

# Q1 - THE EVIL TEMPLE TO FRAZ-URBLUU

*For a party of levels 1 to 3*

Written by:

Jim Pacek, September 1983



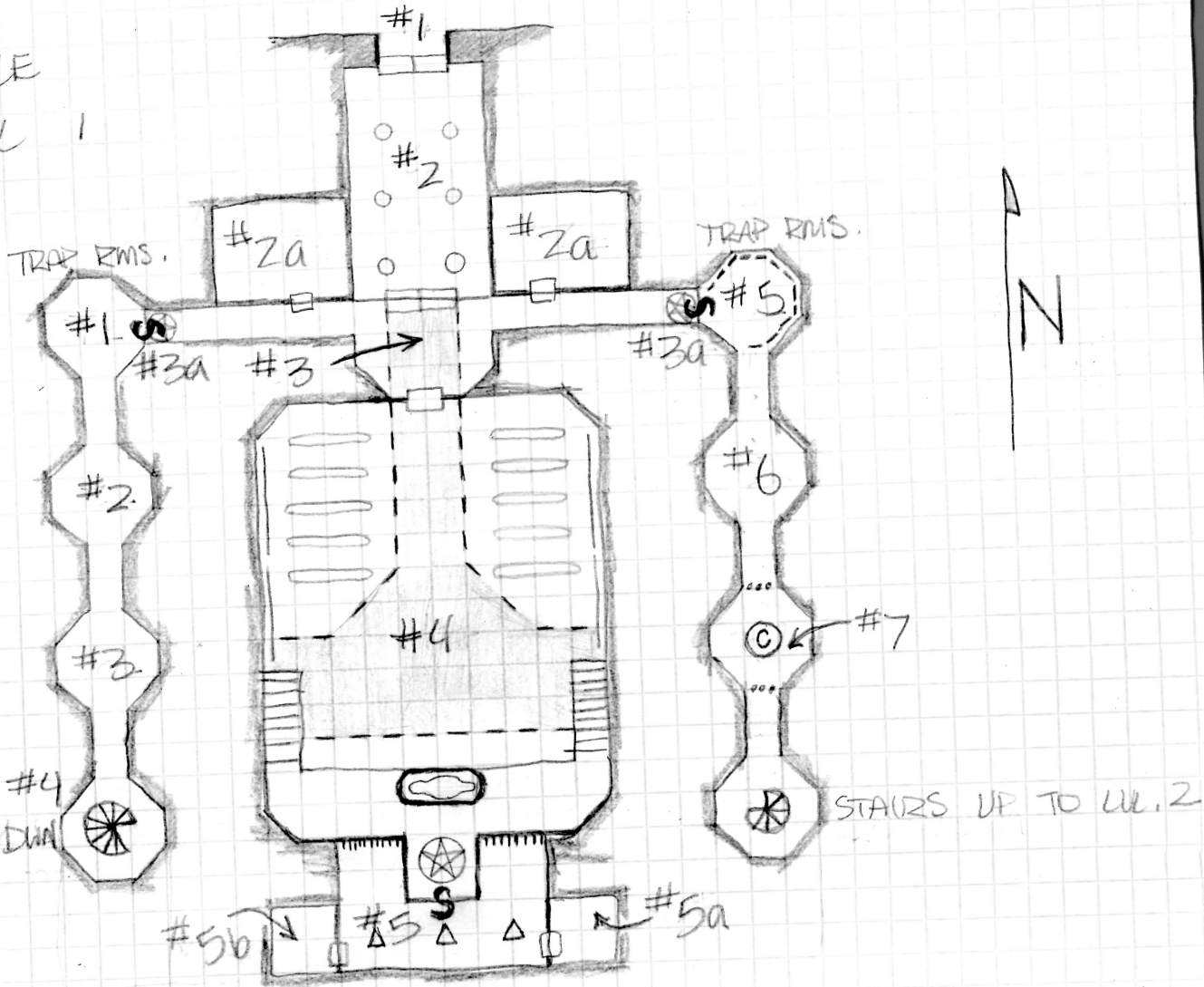
Played in September through December of 1983 by:

