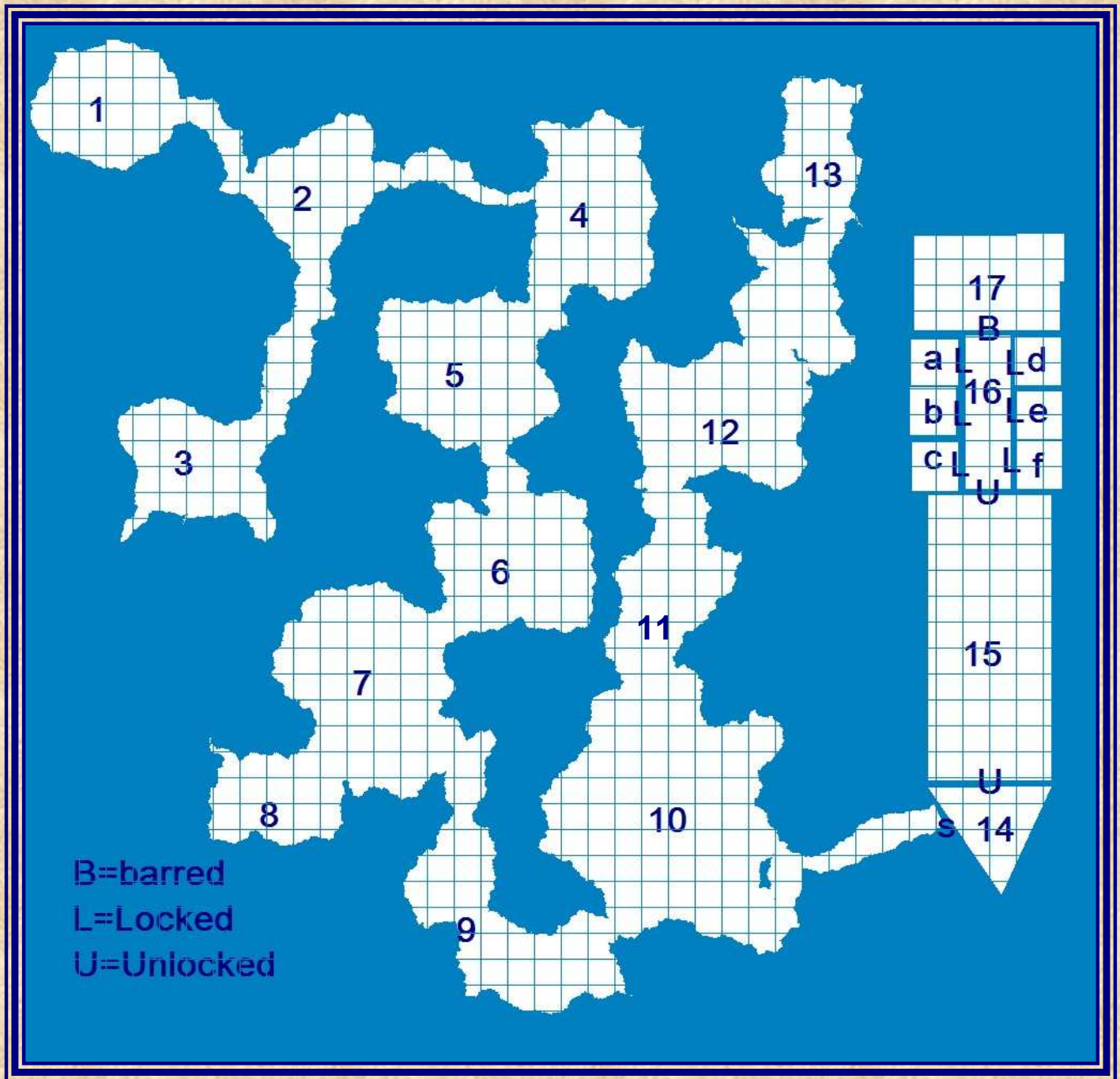


The Buried Temple



A 1-SHEET MODULE FOR CHARACTERS LEVEL 2-3
For use with the **LABYRINTH LORD** role-playing game



Plot Hook: The Buried Temple once held a powerful divination artifact before the earthquake. The priests have urged the PCs to find it, and return it.

