



SKI

THE CORRUPT TEMPLE

A fantasy adventure
by
Louis "sirlou" Kahn



A fantasy adventure compatible with first edition gaming and OSRIC™
Recommended for 4-6 player characters of levels 3-5

Starry Knight Press

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Thanks: To my wife Kerri, with all my love, for
supporting me in everything I do,
to my gaming group, and to the
amazing Felicia Day, for inspiring me
to embrace my weirdness!

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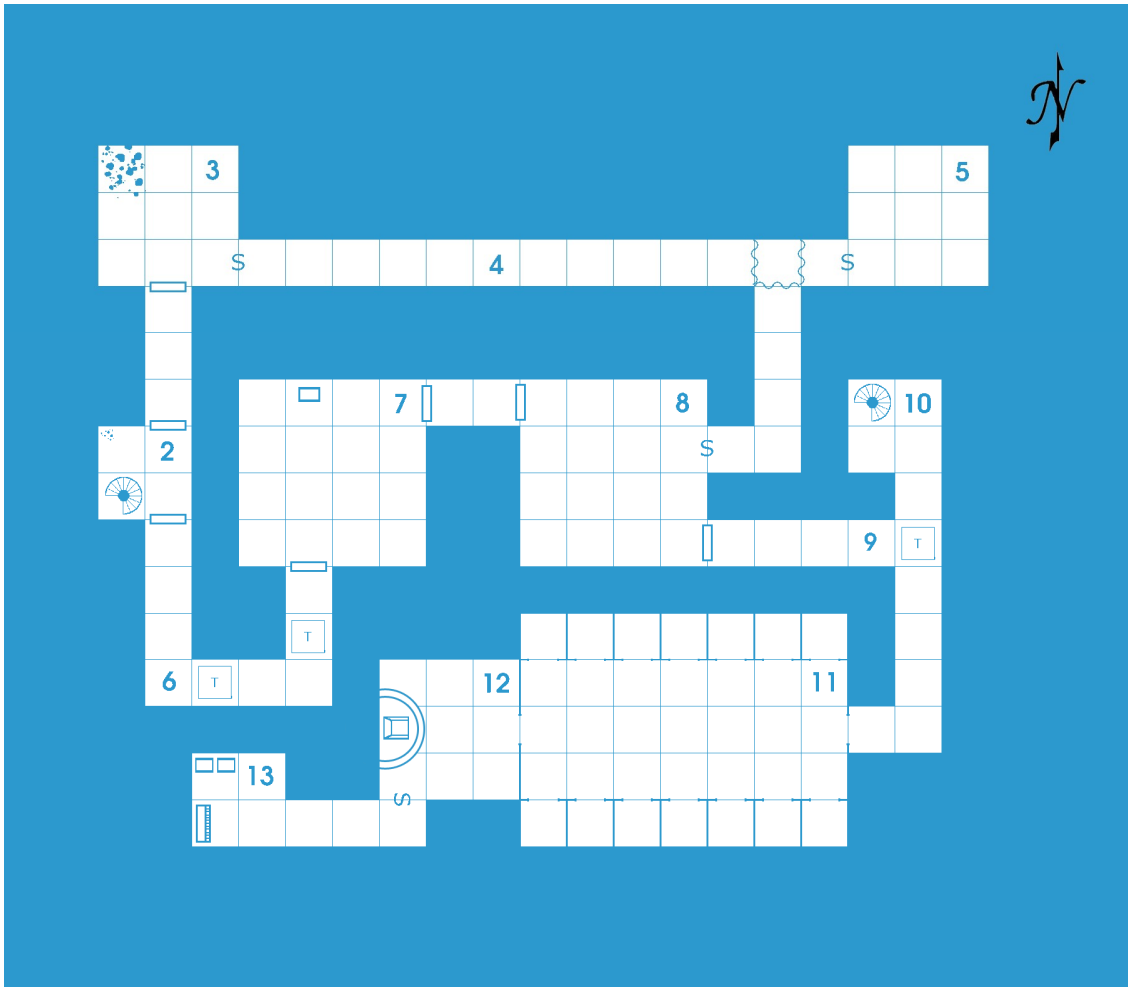
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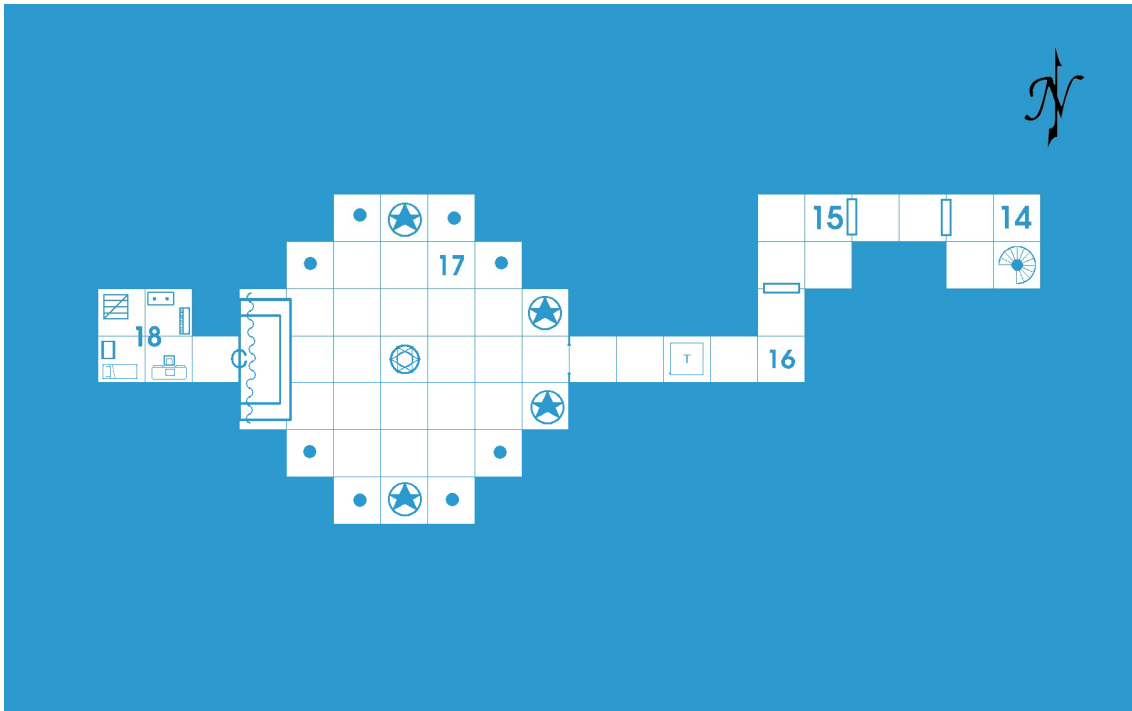
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LEVEL 1

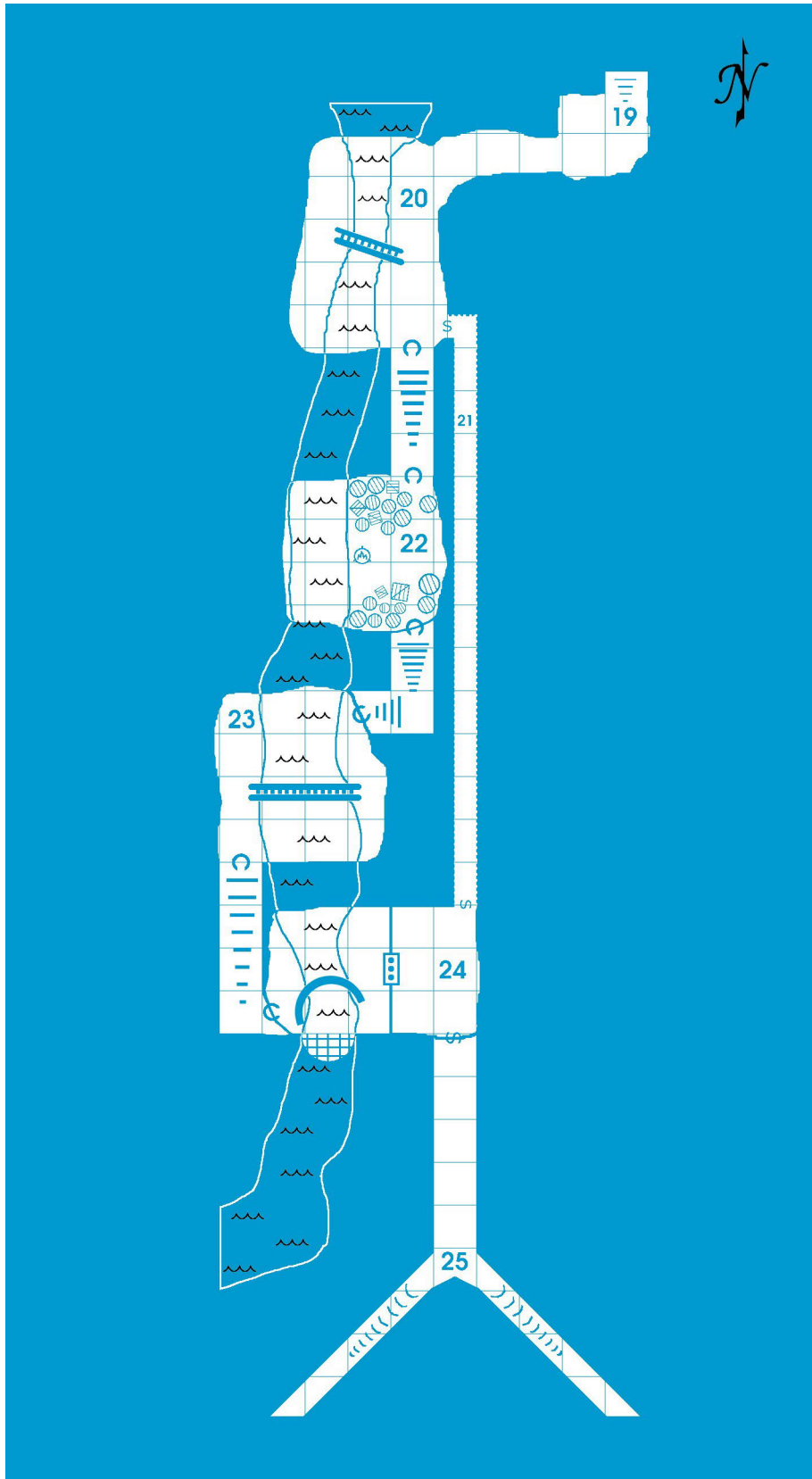


LEVEL 2



Scale:  = 10 feet

LEVEL 3



Scale:  = 10 feet

THE CORRUPT TEMPLE

THE SETTING

This module is set in a fertile valley, near a forested coastline, on a temperate continent in the author's campaign world. The valley is ruled by a local noble, Lord Kanin, who resides in the walled town of Jarlburgh. The module may be set in any similar area of the Game Master's ("GM") campaign world, but the adventure must take place near water, as this is critical to the worship that took place at the temple in this adventure.

The temple serviced the faith of a good-aligned aquatic god named *Kolga* for many years, eons ago. The faith died out in this area and the temple was lost to time and forgotten. It has recently been rediscovered by evil marauders with their own nefarious plans for the valley.

The temple has been desecrated by a pair of Dark Elves and their minions, who took over the ruins and consecrated it to their evil deity, a Demon Lord of the Planes of Hell who the Dark Elves worship and serve.

From this long forgotten temple they have terrorized the local human and demi-human communities, using it as a base from which to plunder, pillage and spread the influence of their evil god and their own nefarious plans.



BACKGROUND

A lizardfolk war band stumbled across the temple by accident, while fleeing from a battle with more powerful enemies up the coast from this valley. The lizardfolk felt quite secure and hidden in the old temple, and immediately began raiding the nearby area, targeting small caravans, small groups, and random lone, foolish travelers. Attacking mostly at night, they struck unseen, and left no survivors to tell the tales of who was

responsible for the raids. Because of the secluded and all but forgotten nature of their temple lair, their raiding activities were quite successful. Unfortunately, it was their very success which was their downfall.

Accounts spread of the dangers in the Jarlburgh valley, and these stories came to the attention of Dark Elf slave traders, always keen for new areas to conquer and exploit. One prominent such slaver, priestess *Syndra Dumarzell*, chose to travel to the area to investigate the rumors. She brought her mate and business partner, *Dolarn Doxander*, and a small unit of hobgoblins with her to function as shock troops. After a brief skirmish, in which the Dark Elves and their minions slew several of the lizardfolk, a truce was reached, and the lizardfolk agreed to work for *Syndra*. The Priestess consecrated the temple to her evil deity. She also went about reanimating the monks of the temple as undead creatures, through the use of scrolls purchased in under-realm bazaars, to act as guardians in securing the temple grounds. *Syndra* next changed the focus of the raids from plunder and meat, to the taking of prisoners for sacrifice to her dark god and as fodder for the brisk slave markets of the Dark Elf cities.

The increased raiding has gone on for the past six months and the local residents are in a state of near panic. Travelers have been slain or gone missing on a much larger scale than before. The attacks have cut deeply into trade, including critical supplies, as merchants are loath to send caravans to the valley because of the increased chance of loss of life and profits.

Luckily for the townspeople, the focus on taking live prisoners for the slave trade will be the Dark Elves' undoing. Because the lizardfolk and hobgoblins are under strict orders to kill as few folk as possible during the raids, some fortunate souls have managed to escape alive to provide information on the marauders.

The first person to do so is a brave halfling named Olive Turnipstill, who managed to elude the attackers when her troupe of travelling entertainers was set upon one night. Olive escaped to inform the authorities the raids were being carried out by evil humanoids led by a Dark Elf.

A fortnight after Olive's escape, another hearty soul escaped the marauders, a beautiful Wood Elf named Kamara Curtalain. Her tale was more harrowing than Olive's. Kamara's group was set upon; she was captured and taken back to the temple. *Dolarn* was enamored with the elf maid, and decided to take her aside for an

intimate encounter before taking her into the temple. Realizing her predicament, the quick thinking woman played along, stroking the vain male's ego. Once out of earshot of the others, Kamara disabled the distracted *Dolarn* with a carefully aimed blow to the groin, and took off into the woods...but not before *Dolarn* had thrown a dagger at her, cruelly piercing her side.

Assuming the injured elf would die from her wounds, and humiliated by the encounter, *Dolarn* did not give chase. Not wanting to suffer *Syndra's* wrath for wasting profits (and his betrayal), *Dolarn* told her he had slain the elf in an escape attempt, and left her body topside to rot.

The gods work in mysterious ways, however, and Kamara was able to survive the wound, escape the forest, and stumble, exhausted and injured, into a local farmhouse. A local priest was called to heal her wounds, and she was then taken to Jarlburgh. She described the general location of the marauder's base of operations, and informed the Lord it was located in an old ruined temple.

The advice of seers and scholars was sought, and their research substantiated the existence of a temple in the area Kamara described, which had been used long before by ancestors of the people of the valley.

Lord Kanin realized while he had the element of surprise, this enemy was beyond the ability of his military and militia to handle. Thus, a call was put out far and wide for adventurers to deal with these denizens of evil who have infested the old temple and are terrorizing the valley.

PREPARING FOR ADVENTURE

Before you start this adventure, read through the module fully, so you have a good understanding of the situation at the temple, the dynamics among the various inhabitants, and their motivations. Make sure to familiarize yourself with the party's foes, including the new monsters (Appendix E) and new magic items (Appendix F), so you may have the monsters and NPCs use them to their full advantage in combat against the party.

This module works best with a group of 4 to 6 player characters of 3rd to 5th level. If the group's make-up deviates greatly from this, one way or the other, the GM may need to adjust the encounter difficulty, up or down, to match the needs of your players.

One way to assist a weaker party is to employ hirelings. If the party consists of only four 3rd level adventurers, it is suggested the GM have Lord Kanin insist on sending two mercenaries to help the party complete the quest.

In order to assist the GM, at the end of the module is a list of pre-generated characters which may be utilized as either player characters or NPC hirelings (Appendix A). Characters of varying classes and levels are included to help fill in any gaps in the player characters' abilities.

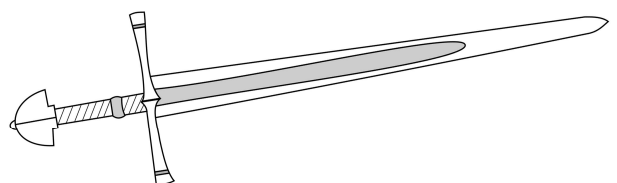
GM note: These NPCs are sentient beings and not mere "cannon fodder". They demand, and should be given, a half share each of any experience and treasure. Should the players attempt to abuse them they will demand to be treated fairly or they will leave the party.

ADVENTURE HOOKS

There are several reasons for the players to get involved in this adventure, and below are but a few means by which the GM might draw the party into the quest:

- **Bounty Hunters:** The default hook involves Lord Kanin offering a bounty of 1,000gp for proof the party has found and eliminated the threat posed by the marauders.
- **Battling Evil:** This is a classic tale of good vs. evil, and assuming the party is composed of mostly good aligned characters, this may be all the incentive they need to take up the quest.
- **Revenge:** A relative or friend of a player's character has been killed or kidnapped by the marauders, and they are seeking revenge. Perhaps one of the characters is related to Olive or Kamara, the two known escapees.

Whether you choose to use one of the above adventure hooks, or one of your own, you should briefly describe the situation in the valley to the players (e.g. "It has come to your attention there is a grave evil growing in the Valley of Jarlburgh.") and show them a copy of Lord Kanin's warrant, Appendix B. Once the players choose to answer the call for heroes the adventure begins.



MEETING LORD KANIN

If the players seek further information about the call for heroes, they should be directed, as the flyer states, to speak to a local guard in Jarlburgh. Once a guard has been located, either in one of the outlying villages or Jarlburgh itself, they will direct the players to seek an audience with Lord Kanin at Jarlburgh Keep, which sits high atop a hill behind the village of the same name. You may role-play these encounters if you wish, or simply inform the players of this direction.

Once the party arrives in Jarlburgh and sets about making their way to the keep, read the following to them:

The village before you is very quiet, and very few people are around. A great sadness seems to weigh heavily upon the few travelers you see moving swiftly down the village streets. When the townspeople meet your glances you see eyes filled with despair and distrust, and they swiftly avert their gaze as they trundle off about their business.

As you come upon the market square, you notice the stalls are all but empty, the goods on display are in sad shape, and the merchants look absolutely miserable. Looking around the square you spy the local tavern, but no music or sound of revelry spills out, instead you see shapes slumped over tables inside and a woman sits on the steps, crying softly to herself.