Jim Pacek - Dungeon Master

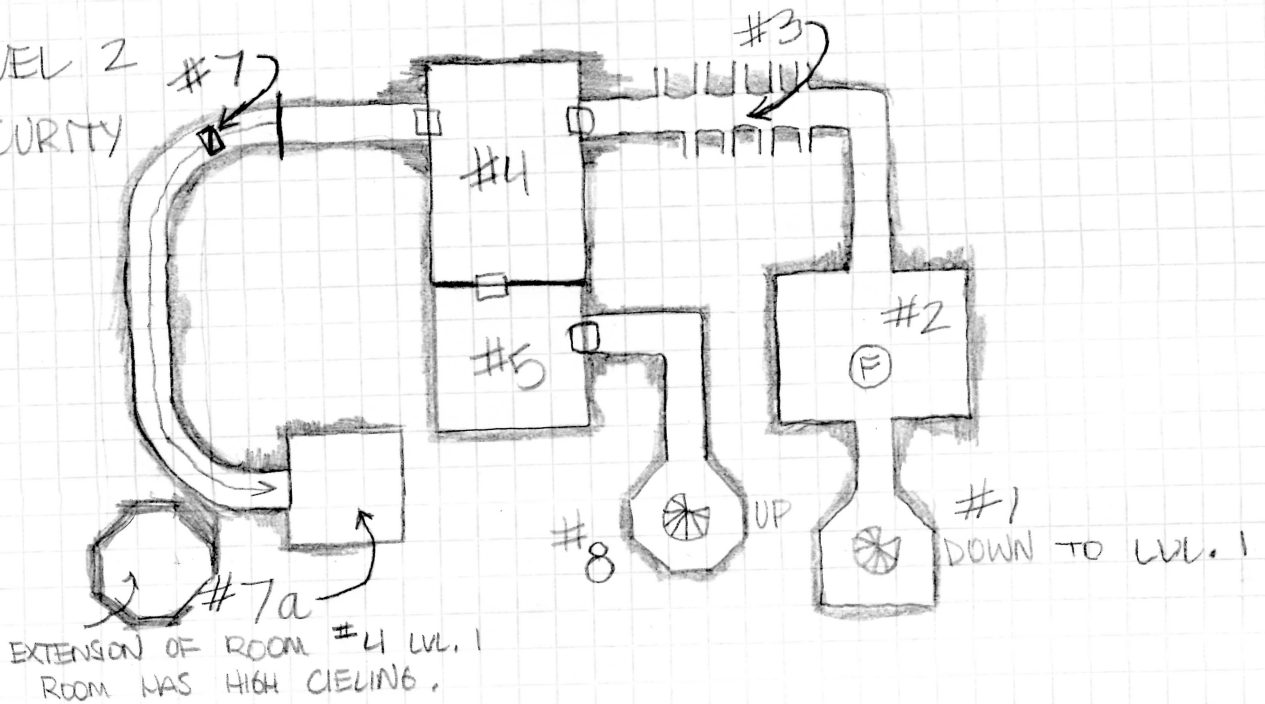
Norman Carrier - Skanderbag The Unexpected, Wizard

Jim Dickinson - Sharky Dangerthorn, Ranger

TEMPLE  
LEVEL 1



LEVEL 2  
SECURITY



## LEVEL 1

#1 THE ENTRY IS BLOCKED BY A PAIR OF GIANT, BRONZE, RUNE-COVERED DOORS. THEY SWING OUT EASILY, IF PULLED, DESPITE THEIR MASS. THE RUNES ARE IN DEMONIC. THEY NAME THE TEMPLE AND THE DEMON PRINCE FRAZ-URB'IOU. IF THE PRIESTS ARE WARNED THEY WILL USE A GLYPH OF WARDING ON THE DOOR.

#2 THE PILLARS HAVE EYES: AT THE TOP OF EACH PILLAR, IS A CIRCLE OF 4 EYE-LIKE STONE CARVINGS. IF THE PRIESTS ARE READY THEY CAN USE THE PILLARS TO WATCH THE PARTY WITH THESE PILLARS, THIS IS DONE FROM ROOM #5. THEY CAN MONITOR THIS ROOM AND RM. #3 IF THE DOORS ARE NOT CLOSED. THE PILLARS RADIATE STRONG MAGIC, BUT NOT EVIL.

#2a THE ANTECHAMBERS: THESE ROOMS HOLD CERIMONIAL GARB. 2 ORNATE JEWELLED DAGGERS CAN BE FOUND, VALUE 50 gp. EACH.

