.

These are **Flind**, cousins to Gnolls. One clan of Flind have signed on to help restore the desert in exchange for independence and some land that will be lush.

If a party appears to be desert dwellers, the Flind will talk. If there are elves in the party, they will attack. They bear great scimitars, and wield them well.

Each carries 20 copper in a belt pouch, one has an uncut ruby worth 100 gold, and each carries a *potion of spider climb* that is to be used to climb down the mesa, should they be double-crossed.

(Flind AC 15, HD 2d10, HP 11 each, saves P, MV 40, Attacks heavy scimitar 2d6, darkvision 60, Alignment LE, XP 10+2/32 each)

Scaling – For a party above 2nd level, change this to one Flind per party member. For a weak party, reducing the number also reduces attacks per round, so we suggest reducing hit points instead.

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13. Hall of the Living

This long hallway is lined with newer granite statues on both walls. The statues on the north wall are all the same person in slightly different poses. The statues on the south wall are all unique individuals. The entire hall is lit by a soft glow from the ceiling, and a light sheen of water coats the walls.

This hall commemorates the living. The statues on the north wall depict the king of the local desert kingdom (Talifa in the default setting), while the south wall holds statues of the priests that have served here since the temple's re-opening.

There is nothing of interest here, unless PCs have a reason to study any of these people.

14. Dining Hall

Three large, shaggy, dog-faced humanoids are in this room, clustered around stoves to the north of the door. The smell of bacon wafts from the stoves.

These **Gnolls** are the personal guards of the Flind in area #12. They have been sent to prepare a meal, and are cooking bacon, eggs, and priest brains. They bear scimitars, and will rush to attack anyone who is not a Gnoll or Flind. They're much more excitable than their masters, and talking with them is not an option. They'll happily add elf ears, halfling foot, or fried man fingers to the menu.

One of the Gnolls has taken a bronze canopic jar from area #6, dumped out its contents, and plans to use it for drinking. It is worth 75 gold pieces if sold, and if returned to area #6, we recommend the CK consider a 75 point bonus to XP.

(Gnoll AC 15, HD 2d8, HP 10, saves P, MV 30, Attacks scimitar 1d6, darkvision 60, Alignment CE, XP 10+2/30 each)

Scaling – In this case, the easiest scaling is adding or subtracting Gnolls. Keep in mind the level of wear and tear the party has already suffered when scaling the Gnolls. They aren't a great threat, but to a weakened party can be overpowering.

15. Hall of the Dead

This long hallway is lined with granite statues on both walls. Most are ancient, though a few appear untouched by time, as if brand new. The statues are all unique individuals, varying in height, dress, and visage. The entire hall is lit by a soft glow from the ceiling, and a light sheen of water coats the walls.

This hall commemorates those who have gone before. It is also the protection of the embalmers. One of the "newer" statues – at the 25 foot mark – is actually a caryatid column that is triggered by non-believers passing it unescorted.

(Caryatid Column AC 14, HD 4d8, HP 20, saves P, MV 30, Attacks scimitar 1d6, Alignment N, XP 40+4/120)

Scaling this encounter is easiest achieved by modifying hit points. It is suitable for a five character party, but likely too much for smaller (1-3 character) parties as-written. Halving or maximizing hit points should resolve any challenge discrepancies.

16. Embalmers

This room is as if it came from a nightmare. Two stone tables, stained brown with layers of dried blood, stand near the south wall. Each table has a desiccated corpse upon it. A series of tubes connect a bellows to a blood-filled vat, and shelves near the tables hold various organs floating in cloudy liquid. Someone has smeared blood on the wall depicting what appears to be a pyramid with a massive wave rushing toward it.

This is the embalming area. This lower level of the temple has most recently been dedicated to caring for the dead, and this room is where bodies were prepared for funeral. Sallim, with the help of his water priests, turned the embalmers' equipment upon them while they were still alive. Then the priests raised them as **Ghouls** for reasons that Sallim did not understand.

(Ghoul AC 14, HD 2d8, HP 10, saves P, MV 30, Attacks 2 Claws 1d3 One Bite 1d6, Darkvision 60, Paralysis, Alignment CE, XP 20+2/40)

Scaling – The best option is to increase or decrease the Ghoul's Hit Points. Alternatively, making them Ghosts could increase the challenge, or Zombies to reduce it.

AREA KEY

17. Resting Room

This room smells even worse than the outer room. It is filled with shelves and niches that hold more than a dozen desiccated corpses.

After area #16, this should elicit a fun reaction, but they really are corpses. They've been salted and are waiting the prescribed period to finish drying before funeral. A search of the room will find a dagger with a garnet in the hilt worth 50 GP and a signet ring showing wheat and a pyramid that is actually a *ring of protection +1*.

Of course, taking these would be robbing the dead. That might have ramifications in some worlds or under some gods.

18. Storage

This once ornate room appears to now be a storage space. Faded paintings of the god of the desert directing his people in practically every facet of life cover the walls. In front of the walls are stacked barrels, crates, sacks, staves, and spears. Unfortunately, water drips down the walls and has soaked most of the goods in the room. One stack of crates seems more decayed than the others.

The doors to this room are The Forbidden Gate. It is covered in gold leaf, depicting a man with a pyramid for a hat blessing crops, directing the dead to the afterlife, and smashing a city with lightning.

They are also trapped. A first attempt to open the door will have more resistance than normal. Should the doors be shoved open, it will release a 10x10 block of ceiling to fall upon those standing in front of them, doing 3d6 damage, a dexterity save for half. If the door was smashed in, the block will remain where it lands. If the door was simply pushed open, the block will slowly rise back up into position in the ceiling. Should a character detect this trap, there is a loose stone on the east wall that can be pushed to keep the trap from springing on a single opening, and a matching one inside the doors.

Most of the goods in this store room have been spoiled by the dripping water. The stack of crates that are more decayed than the others are because a **Giant Centipede** made its home here a few months ago, and the priests have not yet rooted it out. The water is a boon to the Centipede, and it is happy in its new home, until nosy PCs disturb it.

Should the party come close to the more decayed stack, or search the entire room, the centipede will attack. It is not looking for a fight, so if they simply pass through, it will not show itself.

(Centipede, Giant AC 15, HD 3d8, HP 15, saves P, MV 60, Attacks Bite 1d4 + poison, Alignment N, XP 45+3/90)

Scaling – Because of their poison bite, a Giant Centipede can be a serious threat to a 2nd level party. Adjusting hit points is the best option to make the threat appropriate, or limiting the number of times per day the bite is poisonous.

19. Hall of Ascension

This ten foot wide, twenty foot long hall is decorated with scenes of everyday life in the desert. People at an oasis, warriors dressed in all white robes over chain mail fighting off massive worms rising from the sand. A pyramid with people filing inside, a dry wadi with a family setting up tents, etc.

