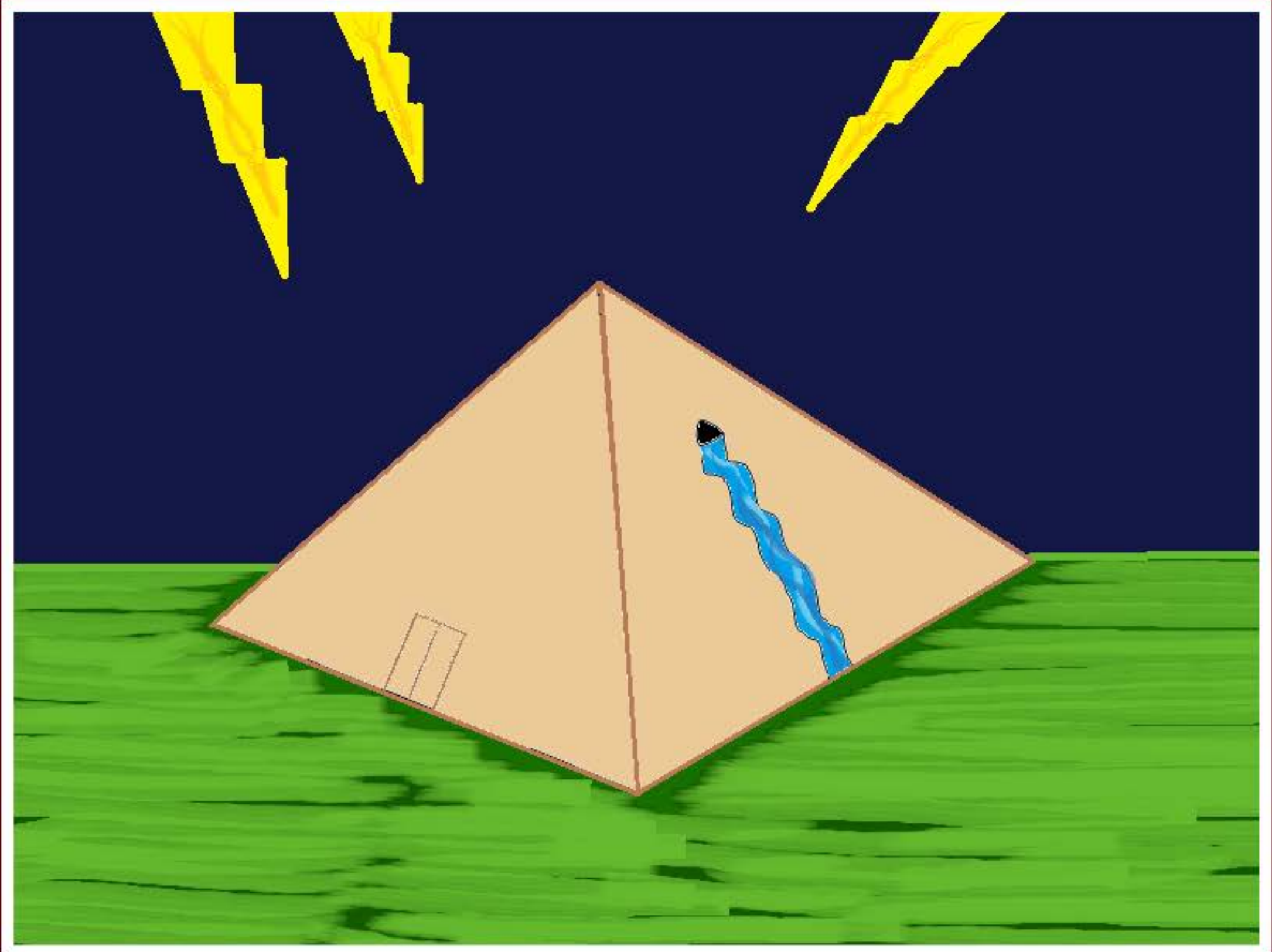


# Dungeon Module CH2

## The Temple of Zeus

by Chantel Jones

AN ADVENTURE FOR LEVELS 5 - 9



As the search for King Stonewall continues the heroes enter the undercity and explore what awaits them in CH 2, The Temple of Zeus.

# The Final Dream

## CH 2 The Temple of Zeus

### By: Chantel Jones

#### An adventure for 4-6 characters of level 5<sup>th</sup> - 9<sup>th</sup>

The Temple of Zeus is the second adventure in the Final Dream and comes after The King's Castle or it can be its own standalone adventure. The players can use their own characters, the pre-gens from the King's Castle or there are updated Pre-gens at the back of this adventure.

The Undercity

When the players get to the bottom of the mine, they find a place with lush grass and groves of trees. There is a lake or two and a few rivers. They can see fires in some places and there are three large temples that can be seen. There are purple mushrooms on the pathways. they smell and taste sweet but if eaten the player needs to save vs poison or become ill for 1d4 days.

I: The Temple of Zeus has four tiers to it. It is made from marble, there is a waterfall at the top, that runs down the front of the temple.

II: The Forest Camp. There are about 500 people in this camp. They don't really have a leader; they just help each other out. If the players come here before they go to any of the temples, they can find some rumors. Each player can gain 1d4 rumors. This could be a great place for the players to make their base camp

1. The Temple of Death is just a nickname because it is close to the Death Camp, and not full of undead (F).
2. There is a Blue Dragon in the Temple of Zeus (T).
3. The Death Camp does not like outsiders (T)
4. In order to get across the lake, a player would need their own boat (T)
5. Mt. Kolob is an active Volcano (T)
6. There is more than one undead dragon in the Temple of Death.
7. The Temple of The Cat Lord has a lower level to it (F)
8. The Undercity is just a dream and after The Bard is killed it will start to vanish (T)
9. Nothing is Real (f)
10. Some of the people in the two camps can go up to Dragon Valley and help it grow (F)

III: The Temple of The Cat Lord is made from Limestone and has four tiers to it. The entrance to the temple has a statue on either side of the double doors.

IV: The Death Camp, there are about 500 people in this camp. they don't like outsiders, so any player that walks into the camp is not going to get much help.

### The Temple of Zeus

#### Level 1 Wandering Monsters

**Cockatrice:** No. Appearing: 3; AC: 6; Move: 6'/18' Hit Dice:5 (Hp: 27, 25, 16); Treasure type: D; No. Att 1; Damage: 1-3;

Special Att: Touch turns to stone; XP: 1,285; Room 19, Treasure: none

**Gargoyle:** No. Appearing: 13; AC:5; Move: 9"/15"; Hit Dice: 4+4 (hp: 27,21,19,19,17,20,26,18,22,26,19,22,20); No.Att 4; Damage: 1-3/1-3/1-6/1-4; Special Def: +1 weapons or better to hit; XP: 1380; Treasure 4,300 g.p. room 21

**Gorgon:** No. Appearing 2; Ac:2; Move: 12" Hit Dice:8 (Hp: 28,32); Treasure type: E; No. Att: 1; Damage: 2-12; Special att: Breath turns to stone; XP: 4,100, Treasure: none;

**Harpy:** No. Appearing: 10; Ac:7; Move: 6"/15"; Hit Dice 3(Hp 19,17,11,9,15,14,14,11,19,16); Treasure Type: C; No. Att: 3; Damage: 1-3/1-3/1-6; Special Att singing and Charm; XP: 1870, Treasure: 5,000 s.p, 1 gem worth 2,000 g.p,

Minotaur: No. Appearing: 2; Ac:6; Move: 12; Hit Dice: 6+3 (Hp 22,36); Treasure Type: C; No. Att:2; Damage: 2-8/1-4; Special Def; Surprised only on a 1; XP: 1,264 Encounter 1.

### The Temple of Zeus Level 1

#### Monsters & Treasure

**Room 1:** In this room are 6 little pillars.

On each pillar is a vase, the vases have all been painted. One of the vases is a ring of fire resistance.

**Rooms 2-3:** These rooms are empty.

**Room 4:** There is a large pillar in this room (T1). If a player touches it, they will be teleported to one of the other Pillars. Encounter 1 Minotaur.

**Room 5:** This room is empty.

**Room 6:** This room is just like room 1, but there is no ring in a vase.

**Room 7:** In this room is a bed on the south end of the room. On the East wall is a chest. Inside is 2,000 c.p. 5,000 s.p. On the West wall is a chest, inside is a **Portion of Steed, Ring of Shooting Star, Cloak of Manta Ray.**

**Room 8:** This room is empty.

**Room 9:** There is a Large Pillar in this room (T2).

**Room 10:** This room is empty.

At the end of the hall is a patch of grass.

