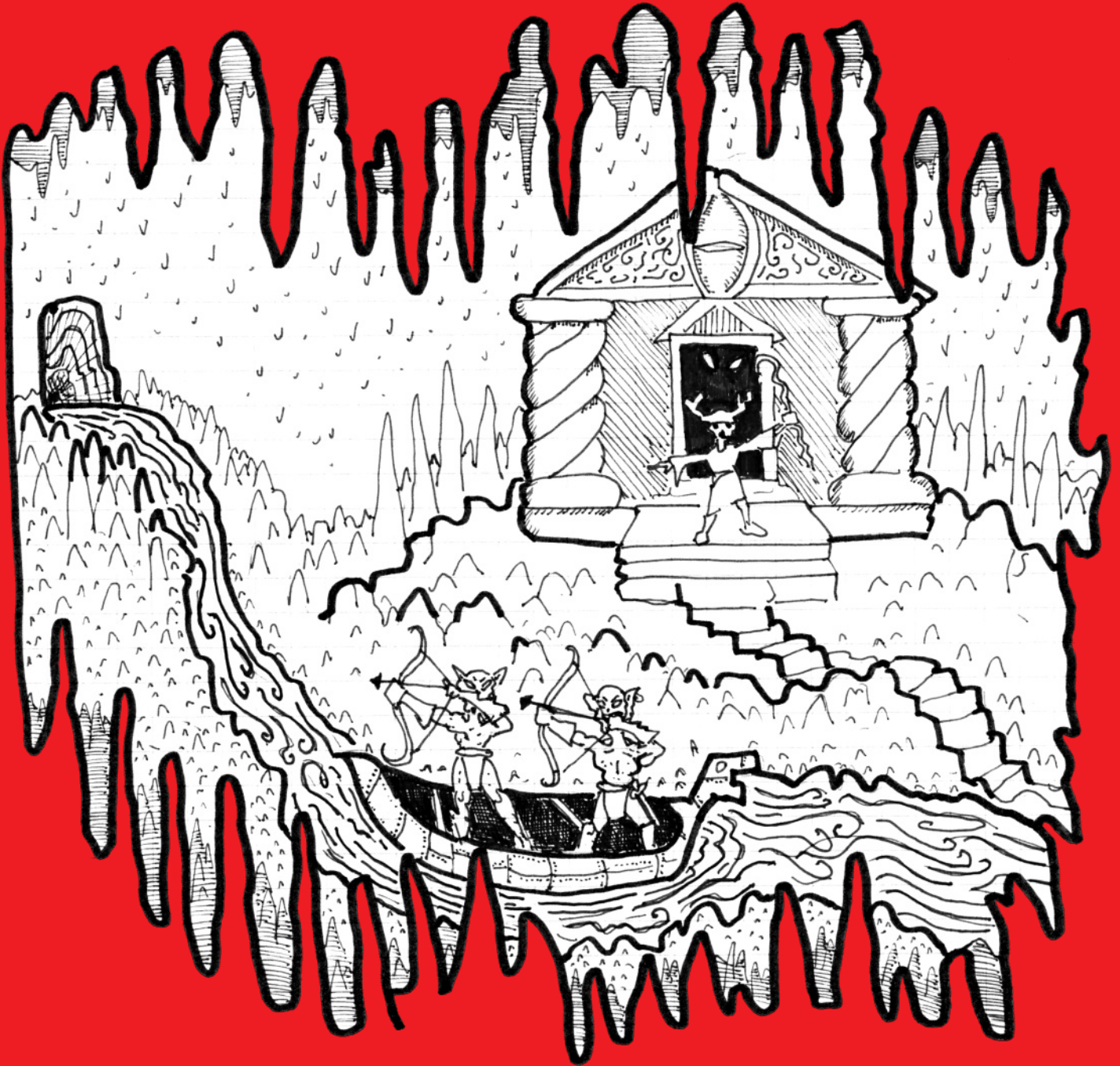


Micro Module MM1: Under the Temple Crypt

By Extildepo

FOR CHARACTER LEVELS 4-7



Under the Temple Crypt is the first in a series of site-based, Swords & Wizardry compatible, "micro modules" that can be dropped into just about any campaign (especially a sandbox-style campaign). No underlying story-hook or rationale for exploring the site is given here.