#3 ENTRY CHAMBER: IF THE PARTY BARGES IN THIS ROOM WILL BE EMPTY. IF THEY COME IN THE GUISSE OF WORSHIPPERS, THE HIGH PRIEST WILL MEET THEM HERE. HE WILL DETECT ALIGNMENT ON THEM AND BE CORDIAL IN ANY CASE. IF THE PARTY IS MOSTLY GOOD ALIGNED HE WILL MESS

AROUND WITH AN AMULET HE IS WEARING AND IN A FEW SECONDS AN ADEPT WILL ENTER FROM THE WORSHIP HALL, HE WILL SHOW THE ADVENTURERS IN, LEAVE THROUGH THE BACK DOORS, RALLY SIX GUARDS AND SURPRISE THE PARTY IN 2 ROUNDS, THE SHADED AREA IS BLOOD RED CARPETING.

#3 A DEMON DOORS: THE STATUES ARE OF LEERING DEMONS, TO OPEN THE DOORS, OR EVEN TO FIND THEM A CHARACTER MUST SAVE VS. SPELLS AT -2 OR THEY WILL NOT WANT TO EVEN COME NEAR THE STATUES, THE STATUES SWING OUT INTO THE HALL IF A SMALL PANEL ON THE DEMONS SIDE IS PRESSED IN. REQUIRES A FIND TRAPS AT +40%.

#4 THE WORSHIP HALL: FOUR GOLD AND SILVER WOVEN TAPESTRIES DEPICTING EVIL RITES COVER THE EAST AND WEST WALLS. THE BENCHES HAVE NO BACKS AND ARE MADE OF GLOSSED EBONY. THE ALTAR IS OBSIDIAN, SMOOTH + GLASSY ON TOP BUT ROUGH HEWN ON THE SIDES, THE STATUE IS OF FRAZ-URB'UU, THE STAGE AREA IS 8' ABOVE THE FLOOR, WHICH IS MOTTLED GREY STONE, THE STAGE IS MADE OF GREY STONE TOO, TO GET TO THE SECRET DOOR YOU MUST FIGHT STATUE,

#5 CONTROL ROOM: THE FRONT WALLS ARE TRANSPARENT FROM THIS SIDE; 3 PYRAMIDS ARE IN THE MAIN PART OF THE ROOM. THE PYRAMIDS CAN ONLY BE OPERATED BY A MAGIC-USER OR CLERIC WHO UNDERSTANDS THE THEORY ON WHICH THEY WORK. THE EAST PYRAMID CAN CONTACT, AND POSSIBLY CONTROL ANYONE WEARING AN AMULET (qv.) (SAVE VS. MAGIC). THE WEST PYRAMID OPERATES THE EYES IN RM. #2, THE MIDDLE ONE CONTROLS THE STATUE OF FRAZ-URB'LUU IN RM. #5, THE STATUE CAN BLAST FIRE FOR 2-12 PTS. OF DAMAGE IN A CONE EXTENDING AT MOST TO THE END OF THE STAGE, THE STATUE CAN MOVE AND SPEAK, BUT IT CANNOT LEAVE THE STAGE, IT HAS 100 HP. AND AN AC OF 2, IT CAN ALSO PROJECT ILLUSIONS AND PHANTASMS. INSIDE THIS ROOM ARE 5 ADEPTS (4 IF ONE HAS LEFT, SEE RM. #3). THEY WILL USE THE STATUE TO HOLD THE PARTY AT BEY UNTIL THE GUARDS ARRIVE.

#5a THIS ROOM HAS 5 COTS IN IT, THIS ROOM IS WHERE THE ADEPTS IN RM. 5 SLEEP, THERE IS NOTHING OF VALUE HERE.

#5b THE ADEPTS HAVE PROVISIONS AND WATER STORED HERE, THERE IS NOTHING MORE OF VALUE HERE.

TR #1 IN THE CENTER OF THE ROOM IS A PRESSURE PLATE, WHICH IF STEPPED ON CAUSES A LARGE BLOCK TO FALL FROM THE CIELING, SAVE VS. PET, OR TAKE 2-16 PTS. OF DAMAGE,

TR #2 THIS ROOM HAS WALLS WHICH ARE VERY STICKY AND CAUSE ANYTHING THEY TOUCH TO STICK TO THEM, THIS BOND CAN BE BROKEN BY STRENGTH BUT THE CHARACTER WILL TAKE 1-6 PTS OF DAMAGE FROM HIS SKIN RIPPING OFF, THE BOND CAN ALSO BE DISSOLVED BY ALCHONHOL A STRONG SOLVENT, THERE IS A +1 LONG SWORD WHICH HUMS IN THE PRESENCE OF DRCS STUCK TO THE SOUTH-EAST WALL, ANYONE TRYING TO TAKE THE SWORD HAS A 1-3 ON 6 CHANCE OF TOUCHING THE WALL AND BECOMING STUCK, IF THE SWORD IS FORCED OFF THE WALL IT WILL BREAK.