In this "field" is are some Satyrs No. Appearing: 3; Ac:5; Move: 18"; Hit Dice:5(Hp 26,22,11); Treasure Type: I,S,X; No.Att:1; Damage: 2-8, Special att: Sleep, Charm, Cause fear; Special def: Only surprised on a 1; XP: 1,135, Treasure: **10 gems worth (1,000 g.p.)**, each, **Pipes of the Sewers.** And the end of the hall ends the grass.

**Room 11:** There are three vases in this room, they are all made of gold, and worth **2,000 g.p.**

**Room 12:** There are two beds, and two chests in this room. In one chest are **3,000 s.p, 1,000 e.p, 3,000 p.p.** inside the other chest are **11 gems worth (300 g.p.)** each.

**Room 13:** This secret room is empty.

**Room 14:** This room is empty.

**Room 15:** In this room are two pillars with vases on them. The vases are made of gold and silver. They are worth **(150 g.p)** each. They are both trapped if the vases are removed from the pillar a saw blade will come out of the wall and down the

floor. The blades attack at +3 and do 3-18 points of damage.

There are also three chests on the West wall. Inside chest 1 is a **Ring of Weakness**, **Gauntlets of Swimming and Climbing** and **2,000 g.p.** Chest 2: Encounter 4 Mimic No. Appearing:1; Move: 3"; AC:7; Hit Dice: 5(Hp: 48); Special Att: Glue; Special Deff Camouflage; XP: 1,876. Inside chest 3 are **100 g.p, 1,000 s.p, 10,000 c.p**

**Room 16:** There are seven pillars in this room, each one has a vase on it made of gold. They are each worth **2,000 g.p.**

**Room 17:** In the North part of this room is a bed. On the West wall. Is a chest inside are **300 c.p.** On the East wall is another chest, inside is **3,000 g.p.**

**Room 18:** This room looks like a room of worship. At the far end of the room is an altar with candles on either side. The candle holders are 3 feet tall and made of gold. They have a value of **2,000 g.p** each. There are three chests on the West wall, and in the center is a hole in the wall that goes to the other room.

Encounter 5: Priest No.Appearing: 1; Move:12"; AC:6; Hit Dice: 9 (Hp:39); No.Att:1; Damage 2-7; Special Att: Spells; 1st level spells: Detect Magic, Light, Resist Cold, Sanctuary ; 2sd level spells: Silence 15' Radius X2 , Spiritual Hammer X2; 3rd level: Dispel Magic Glyph of Warding, Speak with Death 4th spells Cause Serious Wounds, Protection from Good 10' Radius; XP: 2496; Treasure: Ring of Elemental command. Air Elemental No.Appearing: 1; AC: 2; Move: 36"; Hit

Dice: 12 (hp: 63); No.Att: 1; Damage: 2-20; Special Att: Whirlwind; Special Deff: +2 weapons for better to hit; XP: 3795.

There are three chests in this room. In chest 1 is **2,000 g.p**, chest 2 is empty, and in chest 3 are **100 g.p, 30 c.p** and **1 p.p.**

**Room 19:** Encounter 6: Cockatrice

This Room is a hole that leads to room 18. There are two empty chests and two empty bookcases.

**Room 20:** In the center of this room is a support pillar. When touched it will teleport the person to one of the other pillars. There are three smaller pillars with vases on them. they can be solid for **500 g.p** each.

**Room 21:** Encounter 2 Gargoyle

**Room 22:** This room is empty

**Room 23:** This room has a support pillar in it.

**Room 24:** There are three beds in this room.

**Room 25:** There is a support pillar in this room.

**Room 26:** This room is empty.

**Room 27:** In the center of this room is a pillar, on the pillar is a statue of Zeus. It is made of gold (**3000 g.p.**). The pillar is trapped. Anyone that touches the statue will take 9d6 points of lightning damage.

**Room 28:** In the center of this room is a support pillar. On the East wall are two pillars with vases. On they are both worthless. In the Northwest

corner is a pile of rubbish. Under the pile is a

**Javelin of Lightning.**

**Room 29:** This room is empty.

Room 30: On the East side of the room is a false wall. Behind the wall are three chests. In chest 1 is an **Oil of Etherealmes** and a **Net of Snaring**. In chest 2 is a **Helm of Underwater Action**, **Wings of Flying** and **Splint mail +1**. Inside chest 3 is a **Long Sword +2**, a **Short Sword +1,+4 vs. Reptiles**, and a **Bastard Sword +1**.

Encounter 9: 5-Headed Hydra

No.Appearing 1; Ac: 5; AC:9' Hit Dice: 5 (each head has 8 hit points); No.Att:5; Damage: 1-6x5; XP: 205; Treasure **5,000 c.p.**, A **+1 long bow**.

**Room 31:** In this room is a support pillar and four empty bookcases.

**Room 32:** When the players enter this room, they notice the ceiling in the room is higher than the rest of the temple and the room is hot. If anyone is wearing the Wings of Flying, they will be carried to the ceiling where they will need to make a save vs spell or the wings will melt, and the player will fall to the ground taking 5d6 points of damage.

**Room 33-34:** These rooms are empty.

Encounter 7; Lernacan Hydra 7 heads; No. Appearing:1; Ac:5; Move:9"; Hit Dice:7 (hp each

head hs 8 hit points); No.Att:7; Damage:1-8; Special att: 4 heads can attack one target; Special Deff; have to kill all the head,; heads grow back; XP:1,673;

Treasure: **2,000 c.p.**, 4 gems worth **160 g.p** each

**Room 33:** In the center of the room is a support pillar. There are also 10 pillars with vases on them, in each case is something. inside vase one is **14 g.p.**, in vase two is **27 c.p.**, in vase three is **49 c.p.**, in vase four is 80 c.p, inside vase five is **76 c.p.**, in vase six is **99 c.p.**, in vase seven is **85 c.p.**, in vase eight is **85 c.p.**, in vase nine is **37 c.p.**, and in vase ten is **1 c.p.**

**Rooms 36-41:** These rooms are empty.

Encounter 8; 7-Headed hydra;

No.Appearing:1; Ac:5; Hit Dice:8 (hp each head has 8 hit points); No.Att:8; Damage: 1-8; Special att: 4 heads can attack one person; Special Deff: All the head have to die to kill the monster; XP: 1,290; Treasure **4,000 s.p.**, 3 rings worth **100 g.p** each.

There is a support pillar in this area at the end of the hallway are three chests, they are all empty.

**Room 42:** There is a support pillar in this room. The stairs to the next level are in this room.

## Wandering Monsters

**1: Minotaur:** No.Appearing: 3; AC:6; Move:12"; Hit Dice: 6+5(hp: 28,51,29); No.Att:2; damage 2-8; Special Deff: only suprized on a 1; XP: 2,224; Treasure **9,000 c.p, 26 gems worth (100 g.p)** each. In room 2

**2. Basilisk:** No.Appearing: 3; AC:4; Move: 6"; Hit Dice: 6+1(hp 24,21,27); Treasure type: F, No.Att: 1, Damage: 1-10; Special Att: Gaze turns to stone, XP: 3,576, In Room 4

**3: Cockatrice:** No.appearing:4; AC:6; Move 6"/18"; Hit Dice: 5(Hp 27,20,28,30); Treasure Type: D; No.Att: 1; Damage: 1-3; Special Att: touch turns to stone; XP: 1,563. In room 8

**4. Gorgon:** No.Appearing: 4; Ac: 2; move: 12"; Hit Dice: 8(Hp 28,52,27,46); Treasure Type: E; No.Att: 1; Damage: 1-12; Special Att: Breath turn to stone; Xp: 1,563; In room 26

**5. Harpy:** No.Appearing: 8; Ac:7; Move: 6"/16" Hit Dice: 3(hp 17,14,9,16,11,8,13); Treasure type: c; No.Att: 3; Damage: 1-3/1-3/1-6; Special Att: Singing & Charm; Xp: 1,457. In room 29.

**6. Minotaur:** No.Appearing:4; Ac:6; Move:12; Hit Dice:6+3 (hp 28,39,33,22); Treasure type: c; No.Att: 2; Damage: 1-8 or by weapon type; Special Deff: Can only be surprised on a 1; Xp 2,576. In room 18.

## Temple of Zeus Level 2

### Monsters & Treasure

A note to the DM: On this level of the temple, there are lightning traps they are boxes with an L on them.

**Room 1:** In this room, are the stairs to the lower level. There are also three pots in this room. They are made of gold and worth **250 g.p** each.

