

THE TEMPLE OF  
CHAOS

# **The Temple of Chaos**

**An Advanced Dungeons and Dragons Adventure**

**For Characters Level 2 to 4**

**By Joseph A. Mohr**

**Produced for [Dragonsfoot.org](http://Dragonsfoot.org)**

# CREDITS

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## The Temple of Chaos

# BACKGROUND

In 1981 TSR made a module called Keep on the Borderlands for the Dungeons and Dragons Basic Set. It was written by Gary Gygax. As a player and beginning dungeon master in the early 80s there were a lot of modules written for mid and upper level characters for Advanced Dungeons and Dragons but not a lot of modules written for low level characters. Naturally, as a budding young DM I took the basic set module and converted it for use with AD&D. It really did not take a lot of effort. The stats and rules for both games were not far apart.

In the Keep Module characters met the usual low level denizens of the dark but also met some enemies in the caves of chaos who were “priests of chaos.” This module is basically intended to be an extension or sequel to the Keep on the Borderlands Module.

In this module the “priests of chaos” have returned. Now they have their own temple. I am also ripping off the lovely demon idol temple from the cover of the PHB. This idol I have determined is of a god of chaos named Simaru. Simaru is a chaotic evil deity devoted to murder and mayhem. Many creatures have been converted to worship this new demigod and some of them are neutral in the Monster Manual. Naturally the priests are out to convert new members to this new demigod and are conducting ritual sacrifices and other atrocities in order to satisfy their new god, gain power, spells, and otherwise cause chaos in the land.

This temple is set in my campaign world which is called Zanzia but obviously you can place it anywhere you like. Keep on the Borderlands was set in Greyhawk so obviously this could fit quite well in a Greyhawk campaign or just about anywhere else.

## INTRODUCTION

The events in this adventure take place after the player characters finish clearing out the caves of chaos in the Keep module. They will be summoned shortly afterwards by the Castellan of the keep and told about rumors of a new threat. This does not have to take place immediately after the first module ends but should take place soon afterwards so that the characters are still at or about the proper level to find this adventure still challenging.

The new threat, of course, is that the priests of chaos have founded a new temple. It is a black stone temple a few miles to the east of the keep. Scouts from the keep have seen smoke coming from the building and have noticed that many hostile creatures seem to be coming and going from it. Farmers from the area near the temple have reported that children have gone missing. Their farms have been raided frequently by orcs and lizard men. Their homes have been burned.

## FOR THE DUNGEON MASTER

The Temple of Chaos is intended to be a low level adventure. It assumes that the players began with or have played through Module B2 Keep on the Borderlands. If they have

## The Temple of Chaos

done so then they should be at least second level and possibly third by now. A party of 4 to 7 characters in the level range of second to fourth level should find this adventure challenging and interesting. This module is written for use with first edition AD&D. It could easily be converted back to Basic Set if someone was so inclined or to any other version of the game.

All descriptive text which should be read aloud to the players will be in a text box.

### RANDOM ENCOUNTERS NEAR THE TEMPLE

Random encounters should be rolled every four hours while the players are searching for the temple. A result of a 1 out of 6 should indicate an encounter.

1. 1-6 Disciples of Chaos
2. 2-7 Orcs on Patrol
3. 1-6 Lizard Men Patrolling
4. 2-8 Elves searching for a missing elvish girl (kidnaped and in the temple)
5. 1-4 Zombies
6. 2-5 Gnolls

**Disciples of Chaos:** 1<sup>st</sup> level clerics; AC 4; MV 12"; HD 1; HP; 5 each; # At 1; DMG by weapon (maces) (2-7); AL CE; Size M; Spells: Half will have command other half will have cure light wounds; XP 50 each. Each carries a mace and wears chain mail and carries a shield. Each wears a black robe with the symbol of chaos etched upon it in blood red.

**Elves:** AC 5; MV 15"; HD 1+1, HP 6 each;

# At 1; DMG by weapon (long sword and long bows) (1-8 or 1-6); AL CG; Size M; XP:15 each; MM P 39. They are searching the area around the temple for a lost elf girl. She is the daughter of the leader of their village and she has gone missing. She is actually a captive about to be sacrificed by the high priest of chaos.

**Gnolls:** AC 5, MV 9"; HD 2; HP 9 each; # At 1; DMG 2-8 or by weapon; AL CE; MM P. 46, XP 46 each.

**Lizard Men:** AC 4; MV 6"; HD 2+1; HP 10 each; # At 1; DMG by weapon (long swords) (1-8); AL NE; Size M; XP 80 each; MM P. 62. Note that these lizard men are evil and not neutral.

**Orcs :** AC 6; MV 9"; HD 1; HP 5 each; # At 1; DMG by weapon or 1-8; AL LE; Size M; XP 15 each; MM P. 76.

**Zombies:** AC 8; MV 6"; HD 2; HP 10 each; # At 1; DMG 1-8; AL N; MM P. 103, XP 40 each.

### RANDOM ENCOUNTERS WITHIN THE TEMPLE

Within the temple random encounters should be rolled every time the players stop to rest, every time they make an inordinate amount of noise and every time that they waste time or delay for any amount of time. Patrols take place within the temple complex often so it is normal to assume that the players would run into random groups from time to time. An encounter should take place on a 1 out of a 6.

## The Temple of Chaos

1. Priest of Chaos and 5 Zombies
2. Priest of Chaos and 7 Skeletons
3. 2-5 Ghouls
4. 2-8 Orcs
5. 2-8 Lizard Men
6. 2-8 Zombies

**Ghouls:** AC 6; Move 9"; HD 2; HP 10 each; # At 3; DMG 1-3/1-3/1-6; Paralyzation on touch unless save vs paralyzation; AL CE; Size M; XP 85 each; MM P. 43.

**Lizard Men:** AC 4; MV 6"; HD 2+1; HP 10 each; # At 1; DMG by weapon (long swords (1-8); AL NE; Size M; XP 80 each; MM P. 62. Note that these lizard men are evil and not neutral.

**Orcs :** AC 6; MV 9"; HD 1; HP 5 each; # At 1; DMG by weapon or 1-8; AL LE; Size M; XP 15 each; MM P. 76.

**Priest of Chaos:** 3<sup>rd</sup> Level Cleric; AC 2; HD 3; HP 14; # At 1; DMG by weapon (mace) (2-7) or spell; Plate Mail, Shield, AL CE; Spells: Command, Curse, Hold Person; XP 122.

**Skeletons:** AC 7; Move 12"; HD 1, HP 4 each, # At 1; DMG 1-6; AL N; Size M; XP 18 each; MM P. 87.

**Zombies:** AC 8; MV 6"; HD 2; HP 10 each; # At 1; DMG 1-8; AL N; MM P. 103, XP 40 each.

# THE TEMPLE OF CHAOS

After a lengthy journey you arrive at a point east of the keep and see a black building standing alone in the distance. It appears to be made of solid stone. There are torches lit outside of the temple as if inviting you to come and enter. As you approach the temple you notice that there is a trail of humanoid skulls leading up to the entrance of the temple. Each skull sits atop a stake about three foot in height. You hear some kind of chanting going on within the temple as you get closer to the entrance.

Just outside the entrance to the temple.