Room 1. Entrance This room was trapped about 50 years ago with a persistent programmed illusion. The illusion is of a wraith, who rises out of some rubble and attacks anyone in the room. Those that fail a save vs. spells, will believe the wraith is real and will suffer the same damage as if it really attacked them. Those who make their save will not take non-lethal damage from it, but cannot convince those who failed that it is not real. Levels and Hit Points lost to the illusion are restored within 12 hours. Beneath the rubble the image rises from is a skeleton of a dead temple priestess. She was wearing bronze breast plate (AC 4, 400gp value) and was holding a *mace*+1.

Room 2. the Lizard's Lair This room is the home of a giant cave gecko (16 HP, AC 5, 1 bite for 1d8 dmg, save: F2, ML7) The lizard is famished, and terrified of the undead on either side of its lair. It will pounce and attack from the ceiling (PCs will be surprised on a roll of 1-4 on a d6).

Room 3. The Tomb *"The floor in here is strewn with the husks of long dead men. Many of them are buried under rubble, as if they were trying to flee the cave when it collapsed"* As soon as the last PC is in the middle of the room, 3 skeletons rise and attack (8, 6, 4 HP, AC 7, 1 longsword attack for 1d8 dmg, save: F1, ML7).

Room 4. Didja Hear Somethin? Four hobgoblins in this room are getting weapons ready to investigate a noise they heard in room 3 or 2. (9, 7, 5, 4HP, AC 6 [leather & shield], 1 shortsword attack for 1d6 dmg, save: F1, ML8) They each have 5sp.

Room 5. Please Don't Rise on my Account... A group of six zombies begins shambling towards the PCs. (14, 13, 9, 8, 8, 7HP, AC8, 1 attack for 1d8 dmg, save: F2, ML12)

Room 6. This room is the final resting place of another group from the temple attempting to flee for their lives. In the hands of one of them, is a gold and silver adorned icon of the temple's patron worth 300 gp.

Room 7. Along came some spiders... In the middle of the floor of this chamber, is a skeleton wearing robes clutching a book in its hands. (The book is a spell book containing *magic missile*, *sleep*, *charm person*, and *phantasmal force*). This room is the lair of a pair of crab spiders. They are currently on the ceiling, and will drop down to block off both exits to the room when the whole party is inside, making the PCs surprised on 1-4 on a d6. (13, 11HP, AC 7, 1 bite attack for 1d8+poison, save: F1, ML7. Poison grants a +2 save. Failure kills a PC in 1d4 turns).

Room 8. Watch for Falling Rocks. The first PC to enter this room must make a save vs. Breath Attack or be pummeled by 1d3 falling rocks for 1d4 damage each. The rocks fall from the ceiling, and this room is rather unstable. Any jumping, stamping, etc may cause a 10' deep chasm to open (60% chance) under the person doing it.

Room 9. Free the Prisoner? This room holds a lizardfolk, who is bound and secured to a stalagmite on the floor. He was captured and is going to be used for food/a slave/sacrifice/spare parts as the cleric in room 17 sees fit. The lizardfolk will not attack unless attacked, and will be grateful if freed. It will attempt to use gestures (if the PCs don't speak its language) to warn of the gargoyle in the next room. An Intelligence check will allow a PC to understand this warning. The lizardman will then leave, and refuses to go into the room with the gargoyle. (13HP, AC 5, 1 bite attack does 1d6+1 dmg, save: F2, ML12). Award 200xp for freeing him, 0 for killing him, -100 if the PCs kill him while bound).

Room 10. Double Deathtraps. This room is the home of a gargoyle that has been ordered to slay all intruders by the cleric in room 17. The Gargoyle is hiding in a group of stalagmites, and PCs will be surprised on a 1-3 on 1d6. If the PCs understood the lizardman's warning, they will only be surprised on a 1. Gargoyle: (18HP, AC 5, 4 attacks: 2 claws/bite/horn do 1d3/1d3/1d6/1d4 dmg, save: F8, ML11). To add injury to injury, the first PC to move towards room 14 will run into a Scything Blade Trap. The trap's attack value vs. AC0 is 14, and does 1d8 dmg. The door to room 14 is secret, but anyone actively searching finds it on a 1-2 (or elf 1-3) because it is in a somewhat obvious place (why guard an area with nothing important in it?)

Room 11. Backup is coming! A single hobgoblin is running down this corridor from the north to assist in room 10. He is too late by the time he gets here though. Right at the end of the encounter in room 10, he will fire a crossbow shot then run into room 12 to reload. Hobgoblin: (3HP, AC 5 [chain mail] 1 attack with heavy crossbow for 1d8 dmg or bastard sword for 2d4 dmg, save: F1, ML8), Treasure: a *potion of healing*.