**Room 2:** Encounter 1: In this room, are 3 minotaurs. There is also a treasure chest.

**Room 3:** This room is empty.

**Room 4:** Encounter 2: In this room are 3 Basilisks. There are also two chests in this room. In one is the treasure from the monsters, in the other is **10,000 g.p.**

**Room 5:** There are 3 chests on the North wall. Inside chest one is **5,000 c.p, 2,000 s.p, 2,000 p.p, 24 gems worth (200g.p)** each. In chest two is

**1,000 s.p 19 gems worth (250 g.p)** each. Inside chest 3 is **5,000 s.p, 25 gems worth (50 g.p)** each.

**Room 6:** This room is empty.

**Room 7:** In this room is a bed on the North wall. On the West is a desk and a chair.

**Room 8:** Encounter 3: There are 4 Cockatrices in this room and an empty treasure chest.

**Room 9:** This room is empty.

**Room 10:** On the North wall of this room is a chest. It is locked. Inside is **1,000 g.p.**

**Rooms 11-12:** These rooms are empty.

**Room 13:** On the West, all is a table, it is empty, on the South wall is a desk as chair, and on the East wall are two beds.

**Room 14:** This room is empty.

**Room 15:** There are two chests in this room. Inside chest one is, **2,000 g.p.**, and in the other chest is **10,000 s.p.**

**Room 16:** This room is empty.

**Room 17:** There are two chests in this room. In chest 1 is **3,000 c.p.**, **4,000 e.p.** **8,000 g.p.**, **nine gems worth (1,000 g.p) each**, **Bracers of Defense +2** **Periapt of Wound Closure**, **a Spade of Colossal Excavation (F)**. Inside chest 2 is **6,000 s.p.**, **24 gems worth (250 g.p) each**.

**Room 18:** Encounter 6; Minotaur's, there are three chests in this room. In chest 1 is the Minotaur's treasure in chest 2 is **5,000 g.p.** Chest 3 is empty.

**Room 19:** This room is empty.

**Room 20:** There is one chest in this room, inside the chest is **4,000 e.p.**, **1,000 e.p.**, **19 gems worth (100 g.p) each**.

**Room 21:** There are three chests on the East wall of this room. Inside chest 1 is **3,000 c.p.**, **1,000 s.p.** Inside chest 2 is **10,000 g.p.** In chest 3 is **2,000 g.p.**

**Rooms 22-23:** These rooms are empty.

**Room 24:** There is a chest on the west wall, inside is **2,000 c.p.**, **1,000 e.p.**, **10,000 g.p.**, **33 gems worth (100 g.p) each**.

**Room 25:** This room is empty.

**Room 26:** Encounter 4: Gordon's. There is also a chest on the North wall of the room. it is the treasure of the gorgon's treasure.

**Room 27:** This room is empty.

**Room 28:** There are two chests in this room. The first one is **10,000 g.p.** The second one is **5,000 s.p.**

**Room 29:** Encounter 5; Harpies

**Room 30:** There are six chests along the South wall. Inside chest 1 is **8,000 g.p.**, **1,000 p.p.**, **21 gems worth (150g.p) each**. In chest 2 is **1,000 c.p.**, **5,000 e.p.**, **1,000 g.p.**, **31 gems worth (100 g.p) each**, **a potion of Heroism (f)**, **an Illusionist spellbook with the following spell. Manual of Bodily Health**. Inside chest 3 is **5,000 g.p.**, in chest 4 is **10,000 g.p.** In chest 5 is, **8,000 g.p.** In chest 6 is **16,000 g.p.** There is a secret door on the South wall.

**Room 31:** There are two secret doors in this room.

**Room 32:** Encounter 9, Minotaur; No. Appearing 8; Ac:6; Move: 12" Hit Dice: 6+3(hp 47,40,42,33,52,45,45,47,46), Treasure type: C, No.Att:2; Damage 2-8/or 1d4, or by weapon type; Special Deff: can only be surprised on a 1, Xp: 5,616; Treasure **4,000 c.p**

On the South wall are two chests, in the first one is the Minotaur's treasure. In the other on is **3,000 g.p.**

**Room 33:** This room is empty.

**Room 34:** Encounter 10: Minotaur's; No. appearing: 2; AC:6 Move: 12"; Hit Dice: 6+3( hp 46, 42); Treasure type: c; No. Att:2, Damage: 1-8 or 1d4 or by weapon type; Special Deff: can only be surprised on a , XP: 1,504; Treasure: none

**Room 35:** This room is empty

**Room 36:** There is one chest in this room. Inside is **6,000 s.p, 6,000 c.p, 25 gems worth (100 g.p)** each.

**Room 37:** This room is empty.

**Room 38:** On the South wall of this room are three chests. Inside the first chest is, **1,000 e.p, 4,000 g.p.** Inside chest two is **4,000 p.p, and 29 gems worth (100 g.p)** each. Inside chest three is **19 gems worth (1,000 g.p)** each, a **potion of Esp**, a **potion of Water Breathing**, and a **potion of Sweet Water.**

**Room 39:** This room is empty.

**Room 40:** Encounter 11: Minotaur; No. appearing: 1; AC:6; Move:12"; Hit Dice: 6+3(hp 42); Treasure Type: C; No.Att:2; Damage: 1-8 or 1d4 or by weapon type; Special Deff: can only be surprised on a 1; XP: 736; Treasure: 12,000 g.p

There are 3 chests on the South wall, inside chest one is the Minotaur's treasure. Inside chest two is, **1,000 s.p, 6,000 e.p, 1,000 p.p, 23 gems worth (100 g.p)** each, a **Javelin of Piercing (f)**, a **Periapt of Proof Against Poison**, A **Necklace of Prayer Beads 5 c.** The chest three is empty.

**Room 41:** This room is empty.

**Room 42:** There are two chests in this room. In chest one is 26 gems worth (250 g.p) each. Inside chest two is **2,000 e.p, 3,000 g.p, 1,000 p.p 25 gems worth (100 g.p)**, a **Mace +1**, a **Dagger +1,+2 vs. Creatures smaller than man-sized.**

**Room 43:** This room is empty.

**Room 44:** Encounter 7: Mino tars; No. appearing:6; Ac:6; Move: 12"; Hit Dice: 6+3(hp 42,47,47,38,47,41); Treasure Type: C; No.Att: 2;

Damage: 1-8 or 1d4 or by weapon type; Special Deff: can only be surprised on a 1; 4,496; Treasure: 3,000 s.p, 27 gems worth (200 g.p.) each, a Phylactery of Monstrous attention C, a **Periapt of Proof against poison**, a **Necklace of Missiles (10)**,

There are 3 chests in this room, chest one is the treasure of the minotaurs. Chest two and three are empty.

**Room 45:** This room is empty.

**Room 46:** There are two chests in this room. In the chest on the Westside is **3,000 g.p.** In the chest on the East side is empty.

**Rooms 47-49:** These rooms are empty.

**Room 50:** Encounter 8; Minotaur's; No. Appearing: 3; Ac:6 Move:12"; Hit Dice: 6+3(hp 42,43,36); Treasure Type: C; No.Att: 2; Damage: 1-8 or 1-4 or by weapon type; Special Deff: can only be surprised on a 1; xp: 2,168 Treasure: none.

The treasure chest in this room is empty.

**Room 51:** There are 3 chests in this room. In the one on the West wall is **5,000 c.p, 24 gems worth (100 g.p)** each. The first chest on the South wall has **1,000 e.p, 1,000 g.p 4,000 p.p, 29 gems worth (100g.p)** each. The other one has **1,000 s.p, 5,000 g.p 18 gems worth (500 g.p)** each.

**Room 52:** This room is empty.

**Room 53:** On the West wall is a bed. On the North wall are two chests, they are both empty. On the North, wall is two chests. One is empty, in the other one is **10,000 g.p.**

**Room 54:** On the North wall of the room is a secret door. There are also two chests. Inside the first is 3,000 g.p. In the other chest is **3,000 g.p.**

On the South wall are two chests one is empty, and inside the other is **3,000 s.p, 7,000 g.p, 3,000 p.p, 26 gems worth (100 g.p)** each.

**Room 55:** In this room are the stairs to the next level.

**Room 56:** This room is empty

**Room 57:** In the center of this room is a pillar. On it is a gold vase worth **50,000 g.p.**

**Room 58:** This room is empty.

**Room 59:** This room is trapped with a Lightning trap. There are two chests on the South wall. Inside chest one is **2,000 g.p, and a +2**

**Longsword.** Inside chest two is **3,000 g.p.**

**Rooms 60-61:** These rooms are empty.

**Room 62:** Encounter 12; Minotaur's; No. appearing: 5; AC 6; Move: 12"; Hit Dice: 6+3(47,36,51,54,50); Treasure Type: c, No. Att: 2,

Damage: 1-8 or 1-4 or by weapon type; Special deff: Can only be surprised on a 1; Xp: 3,904; Treasure **10,000 c.p**

There are 9 chests in this room, the first chest is the treasure of the Minotaur's.