This hall's purpose is to remind priests of why they are here. Should any character stare at a particular painting, it will appear to move, people talking, flames flickering, etc. If, after the movement starts in a given scene, the character reaches out and touches the wall painting, they will be pulled into it. The character will go stock still and unresponsive (similar to how a held person is), and a figure of them will appear in the painting. If the person's hand is forcibly removed from the wall, they will come back to themselves, with vivid memories of what was in the painting, as if they'd lived it. No damage will have been suffered - that's not why the paintings are here. The fear of night creatures from the family setting up tents, the struggle against insurmountable odds of the warriors fighting what they called Desert Worms, the joy of those at the oasis for having access to plentiful water...

If the party simply waits, the character will come out of the trance and their image will fade from the painting after half an hour. In this case, the character will be exhausted and need eight hours rest before doing anything strenuous, and will suffer nightmares about the worst horrors of the desert for 1d4 months, but will speak the language of the desert.

AREA KEY

20. Grand Temple

This once-beautiful temple has a significant amount of water damage. The deep red carpet running from the doors to the altar is ruined, the altar itself is soaked. Only the two golden pyramids upon it showing no negative effects. The intricate paintings lining the walls and the pews are completely ruined, coming off in flakes and sloughing toward the floor. Both the door in the east wall and its counterpart on the west show signs of warping. A humanoid form made entirely of water is spraying a stream at the altar, seemingly trying to wash away the altar cloth when you open the door.

The humanoid form is a smaller **Water Elemental**. It and its two brothers are the help that was sent from the elemental plane of water, and they work at the direction of the water priests (Temple of Anu-Hittain, area #3, below). This one is directed to make certain this area is destroyed.

The party has normal chance to surprise the elemental, and since it will fight them (no one is supposed to be alive in the temple), that is a good thing. It is pre-occupied, and will never surprise a party.

The golden pyramids on the altar are hollow, but real. They will fetch 300 gold each on the open market, but selling them is hazardous. The priests, like most, do not take stealing and selling their relics lightly.

(Water Elemental, Small AC 17, HD 3d8, HP 15, saves P, MV 20 Swim 90, Attacks Slam 2d6, Alignment N, XP 65+3/110)

Note: Since the room is largely coated with water but there is no sizeable collection of water here, neither Water Master (good or bad) nor Vortex apply.

Scaling – Because of the Water Elemental's armor class, this might be a long fight, though most parties will have the ability to overcome the AC. Adjusting hit points is best if they party is weak. Another option is to have the negative part of Water Mastery apply due to the small amount of water. This has the effect of making the Water Elemental hit less often and can balance for a weak party.

21. Priest Bathing Chamber

Most of this room is taken up by a large pool that has been sculpted to have steps leading down into it. This room contains more water than you have seen in one place in the desert, the pool being several feet deep. There is a hand pump next to the pool, and several mystical glyphs engraved on the back wall.

Taking a lesson from elsewhere in the desert (See our module AT-2 Exterris: The Broken Land), the priests started each day creating water. With dozens of priests, it kept this room and drinking water well stocked.

Now this room is the temporary home of the largest of the three elementals that came here to wreak havoc. It did most of the fighting in the early takeover, and was sorely wounded, so it is being allowed to rest and recover in the pool.

The glyphs in the back are magical, and control stones to heat (red on the left), cool (blue on the right), and drain (black in the center) the water.

(Water Elemental, Small AC 17, HD 3d8, HP 15, saves P, MV 20 Swim 90, Attacks Slam 2d6, Water Master, Vortex, Alignment N, XP 65+3/110)

Scaling – Adjusting hit points per die will be the best option for scaling this encounter. Raising hit dice is possible, but caution should be used as that increases frequency of hits and makes the elemental harder to defeat at the same time.

22. Treasure Storage

This door is trapped. The Glyph of Warding – Blast has already been discharged, but there is still a poison needle trap. Sallim stopped his people from trying to get in when one of the water priests was nearly killed trying to open the door. He intends to come back when he has the time and figure out how to get into this room. The poison needle trap always hits those who grasp the door handle with a bare hand, and delivers type I poison (Players' Handbook, end of Assassin section).

This room has four ornate chests and three crates in it, all closed. Unlike many rooms in this complex, this room is completely dry.

The crates hold five bolts of silk (40 GP each) and three gold candelabras with pyramid bases worth 50 gold pieces each.

AREA KEY

The first chest holds an ancient painting of a city surrounded by lush farmland. It is labeled “Banni-Assan” which is the capital of Talifa, the desert kingdom this mesa is in. The worth of this painting greatly depends upon who is buying. Desert peoples revere such relics of the past, the few things that survived to show their lands green and people prosperous. A wealthy desert dweller in one of the larger cities might pay as much as 500 gold pieces for it. Anyone else would buy it as an antiquity and curiosity for 25 to 50 gold pieces.

The second chest holds an *expert longsword* on fine silken cushions (two cushions worth 5 gp each).

The third chest holds two *potions of cure light wounds*, and an ivory death mask with azurite inlay worth 250 gold pieces.

The fourth chest holds a *Rope of Entanglement*.

23. High Priest's Chamber

This room is the most ornate you have seen in the entire mesa. There is a bed with silk bedding over fat stuffed mattresses, a small pool of water with a hand pump and stool next to it, two cushions in front of a cold fireplace, a dresser, a desk, and a loo. Someone has been through here looking for something, bright silk clothing is pulled from the dresser, and a desk drawer hangs open.

This was the high priest's quarters. The clothing is flashy, some of it in the official black with a gold pyramid of the priesthood on it, but two full sets of normal (if finely crafted) desert garb (worth 3 gold each) can be found here. There is high-quality ink in the desk of the type a magic user could use for their spell book.

24. Common Room

The fireplace and desk in this room are dwarfed by the array of chairs of various sizes and styles arrayed about the room. Some of the chairs are exquisite, finely crafted of quality woods in dainty form. There is a stack of parchment and a writing pen on the desk.

Sallim searched this room, but there was nothing of interest to him here. The desk holds fine parchment that was probably bought from the elven kingdom, and a writing pen plus standard ink. In total, the paper pen and ink could be sold for 2 gold pieces. The real treasure is the chairs. This being where the priests gather in the evenings, any chairs

found were carried here. One of the chairs in this room is over 500 years old. To an antiquarian, the ten chairs in this room are worth around 750 gold pieces but transport would be a problem.

25. Officiating Priest's Chamber

This room is packed with furnishings. A rug covers the middle of the floor. There is a bed that was made, but someone laid in after the fact. A desk, a brazier, and a slab of wood with a hole cut into it and a bucket underneath that. From the smell of the room, the bucket hasn't been emptied of late.

This was the room of the officiating priest. Sallim's people searched the room quickly, but he knew that what he was after would be in the temple, so he did not give them much time.