TR #3 THERE ARE BEAMS OF LIGHT ALTERNATING LIKE STEPS ( . . . . ) IN THE CENTER OF THE ROOM, THEY CAN BE CONSIDERED TO BE 2 THINGS:  
1 - LIGHT STEPS, THEY CAN BE WALKED ACROSS IF DESIRED. THIS WILL ACCRUE NO DAMAGE OR HARM.  
2 - TRIP BEAMS FOR A TRAP, IF THIS IS THOUGHT OR INFERRED THEN THE PERSON WHO BREAKS THE BEAM WILL TAKE 1-2 PTS OF DAMAGE, PER BEAM.

TR- #4 THE ASCENDING/DESCENDING STAIR,  
THIS STAIR CASE IS SET UP ON A COUNTER  
WEIGHT SYSTEM THAT ALLOWS THE PRIESTS  
TO RAISE AND LOWER THE STEPS TO THE DUNGEON  
LEVEL WITH LITTLE EFFORT, THE STEPS ARE  
CURRENTLY DOWN. THE STAIRS COUNTER-WEIGHT  
AS GONE SLIGHTLY BAD, IN THAT IF YOU  
WALK ALONG THE OUTSIDE ALONG THE RAILING,  
THE STAIRS SLOWLY CRANK UPWARDS, BY THE  
TIME THE PARTY HAS REACHED THE BOTTOM OF  
THE STAIRS IN THIS MANNER, IT WILL BE  
A 20' DROP TO THE FLOOR. THIS DEFECT  
HAS BEEN REINFORCED BY AN ILLUSION THAT  
THE STAIRS ARE STILL DOWN. THE TWISTING  
AND SPIRAL NATURE MAKE THIS ASCENT OF  
THE STAIRS ALMOST IMPOSSIBLE TO DETECT (A  
5% CHANCE FOR SOMEONE WHO THINKS SOMETHING'S  
WRONG), THIS EFFECT IS EASILY AVOIDED IF  
THE CHARACTERS WALK TOWARD THE INSIDE OF  
THE STAIRS. THE CEILING IS 40' HIGH, THE  
FALL DOES 2-12 PTS. OF DAMAGE.

TR #5 THE FLOOR IS ILLUSIONARY, THE ROOM  
IS A SPIKED PIT. 1-6 PTS + 20% CHANCE  
OF HITTING A SPIKE FOR 1-4, IF THE PARTY  
WALKS THE FAR PERIMETER OF THE ROOM, THERE  
IS A 2' LEDGE. (DOTTED LINE)

TR #6 ANYONE ENTERING THIS ROOM THAT IS NOT OF EVIL ALIGNMENT WILL SEE HIS DOUBLE, HIS DOUBLE WILL STRIKE AS A 1 HD MONSTER AND DO 1-6 PTS OF DAMAGE REGARDLESS OF WEAPON TYPE. IF THE CHARACTER WINS, THE DOUBLE DISAPPEARS AND A GEM WORTH 1000 GP FOR EACH HP THE DOUBLE HAD WILL LIE IN IT'S PLACE. IF THE DOUBLE WINS, THE CHARACTER IS TELEPORTED TO ROOM (D1, ETC. DUNGEON LEVEL, DETENTION CELLS) AND GAINS 500 XP. FOR THE FIGHT. IT WILL SEEM TO THE OTHERS THAT THE CHARACTER JUST DISAPPEARED WITH HIS DOUBLE OR VISA-VERSA.

TR #7 CAGE, IN ROOM #2 (LEVEL 2, SECURITY) 5 GUARDS WAIT AND WATCH, THE FLOOR OF THE ROOM IS COVERED WITH HUNDREDS OF 1 GP. GEMS. AFTER THE PARTY WALKS IN THE GUARDS WILL DROP PORTCULLIS' OVER EACH EXIT AND WILL START THROWING THINGS AT THE PARTY. FROM CHICKEN GUTS, BLOOD, AND INTESTINES TO DAGGERS, BOLTS, AND ARROWS IF THE PARTY GETS VIOLENT.