Chest 2: **10,000 g.p.**

Chest 3: **2,000 c.p, 3,000 s.p.**

Chest 4: **1,000 e.p, 7,000 g.p, Bracers of**

**Defense +2, Alchemy Jug, Amulet of Proof**

**Against Detection and Location**

Chest 5: empty

Chest 6: **7,000 g.p**

Chest 7: empty

Chest 8: empty

Chest 9: **10,000 c.p, 7,000 s.p**

**Rooms 63-67:** These rooms are empty

Temple of Zeus Level 3

Wandering Monster List

**1: Cockatrice:** No. appearing: 1; AC:6; Move: 6"/18"; Hit Dice: 5(Hp25); Treasure Type: D; No. Att 1; Damage: 1-3; Special Att: touch turns to stone; Xp: 440; Treasure: **5,000 e.p, 6,000 g.p. in Room 22**

**2: Gorgon:** No. appearing:2; AC:2; Move:12"; Hit Dice: 8 (Hp 26,35); Treasure Type: E; No. Att:1; Damage: 2-12; Special Att: Breath turns to stone; XP:4,110; Treasure 2 gems worth **(1,000 g.p)** each. in Room 17

**3: Harpy:** No. Appearing:6; AC:7 Move: 6"/15"; Hit Dice: 3(Hp 16,19,12,15,16,11); Treasure Type: C; No. Att: 3; Damage:1-3/1-3/1-6; Special Att: singing & charm; Xp: 1,137; Treasure: **5,000 s.p, Magic-User scroll Level 6 Anti-Magic Shell, Ring of Father Falling.** room 38

**4: Satyr:** No. appearing: 4; Ac:5; move:18"; Hit Dice: 5(Hp 23,25,19); Treasure Type: I,S,X; No. Att:1; Damage:2-5; Special Att: Magic weapons, magic pipes; Special Deff: can only be surprised on a 1; Xp: 1,175; Treasure: 16 gems worth **(300 g.)** each, **Wand of Enemy Detection** Room 50

Temple of Zeus Level 3

Monsters and Treasure

**Room 1:** In this room, are the stairs to the lower level. To get out of this room, there is a secret door.

**Room 2:** This room is empty.

**Room 3:** In the North-west corner of the room are three chests. Inside the first is **10,000 g.p.** The second one is empty. Inside the third one is **2,000 c.p, and 3,000 s.p**

**Room 4:** This room is empty.

**Room 5:** In the South-west part of the room is a desk and chair. In the desk is a necklace and two rings They are worth **10,000 g.p,** as a set. In the North-west corner is a bed, and in the South-east part of the room is an empty wardrobe.

**Room 6:** On the North wall is a Queen-sized bed. On the West wall is a desk and a chair, in the desk is a bag with 300 g.p in it. There is also a bookcase, it is empty. On the East wall is a chest, inside is **3,000 s.p, 25 gems worth (200 g.p)** each, **Quaal's Feather Token (bird), a Necklace of Prayer Beads (1),C a Net of Entrapment (C,F,T).** There is a wardrobe inside is a pearl necklace worth **50,000 g.p** and a blue and white dress.

**Room 7:** There are three chests. In this room they are all locked. Inside chest one is **4,000 c.p, 4,000 s.p, 2,000 e.p, 3,000 g.p, 23 gems worth (100 g.p)** each, a **Broom of Flying, Boots of Levitation.** and **Bracers of Defense +3.** Inside chest two is **6,000 g.p, 31 gems worth (50 g.p)** each, a **Helm of Telepathy** and a **Helm of Underwater Action.** In chest three is **3,000 g.p.**

**Room 8:** There are three chests in this room. They are all locked. Inside chest one is **1,000**

**g.p.** The second chest is empty. In chest three is **3,000 e.p, 4,000 p.p, 33 gems worth (100 g.p.)** each.

**Room 9:** This room is empty.

**Room 10:** There is one chest in this room. Inside is **3,000 g.p.**

**Room 11:** There is one chest in this room. Inside is **2,000 s.p, 3,000 g.p, and 1,000 p.p.**

**Room 12:** There are two chests in this room. Inside the first is **10,000 g.p.** Inside the second is **5,000 s.p.**

**Room 13:** This room is empty.

**Room 14:** In this room are six bookcases. Most of the books have no value, but in each bookcase, there is one book of magic. Book 1: Magic-user's book of **Protection vs. Possession.** Book 2: a cleric prayer book **Protection vs. Lycanthropes.** Book 3: A Magic-user's book **Protection vs. Possession.** Book 4: a magic-user's book **Protection vs. Elementals.** Book 5 is a Magic-user's spellbook with the following spells, **Vanish, Power Word Stun, Limited Wish, Charm Plants and Phase Door.** Book 6: is a Magic-user's spellbook with the following spells in it. **Esp and Fools Gold.**

There are also three desks in this room. One of them has some papers on it, they are of no value. One of them has **5 c.p** in the drawer, and the other is empty.

**Room 15:** On the West end of the room is a bed, with two nightstands on either side of it. In one stand is a necklace worth **2,000 g.p,** in the other stand is a pair of earrings worth **2,000 g.p.**

On the South wall are a desk and chair.

On the desk are two gold candle holders worth **250 g.p** each and two **candles of Zone of Truth**. There is also a wardrobe with some priest robes and a nice blue and white dress in it. and a **cloak of Elvenkind**. There is also a chest on this wall. Inside are a **Potion of Healing**, a **Staff of Curing**, a **pearl of wisdom**, and a **+2 mace**.

On the North wall are two bookcases one is empty; the one has one cleric prayer book with the following spell **Cure Light Wounds**.

**Room 16:** This room is empty.

**Room 17:** Encounter 2: Gorgon's There is nothing else in this room.

**Rooms 18-20:** These rooms are empty.

**Room 21:** In this room are three chests. In the first chest is **3,000 g.p**. In the second chest is **10,000 s.p**. In the third chest are **two short swords**.

**Room 22:** Encounter 1: In this room is a cockatrice and its treasure. There are also two chests, in the North chest is **2,000 e.p, 4,000 p.p, 25 gems worth (200 g.p)** each. In the chest to the South is **10,000 g.p**.

**Rooms 23-24:** These room is empty.

**Encounter 5:** Minotaur; No.Appearing:6 AC:6; Move: 12"; Hit Dice:6+3(hp 41,43,56,37,38,40); Treasure Type: C; No.Att:2; Damage: 1-8 or 1-4 or by weapon type; Special Deff: can only be surprised on a 1; Xp: 4,440; Treasure: **10,000 g.p**

**Room 25:** There are seven chests in this room. In chest one is **10,000 g.p**. In chest two is **6,000 c.p, 4,000 pp, 22 gems worth (150 gp)** each.

Inside chest three is **5,000 sp**. In chest four is **2,000 sp**. In chest five is **5,000 gp**. Chest six is **empty**. In chest seven is **1,000 cp**.

**Room 26:** On the North wall of this room, is an empty wardrobe. On the West wall is a bed, and on the South wall is an empty bookcase.

**Room 27:** This room is empty.

**Room 28:** The stairs to the next level are in this room.

**Room 29:** This room is empty.

**Room 30:** On the West, wall are two empty bookcases, on the East wall is a chest, inside is **200 cp**. On the East wall are a desk and chair.

**Room 31:** This room is empty.

**Room 32:** There are seven bookcases in this room. They are all mostly empty, there are some books that could be sold for **200 gp**.

**Rooms 33-36:** These rooms are empty.

**Room 37:** On the West wall of this large room, are two Queen-sized beds. On the North-west corner is a vanity in one of the draws is a pair of Pink earrings worth **2,000 g.p**, and a blue and white necklace and earring set worth **10,000 g.p**.

Also, on the North wall are two wardrobes, one is empty, but in the other one are two dresses. One is white and is worth **2,000 g.p**, the other one is black (**a cloak of Evlenkind**) There is also a pair of white boots (**Boots of Dancing**).

On the South wall are two wardrobes, they are both empty.

**Room 38:** The door to this room is locked and trapped. If the trap is triggered the door will explode doing 18d6 points of damage to any

creature with into feet. Inside the room is Encounter 3: Harpies. There are also eight chests in this room. In chest one is **1,000 sp, 22 gems worth (100 g.p.) each**. In chest two is **1,000 cp, 6,000 g.p., 21 gems worth (50 g.p.) each**. Chest three is **empty**. Inside chest four is **1,000 g.p. 23 gems worth (200 g.p.) each**. In chest five are **27 gems worth (200 g.p.) each**. Chest six is **empty**. Inside chest seven is **1,000 sp, 8,000 g.p., 26 gems worth (300 g.p.)**. Chest eight is **empty**. There is a secret door in this room.

