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Temple of the Horned Goddess



AN ADVENTURE FOR CHARACTER LEVELS 4-5



**Knightvision
Games**

Labyrinth Lord
Compatible Product

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Introduction

Temple of the Horned Goddess is a Labyrinth Lord ® adventure designed for five or more characters of 4th--5th level. The total experience points for this module is approximately 13,000xp.

Background

The small mining outpost of Hardin's Point was doing fairly well until about a three months ago. Miners kept moving further into the jungle hills looking for precious metals and gems and then the trouble began.

Mysterious creatures, known as skinks to the townsfolk, started attacking miners in the outlying mines and along jungle roads. The miners tried to defend themselves, but the hit and run tactics of the skinks left them helpless. The outpost council decided to hire mercenaries to put an end to these attacks. The hired swords took the retainer and never returned.

Now the council has decided on another tactic--hire adventurers, luring them with tales of ancient temple ruins and wealth untold. They've sent agents far and wide in search of the right people to get the job done. In step the PCs.

Stop: If you are a player in this adventure, please stop reading. The following information is intended for the Labyrinth Lord to run the adventure. Don't spoil the mystery awaiting you!

Labyrinth Lord note on hit points: The average hit points (hp) will be 4.5 per HD and you may wish to increase or decrease the hit points for monsters depending on the strength of the adventuring party.

Adventure Track

Published adventures don't always fit neatly into a group's current campaign. The following outline explains the background information, NPCs and other pertinent information to make this an enjoyable adventure.

1. PCs enter Hardin's Point.
2. PCs gather clues and hear rumors about the recent attacks and possible treasure hidden in a ruined jungle temple.
3. PCs move into the jungle to locate the temple.
4. PCs get attacked by jungle monsters.
5. PCs encounter skink lair.
6. PCs encounter the temple ruins of the Horned Goddess.
7. If PCs are successful, return to the outpost for payment and further adventures.

Notable NPCs and Organizations

Captain Golrin Parath

Leader of Hardin's Point, Captain Parath, is a harsh but fair man. His force of will has kept the outpost a profitable business. He has explored the local area and knows about the ruined temple but has kept it quiet. He hasn't completely explored it and wants any riches all to himself.

Heather Sivron

Heather is the owner of the Flying Fish Tavern. She is a former adventurer who has recently settled in Hardin's Point, using her hard earned wealth to expand the tavern and compete with the only inn in town. She has heard many rumors since she's been here and for a price will offer up some information.

Quint Twobridge

Owner of the Rusty Anchor Inn and Tavern, Quint has lived in Hardin's Point since its establishment. He has enjoyed a monopoly on lodging in the village until the Flying Fish Tavern expanded to include some rooms for let. This has upset him greatly.

The Fang Smashers

This tribe of Orcs has been on the move through the jungle for several weeks. They lost a territorial battle and need to find a home soon. The tribe has had some recent internal fights and the tribal leadership is in dire straits.

They've skirted Hardin's Point knowing they are too weak to attack the outpost. Their scouts have located a ruined temple and are in the process of exploring it for possible habitation. They are in a greater than normal ill temper and will rather fight than flee if encountered in the jungle.

LL note: You may want to use this orc tribe as a random jungle encounter which the PCs may stumble upon if they become lost or if you need additional encounters.

Leader Grishnak, AL C, MV 120' (40'), AC 4, HD 4, HP 18, #AT 1 (Battle Axe), DG 1d8+2 (due to strength), SV F4, ML 9, XP 140, 53 gp and 4 diamonds (55gp each).

Sub-Leader K'Gok, AL C MV 120' (40'), AC 5, HD 2, HP 9, #AT 1 (Battle Axe), DG 1d8+1 (due to strength), SV F2, ML 8, XP 20, 35gp, gold ring (30gp) and a emerald gem (75gp)

Males/Females: No. Enc. 1d8, AL C, MV 120' (40'), AC 6, HD 1, HP 5, #AT 1 (Short Sword), DG 1d6, SV F1, ML 8, XP 10 - each carries 1d10 gp and 1d4 gems.

Hardin's Point

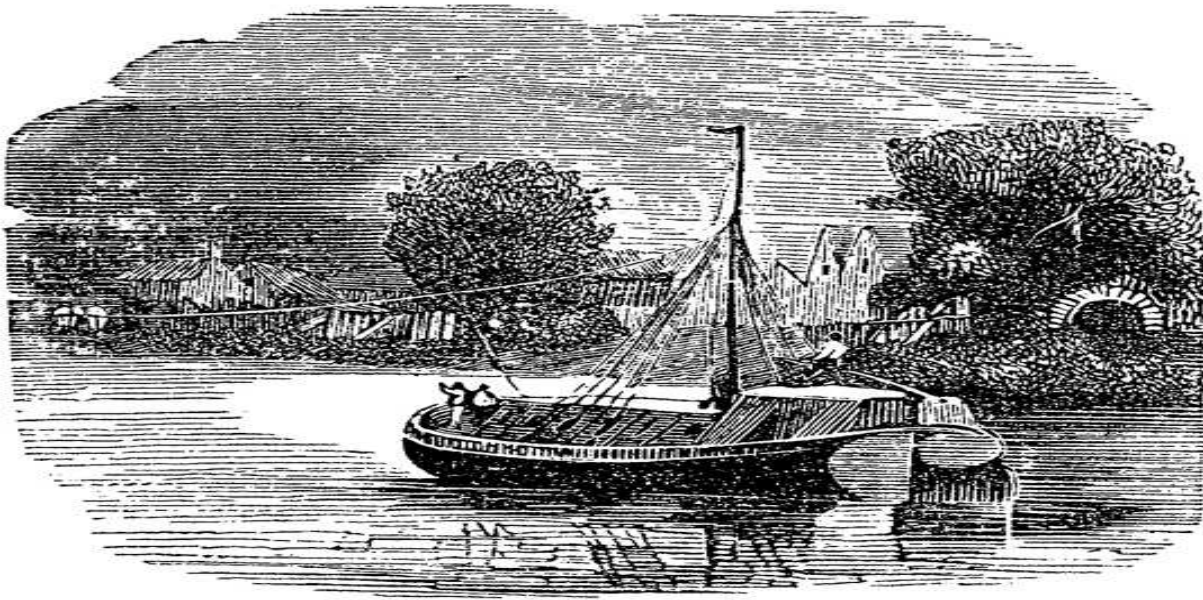
Hardin's Point sits on the northwest tip of the Kutora continent along the jungle coast. It was established by shipwrecked sailors and miners who eventually returned home to gather supplies for a return to the area. It's been said that a large vein of Mythinen has been discovered among the low lying coastal hills. However, the village folk and miners like to keep secrets and riches to themselves.



1. Stone Tower - Village Headquarters

When Captain Parath took over leadership of the outpost, he noticed a complete lack of defensive buildings that could resist attacks until help arrived.

He commissioned the building of a stone tower, which when completed, was three stories tall, dominating the village. The first story is the town headquarters. Here miners can stake a claim, sell their precious metals and make complaints. The second story is the residence of Captain Parath and his mistress. The third story is an armory and has a ladder to the roof where a large ballista has been placed.



2. Rusty Anchor Inn and Tavern

This building is a patchwork of several smaller buildings. The interior is sparsely furnished, lacking in amenities. The food is standard fare, hardy, but nothing to brag about. Most of the furniture is rough hewn and has seen better days.

There is always an armed guard at the entrance keeping a look out for drunks and troublemakers. The owner, Quint Twobridge, has become obsessed with trying to undermine the increased business the Flying Fish Tavern is raking in. He always seems in a foul mood these days.