#1 3 GUARDS WAIT HERE FOR THE PARTY, THEY WON'T BE COVERED BY MISSILE FIRE UNTIL ALL BUT ONE IS DEAD, THE MISSILE FIRE WILL COME FROM RM. #2, THESE GUARDS HAVE LOW HP; 5 MAX.

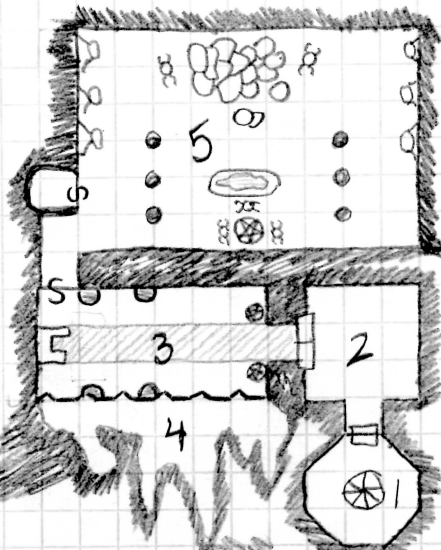
#2 2 GUARDS WILL HOLD OFF THE PARTY BY FIRING ARROWS DOWN THE CORRIDOR UNTIL THEY CAN ONE CAN MANEUVER THE BALLISTA INTO PLACE (RATE  $\frac{1}{3}$  D. 1-10) IT IS LOADED, IF HARD PRESSED THEY WILL FALL BACK AND RELY ON THE WALL-CRAWLERS (#3) AS DEFENSE, ONE GUARD HAS AN ARROW OF GIANT SLAYING, AND 3 +2 ARROWS.

#3 WALL-CRAWLERS, THESE CREATURES ARE AC: 0, HAVE 8 hp., AND THEIR HOLES ARE TOO SMALL TO PERMIT ATTACKS INTERNALLY, THEY HAVE A KEEN SENSE OF HEARING AND SMELL, WHEN THEY HEAR CREATURES APPROACH, THEY SNIFF THE AIR TO SEE IF THEY HAVE HERB-POUCHES. IF SO, THE CRAWLERS WILL NOT BOTHER THEM, OTHERWISE THEY WILL ATTACK AS 2 HD CREATURES WITH +2 TO HIT AND DO 1-3 PTS OF DAMAGE.

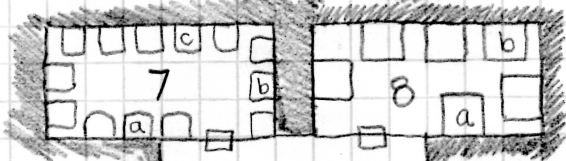
- #4 GUARD BARRACKS, 3 MORE GUARDS IN CHAIN MAIL AWAIT HERE. THEY HAVE 12, 11 hp. AND WIELD BASTARD SWORDS. THERE IS A TOTAL OF 10 BUNKS. THE OTHER 3 GUARDS ARE OUT ON ROUTINE PATROL.
- #5 THE RED GUARD, 2 GUARDS WEARING RED ARMOR AND CLOAKS RESIDE HERE. THEY ARE AC: 2 AND HAVE 18, 16 hp. THEY WIELD +2 EVIL BASTARD SWORDS WHICH EMIT AN EERIE BLACK RADIANCE. THEY WILL WARN THE PARTY THAT IF THEY ATTEMPT TO PASS THRU THE EAST DOOR THEY WILL BE STOPPED. IF SCANNED THE GUARDS WILL DISAPPEAR IN A PUFF OF ACIDIC SMOKE, THE EVIL SWORDS WILL REMAIN AND THEY WILL TURN ON THE WIELDER IF HE IS GOOD OR NEUTRAL IN COMBAT, ATTACKING FOR 1 ROUND THEN DISAPPEARING.
- #6. WAS LEFT OUT INTENTIONALLY SO AS NOT TO ENCOURAGE THE COMPILATION OF A 3 DIGIT DEMONIC NUMBER. — THE MANAGEMENT
- #7. THE CHARACTERS STEP ON PRESSURE PLATE AND OIL OF SLIPPERYNESS POURS IN GALLONS OUT AND DOWN THE SLOPE. THIS WILL CAUSE THE CHARACTERS FORWARD OF THE LINE TO SLIDE INTO 7A, AND DOWN INTO DUNGEON #10.