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GENERAL NOTES

Under the Temple Crypt is the first in a series of site-based, Swords & Wizardry** compatible, “micro modules” that can be dropped into just about any campaign (especially a sandbox-style campaign). No underlying story-hook or rationale for exploring the site is given here. This dungeon assumes that there is a temple somewhere with a mysterious walled-in doorframe in the basement crypt. The walled-in doorframe predates the temple itself and leads to ancient subterranean structures that hint of an older civilization as well as an expansive underworld.

There is mention of an ancient “god of war” as well as a strange goblin deity, both of which are left purposefully vague so that the referee may further develop these elements to suit their individual campaign.

SITE METRICS

The following metrics are based on the entire contents of the site:

- Average CL: 6
- Smallest CL: A, Largest CL: 11
- “Boss” Monster CL: 6
- Total Monster XP Available: 9590
- Total Treasure XP: 13547
- Number of Magic Items Available: 7
- Total Possible XP earned: 23137
- Recommended Character Levels: 4 to 7

RANDOM ENCOUNTERS & OCCURRENCES

Check for random encounters once every turn (1 in 6 chance, every ten minutes). Roll 1d8:

1. **Distant Noise:** The sub-crypt structure is highly unstable. A brick, column or pillar falls somewhere remote from the party. The crashing noise will echo throughout the dungeon. Make a note of where and what has fallen.

2. **Falling Stone/Column:** A large architectural feature has broken loose above the party. Have each character make a saving throw or suffer damage from a falling brick, stone, stalactite or column. The damage is as follows: small brick: 1d3, large brick or stone: 1d6, stalactite: 1d8, column: 1d12

3. **Cave in/Collapse:** The integrity of the immediate area is compromised. An area of 10 to 60 feet diameter (1d6) falls on the party. Each must make a saving throw or suffer 2d6 damage. Make note of what has fallen and where. If the party are in a narrow passageway there's a 50% chance it will be blocked.

4. **Green Slime:** The slime will drop from the lofty ceilings and cover a 10-foot diameter area. Any metal or organic substance it touches begins to turn to green slime unless a successful saving throw is made. It can be killed with fire or extreme cold, and the transformation process can be stopped with a cure disease spell.

5. **Yellow Mold:** Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage (if touched) + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire

6. **Skeletons (5-20):** HD 1; AC 8[11]; Atk two-handed sword (1d6+1); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells; HP 5 each

7. **Giant Rats (2-8):** HD 1d4hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5 (each); Special: 5% are diseased; HP 3 each

8. **Wandering Goblin:** HD 1d6hp; AC 6 [13]; Atk sword (1d8); Move 9; Save 18; AL C; CL/XP B/10 (each); Special: -1 to hit in sunlight; HP 6 each

Credit:

Design by Extildepo

Cover illustration, all maps, and layout by Extildepo

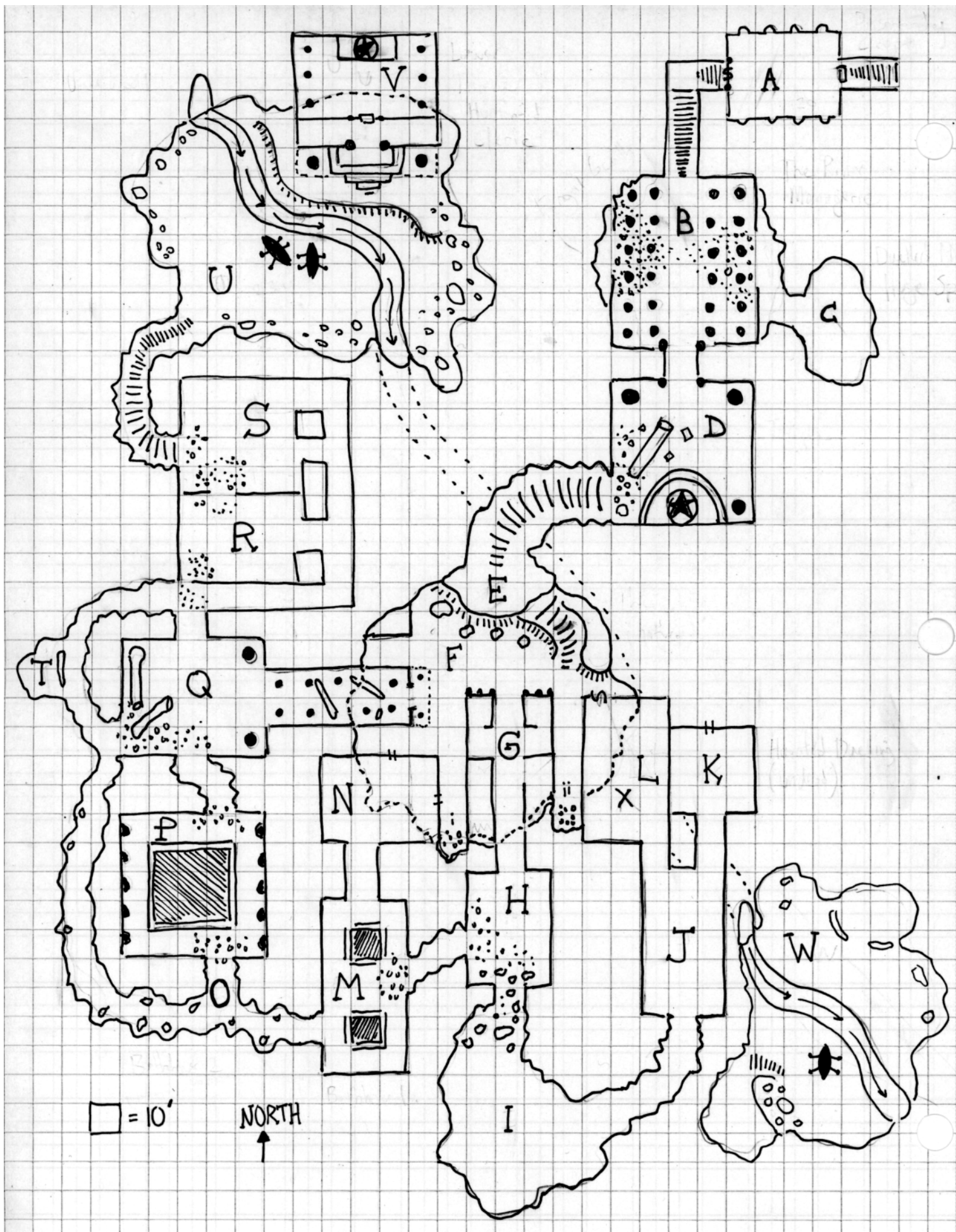
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SITE KEY

A. Present Day Crypt: This crypt is typical of the times. The north and south walls contain eight deep alcoves where the skeletal remains of high priests now rest. These dead priests still wear their ceremonial robes and stoles. The west wall features an archway (marked as a “secret door” but easily seen by anyone) that has been poorly bricked in. The bricks can easily be pushed through, revealing the ancient stairwell behind. There are no items of value except that the priest who rests in the northwest alcove (top row) wears a gold ring with an emerald setting (value 300 gp).

B. The Pillar Menagerie: This large space contains two arrays of ornate pillars, each featuring a stylized relief carving of an animal (e.g., the outer pillars are aquatic animals, the inner pillars are terrestrial animals). Rather large and sticky cobwebs hang from pillar to pillar, slowing movement and obscuring the lofty ceiling (which is 40ft high). A green and purple luminescent glow emits from area behind the broken east wall, the result of a large fungi infestation. Among the harmless fungi are two violet fungi. Embedded inside one of the violet fungi is a large ruby worth 480gp.