Sallim *did* infest the chamber pot with 20 **Ear Seekers**. A general search of the room has a 25% chance of stirring them up. Should anyone use the privy or specifically state they are searching it, the ear seekers will automatically attack.

Behind the dresser rests a *Medium Shield +1*, and should the party search the room, it will be relatively easy to spot.

(*Ear Seekers*, Small AC 10, HD 1d2, HP 1 each, Saves P, MV N/A, Attacks Lay eggs, Alignment N, XP 10+1/11 each)

Scaling – There are enough encounters throughout this complex that if the CK feels the ear seekers are too much challenge, Sallim simply did not leave them here.

26. Administrative Priest's Chamber

This room has a simple privy, a brazier, a bed with fine bedding, and a table with four chairs in it.

This room has been searched, and holds nothing of value. Sallim left a present for anyone who came along... There is a **Giant Snake** under the bed. It hasn't eaten in a week, and is hungry. If the party searches the room, it will attack the nearest character, biting then constricting. It will immediately try to eat that character, ignoring attacks against it until it drops below 5 HP.

(*Snake*, Giant Constrictor AC 15, HD 6d8, HP 30, Saves P, MV 30 move/climb/swim, Attacks bite 1d4 coil 2d6, Alignment N, XP 150+6/330)

AREA KEY

Scaling – This will be a fight for a five person 2nd level party, though the constrictor hits easily, it does not do a lot of damage. For a weaker party, consider less HP, for a stronger party, increase the HD or even add a mate for the constrictor.

27. Lesser Mummies

Cloth wrapped bodies fill this room, covering most of the floor. In some places bodies are stacked as many as three high.

This room holds the mummified remains of former lesser priests... But they're not animate or anything, they're just cloth wrapped bodies. Maybe as the party opens the door, the breeze created could make bandages shift a little...

28. Greater Mummies

Four stone sarcophagi nearly fill this room. Each is closed, and has a man with a sword carved into the lid. One of them has a golden crown worked into the head of the carving.

These are mostly the sarcophagi of important lay-people that are not important enough to have an entire tomb of their own. The one with the golden crown was the current King of Talifa's father, who only sat the throne a few weeks before being murdered. The king will not take it well if his father's sarcophagus is desecrated. Aside from mummified remains, inside each of these sarcophagi are jewelry. The first holds a snake-shaped armband of gold worth 80 gold pieces, the second holds a gold necklace set with a ruby worth 150 gold pieces, the third holds a golden medallion showing a pyramid with an opal sun rising over it, the fourth holds a silver *ring of jumping* with boots depicted on top of a pyramid.

29. Priest Sarcophagi

An altar and four sarcophagi fill this room. The sarcophagi are topped with black stone lids carved into the form of people in robes holding scepters.

Each of these sarcophagi actually holds a skeletal priest. They are at peace, but will arise if non-believers dare to enter the room. The lids are hinged to be easily lifted, and the **Skeletons** will jump out and attack the party one round after the first party member enters.

(Skeleton AC 13, HD 1d12, HP 7 each, Saves P, MV 30, Attacks longsword d8, 1/2 damage from slashing/piercing weapons, Alignment N, XP 5+1/12 each)

Scaling - We do not recommend scaling this encounter.

30. Dry Food Storage

Sacks of grain are stacked about this room, three to four deep. The water trickling from the walls has soaked all of the grain, and a damp, moldy smell permeates the room.

A batch of **Yellow Mold** is growing on the grain in this room. It is not hostile, but if someone starts shifting bags, touching the mold will suffer the risk of surface infection, and if they are throwing the bags around will risk spore release. Attacking a sack will always trigger spore release.

(Yellow Mold AC 10, HD 1 HP, HP 1, Saves None, MV 0, Attacks Surface Infection 1d8, if attacked or slammed 20% chance of spore release - CL 5 Constitution save or die, 10' radius, Alignment N, XP 10+1/11) We recommend 110 experience if it releases spores.

Scaling – Yellow mold is more trap than creature. If a CK feels their party will be weakened by the time they reach this room, the yellow mold is dormant. Though the fact that someone has to get greedy before there is an encounter implies that the CK should leave it active.

31. Wet Food Storage

Casks and amphorae fill this room. The walls drip water, but the containers seem solid.

The casks are three casks of cider (10 gold pieces each), five casks of Doornian Date Wine (50 gold pieces each), a single cask of Amorician Red (300 gold pieces), and cheap northern ale (5 gold pieces). The amphorae contain olive oil (50 pints, worth 50 gold pieces). Values listed are per container.

Substitution – In the default setting, Doornian Date Wine is wine made in the desert kingdoms. Amorician Red is a red grape wine made in the elven kingdom and sought after throughout the world. Olive oil is used for both lamp and cooking oil. This is packaged for cooking, but could be used in lamps or to fill empty vials for throwing.

AREA KEY

32. Spice and Treasure Storage

The first thing you notice after opening the door to this room is a two-foot-tall idol of a demon-like figure that appears to be made of gold. After that, the sodden pile of ruined priceless silks on the other side of the room draws the eye. Finally, the north wall is lined with four chests and two crates.

Two of the chests are filled with small Eucalyptus planks (120 gold value total), one holds frankincense (75 gold), and one holds two everfull water vials. They produce two gallons of water each, per day. The idol is real gold. Twenty-four hundred pounds of it, and actually used to restrain a demon. If a party tries to move it, they will realize it is not going far without a *lot* of work. If they try to break pieces off, the first hit on the idol will cause it to start a deep, hideous laughter. If the party persists, once 25 points of damage has been done to the idol, it will crack open and smoke will pour out. The smoke will coalesce into a red-faced, goat-horned demon. It will laugh, thank them for freeing it, and offer them a wish as reward for releasing him.

It truly is a demon. G'Harge Vekkank, to be precise. If the party hesitates, it will laugh again, and teleport away. If the party refuses, it will pout and tell them they'll wish they had, then teleport away.

If they insist on fighting it, the demon will use Subdual Damage when possible, and mock the party the entire time. As soon as the party hesitates or is all subdued/dead, it will teleport away. In this encounter, the demon has a soft spot for the party because they released it... But that will only last until it teleports away.

(Balor AC 28, HD 13d10, HP 75, Saves PM, MV 45, Attacks 2 Sword 2d6, Flaming Whip 6d4, Demon Traits, Darkness, Flame Strike, Spell-Like Abilities, SR 15, Vulnerability (Iron), Magic Jar, Only harmed by magic or iron Weapons, Alignment CE, XP 9900+13/10,875) Note, XP should not be gained from this encounter.

Note: If you intend to play this entire series of modules (AT-1, 2, 3 plus ONA-13 to 24), G'Harge will show up again and again.

Scaling – G'Harge does not wish to kill the party, he wishes to humiliate them. That being the case, we don't recommend scaling this encounter.