If the players want to hire some help, this is about the only place in Hardin's Point to do it. Most of the hirelings will be miners and other fortune-seekers still waiting for their mining claims to be approved. See page 46-48 of the LL Book for hiring retainers. Due to the remote location of Hardin's Point the wages will be 25% higher.

3. Mercantile Store

This business, run by Jarvis Calfran, is the hub of activity in the village on most days. Miners and locals visit the store to purchase a wide variety of goods. They include, shovels, pick axes, wheel barrows and dried meats. Other basic staples such as flour, salt, and beans can also be found in large quantities. Jarvis is quite friendly and has heard all the rumors about mineral strikes, roving monsters, and hidden temples.

4. Tavern

A recently renovated and expanded business, the Flying Fish Tavern, has seen business boom in recent months at the expense of the Rusty Anchor. Heather Sivron, the proprietor, has sunk her life savings into the place and wants to build a common sleeping room to house newcomers and corner the market on lodgings. The food is very good and fairly priced. The Tavern has a wide selection of beers, ales and wine. Two undercover guards roam the tavern and its grounds to keep things quiet.

Encounter 1: Jungle Trek

(Maximum 370 XP)

Set the Scene

The dirt road that winds through the outpost eventually turns into a well-worn path and then nothing more than an overgrown trail. The thick jungle vegetation presses in with each step. The PCs will have to keep a sharp eye out on the trail so avoid becoming lost. There's a 20% chance that the player characters may become lost in the jungle without a town guide or ranger. If this happens then you can use the monsters below to get them back on the path.

This part of the adventure module is considered "sand box" play. The encounters can be used in different order or not at all. It's up to you, the Labyrinth Lord, to make the adventure unique for the players.

Action

In this encounter the PCs may come in contact with several jungle monsters that are strong and vicious. You can use either or both to make the jungle come "alive" so to speak.

Drag Vine No. Enc 1d4, AL N, MV 20' (10') climb, AC 8, HD 2+3, hp 12, #AT 1 special, DG 1d4+2 thorn stab, poison spores. SV F2, ML 9, XP 80
Description: Drag vines are long vines of vegetation that hang from trees or lie on the ground to snag their next victim.

Combat/Tactics: Drag vines lie in wait for their victims to get close to them then attack with lashing vines hoping to grab as many targets as possible. When they have dragged a number of targets close enough, they release spores to render their victims unconscious so that they can stab them to death with their thorns.

The drag vine will drop to grab their victim (DEX check -2, Druids DEX check +2), 1

hp damage for successful grapple. Then the drag vine will release poisonous spores (save vs. poison or take 1d4 hp of damage). If a successful save is made, the vine will release the victim who will be dropped and knocked unconscious for 1d6 rounds (no save). If the victim fails the poison spore save, the drag vine will stab the victim with a large spore doing 1d4 hp of damage. The PC can make a DEX check each round to break free. If so, they will fall and take 1d6 damage.

Moss Monster (1), AL N, MV 15" (15') reach, AC 5, HD 5, HP 23, #AT 2 moss arms, DG 1d4/1d4, SA: infection (see below), SV F4, ML 10, XP 350.

This hulking creature looks like a small hill of moss. Beneath this moss, however, there is a thick bark like skin. It moves slowly, but steadily, never resting. Arms, like thick moss covered branches, swipe at everything around it, whether it is living or not. A dim flicker of gold glows from its mossy lump of a head. Wherever it goes, animals flee.

Combat/Tactics: Moss monsters prefer to attack from hiding, moving silently towards their target. They strike from nothing and keep hitting until they kill. If the target runs away, they readily give chase.

Infection: Moss grows on the victim's body wherever it is touched by a moss monster, growing until they eventually become moss monsters. Remove curse or better is needed to remove the infection. If the moss is removed in another way (like cutting it off) it leaves a wound that does not heal naturally and causes 1 hp of damage per round. If it is not removed, it keeps growing over a period of three days, after which the process is complete and the target becomes a moss monster. After that, only a wish can restore the victim. (Note that resurrection does not work. The infestation does not kill you, it only transforms.)

Encounter 2: Finding the Skinky lair (Maximum 350 XP)

Set the Scene

Place the player characters in the jungle near the underground entrance. You can use the PCs sense of smell to locate the skinks lair by the foul-smelling odor flowing from it. Skinks are small reptilian humanoids with gray and white bushy tails—a cross between a skunk and a lizard. They live in tropical groves and swamps. They are fast and stealthy ambushers that are bipedal in nature.

Read or paraphrase the section below to the PCs

Piles of garbage, scattered bones and other small items are scattered about at the underground entrance. If it wasn't for the extremely bad smells coming from this place you would have never found it. The entrance is camouflaged by tree limbs, leaves, and other jungle debris. Four small lizard-like creatures with bushy tails stand near the entrance. They carry spears tipped with obsidian.

Action

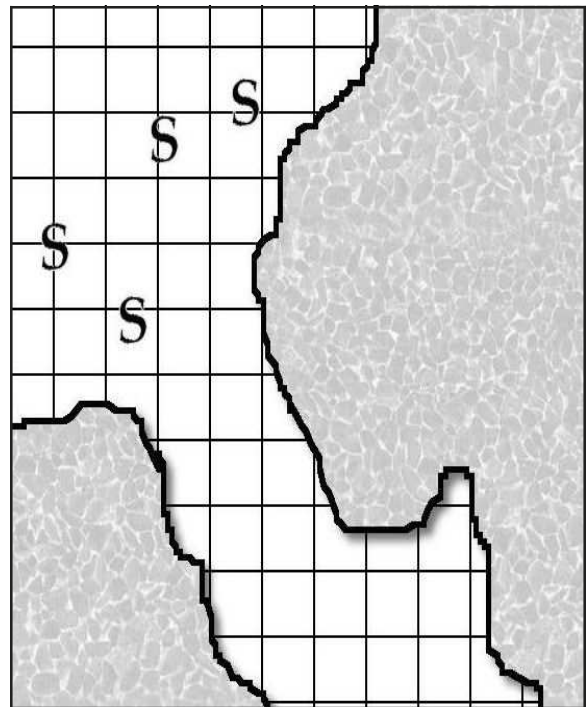
The PCs have several options here—they could try to attack outright and risk the guards alerting the rest of the lair. Or they could sneak up and attack from different sides.

The PCs could also try to use ranged weapons from jungle concealment to minimize counter attacks. If the PCs fail to gain entrance, the skinks will move out into the jungle trying to locate the intruders and kill them.

Skink Guards (S) (4) AL C, MV 60' (20') Swim 100' (30'), AC 5, HD 3, hp 14, #AT 1 (spear), DG 1d6, SA Stink Cloud - A skink can spray a small cloud of foul smelling scent, save vs. paralysis - the victim will be unable to move for 1 round, SV F3, ML 9, XP 65.

If the skinks are reduced to half of their hp, they will attempt to flee down the tunnel to warn their comrades in Cavern 1. There is a 20% chance that the Skinks in Cavern 2 will hear any combat and move to the entrance to investigate.

Treasure: One skink will have a **diamond** worth 40gp and the other will have a **gold torc** around its neck worth 50gp.



Encounter 3: Skink guard quarters (Maximum 717 XP)

Set the Scene

After defeating the guards, allowing them to alert their comrades or making them retreat into the jungle, the PCs come upon the skink guard quarters. This area is has several sleeping pallets made out of large jungle leaves and branches. Several rudimentary bowls and plates are stacked in one corner. Woven leaf baskets contain some kind of flour substance that has a pleasant smell.