The temple stands before you. There are two domed areas that seem to rise high above the other parts of the structure. There are stairs before you leading up into the temple. On each side of the stair case is a lit torch. The doors before you stand wide open. The entry seems dark and forbidding. The sounds of chants are louder here.

## The Temple of Chaos



### TEMPLE OF CHAOS: ABOVE GROUND

#### 1. Entrance/Foyer:

The entry to this temple is filled with scenes of depravity. Murals on the walls and ceilings here depict acts of sadism, torture and murder. Two stone doors here leading to the west stand wide open. Beyond them is a very large room from which the chanting is almost deafening. The floor in this room is made of stone as are the walls and the doors. There are unholy symbols hanging from the walls. There is a large metal gong here near the north wall.

No creatures stand guard here. The doors to the west are open. The murals depict evil deeds but are not evil themselves nor are they magical in nature. Anyone ringing the gong will bring a random encounter immediately as well as all of the zombies from room 3.

#### 2. Main Chapel:

The scene before you as you arrive in this huge room is horrific. To the far west is a circular room just beyond a short staircase. The doors to that circular room are wide open. There is an altar in that room with a black robed priest holding a dagger above a young elf girl. He seems to be on the verge of plunging the dagger into her heart in some kind of ritual sacrifice.

But before the priest you have a large crowd in this room. The main chapel is a very large room with several pillars holding up the high roof here. Like the entry room this room is decorated with murals and paintings depicting every possible evil act known to man. Rapes, murders, torture and other such things are glorified in this room. Tapestries hang from the ceiling here depicting more of the same. Incense burners are lit in the large chamber giving off the fresh scent of burning incense.

The crowd before you wear tattered clothing. They sit in wooden pews which are directed to look at the scene in the circular room. The sounds of chanting here is nearly unbearably loud. Suddenly the man in the black robe seems to notice your arrival. "Kill them!" he shouts.

Suddenly the two doors to the circular room slam shut. The crowd in the pews suddenly stand up as one and turn to face you. However, they are not normal humans. They are zombies.

The ceiling here is forty feet high. The tapestries and murals are normal art work but not worth much even to collectors. They

## The Temple of Chaos

are of low quality. The pillars holding up the ceiling here, however, are finely carved and are made from marble. The wooden pews are made from normal wood.



There are two doors here leading north, the double doors to the circular room to the west and one set of double doors leading to the south. Those doors are also standing wide open. A demonic idol looks out from that room. It is made from some kind of red stone material and has eyes made from gems. It stands 25 feet tall and it holds a flaming bowl in it's hands.

It is the demon idol from the PHB cover.

**Zombies (12):** AC 8; MV 6"; HD 2; HP 10 each; # At 1; DMG 1-8; AL N; MM P. 103, XP 40 each. They are immune to sleep, charm, cold and hold spells. Holy water does 2-8 damage to them. They always strike last in a round.

Close inspection of the pillars may reveal a secret compartment in one of them. The pillar in the north east corner of the room has this secret compartment. Within the

compartment is a **potion of healing**.



### 3. **Idol of Simaru:**

This room is a circular room with a domed ceiling that stands thirty feet tall at the highest point. In the center of this room is a demonic idol that seems to be smiling at you with pointed teeth that seem to be made of ivory. The statue holds a large brazier which has a fire burning in it. The eyes of the statue are made from two very large gems. There are two metal stands on each side of the bowl which also have fires burning in them. The statue stands twenty five feet tall.

The statue depicts the demigod Simaru. Simaru is the self described god of chaos. His followers are chaotic evil and thrive upon chaos and mayhem.

## The Temple of Chaos



The gems are fakes but this will only be noticed if someone pries them loose from the statue and gets a close enough look to inspect them. The ivory teeth are also fakes. The statue is also trapped in a couple of ways. The purpose of the statue is to get a thief to climb it and then possibly kill the thief in a couple of possible ways.

First, the statue is 25 feet tall. A thief can use his climb walls skill to get to the top of the statue to pry out the gems but there is a chance of falling. A twenty five foot drop will do 2-12 damage to anyone who falls.

Second, the gems are trapped. Anyone who pries out a gem will cause this trap to engage. The statue will tip the bowl it is holding forward and possibly hit anyone on the ground in the area who is not climbing the statue with the burning oil in the bowl. This will cause 2-12 damage to anyone in

the room who does not make a saving throw against paralyzation.

Third, the teeth of the statue are also trapped. Anyone putting his hands on one of the teeth will cause the mouth of the statue to bite down on the hand causing 1-6 damage to the thief unless he makes a saving throw against paralyzation.

The statue mildly radiates evil but has no magical properties.

#### 4. **Altar/Sacrifice:**

The doors to this chamber are now locked. The doors are made of solid stone.

Once opened.

The room before you is a very large circular room with a very high domed ceiling rising up about fifty feet high. There is an altar on the west side of the room. The domed ceiling of this chamber is painted with scenes of horror but which are of extremely high quality. Unholy symbols are painted on the walls here in blood.

The black robed priest and the girl are gone. The altar has dried blood upon it but there are no fresh signs of blood. It seems that whatever ritual that the priest was engaged in has been interrupted for now.

Close inspection of the room will reveal that the altar can be moved and contains a concealed staircase leading downward.

The altar and the room itself strongly radiate evil. Much evil has been done here in the past and shall be done here again in the

## The Temple of Chaos

future unless someone puts a stop to it. If holy water is sprinkled on the altar it will burst into flames. A good aligned party will gain XP 250 for this action.



### 5. Priest Chambers

The door to this room is locked.

This room appears to be the sleeping quarters for the high priest of the temple. There is a bed here, a chest, a table, two chairs, a desk and a mirror. A black robe hangs from a hook on the wall. The robe has a symbol etched upon it in red. It appears to be a symbol of chaos. There are torch holders in the walls here. The torches are currently unlit. There is a worn prayer rug here which appears to have some fresh blood dripped onto it.

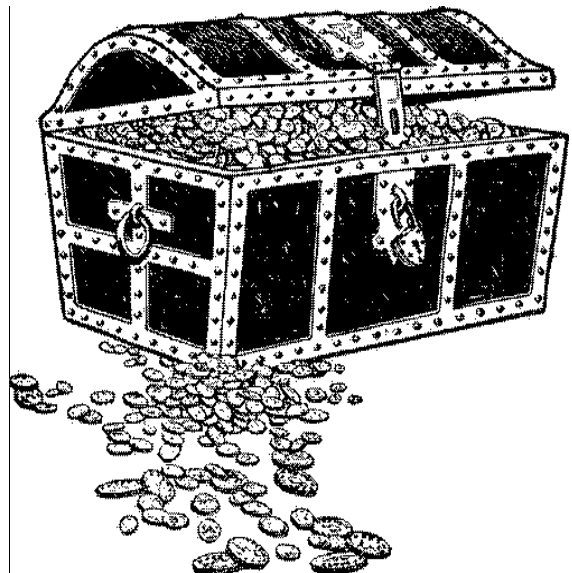
The desk is locked. It is also trapped. Anyone attempting to open the lock will be pricked by a poison needle in the lock. If the

desk is forced open they can avoid the trap. Anyone poisoned must save versus poison or suffer 10 HP damage per round for 2-5 rounds.

Inside the desk drawers are: 43 gold pieces, a **Potion of Speed**, a **Potion of Extra Healing** and a **Scroll with 3 cleric spells (silence 15" radius, hold person, cure light wounds)**.