33. Library of Anish

This large room is lit by a bright glow from the ceiling. It is packed with seven-foot-tall bookshelves, books of all shapes and sizes stacked neatly upon the shelves. Like most rooms here, water drips down the walls to the back of the shelves.

There was a fortune in knowledge in this room. Now there are a lot of ruined books and a very few salvageable ones. It will take half an hour for a party to search the room, but if they take the time to do so, they will find a scroll with two *Cure Light Wounds* spells on it, and a starting wizard's spellbook containing *Arcane Mark*, *Detect Magic*, *Detect Poison*, *Endure Elements*, *Charm Person*, *Read Magic*, and *Magic Missile*.

34. Workshop

This room appears to have been a workshop until recently. There are three workbenches, a pool, a lava pit that has a crust covering half of it, two bookshelves, and a swirl of mist. Someone has searched the room, and left it in a total mess. Water dripping off the walls has melded with the powders, scrolls, and oils thrown about the floor to make a mess.

Sallim's people searched this room thoroughly, gathering components and instructions for potion making. There is a silver mortar and pestle in the mess worth 50 gold pieces, but everything else in this room has been rendered useless by the water.

35. Kitchen

Unlike the rest of this complex, this room has two large windows. It also does not leak water from the walls like most rooms. There are two tables, two fireplaces, and four cabinets in the room. Chopped onion and carrot sit rotting on one of the tables.

This is the kitchen. Sallim had no interest in it, because he was looking for the Scroll of Averneth, and did not expect it to be here. The priests retreated to the temple, leaving dinner half made.

36. Stairwell

This door opens on a stairwell headed up and to the north. A warm, dry breeze drifts down the stairs.

These stairs lead up to the temple itself.

AREA KEY

The Towering Temple

On top of the unnamed mesa stands the Temple of Anu-Hittain, a tower topped by a domed cupola. The tower and cupola are made of white marble, and gleam in the desert sun. Until recently, it has been abandoned, but of late a sect of Doorne the Destroyer has recovered the temple. This is where the surviving priests retreated to when Sallim and his minions attacked. All of them are dead, but Sallim has left his deputy and two of his water priests behind to continue the search for the Scroll of Averneth.

1. Eastern Entrance

The door at the top of the stairs opens onto the mesa, wind whistling around. To the left is a door that is closed, but loose on the hinges. Smoke drifts up from a deep pit to the northeast.

This door will open easily and expose area #3. The pit spewing smoke is deep and filled with wood that is smoldering as if the wood is damp. The water priests come out on the mesa about once an hour to add wood ripped out of the temple, but their touch makes the wood moist.

2. Western Entrance

The door at the top of the stairs opens onto the mesa, wind whistling around. To the right is a door that is closed, but loose on the hinges. There is a clean skeleton lying by the door, its bones white with dried bits of flesh clinging to them.

The Skeleton was a priest that got caught by a water serpent. It is now just a skeleton, baking in the sun.

3. Temple

This was once a spectacular temple, but it has been largely destroyed. Fire swept through here at some time recently, and a collection of blackened skeletons lie strewn across the north end of the room. Swirling mists gather in dense, random pools seven feet across and ten feet high around the room.

This is where Sallim demanded the priests give up the scroll, and where they chose to make their final stand. They were all killed, but Sallim has yet to find the scroll. If the party enters the room, as soon as they come close to one of the swirling mist pools marked 3a, the attack will begin.

Nevent Sheffer, a **Forlarren**, and two **Water Priests** will step out of the nearest 3a (one from each of the three nearest). They will immediately attack, gaining a +2 to surprise check. The party cannot surprise them. They will fight to the death – Sallim left them to find the scroll, and retreating risks it falling into someone else's hands.

Nevent is like all of his kind, he will fall over any person he kills and cry, as described in *Monsters and Treasure*.

Once Nevent and his cronies have been defeated, the party can search the room. The secret room contains *The Scroll of Averneth*, 300 gold pieces, and an *Eversmoking Bottle*. The bottle is uncorked, and there is a hole in the roof – the source of the more persistent smoke seen from the desert.

The Scroll of Averneth is a long set of detailed instructions for summoning water elementals, along with a crude map to a place in the desert labeled “Exterris”. The priests treasured it because of its association with water, Sallim is retrieving it to be used by his betters.

(*Forlarren*, AC 18, HD 3d8, HP 15, Saves P, MV 30, Attacks 2 fists 1d6, Heat Metal, Alignment NE, XP 30+3/75)

(*Water Acolyte*, AC 15 Chain Hauberk, HD 1d8, HP 6 each, MV 30, Attacks Light Mace 1d6+1, Spells: *Endure Elements*, *First Aid*, *Light*, *Command*, *Cause Light Wounds*, Alignment LE, XP 7+1/13 each)

Scaling – This is supposed to be a tough fight. Nevent will fall upon his first target and do his best to destroy them, then cry over the body while the water acolytes continue to fight. The easiest scaling options are to remove their surprise bonus if the party is weak, or if there is a large difference in party strength compared to a group of 5 2nd level characters, then adjusting the number of priests is an option.

NEW MONSTERS

HAYAWIYYA

NUMBER: 1-4
TYPE: Extraplanar
INT: Animal
ALIGNMENT: Neutral
SIZE: Small
AC: 14
HD: 4 (d8)
PRIME: P
MOVE: 20 ft.
ATTACKS: 2 Pseudopods (1d6) or slam (1d8)
TREASURE: 3
SAVES: P
XP: 90+4
SPECIAL: Animation, Drowning, Water Affinity



Hayawiyya (also known as *Silent Killers* and *Liquid Life*) are creatures native to the elemental plane of water that have been specifically summoned to our plane. They are amorphous blobs that appear to be water, always of blue to grey to white in coloration. In water, their colorations make it difficult to see them unless one is looking (Wisdom check to notice, CL 3). They can be summoned into water, into a body, or into a container. When summoned into water, they will lie in wait for a humanoid to come to the water. When summoned into a body, they will animate it and make it their home. When summoned into a container, they can be poured out over water or a body, and they will take over that home and make it their own.

Hayawiyya never come to our plane voluntarily, they are always summoned, and always with a purpose. Those who summon a Hayawiyya without a purpose either fail in their summoning, or find that the creature so summoned has one purpose – kill the summoner. Once their purpose has been completed, the Hayawiyya returns to the elemental plane of water. Some purposes are vague, causing the Hayawiyya end up stuck in our plane. Those Hayawiyya become hateful, and kill everything in their path, hoping to somehow complete their task.

COMBAT: The Hayawiyya in its natural form attacks with two pseudopods, attempting to drown an opponent. If an opponent is disabled in any way (paralyzed, dead, unconscious), the Hayawiyya will take one round to pour into that opponent's mouth and then rise as an Animation, attacking with slam attacks, much as a zombie would.