It's possible the skinks guarding the entrance have retreated here and have sounded the alarm, so make the necessary adjustments in the number of skink guards encountered at this location.



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Action

Skink Guards (S) (6) AL C, MV 60' (20') Swim 100' (30'), AC 5, HD 3, hp 14, #AT 1 (spear), DG 1d6, SA Stink Cloud, SV F3, ML 9, XP 65.

Skink Sub-leader (SL) (1) AL C, MV 60' (20') Swim 100' (30'), AC 4, HD 4+1, hp 19, #AT 1 (short sword), DG 1d6+2 (+2 **Short Sword - "Kamblast"**), SA Stink Cloud, SV F4, ML 10, XP 85.

The sub-leader will rally his troops by leading the charge into battle. The skinks will fight till they are reduced to half their hit points. Then they will attempt to flee down the cavern halls to either the main or royal chambers.

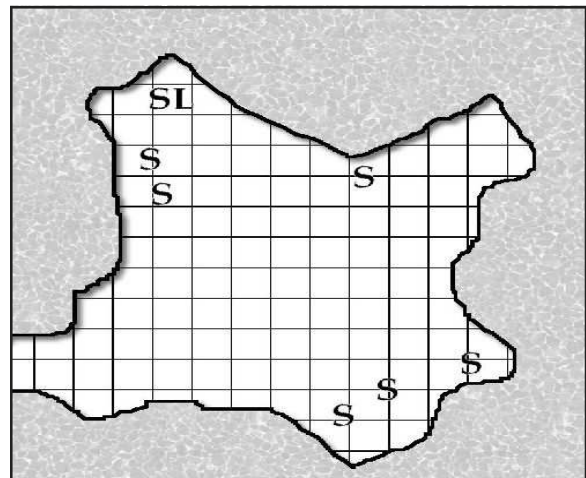
Treasure: The skink sub-leader has a **+2 Short Sword called "Kamblast"**. This short sword is finely decorated with a dark steel construction and superb craftsmanship.

It has the ability to detect evil and cursed items and by all appearances seems to be a +2 sword. However, if the holder is killed, he or she must make a save vs. spells with failure meaning their soul is absorbed into the sword.

A raise dead or resurrection will not return the person to life. Only a wish will restore to life anyone whose soul is forever eaten by Kamblast.

The sub-leader has a **gold torc** (110gp value) around his neck along with a leather bag containing a **silver ring** (non-magical, 15gp value) and **32gp**.

Each skink guard has a **silver torc** (55gp value each) around their necks and a small leather bag with **1d4 gems** each (20gp value each)



Encounter 4: Main Cavern

(Maximum 175 XP)

Set the Scene

After the characters battle the skink guards in their quarters the PCs will come upon the following.

Read or paraphrase below:

The tunnel you traversed seems to slope gently downwards. You come upon the entrance to another cavern that has a small amount of rubble on the floor. The cavern is filled with stalagmites on the floor and ceiling. Several stairs have been cut into the walls of the cavern leading to ledges above. Two other tunnels lead to the west and the south.

The entrance to this cavern has an alarm. There is a pressure plate under the rubble near the entrance. It is triggered by creatures weighing more than 60lbs. The pressure plate is connected to a guard post ledge above the entrance by a vine running along the wall.

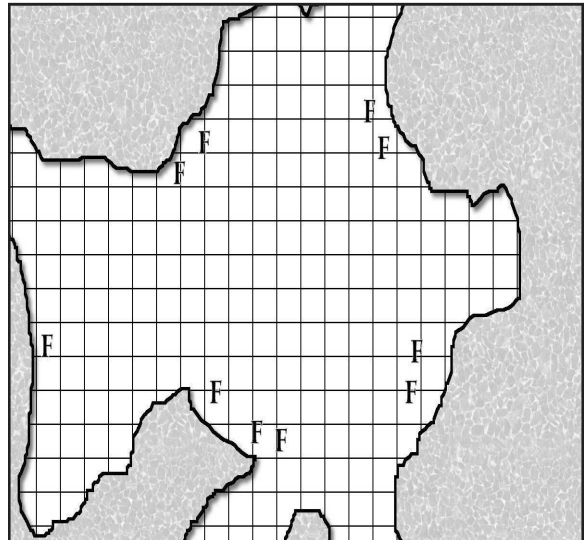
Several ladders have been lashed together to gain access to the ledges the skinks use as their living quarters. **LL note:** You may decide to split up the females among the ledges or put them all in one place.

Action

Skink females (F) (10) AL C, MV 50' (15'), Swim 100' (30'), AC 7, HD 1, hp 5, #AT 1 (claws or teeth), DG 1d4, SV F1, ML 9, XP 10 (females are incapable of causing a Stink Cloud)

The skink females will attempt to throw rocks down the ladders to defend the ledges. In melee, the females will attack only with claws or teeth. They will fight till they've taken half damage then attempt to flee to the entrance or towards the King-Shaman Lair (Encounter 5).

Treasure: If the ledge is searched carefully, the PCs will find a small leather purse with **5 garnet gemstones** (worth 15gp each), and a small brass ring with symbols on the inside (**ring of first strike**). [This ring allows a spell caster to gain the first initiative at the beginning of the first round of combat and +1 to initiative thereafter.]



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Encounter 5: King-Shaman Lair

(Maximum 766 XP)

Set the Scene

The royal lair is too far away from the main chamber for the skink king-shaman and his royal retinue to hear any combat. It is possible (25% chance) that some guards from Encounter 2 or 3 and skink females from Encounter 4 made their way into this chamber.

Read or paraphrase below:

This large chamber has a raised platform at one end with a great chair placed in the center. In the chair sits a large skink flanked by two guards. The walls of this chamber are filled with paintings of skinks in battle with a many different creatures.

Action

This is the King-Shaman of this pack. He will offer to talk to the PCs using a **ring of all speech**. He will offer safe passage to the PCs in exchange for them leaving. He will talk with a pleasant voice to gain the PCs confidence, offering several gemstones worth a total of 100gp in value. If the PCs balk at the "peace talks" he will give a war scream and attack with his two guards and royal retainers.

Note: the letters in parenthesis next to the monsters name equates to the approximate position of the monster on the map.

Skink King-Shaman (KS) (1), AL C, MV 60' (20') Swim 100' (30'), AC 3, HD 5, hp 23, #AT 1 (+2 spear), DG 1d6, SA Spells (has *web spell* memorized), *Stink Cloud*, SV F3, ML 10, XP 200 - **gold torc** (200gp value)

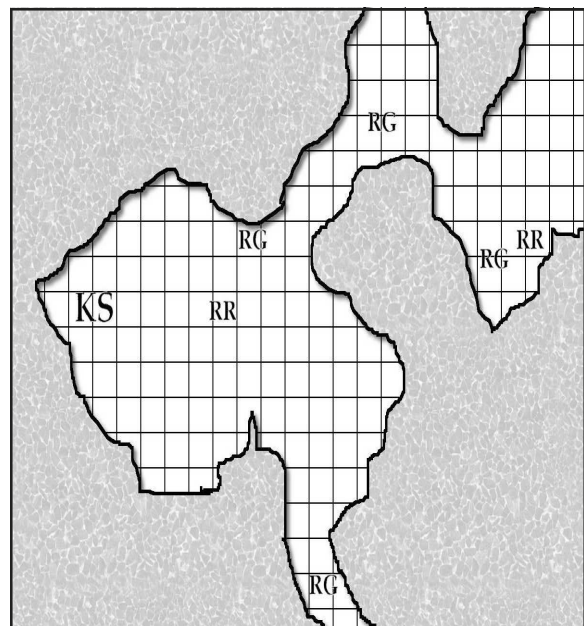
Skink Royal Guard (RG) (2), AL C, MV 60' (20'), AC 4, HD 4, hp 18, #AT 1 (spear), DG 1d6+1, SA *Stink Cloud*, SV F4, ML 10, XP 80 - **silver torc** (50 gp value)

Skink Royal Retainers (RR) (2) AL C, MV 60' (20'), AC 6, HD 2, hp 9, #AT 1 (spear), DG 1d6, SA *Stink Cloud*, SV F2, ML 9, XP 40, Each retainer wears a **silver torc** (50 gp value)

The royal guard will move to attack and the king will move behind them and cast a *web spell* (see page 41 of the *Labyrinth Lord rule book*). While the royal guard and the retinue try to finish off the PCs, the king will flee down the steps to the cavern floor to safety.