**Rooms 39-40:** These rooms are empty.

**Room 41:** There are two chests in this room. Inside one is **10,000 g.p.** The other chest is empty.

Room 42: There are two chests in this room, they are both empty.

**Room 43:** This room is empty.

**Encounter 6:** Minotaur; No.appearing: 1; AC:6; Move: 12"; Hit Dice:6+3 (hp 44); Treasure

Type: C; No.Att: 2; Damage: 1-8 or 1-4 or by weapon type; Special Def: can only be surprised on a 1; XP: 752; Treasure: none

**Rooms 44-46:** These rooms are empty.

**Room 47:** There are three chests in this room. In chest one is **5,000 cp, 2,000 sp, 1,000 g.p.** Inside chest two is **5,000 g.p.** Chest three is empty.

**Room 48:** This room is empty.

**Room 49:** There are two beds in this room.

**Room 50:** Encounter 4; Satyr

**Encounter 7:** Minotaur; No.Appearing: 5; AC:6; Move:12"; Hit Dice 6+3(hp 32,34,43,34,42); Treasure Type: C; No. Att:2; Damage: 1-8 or 1-4 or by weapon type; Special Deff: Can only be surprised on a 1; Xp: 3,520; Treasure: none.

**Room 51:** This room is empty.

#### Temple of Zeus Level 4

##### Wandering Monsters

**1. Cyclopskin;** No.appearing: 6; AC: 3; Move: 12"; Hit Dice:5 (hp 29,31, 15, 24, 16); Treasure Type: C; No.Att: by weapon type +2; XP: 1,025; Treasure: **4,000 cp, 1,000 sp, Net of Snaring (C,T,F), Quaal's Feather Token (Anchor), Periapt of Proof Against Poison** Room 3

**2. Basilisk:** No.appearing: 2; AC: 4; Move: 6"; Hit Dice: 6+1(hp 24,32); Treasure Type: F; No.Att:1; Damage: 1-10; Special Att: Gaze turns to stone; XP: 2,448; Treasure: **12 gems worth (100gp)** each.

**3. Basilisk:** No.appearing: 1; AC: 4; Move: 6"; Hit Dice: 6+1(hp 31); Treasure Type: F; No.Att:1; Damage: 1-10; Special Att: Gaze turns to stone; XP: 1,248; Treasure: none

#### Temple of Zeus Level 4

##### Monsters & Treasure

**Room 1:** The Stairs to the Lower Level are in this room.

**Room 2:** This room is empty.

**Room 3:** Encounter 1: Cyclopskin. This room appears to be a grand dining hall. The cyclopskin's treasure is all over the floor.

**Room 4:** This room is empty.

**Room 5:** In this room is a large chest. Inside is **20,000 gp, 10,000 sp, 5,000 cp.**

**Room 6:** In this room are three chests. Inside chest one is **3,000 cp**. Inside chest two is **7,000 sp**, and in chest three are two **Potions of Healing**.

**Rooms 7-8:** These rooms are empty.

**Room 9:** On the South wall of this room is a bed, on the East wall is a chest. Inside is three gems worth **(2,000 gp)** each.

**Room 10:** On the South wall is a table with a blow on it. The table and blow are made of gold, they are worth 50,000 g.p.. if anyone tries to take it out of the room the table and blow with exploding dealing 50 points to anyone touching them.

In the blow is dark blue water, if a person drinks, they will be healed for 50 hit points.

On the West, wall are three chests. Chest one is empty. Inside chest 2 is a **Ring of Protection +3**, a **Cube of Frost Resistance**, and a **Ring of Fire Resistance**. In chest three is **1,500 cp**.

**Room 11:** There is one chest on the South wall, inside is **3,000 cp**.

**Room 12:** This room is empty.

**Room 13:** There are three chests in this room, they are all empty.

**Room 14:** On the North wall are four chests. Chest one is empty. Inside chest two is a **Potion of Human control**, an **Oil of Slipperiness**, a **Pearl of Power (M)**. In chest three is **9,000 gp, 30 gems worth (300 gp)** each. Chest four is empty.

**Rooms 15-16:** These rooms are empty.

**Room 17:** Encounter 6: Minotaur's; No. appearing: 6; AC:6; Move: 12"; Hit Dice: 6+3 (hp35,50,42,54,43,51); Treasure type: C; No.Att: 2; Damage 1-8 or 1-4 or by weapon type; Special Deff: can only be surprised on a 1; Xp: 4,200; Treasure **1,000 ep, 24 gems worth (100 gp)** each, A +2 hammer a **Dagger +1,+2 vs. Creatures smaller than Man-sized**, a **Mace +2**, (Three of the Minotaur's will use these weapons.)

**Rooms 18-20:** These rooms are empty.

**Room 21:** Encounter 2: Basilisk.

**Room 22:** There are five chests in this room. In chest one is **1,000 sp, 3,000 ep, 9,000 gp, 32 gems worth (500gp)** each. Inside chest two is **6,000 cp, 1,000 ep, 7,000 gp, 2,000 pp**, a Magic-User spellbook: **Protection vs Magic**, a cleric prayer book with the **Cure Serious Wounds** spell in it, and a Magic-users spellbook with the following spells: **Airy Water Animal Growth, Animate Dead, Could Kill**. Chest three is empty. Inside chest four is **5,000 sp, 10,000 gp, 15 gems worth (300gp)** each, **Incense of Mediation (C)**, a **Javelin of Lightning (F)**, **Jewel of Flawlessness**. Chest five is empty.

**Room 23:** Encounter 3; Basilisks, there is nothing else in this room.

**Room 24:** This is one of the main treasure rooms of this level, there are 13 chests in this room. 1: Empty 2: **1,000 cp, 2,000 sp.** 3: **10,000 gp.** 4: empty, 5: empty. 6: **2,000 cp, 1,000 sp, 1,000 ep, 3,000 gp, 4,000 pp.** 7: **3 gems worth (10,000 gp).** 8: empty. 9: **1,000 cp, 2,000 gp.** 10: empty. 11: empty. 12: **10,000 gp.** 13: **5,000 cp**

**Room 25:** This room is also a large treasure room, there are eight chests in this room. 1: **10,000 gp, 23 gems worth (150gp)** each. 2: **4,000 gp, a Periapt of Proof Against Poison, a Periapt of Health, a Quaal's Feather Token (Swan Boat),** 3: empty. 4: empty. 5: **10,000 gp.** 6: **2,000 cp, a +2 hammer, a mace +4, a mace +1.** 7: empty, 8: empty.

**Rooms 26-27:** These rooms are empty.

**Room 28:** There are three chests in this room. They are all empty, and anyone that touches them will take 3-18 points of damage.

**Room 29:** This room is empty.

**Room 30:** On the South wall is a very large chest, inside is 6,000 cp, 3,000 pp, 10,00 gp.

**Room 31:** This room is empty.

**Room 32:** Encounter 5; Minotaur; No. appearing: 5; AC: 6; Move 12"; Hit dice: 6+3(hp 48,52,37,39,41);

Treasure Type: C; No.Att: 2; Damage: 1-8 or 1-4 or by weapon type; Special deff: can only be surprised on a 1; Xp: 3,736; Treasure: none. The chest in the room is empty.

**Room 33:** This room is empty.

**Room 34:** there are four chests in this room. Chest one is empty. Inside chest two is **1,000 cp, 2,000 sp.** In chest three is **10,000 gp.** In chest four are two **+2 daggers.**

**Room 35:** there are two chests in this room. In chest one is **3,000 sp.** In chest two is **1,000 sp, 3,000 gp.**

Room 36: Encounter 4: Blue Dragon;

No. Appearing: 1; Ac: 2; Move: 12"/24"; Hit Dice:

10+4(hp 151); Treasure Type: H,S; No.Att: 3;

Damage: 1-6/1-6/3-24; Special Att: Breath weapon,

Spells; Xp: 4,064; Treasure: **17,000 sp, 22,000 ep,**

**28,000 pp, a Potion of Climbing, a Wand of**

**Paralyzation (m), a Broom of Flying, Figurine of**

**Wonderous Power,**

**Rooms 37-40:** These rooms are empty.

Conclusion: With the death of the Blue Dragons, or whatever the players decide to do with the Dragon the adventure in to the Temple of Zeus is over. What will be their next grand adventure?