ANIMATION: When a Hayawiyya is exposed to a body or a person unable to move, they will animate it, much like a zombie. Hayawiyya zombies have the same statistics as the Hayawiyya, and can be identified by changes to their coloring – skin goes grey, and the whites of the animated person's eyes go blue. Hayawiyya are summoned for a purpose, and will animate a body to achieve this purpose. Through their animation, the Hayawiyya is able to communicate in any language the body knew. A party that promises to help complete the Hayawiyya's mission may leave it in peace. Hayawiyya zombies cannot be turned.

DROWNING: When a Hayawiyya is fighting a humanoid, their pseudopods hit the face on a natural 20. A hit to the face allows the pseudopod to rush into the mouth and strive for the lungs. A PC must make a CL 0 Constitution save this round, and adding one to the CL each round until the creature is killed (at which point the PC expels water out of their lungs), or a Constitution Check is failed. If a constitution check is failed, the PC falls at -7 and loses one HP per round until dying at -10. For complete drowning rules, see the CKG.

WATER AFFINITY: The Hayawiyya is attracted to water, and outside of combat situations will stop at each water source it finds to swim, whether animating a body or not.

ESSENCE OF HAYAWIYYA: When a Hayawiyya is summoned into a container, it is trapped within until released. Very rarely, a Hayawiyya is found in this form. The Hayawiyya appears as a vial of water that "doesn't move right", and occasionally manifests an eye to stare at the owner. If the container is opened and tipped over the mouth of someone incapacitated (sleeping, paralyzed, unconscious, dead, etc.), the Hayawiyya will crawl in and kill/animate the person. It will then set out to fulfill the mission it was summoned for, no matter how long it has been. On occasion such a Hayawiyya will be trapped on our plane because so much time has passed while it was contained that it cannot complete its mission. In this case, the Hayawiyya can be bargained with by a wizard or priest of sufficient power. The wizard or priest must be able to, and agree to, use magical means to return the Hayawiyya to its home plane, then the creature will change its focus to the wizard's goal.

HAYAWIYYA IN NORDALIA

Hayawiyya is the name given these spirits by inhabitants of the Sevich Desert. They are considered a mythical, almost god-like creature that is much feared. Parents teach their children that only those who are faithful and honest can avoid the Hayawiyya.

In the far north, they are known as Liquid Life, and are associated with the serpent goddess. Her servants, they are known to hunt down those who stray from her teachings.

In the lands to the northwest – the Raiderspoint Alliance, Kingdom of Dilorn, and even the Kingdom of Trioton – they are known as The Silent Killers. Believed to be used by a clutch of assassins to kill targets in their sleep. This leaves a body with no signs of foul play.

NEW MONSTERS

WATER SERPENT

NUMBER: 1-6
TYPE: Extraplanar
INT: Animal
ALIGNMENT: Neutral
SIZE: Small
AC: 14
HD: 2 (d8)
HP: 10
MOVE: 20 ft.
ATTACKS: Bite (1d4)
TREASURE: 3
SAVES: P
XP: 22+2
SPECIAL: Paralyzing Bite, Camouflage

Water Serpents are creatures native to the elemental plane of water. Most water serpents have been summoned to our home plane, but some have inexplicably made their home on our plane. They are 2 to 3 foot long snakes, always of blue to grey to white in coloration. They can only be found in permanent or semi-permanent waters, such as fountains or pools. They never leave their water, but will attack if approached, for they are extremely aggressive and territorial.

COMBAT: The water serpent attacks with its bite, doing 1d4 damage. If water serpents are forcibly removed from their water during combat, such as being dragged out, they will forego an attack to crawl back.

CAMOUFLAGE: Their colorations make it difficult to see them unless one is looking carefully (wisdom to check to notice, CL 2).

PARALYZING BITE: Those bitten by the water serpent must pass a CL 2 Constitution Save or become paralyzed by the toxin for 2d4 rounds. A water serpent will focus attacks on paralyzed victims.



CONVERSION NOTES

Overview of Adventure Tomes

Towering Temple is a standalone One Night Adventure, but it is also the last *Tale* in a series of One Night Adventures that can be connected as a campaign in the *Port of Dakhalla Adventure Tome*. If played as a series, all four *Tales* (ONA13, ONA14, ONA15, ONA16) plus *The Port of Dakhalla* (AT-4) combine to make the *Port of Dakhalla Adventure Tome*.

Placement in your game world

If this module is used as a stand-alone module, it plays well if placed anywhere within a day's travel of a small to medium size town. This being a module designed with a desert feel, we recommend desert placement, but other options are possible.

An easy encounter hook to use is to have someone travel to the temple to ask a question or research some obscure knowledge. In *The Port of Dakhalla Adventure Tome*, the party will be asked to look into the smoke on the horizon by either Yellin Bislama or the Captain of the Guard at Sand Guard. Possibly, one of the citizens of Dakhalla will ask the party to look into the tower.

Scaling Encounters

This module is designed to challenge a party of second to third level characters. If the party is large or higher level, simply adding creatures per encounter should work for scaling. If both larger and strong, substituting stronger monsters or adding Hit Dice to existing monsters might be required.

If the module is to be used with a weak party or in a world where characters are generated using the straight 3d6 system, replacing the creatures with smaller or weaker ones is an easy transcription that plays well.

Using *Towering Temple* with Other Game Systems

Towering Temple was designed for use with the Castles and Crusades role playing game, and playtesting was performed with that system. The only real difficulty when translating to most systems is the Water Serpent because it is a new creature of our creation. For a quick translation, change it to a lesser elemental of some variety related to water.

For your converting convenience, here is the list of creatures to translate into other systems

Encounter Key	#	Type of Creature
2	2	Lesser Elemental, Mud
3	2	Water Serpent
5	5	Kobold
6	2	Rock Reptile
8	4	Skeleton
9	1	Zombie
10	1	Zombie
12	3	Flind
14	3	Gnoll
15	1	Caryatid Column
16	2	Ghoul

Encounter Key	#	Type of Creature
18	1	Giant Centipede
20	1	Water Elemental, Small
21	1	Water Elemental, Small
25	20	Ear Seeker
26	1	Snake, Giant Constrictor
29	4	Skeleton
30	1	Yellow Mold
32	1	Demon, Balor
Temple area 3	1	Forlarren
Temple area 3	2	Water Priest (Cleric, level 1)