Treasure: Ring of All Speech--When worn, the wearer can speak and understand any spoken language. Wooden (locked/trapped) chest has **17pp, 59gp and 137sp**.

Trap Trigger failed roll - effect: chest heats up causing 1d4 damage.



Temple of the Horned Goddess

(Maximum 120 XP)

Encounter 6 – Audience Chamber

Set the Scene

The entrance to the skink lair is very close to the sunken temple. The skinks have never explored the area because of self preservation and the fear of the unknown. The temple has sunk over time into the marshy ground of the jungle. The roof is now almost level with the jungle floor. The only way to get down would be to use ropes or a magical spell (i.e. levitation, flying, etc). Just as the heroes approach the opening to the temple, two Orc will gather vine rope and move off to hid in the jungle.

The Orc brethren are currently on the losing end of a battle with some Ghouls in the temple below. The survivors have only just arrived in the audience chamber and are quite terrified, tired and disorganized. Just as the first characters come down into this chamber. Because of this, the Orcs are not expecting anyone, but other Orcs, to drop and rope and descend into the temple. The chance of surprise is only 30%.

Read or Paraphrase:

Your party has just completed a harrowing jungle trek. Many obstacles and monsters were overcome. Up ahead you see what looks like a man-made stone structure on the jungle floor. As you move closer you see that part of the stone has collapsed revealing an opening in the ground. Your light source can barely make out a floor about 15' below.

If one of the characters make a descent, roll for initiative and read:

As you make your way into the chamber. Your light brings this room into focus. Majestic tiled reliefs of people and

creatures tending to fields of wheat, corn and other grains line the walls. Nine huge hand-worked columns support the ceiling in spanned arches. A large, tiled star points to a massive iron structure against the northern wall. Three exits can be seen - one to the south through an archway, another is a closed wooden door to the east, and the third is in the northeast part of the chamber leading to the west.

Having only recently discovered these ruins, the Orcs are here guarding the only entrance they know of.

Action

Fang Smasher Orc Tribe Scouts (4), AL C, MV 120' (40'), AC 6, HD 1, HP 5, #AT 1, (short sword or spear), DG 1d6, SV F1, ML 8, XP 10.

Treasure: Each orc carries 1d20 gp each.

The Orcs will fight until one of them is wounded or killed since this is not their lair to defend. They will seek to move down the hall towards the training room to seek reinforcements. Little do they know that their fellow scouts have met their demise at the hands of the ghouls.

If they are trapped between the PCs and the ghouls, the Orcs will attempt to rush through the PCs and escape out the roof entrance.



Encounter 7 - Hearth Room

(Maximum 532 XP)

Set the Scene

Place the characters at any entrance to this room. The room will be completely dark.

Read or paraphrase:

The room has some reliefs of the harvest time carved into the walls and around a huge fireplace. A small pile of bones and rags lie on the floor. A flock of small two-headed winged creatures hang from the ceiling. They immediately take flight and swarm to the ground.

Cryo Stirges (15) AL N, MV 30' (10') Fly 180' (60'), AC 7, HD 1, HP 5, #AT 2 (breath weapon or beak), DG 1d4/1d3, SV F1, ML 9, XP 30. SA first attack gains +2 to hit as the Cryo Stirge swoops down using its breath weapon. If it is a successful hit, the victim must save vs breath weapons or take 1d4 damage.

Action

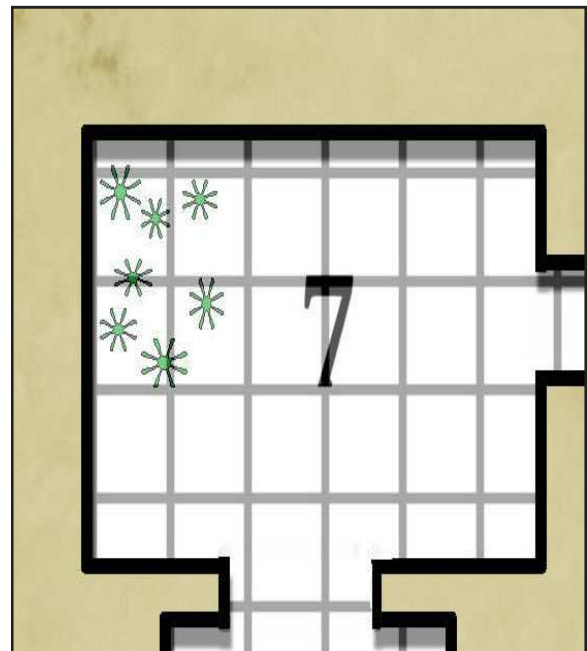
The Stirges will immediately release from their ceiling perch and swarm, en mass, to any creature entering the hearth room. They use their cold breath weapon on the first run. On the second and subsequent attacks the Cryo Stirge will attempt to attach itself to the victim, having two attacks (one per head) each round. If a beak attack is successful, the Cryo Stirge will do automatic damage by sucking blood (1d3) each round thereafter until removed or killed.

A Cryo Stirge that is attached will be easier to hit, giving the opponent +2 to attack. [LL **note:** Make a morale check when the first Stirge is killed and if successful, make another morale check when 50% of the Cryo Stirges have been killed.]

The Stirges use the chimney to get to the outside. The top of the chimney is smaller than the bottom. Only a halfling or gnome would have any chance (40%) of climbing to the surface.

Treasure: A **ruby gem** (45gp value) and **37gp** are scattered around the room from past victims.

Treasure: Ring of Piety - This ring gives the wearer a +3 bonus to saving throws, a +1 bonus to wisdom, and allows the wearer to memorize double the number of spells for levels 1-4. This ring only works for single class clerics or druids.



Encounter 8 - Chapel

(Maximum 1125 XP)

Set the Scene

This encounter will really test the adventuring party. The animated statues will remain still until three or more characters near the center of the room. They are tasked with guarding the chapel against any intrusions. They have the ability to detect clerics (of any alignment) and will not attack them. The statues are expertly crafted to depict satyrs. The eyes are green gems and the skin is white marble streaked with gray.

Roll for initiative and read the following when at least three adventurers are near the center of the room:

The tiled mosaic theme continues in this room. The walls are covered with depictions of humans and other creatures bowing and worshipping a horned woman standing on a pedestal. The ceiling has been painted to resemble a field of wheat recently harvested. A stone statue of a satyr stands in each of the four corners of the room.