If someone searches the robe they will find that one of the pockets contains a **Ring of Free Action**. If anyone tries to take the robe out of the room it will teleport back to the hook. Only the priest of the temple can take this robe outside of the room. In another pocket is a key which opens the door in room 1 of the Below Ground Level One.

The table, chairs and mirror are normal.



## The Temple of Chaos

The chest is at the end of the bed. It is locked and trapped. Anyone opening the chest will set off the trap. It will release gas. Anyone in the area must save versus poison or flee in terror for 2-11 rounds. Inside the chest are some clothing, a **+1 Mace**, **+2 Versus Undead**, 242 gold pieces and 433 silver pieces.

There is a secret door hidden behind the mirror on the east wall of the room.

### 6. Secret Room

This room appears to be a secret study room for the high priest. This room has a desk and a chair. On the desk is a book entitled "Rituals of Chaos: Bringing Forth the Chaotic One." There are torch holders in the wall here as well as a lantern sitting on the desk. The walls here have paintings with a consistently chaotic theme. Demons are a common theme in the paintings doing their evil works. The god Simaru seems to be overseeing mayhem and carnage in some of the works of art.

The Book radiates powerful magic as well as pure evil. The book is about the Demigod Simaru and details his rise to power as well as methods for summoning him to the Material Plane. The primary focus of the book seems to be how to please the god of chaos as well as how to bring him forth to dominate ones enemies. Destroying this book would please the deities of any good aligned characters and players of good alignments doing so would gain 250 XP for doing so.

The Lantern is magical in nature. It looks like a standard bulls eye type of lantern but

anyone not familiar with this particular one will likely (90% chance) use the wrong covers on the lantern and cause the wrong effects to take place. The primary effect of the lantern is continual light as well as providing a sanctuary spell to take place for 2-11 rounds. Anyone operating the device that does not understand its proper use will accidentally summon two shadows to the room. The sanctuary spell can only be cast from the lantern once daily.



**Shadows (2):** AC: 7, Move 12", HD 3+3, HP: 13 each, # At 1, DMG 2-5 + STR Drain of 1 point, +1 weapon required to hit these creatures, AL CE, Size M, XP: 307 each, MM P. 86.

The Desk is locked and trapped. Anyone opening the desk will cause a vent in the ceiling to dump hot oil on the person opening as well as anyone else in the vicinity. Anyone affected must save versus

## The Temple of Chaos

paralyzation or suffer the full effects. The full effect is 2-16 points of damage. Anyone saving will take one half damage. Inside the desk are: one pearl worth 100 gold pieces, two garnets worth 50 gold pieces each, a **Potion of Invisibility, A Potion of Healing, A Potion of Flying and Three Pieces of Incense of Meditation.**

The works of art, although chaotic and evil in nature, are of good quality and would possibly be worth 300 gold pieces for the lot of five paintings to a collector of deviant art in a large city. It would be difficult to find a buyer anywhere else.

### 7. Meditation Chamber

This room appears to be a meditation chamber of some sort. There are mats on the floor here for worshipers to kneel in prayer quietly. In fact, this room seems unnaturally quiet. Nothing seems to make a sound in here. Lighted braziers are in all four corners of the room. The source of the fuel that causes these braziers to burn is impossible to ascertain. There appears to be no fuel at all in them. Mosaics on the walls here depict savage combat as well as horrible crimes. There are small idols here representing Simaru as well as several arch demons.

The room has a permanent silent spell cast in multiple places across the room. No sound can take place in here and no spells that require vocal components can be cast here. No sounds from outside of the room penetrate the room as well.

Anyone within this room could be easily surprised by anyone entering from outside

the room. Rest in this room, however, would be peaceful and one could rest here in one half the normal time due to the wonderful silence taking place in the room.

## TEMPLE OF CHAOS BELOW GROUND: LEVEL ONE

This level and the other level below ground are both made from the same dark stone that the previous level was made of. However this level seems much colder and there is a very thick fog everywhere on these levels that rises up from the ground and comes to about waist high on a human. It is difficult to even see ones own feet. The doors on this level are made of grays tone. The walls are made of black stone.

### 1. Spiral Staircase/Entry

A spiral staircase leads downward from beneath the altar. The stairs are dark and the area down the stairs is unlit. The air here feels much colder than from the previous level. There seems to be a thick fog here which rises up from the ground. It seems to be about waist high. You feel the crunching of bones beneath your feet as you reach the bottom of the stairs.

The walls here are made of black stone. There is a stone door leading to the east from here. There are torch holders in the wall here but none are lit.

The room is empty. There are no secret doors here. The door to this room is locked and must be picked or forced unless the players found the key in the priest robe in room 5 above.

## The Temple of Chaos

### 2. Ghouls/Bones

The door to this room is kept locked for a reason. The ghouls are fed bones and bodies by the priests of the temple and kept for uninvited guests to play with.

As you enter this chamber you feel more bones crunching beneath your feet. This room seems to be filled with such bones. At times the piles are a foot high or more. There are many such piles in the room.

Suddenly from beneath the fog you notice that you are not alone. Several greenish creatures seem to rise out of the fog. Each has long nails and sharp teeth. They are humanoid in shape but clearly not human any more. Each seems to smell like death itself. There are four of these creatures here.

**Ghouls (4):** AC: 6; Move 9"; HD 2; HP 10 each; # At 3; DMG 1-3/1-3/1-6; Paralyze on touch with either hand unless save versus paralyzation; AL CE; MM P.43; XP 85 each.

Close inspection of the room will reveal that mixed within the piles of bones here are: 1 piece of amber worth 50 gold pieces, one moonstone worth 25 gold pieces and a finely polished piece of coral worth 250 gold pieces. There is also a partially gnawed upon bone scroll case holding a **scroll inside of it with the following magic user spells on it: Rope Trick, Mirror Image, Knock, Wizard Lock, Fly, Haste.**



### 3. Trap

This is a closed door pit trap. Anyone falling into it will suffer 1-6 points of damage from the fall of 10' to the ground. There are no spikes. The door, however, will close once someone falls in and lock into place. They must be broken out of the trap.

Inside of the pit are skeletal remains of another unlucky adventurer. Anyone closely inspecting the remains will find rusty armor and weapons. The body has been here for some time. However the remains have a ring on one finger. It is a **ring of pilfering (T)** see Player Handout A.

## The Temple of Chaos

### 4. Puzzle/Secret Door

The door to this room is unlocked.

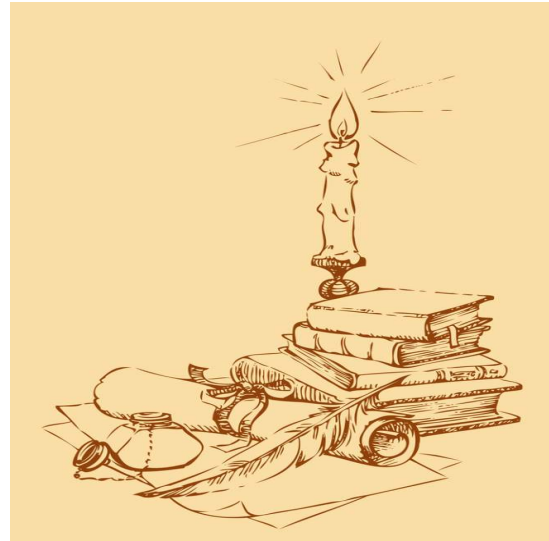
When you enter this room you see a singular feature within the room. There is a statue here of a priest and he is pointing his finger at you. The statue radiates both evil and magic. The rest of the room appears to be empty.