Room 12. Prepare for a fight! This is the room the hobgoblin from room 11 was running to. When a PC gets into range, he will pull a crude lever sending some rocks down right by the doorway, doing d4 damage to anyone who fails Breath Attack save. Inside the room, he will fight with his bastard sword. Also, this room has 10 skeletons who will assist him! 4 of them wield short swords, 6 wield spears. (Stats otherwise the same as room 3, with 8, 8, 7, 5, 4, 4, 4, 3, 2, 1HP). Treasure: there is another *potion of healing* in this room hidden under a basket of moldy bread. There is a pouch in the room with 40 gp.

Room 13. The Treasure! This room houses the treasure the skeletons and hobgoblin were meant to be guarding. There is a locked chest in the middle of the room. The chest is also magically trapped, doing 1d8 fire damage to all within 5 feet if not disarmed. Inside the chest is: a 200 gp necklace, a 140 gp brooch, a 120 gp pair of bracelets, and a 70 gp ring. There is a statuette worth 100 gp, and a rolled up tapestry worth 130 gp. There is a silver dining room set worth 300 gp as well. There is also, 8 *arrows* +1, a *shield* +1, and a *longsword* -1 cursed item (note: although it is a cursed weapon, it does count as magical for the purpose of harming monsters).

Room 14: Secret Temple Entrance. This room is the secret entrance to the temple that was buried by an earthquake so long ago. It is used as a storage room by the evil cleric and his minions. There are a dozen crates in here containing various foodstuffs and other supplies stolen from caravans, etc. One of the crates, however, holds a single silver coin that has gone unnoticed by the cleric who took over this temple, however. It is a magical coin, and the head on it talks when held up. His name is Harold, and he is full of useful information and stories.

Room 15: The Alter. This room is where services were held for the public in the temple in ancient times. The old entrance, to the right, is blocked shut by tons of debris that engulfed the temple during the earthquake. To the left and right of the aisle, are pews where worshippers once paid homage to their god. At the north end of the room, there is a dais, with a stone podium, standing in front of an enormous marble statue of the god this temple was devoted to, the head, however, has been shattered, and lies in rubble at its feet. There is a secret switch in the podium that opens a compartment containing a bejeweled holy symbol (400 gp value), 4 vials of holy water, and a silver pitcher that can create 5 gallons of water per day. The water pours from the pitcher when held upside down.

Standing in the aisle between the characters and the dais is a group of six hobgoblins, and a bigger hobgoblin, the shaman. Hobgoblins: same stats as room 11, but with the following HP: 8, 7, 7, 4, 2, 2. Treasure: a *potion of healing*. The shaman is named Saydor, and has been getting the undead that inhabited this place to work for him and his followers. Saydor: (16HP, AC 3 [chain mail, and +1 *shield*], 1 attack with *Mace* +1 for 1d8+1 dmg, save: C3, ML12) Prepared Spells: Level 1: *cure light wounds*, *cause fear*, Level 2: *bless*. Saydor cast *bless* on his bodyguards 1 round before combat begins, round 1 he will cast *cause fear*, round 2 he will attack until he has need of a *cure light wounds* spell. His guards will try to buy him time as they make a defensive retreat for room 16 and two try to hold the doorway while the rest run into room 17 and bar it shut.

Room 16: Dormitory. This room used to be the priest's dormitory. Each door is locked. Each room contains a stone bed, a wooden bowl, and a wooden holy symbol.

Room 17: The Tears of the God. This room houses the artifact that was said to once exist at this buried temple. They are a pair of huge, pear-shaped diamonds, worth 1,000 gp each. But they are also magical. Once, they adorned the face of the statue in room 15. They enable any person praying to them to *commune* with their deity once a day. If the diamonds are ever more than 6' apart, this ability ceases to function. Saydor was using them to commune with evil spirits who helped him pillage, build up his forces, and control the undead. If the tears are returned to the temple, the priests will pay 2,000 gold (the value of the diamonds themselves).

Credits: The Buried Temple by Chris Rutkowski

Labyrinth Lord™ is copyright 2007, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.0 available at www.goblinoidgames.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of

any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product

Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have

written permission from the Contributor to do so. 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days

of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Labyrinth Lord™ Copyright 2007, Daniel Proctor. Author Daniel Proctor. END OF LICENSE Copyright 2007, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Goblinoid Games™ are trademarks of Daniel Proctor.