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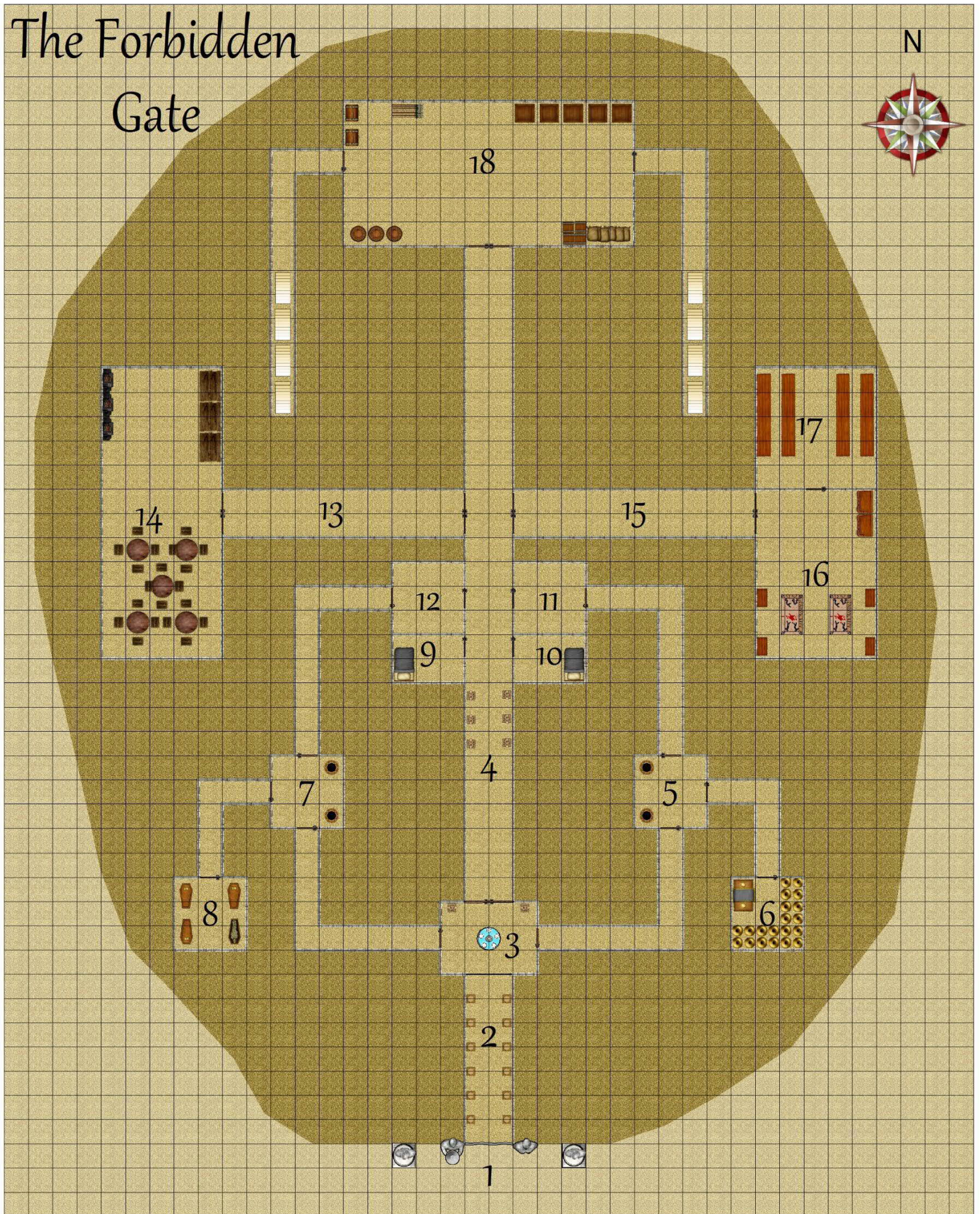
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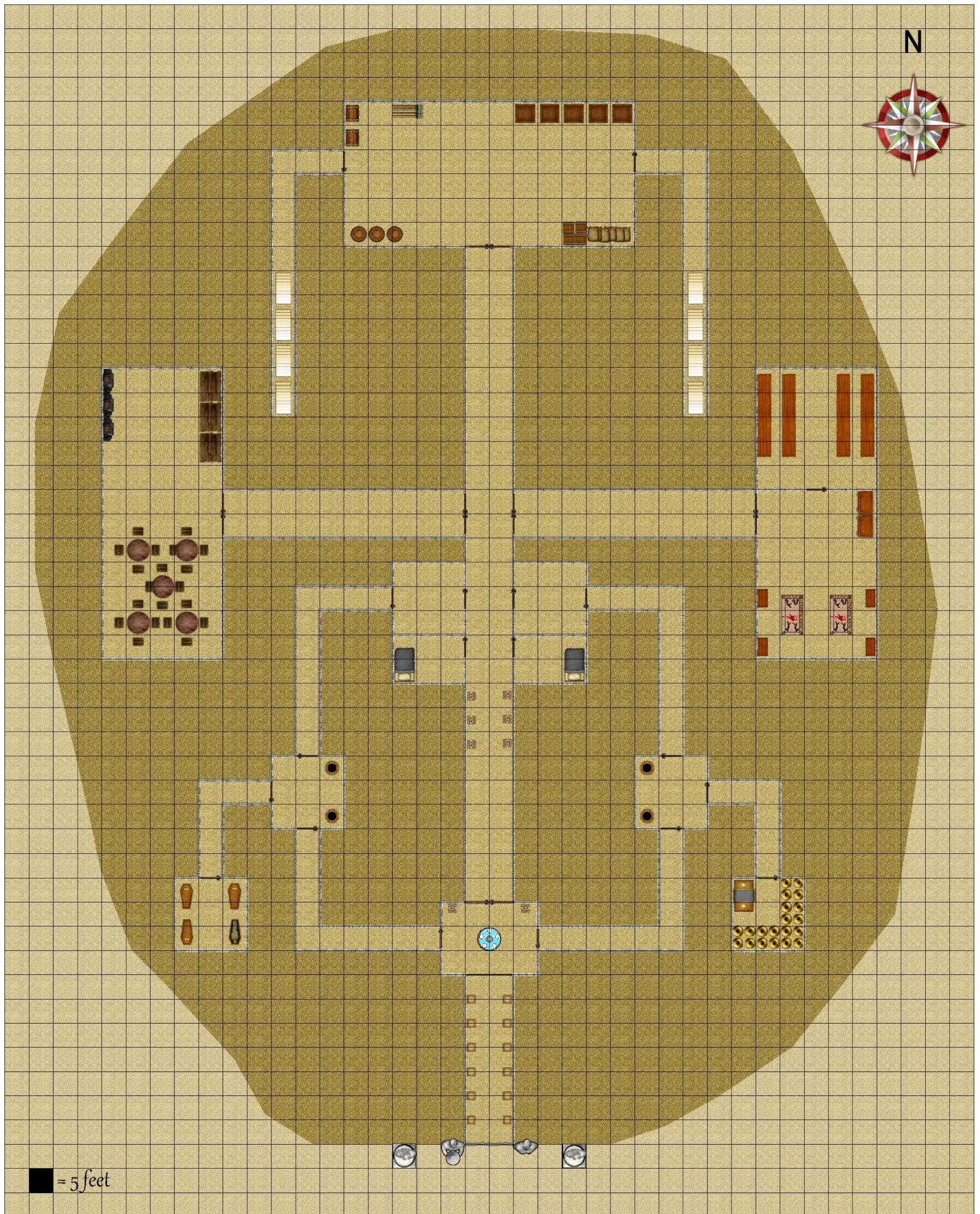
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FORBIDDEN GATE – CK MAP