As you pass the local blacksmith you are stunned by the silence of the metal works, and a large, gaunt man within gives you a challenging look as if threatening you to comment on his lack of industry. As you pass he scowls and shrugs his apron off, throwing it on the ground as he walks away in seeming disgust, with you or himself, you cannot be sure which.

As you leave the village square, a group of guards approach you, with weapons drawn. They block your passage and, eyeing your weapons and armor, their leader commands you to halt and state your intentions. Once they learn you are here to answer the call for heroes, they visibly relax. Their leader

apologizes for the gruff reception and offers his hand in greeting. He tells you his name is Captain Rangur, and he says he and his men will take you to meet Lord Kanin.

With the guard patrol as an escort, the party is taken swiftly past the remaining shops, houses, and farms that make up Jarlburgh, and on toward the imposing keep on a hill above the village.

The keep itself is an impressive structure, with a 20' high crenellated curtain walls stretching between 30' high towers at the corners. Arrow slits pierce the walls here and there, and atop the battlements more guards can be seen standing sentry. With Captain Rangur as their escort, the party is waved through the gates, past the inner courtyard, and into the 40' round tower at its center.

Once you have described their travel to the keep and set the stage for their introduction to Lord Kanin, read the following to the players:

Your party is ushered into a large semi-circular chamber in the tower. Before you, a middle-aged human male sits on a throne, in intense conversation with an older man. About a dozen other people are gathered here, chatting in low, worried tones. The guard captain steps up to the man on the throne, bows, and speaks softly to him. The man on the throne eyes you intensely, as he waves off the guard captain, and turns to address you directly.

"Gentle folk," he begins, "I understand that you have come in answer to my call for heroes. I thank you for doing so. I am Lord Kanin, master of these lands. Let me be frank, your help is sorely needed as we are in dire straits and cannot hold on for much longer. Over the last six months, marauders have plagued this valley, stealing our trade goods, our food supplies, taking many people captive, and slaying many more. We are low on food and every necessity of daily life, and winter is fast approaching. You are the only ones to have made it here to answer my summons: you are our only hope."

He pauses wearily before continuing. "Recently, however, the gods smiled upon us, and two people escaped these marauders to provide us vital information on our foes. Let me introduce Olive Turnipstill and Kamara Curtalain," Lord Kanin gestures toward two women seated to his left, "both survivors of these attacks." The women, a halfling and an elf, step forward and bow. The elf has difficulty standing on her own, and is aided back to her seat by the halfling.

Lord Kanin continues, "From these two brave souls we now know we face an army of humanoids, led by at least one Dark Elf." He pauses to gauge your reaction before continuing. "Yes, Dark Elves do indeed exist and apparently they are behind these attacks. With the information obtained from these women my sage has managed to discern a possible location for the marauders camp, an ancient temple deep in the woods, on the shore of our Western border."

Lord Kanin continues, indicating the older man he was speaking with, "My seneschal, Mats Martigan, will give you a map which shows these locations, and which should aid you in reaching your destination."

"So," he continues, "getting directly to the matter at hand, the quest is as follows: first and foremost, you are to venture to the forest, find the marauders' base, and destroy or drive them off. Secondly, I need you to find and secure all the stolen merchandise which we so desperately need, which my seneschal will describe to you. I will pay you 500gp for completing each objective, for a total reward of 1,000gp."

Lord Kanin then stands and walks over to you, looking at each of you directly as he says, "My people need you and I need you; I pray thee, accept this quest!"

GM note: You may role play this further if you wish, allowing the parties members to ask any questions they have, and you may provide as much background detail as you see fit. Note that no matter what the players say Lord Kanin will not pay more than 1,000gp as a reward.

Once the party agrees to take up the quest, loud cheers ring out, and the players receive hearty slaps on the back from those assembled in the hall. They are taken aside by the seneschal to discuss the particulars of the quest. He provides the party a map of the local area (Appendix C, Player's Map), which shows the approximate locations of the two known attacks and the forest where the temple is believed to be located.



The seneschal describes, in detail, the merchandise and goods stolen, and gives depictions of the seals and brands which may be used to identify the goods. He also advises there is one item of particular importance to recover: Lord Kanin's crown. It was sent off to outlander dwarves for repairs, but it is believed the caravan carrying it fell prey to the marauders. It was disguised in an old wooden crate labeled "jam jars". He stresses the return of the crown is vitally important, and a condition which must be met to receive the full quest reward.

The seneschal agrees to outfit the party with riding horses, if they do not have their own mounts, and any standard provisions they need for the journey. He advises that Captain Rangur will handle the party's provisioning and lead them back to the village inn, where they will be put up for the night. He requests the party set out in the morning. He then bids the party good night and motions to the captain, who steps forth and leads the party out of the keep.

TRAVEL TO THE TEMPLE

After your players have met with Lord Kanin and accepted his quest, they should have some idea of who the enemy is, where the temple may be located, and a reason to stop the marauders.

Once the party sets out from Jarlburgh early the next morning, they will need to travel overland to reach their goal. As shown in the full map (Appendix C, GM's Map), the temple lies in the deep forest several day's ride from Lord Kanin's keep at Jarlburgh. The party may travel via the roads linking the villages or strike out off-road through the grasslands. The average riding horse travels approximately 10 leagues (30 miles) in a full day of riding off-road, before needing rest. That number increases to 13.33 leagues (40 miles) if the party travels along a road.

If the party is traveling off-road, the GM should make 2 random encounter checks during each day's travel and 2 checks during the night (1 in 6 chance for an encounter). If an encounter is indicated, refer to the chart in Appendix D.

If the party chooses to follow the valley's roads, the GM should only make 1 random encounter checks during each day's travel. If an encounter is indicated, refer to the chart in Appendix D. There will be no random encounter checks at night as the party will be able to reach a village, tower or guardhouse by the end of each day's travel, and may rest safely there, at no cost, as they are acting on Lord Kanin's orders.

Eventually, the party will reach one of the known attack sites, marked with an "X" on their map. Unfortunately, because of the survivors' trauma and the scribe's inability to pinpoint the temple's precise location, the party will still need to do a bit of exploring to find the temple. However, the players are in luck because the marauders have grown complacent, lazy and overconfident. They have done nothing to hide their tracks or mask their movement and, thus, there are several ways the party may discover the temple, as follows:

- A ranger, druid, Wood Elf, or other character with wood lore will be able to easily track the monsters from the nearby attack sites.
- Any party member that can speak with plants or animals, through class abilities or magical means, will be

told of the location of the marauders' trail and how to follow it back to the temple.

- All other players have a 33% chance of finding and following the marauders' trail back to the temple. The GM should roll one attempt per such character for each hour they spend searching, until the trail is discovered.

Once the trail is discovered, it leads the party directly to the ruined temple grounds deep into the forest, along the marshy coastline. The paths are rough, given the wild nature of the forest, and the journey takes roughly a day of travel.

During this journey the GM should check twice (1 in 6 chance) for a random encounter from Appendix D. Once the party has followed the trail back to the temple, the adventure begins in earnest!

THE CORRUPT TEMPLE

GROUND LEVEL, UPPER TEMPLE:

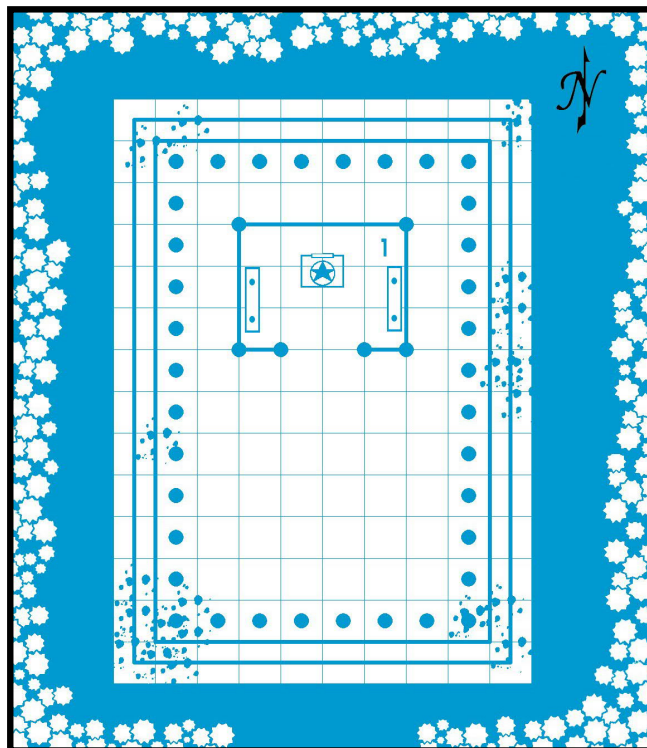


Figure 1: Map of the Temple Entrance

Scale:  = 5 feet

1. **TEMPLE GROUNDS:** As the party is following the path and approaching the temple, read them the following:

You've been trekking through the forest all day on the marauders' trail when suddenly you notice a silence has descended upon the woods. Birds have stopped singing, the bugs have stopped buzzing, and the very wind appears to have stopped moving – as if the entire world were holding its breath!

It's then that you notice the temperature appears to have dropped dramatically, and you can see your breath coming out in wisps of vapor before you. You sense a very oppressive presence bearing down on you.

As you look around, you notice there are a great deal more insects crawling around than would seem normal for this sort of wood. You can hear them skittering all around, above and below you, and cobwebs seem to drip everywhere as you proceed nervously down the trail.

The temple, having now been consecrated to the evil god of the Dark Elves, has become the site of all sorts of cruel, vile and perverse deeds. This has created a palpable sense of evil which pervades the entire area.

Upon first encountering the temple and its evil aura, all non-evil aligned characters must roll a saving throw vs. spells, a failure indicating the character is *paralyzed* with dread (for 1d4 rounds) by the strength of the evil presence. Good clerics will instead make a WIS check at +3, to avoid the effect. Paladins will sense the evil immediately, but will not be affected by it and need not make a saving throw. This spell-like fear effect may be dispelled through *removes fear*, *bless*, *prayer*, *protection from evil*, or a paladin's aura of *protection from evil*.

After the party has had an opportunity to roll their saving throws, cast spells, or otherwise react to the introduction, and have indicated they are ready to move forward, read them the following:

The unnatural silence is disturbed by your passage, as you continue to trudge along, each step feeling heavier than the last. You travel no more than 20' further when you finally break through the wall of trees, to enter a bowl shaped clearing in the woods. You find yourselves standing along the lip of the bowl, looking down into the depression.

Below you, at the dead center of the clearing, lays a dark, ruined structure. This must be the temple you have been seeking!

While the building itself is mostly covered in vegetation, the ground for approximately 20' on all sides has been cleared of foliage, along with a 20' path leading down from the lip of the bowl to the front of the building.

You see or hear nothing unusual as you approach, but you continue to feel a sense of dread and terror rising in your breast and raising the hair on the back of your neck. You realize you have found the temple, the source of the dark corruption in this land.

The foreboding feeling is a result of the Demon Lord manifesting its presence here on the Material Plane, thanks to the marauders' actions. It is so overpowering it distracts the party, and they will not notice the guards lying in wait within the pillars of the ruined temple.

When the party is 20' from the temple, read the following:

The Temple before you was clearly once quite grand. Some of the temple itself has decayed; part of the roof has caved in and a few columns have fallen over.

Along the frieze at the front of the structure you can see there were once elaborately carved figures, but they are now broken and unrecognizable, their true forms obscured; worn down by the passage of time.

Through the gaps in the row of columns which circles the top step of the temple, you can just make out another structure.

As you approach the lowest step, you notice a demonic figure has been painted in blood red on a black banner hung between two columns. Looking upon the symbol gives you a sense of physical revulsion and you shiver.

As you look at the banner, the demon's wings appear to flap, its clawed hands reflexively clench, and its jaws tighten, as if eager to sink into prey.

Then, just when you feel you can't look away or battle the dark thoughts rising unbidden in your mind, the silence is broken by a chorus of blood-curdling screams, and without warning spears are suddenly flying at you.

You are under attack!



3 *HOBGOBLINS* (AC 5; MV 9"; HD 1+1, hp 8, 4, 7; #AT 1; D 1-8 or by weapon type) each wearing chainmail and armed with a morning star (D 2-8) and 2 spears (D 1-6), and 3 *LIZARD MEN* (AC 5; MV 6"/ Sw 12"; HD 2+1, hp 6, 12, 9; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type) each armed with a long sword (D 1-8) and 2 crude spears (D 1-6), are guarding the temple entrance. They fight to the death and will not retreat or surrender.

If the humanoid are searched after the battle, the party finds each *HOBGOBLIN* has 24cp and 6gp.

Once the guards have been defeated, the party may search the area. Within the colonnade of columns is the temple cella, a small 10' square room. The walls of this room are decorated in a mosaic pattern of blue bands running from ceiling to floor, from a pale sky blue to a dark, inky black midnight blue. Most of the mosaic pieces have been lost over time. Currently, the back wall of the cella has been defaced with the image of a demon, done crudely in black paint.

In the center of the room are the remains of what was once obviously a large, over 10' statue, resting atop a marble base approximately 4' high. From what you can see from the remains of the statue, it appears to have been a female figure, most likely the goddess worshipped in this temple, as there are various aquatic flora and fauna depicted at her feet, and about the marble base.

In addition to the broken statue, the cella contains the cracked and broken remains of 4' high plinths on the East and West walls. A cleric, paladin or anyone making a successful INT check, will understand the plinths were placed here to receive offerings such as votive statues, coins, precious and semi-precious stones, weapons and other trophies of war.

Currently the plinths have been venerated to the worship of an evil god, and are covered in black candles, stained with blood, and hold rather gruesome offerings. Among a few scattered coins (11cp and 3sp), the party will find a human ear and the finger of a halfling. Should the party clear off these plinths and attempt to cleanse them, through solemn prayer or an offering to a good aligned god or goddess, they should be given a reward of 500xp.

If the party examines the base of the statue closely, they will see that there is a 4' high door cut into the rear of the base, which is made of the same marble, and secured with stout hinges. Despite the age of the ruins, the hinges look and perform as if new, and if a *detect magic* is cast upon them a faint magical *dweomer* will be detected. The monks of the temple had the hinges ensorcelled to never rust, a significant worry for metal fastenings so close to the sea. The door opens smoothly and easily to reveal a spiral staircase leading down.

LOWER TEMPLE, LEVEL 1:

While it might seem odd for followers of a water-based religion to have a subterranean complex, the monks of this order chose to live below ground as they believed going underground was ritually similar to entering the world under the waves, to be closer to their deity. This transformation is reflected in the fact that the walls throughout the temple are painted and decorated to simulate being underwater.

The walls in the Antechamber, and the rest of this level, are a pale blue, as if the viewer is just below the water's

surface and light from above was still very bright. There is a swirling motif that can be seen throughout, as if viewing lapping waves on the water's surface, and here and there the monks have painted surface dwelling aquatic life, such as various fish, crustaceans, and mammals.

The monk's robes also played a part in their transformation. Their robes were dyed and decorated to resemble creatures of the sea, be it a dolphin, shark, whale, star fish and so on, according to their rank in the order. Unfortunately none of those robes remain, as they have faded and rotted away, lost to history long ago.

GM note: An astute observer may notice that as the party descends lower into the temple, the color of the walls become darker, such that at the lowest level the walls are painted a deep, dark blue which is nearly black. This depicts the visitor's "travel" deeper underwater.

Should a party pick up on this and voice their realization, grant them 250xp for being clever and another 250xp if they connect this back to the mosaic in the temple cella.

2. ANTECHAMBER: The spiral staircase from Area 1, above, ends in the Southwestern corner of this room. When the temple was in operation as a place of worship, this medium 20' x 20' room served as an antechamber where monks and worshippers could hang their cloaks and stow their worldly belongings in racks, which have since crumbled to dust along the eastern wall, before entering the temple proper.

There are two exit doors, standing opposite each other on the North and South walls. The doors are sturdy, solid oak and appear to be newer construction. They are closed but not barred or locked. The doors are indeed new, having been installed by the marauders; the originals having rotted away long ago.

GM note: Unless noted in the room description all doors in the temple complex are new wooden construction, 3' thick, and closed but not locked.

As the party examines the room, they will find nothing but dirt and small debris, a buckle, a button, or a broken leather strap, but nothing of value.

If the party explicitly examines the floors, they will notice that the dust and dirt on the marble tile floor is disturbed

in a specific pattern: the trail runs straight East from the stairwell and then straight North to a door. No tracks can be seen in the Northwest corner of the room, although there appear to be dark stains on the floor in that area.

There are no tracks because the marauders have allowed a pack of *STIRGES* to nest in a hole in the ceiling in that area. The marauders do not disturb the pests and in fact have somewhat "domesticated" them. They throw bound and unconscious slaves into the area to be fed upon by the parasites, and use them as watch-beasts. Should the party remain in the room for more than two rounds, the beasts will sense them and attack.

9 *STIRGES* (AC 8; MV 3"/ Fly 18'; HD 1+1, hp 5, 2, 7, 4, 4, 8, 6, 3, 7; #AT 1; D 1-3; SA: 4HD "to hit" roll, suction) guard the area. A *STIRGE* attacks as a 4 hit dice creature. Once it has hit, it latches onto its victim and thereafter drains 1d3 hp of blood per round, with no further "to hit" roll needed. After draining 10-13hp of blood (9+1d4), it will detach and attempt to depart. Only death will prevent them from feeding once they latch on.

In the *STIRGE* nest the party will find the following: a skeleton wearing *studded leather armor +1* and clutching a rusty metal coffer which contains a diamond brooch (500gp); (2) 50gp gems, 100gp gem and 250gp gem; a vial of *potion of extra healing* (maroon); and a jar of *oil of Ethereality* (clear).

These are the remains and loot of a thief who entered the ruin long ago and fell prey to a poison needle trap, and crawled up into this hole to rest and subsequently died. The marauders are unaware of these remains due to their avoiding the *STIRGES'* nest.

3. COMMON ROOM: A 30' long corridor connects this room to Area 2, above. There is a door at the end of the corridor. The dust in the hallway is disturbed as the area is used regularly.

The door opens onto a 30' square room. There is a large hole in the ceiling and wall in the Northwest corner. There are no other apparent exits.

The monks used this area as their common room, where they worked, ate, and engaged in fraternal pastimes. There are currently piles of debris about the room in clumps, the decayed remains of bookshelves, tables, chairs and other furniture, but nothing of value.



The room is currently used by the marauders for nothing other than a point of ingress and egress for troops stationed on this floor of the temple. They do not spend time in this room as they are aware of the *CARCASS CREEPER* that resides here.