Animated Statues (3) AL N, MV 60' (20'), AC 4, HD 5, HP 18, #AT 2 (fists), DG 2d6/2d6, SV F5, ML 12, XP 200

Action

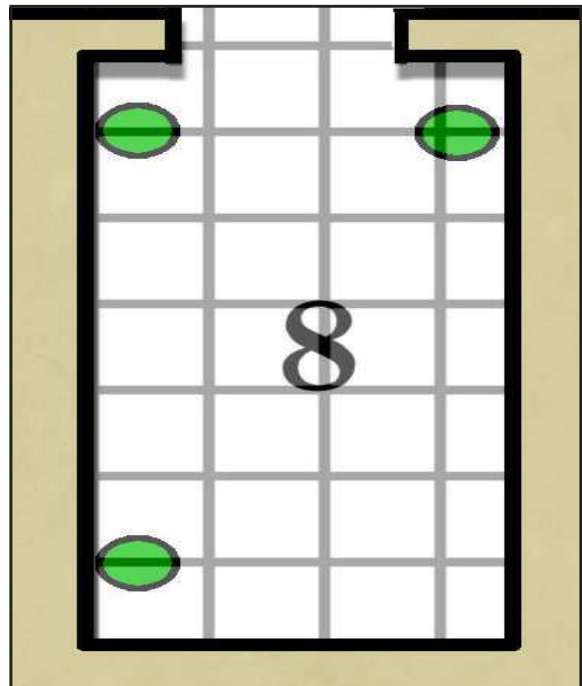
The animated satyr statues will become "active" and attack the PCs. Remember,

they will not attack any cleric. The satyrs will actually move out of a cleric's way to avoid hitting him. The PCs may eventually notice this and use this to their tactical advantage. If the PCs attempt to leave the room, the statues will follow for 50' and then return to the chapel.

LL note: The secret door in the chapel is locked and trapped by a pendulum hammer. Unless the trap is detected, it will swing down into the doorway causing 1d6 damage when the door is opened.

Treasure: Small gold statue of a horned woman (150gp value), 4 emerald gems encrusted on a small bronze bucket (75gp value each).

The animated statues have **emeralds** for eyes (75gp value each). Also in the chapel is a **potion of infravision**. This potion grants the imbiber infravision out to a 60' range. It has no affect on those already possessing infravision. The duration will be 3d4 hours.



Encounter 9 - Training Room

(Maximum 1840 XP)

Set the Scene

This room was used by monks to hone their fighting skills and the straw men were used as moving targets. The straw men were forbidden to hold edged weapons. The monks are no more, yet the straw men have remained. Throughout the years they have become hateful and bitter at the treatment they have had to endure at the hands of the monks. Unable to leave the room, they wait ready to exact revenge upon anyone that enters.

Read or paraphrase:

You enter a chamber that is 30' wide and 50' long. Human-sized figures fashioned of straw and wood lie against the wall. Hundreds, if not thousands, of cuts have been made to the walls from many weapon strikes.

Straw Men (4) , AL C, MV 40' (20'), AC 8, HD 5, hp 23, #AT 2 (club), DG 1d6, SA Hayseed (see below), ML 12, XP 460. Once per day a straw man can emit an irritating cloud of pollen. The pollen cloud will affect every creature within 40'. This will make them cough and sneeze causing -2 to hit for 1d6 rounds. Fire based attacks will do double damage to the straw men.

Action

The straw men will become activated as soon as any character enters the room. The straw men will pickup their clubs and immediately attack with silent fury. If the straw men suffer losses, they will emit clouds of hayseed pollen.

The PCs must save vs breath weapons or suffer -2 to hit for 1d6 rounds. The straw men will attack until destroyed. If attacked by fire they will take double damage due to their flammable nature.

Treasure: +3 Spear, "Scholar's Brush"-

This 7' spear created by the monks of the Horned Goddess is made of white wax wood with an 8 inch long spear head made of a combination alloy, Mythinen and steel, at its tip. It has a thick red tassel which is used to distract the enemy.

The "Scholar's Brush" functions as a +3 spear and has the following special ability-- the wielder can block any melee attack made against him or deflect any missile attack by hitting the opponent's AC.

This can be done a number of times per round equal to the wielder's number of attacks. This function is used in lieu of making an attack that round.

Also **two potions of Cure Light Wounds** can be found among the rusty weapons scattered around the room.



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Encounter 10 - Weapons Vault

(Maximum 50 XP)

Set the Scene

Place the characters near the open archway leading to the vault. There is no light source inside vault at this time. When the PCs enter the room and observe the contents, the Dream Monsters will "throw" down rocks to attack the heroes from the ceiling above.

Roll for initiative and read or paraphrase:

Stacks of rusted spears, swords, and shields line the walls. An iron lamp hangs from a chain attached to the ceiling in the middle of the room.

Mind Ripper (1) , AL N, MV 60' (20'), AC 5, HD 1, hp 6, #AT 1, DG 1d6 (bite) + save vs. poison, SD Illusions (see below), ML 8, XP 50

Action

Damage from the Mind Ripper seems to originate from natural occurrences; PCs who come in contact with the dream monster sustain 1d6 hp of damage from what appears to be falling rock. In such cases, the "falling rock" hits the victim's head or chest area, and each PC who is affected must roll 1d20 to remain conscious.

(This is actually a "save vs. poison" to determine if the monster's poison puts the character to sleep. Characters who fail the save remain asleep for one hour.)

If the players get suspicious and state that their characters believe that this is an illusion, then the PC with the highest INT should "save against his INT". On a successful roll, the illusion fades and the party sees the actual form of the dream monster--a 2' tall gray spider.

Treat the Mind Ripper as any normal spider after the illusion fails. If the Mind Rippers hit points are reduced to 50% or less, it will attempt to flee through the arched doorway in the room.

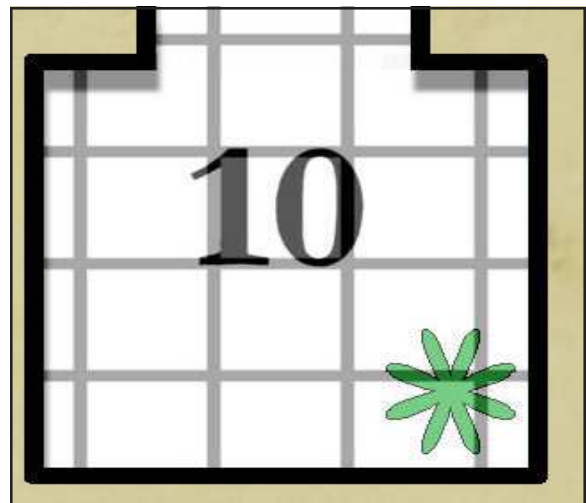
Treasure: Rod of Spell Storing

This powerful rod can store spells cast into it to be used at a later time. The rod can hold $2d6 + 3$ spell levels of either cleric or wizard spells but cannot hold both types at the same time. The spells must be cast into the rod to be stored, and any spell caster can place spells into the rod regardless of the caster's level.

If too many levels of spells are stored in the rod, or if a cleric spell is cast into the rod holding wizard spells (or vice-versa), the rod will release all stored spells at random targets and crumble to dust.

Once spells are stored, the caster who knows the command word can invoke a stored spell. Each spell has a different command word, set by the caster of the spell when the spell is stored.

There is a 20% chance (non-cumulative) that if all stored spells are cast, the rod will crumble to dust. Otherwise, the rod can be reused. All rod spells are cast at the current wielder's level.



Encounter 11 - Granary

(Maximum 372 XP)

Set the Scene

This long hallway was used by the temple monks as storage for grain. Some of the grain has been blessed and placed in a special bowl hanging from a wall mounted statue at the far end of the granary. This blessed grain is the key to open the doors to the Temple Chamber.