The Forbidden Gate

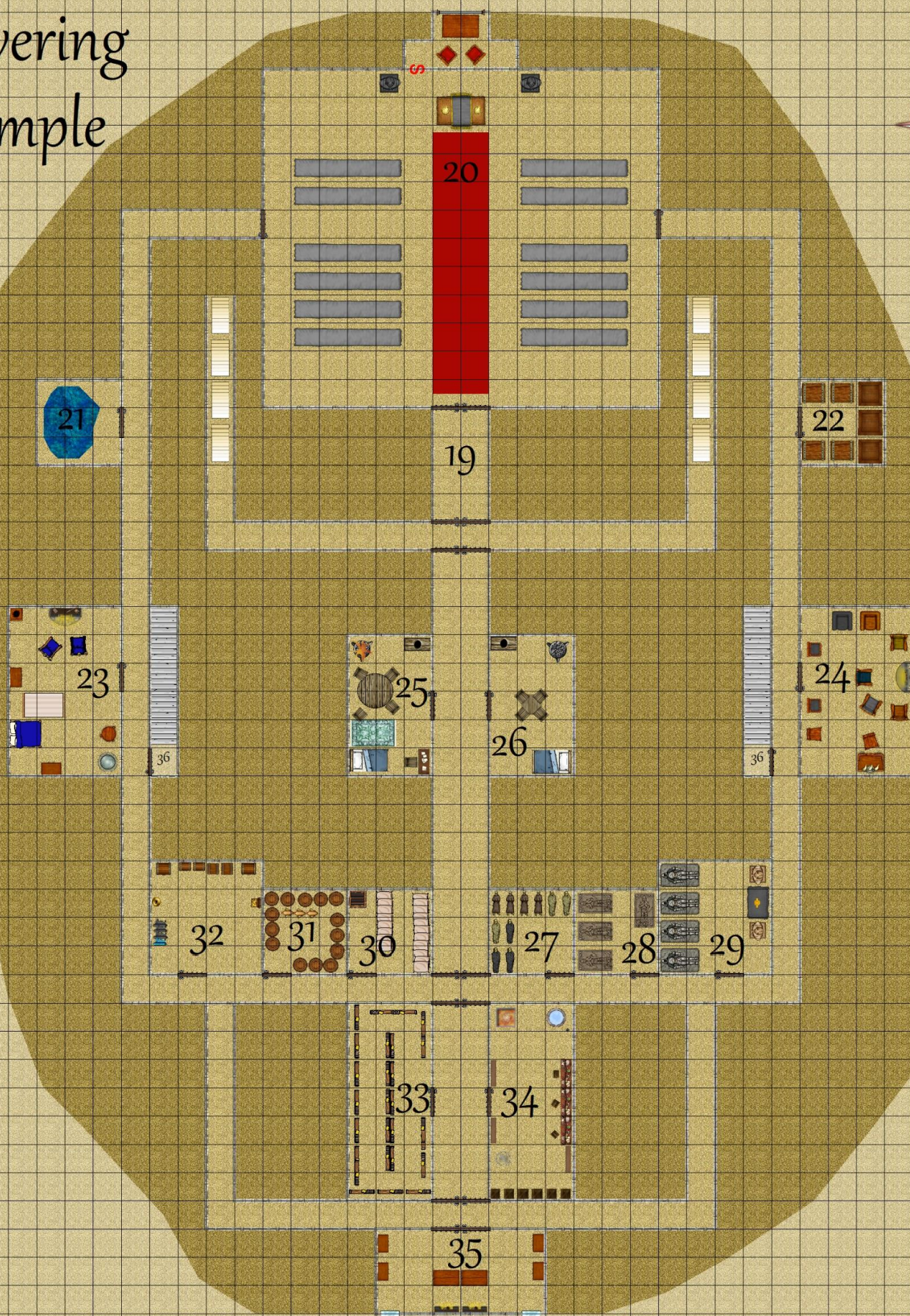
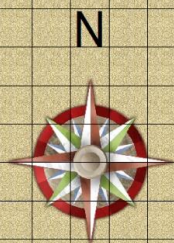


FORBIDDEN GATE – PLAY MAP



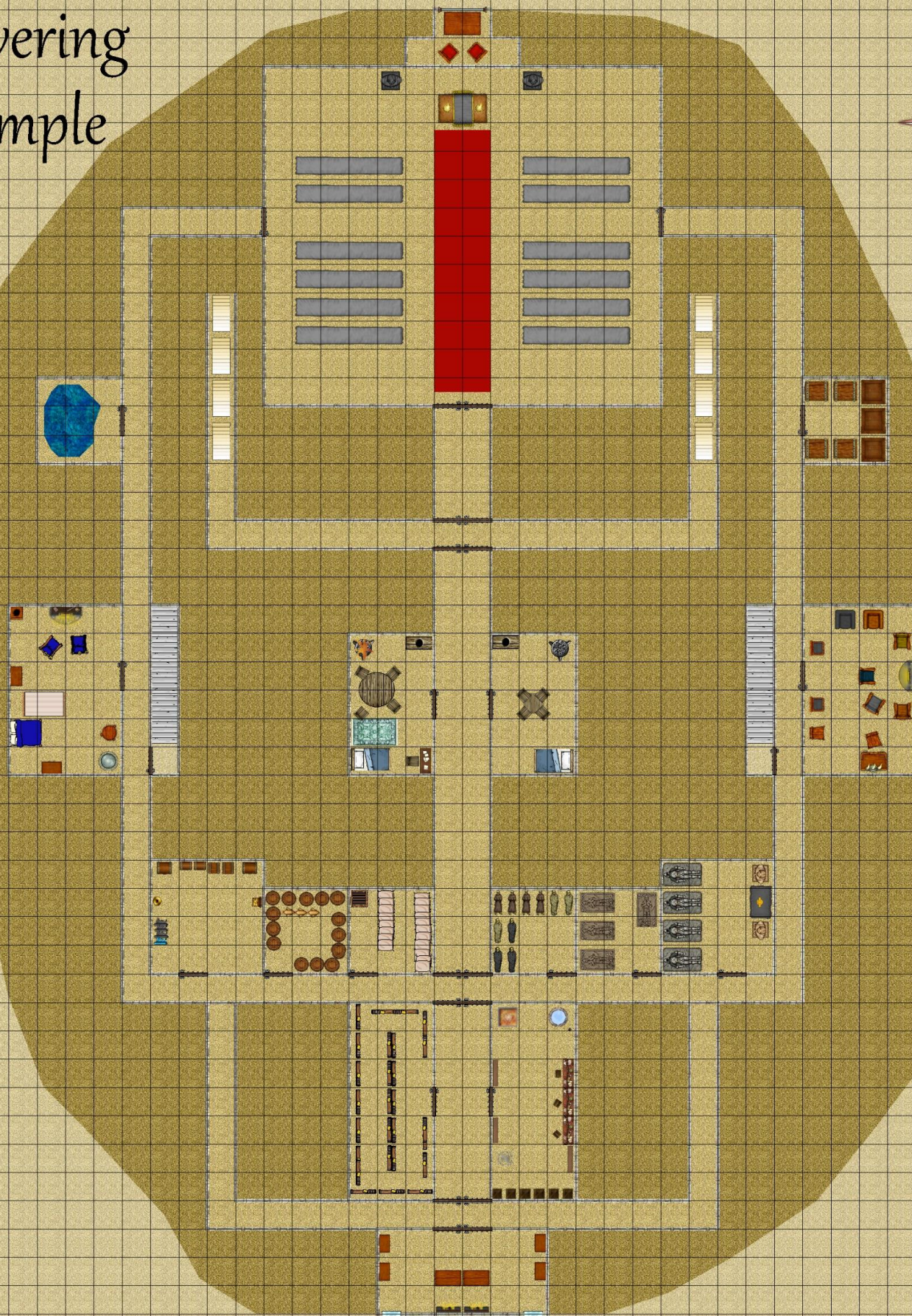
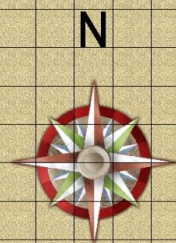
TOWERING TEMPLE - CK MAP