Violet Fungus (2): HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120 (each); Special: Tendrils cause rot; HP 15 each

C. The Dweller’s Nest: The “cobwebs” in area B are the webworks of a giant spider that makes its nest here. It has been feeding on rats and other common dwellers of the underworld for centuries. The spider has four victims, hanging high in her web, wrapped in cocoons. The victims are: a goblin (a goblin-sized sword, 20sp), a dwarf (dwarf-sized plate armor, throwing axe, 50sp, 20gp), a hobbit (+3 dagger, 40gp) and a human (four silver daggers, 60sp, 2gp).

Giant Spider (6 ft. diameter): HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 7/600; Special: lethal poison, webs; HP 30

D. The Ancient Temple Sanctuary: This once opulent sanctuary is now in ruin. One of the large green-and-black marble pillars has fallen. Large pieces of marble and limestone litter the floor as does gravel and dust. Upon the large dais there is a bronze statue of an ancient war god (perhaps an elephantine figure holding some weapon). The eye sockets are empty

(they once held jewels). A dozen giant rats climb out from southwest hole in search of flesh. The rats have swallowed the following items: ring of protection, two fancy gemstones (worth 50 gp each), 20 silver coins, 2 gold coins.

Giant Rats (12): HD 1d4hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5 (each); Special: 5% are diseased; HP 3 each

E. Tunnel to the Lower City: This rather wide tunnel with slippery hewn steps descends and leads to a large ledge overlooking a half-buried ancient street. The ledge is 30-feet above the “ground-level” of the street. A second ledge in the northwest corner, about 25-feet above ground-level, is accessible via the hewn steps leading down.

F. The Buried Street Corner: This large cavern contains five partially buried buildings. The buildings are of ancient design, made from limestone with ornate doorways, arched rooftops, and (in some cases) marble columns. There are four large stalagmites in front of the north ledge (area E) and many salt stalactites, hanging between 60 and 80 feet above. Lurking in areas (i) and (ii) are two ghouls. These ghouls have no treasure.

Ghouls (2): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60 (each); Special: Immunities, paralyzing touch; HP 10, 12

G. The Magistrate: The entrance to this building is open and arched. There are three faux columns on each side of the entrance, giving the building a regal look. Lurking in one of the dusty corners is a ghoul. There is a horde of half-eaten goblin bodies in the southeast room. These include their weapons, armor and 100 silver pieces.

Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch; HP 14

H. The Looted Treasury: This room is full of debris from ancient tunnellers. It is hard to say if the tunnelling is recent, made by animal or humanoid activity (dwarves might say the tunneling is ancient but not the work of animals). There are six open brass coffers in this room. The locks could be made functional again by an enterprising thief with thieves’ picks.

I. The Cavern Way: This cave has a natural appearance; however, the ground seems unnervingly flat (dwarves may note this is the work of tunnellers). The cave walls

feature a pox of small fist-sized indentations. These seem to cluster near the ground and do occur above 5 feet. Both the ground and walls are wet and seem to “sweat” a reddish water. The strata on the walls is rich in iron. The liquid that has pooled on the ground is deep crimson. A rust monster makes its nest in area J but often feeds here.

J. A Haunted Dwelling: Unlike the Cavern Way (area I), this room is dry and littered with red dust. A rust monster makes its nest here.

Rust Monster: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; Special: Cause rust; HP 30

K. The Haunted Store-Front: This room contains a dozen, rather large (4ft tall), ceramic urns. The north wall has a wicket-like window that is completely buried in. Despite being dry, there is the constant sound of running water. Lurking behind the urns is a black pudding.

Black Pudding: HD 10; AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 12/2000; Special: Acidic surface, immune to cold, divides when hit with lightning; HP 52

L. The Haunted Cellar: This room is empty. The area marked “x” indicates a weakness in the floor. Any man-sized creature may cause the floor to collapse, causing the victim to fall into the underground stream below. The stream will carry them to area W.

M. The Plebeian-Bathhouse: This ornate room sports colourful frescos on the walls, showing bathing ancients in and out of white robes. The two baths are full of black liquid. These baths are connected to the larger bath in area P. A cave kraken dwells within the hidden depths.