Roll for initiative and read or paraphrase:

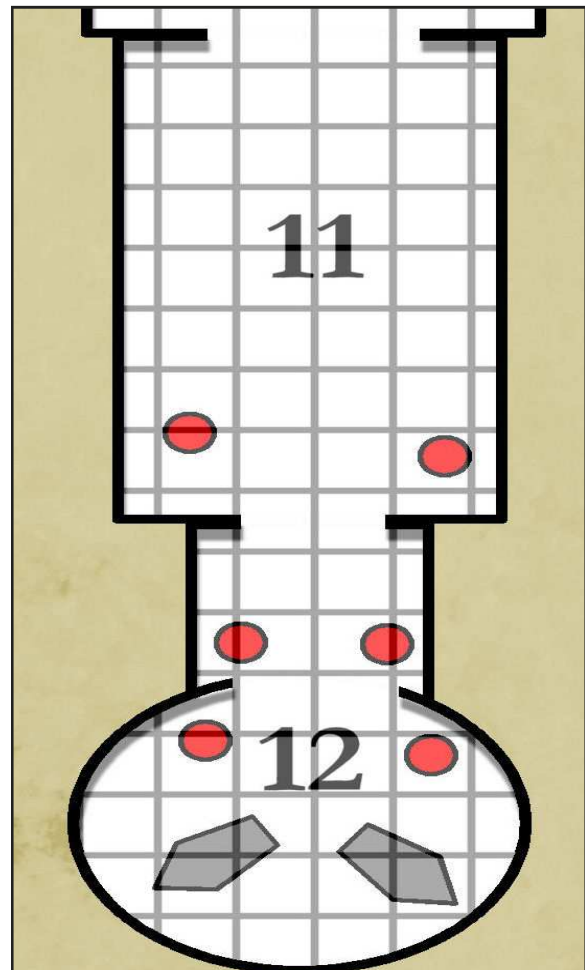
Piles of rotted sacks and barrels are stacked in holding areas along this large hall. This area may have once stored grain. Part of a large door has been smashed at the western end with debris scattered on the floor. Strange, motley creatures approach you from the end of the hall. With mouths hanging open, they let out a chilling scream and move towards you.

Ghouls (6), AL C, MV 90' (30'), AC 6, HD 2, HP 9, #AT 3 (2 claws, bite), DG 1d3/1d3/1d3 + SA, SV F2, ML 9, XP 47. Any successful attack requires the opponent to make a saving throw vs paralysis. If the victim fails, the paralysis lasts 2d4 rounds. All humans slain will rise to become ghouls in 24 hours, unless a *bless spell* is cast upon the body.

Action

The ghouls "live" in and around the crypt area. They are cursed monks, tasked to protect this area from intruders. They will not pursue opponents past the audience chamber door.

Treasure: Each ghoul carries a **small silver holy symbol (6)** around its neck. The symbol is a woman's face with horns. (15gp value to the right buyer)



Encounter 12 - Crypt

(Maximum 1760 XP)

Set the Scene

The characters would have defeated the ghouls at this point and may be in need of some healing. Place the PCs at the entrance of the circular crypt room.

Read or paraphrase:

You see a rather long room with a closed iron door at the southern end. Situated along the western wall are two closed stone crypts. Several bodies of fallen orcs lie near the tombs. The walls are plain stone with no decorations of any kind.

Mummies (2), AL C, MV 60' (20'), AC 3, HD 5+1, HP 24, #AT 1, DG 1d12, SA Disease, SV F5, ML 12, XP 860

Any being seeing a mummy must make a save vs paralysis or become paralyzed with fear. This effect will cease if the mummy leaves the victim's line of sight or if the mummy engages in combat. When an opponent is hit they take 1d12 damage and succumb to Mummy Rot. Mummy Rot can only be removed by a *remove curse spell*. *Victims heal at 1/10th the normal rate.*

Special Defense: Mummies are unaffected by *charm, sleep and hold spells*. *They can only be harmed by magical weapons, spells, and fire-based attacks.*

Action

Some members of the orc scouting party didn't make it out of the crypt area before dying at the hands of the ghouls. If the characters attempt to open the crypts, this action will animate the remains into the mummies. The mummies will attack with fury but will not follow any PCs that retreat past the audience chamber door.

Treasure: One crypt will contain a **Ring of Damage Absorption**. This ring is usually found as a platinum ring set with a blue diamond, and is most often found near a mutilated body! The ring detects as magic but does not reveal other details. While wearing the ring, the user takes no effect whatsoever from anything (weapons, spells, poisons, etc.). Any effect or damage is stored within the ring (no limits). When the ring is removed (or falls off), all damage, spells, etc, are released on the former wearer. The ring can be removed without releasing damage only by casting a dispel magic and a remove curse at the same time that the ring is removed (and even if this is done, all damage, spells, etc, will still remain in the ring).

In stressful situations the ring has a tendency to slip off the finger of the wearer (will fall off on a 1 on 1d12 - how often to roll is up to the LL). The ring cannot be fixed in place by any means! If a glove is worn over the ring, the glove will fall off also, even if the glove is sewn or tied to a shirt sleeve, etc.

The ring will be highly coveted by thieves for its obvious value. It holds every spell, whether good or bad, and therefore any damage taken can have healing spells such as *cure light wounds cast after them (or before) and will be released simultaneously with any and all damage that was stored. This way damage that would normally kill a character can be cured while the ring is on, and when the ring is removed the healing is subtracted from the damage before the character takes it.*

The other crypt will contain a **potion of nutrition**. The imbiber of this potion can survive for one week without needing any food or water, and will suffer no ill effects as a result. Also found are **20 gold pieces**.

The Orcs, if searched, have **15gp** and **29sp** each.

Encounter 13 - Temple Chamber

(Maximum 4420 XP)

Set the Scene

The door to this room is magically sealed. The only way to open it is with blessed grain from the statue in the granary room. The PCs must pour the grain into the cupped hands which then triggers the magical lock to open. The metal wall will become a door and open for the heroes.

If the PCs move into the chamber read below:

As you take a step into the room its appearance starts to change. The floor becomes a wheat field that has been recently harvested. The walls that were once plain stone become tall grass, reaching all the way to the ceiling. The ceiling looks like the sky with clouds floating high above. In the center of the wheat field a star-burst has been carved pointing towards a raised dais. Beyond that a stone stairway leads to a raised platform on which sits a statue of a horned woman holding a scythe.

These changes are an illusion that cannot be dispelled by any magical or non-magical means. The Horned Goddess wanted her worshippers to be comfortable in her presence and the wheat fields gave comfort.

Action

The barbed Hellings will appear out of the tall grass on both sides when the PCs get halfway into the room. They will move slowly and cautiously, swinging their heads back and forth to get a better look at the intruders. Occasionally they will bat their wings in fury without taking flight.

A barbed Helling will call out in a slurred voice: *"Why have you desecrated our Goddess's Temple? Why do you not bow down to the great Ta'nask?"*

Regardless of the PCs reply, it will say, *"Your response is of no consequence. We have deemed you unworthy to be in this place. Prepare to meet our Goddess in the afterlife and be damned to suffer eternal pain for violating her blessed temple!"*

They will attack with full fury.

Barbed Hellings (3) AL C, MV 90' (30') Flying 120' (40'), AC 3, HD 7, HP 32, #AT 3 (2 claws, bite), DG 1d8/1d8/2d6, SA dazzling light causing blindness for 1d4 rounds. SD invisibility once per day, SV F7, ML 10, XP 1140

A barbed Helling looks like a large lizard with a set of leathery membranous wings and glowing pupil-less yellow eyes. The creature's fore and hind limbs end in two-toed claws with wicked barbs. A serpentine tail rounds out the Helling's fearsome appearance. A thick slime covers this foul beast but is not poisonous. The Hellings eyes can emit a dazzling bright light which blinds all opponents within 30' who fail to save vs. petrification.