Close inspection of the statue will reveal:

- that it is on a circular base
- that the statue can be rotated on that base
- that when the statue is pointed at the back wall of the room a secret door will be revealed

The secret door cannot be found by any means other than moving the statue. Or, if you do allow it to be found it cannot be opened without pointing the statue at the door.

The secret door goes to area 5.



### 5. Secret Room

This room appears to be a hidden den for the priest of the temple. There is a desk here with some writings on it. The writings all seem to relate to bringing the God Simaru to life on this plane. It seems as if the mission of this cult of chaos is to bring chaos to life in the form of this demigod. Such a chaotic entity, of course, could never be controlled. It seems as if the priest of the temple is aware of this and in these writings it would seem that he is looking for some way to control the demigod should he be summoned here.

Behind the desk is a leather chair which seems to have gotten quite a bit of use. There are torch holders in the walls here as well as a candle holder and candle on the desk itself. There is also a drawer to the desk. The rest of the room is empty.

The drawer is locked and trapped. Anyone attempting to open the drawer without turning the knob to the drawer one full

## The Temple of Chaos

rotation will set off the trap when the drawer opens. The drawer will release gas into the room which will corrode metal on or about anyone within 5 feet of the drawer. The metal items worn by such players in that radius will need to make saving throws or be damaged or destroyed.

Within the drawer are a **scroll with cleric spells: remove fear, cure serious wounds, neutralize poison, dispel magic, animate dead, find traps.**

The candle is a **candle of invocation ( C ) aligned towards chaotic evil.** It radiates evil if anyone attempts to determine this.

### 6. Carrion Crawlers

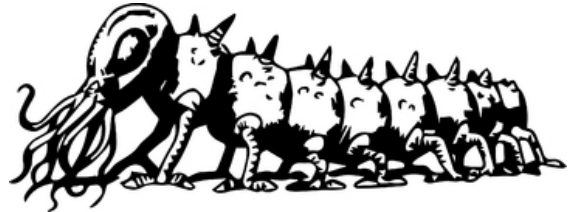
This door to this room is locked.

As you enter this room the scent of decay and death is nearly overwhelming. The floor here is littered with bones and every step you take here brings the sound of bones crunching beneath your feet. Something has stripped the flesh clean off the bones in this room. None of the bones seem to have any meat left on them at all. There are huge piles of bones here.

Suddenly one of the piles moves forward towards you. Then another. Strange alien looking creatures arise out of these piles. Each seems to look like some kind of giant centipede with long tentacles rising out of the head area of the creature. Each seems to have eight tentacles.

**Carrion Crawlers (2): AC 3/7; Move 12"; HD 3+1; HP 14 each; # At 8; DMG**

Paralysis on touch unless save vs paralysis; AL N; MM P. 13; XP 636 each.



Mixed within the piles of bones are a suit of dwarf sized full plate mail (not magical) and a **spear +1/ +2 vs undead.** Also scattered around the room are 35 gold pieces and 45 silver pieces. There is also a sword here made of pure silver worth 200 gold pieces. There is also a **potion of restoration.**

### 7. Riddle/Magic

This room has no door to it.

As you enter the room you notice that it is circular in shape. There is a statue in the center of this room of a priest wearing robes similar to the priest you saw performing the sacrifice on the previous level. The statue has the symbol of chaos etched on the robe and armor. The statue radiates powerful magical energy but does not radiate evil.

If the statue is touched it will animate and will speak a riddle. See Player Handout B

“Iron roof, glass walls  
Burns and burns,  
And never falls.”

## The Temple of Chaos

The answer is a lantern. If anyone speaks this word the statue will point at that player and heal him or her for 2-9 points as well as cast a bless spell on that player which will last for 3-18 rounds.

If anyone answers anything other than lantern the statue will point at that player and cast a command spell on them ordering them to flee.

### 8. Wights/Secret Room

This room is kept locked.

This room seems much colder than the hallway outside of it. Like other rooms on this level this one seems to be filled with human remains and bones. Body parts litter the floor here and piles of dead and decaying bodies line the walls. Someone or some thing seems to be eating a portion of one of these bodies as you enter the room.

The creature wears tattered black robes and seems to have wild black hair and skin which appears ghostly white. The stench coming from this creature is great. The pure hatred and evil in the creature is obvious to you the moment you see it. You also notice that he is not alone. Two more of the creatures are nearby.

**Wights (3):** AC 5; Move 12"; HD 4+3; HP 15 each; # At 1; Dmg 1-4 + energy drain; hit only by silver or magical weapons; AL LE; MM P. 100; XP 615 each.

This room contains a secret door leading to area 9. This door is not well hidden and should be found if the room is explored for very long. This secret door leads to the next

level of the complex so your players will need to find their way to it eventually.



Hidden in the piles of bones and bodies is a large sack with 344 gold pieces and 34 platinum pieces and a **potion of extra healing**, and a **large shield +1**.

### 9. Secret Room

This room contains a chest as well as a staircase leading downward. The stairs are dark and the area below also seems to be unlit and very dark. The air coming from below seems much warmer than the air on this floor of the complex.

The chest before you is ornately carved and seems quite old. It has handles on the sides of the chest but it appears to be quite heavy.

## The Temple of Chaos

The chest is locked and trapped. If anyone attempts to open the chest without turning the handles on the side of the chest will set off the trap. Vents in the ceiling here will dump acid on anyone within 5 feet of the chest doing 2-12 damage unless they save versus paralysis and take half damage.

Inside the chest are 233 gold pieces, 457 silver pieces and 322 electrum pieces. There is also a **potion of speed, potion of heroism, potion of sweet water and a wand of magic missiles with 6 charges on it.**

The stairs leading down are trapped. See area 1 on the next level key. The stairs will collapse and anyone on them will slide down into area 1 on the next level.

### 10. Ghasts/Riddle

This room is locked.

This room like many before it on this level seems to be filled with death and decay. Dead bodies seem to be partially eaten and stacked up on the floor here. There are bones with bits of meat still left upon them littering the floor. Large piles of bones and body parts fill every corner of the room.

Some grayish creatures are here eating from these bones. There are three of these creatures here. Each seems humanoid in shape but not human. Each has long grayish nails, sharp teeth, long tongues and give off an unbearable stench.

**Ghasts (3):** AC 4; Move 15; HD 4; HP 16 each; # At 3; DMG 1-4/1-4/1-8; each touch causes paralysis unless saving throw is

made; these creatures give off a foul stench and anyone in 10' radius must save versus poison or suffer a -2 penalty to attack rolls due to nausea and retching; immune to sleep and charm spells, cold iron does double damage to these creatures; MM P 43; XP 254 each.

Close inspection of the room will find a scattering of coins including 34 gold pieces and 22 silver pieces. It will also reveal runes etched on the west wall of the room in elvish.



The secret door in this room is behind the runes but cannot be found or opened without the riddle being answered. See Player Handout C

“It holds most knowledge that has ever been said;  
But is not the brain, is not the head.