Towering
Temple



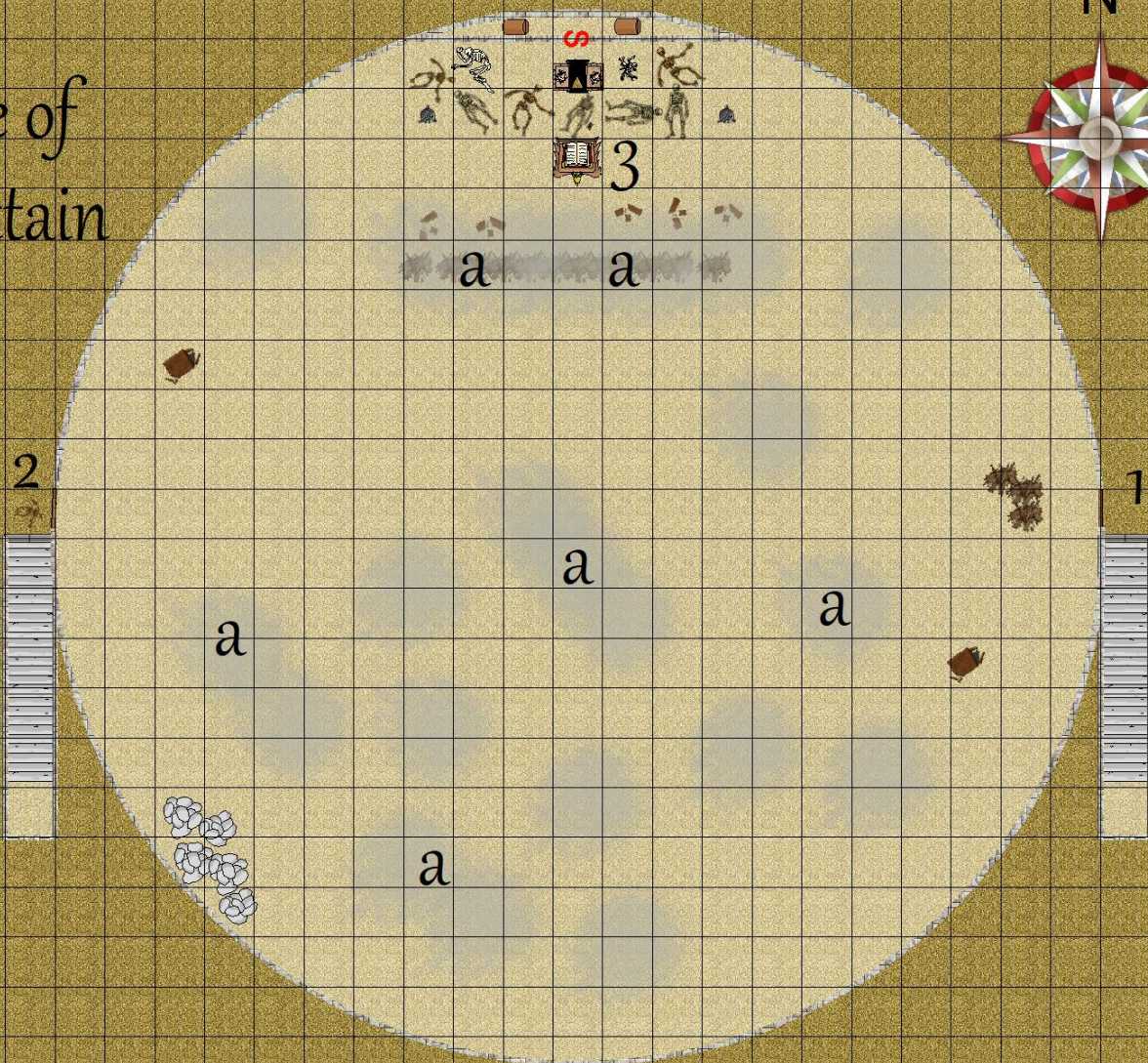
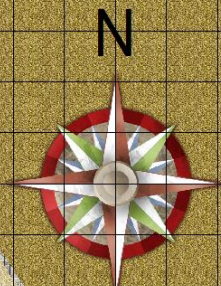
TOWERING TEMPLE - PLAY MAP

Towering
Temple



■ = 5 feet

Temple of Anu-Hittain





An ancient text claims relics and wealth of the nearly forgotten desert empire are hidden deep beneath the temple of Anu-Hittain. The wealth is said to be unimaginable. And now it stands as a beacon in the desert, smoke visible for miles during the day, a red glow visible from the nearby elven kingdom at night.

Towering Temple was written and play-tested using the Castles and Crusades™ RPG system, but conversion notes are provided for any OGL based system.

Each *One Night Adventure* is a tale. This module can be played stand-alone or in conjunction with its companion modules. The four tales in this series – ONA 13 through ONA 16 – can be played consecutively with AT-4 The Port of Dakhalla to build the *Port of Dakhalla Adventure Tome*.



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