Similar to the *STIRGES* at Area 2, above, the marauders discovered the beast residing in this room and “domesticated” it by feeding it sick, dying, or unruly slaves. The monster has “learned” to only attack creatures who come within 10’ of its lair or who remain in the room for more than 2 rounds.

A *CARCASS CREEPER* (AC 7 (body)/3 (head); MV 13”; HD 3+1, hp 21; #AT 8 or 1; D paralysis (tentacles) or 1-6 (bite); SA paralysis; SZ L) attacks until defeated. Its paralysis lasts 2d6 rounds, but a successful saving throw negates it.

Within the ceiling hole, which is its lair, the party will find the half digested remains of a recent human victim, along with two rotted leather sacks containing the following treasure: a silver dagger; 2,000cp, 950 sp, and 150gp; and (2) 50gp gems and (1) 250gp gem.

There is a *secret door* in the lower Southwest corner of the room, which is activated by a loose stone about 6’ up on the wall, which reveals a 10’ wide entrance to the corridor beyond. The marauders are aware of this *secret door* and use it to access the rest of the temple complex.

4. SECRET CORRIDOR: The monks used this corridor as a means to access the dormitory where they all slept. It was a matter of privacy, as the dormitory was not part of the public portion of the temple, and non-clergy would not have seen nor had access to that area.

The current monstrous denizens of the temple use the corridor as a lookout post to spy on any intruders that might make their way this far into the temple. 3 *HOBGOBLINS* (AC 5; MV 9”; HD 1+1, hp 5, 6, 8; #AT 1; D 1-8 or by weapon type) each wearing chainmail and armed with a halberd (D 1-10) and a short bow (D 1-6), guard this hallway, about 60’ from the *secret door*, at what appears to be about half way down the corridor.

The hallway is actually 130’ long, but the marauders have placed tapestries, dyed to match the colors of the walls, to simulate a blank wall at 120’ down the corridor, and on the East and South borders of that 10’ square. These other tapestries cover entrances to short corridors which appear to lead to dead ends, but which in fact end in the *secret doors* to Areas 5 and 8. The curtains also serve the purpose of muffling sound from those areas, so as to fool the adventurers regarding the existence of those rooms and their inhabitants.

The marauders are trained to give a signal when they open the *secret door* at Area 3 (3 knocks, pause, 2 knocks, pause, and 1 knock), to let the guards know a non-hostile is approaching.

If the guards hear someone open the *secret door*, and they have not received the signal, they assume it is an intruder and they put their defense plan into action. Two guards will attack with bows, flasks of flaming oil (D 1-8), and then melee, while a third (hp 5) will run to the guard room at Area 5 for reinforcements. He returns in 3 rounds.

The guards from Area 5 will need to don their armor (4 rounds) and run over (1 round); which means they will arrive to reinforce the guards here on the 6th round after the *secret door* is opened. See Area 5, below, for details on those guards.

Should the party defeat the guards here prior to that time, the guards from Area 5 will still be in their room up until the 5th round after the *secret door* was opened.

After defeating the guards and searching them, the party finds the *HOBGOBLINS* have 24cp and 6gp each.

5. DORMITORY: This 30' square room was the monks' sleeping quarters. It has been repurposed by the marauders as a barracks for those on duty guarding the temple.



The following humanoid troops are in the room:

- 3 **HOBGOBLINS** (AC 5; MV 9"; HD 1+1, hp 6, 6, 8; #AT 1; D by weapon type) wearing chainmail and armed with a halberd (D 1-10) and 3 crude spears (D 1-6).
- **HOBGOBLIN SERGEANT** (AC 3; MV 9"; HD 2+1, hp 13; #AT 1; D by weapon type) wearing chainmail and armed with a long sword (D 1-8), and a bullwhip (D 1-6, plus victim struck must save vs. DEX or trip and fall).
- **LIZARD MAN RAID LEADER** (AC 5; MV 6"/ Sw 12"; HD 2+1, hp 15; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type) armed with a halberd (D 1-10).

If the party enters without having alerted the guards at Area 4, above, then they find these troops resting casually, unarmed, but ready for action.

Once the party enters the room, the guards immediately move to defend themselves. If caught unprepared, they will "hastily don" their armor (AC 6) and grab their weapons, taking one combat round to do so. As the **LIZARD MAN** does not wear armor, he will grab his weapons and attack immediately, trying to occupy the party while his compatriots prepare for battle.

After the battle, if searched, the **HOBGOBLINS** have 24cp and 6gp each, and the **SERGEANT** also has a pouch with (2) 25gp gems.

GM note: As mentioned above, if the guards at Area 4 were defeated quickly, the party may arrive here prior to these monsters vacating the room. The guards may not have fully donned their armor, in which case they will leave off doing so to attack immediately, and may be treated as having "hastily donned" armor (AC 6).

6. TRAPPED CORRIDOR: The Southern door from Area 2, above, leads to this corridor, which runs 40' directly South, makes a 90 degree turn and runs 40' East, then makes another 90 degree turn, and runs 30' North to a door, closed but not locked, into Area 7.

This corridor leads from the Antechamber to the first of two "cleansing rooms" that worshippers would be led through by the monks, prior to being allowed to proceed further into the temple's areas of worship.

These two rooms were meant to symbolically cleanse the worshippers, physically and mentally, so that only those that were pure of heart and mind would be allowed before their deity's altar to pray and speak with her.

The Dark Elves have had their minions dig **PIT TRAPS** in the corridor (10' pit trap; save vs. DEX to avoid, if save is failed, save again vs. DEX to avoid spikes within; D 1d6 fall/1d6 spikes).

The pits are activated by simple pressure plates in the floor which are triggered when the first player walks over them. If detected, the pits may be safely triggered by any reasonable means (e.g. using a quarterstaff or spear to activate the pressure plate), and the party may traverse them safely assuming they have equipment to do so (rope, spikes, etc.). The pit's spikes are sparsely placed and easily avoided.

GM note: As noted above, the walls in this level are painted a distinct color. Thus, a sharp observer may notice some discoloration where the walls were damaged when the pits were dug. When the party nears a trap, the GM should ask for an INT check for each character, to determine if they perceive this difference. If the check is successful tell the player(s) the following:

You notice a discoloration along the wall at floor level in front of you. It appears as if the wall was damaged and recently repaired.

If a player realizes the significance of this detail, and searches the area, allow them to discover the trap on the same basis as a *concealed door* (i.e. an active search in the proper area *will* uncover the door). If the players are successful in doing so, grant 250xp for each trap avoided.

If the party searches the floor of these 2 traps, they find the following treasure from past victims: 30sp and 20gp; 2 long swords, a footman’s mace, and a medium shield.

7. CLEANSING ROOM: This 40’ square room was known as the Cleansing Room. As noted above, this is the first of two chambers where visitors were prepared and tested before being allowed to proceed onward to worship before the deity’s altar on the next level.

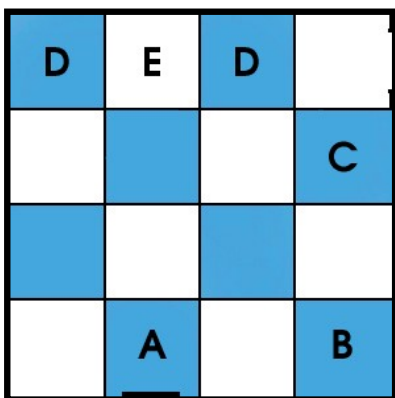


Figure 2: Map of “The Cleansing Room”

Because of a strong lingering presence of the old water deity *Kolga* in these two rooms, and their inability to control the elemental in AREA 8, the marauders have avoided these chambers, and they placed the traps in the hallway as a further deterrent to anyone entering this area of the temple.

Upon entering the room, the players notice a 10’ square blue and white checkerboard pattern inlaid in the marble floor, as seen in Fig. 2, above.

The door from Area 6 enters on the Southern wall at point “A”. The remains of four small 5’ wide alcoves are at point “B”. The alcoves had curtains covering them once, but they have long since rotted away, leaving the metal curtain rods lying about. They served as changing rooms where visitors would don a simple blue robe, similar to but less elaborate than the ones worn by the monks.

At point “C” along the East wall lays the mostly destroyed remains of a large stone storage shelf. This is where the visitors would leave their clothes and other possessions

after changing. Neither of these areas contains anything else of interest or note.

Along the North wall, on blue squares at the two points marked “D”, are two large stone sinks. There are the remains of several stoneware jugs here, which were utilized by visitors to gather water from these sinks, which they used in their ritual cleansing. Between these two blue squares, on a white square marked “E”, rests what appears to be a small iron-bound chest.

The room is one large *ELECTRICAL TRAP*. It served to mentally test visitors, and reinforce the beliefs of the sect that only the most devout (or cunning and intelligent) would move forward in their spiritual journey. The trap would wound but generally not kill visitors to the Temple. Those injured would, of course, be cured, for a fee naturally. The reasoning behind the trap is that the sea is often cruel and deadly; this was a large part of the ethos of the sect. Visitors were told they would be tested and some might fail, and pay the price.

The *ELECTRICAL TRAP* works as follows: If a player steps in a white square they take 1d6 electrical damage. This does not render that square “safe”, as the trap resets one round after being triggered. Should another character step on the square again or the original character remain there, the trap will trigger again, indefinitely.

This is a thinking puzzle. The trick here is that only the blue squares (the color of water) are safe. Thus, the changing room, storage cabinet, and basins (the areas the visitors needed to use) are all on safe squares. Players must jump across the white squares to a safe square, making a DEX check to land safely.

The monks weren’t trying to kill their parishioners, but were just making a point, and after the first shock (or two) most people of moderate intelligence figured the trap out. If not, the monks healed them, thanked them for coming, and showed them back out.

Assuming the players make it within 10’ of the small chest at point “E” they discover the chest is in fact a small *DUNGEON TRAPPER* (AC 5; MV 1”; HD 4, hp 29; #AT 1; D 1d8+3; SA: adhesive), which moves to attack any creature within 10’ of it, with a large club-like pseudopod.

The *DUNGEON TRAPPER* excretes a powerful adhesive, which holds fast any creatures or item which touches it. Once stuck, a character is automatically hit by the

monster's attack and cannot free themselves while the creature lives, without removing the adhesive. A weapon which strikes it will be stuck unless the character makes a successful DEX check. A successful STR check is needed to pry off a stuck weapon. Strong alcohol or a similar solvent dissolves the adhesive, and the substance eventually breaks down 5 rounds after the creature dies.

The monster moved into the area recently and found the trap had malfunctioned on this square. It has been surviving on random temple explorers; thus its small size.

In a shallow alcove where the *DUNGEON TRAPPER* was sitting are the partially digested remains of its last victim, who wore a platinum necklace (500gp) and a pouch with 2 vials containing *potions of extra healing* (maroon).

GM note: The trap was created by an Archmage hired by the monks, and they were all quite proud of it! It is powered by channeling the energy of an imprisoned elemental creature, similar to an electric eel, on the Elemental Plane of Water.

In the Northeastern corner of the room is an archway which opens onto a 10' x 20' hallway ending at a door, closed but not locked, to Area 8. The floors in the hallway return to normal flagstone, and there is nothing of interest or note in the hallway.

8. THE SOUL'S JOURNEY: This is another 40' x 40' room that visitors to the temple were required to traverse to proceed on to the altar room. Once again, the visitor's intelligence and physical prowess were being tested by the monks, to separate the wheat from the chaff.

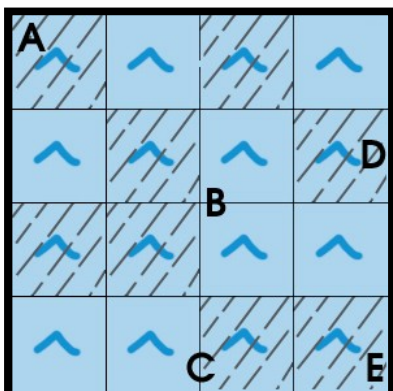


Figure 3: Map of "The Soul's Journey"

As seen in Figure 3, above, when the party enters, at Point "A", the room appears to be empty of furnishings,

but is filled with water, from wall to wall, to an unknown depth. The walls are painted the same light blue as seen throughout this level, with bas relief carvings of sea creatures (i.e. porpoises, flying fish, and similar creatures).

This water is 30' deep, very dark, and the players cannot see to the bottom. The monks employed the same Archmage to create this trap as well. In this room he opened two portals to the Elemental Plane of Water.

The first portal is located in the middle 10' of the North wall at ceiling level. The opening is approximately 3' in diameter and covered by a metal grate (enchanted to be unbreakable). Water issues forth from this portal at such high pressure it shoots across the room, slamming into the South wall before sinking into the pool. This geyser causes a fine mist to fall throughout the room.

Another portal lies on the floor, directly beneath the first one, 20' down, and also covered with an unbreakable grate. This portal suctions water back into the Elemental Plane of Water, at the exact same rate as it is entering the room, creating equilibrium. The Archmage was quite pleased with his handiwork in this room, as it required quite a lot of calculation to get this just right.

As the players will discover via experimentation, the Archmage placed a series of invisible, 10' square, magical platforms throughout the room. These allow for safe passage across the room. They are the hash-marked squares on Figure 3, above.

Moving from one platform to another is difficult, as the geyser has made the platforms wet and slippery. To do so players must make a DEX check at -2, to avoid falling in.

Should a player walk off, fall off, or be knocked off one of the platforms, they will be subject to drowning if they cannot remove their armor and surface in time.

A character underwater can hold their breath for a number of rounds equal to their CON, divided by 3 (rounded up). At the GM's discretion, this time may be cut in half if they did not have a chance to take a deep breath, and in half again if performing strenuous activity.

Characters in metal armor cannot swim, and will sink to the bottom. Chain mail (or lighter) takes 1 round to remove, and plate mail (or heavier) can be removed in 1d4+1 rounds. This is halved if the character is willing to quickly cut straps and tear buckles to get it off quickly.

Cautious players may consider actions to avoid or mitigate a fall, such as tying off to a spike set in the wall, securing the party together with ropes, etc. If the players are clever in crossing this trap, award them 500xp.

This trap was tricky for the pilgrims and could result in minor injuries, but it was rarely deadly as the visitors were in robes, which allowed them to swim freely, and other pilgrims were encouraged to aid those who fell. This was meant to be a learning and bonding experience, where the pilgrims were ritually cleansed, not killed.

Unfortunately for the players, over the eons something nasty has snuck through the portal from the Elemental Plane of Water and taken up residence in this pool. Should a player enter the water (voluntarily or otherwise) a minor elemental, a *WATER SPOUT*, will form at Point "B" in 2 rounds, and attack the party immediately. Otherwise it bides its time and attacks when the party reaches the middle of the room at Point "B".

WATER SPOUT (AC 4; MV 3"/SW 9"; HD 4, hp 26; #AT 1; D 1d4; SA drowning; SD see below). When struck by the monster a player must save vs. paralyzation or be dragged into the water (and possibly drown, as described above). Sharp weapons cause but 1 hit point of damage: blunt weapons do normal damage to this creature. Cold spells *slow* it (per the mage spell), fire-based spells do half damage (or no damage if the monster saves), but a *purify water* spell kills it instantly and permanently. All other attacks do no harm to the monster. Damage equal to the monster's total hit points disrupts the creature, but it reforms again in 1d4+1 rounds, at full strength.

If the *WATER SPOUT* is permanently defeated, and the party chooses to search the underwater area, they may do so carefully. The player who does the search will need to be unencumbered, able to hold their breath long enough (1 round per 3 points of CON), and have a light source usable underwater or have infravision.

The lower portal is easily discoverable. There is nothing of value or interest there. Due to the force it exerts, players within 10' of the portal must expend twice the energy (each round holding their breath counts as two) and their movement rate is reduced by 50%.

If the players search the area directly opposite the geyser, at Point "C" where the water strikes the South wall, they find a small shrine where offerings were thrown

into a pool by visitors. Searching this area will reveal the following treasure: 230cp, 60sp, 85gp, 25pp; 9 gems, as follows: (4) 10gp, (4) 25gp, 100gp; and 4 objet d'art: 75gp, 100gp, 250gp, 500gp.

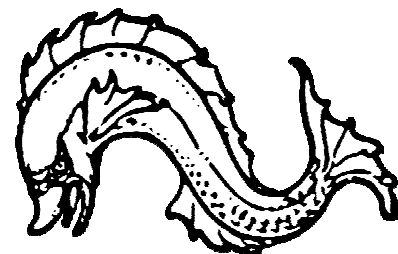
If the players make it to the Eastern wall or come to this room from the opposite side (Area 4, above), they may find an invisible platform with a *secret door* at Point "D". The *secret door* opens outwards, into the secret hallway.

Any reasonable inspection of the area near the *secret door* will reveal a fish sculpture with a blue gem for an eye. This is a button which operates the portals. The monks used this button in emergencies or for their own safe passage. Pressing the button once closes the portals, severing the link to the Elemental Plane of Water. This will also dispel the *WATER SPOUT*, if present. Pressing the button twice re-opens the Portals.

The gem cannot be removed by any physical means, and should magic be used (e.g. *dispel magic*), the gem will crack and splinter, becoming worthless. The portals will then be stuck in whatever position (open or closed) they were in at the time this happens.

There is another wooden door in the Southeast corner of the room, at Point "E", which is closed but not locked.

GM note: Prolonged and/or loud combat in this room may draw the attention of guards at Areas 5 or 10. Each round of combat, there is a 20% chance a guard comes to investigate. If a guard appears, the guard engages with projectiles from the doorway while screaming for reinforcements, until the party is within melee distance, at which point the guard attempts to flee to warn its compatriots.



9. TRAPPED CORRIDOR: This corridor proceeds 50' East to a "T-intersection". The North branch runs 10' to run directly into Area 10, the Stairway to the Inner Sanctum, while the South branch travels 40' to end at an open archway to Area 11, the Sepulcher.



At the intersection the marauders have placed another *PIT TRAP* (10' pit trap, save vs. DEX to avoid, if fail save again vs. DEX to avoid spikes within, D 1d6 fall/1d6 spikes). This trap functions the same as those described in Area 6, above, and is detectable in the same manner.

The guards at Area 10 are listening for this trap to be activated. Should the party do so, they set their defense plans in motion, as follows: on the round following the trap activation, the 3 *LIZARD MEN* from Area 10, below, rush over and throw a bucket of flaming oil into the pit. Anyone within the pit will take 1d8 damage the first round, and 1d4 the second round; a successful DEX check (a leap or roll out of harm's way) will reduce the damage by half.

The *LIZARD MEN* will next throw spears down at anyone in the pit, and then retreat the following round to escape down the stairwell at Area 10.

If the party searches the floor of this trap, they find the following treasure from past victims: 125gp; weapons (2 daggers and 1 long sword); and a wooden shield.