Pre-Gens

**Dirk:** Half-orc; Fighter, Alignment: CG; Hit Dice: 5d10+4 (hp 58); AC: 4; No. Att: 1 Short Bow +3 to hit or Long Sword +1 to hit; Damage: Short Bow 1-6 or Long Sword 1-8+3; Abilities: Str 18/36, Int 18, Wis 18, Dex 18, Con 18, Cha 15; Saves: Rod 13, Breath Weapon 13, Poison Paralysis Death 11, Polymorph Petrify 13, Spell 14; Gear: Studded Leather, Large Shield, Short Bow with 20 arrows,

Long Sword, Boots High Hard, Cloak of Elvenkind, Backpack Leather, 10 flasks of oil, 50ft rope, 10 iron spikes, rations 1 week, 23 gp, Potion of Healing; Bonus Languages Hobgoblin, Sylph.

Dirk is 6 feet 3 inches tall with light gray skin. He weighs 219 pounds. He has black eyes and black hair. Aside from being called on this quest, he is looking for his cousin Duff who he thinks was also called on this quest.

**Thomas O'Maley:** Human; Paladin, Alignment: LG; Hit Dice: 5d10+1 (hp 34); AC: 3; No. Att: 1 Short Bow +3 to hit, Lance +2 to hit, Long Sword +2 to hit; Damage: Short Bow 1-6, Lance 1-6+5, Long Sword 1-8+5; Abilities: Str 18/92, Int 18, Wis 18, Dex 17, Con 15, Cha 15; Saves: Rod/Staff/Wands 13, Breath Weapon 13, Poison Paralysis Death 11, Petrification 12, Spells 14; Gear: Chain Mail +1, Shield large, Shot Bow, Lance, Long Sword, Riding Horse, Backpack Leather, Wooden Holy Symbol, Potion of Water Breathing; Special Features: Detect Evil 60', +2 to the dice for every saving throw, Laying on Hands 2hp/level, Cure Disease 1/week; Bonus, Turn Undead as a 3<sup>rd</sup> level cleric, call special mount; Languages: Ettin, Satyr, Gold Dragon.

Thomas O'Maley is 5 feet 5 inches tall with blonde hair and green eyes. He is a follower of Sir Lancelot. His riding horse is named Devon. (Note as of this adventure Devon has not died, so Thomas has not called his Special Mount.)

**Gwin:** Human; Cleric, Alignment: CG; Hit Dice: 5d8+2 (hp 32); AC: 0; No. Att: 1, Footman's Mace +1 to hit; Damage: Footman's Mace 2-7+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 13, Breath Weapon 15, Poison Paralysis Death 9, Polymorph Petrify 12, Spell 14; Gear: Chain mail, Large Shield, Footman's Mace, Belt, Boots High Hard, Cloak, Backpack Leather, Wooden chest small, Lantern Bullseye, Belt pouch large, Rope 50', Waterskin, Tinder box with flint and steal, 10 flasks of oil, Rations 1/week, Holy Symbol Mirror small silver, Phylactery of Long Years ( C), a Prayer book with two Cure Light wounds; Special Features: Turn Undead.

Gwin is a cleric of Zeus, this mission she holds dear to her. Her robes are light blue and white. She is 6 feet even with black hair and blue eyes.

**Uma Harnag:** Elf; Magic-User; Alignment: CG; Hit Dice: 5d4+2 (hp 24); AC: 4; No. Att: 1 Dart +3 to hit or Staff +1 to hit; Damage: Dart 1-3+2 or Staff 2-7+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 11, Breath Weapon 15, Poison Paralysis Death 14, Polymorph Petrify 13, Spell 12; Gear: 20 Darts, Staff, Belt, Boot High Hard, Cloak, Robe, Guard Dog, a spell book with Detect Invisibility, Shatter, Locate Object, 2 scrolls with Magic Missile, a spell book with Magic Missile, Knock, Fireball, a spell book with Anti-Magic sell, Stone to Flesh, Repulsion, Death, a spell book Protection from Magic ; Special Features: 90% chance Charm and Sleep won't work; Bonus Languages: Hobgoblin, Darvish, Dryad

Know 1<sup>st</sup> level spells: Affect Normal Fires, Burning Hands, Charm Person, Dancing Lights, Detect Magic, Enlarge, Erase, Feather Fall, Find Familiar, Hold Person, Identify, Jump, Magic Missile, Mending, Protection from Evil, Push, Read Magic, Shield, Shocking Grasp, Sleep, Spider Climb, Tenser's Floating Disc, Unseen Servant, Ventriloquism, Write

Know 2<sup>nd</sup> Spells: Audible Glamer, Continual Light, Darkness 15' Radius, Detect Evil, Detect Invisibility, Esp, Fools Gold, Forget, Invisibility, Leomund's Trap, Levitate, Locate Object, Magic Mouth, Mirror Image, Pyrotechnics, Ray of Enfeeblement, Rope Trick, Scare, Shatter Stinking Cloud, Strength, Web, Wizard Lock,

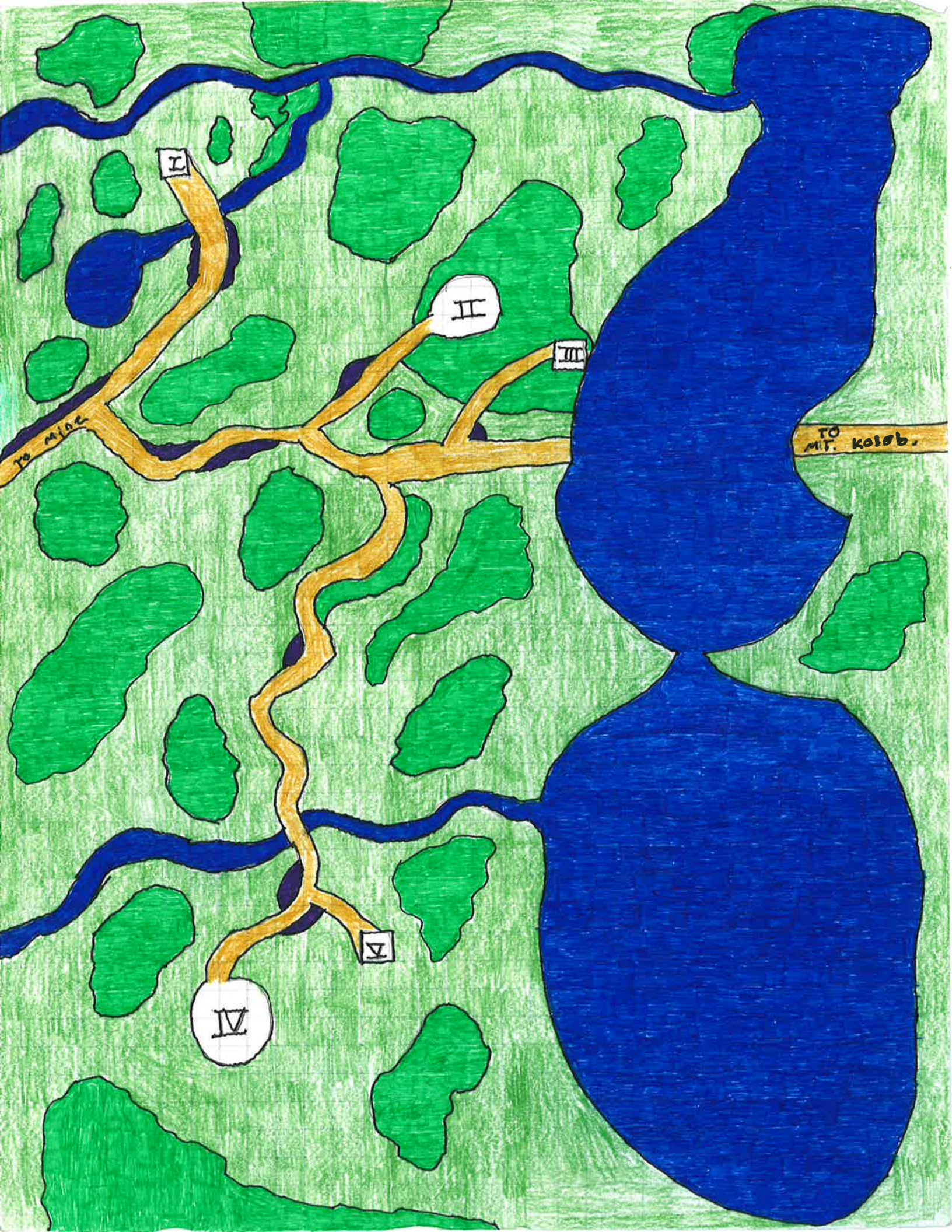
Know 3<sup>rd</sup> level Spells: Blink, Clairaudience, Clairvoyance, Dispel Magic, Explosive Runes, Feign Death, Fireball, Flame Arrow, Fly, Gust of Wind, Haste, Infravision, Invisibility 15' Radius, Leomund's Tiny Hut, Lightning Bolt, Monster summoning I, phantasmal Force, Protection from Evil 10' Radius, Protection from Normal Missiles, Slow, Suggestion, Tongues.