LEVEL 3

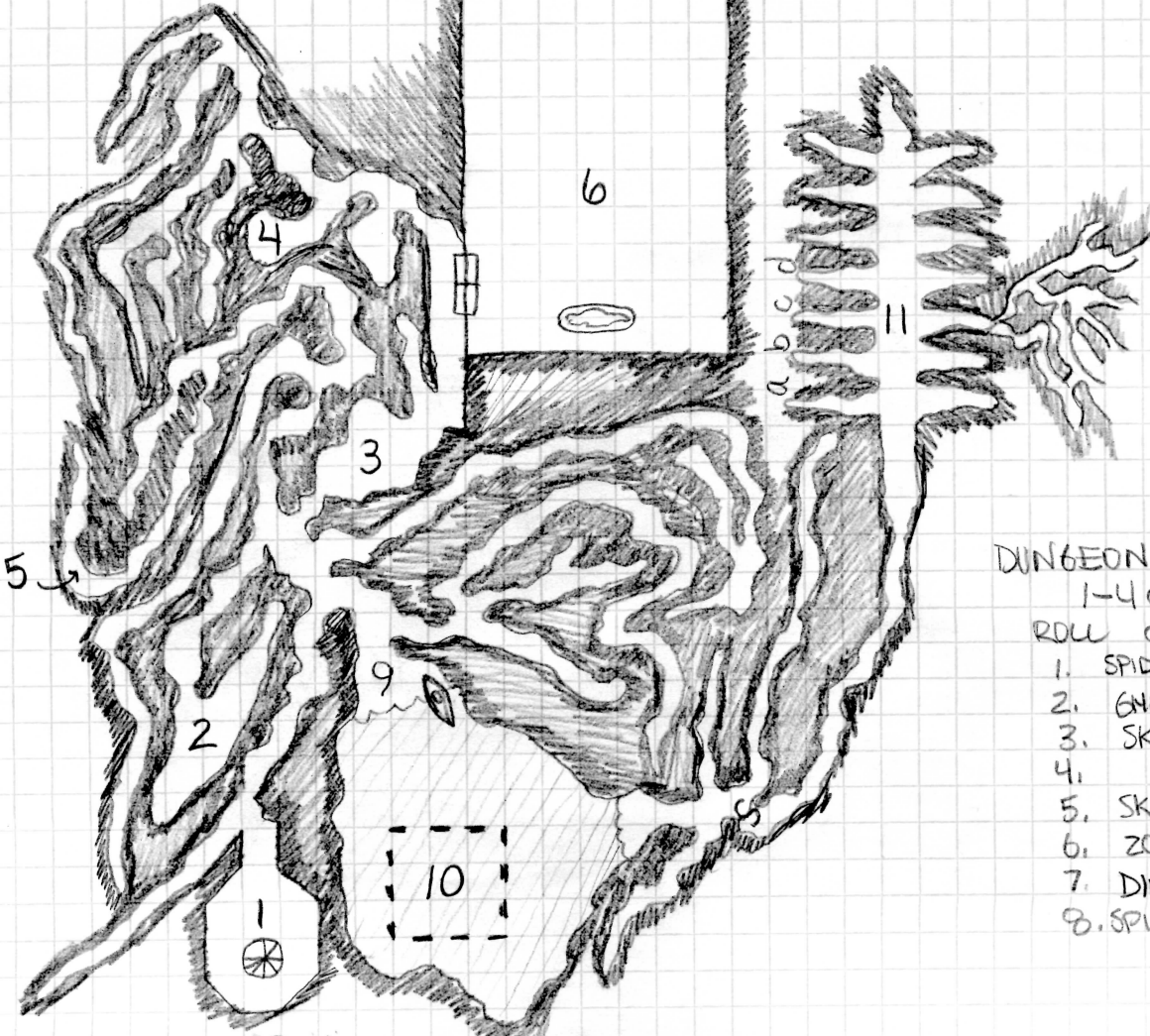
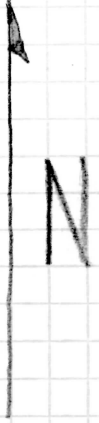
PRIEST



LEVEL  
DUNGEON



DOWN TO WL. 2



UP TO WL. 1

DUNGEON ENCOUNTERS

- 1-4 d6
- ROLL d8
- 1. SPIDER, GIANT
- 2. GNOLL
- 3. SKELETON
- 4. "
- 5. SKELTER
- 6. ZOMBIE
- 7. DINK
- 8. SPIDER, B. WIDOW

# 8 THESE STAIRS LEAD UP TO ROOM # 1  
ON LEVEL 3 PRIEST.

## LEVEL 3 PRIEST

#1 THE DOOR IN THIS ROOM CAN ONLY BE  
OPENED NORMALLY IF THE HIGH PRIEST'S  
AMULET IS PRESSED INTO A DEPRESSION IN THE  
MIDDLE OF THE DOOR, 1 RED GUARD WAITS HERE.