10. STAIRWAY TO THE INNER SANCTUM: A 10' long arched passage leads from the T-intersection at Area 9, into a 20' x 20' room dominated by a large wrought iron spiral staircase in its Northwestern corner.

In the heyday of the temple, this room was used as a final waypoint for those who would delve further into the

mysteries of the deity. It provided access to the lower levels of the temple to the monks and the most fervent, powerful or wealthy worshippers.

The room now serves as a Guard Room manned by 3 *LIZARD MEN* (AC 5; MV 6"/Sw 12"; HD 2+1, hp 8, 12, 9; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type) each armed with a long sword (D 1-8) and 3 crude spears (D 1-6). As noted above, they have a defense plan in place if alerted to the party's presence by the *PIT TRAP* at Area 9, above. When they flee down the stairs, they bar the trapdoor behind them and dump fish oil down the stairs as they go, making it very slippery and difficult to descend safely (See Area 14, below, for details).

There are three filthy straw beds on the West wall and a low bench runs along the East wall. There are also two barrels set against the East wall, one with a dozen crude spears in it and the other with fish oil. There is a small fire burning in a brazier in the Northeastern corner, which the *LIZARD MEN* use to heat their boiling oil projectile.

The spiral staircase down begins at floor level, and is covered by a trapdoor in the floor, which is fashioned in the shape of a very large conch shell. The trapdoor is well maintained and may be secured from beneath. It is quite sturdy and takes 25hp damage to destroy.

2 *LIZARD MEN* will stay behind in Area 14, to attack anyone who comes down the stairs, while one (8hp) runs off to alert their comrades at Area 15.

11. THE SEPULCHER: A 40' long arched passage leads from the T-intersection at Area 9, to end at an open archway leading to a large room beyond.

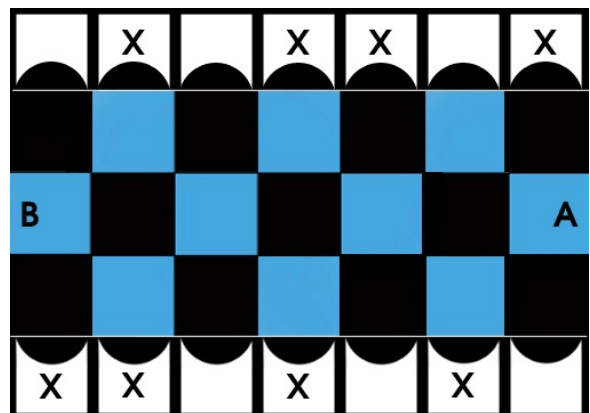


Figure 4: Map of "The Sepulcher"

The floor of this very large 70' x 30' room is composed of a 10' square blue and black marble checkerboard pattern, as seen in Figure 4, above. The party enters via an open archway on the East wall, Point "A" on Figure 4.

To the South of the entrance archway rests a large metal gong. Along the North and South walls there are small alcoves every 10', with dark unlit interiors. There are old, rusted oil lamps along the walls next to each alcove. The lamps are unlit when the party enters the room. There is another open archway on the West wall, at Point "B", which leads to Area 12, the Founder's Shrine, below.

This is the sepulcher of the temple, where the honored dead of the order were entombed. It is also a trap for the unwary and uninitiated. The trap in this room is similar to the one in Area 7, above. Only the blue squares (symbolizing water) are safe to walk upon. If a black square (symbolizing death) is trod upon, read the following to the party:

Suddenly the gong at the end of the room sounds three times, with a tremendous clangor, momentarily deafening you and certainly announcing your presence to all the denizens of this level of the temple!

You are also surprised to see the oil lamps along the wall, one by one, magically burst to life with a blue-green flame, bathing the room with an eerie underwater glow.

As you are marveling at the light display, you feel a sense of unease coming over you. Even through the ringing in your ears, you can make out throaty, gurgling sounds coming from within the alcoves. You hear "something" begin to move about in these dark recesses.

This gong serves to alert the undead guardians of the Sepulcher, who slowly shamble forward to attack whoever is nearest to them. 8 ZOMBIES (AC 8; MV 6"; HD 2, hp 8, 11, 13, 8, 11, 9, 12, 10; #AT 1; D 1d8 or by weapon type; SD immune to *enchantments*, *hold* spells, and any spell that inflicts cold damage) emerge wearing tattered remnants of their clerical garb, consisting of fanciful sea animal costumes (a crab, a star fish, etc.) constructed of leather and cloth. Each is armed with a trident (D 1-8).



The ZOMBIES come from the alcoves marked with an "X" on the map, Figure 4, above, and move to attack the nearest player. They do not check morale as they are defending their burial site. Thus, attempts to *turn* them are done at a -2 to the die roll.

If the alcoves are inspected after the battle, the party finds identical 10' square rooms, each decorated in a different aquatic theme consistent with the robes of the monk interred there (i.e. a crab, a star fish, etc). Each alcove has a simple stone bier upon which the deceased rested. For those alcoves from which a zombie emerged the bier is now empty. In the remaining alcoves the party finds the undisturbed remains of similarly dressed monks, dead but not "undead", as it were.

If the party searches the Sepulcher they find the following treasure: 500gp in a marble and gold chalice worth 250gp; a stone coffer containing 150gp; and a gold and sapphires torque of office worth 500gp.

12. FOUNDER'S SHRINE: This 30' x 30' square room is entered via the open archway from Area 11, above, marked as Point "A" on Figure 5. The black and blue square mosaic patterned floor continues in this room. Two statues of winged, bat-faced creatures sit on either side of the entry archway, as shown on Figure 5.

This room was the burial shrine for the Founding Brother of the temple, whose name has now been lost to time. He was the first to bring a flock of followers here, long ago, and it was he who chose to build a temple on this spot.

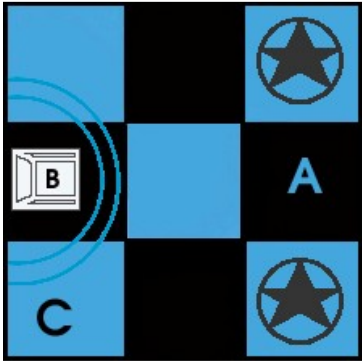


Figure 5: Map of "The Founder's Shrine"

After his death, he was interred here, and the monks venerated him in this shrine. The Founder sits now, dressed in full regalia of office and holding his scepter, on a throne made of sea shells, set on a raised dais at the center of the West wall. This is marked as Point "B" on Figure 5.

The floor of this room is trapped to function the same as in Area 11, above. If a player steps on a black square, the gong peals again, two lamps magically light, and the statues, which are actually 2 *GARGOYLES* (AC 5; MV 9"/Fly 15"; HD 4+4, hp 19, 23; #AT 4; D 1-3/1-3/1-6/1-4 as claw, claw, horn, and bite), animate and attack the nearest character. Once defeated they turn to rubble.

If the party approaches within 10' of the dais without paying proper obeisance and saying the proper prayers (which are unknown to the party), the Founder rises and attacks the infidels, in his now undead form.

The Founder is a *GHA*ST (AC 4; MV 15"; HD 4, hp 26; #AT 3; D 1-4/1-4/1-8; SA paralysis and stench; SD immune to *sleep/charm* spells). He moves swiftly to attack the party, attacking anyone who touched him first, followed by any clerics, any mages, and then a random party member. Any player struck by the *GHA*ST must save vs. paralysis or be paralyzed for 3d4 turns. Also, the stench of the *GHA*ST is so foul that any player in melee with it must make a save vs. poison to avoid a terrible retching, causing them to suffer a -2 to all rolls, including to hit and damage rolls. The Founder is immune to *sleep*, *charm* spells, and *protection from evil* has no effect upon him.

The Founder's robes are of no value and his scepter, although emitting a *dweomer*, is merely ceremonial. However, given its historical significance and its fine craftsmanship, it may be sold to a sage for 250gp.

There is nothing else of value in the room. However, if the room is searched, a *secret door* may be found in the Southwestern corner of the room, at Point "C". The marauders are unaware of this *secret door*.

13. PRIVATE APARTMENT: A short 30' long corridor leads to this 20' x 20' room. When the temple was founded, this room was the Founder's private quarters. Over the years, the monks began to use it as a store room for their records, and for treasures and offerings to the temple.

Two chests rest along the North wall, along with a large bookcase on the West wall. The bookshelf is full of old crumbling scrolls and books, and from what little can be deciphered, these are records of the temple's collection of offerings as well as major events in the temple's history. Most of the works are crumbling, but the surviving documents might be worth 300gp if sold to a sage.

The two chests contain the following treasures: 2,000cp, 1,000sp, 525gp, 300ep; 9 gems, as follows: (4) 25g, (4) 50gp, and 250gp; 3 objet d'art: 150gp, 300gp, 500gp; a metal case containing 4 potion vials: *invulnerability* (navy), *longevity* (beige), and (2) *healing* (pink); 16 arrows +1; and 3 scrolls as follows: *ward of elementals*, clerical scroll (*cure serious wounds*, *lower water*, *neutralize poison*, *flame strike*), and a mage scroll (*web*, *haste*, *water breathing*, *lightning bolt*, *fireball*).

LOWER TEMPLE, LEVEL 2:

14. ENTRY CHAMBER: The trapdoor in Area 10, above, covers a spiral staircase that descended 40' down, to exit into this 20' x 20' square room.

As they descend the party will notice the color of the walls on this level has changed, darkening to a deeper cerulean blue. The images on the walls are now of creatures that would normally be found in the mid-level, or twilight level, of the ocean strata, such as cuttlefish, crabs, coelacanths, and the like.

If the guards have thrown fish oil on the stairs in evacuating Area 10, above, this will make the last 20' extremely slippery, and all players descending them must make a DEX check at -2 to avoid an uncontrolled descent down the stairs, taking 2d6 damage along the way. 2 *LIZARD MEN* from the guard room above will be waiting to attack the party; first with spears and then closing to melee. If a player has fallen down the stairs, the *LIZARD MEN* gain a surprise attack against that player.

In the West wall there is a wooden door, closed but not locked, which opens onto a 20' long corridor ending in another door, which is closed but not locked.

15. PREPARATION CHAMBER: This 20' x 20' room is a mirror image of Area 14, above. This room was the pilgrim's final stop before entering the grand altar room, where they received a final benediction from the monks. The prior monastic furnishings have long since been stripped from the room, which now serves as a guard room.

4 LIZARD MEN (AC 5; MV 6"/ Sw 12"; HD 2+1, hp 6, 12, 9, 11; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type), armed with broadswords (D 2d4) and (2) crude spears each (D 1-6), await the party here, and may be supported by one of the guards (8hp), from Area 10, above, who came to warn them. They immediately attack the party on sight and fight to the death, knowing the price of failure is death at the hands of the Dark Elves.

There is a wooden door, closed but not locked, in the South wall that opens onto a long corridor.

16. TRAPPED CORRIDOR: This corridor runs 20' due South, takes a 90 degree turn to run another 50' West, and ends in an open archway into Area 17, below.

Further down the corridor, at the 30' mark, the marauders have placed another PIT TRAP (10' pit trap, save vs. DEX to avoid, if fail save again vs. DEX to avoid spikes within, D 1d6 fall/1d6 spikes). This trap is detectable and functions the same as those described in Area 6, above.

If the party searches the floor of this trap, they find the following treasure from past victims: 150ep; a sack containing 50' rope and 12 iron spikes; a dagger; a medium shield; and a wand of wonder (24 charges).



17. GRAND ALTAR CHAMBER: This large room was the main area of worship at the temple. The room was elaborately decorated and grand in scale. Arrival here was the zenith of the pilgrim's journey, and only the most devout and most worthy made it here.

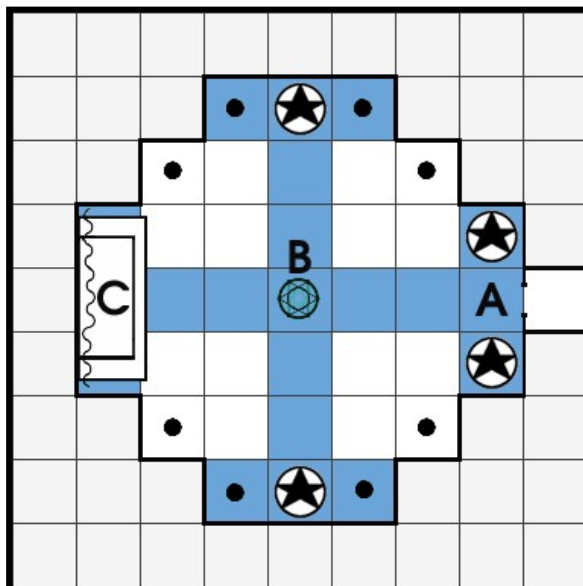


Figure 6: Map of "The Grand Altar Chamber"

Read the following to the party as they enter the room:

As you step through the archway you hear the boom of crashing waves and the room slowly fills with a diffuse light, as if you are looking up at the surface from underwater.

You cannot sense a source for either the sound or light, but it appears to come from nowhere and everywhere at once.

You feel your breath taken away as you stare into this massive underground room. The ceiling is roughly 30' high, the walls fall away on either side of you to form a diamond shaped room that stretches some 70' across. You see beautifully carved columns and statues lining the walls, and a 10' wide path of blue stone inlaid in the floor, stretching across to each wall to form a cross.

On the other side of the room hangs an enormous 30' square tapestry covering the entire wall. As you watch, the beautiful underwater scene depicted there comes to life before your very eyes! The sea creatures swim and scuttle about, the aquatic flora

shift and move in the invisible ebb and flow of the ocean's currents. This vision is real; you can feel it in your bones!

At the center of the image, in a nimbus of pale blue lights, swims a beautiful maiden in a diaphanous garment that shimmers and glows like a fish's scales as she moves. Her long greenish-hued tresses float weightlessly about her in a gorgeous display. She seems to be looking directly into your eyes as she smiles beatifically, winks at you, and blows you a kiss!

These sights and sounds fill your hearts and minds with a sense of calm and peace. You feel your spirits lifted and your bodies glow with a renewed energy.

However, that momentary sense of well-being and serenity is suddenly, savagely ripped away as you feel a very dark presence assert its authority, the same evil you have felt elsewhere in the temple.

It is then that you notice the arcane symbol scratched into the floor at the very center of the room, where the blue stone paths cross. Its cruel lines and harsh features seem out of place here and mar the beauty of the room.

Your attention is then inexorably drawn to a squat black altar sitting on the dais on the opposite side of the room, practically pulsating with evil intent. Looking at it causes the hairs on the back of your neck to rise up; you feel a lump in your throat and resist the urge to scream...or sob, or both.

The sights and sounds of the ocean which the party experiences upon entering this room are a manifestation of the temple's original deity and protector asserting herself. *Kolga* is attempting to strengthen the players as they continue on their battle to clear the dark presence from her temple.

Upon first entering the Grand Altar Chamber, at the Point "A" on Figure 6, every player will be *healed*, as per the cleric spell, although only 3d8+3 hps will be recovered as the *Kolga* is weakened by the presence of the evil

Demon Lord here in her temple. She has provided the players with as much help as she can with this blessing. The darker presence is, of course, the Dark Elves' Demon Lord asserting its authority. It is the Demon's dark altar which now stains the room's aura and dampens the older aquatic deity's power.

This room is uniquely constructed and is roughly diamond shaped. At the entrance archway on the East side of the room, the walls are 30' apart. At 10' distance from the entrance they expand to 50' apart, at 20' from the entrance they are 70' apart. That 70' distance runs for 30' to the West, at which point the chamber's walls contract in size again, back to 50' apart at 60', and 30' apart at 70' from the entrance archway.

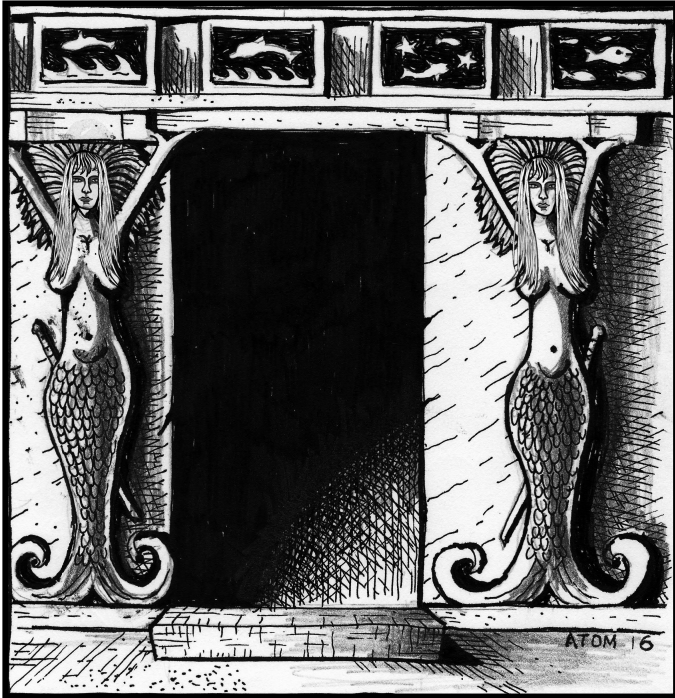
The floor at the entrance archway is inlaid with a deep blue marble (a 10' x 30' section), and a path of this color leads from the middle 10' section out into the room. At the 40' mark from the door, at the very center of the room, marked as Point "B" on Figure 6, the blue inlay branches out towards the North and South walls, where it then fills their respective 10' x 30' alcove areas in blue.

As the blue stone patch reaches the West side of the room it runs into a large raised dais of white marble. Upon that dais, at Point "C" on Figure 6, rests an altar made of a dark, volcanic rock. If examined closely, it appears as if it was only recently placed, and scarring on the floor suggests another larger altar once rested there. This was the altar of the *Kolga*, the temple's original deity, which was destroyed by the Dark Elves.

A very large 30' square tapestry hangs on the wall behind the dais, which is described in the player's text, above. The tapestry is untouched and undamaged, as it is still protected by both the deity's waning power and very powerful wards set in place by the Archmage hired in the construction of the temple. The Dark Elves have been unable to break these wards and are enraged by it, but there is nothing they or their dark god can do about it. The tapestry cannot be removed and resists all forms of physical or magical damage. A *detect magic* cast upon the tapestry shows an extremely powerful magic aura.

There are a series of columns and statues depicting sea creatures that line the North and South walls of the room, and the entry archway is flanked by two very realistic statues carved in the shape of beautiful, powerful looking mermaid warriors.

Unlike in the cella, above, the walls and statuary in this room have not been defaced, as they too are protected by the deity's power and the original magics. However, that power is failing fast, due to the removal of the original altar, the placing of the dark altar and the inscribing of the dark magic arcane circle at the center of the room.