The effect lasts for 1d4 rounds. This blindness causes a -2 penalty on Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Player characters who remain blinded for a long period of time grow accustomed to these drawbacks and can overcome some of them. The Helling also has the ability to turn invisible once per day.

Treasure: A giant emerald is set into one of the statue's eyes (1000gp value) but the other eye is vacant.

New Monsters

Skinks

No. Encountered 1d20
Alignment Chaotic
Movement 60' (20') Swim 100' (30')
Armor Class 5
Hit Dice 3
of Attacks 1
Damage 1d6 (spear)
Special Attack Once per day - emit a foul smelling scent
Save F3
Morale 9
XP 65 (Females 10 XP each)

Description: Skinks are small reptilian humanoids with gray and white bushy tails - a cross between a skunk and a lizard. They live in tropical groves and swamps. They are fast and stealthy ambushers that are bipedal in nature.

Culture: Skink culture is crude and primal. They are primitive in technology and most of their weaponry is made of stone, bone, and wood. They do use soft metals like gold in ornaments and clothing, but their natural fear of fire makes it hard for them to work these metals.

Skinks are ruled by religious councils and they revere the Great God Urmungl, a Chaotic deity who doesn't actually stand for anything, but simply demands obedience from its followers. The priesthood rules with an onyx fist and skinks must make ritual sacrifices often.

Barbed Hellings

No. Encountered 1d4
Alignment: Chaotic
Movement: 40' (10') Fly 120' (40')
Armor Class 3
Hit Dice 7
#Attacks 3 (2 claws, bite)
Damage 1d8/1d8/2d6
Special Dazzling light causes blindness, invisibility 1x per day
Save F7
Morale 10
XP 1140

AL C, MV 90' (30') Flying 120' (40'), AC 3, HD 7, HP 32, #AT 3 (2 claws, bite), DG 1d8/1d8/2d6, SA dazzling light causing blindness for 1d4 rounds. SD invisibility once per day, SV F7, ML 10, XP 1140
A barbed Helling looks like a large lizard with a set of leathery membranous wings and glowing pupil-less yellow eyes. The creature's fore and hind limbs end in two-toed claws with wicked barbs. A serpentine tail rounds out the Hellings fearsome appearance.

A thick slime covers this foul beast but is not poisonous. The Helling's eyes can emit a dazzling bright light which blinds all opponents within 30' who fail to save vs. petrification. The effect lasts for 1d4 rounds. This blindness causes a -2 penalty on Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Player characters who remain blinded for a long period of time grow accustomed to these drawbacks and can overcome some of them.

Hellings have the ability to render themselves invisible once per day. Generally, they use this ability to unbalance a party of adventurers trespassing in their lair.

“That’s a Wrap” - Ending the adventure

With the barbed Hellings destroyed and the skink threat eliminated the outpost of Hardin’s Point can rest easy..for now.

The adventurers are hailed as heroes upon their return to Hardin’s Point. Word spreads to the surrounding mines that the skink threat and the mysteries of the sunken temple have been revealed (much to the chagrin of Captain Parath). The outpost will want to have a festival honoring the players and they will always be welcomed in Hardin’s Point.

Future adventures

There are a number of other adventure ideas that can start from Hardin’s Point. Here a few suggestions:

- There are rumors that a compass-like device was placed in a ancient fortress up the coast that the jungle has completely claimed in vegetation. The compass artifact has the ability to located a vault with the FarDeep that holds untold treasures.
- Pearl farms, up the coast, have come under repeated attacks by creatures from the sea. They are looking for stout adventures to defend their property and defeat the marauders.
- The adventures move into the interior of the jungle and discover a small village of Halflings have has been struck by a plague. Many members of the village have died or will die soon without a cure. The village healer knows the cure to the plague but is to weak to gather the herbs needed. She agrees to give the players a map to the area where the herbs grow. The area is a swampy region that has been overrun by undead.

Pre-generated Player Characters

Bral Paradhus

Bral wears close fitting breeches of a rich, reddish brown leather and a sleeveless leather vest. Medium of height and stature, he has fair hair and bronze skin. His prize possession is a royal blue cloak embroidered with silver thread. Arcane symbols are stitched along the hem and appear to sparkle in the moonlight. Bral is handsome and unlike many of those studying the arcane arts, appears to be a bit of a ladies’ man.

Bral loves the mastering of a new spell, and he is secretly in awe of the power of arcane manipulation ... but life seems to consist of far more than mere studious application. There are new horizons to explore, new challenges to meet, on occasion new risks to take.

Stats: Magic-user 5th level, AC 4, HP 15, Str 11, Int 15, Wis 10, Dex 13, Con 12, Chr 14

Armor: Bracers of Armor (AC 5)

Weapons: Dagger, staff with *continual light cast upon it*

Equipment: Small leather bag, backpack, iron rations (1 week), spellbook with the following spells: *1st level--hold portal, light, shield, sleep, 2nd level-rope trick, false gold, magic mouth, ray of enfeeblement, knock, 3rd level--feign death*



Hud Ardgough

Towering well over 6½', Hud is 200 lbs of muscle. His black chain armor covers the traditional garb of his kinsmen. The tartan of the rugged hill folk of the west. Hud's flame red hair is braided into a long ponytail and likewise his long forked beard. A large wooden round shield is emblazoned with the red horse, his tribe's totem, and checkered with the tartan of the hill folk.

Like many of the young warriors of his tribe, Hud felt the sea calling to him. Wanderlust took him to faraway ports where he made his living selling his sword. Hud dreams of returning to his hill people a famous and wealthy adventurer.

Stats: Fighter 4th level, AC 3, HP 25, Str 15, Int 10, Wis 12, Dex 13, Con 14, Chr 9

Armor: Chainmail and shield, AC 4

Weapons: Longsword, dagger, and spear
Equipment: Backpack, 50' rope, iron rations (1 week), large leather bag.



Rurik Duskblade

Small and slender, Rurik Duskblade's youthful appearance belies the coiled steel muscle of a natural athlete. Rurik comes from a clan of plains dwelling warriors known for their ability to run long distances. Endurance is bred into his people and his monastic training of mind and body have tempered the young monk into a true warrior. Rurik, having taken his monastic vows, wears simple garb, linen robe and sandals. Like the other monks, he keeps his head shaven but for a long braided ponytail.

Rurik was born in the eastern plains not far below the Roaring Waters Monastery in Cartha. His parents died when he was very young and was taken into the monastery to walk the path of enlightenment. Within the stone walls of the monastery, the quiet boy found his calling. He began his training with drive and dedication rarely seen in such a young pupil. Now his training is complete, he has been given his mystic name at his rite of passage, and Rurik is ready to embark upon a journey towards greater wisdom.