Cave Kraken: HD 10+10; AC 0 [19]; Atk 10 tentacles (50 ft reach, 1d6), bite (3d6); Move (Swim 3) (Jet 21); Save 3; AL C; CL/XP 11/1700; Special: Super hearing (the Cave Kraken is Blind), constriction, swallow whole; HP 5 (each tentacle), 10 (body)

N. The Bathhouse Changerooms: Ancient stone benches line the walls of this place. The windows (looking into area F) are ten feet above the ground. Otherwise this place is empty.

O. The Hewn Way: To most, these tunnels look natural. To a dwarf, these caves look very odd indeed, perhaps the crude work of goblins. Stalagmites and stalactites have since grown in these tunnels. They are crystalline

and will cause torchlight/lanterns to illuminate twice the normal distance (but the party will be seen by the goblins in area Q well in advance).

P. The Bathhouse: This is the major bathhouse. The ceilings are high and vaulted, the water is black and filthy, and the faux columns are aquamarine in color. This (and the baths of area M) are fed by a deep well. A hungry cave kraken dwells here (same creature found in area M). The well is also occupied by six 20-foot long giant pike. These will appear if the cave kraken has been killed.

Giant Pike (6): HD 4; AC 7 [12]; Atk 1 bite (2d6); Move (swim 12); Save 13; AL N; CL/XP 4/120 (each); Special: swallow whole; HP 20 each

The giant pike have swallowed and digested many victims over the ages. In each of their bellies are trapped 480gp worth of coin and medium-valued gems.

Q. The Courthouse: The courthouse is partially buried and many of its interior columns have fallen. Two such columns lie in the western portion of the building where tunnellers have broken through. The evidence of a goblin camp can be found here (e.g. coal fire hearth, rat bones, broken ceramic jugs, a few coins). Behind one of the columns is a half-eaten goblin corpse. A troll haunts the nearby Hidden Alcove (area T) and may wander in through the collapsed western wall.

R. Insula: These ancient apartments (both areas R and S) are now the guard posts for a band of twelve goblins. They have lined the corners with animal skins and other goblin provisions. Hidden among the mundane provisions are one minor gemstone worth 120gp and a medium gemstone worth 320gp.

Goblins (4 swordslingers): HD 1d6hp; AC 6 [13]; Atk sword (1d8); Move 9; Save 18; AL C; CL/XP B/10 (each); Special: -1 to hit in sunlight; HP 5 each

Goblins (8 archers): HD 1d6hp; AC 6 [13]; Atk short bow (1d6); Move 9; Save 18; AL C; CL/XP B/10 (each); Special: -1 to hit in sunlight; HP 3 each

S. Chief's Insula: This ancient apartment has the distinction of being the chieftain's station. He keeps two guards at the hewn steps at all times. The chief carries a major gemstone worth 400gp while his four henchmen carry 1200 sp and 20gp

Goblins (4 swordslingers): HD 1d6hp; AC 6 [13]; Atk sword (1d8); Move 9; Save 18; AL C; CL/XP B/10 (each); Special: -1 to hit in sunlight; HP 6 each

Goblin Chief: HD 2+2; AC 6 [13]; Atk 2-handed sword (1d12); Move 9; Save 18; AL C; CL/XP 4/120; Special: -1 to hit in sunlight; HP 13

T. The Hidden Alcove: This is the lair of a fearsome troll. Hidden in a small hole in the wall is a sack of coins (600gp), two potions of healing and a potion of heroism.

Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round; HP 33

U. Cavern of the Cult: This very large natural cavern sports a half-buried ancient temple upon a plateau (area V) on the opposite side of a natural flowing stream. The goblins have moored two rowboats here. The boats are made from thin strips of brass, riveted together and greased. They double as food and equipment stores. Hidden among the provisions is a bag of coin and gems (two minor gems worth 40gp each and 240sp). There are seven goblins stationed here.