The columns and statues are mostly mundane, except for the two flanking the entryway at Point "A" on Figure 6, which are magical *CARYATID COLUMNS* (AC 5; MV 6"; HD 5, hp 22 each; #AT 1; D 2d4; SD see below). Given the tumultuous divine struggle for power going on in this room, these creatures have become somewhat confused in how to follow their long ago direction to protect the temple, and they have become quite erratic. They will move to attack any person who fails to walk on the blue path inlaid on the floor and steps on a white square. They animate and attack one at a time, attacking one after another until they are defeated.

The *CARYATID COLUMNS*' magical nature gives them a +4 bonus to saving throws, and all non-magical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive their magical damage bonus, i.e. a *long sword* +2 inflicts only normal damage. There is a 25% chance that a weapon will shatter when it strikes one of these columns, reduced by 5% for each plus of the weapon. Thus, a *mace* +3 has only a 10% chance of breaking. Because of their stony form, spells affecting

rock and earth, such as *stone to flesh*, *transmute rock to mud*, or *stone shape*, will destroy the column instantly if it fails a saving throw. The creatures will not check morale and will fight to the death, but they will not pursue a player out of this room.

Once defeated, the *CARYATID COLUMNS* break apart and crumble into stone. The gems in the pommels of their swords remain: two sapphires worth 500gp each.

The marauders know of these stone guardians and always use the blue path when crossing this room.

The next trap, at Point "B" on Figure 6, is equally challenging. The arcane circle has, at its center, a pictogram of a large, savage winged creature with a barbed tail, which players may recognize as a *WYVERN*. The magic circle is trapped to release this deadly monster should anyone of non-evil alignment step on or within that square. Should a player do so there is a flash of purple light, a scream like metal being torn apart, and in a flash an angry *WYVERN* (AC 3; MV 6"/Fly 24"; HD 7+7, hp 55; #AT 2; D 1d6 bite, 2d8 sting; SA poison sting; Size: L) will appear to grow out of the circle and move to attack the party. This *WYVERN* has red eyes, a black body, and seems imbued with an evil intent. Its sting is poisonous and its victim must make a saving throw vs. poison or die.

Once these traps have been dealt with, the party may explore the room without further incident. The dark altar projects a palpable sense of evil to any good-aligned players in the party. All others may make a WIS check at +4 to determine the evil nature of the altar.

This foul altar and the arcane circle are the main sources of the corruption of this temple. The altar depicts ghastly scenes of sacrifice, torture and degradation, and it is covered in the caked and dried blood of sacrificial victims. As the players look at the altar the figures carved upon it come to life, flailing in their death throes and crying out in silent screams.

Upon the altar the party finds 4 black candles, a sacrificial knife and a bowl used to catch the blood of the sacrifices. None of these items are magical, but they display an evil aura if a *detect evil* spell is cast.

Destroying these items and desecrating the evil altar will grant a primarily non-evil aligned party 500xp. Conversely, keeping any of these obviously evil items might result in an alignment change for the player.

As discussed above, the tapestry is highly magical and of great value. It cannot be moved in any way, short of a *wish* spell, which would simply destroy it. There is a concealed door found by any player who searches behind the tapestry, which leads to Area 18, below.

18. PRIEST'S ROOM AND PASSAGE BELOW: A short 10' long corridor ends in an open archway, beyond which is a 20' x 20' square chamber. This room was previously the chamber of the high priest of the order. Contained herein are a stone desk, a personal altar (which has been defaced by the Dark Elves), a stone coffer, and the remains of a bookcase and bed.

In a concealed space in the bottom of the stone coffer, undiscovered by the marauders, are some of the last high priest's belongings: a jade statue of his deity worth 500gp; a pouch with 150pp, and a spell book (the last high priest was a dual-classed cleric/mage) with the following spells: (5) 1st level, (5) 2nd level, (3) 3rd level, (2) 4th level, and (1) 5th level. The exact spells contained therein are left to the GM's discretion.

There is a trapdoor in the Northwest corner of the room. The trapdoor has a ladder which descends 10' into a narrow corridor which appears roughhewn and very old.

This corridor leads down, at a steep angle, cutting back and forth several times, to eventually come out 180' deeper, at the next level of the dungeon.

NATURAL CAVERNS, LEVEL 3:

Read the following to the party as they enter this level:

The corridor you enter is narrow and the ceiling is low. Given the uneven carving and twist and turns of the passage, your visibility is reduced to 20'. The air is very humid and the walls are damp to the touch. You follow the corridor, which runs at a steep angle down, switching back and forth for several minutes, until you notice the corridor begin to widen, and you enter a small 10' x 20' roughhewn chamber, with a 10' passage leading West, from which you hear voices and the sounds of flowing water.

As mentioned above, the corridor brought the party 180' further underground. Any dwarf, gnome or halfling

player can sense this, but if there are none, simply inform the players they sense they are far deeper below ground.

The construction of this level presents a real challenge in and of itself, as it consists of a series of natural chambers through which runs a quick flowing underground river. These natural chambers were connected by the monks with a series of 10' wide passages cut into the rock, and accessed by means of *concealed doors*.

The entire level slopes noticeably downward at a fairly steep angle (WIS check at +2 to discern). A dwarf, gnome or halfling will notice this immediately. From the entrance at Area 20, to the last chamber at Area 24, this level drops about 120' feet.

The river that runs through this level varies from 10' to 30' deep (roll 1d3) and the current is swift, moving at 40' per round. It poses a serious danger to any player who enters it, as they run the risk of being swept away and/or drowning. The denizens of this level will use this to their advantage, attempting to push or drop the party into the water at every opportunity.

The same rules for drowning and removal of armor noted in Area 8, above, apply here. The GM must carefully monitor the actions of players in the water, to determine when they run out of air and what actions they take to avoid death by drowning.

A player in the water, once free of their armor, may swim to the surface, but must still deal with the strong current and may be swept away. Characters in the river must make a DEX checks to avoid being swept downstream at a rate of 40'/round. This may be attempted once per round. Once a DEX check is successful, they arrest their motion by catching a rock or outcropping, and are no longer carried along by the flow of the water.

Characters who successfully arrest their movement may then attempt to exit under their own power by swimming to the bank, which requires two successful DEX checks in a row. If a player fails one of these DEX check, the process starts over. Other characters may attempt to rescue those in the river by mundane or magical means.

The distance between the chambers is shown on the map. Should a character be swept into another chamber, there is a 20% chance they will be spotted by the room's inhabitants. If spotted, the denizens move to confront that player, and will be prepared for the party.

If unable to arrest their movement, players eventually comes to a stop by colliding with the metal grate (D 1d6) at Area 24, below. However, given the situation in that area, this has only a 10% chance of alerting those foes.

19. ENTRY CHAMBER: There is a small brazier in one corner of the roughly 20' square chamber, which has slowly cooling embers within. The chamber is currently empty.

20. LIZARDMAN LIVING AREA: This roughly rectangular shaped 35' x 50' chamber was used by the monks as a staging area. It is the first in a network of chambers which allowed them access to the sea, to bring in supplies and commune with their aquatic deity. It now serves as the main living area of the lizardfolk who make war under the thrall of the Dark Elves.



The ceiling here rises to a level of about 30'. The river enters the chamber through a 15' wide gap near the entrance to the chamber from Area 19, above, runs through the middle of the chamber, and exits through another 15' wide gap in the Southwestern wall. A rope bridge crosses the river at the center of the room.

There is a loose rocky beach on either side of the river. On the East side the beach is between 10' to 15' from the East wall. In the Southeastern corner of the cavern is a large rock outcropping, behind which is a *concealed door*, cut into the rock. There is also a *secret door* in this area, adjacent to the *concealed door*, but 10' up on the wall, which has escaped the marauders' notice.

Currently stationed on the East side of the chamber, within 20' of the entrance from Area 19, above, are 5 *LIZARD MEN* (AC 5; MV 6"/ Sw 12"; HD 2+1, hp 8, 12, 9, 10, 9; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type), each armed with a long sword (D 1-8) and 3 crude spears (D 1-6), standing guard around a lit brazier. Four rush to attack the party on sight while the fifth (8hp) rushes across the bridge to warn the *LIZARD MAN SUBLEADER* (AC 5; MV 6"/ Sw 12"; HD 4, hp 29; #AT 3 or 1; D 1-2/1-2/1-6 or by weapon type), who wields a *long sword +2* (D 1-8+2) and 3 spears (D 1-6). In a pouch at his waist the *SUBLEADER* has 25gp and 2 vials containing *potions of extra healing* (maroon).

The *SUBLEADER* will cross the bridge and turn around and destroy it behind him. The bridge will be destroyed on the fourth round after combat was initiated with the party. On the fifth round the *SUBLEADER* will join the battle, using his spears first, if possible, before entering into melee.

On the West side of the river, the beach runs from 10' to 15' wide along the West wall. This area contains the lizardfolk's dwellings, several crude huts built on stilts with reed roofs. A few lit braziers dot the area, there are torches set on poles, and the area is littered with the refuse of their habitation, including a midden pit in the Southwestern corner of the chamber.

Should the party gain access to the West side of the river by magical or mundane means, they will encounter the rest of the tribe, consisting of 7 females (AC 6; MV 6"/ Sw 12"; HD 1+1, hp 7 each; #AT 3 or 1; D 1-2/1-2/1-4 or by weapon type). The females will only fight if cornered or attacked, and will instead seek to escape from the party by jumping into the river and hiding (75% chance) or swimming away (25% chance). Should any females escape downriver the chance of them being seen and alerting the other inhabitants is the same as for players. There are no young present in this war camp.

Contained in the largest of the huts, the leaders quarters, is a locked wooden chest with the tribe's wealth: 4,000gp (these are actually copper pieces with a gold wash, which the Dark Elves passed off as gold to the humanoids) and 300ep; 6 gems as follows, (3) 10gp, (2) 50gp, and 250gp; a *ring of protection +1*; a rusty bronze horn which is actually a *horn of the tritons*; a cleric scroll (*silence 15' radius, prayer*); a leather case with two vials of *potions of extra healing* (maroon); a battered fedora which is actually a *hat of disguise*; a *ring of water walking*, and *bracers of armor +2*.

21. SECRET PASSAGE: The *secret door* in Area 20, above, leads to this narrow 5' wide square tunnel, which runs 140' South to Area 24, below. This secret passage was known to the temple's leaders, who had it constructed as an emergency escape route. It exits on the Northern wall of Area 24, below, at 10' above the ground.

GM note: Should the party discover and use this secret door, they may move directly to confronting and, hopefully, defeating the marauders' leaders in Area 24, below, without exploring much of this level.

If this happens, the GM should strongly encourage the players to back track and completely explore this level. The GM should remind them about the second part of their quest; to discover and help recover the stolen goods and Lord Kanin's crown, both of which are located in Area 22, below.

Also note that if the party ends up approaching the locations on this level from the South, the descriptions of the chambers and the marauders' actions will need to be adjusted accordingly.

22. STORAGE ROOM: A 25' long corridor slants steeply downward from Area 20, above, and ends in another *concealed door*. The door opens out behind a jumble of boxes and barrels in this room. The roughly 30' x 30' natural chamber is quite cold and for that reason it was and is used as a storeroom. The subterranean river noisily enters the North wall and exits through the South wall, occupying the entire Western 15' of the cavern.

Stacked in a haphazard manner in this room are various boxes, crates and bags containing the spoils of the marauder's recent raids. If players have lost weapons or armor in the river, the GM may allow them to find standard replacements here. In examining these goods, the players will recognize the maker's marks, seals and brands as those shown to them by Lord Kanin's seneschal. These are the stolen goods belonging to the merchants, farmers and townsfolk of the valley.

A search of the area will also reveal a small wooden crate, dumped unceremoniously in a corner, with a paper label which reads: "jam jars". The party will recognize this is the crate the seneschal told them about, and opening it will reveal Lord Kanin's missing crown.

Discovering these stolen goods is the secondary objective of the party's quest. If they are able to

successfully defeat the marauders and return to the keep to arrange for the recovery of these goods, they will receive the full reward promised by Lord Kanin.

This room also stores the marauders' provisions, including crates of dried fish, flesh of beasts, and, nauseatingly, humans and demi-humans as well. There are also buckets of crude spears, cheap stone hand axes, and more barrels of fish oil. These goods are worthless given their poor craftsmanship and low quality. However, should they be destroyed by the party, including a decent burial for the remains of the innocents found here, each PC should be given a reward of 250xp.

Sitting around a brazier in the center of this room are 4 *LIZARD MEN* (AC 5; MV 6"/ Sw 12"; HD 2+1, hp 10, 8, 11, 9; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type), each armed with a long sword (D 1-8) and 3 crude spears (D 1-6), standing guard. They attack the party on sight. If previously warned of the party's approach they will have constructed a crude barricade of boxes, providing them cover from attack, granting a +2 to AC.

Behind a group of crates and barrels in the Southeastern corner of the room is another *concealed door*. If the party searches carefully in this area they find a niche 10' up on the wall, containing the skeleton of a long dead adventurer, clinging to a pouch containing 50sp, 20gp, and an *amulet of health*.

23. HOBGOBLIN QUARTERS: The corridor at Area 22 slants steeply downward from the *concealed door*, running 25' before taking a 90 degree turn, and running for 10' to end in a *concealed door*. The door opens on a squarish 40' x 40' cavern which was previously used as a wine cellar, as evidenced by the stone shelves along the West wall, which still contain fragments of glass wine bottles.

The subterranean river fills most of this chamber, entering the North wall fairly close to the *concealed door* entrance, leaving only 5' of clearance, and runs right through the middle 20' of the room, exiting through the South wall. Another rope bridge crosses the river at roughly the middle of the room.

This cavern is currently used as the *HOBGOBLINS'* living quarters. 7 *HOBGOBLINS* reside in this room, as evidenced by the bedrolls and personal effects scattered about in messy piles around a large, central fire pit on the West side of the river. There is also a crude wooden hut in the Northwestern corner of the room. This is the dwelling of

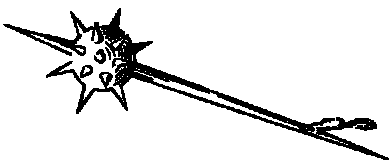
the *HOBGOBLIN KING*, who is not present. He is at the encounter with the Dark Elves, at Area 24, below.

These *HOBGOBLINS* are larger than their counterparts, comprising a *SUBCHIEF* (AC 5; MV 9"; HD 3, hp 16; #AT 1; D by weapon type; SA: +2 to STR damage rolls), and his 6 *ASSISTANTS* (AC 5; MV 9"; HD 1+1, hp 9 each; #AT 1; D by weapon type), each wearing chainmail and armed with a long sword (D 1-8) and light crossbow (D 1-6). Four of the *ASSISTANTS* are on the East side of the bridge and two are on the West side with the *SUBCHEIF*.

If previously warned of the party's approach they will all have barricaded themselves on the West side of the bridge with whatever materials they could scavenge. As their barricade is weak and hastily constructed, it gives only minor cover, granting them a +2 to AC. If barricaded, they attack the party with crossbows until the party makes it across the river, by magical or mundane means, at which point they will switch to melee weapons.

Each *HOBGOBLIN* has 24cp and 6gp. If the party searches the hut, they find the *HOBGOBLIN*'s treasure: 5,000gp (these are copper pieces with a gold wash, as described in Area 20, above); 7 gems as follows: (4) 25gp, (3) 100gp; 4 objet d'art as follows: (2) 100gp, 250gp, 300gp; and a vial of *potion of speed* (bright yellow).

Hidden behind a large boulder in the Southwestern corner of the room is another *concealed door*, which opens onto a South bound corridor which slants steeply downward.



24. BACK DOOR ENTRANCE: The corridor from the concealed door at Area 23, above, runs straight South for 40' and ends in a blank wall, with another *concealed door* on the East wall. That *concealed door* opens onto a 10' x 25' landing within a roughly square 30' by 30' room, a natural cavern which was previously worked by hand to enlarge it. There is a sturdy arched stone footbridge which crosses from the landing over the river, at a diagonal, as seen on the Level 3 map, above. The ceiling is approximately 15' high.

The subterranean river is about 15' wide as it enters the North wall, running down the middle of the chamber,

and exiting through the South wall. The exit is covered by a massive, heavy metal grate which stretches from the river bed to 5' above the water's surface.

The East side of the chamber is a cut stone wall that runs from floor to ceiling. The wall has arrow slits cut into it and heavy, metal-banded double doors with a portcullis behind them, occupying the middle 10' of the wall. The doors are currently open and the metal portcullis is up.

There are small sconces along the walls throughout this area which provide illumination, but the light given off is a dull, low light with a greenish hue to it. The light is from subterranean lichen with bioluminescent qualities which the Dark Elves are known to cultivate.

This room and the area beyond is the main subterranean entrance to the temple, and thus the monks heavily fortified this area. With its 4' thick stone walls, portcullis, heavy gates and arrow slits, the monks were well prepared to hold off any pirates, brigands or other miscreants. The portion of the chamber on the East side of the stone wall is currently used as the command center for the marauders and also functions as the Dark Elves' living quarters.

After describing the area, read the follow to the party:

Just on the other side of the footbridge, you can make out two crumpled forms, a middle aged human male and an elf maiden. Next to the bodies lies an open coffer, and upon the floor around it are broken glass vials, some with varied colored liquid puddled in them. As you examine the bodies, you note they are still warm and were killed very recently.

From beyond the double doors you hear a terrible racket, the sound of several voices being raised and harsh words being exchanged. Although you cannot make out all the words, you can catch snippets in the Common tongue that lead you to believe the argument has to do with the two dead bodies and the broken bottles you've just found. The argument is quite heated and suddenly the sound of a loud slap rings out, at which point you hear more yelling interspersed with growls, hissing and words screamed in an unknown sibilant tongue.

Unbeknownst to the party, these two unfortunates' lives have bought them a golden opportunity to attack the marauders' leaders while they are distracted with infighting. The bodies are those of two travelers who were recently captured by the marauders and were being used as slave labor. The two were transporting some of *Dolarn's* personal effects, including a coffer containing several potion bottles, when the *HOBGOBLIN KING* decided it would be funny to harass the slaves, as he is cruel and loves to torment weaker beings. He and the *LIZARD KING* made quite a game of shoving the slaves about, until the poor souls ended up dropping the heavy coffer and spilling the contents onto the ground, destroying the potions.

The noise drew *Dolarn's* attention from his bed chamber, and when he saw what had happened he flew into a rage and moved to slay the elf woman. When the human male stepped in to protect the elf, protesting it had been the humanoid's fault the coffer was dropped, the intemperate Dark Elf merely turned his wrath on both slaves, beating the man to death before running the elf through with his blade.