#2 THE ANTEROOM, THIS ROOM HAS 2  
COUCHES OF RED VELVET WITH GOLD TRIMMINGS,  
THE TRIMMINGS ARE WORTH ABOUT 800 GP.  
FOR GOLD VALUE ALONE BUT IF THE COUCHES  
CAN BE TRANSPORTED OUT INTACT THEY ARE  
WORTH 1200 GP. EACH, THE ROOM IS LIT  
BY BRAZERS AND INCENSE IS IN THE AIR.

#3 THE HALL, THE SHADED AREA IS RED  
CARPET, THE STATUES BESIDE THE DOOR ARE  
OF DEMONS AND MADE OF SILVER, THE  
SEMI-CIRCLES ARE PILLARS WITH BAS-RELIEFS OF  
DEMON FACES, SKULLS, ETC. THE SOUTH WALL  
IS MADE OF AN ELABORATE ILLUSION AND FORCE  
WALL USED TO HOLD BACK THE SKELETONS  
ON THE OTHER SIDE, THIS WALL IS DROPPED  
BY PRESSING THE BUTTON ON THE CRYSTAL PROD  
OWNED BY THE PRIEST WHEN IT IS INSERTED  
IN THE THRONE.

#4 SKELETONS. 6 IN NUMBER, EACH HAVE 10 GP, GEMS FOR EYES, WILL NOT ATTACK THE PROD-HOLDER.

#5 THE PRIEST'S CHAMBRE. KRAALNAR THE HIGH PRIEST RESIDES HERE.

KRAALNAR CLERIC 4 AC: 1 HP. 22  
 PLATE + SHIELD, +1 FOR DEX  
 CAUSE LIGHT WOUNDS x2, COMMAND x1  
 HOLD PERSON x2

+2 MACE, 2 VIALS OF ACID  
 WEARS AMULET, HAS CRYSTAL PROD, AND  
 SCEPTRE OF HEALING 46 CHGS. FOR  
 2-8 PTS. OF HEALING.

THE ROUND OBJECTS TO THE NORTH, CENTER ARE PILLOWS, THEY ARE FLANKED BY 2 BRAZIER WHICH ARE MAGIC AND CANNOT BE MOVED, THE DARK DOTS ARE PILLARS, THE STATUE IS OF FRAZ URB I'UU AND IS SURROUNDED BY 3 LIKE-MAGICAL BRAZIER. THE SACRIFICIAL BLOCK IS MAGICAL IN THAT ANYTHING PLACED IN IT IS TELEPORTED TO LIKE BLOCK IN DUNGEON RM. #6. CHAINED TO THE WALL ARE SIX SCANTILY CLAD FEMALES OF THE VOLUPTUOUS TYPE. ONE OF THEM IS THE PRINCESS OF FYRKEEP, SHE IF RETURNED TO HER FATHER WILL BRING A REWARD OF 10,000 GP, TO EACH RESCUER, SHE IS A VERY BEAUTIFUL REDHEAD AND IS A 1 LVL, FIGHTER WITH 9 HP. SHE IS CULTURED WHEREAS THE OTHERS ARE JUST BEAUTIFUL SLAVES.

#5 CONTINUED, BEHIND THE SECRET DOOR IS THE CLERIC'S WEALTH,

- 8320 GP. 16 GEMS
- 359 PP. 2 BOTTLES OF MAGICAL FINGERPAINTS (INDIGURS PIGMENTS)

LEVEL 0 DUNGEON

#1 STAIRWELL DOWN THIS IS THE PLACE THE CHARACTERS WILL FALL TO IF THEY BLOW IT IN ROOM # 4 LEVEL 1 TEMPLE. IF THE FALL DOESN'T KILL THEM THEN THEY ARE FREE TO PROCEED ONWARD.

#2 WIGHT, ON WIGHT LIVES IN HERE. HE WAS A FOLLOWER OF THE HIGH PRIEST, IT STILL WEARS TATTERED RED CLOTHES AND ARMOR, HE HAS AN EVIL BASTARD SWORD BUT WILL NOT USE IT. NOT BEING ALIVE THE RING OF VAMPIRIC REGENERATION IT WEARS WILL NOT HELP IT. AS THE PARTY ENTERS IT WILL DROP THE ARM IT IS EATING AND ATTACK. THE ARMS FINGERS GRASP AND WIGGLE THOUGH IT IS SEVERED.