Goblins (3 swordslingers): HD 1d6hp; AC 6 [13]; Atk sword (1d8); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight; HP 5 each

Goblins (4 archers): HD 1d6hp; AC 6 [13]; Atk short bow (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight; HP 3 each

V. The Great Lower Temple: This once-opulent temple is now the abode of a goblin priestess. The inner sanctuary has been blackened and desecrated by many blood sacrifices and burnt offerings. The priestess has destroyed the original idol in the sanctuary and replaced it with a crude effigy made from strips of iron that have been stitched together using rivets and steel wire. The stolen jewels from the war god in area D have been incorporated into this effigy (worth a combined 5000gp). Upon the altar near the effigy, are the fixings of ritual magic. The priestess is one step away from summoning a second-category demon. If she spills her blood upon the altar, such a creature will appear, but it will not be bound by any circle of protection. The priestess will then cast protection from evil upon herself, at the first opportunity (or the demon may attack her!). Hidden

among the priestess' possessions is a scroll containing Finger of Death (5th level cleric spell) and a small diamond worth 600gp.

Goblin Priestess: HD 6; AC 6 [13]; Atk staff (1d4), dagger (1d4); Move 9; Save 10; AL C; CL/XP 6/800; Special: -1 to hit in sunlight, spells (2,2,1,1): Darkness (Light), Protection from Evil, Bless, Hold Person, Cause (Cure) Disease, Sticks to Snakes; HP 30

Second-Category Demon (Hezrou Type): HD 9; AC -2 [21]; Atk 2 claws (1d3), 1 bite (4d4); Move 6 (Fly 12); Save 6; AL C; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers; HP 40

W. The Stream Continues: A deep (6ft) stream flows through this natural cavern. There is a 20-foot high ledge in the southwest corner and an alcove hidden behind two stalagmites in the northeast corner. Goblins have moored their rowboat here and made camp on the ledge. A mated couple of bugbears have taken residence in the alcove. They are debating whether to attack the goblins for their vessel. The bugbears hoard a small wooden chest containing 300gp, and seven minor gems worth 20gp each. The goblins each have 4 gold on them.

Goblins (4 archers): HD 1d6hp; AC 6 [13]; Atk short bow (1d6); Move 9; Save 18; AL C; CL/XP B/10 (each); Special: -1 to hit in sunlight; HP 3 each

Goblins (4 swordslingers): HD 1d6hp; AC 6 [13]; Atk sword (1d8); Move 9; Save 18; AL C; CL/XP B/10 (each); Special: -1 to hit in sunlight; HP 4 each

Bugbears (2): HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: Surprise opponents, 50% chance; HP 18, 16

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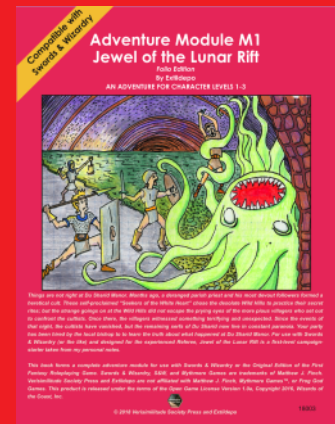
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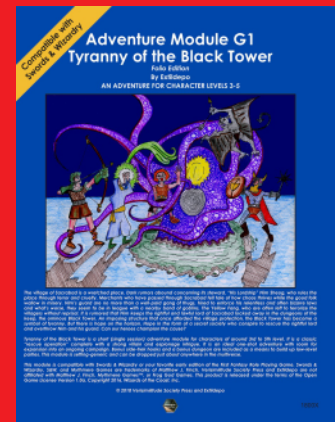
M1: Jewel of the Lunar Rift (Folio Edition)

All was quiet in a remote corner of Merseyhomm Shire until a strange obsession gripped the parish priest, causing him and his devout followers to perish in a strange ritualistic frenzy. The Bishop has assembled a company to investigate. Campaign starter, Levels 1-3



G1: Tyranny of the Black Tower

For years, the village of Sacrabad has suffered a reign of terror under the twisted Steward of the Black Tower. Can your party champion the cause of rebellion, rescue the rightful leader, and end the tyranny? Levels 3-5



G3: Cult of the Green Orb

For the outpost of Piktown, a strange green glow in the mountains harkens back to an era of arcane war and terror. Will your party travel to the ancient dwarven citadel and rid Piktown of this bad omen? Levels 4-7