That act of cruelty did not, however, slack *Dolarn's* anger, and an argument broke out between he and the two humanoids. This carried over into a shouting match in the other room as *Dolarn* loudly complained to *Syndra* about the incompetence of her servants and demanded repayment from their portions of the most recent raid haul. At this point the humanoids sought, loudly, to deny any involvement with the slaves' accident, and they in turn complained to *Syndra* about her mate's nasty temper, which they claim cost them money from destroyed property (i.e. murdered slaves).

If the party moves quickly (within 5 rounds of entering the room) they can use this disagreement to their advantage. So engrossed are the Dark Elves and the humanoids in their argument, that the party will have the element of surprise, barring their being extremely loud, foolish or dawdling in the outer area of this chamber.

Alternately, if the party comes through the secret passage, Area 21, above, they will still hear the argument and gain the element of surprise. You will, however, need to modify the boxed text as the party will not have seen the slaves' bodies or the double doors yet.

The area on the East side of the stone wall is a roughly rectangular 20' x 30' chamber with a 15' ceiling. A *secret*

door from Area 21, above, opens 10' above the ground in the Northeastern corner of the room. There is another *secret door* in the Southeastern corner of the room, at ground level. It is operated by means of a disguised pressure plate on the wall.

Tensions have risen recently between the humanoids and *Dolarn*, as *Syndra* has given her lover full authority over the troops while she has focused solely on matters of a spiritual nature, attempting to purge the water deity's presence from the temple. Given much broader authority, the hot blooded and mercurial Dark Elf has naturally begun to abuse his new found position of power. The current dust up is but one in a number of recent conflicts among the marauders.

The room contains a set of fine bed furnishings, a tall room divider of the finest silk in the Northeastern corner (the *secret door* exits out behind it), a wooden desk, bookshelf and a table with two chairs of a dark wood.

Upon entering the Eastern chamber area, the party will discover the Dark Elves and humanoids quarrelling.



The statistics and placement of the two humanoid and the Dark Elves is as follows:

The *HOBGOBLIN KING* (AC 1, *field plate* +1 of *water breathing*; MV 9"; HD 4, hp 29; #AT 1; D by weapon; SA +2 damage due to his STR; SZ L) is dual-wielding a bastard sword (D 2-8) and a *dagger* +2 of *the wee folk*, (D 1-4+2). He is in the center of the room facing the Dark

Elves, with his back to the entrance and the *secret door* from Area 21. A pouch tied at his waist contains 25gp, 10pp, and a *potion of extra healing* (maroon).

The massive 8' tall *LIZARD MAN KING* (AC 3; MV 9/ Sw 15; HD 6, HP 34; #AT 1 (trident); D 5-20 (3d6+2); SA skewer; SZ L) is wielding a trident and stands next to the *HOBGOBLIN KING* squaring off against the Dark Elves. If his attack roll with his trident is 5 or greater than the score needed to hit, he skewers the target, inflicting double damage (with a minimum of 15 points). He also has his back to the entrance and the *secret door*. A pouch tied around his neck contains 50ep and a gold ring (100gp).

Syndra and *Dolarn* stand facing the humanoids and the entrance. The *secret door* is outside their peripheral vision, and they will not notice players exiting that door, unless the players are extremely careless, loud or dawdling. Even though they are facing the entrance, they may still be surprised by the party's appearance as they are so engrossed in arguing with the humanoids.

Syndra Dumarzel

Female, Dark Elf, 4th level Cleric, AL CE

S 12 D 16 CN 13 I 12 W 15 CH 14
(AC 1, *elfin chain* +2, DEX bonus; MV 12";
HP 31; #AT 1; D by weapon; SA spells; SD 90%
resistant to sleep/charm spells; SZ M)

Spells: (1st level) *command*, *cause light wounds*, *curse*; (2nd level) *spiritual hammer*, *silence 15' radius*

Syndra wields a black *mace* +2 (D 1-6+3) and a *sling* +1 (D 1-4+1). She has 5 *thunderstones* (D 2-8 + save vs. petrification or be stunned for the following round), which are magical sling bullets. In combat she uses these first, before switching to regular sling stones. She has a clerical scroll with the spell *chant* and *cause fear*. She also has *potions of flying* (light blue) and *extra-healing* (maroon). Her holy symbol is a ruby idol of her Demon Lord (250gp), worn on a braided leather cord around her neck. In a pouch at her waist she has 50gp and (4) 50gp gems.

Dolarn Doxander

Male, Dark Elf, 4th level Fighter, AL CE

S 15 D 15 CN 13 I 13 W 12 CH 14
(AC: 1, *elfin chain* +1, *buckler* +1, DEX bonus;
MV 12"; HP: 33; #AT 1; D by weapon;
SA poison; SD 90% resistant to sleep/charm
spells; SZ M)

In battle *Dolarn* dual-wields a *short sword* +2 (D 1-6+2) and a *dagger* +1 (D 1-4+1) or a *hand crossbow* +1 (D 1-3+1, plus save vs. poison at -2, or sleep for 2d4 hours). He is ambidextrous and suffers no "to hit" penalty while dual wielding.

In addition to the magic items listed above, *Dolarn* has a *ring of free action*, and *potions of human control* and *levitation*. His personal treasure also includes a pouch containing 25pp and a silver earring set with an emerald (150gp).

Once the party's round of surprise has been expended, the marauders regroup and, putting aside their differences, fight back swiftly and aggressively, using all available magic items and spells to their best advantage.

Syndra will order the humanoids to melee with the intruders, blocking the doorway if possible, while she and *Dolarn* stand back and use spells and ranged attacks. She will instruct *Dolarn* to step into the place of a fallen humanoid, and keep to the rear rank of marauders, closing to melee range only when it becomes necessary. If the battle goes poorly for the marauders (i.e. both humanoids slain and *Dolarn* at 50% health or less), *Syndra* will move to the secret door and continue to attack from there, preparing to flee if necessary. Once *Dolarn* falls in battle, she will immediately attempt to escape via the Southeastern secret door. It takes her one round to activate and move through the secret door.

Should the party succeed in killing and/or driving off these enemies, they will have successfully completed the primary objective of their quest! The marauders attacks will stop as most of their forces will be dead and/or defeated (and any left alive will flee), the party will have renewed *Kolga's* strength by eliminating the marauders and/or cleansing the temple, and finally any possible alliance and support for the marauders from other powerful Dark Elven forces from the under-realm will have been thwarted and that link severed.

Upon defeating the foes and searching this room, the party will find some of the valuables taken from the caravans and hapless victims. These are the high quality and high price items (a bolt of the finest silk, silver tankards with the Lord's seal on them, crystal vases, etc.) taken in the raids. Returning these high priced goods to the authorities will garner the party an additional 500xp above and beyond Lord Kanin's reward.

GM note: As discussed above, if the party used the secret tunnel to bypass most of this level, the GM should advise the players these high priced items are a small portion of the goods that are the subject of their secondary quest objective, nor is Lord Kanin's crown found in this room. The GM should advise the players they need to continue exploring this level to find those items, which they will discover in Area 22, above.

If players search the desk they will uncover various papers, notes, and letters taken from the caravans and hapless victims. These will be useful in identifying the slain victims of the attacks, and if returned to Lord Kanin the party should receive an additional 500xp.

There is also correspondence on the desk which is written in the Dark Elf tongue, which is most likely not understood by the players. If the party eventually translates the documents, they learn the letters are correspondence between *Syndra* and some person she refers to as Grand Sister Lena. The letters detail *Syndra's* plans to further the spread of chaos and evil in the area. The papers document that *Syndra* was working with this Grand Sister Lena to try to establish a permanent foothold at the temple, from which the Dark Elves could launch larger and sustained attacks on the surface dwellers, with an eye towards conquest of the valley and expansion beyond its borders. Other correspondence seems to suggest *Syndra* was, at the same time, actively conspiring with other Dark Elves to bring down the Grand Sister and take her place in the church. These letters to her co-conspirators reference bribes and promises of land grants, wealth and power once her plans for the temple came to fruition.

Luckily, the adventurers have put an end to these plans. However, if *Syndra* managed to escape, she may someday return to take her revenge on the players, but that is a tale for another day.

25. PASSAGE TO THE SURFACE AND UNDER-REALM: The secret door from Area 24, above, opens into this 10' wide corridor which runs straight South for approximately 50' until it runs into a Y-intersection.

The path to the left goes up steadily to the surface, for several minutes, which any dwarf, halfling or gnome will be able to discern easily. It eventually comes out on a small cave, which borders the sea, and from there the party may follow a switchback trail which rises to the cliffs

above. This places them about a third of a league from the temple entrance.

The path to the right goes steeply and steadily downward, for several hours, and is a path to the dangerous, wild under-realm. Adventures in this region are not covered by this module, and in fact might well be too hazardous for parties of this level. If the GM does not wish to have the party continue on this path it is suggested that the trail run into a deep, impassible crevasse or a recent cave-in, with the party forced to turn around and head to the surface, perhaps to return at some later date when they are more powerful.

CONCLUDING THE ADVENTURE

Once the party returns to Lord Kanin and reports on their success, they are rewarded as promised, and met with a hero's welcome! Any party members who have been *curse*d or otherwise afflicted are cured by the local good-aligned priests, at no cost. If anyone was slain, Lord Kanin arranges for a high level cleric to be brought in to *resurrect* the fallen hero, at his expense.

The townsfolk rejoice in the return of their stolen goods and tearfully accept any information on the people who have gone missing, providing some closure on their losses.

Lord Kanin sets the party up in the finest room in the village inn for a full month, and the local shopkeepers are told to give the party a 50% discount on all goods and services. The Lord also offers the service of the court's sages and mage in identifying any magic items the party may have found, free of charge.

Within days, word of the party's victory spreads throughout the valley, leading to further offers of worthy quests from far and wide. This newfound fame may be helpful to the GM in setting up the party's next adventure.

Finally, as the party goes to sleep the first night after their return to the keep, they all experience the same very realistic dream. The GM should read the following to the players to conclude the adventure:

As you lay your head down, tipsy from all the wine and ale and stomachs filled to bursting from the hours of banqueting, you fall into a deep, peaceful sleep. The soft sounds of water lapping at the shore fill your ears and

as you open your eyes you are not sure if you are dreaming or awake. You are standing on a tranquil shore, with a beautiful golden sunset before you. If it is a dream, it is one of surpassing beauty. You are all looking at one another and smiling, enjoying the moment, when a figure slowly surfaces out of the waves and strides gracefully toward you, surrounded by a pale nimbus of blue light. Before the glow has even faded you know full well this is the beautiful woman whom you saw on the tapestry in the Grand Altar Room of the temple.

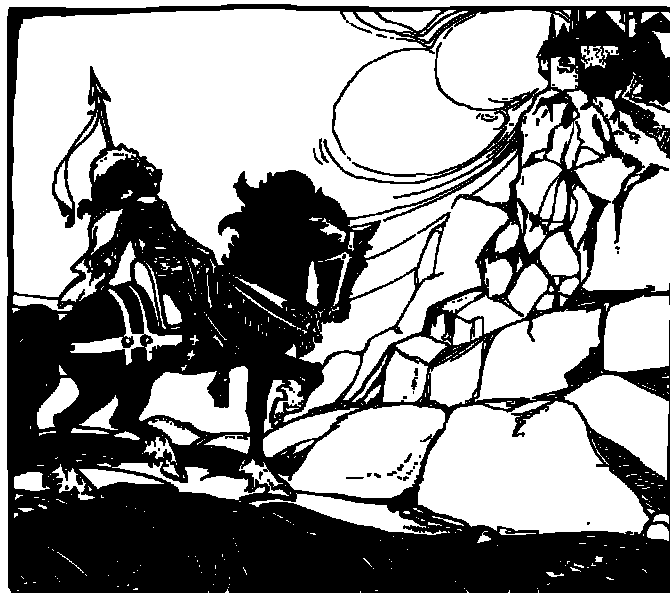
Once again, she smiles at you and your hearts fill with a great sense of peace and joy. She turns slowly from you and waves her arms over the ocean's surface, and it shimmers. Suddenly you are looking down on the scene of a boat sailing on the open sea, and in the boat you can make out a delegation of monks dressed like the long dead monks encountered in the temple. The vision appears so lifelike in detail you are sure it is real. Without opening her lips, the goddess speaks to you, her words appearing in your heads, saying the following:

"Thank you mortals, for the service you have performed for me. As you see, even now my priests venture here from faraway lands to rebuild and reestablish my faith here, in this land, thanks to you. In recognition for your bravery I promise to look over this valley and provide a strong influence for the powers of Good in this region, now that I have returned to these descendants of my long departed worshippers."

She continues, "I have been known on this plane by many names, but *Kolga* is the name I was last known by in these parts and by which I shall be worshipped here again. Know this now, should you ever find yourself in dire need, each of you may call upon me once in your mortal lifetimes thus, '*Kolga, aid me*', and I will do what I can to assist you. This is my gift to you for restoring my temple and my faith in you mortals."

With that said *Kolga* waves her arms before her in a graceful gesture and you feel your eyes growing heavy. Once again sleep takes you, as you drift off to the sound of gently lapping waves upon the sandy shore.

GM note: This divine gift is a great boon, but it should not be interpreted too broadly or given the same power as a *wish* or even *limited wish* spell. It is intended to function as follows, once and only once during each player's lifetime, when they face a life threatening situation, they may call upon *Kolga's* power to change an outcome to their benefit. This could be a resurrection from a fatal wound, curing a deadly poison when a saving throw was missed, escaping certain death in a trap, or a similar result. It cannot be used for material gain, personal interests or political power, or similar abuses -- and should a player attempt to use it for such purposes the gift will be wasted.



This concludes the adventure. I hope you and your players have enjoyed it! I look forward to providing you further adventures in the days to come, and thank you on behalf of *Starry Knight Press*.

Louis "sirlou" Kahn
December 2016

APPENDIX A: Pre-Generated Characters

The following list provides ten pre-made characters, with their vital statistics. The GM may also use these characters as NPCs, should the players need help meeting the challenges of the module. The GM may increase or decrease the character level to match the needs of the party and their campaign.

1. **CLERIC** (Male, Dwarf, Level 3, AL LG) S 12 D 13 CN 16 I 10 W 16 CH 9; AC 2; HP 26; Spells 4/3
Equipment: plate mail; shield, medium; mace, heavy; 2 hammers, war, light; holy symbol; standard pack*
2. **DRUID** (Female, Elf, Level 3, AL LN) S 14 D 15 CN 15 I 13 W 18 CH 16; AC 6; HP 23; Spells: 3/2/1
Equipment: leather armor; shield, wooden; scimitar; sling; 24 sling bullets; holy symbol; standard pack*
3. **FIGHTER** (Female, Human, Level 4, AL CG) S 17 D 13 CN 16 I 11 W 12 CH 13; AC 2; HP 41
Equipment: plate mail; shield, large; sword, long; bow, long; 24 arrows; quiver; standard pack*
4. **ILLUSIONIST** (Male, Gnome, Level 5, AL NG) S 11 D 16 CN 15 I 17 W 11 CH 12; AC 8; HP 21; Spells: 4/3/1
Equipment: robes; quarterstaff; 6 daggers; spell book; standard pack*
5. **MAGIC USER** (Female, Human, Level 4, AL NG) S 12 D 17 CN 12 I 18 W 9 CH 14; AC: 7; HP: 15; Spells: 3/2
Equipment: robes; quarterstaff; spell book; standard pack*
6. **PALADIN** (Female, Human, Level 3, AL LG) S 18/68 D 13 CN 16 I 12 W 16 CH 17; AC 2; HP: 32
Equipment: plate mail; shield, large; sword, long; bow, long; 24 arrows; quiver; standard pack*
7. **RANGER** (Male, Human, Level 4, AL CG) S 17 D 16 CN 13 I 16 W 16 CH 11; AC 5; HP 38
Equipment: studded leather armor; sword, long; sword, short; bow, long; 24 arrows; quiver; standard pack*
8. **THIEF** (Female, Halfling, Level 5, AL NG) S 13 D 18 CN 16 I 13 W 12 CH 15; AC 4; HP 33
Equipment: leather armor; sword, short; 3 daggers; sling; 24 sling bullets; thieves' tools; standard pack*
9. **FIGHTER/M-U** (Male, Elf, Level 2/2, AL LG) S 17 D 16 CN 15 I 17 W 10 CH 13; AC 2; HP 16; Spells 2/-
Equipment: elven chain; shield, large; sword, long; bow, long; 24 arrows; quiver; spell book; standard pack*
10. **CLERIC/ THIEF** (Male, ½ Orc, Level 2/2, AL N) S 14 D 17 CN 16 I 12 W 17 CH 9; AC 4; HP 17; Spells 4/-
Equipment: studded leather armor; sword, long; sling; 24 sling bullets; thieves' tools; holy symbol; standard pack*

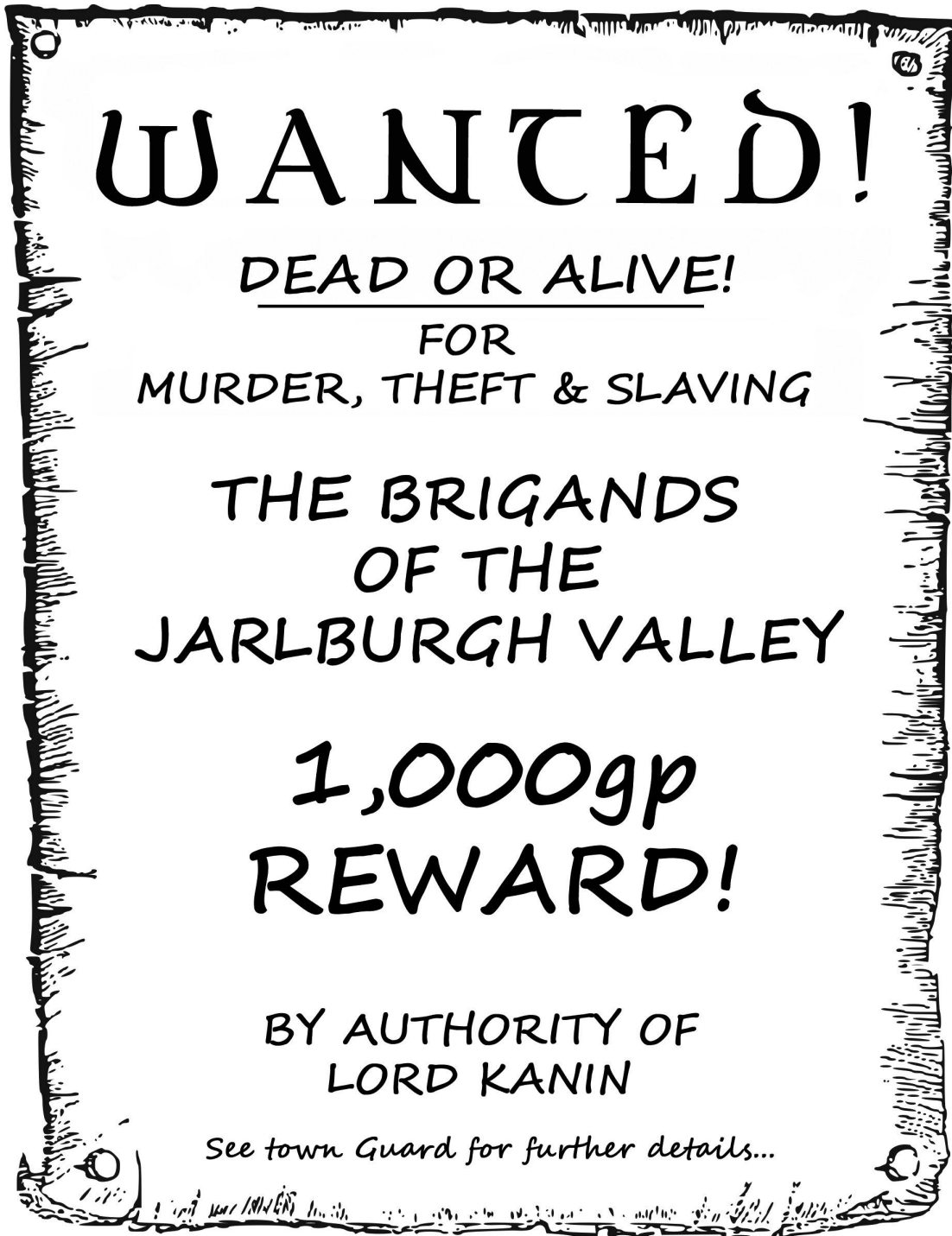
***Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large.