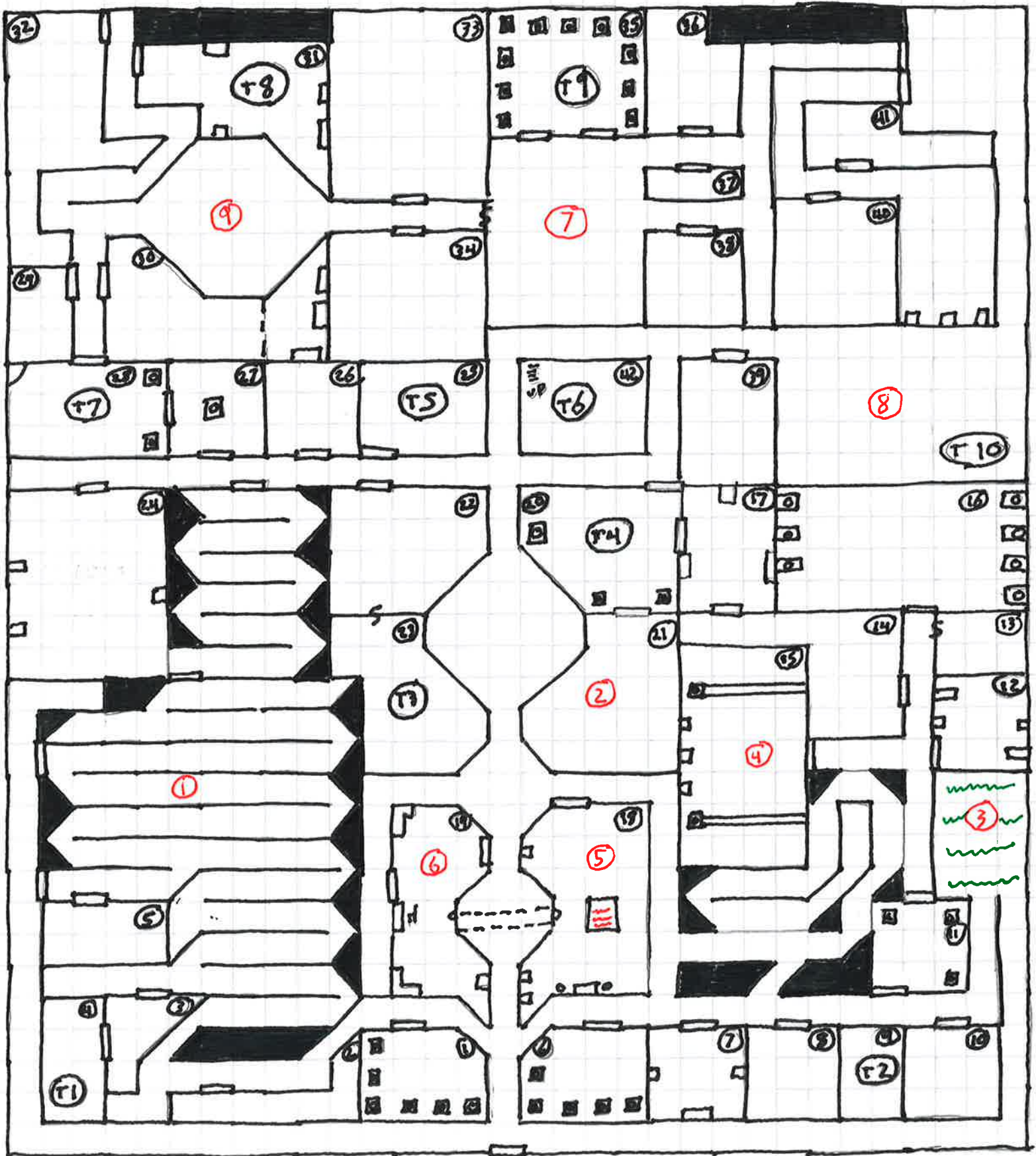
Uma is 6 feet even. She has light skin and dark brown hair. Her cloak and robe are dark green. Her Guard dog is named Muffin.

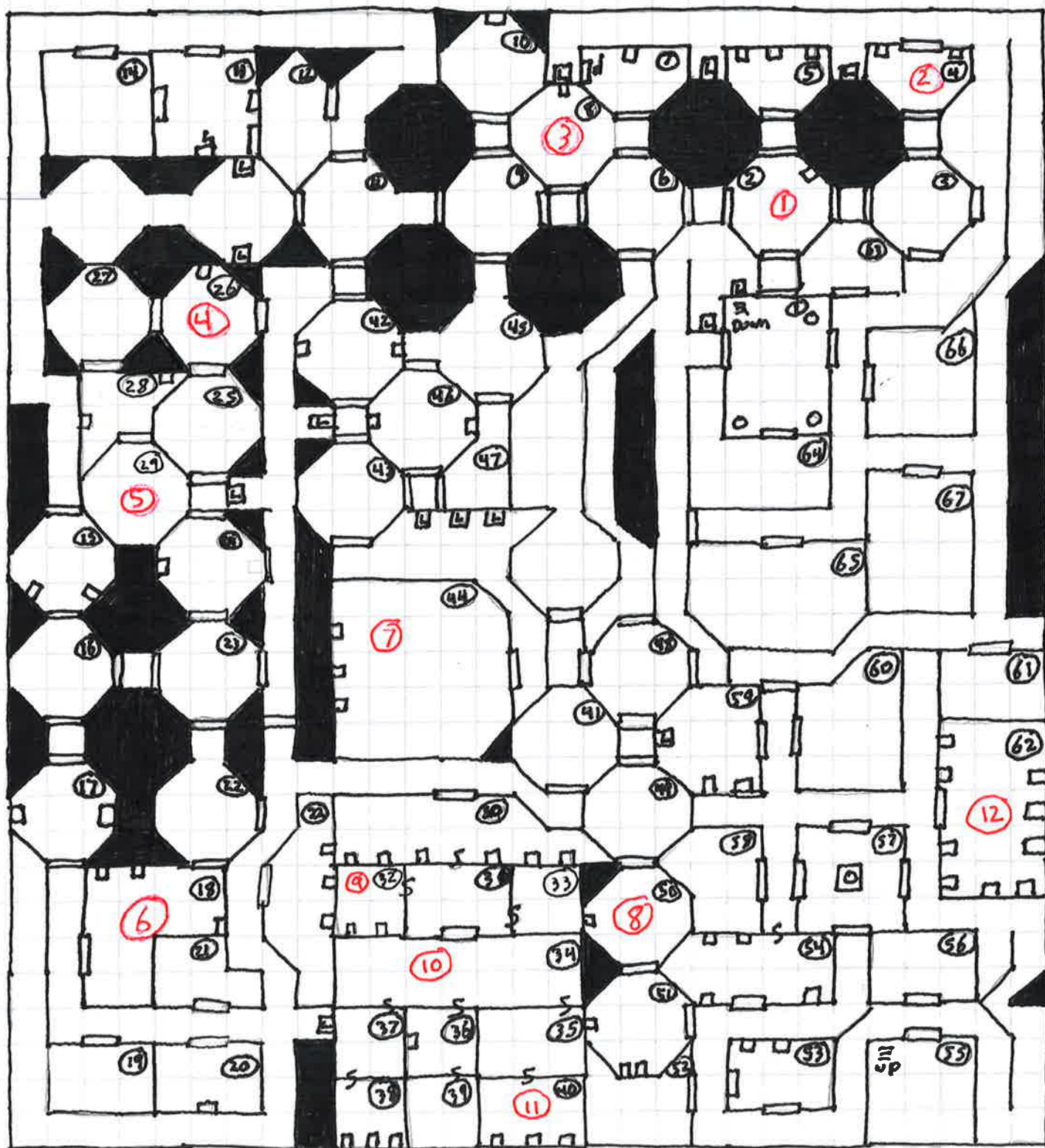
**Dea Tindall:** Human; Assassin; Alignment: LE; Hit Dice: 5d6+2 (hp 30); AC: 6; No. Att: 1 Dagger +1 to hit or Long Sword +1 to hit; Damage: Dagger 1-4+2 or Long Sword 1-8+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18;