## The Temple of Chaos

To feathers and their masters, tis both boon and bane...

One empty, and one full.”

The answer is paper. And if anyone speaks that word first then the door to area 11 will become obvious and can be opened. If anyone speaks any other word first then the door will remain invisible and cannot be found or opened.

### 11. Secret Chamber/Book of Knowledge

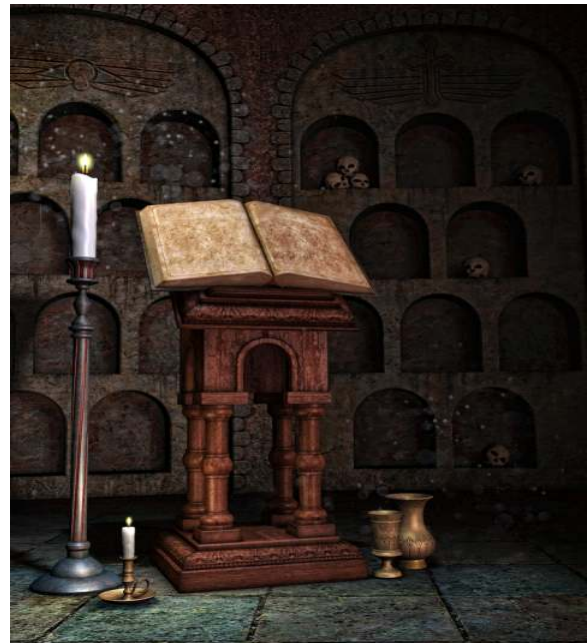
This secret chamber seems to hold some valuable objects for the priests of chaos. There is a large black tome here bound in gold and with the symbol of chaos etched upon it. It sits upon a pedestal and radiates powerful magic and evil.

There is also a rack here with some weapons and armor on it. There is a crossbow, a long sword and a flail. There is also a suit of chain mail and a helm.

The pedestal is trapped. Anyone picking up the tome will set off the trap. The floor of this room will collapse 10 feet. Anyone within the room will suffer 1-6 points of damage unless the trap is detected and disarmed before the book is picked up.

The book is a tome entitled “Controlled chaos: Summoning evil entities without paying the ultimate price” by Malcon the FireBringer. Malcon was a well known Lich that attempted to seize power in the kingdom of Zanzia years ago but was defeated by adventurers of great power. This book seems to be about controlling chaotic evil entities summoned to this plane. It

might be quite valuable to a chaotic evil magic user or priest but to good aligned characters it is a vile book and will cause 1-6 points of damage to anyone of good alignment who picks it up. If it is destroyed a good aligned party would gain 500 XP from the act.



The weapons and armor on the rack are not trapped. Some are magical. Some are not. The crossbow is just a light crossbow. The sword is a **long sword +1/+2 versus evil creatures or people**. The flail is a **+1 flail/+3 versus lycanthropes**. The suit of chain mail is a **+2 suit of chain mail**.

## TEMPLE OF CHAOS BELOW GROUND: LEVEL TWO

## The Temple of Chaos

The walls of this level are like the walls of the previous level. They are made of black stone. The doors here are also made of gray stone like those above. This level is not as cold or as foggy as the previous level. There is still some fog here but it is wispy and only rises up to the knees on a human. Sounds seem to carry on this level.

### 1. Entry/Gray Ooze

The stairs to this level are trapped. Anyone on the stairs when the weight on the staircase reaches 350 pounds is going to slide when the stairs collapse. They will immediately collapse into a slide. Anyone falling may make a saving throw of 4D6 versus their dexterity to avoid falling into the room below. Anyone failing will take 1-6 falling damage. Anyone above can still navigate down the stairs carefully but slowly once the stairs have flattened.

The door leading from this room is locked.

The room around you is a circular shape. There is a door leading north from here. The walls here are bare. But you are not alone here. Two gray blobs are moving on the floor near you and seem to be approaching.

**Gray Ooze (2):** AC 8; Move 1"; HD 3+3; HP 15 each; # At 1; DMG 2-16; corrosion damage to metal; immune to most spells; will take damage from lightning and weapons; any weapon striking it may take corrosion damage; AL N; MM P. 49; XP 275 each.

Once the creature is dead the players will notice the sound of pipe organ music

vibrating through the halls of the dungeon. The music is being played very loud and is quite unnerving.

### 2. Pillars/Animated Armor/Pipe Organ

This particular room is oddly shaped. There are four enormous pillars here which support the roof of this very large chamber. There are double doors leading to the north and passages leading north east, north west, east, west, south east, south west and due south from this room. There are double doors to the passage leading south.

Large tapestries hang from the ceiling here and on the walls. Each depicts some chaotic scene of evil and murder or other acts of depravity.

There is also a very large pipe organ here with a priest in black robes playing the organ. Standing near the organ player is a suit of plate mail. It stands on it's own and seems to be resting on a large two handed sword.

The suit of armor is actually a creature called an Animated Suit of Armor.

Suddenly the suit of armor begins moving towards you raising it's two handed sword above it's head as if to strike. The organ player rises and turns towards you as well pointing his fingers at you as if to begin casting a spell.

**Animated Suit of Armor (1):** AC 2; Move 6"; HD 6; HP 30; #At 1; DMG 1-10; AL N; XP 330.

## The Temple of Chaos

The two handed sword of the animated armor is not magical.



The priest in the robes is not the high priest. He is named **Balomar** and he is a 5<sup>th</sup> level cleric; AC 2, Move 9"; HD 5; HP 25; #At 1; DMG 2-7; Plate Mail; Shield; Mace; AL CE; XP 425. His memorized spells are: Cause fear, cause light wounds, curse, silence 15' radius, hold person, chant, dispel magic. He wears black robes with the symbol of chaos etched on the back of the robe in blood red. He wears a **ring of electrical resistance**. He also wears a golden medallion engraved with the symbol

of chaos worth 250 gold pieces. He also holds a black key which opens the doors to room 15.

The tapestries are worthless. The pillars are not magical.

The two hallways leading north east and north west are both trapped with a 20 foot long and 10 foot wide and 10 foot deep pit trap with a closed door on it. Anyone stepping on the trap doors will fall in and the door will reset. The traps are both 10 foot deep and anyone falling will take 1-6 damage from the fall.



The doors to the north and south are both unlocked.

### 3. Circular Room/Trap

## The Temple of Chaos

This room is unlocked...when the players enter. It locks immediately once the party puts enough weight on the floor of the room. After 350 lb of weight is on the floor the door slams shut and locks. Then the room shifts (rotates) so that the passage is blocked by stone wall.

In the center of this room is a chest with an iron lock on it. The room is circular. There is nothing else visible in the room.

The chest is not locked. It is also empty. The real trap is the room itself.

If the chest is lifted up the players will find a concealed panel beneath the chest that contains a lever that will cause the room to rotate back to the original position and will unlock the door. However, the sound of the room shifting will bring a random encounter which will be waiting just outside the door when the players exit.

### 4. Fountain/Water Weird

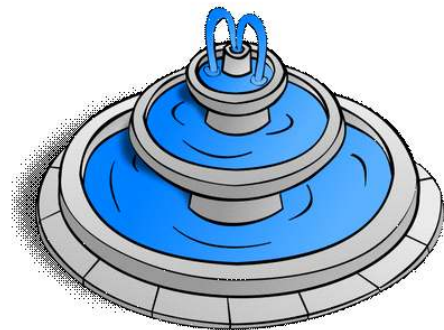
The double doors to this room are unlocked. The sound of water can be heard outside the doors.