GM note: If using these pre-generated characters, the player (or GM if they are NPCs) should roll once per character to determine if they possess a magic item. There is a 20% cumulative chance, per level, for the character to own a magic item. For multi-classed characters, total all their levels to determine the percentile chance, e.g. a level 2/2 Fighter/Magic-User is treated as level 4. Thus, in the case of our Fighter/Magic-User, he has an 80% probability to own a magic item.

If a magic item is indicated, roll 2d6 to determine the type and power, as follow: (1) First d6: 1-2 is armor and 4-6 is a weapon, and (2) Second d6: 1-3 is +1 and 4-6 is +2. The item should be consistent with those the character already owns, e.g. the Fighter/Magic-User's long sword becomes a *long sword +1*. This is all, of course, subject to the GM's discretion.

APPENDIX B: Lord Kanin's Warrant

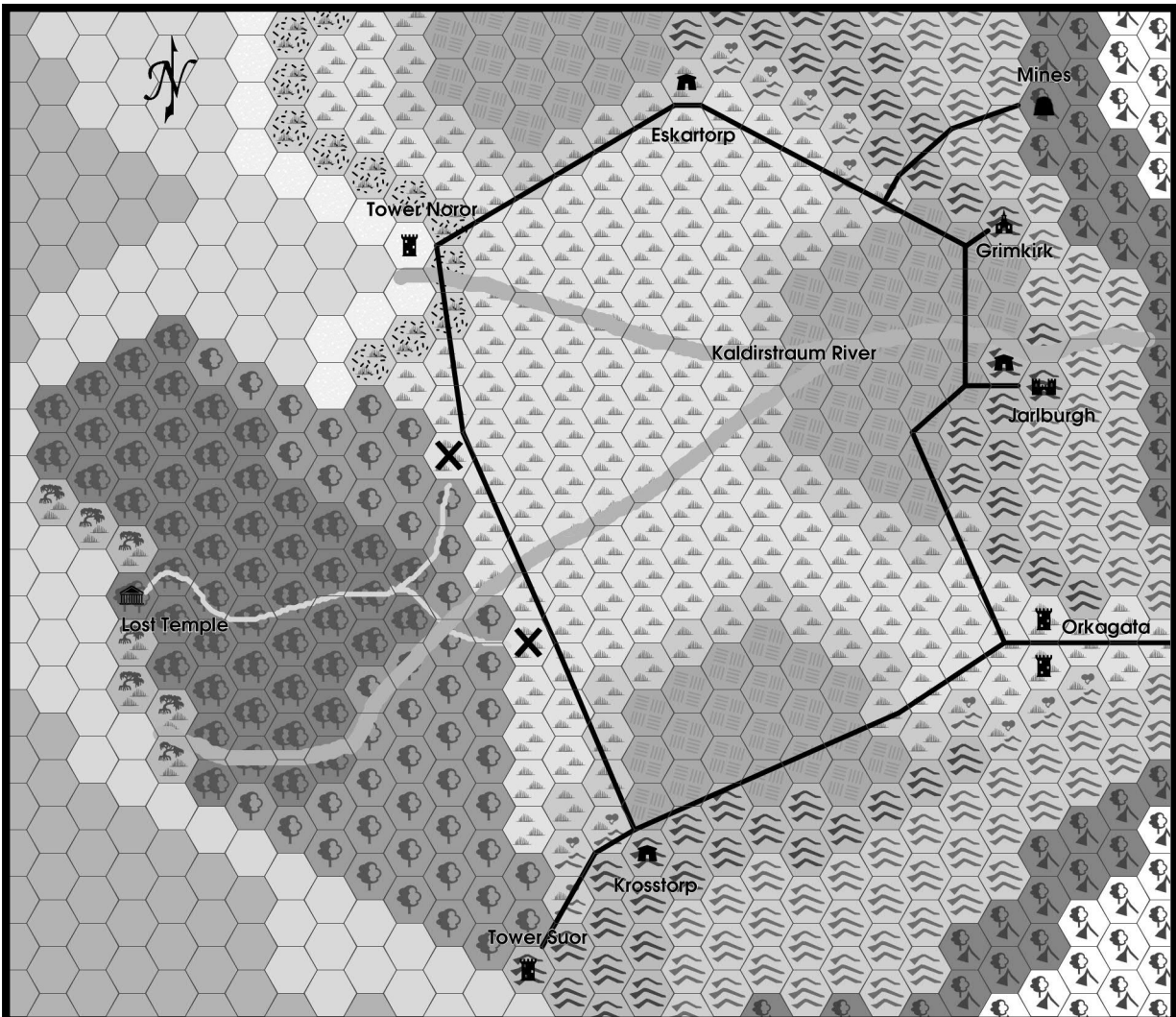
This flyer is prominently displayed throughout the villages of the Jarlburgh valley, and has been given to merchants and other travelers to spread beyond the valley as Lord Kanin seeks the aid of adventurers to deal with the Dark Elf led marauders. Whether or not the bounty hunter hook is being employed by the GM, this flyer should be shown to the players to add further incentive to their taking on the central quest in this adventure.



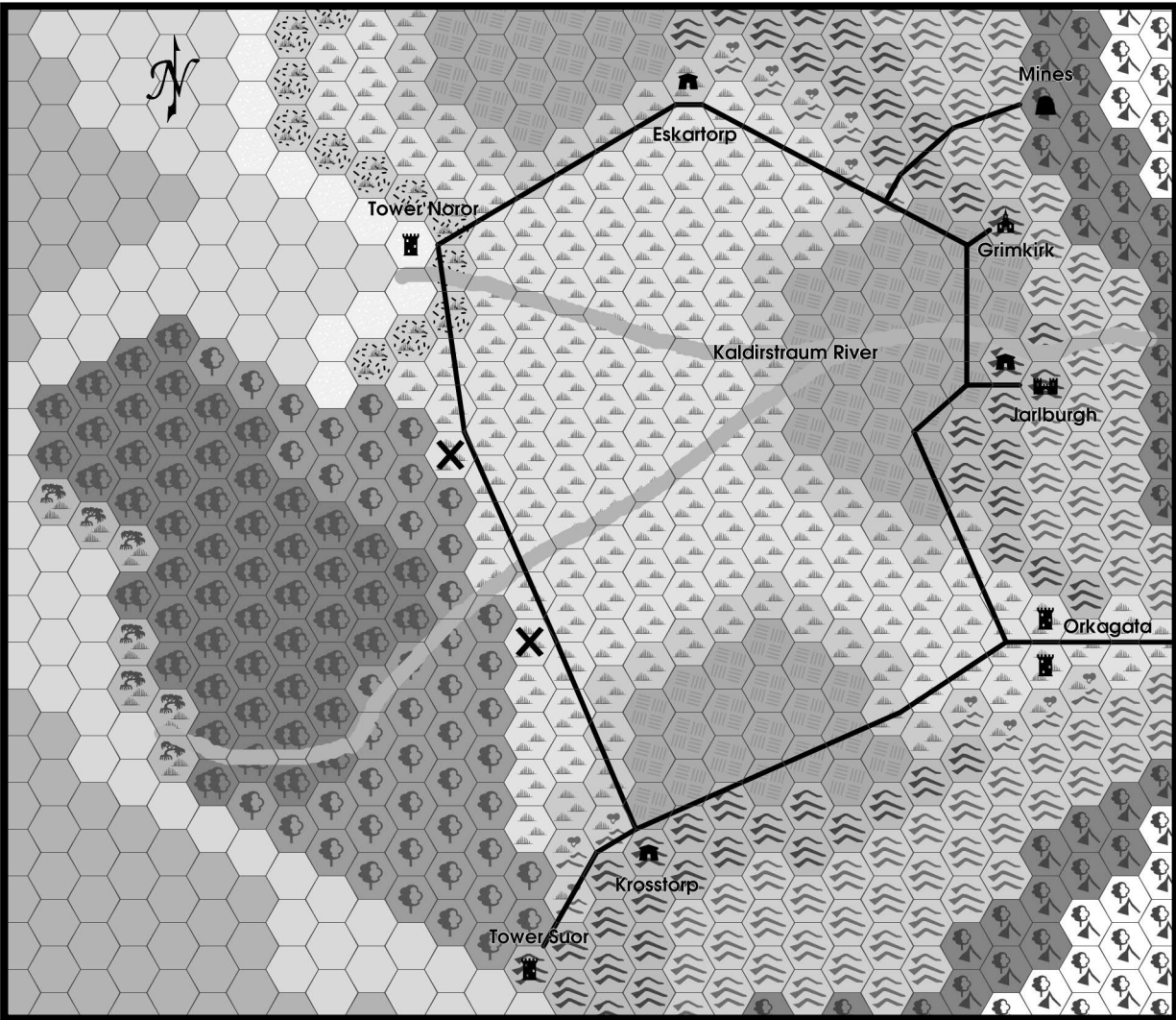
APPENDIX C: Maps of Jarlburgh Valley

These maps depict the valley under the control of Lord Kanin of Jarlburgh, indicating geography, local settlements, defenses, the two areas of confirmed attacks (marked with an "X"), and the suspected location of the temple. The first is the GM's map, with all features visible. The second map is the player's map, given to them by Lord Kanin, which does not show the temple location or trails to the temple. The last item is the map legend for reference.

GM's Map



Player's Map



Legend

| | | | | | |
|--|----------------------------|--|-----------------|--|----------------|
| | Grassland | | Beach | | Castle |
| | Grazing Land | | Tidal Grassland | | Village |
| | Farmland | | Forest | | Church |
| | Shrubland | | Dense Forest | | Mines |
| | Foothills | | Swamp | | Ancient Temple |
| | Grassy Hills | | Ocean | | River |
| | Forested Mountains | | Deep Ocean | | Road |
| | Forested Mountains (snowy) | | Tower | | Trail |

Scale: = 1 league / 3 miles

APPENDIX D: Random Monster Encounter Table

As discussed above, the GM should make random encounter checks during the party's travels in the wilderness, with a 1 in 6 chance of an encounter occurring. If an encounter is indicated, refer to the chart below. The GM, of course, has discretion to increase or decrease the number of opponents the party faces to match the needs of their campaign.

| Dice Roll (d12) | Random Encounter |
|-----------------|---|
| 1 | 3 Ghouls (AC 6; MV 9"; HD 2, hp 9, 10, 8; #AT 3; D 1-3/1-3/1-6; SA paralysis; SD immune to <i>sleep/charm</i> spells). One wears a silver bracelet set with pearls (100gp). |
| 2 | 2 Giant spiders (AC 4; MV 3"/ Web 12"; HD 4+4, hp 24, 21; #AT 1; D 1d8; SA poison, webs). Their bite is poisonous and victims must save vs. poison or die. It takes 2 rounds to break free from their webs (+1 round per point of STR below 17). In their lair, a small underground cave, the party finds a corpse with a 250gp ring. |
| 3 | 7 Bandits (AC 8; MV 12"; HD 1d6 hp, hp 5, 4, 3, 6, 4, 3, 4; #AT 1; D by weapon type) wearing leather armor, and wielding short swords (D 1-6) and short bows (D 1-6). They carry 23sp and 5gp each. |
| 4 | 3 Wererats* (AC 6; MV 12"; HD 3+1, hp 14, 12, 19; #AT 1; D 1-8 (sword); SA surprises on 1-4 in 6, disease; SD only hit by silver or magic weapons) each armed with long swords (D 1-8). The 19hp one wields a <i>long sword +1</i> . |
| 5 | 8 Goblins (AC 6; MV 6"; HD 1-1, hp 3, 3, 4, 5, 4, 2, 7, 5; #AT 1; D by weapon type) wearing scale mail and each wielding a short sword (D 1-6) and spear (D 1-6). They carry 28cp and 12sp each. |
| 6 | 3 Hobgoblins (AC 5; MV 9"; HD 1+1, hp 8, 4, 7; #AT 1; D 1-8 or by weapon type) wearing chainmail and wielding long swords (D 1-8) and short bows (D 1-6). They carry 24cp and 6gp each. |
| 7 | Brown bear (AC 6; MV 12"; HD 5+5, hp 31; #AT 3; D 1-6/1-6/1-8; SA hug (D 2d6); SD negative HPs; SZ L). Any hit roll of 18 or more with a paw results in the target being hugged for additional damage. If reduced to zero hit points, the bear will continue to fight for 1d4 rounds or until it is reduced to -9 hit points. In the bear's cave is a forgotten adventurer's pack with 16gp, 22ep, and a <i>wand of light</i> (15 charges). |
| 8 | 8 Giant bats (AC 8; MV 1"/ Fly 24"; HD 1d4 hp, hp 3, 1, 2, 4, 2, 2, 2, 4; #AT 1; D 1-2; SD highly maneuverable). Missile weapons attacks suffer a -3 to hit penalty unless the attacker's DEX is 13+. They must land on their victim to attack. There is a 1% chance those bitten will contract rabies. There is a <i>dagger +1</i> in their lair. |
| 9 | 3 Giant toads (AC 6; MV 6", plus 6" leap; HD 2+4, hp 15, 13, 11; #AT 1; D 2-8; SA leap). These toads can leap forward up to 6" and still attack in the same round. In their muddy lair are (2) 50gp gems. |
| 10 | 8 Brigands (AC 6; MV 12"; HD 1d6 hp, hp 3, 4, 3, 5, 3, 4, 5, 3; #AT 1; D by weapon type; SD +1 to morale) wearing scale mail and wielding long swords (D 1-8) and short bows (D 1-6). They carry 13sp and 7gp each. |
| 11 | 6 Zombies (AC 8; MV 6"; HD 2, hp 7, 6, 10, 8, 13, 8; #AT 1; D 1d8; SD immune to <i>enchantments</i> , <i>hold</i> spells, and any spell that inflicts cold damage). One zombie has a gold watch on a chain (250gp). |
| 12 | Ogre (AC 5; MV 9"; HD 4+1, hp 20; #AT 1; D 1d10 or by weapon type) wearing a tattered chainmail hauberk and wielding a halberd (D 1-10). At his waist is a large sack with 150gp, 27pp, and 12 <i>arrows +1</i> . |

* **GM Note:** if the party does not have silver or magical weapons, and thus cannot strike the Wererats, this roll may be replaced with the Bandits (number 3), at the GM's discretion.

APPENDIX E: New Monsters

DARK ELF

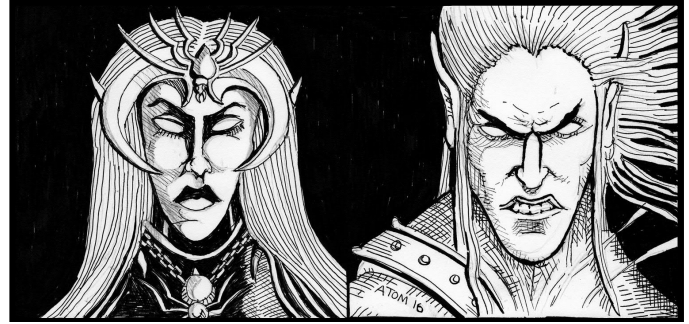
| | |
|-------------------|------------------------------|
| Frequency: | Very Rare |
| No. encountered: | 2d4 |
| Size: | Medium |
| Move: | 120 ft |
| Armor class: | 4 |
| Hit dice: | 2, minimum/Variable |
| Attacks: | 1 |
| Damage: | 1d8 or by weapon |
| Special Attacks: | See below |
| Special Defenses: | See below |
| Magic Resistance: | 90% to sleep or charm |
| Lair probability: | 50% |
| Intelligence: | Exceptional |
| Alignment: | Chaotic Evil |
| Level/XP: | 2 (and up)/Variable, as NPCs |

Dark Elves are a subterranean race, twisted by eons of worshipping a Demonic Lord of the Planes of Hell. They are for all intents and purposes the polar opposite of good-aligned, surface dwelling Elves.

Dark Elves are a sub-race of standard Elves, who fell from grace and light eons ago. Elves do not like to discuss their evil cousins, particularly with non-Elves. They are very rarely seen above ground, and do not often interfere in the affairs of the surface dwellers. They are so adept at hiding from the world above that many, Elves included, have come to believe they are mere myth, and consider them nothing but a folk tale to scare children into behaving.

This is, sadly, far from the truth and over the eons the Dark Elves have thrived below ground, trading, raiding and operating in the dark under-realm of the world, and in the realms and worlds beyond our own. They have continued to serve their Demon Lord, who is the focus of their society.

It is rumored their fall from the Light was a result of their tampering with otherworldly forces. It is claimed some of the greatest of Elven mages of old experimented with the darker forms of the magical arts, and in their attempts to attain control and power over godlike beings from the lower planes; they themselves were placed in thrall. Under their Demon Lord's influence, these Elves became twisted and evil, committing the foulest of deeds.