Stats: Monk 5th level, AC 5, HP 21, Str 12, Int 11, Wis 16, Dex 15, Con 14, Chr 11
Armor: None

Weapons: Longsword +1, javelins (3)
Equipment: hooded lantern, small and large leather bags, iron rations (1 week)



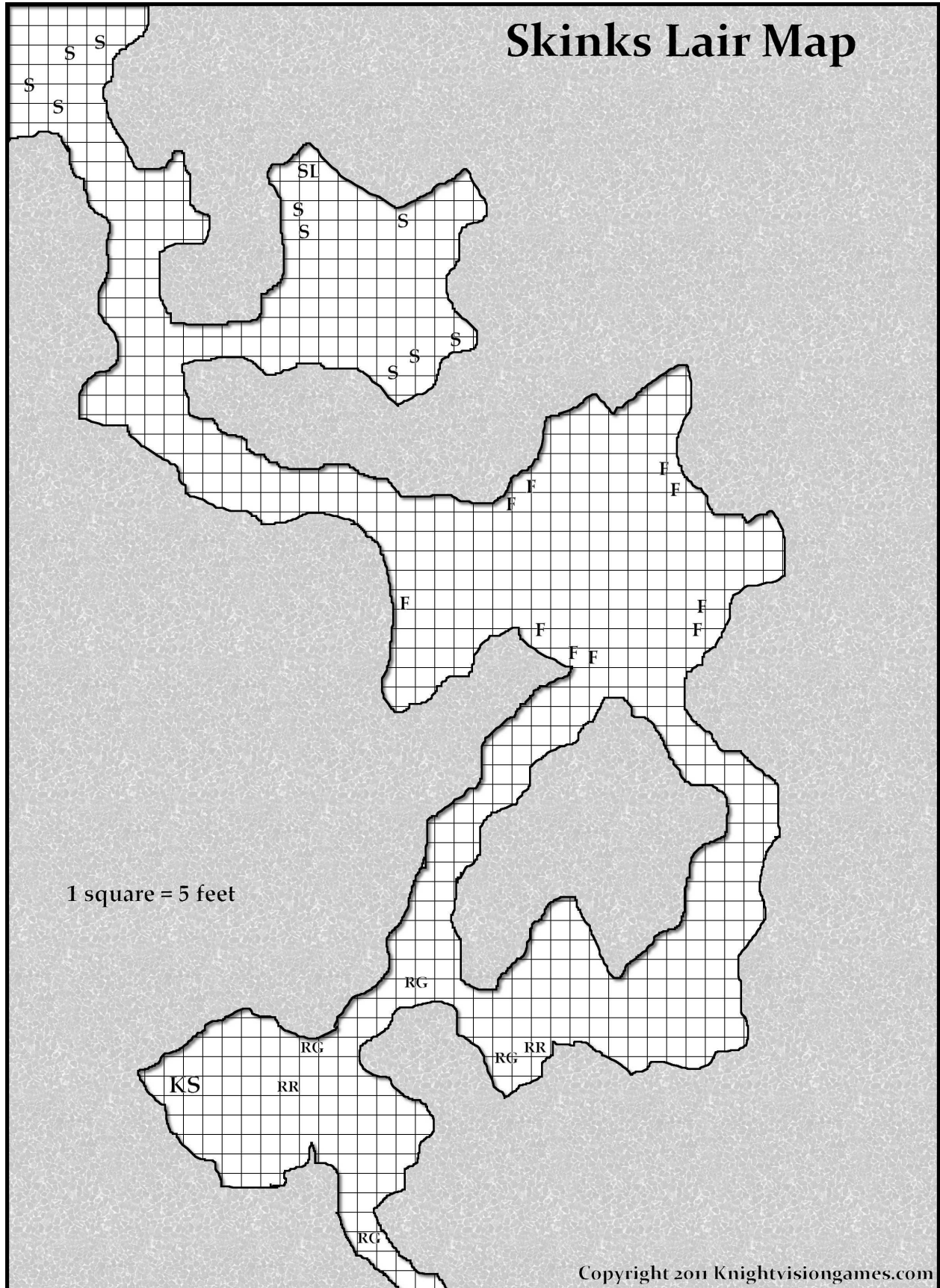


1 square = 10 feet

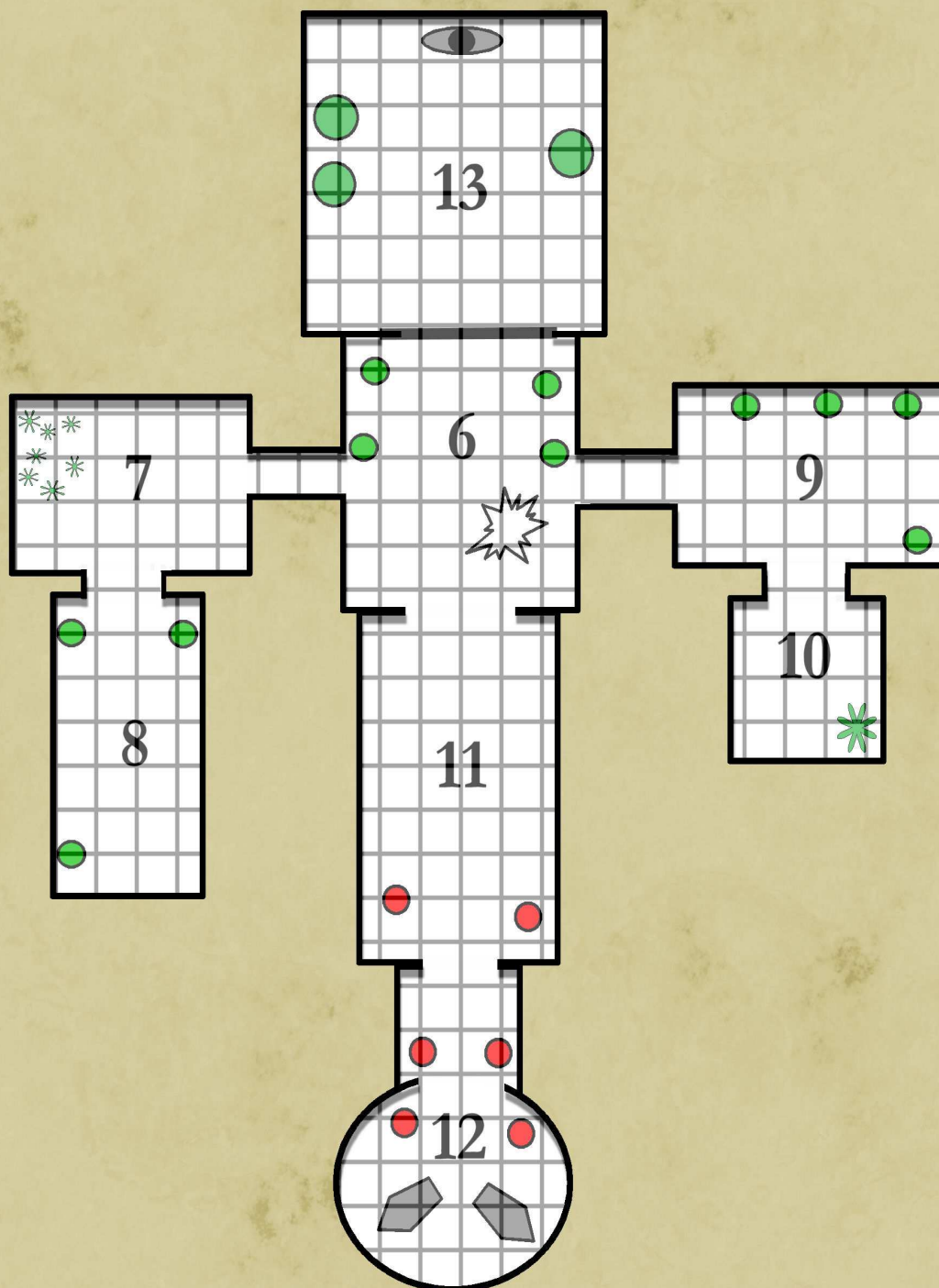


1 hex = 5 miles

Skinks Lair Map



Temple of the Horned Goddess



Tokens represent the approximate location
of the monsters at the start of the encounter

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Version 1.0a

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