When you enter this room you see an elaborate fountain which covers a large portion of the room. There are two gargoyle statues in the fountain water which spit water into the fountain from their mouths. The fountain is about forty feet long by twenty feet wide. Scattered in the water of the fountain are many coins of various metals. There are also a few gems. There is also a ring.

The fountain is not magical. The coins are 33 gold pieces, 42 silver pieces and 5 platinum pieces. The gems are three 10 gp value quartz and one 50 gold piece value garnet. The ring is a **ring of acid resistance**.

Waiting inside the fountain is a **water weird** waiting to ambush anyone who enters the fountain basin.

**Water Weird (1):** AC 4; Move 12"; HD 3+3; HP 20; # At 0; drowns victims; AL CE; XP 450, MM P. 100. Anyone entering pool will be grabbed and dragged into the fountain water unless they save versus paralyzation. They strike as a 6HD monster. Sharp weapons do only 1 hp damage to the creature. If its total hp is reached the creature disrupts but will reform again in 2 rounds. Cold slows it. Fire does half or no damage. Purify water kills it. Blunt weapons do full damage.



### 5. Room Trap

This room is unlocked.

## The Temple of Chaos

When you open the door to this room you see a peculiar sight. The roof of this room is only about six feet high. Holding up this roof is a single object. A wooden staff shimmering with magical energy and standing six feet tall seems to be the only thing here holding the roof of this room from falling. The staff is located in the center of the room.

The rest of the room appears to be empty.

The room, of course, is trapped. The real trick here is that the party will almost certainly want the staff. The staff, however, is merely a normal staff that has some spell cast upon it to make it appear valuable. It is, in fact, worthless.

If removed the staff will cause the ceiling to cave in causing 6-36 damage to anyone in the room at the time when the cave in occurs. If the party comes up with a creative way to avoid the trap let them do so. The reward is a worthless staff.

The sound of the cave in will draw a random encounter within 1-2 rounds.

### 6. Fountain/Magical

This room is unlocked. The sounds of water can be heard beyond the door.

When you enter this room you see a large fountain with the statue of a demon with bat like wings and horned head spraying water up and into the pool that surrounds it. The statue seems to radiate with magic as does the water in the fountain. The water is clear and pure looking. The statue has a spiked trident which it holds in one hand and points at the water below it. Several coins are in the fountain as well as a few gems and a necklace with five beads on it.

A strange humming sound can be heard here just above the sounds of the water being sprayed.

Beside the fountain are skeletal remains of a few unfortunate adventurers who apparently died near the fountain. One has his arm draped over the fountain as if he had just drank from the water and died.

The water itself is not poisonous. The trap here is that anyone touching the pool will cause the demon to thrust his trident into the pool and cause it to electrify. This will cause damage to anyone who steps into or who reaches into the pool. They will suffer 3-18 points of electrical damage unless they save versus magic for one half damage.

If the players use something wooden to grab the necklace they might succeed in doing so and avoid taking damage.

The necklace is a **necklace of prayer beads**. See Player Handout D.

The coins are 34 copper pieces and 12 silver pieces.

## The Temple of Chaos

### 7. Mimic/Door

The door to this room is not locked. In fact, it is not really a door at all. It is a mimic in the shape of a door. When a player touches, kicks or tries to open the door they will get stuck to the mimic.

When you touch/kick./try to open the door you discover that the door is not a door at all. It is a living creature pretending to be a door. You are immediately stuck to the place where you touched the door by some kind of glue.

**Mimic (1):** AC 7; Move 3"; HD 7; HP 28; #At 1; DMG 3-12; special attack is glue; defense is camo; AL N; MM P. 70; XP 1280.



He will grab onto anyone touching him but he can be bribed to let go of the player by

offering him food. Otherwise he will defend himself if attacked. He is intelligent and does not really like the priests running the temple. He came here in search of food and does like the fact that he occasionally finds some here. He has no treasure of his own. He also knows nothing about lowering the prism field in the room beyond.

The room itself has a black pedestal in the center of the room. The pedestal appears to be carved from some kind of black stone. It is quite solid looking. The pedestal is about seven feet tall. Atop the pedestal is a small red pillow with a shining ring sitting upon that. The ring shimmers with magical energy. Protecting the ring is a small prismatic wall. Each color of the rainbow seems to be present.

There are strange knobs and buttons on one side of the pedestal which might shed some light on how to lower the wall of prisms.

There are seven buttons and six knobs on the side of the pedestal. Regardless of what order they are touched or pulled the effects are random. Most of the effects are harmful.

#### Random effects

1. Electrical shock for 2-12 damage
2. Aged for 10 years
3. Lowers prism field by one color (in order)
4. Person turns to gaseous form for 2-11 rounds
5. Shrinks by 90% for 2-11 rounds
6. Lower prism field by one color (in order)
7. Teleports person to just outside of the temple

## The Temple of Chaos

- |     |   |        |   |
|-----|---|--------|---|
| 8.  | Cold damage to person for 2-12 damage   | Yellow | inflicts 40 points of damage disintegrate   |
| 9.  | Fire damage to person for 2-12 damage   | Green  | save versus poison or die passwall  |
| 10. | Heals person for 2-12 damage  |        |   |
| 11. | Lowers prism field by one color (in order)  | Blue   | save versus petrification or turned magic missile to stone  |
| 12. | Person turned invisible for 2-11 rounds   |        |   |
| 13. | Person silenced for 2-11 rounds   |        |   |
| 14. | Poisoned for 2-5 rounds. Takes 1-6 poison damage per round unless cured of poison   | Indigo | save versus wand or go insane continual light   |
| 15. | Lowers prism field by one color (in order)  | Violet | save versus magic or sent to dispel magic another plane   |
| 16. | Polymorph player into a rabbit for 2-11 rounds (save versus magic)  |        |   |
| 17. | Lowers magical bonus on a magic weapon or armor owned by the player by one  |        | The players can keep pressing buttons and eventually they will lower the seven colors of the field. They will be hurt a little by the various effects while doing this. This is to weaken the party a little bit. |
| 18. | Player is thrown by magical force into the wall causing 2-12 damage. The sound of this impact draws a random encounter in 1-3 rounds. |        | The ring itself is a <b>ring of battle (new item) (F)</b> . See Player Handout E.   |
| 19. | Lowers prism field by one color (in order)  |        |   |
| 20. | Lowers the prism field by two colors (in order)   |        |   |

### Prismatic Wall

The wall protecting the ring is as follows:

<u>Color</u>	<u>effect</u>
Red	inflicts 10 points of damage cone of cold
Orange	inflicts 20 points of damage gust of wind

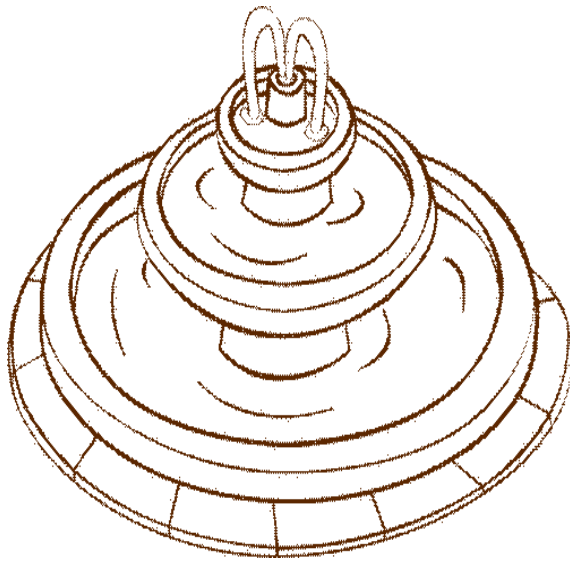
### 8. **Fountain of many colors**

The door to this room is unlocked. The sounds of water can be heard outside the door.