They sought always to increase their power and, as a result, their quest for world domination sparked the long ago Elven Civil War. The war was based on the Dark Elves' racist and xenophobic belief that Elves, naturally graced with long lives and higher intelligence, were inherently superior to other beings and they had a right to enslave, abuse, and use these "lower races" for their own aims, chief among these being ritual sacrifice to appease their Demonic Lord's quest for souls to devour. The Elves of Light saw themselves as caretakers and protectors of their world, and as equals with all creatures, be they sentient humanoids or flora and fauna.

The battle between the two factions of Elves raged for many long years, with great losses on both sides until, eventually the Elves of Light, with intervention from the Gods of Light, were able to push back and finally defeat the Dark Elves forces, which scattered and fled, most of them retreating to the under-realms of the world, where they have remained to this day.

Dark Elves live in a complex society which favors strength, cunning, brutality and above all a staunch devotion to the spread of chaos and anarchy in the many worlds and realms they travel.

Dark Elves typically wear light and supple *elfin chain armor*, and favor the use of small bucklers. They are extremely dexterous and most are ambidextrous, allowing them to dual wield weapons with no attack penalty. They are usually armed with swords, maces, and hand crossbows, using bolts dipped in a poison of their own creation (save vs. poison at -2 or sleep for 2d4 hours).

Dark Elves may be of any class or multi-class combination available to standard Elves. Like other Elves they have the ability to move silently, and in their natural underground surroundings they are able to surprise on a roll of 1-4 on a d6. They are also able to blend into their

underground environment and become virtually invisible, so long as they do not attack. When using a one handed sword or hand crossbow Dark Elves receive a +1 to their attack roll. Dark Elves have a 90% resistance to sleep and charm spells. Dark Elves possess superior infravision with a range of 120 feet. They have the same ability to detect concealed and secret doors as other Elves do.

Dark Elves have their own language, and can also speak Common, elven, gnomish, halfling, gnoll, goblin, hobgoblin, orcish, as well as the tongues of the evil Deep Dwarves and Dark Gnomes.

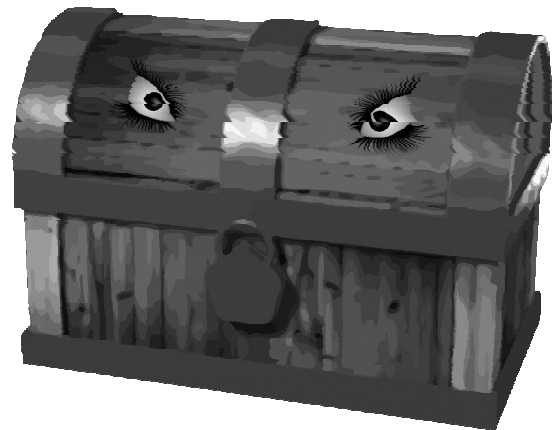
Dark Elves appear very thin and their countenance is extremely haughty. Their skin color ranges from hues of a dark grey to a deep, purplish black. Dyeing of the hair is common, with bright and outlandish colors favored, although their natural hair color is very light, in shades of blonde, grey and white. Their eyes tend to shades of red, a by-product no doubt of their demonic thrall.

They tend to dress in black, with shades of dark grey, so as to better blend in with their environment. The uninterrupted life span of a Dark Elf is roughly 1200 years or more, but given their violent lifestyle and predilection for danger, their lives are often cut short at an early age.

Treasure: Varies, generally 1d10 pp, 2d10 gp and 1d3 gems per individual. In addition, they have a 10% chance per level and per class to possess some sort of usable magic item.

DUNGEON TRAPPER

| | |
|-------------------|------------------------------|
| Frequency: | Very Rare |
| No. encountered: | 1 |
| Size: | Varies |
| Move: | 10 ft |
| Armor class: | 5 |
| Hit dice: | 4/7 |
| Attacks: | 1 |
| Damage: | 4HD/1d8+3 7HD/2d8+3 |
| Special Attacks: | Adhesive |
| Special Defenses: | See below |
| Magic Resistance: | N/A |
| Lair probability: | 100% |
| Intelligence: | Low |
| Alignment: | Neutral |
| Level/XP: | 4/250 + 5/hp 7/750 + 5/hp |



The Dungeon Trapper is a solitary aberration that exists as a dungeon scavenger. It survives by luring its victims near it, lunging at the victim, trapping it with its adhesive excretion, and then pummeling the victim to death with a large club-like pseudopod (D 4HD/1d8+3; 7HD/2d8+3).

Once it knocks a victim unconscious, the creature then sits atop the victim and slowly digests it. In this way it acts much like a Venus flytrap, although its Intelligence is high enough it has learned to lure humanoid prey through choosing to become a facsimile of a small coffer (4HD), large chest (7HD), or similar sized items.

The creature excretes a powerful adhesive, which holds fast any creatures or item which touches it. Once stuck, a character is automatically hit by the monster's pseudopod attack and cannot free themselves while the creature lives, without removing the adhesive. A weapon which strikes the creature will be stuck, unless the character makes a successful DEX check. If a weapon becomes so stuck, a successful STR check is needed to pry the weapon loose. Strong alcohol or a similar solvent dissolves the adhesive, and the substance eventually breaks down 5 rounds after the creature dies.

The creature can only digest organic material, and thus the inorganic substances their victim's carried form the creature's treasure.

Treasure: 1d8×100cp (10%), 1d6×100sp (15%), 1d6×100ep (15%), 1d4×100gp (50%), 1d4 gems (50%), 1d3 jewelry (25%), 1d2 magic items + 1 potion (15%).

WATER SPOUT

| | |
|-------------------|-----------------------|
| Frequency: | Very Rare |
| No. encountered: | 1 |
| Size: | Medium |
| Move: | 30 ft; 90 ft swimming |
| Armor class: | 4 |
| Hit dice: | 4 |
| Attacks: | 1 |
| Damage: | 1d4 |
| Special Attacks: | Drowning |
| Special Defenses: | See below |
| Magic Resistance: | Standard |
| Lair probability: | 50% |
| Intelligence: | Very |
| Alignment: | Chaotic Evil |
| Level/XP: | 4/450 + 6/hp |

Water Spouts are one of the smallest forms of water elementals and are found almost exclusively on the Elemental Plane of Water, although on occasion they may be encountered outside their home plane. When that happens it is usually as a result of some powerful magi having summoned the creature, but not always. They are only found exclusively in bodies of water. It takes them 2 rounds to form from the water once their prey is sighted.



They are extremely difficult to see underwater, but above water they take the shape of a man-sized wave of water, constantly in motion, but retaining a somewhat humanoid shape. Their eyes tend to be white, icy-blue or black.

Similar to other elementals, they have the power of speech, although they rarely use it, and their own native tongue is unintelligible to non-elementals, sounding like the crashes of waves on the shore.

Despite their fearsome visage, the primary attack of the creature does little damage, but instead is aimed at drowning its prey. When struck by the monster a player must save vs. paralyzation or be dragged into the water and possibly drown.

Sharp weapons only do 1 hit point of damage to the creature, but blunt weapons do normal damage. Cold spells *slow* it (per the magic-user spell) and fire-based spells do only half damage (or no damage if the monster makes a successful saving throw). All other attacks do no harm to the creature.

Reducing the creature to zero hit points disrupts it, but it reforms again in 1d4+1 rounds, at full strength. However, a *purify water* spell cast on the monster will kill it instantly and permanently.

Treasure: 2d6×100cp (30%), 2d4×100sp (25%), 1d6×100ep (15%), 1d4×100gp (40%), 1d6 gems (55%), 1d3 jewelry (25%), 1d2 magic items (15%).

APPENDIX F: New Magic Items

DAGGER OF THE WEE FOLK

This dagger functions normally as a *dagger* +2, and for all intents and purposes appears to be a standard magical weapon. However, in the hands of a small person (halfling, gnome, dwarf or other small sized race) who knows the command word, this becomes a magical weapon of extraordinary power.



When wielded by a small person, this dagger magically lengthens to function as a *short sword* +3 (D 1d6+3), while retaining the same weight. The dagger is perfectly balanced and as such retains its attack and damage bonuses when hurled as a missile weapon, and will boomerang back to its owner when thrown.

If wielded against large sized opponents it inflicts double damage on a successful hit, and against giant sized opponents (including ogres, trolls, and ettins) the dagger causes triple damage if it hits.

FIELD PLATE ARMOR

Field plate armor is a full suit of armor composed of light plates, interlocking and articulating, to cover the wearer's entire body from head to toe. It includes a full visored helmet, gauntlets, and armored boots. It is distinguished from plate mail armor, which is comprised of chain mail armor with several pieces of plate overlapping the mail.



As the weight of field plate is spread evenly throughout the body, it is only as bulky as chain mail, and the wearer remains highly agile and can still run, jump, and generally move freely. Thus, while field plate is only slightly heavier than plate mail, it provides superior protection and allows faster movement. Its statistics are as follows:

| Armor | Encumbrance | Movement | AC | Cost |
|-------------|-------------|----------|----|---------|
| Field Plate | 50 lbs. | 90 ft | 2 | 2,000gp |

Field plate is extremely expensive because each suit must be fitted to its wearer by a skilled armorer, and can only be worn by that person. However, as with certain other magical items, enchanted field plate will adjust to the size of the wearer upon first being donned by the person.

Magical field plate armor may offer from +1 to +5 AC protection, and may also be *cursed* or have other special properties (e.g. *field plate of fire protection*). The GM may consult the gaming reference manual of their choice to determine the type and power of the armor found.

In this module the players may recover the following item: *field plate armor +1 of water breathing*. This armor is AC 1, and grants the ability to breathe when submerged in any liquid that contains oxygen.

HAND CROSSBOW

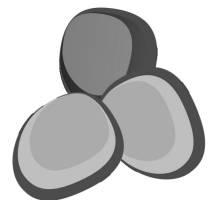
Hand crossbows are specially crafted smaller versions of a light crossbow, which are made to be held in one hand. It is a weapon favored by rogues, and other stealthy combatants, as its small size makes it easy to conceal. Its statistics are as follows:

| Weapon | Damage | Range | Rate of Fire | Cost |
|---------------|--------------|-------|--------------|-------|
| Hand Crossbow | 1d3 vs S/M/L | 60 ft | 1 | 400gp |

In this module the players may recover the following item: *hand crossbow +1* (D 1d3+1)

THUNDERSTONES

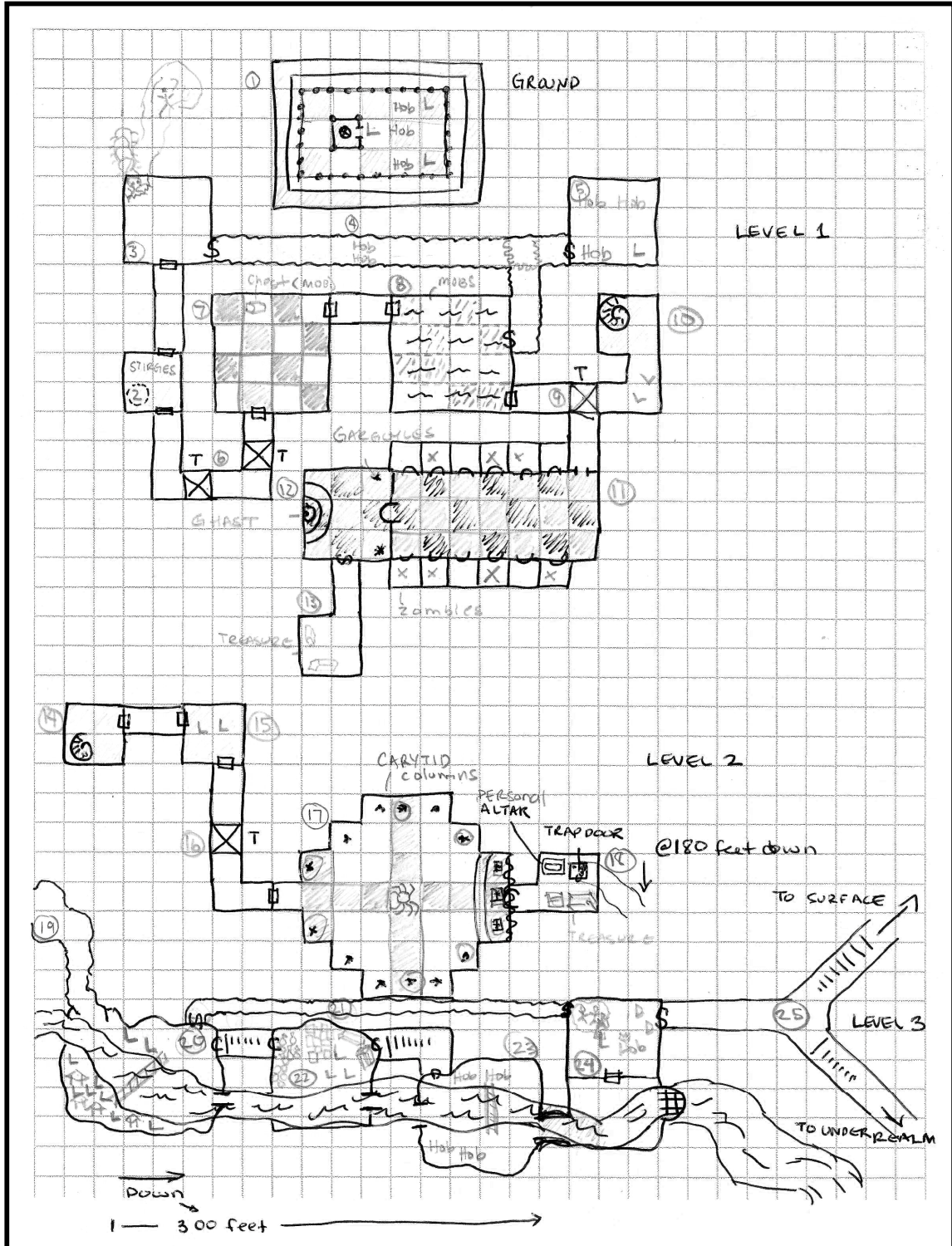
Thunderstones are magical sling ammunition which look like normal stones, but with a bluish hue to them. When hurled from a sling these stones release a thunderclap upon striking a victim, causing 2d4 damage and requiring the victim to save vs. petrification or be stunned for the following round.



These stones are destroyed on a successful hit. For purposes of whether a creature may be struck by them, they are treated as +3 weapons, but they provide no bonus to hit or damage.

APPENDIX G: Original Hand Drawn Map

As an added bonus, I thought readers might like to see my original hand drawn map for this adventure. Long before I thought of publishing this adventure, there was a kernel of an idea: wouldn't it be fun to create an aquatic, underwater themed dungeon. As you will see, the published maps are not far off from the original, just a few tweaks here and there, mostly to comply with the expanded story I created for this adventure.



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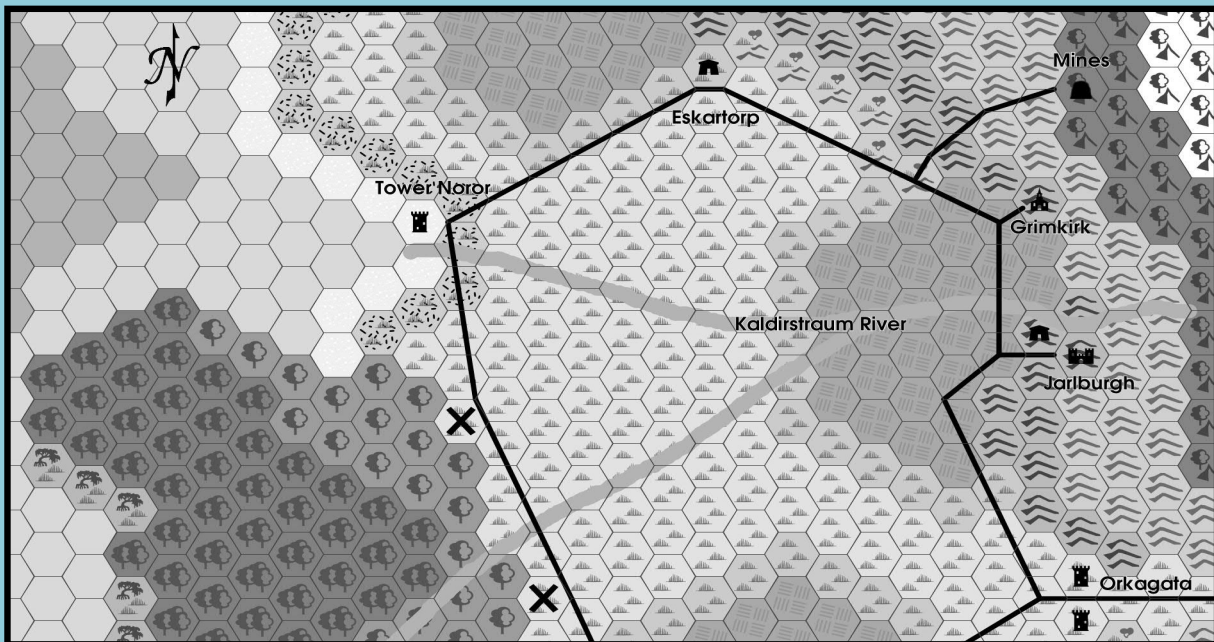
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The Jarlburgh Valley was a peaceful place. Human and demi-humans worked side by side to build a strong, vibrant community. Farmers, miners, sailors and loggers brought prosperity to the valley. The artisans of Jarlburgh wrought items of great strength and surpassing beauty, highly prized throughout the region. The local noble, Lord Kanin, is a wise and benevolent ruler. Sitting on his throne at Jarlburgh Keep, he rules with fairness, a great respect for equality, and an eye always on the future; and Jarlburgh's future seemed bright indeed!

That was before the raids started. For the last six months, Jarlburgh has been under siegel. Caravans have been routinely attacked, their merchandise stolen, and the people kidnapped or murdered. Farmers and other trades folk are waylaid, their goods stolen, and they go missing or turn up dead in the fields or washed up along the banks of the Kaldirstraum River.

The authorities have been unable to stop the attacks, and the situation has become quite dire. Traders refuse to bring caravans to the valley for fear of losing their merchandise and their lives. Stores of food and raw materials are not making it to the valley, and the craftspeople have no work to perform. Commerce has come to a standstill. With winter fast approaching, the food and firewood reserves are frighteningly low and the populace is becoming desperate!

Lord Kanin has put out a call for all able bodied adventurers to come to Jarlburgh and end the evil menacing his lands. Will you answer the call?



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