#3 GREEN SLIME. IT IS STUCK ON THE SOUTH WALL. WHILE THE CHARACTERS FIGHT IT THEY WILL BE BOTHERED BY A COUPLE OF DINKS.

#4 DEMON SKELETON, THIS HIDEOUS BAT WINGED SKELETON IS ALL BONES EXCEPT FOR ITS BLACK HEAD AND FLAME RED EYES, IT IS CLAWING AT THE WALL DIGGING OUT A SKELETON, IT WILL SCREECH AND ATTACK THE PARTY UPON SIGHT, THE SCREECH WILL MAKE THE PARTY HAVE TO SAVE VS, MAGIC OR STAND IN FEAR OR RUN AWAY 50%, 50%. THE SKELETON WEARS A BRACELET WHICH HAS A SINGLE GEM LEFT IN ONE OF MANY MOUNTS, THE GEM IS A 6 die FIREBALL.

#5 A SINGLE DRECH IS HIDING HERE FROM THE DEMON IN RM. #4 IF ENCOUNTERED IT WILL RUN AWAY UNTIL CORNERED, THEN IT WILL CAST STINKING CLOUD AND RUN PAST THE PUKING PARTY, HE HAS NO TREASURE.

#6 THE GIANT SPACE COCKROACH, THIS BEAST IS AC. 2 AND HAS 50 HP. IT DOES 2d8 dam./ATT. FOR ITS VISCIOUS BITE, BONES OF FEMALES ARE SCATTERED ABOUT THE ROOM, THE DOORS ARE MADE OF HEAVY BRONZE AND ARE QUITE STURDY, SCARED OF FIRE.

#7 CELLS. THESE ARE STURDY LOCK + KEY, STEEL BAR CELLS. THE BARS ARE SET DEEP INSIDE THE FLOOR AND CEILING, THIS IS WHERE CHARACTERS DEFEATED BY THEIR DOUBLES WILL BE T-PORTED, CELLED UP INDIVIDUALLY, TRAP ROOM #6 WL. 1 TEMPLE,

LEVEL 4 CONCLUSION  
#7 CONTINUED. THE VARIOUS LETTERED CELLS CONTAIN:

A - A LIZARD MAN, GRAASH

B - A DRECH, COWARDLY

C - A DEAD OGRE.

#8 BIG CELLS.

A - CONTAINS A LAMIA,

B - A CHASME,

#9 BEACH. A CEREMONIAL BOAT RESTS, BEACHED ON A LAKE OF ALCOHOL - WATER. IT WILL HOLD 3 PEOPLE AT MOST.

#10 ALCOHOL LAKE. CHARACTERS FALLING FROM RM.# 7a LEVEL 2 SECURITY FALL IN DOTTED AREA WITHOUT DAMAGE. THIS WATER WILL WASH OFF ALL TRACES OF THE OIL AND POISON ON WEAPONS. THE CHARACTERS WILL HAVE TO SHED ARMOR AND DROP WEAPONS, IN ORDER TO STAY AFLOAT.

#11 CATACOMBS.

A - THE FIRST HIGH PRIEST LIES HERE, HE WAS BURIED WITH HIS CROWN AND SCEPTRE OF PLATINUM 5,000 GP VALUE

B - THE SECOND HIGH PRIEST IS NOT DEAD BUT HE LIVES A SECOND LIFE, WAITING ONLY TO BE RELEASED, HORONIS WILL DISAPPEAR AND THANK THE PARTY FOR RELEASING HIM UNTO THE WORLD TO WREAK CHAOS,

C - THE THIRD HIGH PRIEST IS DEAD  
HERE, HIS MAIN TREASURE IS A SMALL  
CRYSTAL HUNG ON AN INVISIBLE CHAIN.  
THIS ALLOWS THE CASTING OF ILLUSIONS, IT  
HAS 22 CHGS.

THE GIANT RATS WILL ATTACK AS SOON  
AS THE PARTY ENTERS THE CATACOMBS.

12 IN ALL. IN THEIR LAIR IS A  
GRAVED MAGIC USER SCROLL OF: MAGIC  
MISSILE, KNOCK, SPIDER CLIMB, INVISIBILITY,