## The Temple of Chaos

When you enter this room you see a large fountain that occupies most of the room. A statue in the center of the fountain depicts an ettin. Each head of the ettin faces a different direction and spits water into the pool. Every few minutes the color of the water in the fountain changes. Sometimes it is clear. Other times it is blue, red, yellow or some other color. Then it changes again.

Some skeletal remains near the pool suggest that some of the colors might be quite dangerous to drink or to touch.



### The colors of the fountain in order

#### Color

Clear  
Blue

#### Effect

None  
Cold to the touch.  
Drinking or touching

Red	causes 1-6 cold damage Tastes like blood. Heals the player for 2-7 points
Black	Poison. Save vs poison or take 1-6 damage for 1-3 rounds.
Green	Tastes like vegetables. Player cured of disease or healed for 2-11 points
Yellow	Tastes like urine. Player will retch for 2-11 rounds unless save vs poison
Orange	Tastes like fruit. Player gains a point of constitution.
Purple	Tastes like grapes. Player gains a point of strength.
Gold	Tastes like gold. Player notices that his purse becomes heavier by 1-100 gold pieces.
Silver	Tastes like silver. Player notices that one of his non magical weapons is now coated in silver.
Copper	Tastes like poverty. Player notices that his purse became lighter by 1-100 gold pieces.
Brown	Tastes like crap. Player must save versus poison or vomit for 2-11 rounds.

## The Temple of Chaos

Other than the clear color each other color will only appear until it has been drunk from. Then it will not reappear. After all colors are exhausted only clear will appear.

Close inspection of the skeletal remains will show that one of the unfortunate adventurers is wearing tattered looking chain mail. He also appears to be wearing a pair of gauntlets. The gloves are **gauntlets of kobold power**. These are a cursed item that will reduce the strength of the person wearing them to a maximum of 6 until the curse is lifted. This will result in a -1 to hit probability due to low strength until the curse is removed.

### 9. Room Trap

The door to this room is unlocked.

This room seems to be virtually empty except for some runes located on the north wall of the room. The runes are faded and difficult to read. One would need to be up close to read them.

The room is trapped. The entire floor here is resting on a single pole which crosses from east to west underneath the floor and creates a seesaw effect. Anyone stepping on the floor will cause the floor to fall the direction of that player unless equal weight is placed upon the other side. Below the floor of this room is a drop of twenty feet to a spiked pit which is as wide as this room. The fall will cause 2-12 damage plus 1-6 spike damage to anyone falling in.

The runes merely state that it would be advisable to avoid this room. But by the time

anyone reads this they will have found the trap.

Anyone searching the area below the floor will find skeletal remains of other adventurers who came here before them. There is a suit of **leather armor +1 and a potion of hill giant strength** on one of the unfortunate adventurers who did not survive this room.

### 10. Trap within a Trap

The door to this room is unlocked.

When you enter this room you notice a singular feature in it. There is a large chest here with a big black lock on it. The chest looks quite old as well as the lock. There appears to be nothing else in the room.

The chest, of course, is trapped. The real trap, however, is that there is not just one trap within it. If the players find and remove a trap they may discover that they still have one to go.

Trap #1      Poison needle in the lock.  
Save versus poison or suffer  
1-6 damage for 2-5 rounds.

Trap #2      Poison gas within the lid of  
the chest. When the chest lid  
is raised the gas is sprayed in  
the face of the person  
opening as well as into the  
room in general. Each person  
in the nearby area must save  
versus poison or suffer 1-6  
damage for 2-5 rounds.

Inside the chest are worthless rocks.

## The Temple of Chaos

There is, however, a secret door on the north wall of the room that leads to area 11.

### 11. Minor Treasure Room

The secret door is locked. Busting it open increases chance of random encounter by one from the noise. The lock can be picked.

This appears to be a treasure chamber. There are three chests here. Each is closed and locked. There is nothing else visible in the room other than the three chests.



Chest #1 - Trapped. Corrosion gas will ruin armor and weapons and anything iron unless saving throw is made. Gas will effect 10' radius. This chest has 23 gems worth 10 gold pieces each (banded agates). There are also some rocks here which seem to be bullets for a sling. They are **bullets of concussion (+1 to hit and target must save**

**versus magic or be stunned for 1-3 rounds).**

Chest #2 - Not Trapped. There are 383 gold pieces and 423 silver pieces. There is also a **scroll here with magic user spells: protection from normal missiles, hold person, dispel magic, flame arrow, lightning bolt.**

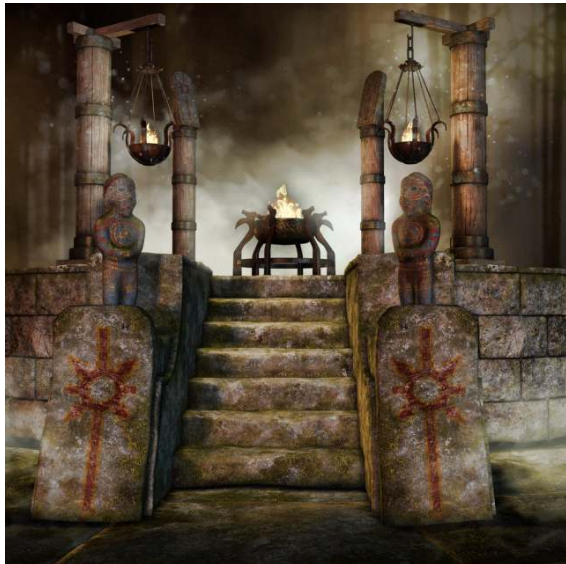
Chest #3 - Trapped. Darts will fly out of the lid of the chest striking the person opening the chest for 1-3 damage x 1-6 darts. The darts are poisoned but the poison has long since evaporated. There are two gold candlesticks here worth 100 gold pieces each, a necklace with several ornamental stones worth 500 gold pieces, a small portrait of the King of Zanzibar from a century ago worth 250 gold pieces to a collector, a **potion of restoration, a potion of antidote (to any poison) and six bolts of fire +1 (+1 to hit. 1-6 additional fire damage unless save versus spell for one half damage. Usable only once obviously).**

### 12. Magic Brazier

The door to this room is unlocked.

## The Temple of Chaos

When you enter this room you see a large brazier occupying the center of the room. The brazier has a fire burning within it yet there appear to be no coals burning in the fire. The flames reach high above the rim of the brazier yet you feel no heat coming from the fire. There is a small pile of coals on the west side of the room. There are strange runes in some unknown language on the east wall of the room. Traces of footsteps lead all over the room.



The runes are in a language that is long dead and unknown to the players. It suggests feeding the fire.