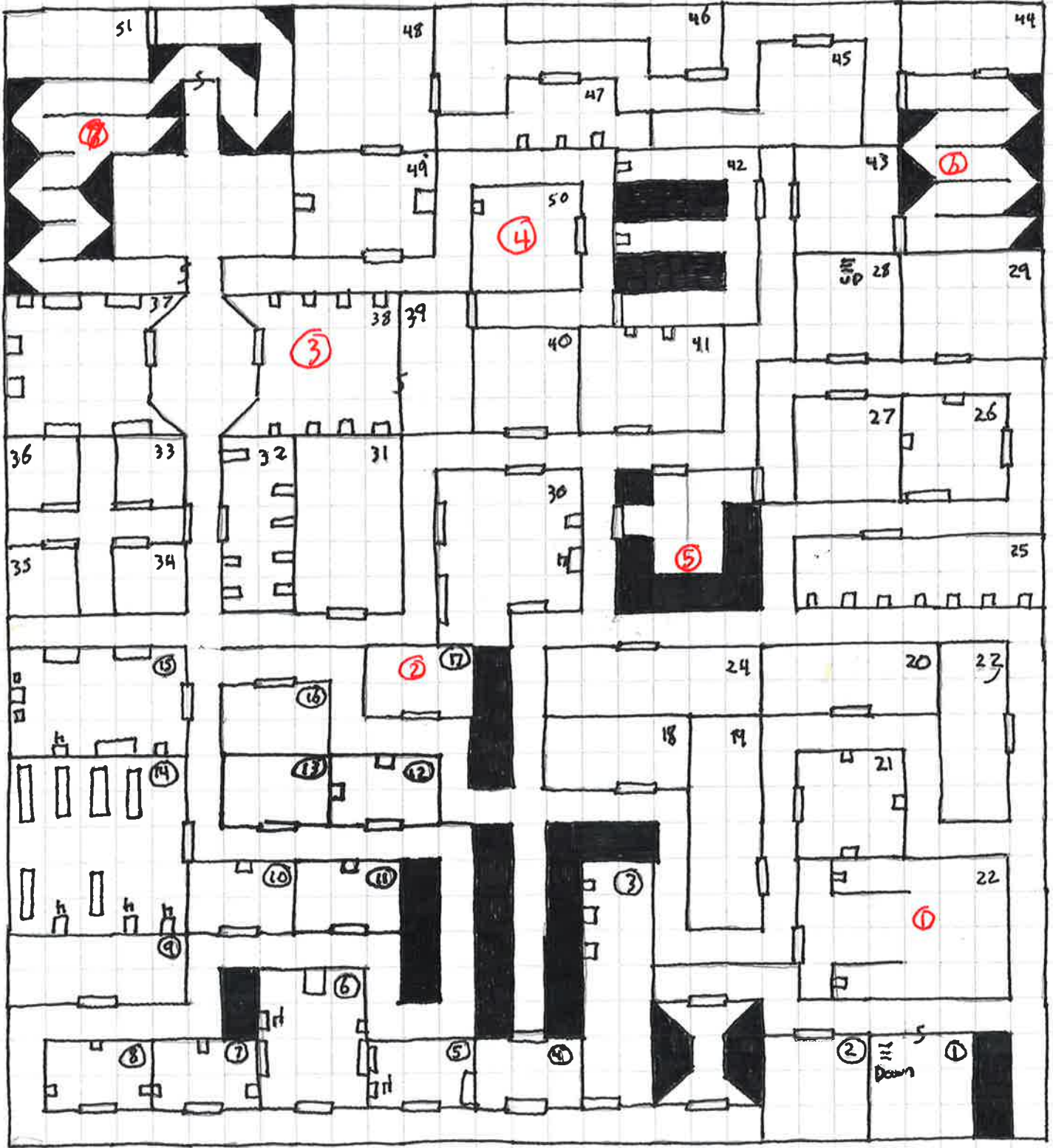
Saves: Rod/Staff/Wand 12, Breath Weapon 15, Paralysis Poison Death 12, Polymorph Petrification 11, Spell 13; Gear: Studed Leather, 2 Daggers, Long Sword, Belt, Boots High Hard, Backpack Leather, Box Iron Large, Potion of Invisibility, Potion of Healing, Robe of Blending, Potion of Poison  
Dea is 5 feet 3 inches tall. Her clothes are dark red and match her hair. She is not sure of the vision, but she is sure she can get rich.

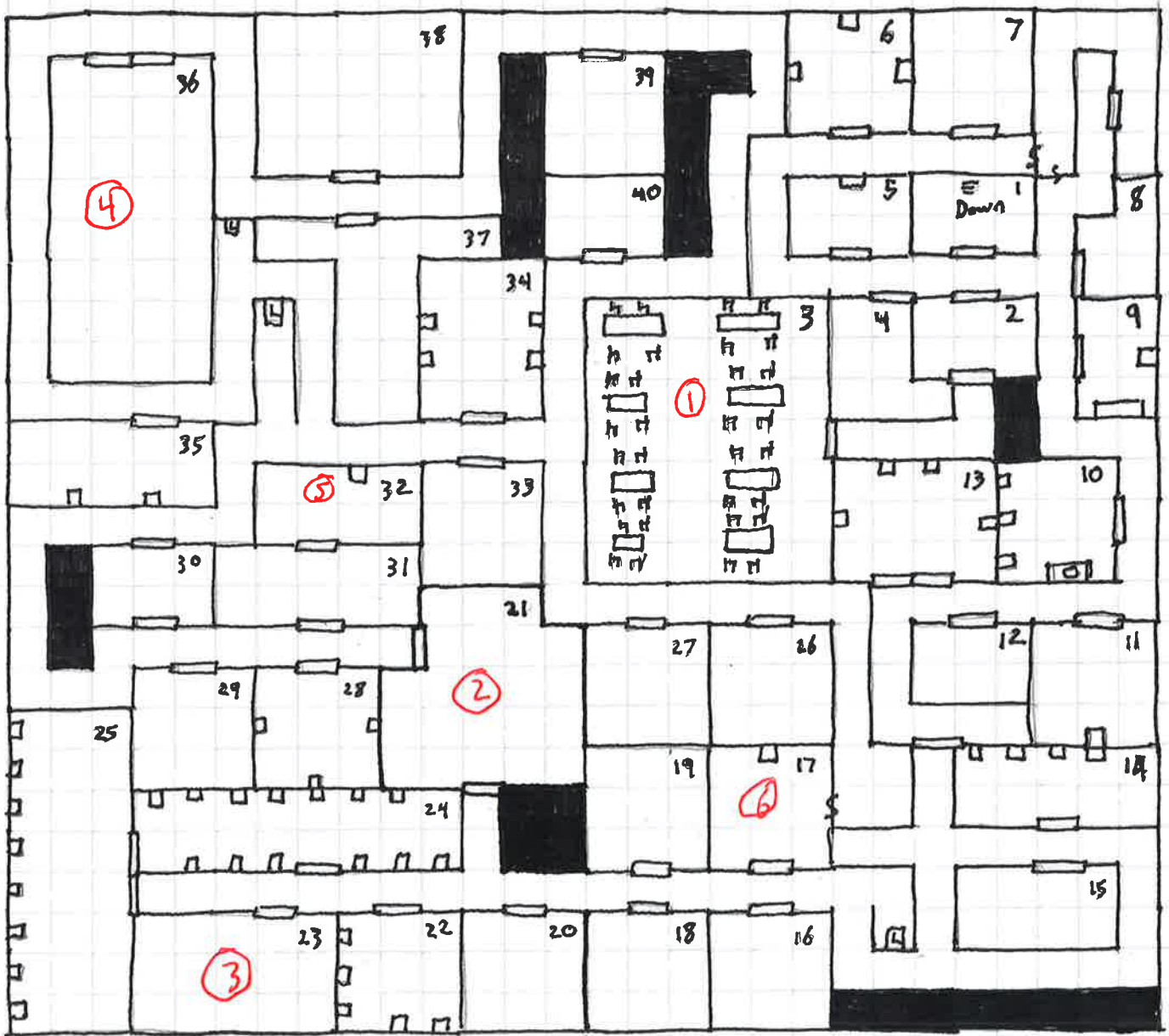
**John Bear:** Human; Monk; Alignment: LG; Hit Dice: 5D4 (hp 16); AC: 7, No. Att: 1 Unarmed +1 to hit; Damage: 1-3+2; Abilities: Str 18, Int 18, Wis 18, Dex 18, Con 18, Cha 18; Saves: Rod/Staff/Wand 12, Breath Weapon 15, Paralysis Poison Death 12, Polymorph Petrification 11, Spell 13; Gear: Potion of Climbing; Special Features: Speak with animals as a druid, Mask mind so ESP has no effect 28%, is not subject to diseases or affected by slow or haste; Bonus Languages: Elvish, Darvish, Minotaur  
John is looking for the Meaning of Life that might come with finding King Stonewall. Then again, it might not. He doesn't need much; he wears a brown robe. He is 5 feet 9 inches.













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