If anyone puts coal into the fire the brazier will speak to the players. If the players do anything hostile or say anything hostile then the brazier will begin screaming and will draw a random encounter in 1-3 rounds.

If the players are not hostile then the brazier will suggest putting the more coal into it. If the players put all of the coal into the fire this will cause the flames to burn uncontrollably and cause 1-6 fire damage to anyone within the room.

If the players put only some of the coals into the fire then the brazier will thank them and provide them with a **potion of gaseous form and two potions of healing.**

### 13. Jackalweres/Secret Door

The door to this room is unlocked.

When you enter this room you discover what must be the scene of a recent battle. Four human or humanoid corpses lay upon the floor here. Each appears to be a recent kill. They are dressed as adventurers. They wear armor and have weapons. One appears to have been a fighter, another a cleric, another a thief and the last a wizard. All are a bloody mess. Some of them appear to be partially eaten.

The creatures that did this to them are still here and are dining on the remains. Each of the creatures looks like a jackal. However, each of them is walking upright. One of them is wielding an axe. Another is gnawing upon a bone. There are two of these creatures here.

**Jackalweres (2):** AC 4; Move 12"; HD 4; HP 16 each; #At 1; Dmg 2-8 or weapon; +1 weapon or cold iron required to hit; Gaze causes sleep; AL CE; MM P. 56; XP 864 each.

## The Temple of Chaos

The jackalweres will try to use their sleep gaze power first and then close in to attack. One of the jackweres holds a **battle axe +1/+2 versus regenerating creatures**. Each of them wear a golden medallion with the symbol of chaos etched upon it worth 100 gold pieces each.

The remains of the adventurers have some normal armor and weapons but close inspection of the fighter will reveal that he has a **bag of holding** that holds their collected loot so far: 432 gold pieces, 32 platinum pieces, 133 silver pieces, a silver figurine of a dragon worth 100 gold pieces, a fine rug made of unknown material worth 250 gold pieces and a potion. The **potion is poison and one must save versus poison or suffer 1-6 points of damage for 2-5 rounds**.



There is also a secret door here in the north wall.

### 14. Minor Treasure Chamber

The secret door to this room is locked. It can be picked. It can be forced. Forcing it will cause noise and this will double the chance of a random encounter here.

There are three large vases here. One appears to be overflowing with coins. Another seems to be overflowing with gems. And the third seems to be filled with liquid.

Vase #1 - Not trapped. Filled with coins. There are 45 platinum pieces and 244 electrum pieces in the vase. The vase itself is finely made and worth 100 gold pieces as a piece of fine art.

Vase #2 - Not trapped. Filled with gems. There are 54 ornamental stones in the vase. 20 are lapis lazuli and are worth 10 gold pieces each. 20 are tiger eye stones and are worth 10 gold pieces each. And 14 are Malachites and are worth 10 gold pieces each. The other 164 stones are just pretty rocks and are worth nothing at all.

Vase #3 - Trapped. The liquid is oil. Anyone touching the container will cause it to spill and burst into flames. Anyone within the room will suffer 2-12 damage from fire unless they roll a saving throw of 4D6 against their dexterity to get out of the path of the burning oil.

## The Temple of Chaos

### 15. The High Priest of Chaos/The Real Statue of Simaru/Altar of Chaos

The doors to this room are locked. The doors are large and reinforced. They could be forced open but it will alert anyone within the room from the sounds. The key to this room can be located in room 2 on the body of the organ player. Opening the door does not guarantee surprise. The lock to this door is black in color.

When you enter this room you see the high priest that you saw earlier. He is here behind an altar again conducting a ritual sacrifice. Behind him is a much larger statue of Simaru holding a large bronze brazier with flames rising high in the bowl. There are two large ornamental pillars here which hold up the high ceiling in this circular room. Unholy symbols are painted on the walls here in blood. Some of the blood seems quite fresh.

The high priest wears black robes and is chanting something ritualistic as he plunges his ceremonial dagger into the heart of the elf girl. He smiles as he looks up at you and says "You are too late. The deed is complete. And now you shall die!"

Simaru's eyes seem to gleam when the dagger is thrust into the girl. And the statue's smile seems to grow bigger. Surely this is just an illusion but the effect is menacing. Suddenly two secret doors open from two places on the north east and north west side of the circular room. Out of these doors pour priests wearing black robes along with lizard men who seem to be with them.

**High Priest of Chaos, Walamor:** 7<sup>th</sup> Level Cleric; AC 1 ; HP 40; AL CE; Spells known: command, cure light wounds, cause fear, silence 15' radius, hold person, chant, prayer, dispel magic, cure serious wounds. He wears a **cloak of protection +1** over his normal plate mail. He also carries a large shield and a mace. He wears **boots of elvenkind** and has a **bag of beans** (See DM Handout F). XP 920.



**Minor Priests (2):** 3<sup>rd</sup> Level Clerics AC 2; HP 15 each; AL CE; Spells known: Cure light wounds, command, hold person, plate mail, shield, mace. Each carries 15 gold pieces and wears a medallion with the symbol of chaos made of gold and worth 100 gold pieces each. XP 125 each.

## The Temple of Chaos



**Lizard Men (6):** AC 4; Move 6"; HD 2+1; HP 10 each; #At 1; DMG 1-8 (long swords); each carries a shield and a long sword; AL CE (these are a CE tribe of lizard men that worship Simaru); MM P. 62; XP 80 each.

### Altar of Chaos

Upon the altar lies the lifeless body of the daughter of Barrian Moonwhisper the leader of the tribe of elves living in the woods nearby. If her body is returned to the elves he will reward the players with a **quiver of 12 +1 arrows** and 250 gold pieces.



The altar itself radiates powerful evil and magic. If the altar is defiled with holy water it will burst into flames and the players of good alignment will gain 250 XP each as a result.

### Idol of Simaru

Simaru seems to smile at you as you approach the statue. He holds a bowl in front of him which burns high with flames. His eyes seem to be made from very large gems. His smile seems to be filled with teeth made of ivory. His horns also seem to be made of ivory. The statue stands thirty feet tall.

Anyone climbing the statue must roll climbing ability to avoid falling. A fall will do 3-18 damage from a 30 foot fall. The eyes are not trapped. The mouth of the statue is however. Anyone pulling out a tooth will cause the mouth to snap shut doing 2-16 damage to the person unless they make a 4D6 save versus their dexterity to avoid being bitten. The horns are not trapped.

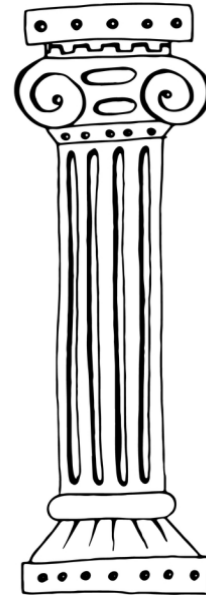
## The Temple of Chaos



The ivory teeth are worth a total of 300 gold pieces. The two ivory horns are worth another 200 gold pieces. The gems are diamonds but are slightly flawed and worth 1000 gold pieces each.

### **Pillars of Chaos**

These pillars are ornately carved and etched in silver and gold. The symbol of chaos is carved into each pillar in multiple locations. Each of the pillars radiates powerful magic as well as evil.



A person of good alignment who touches one of these pillars will be forcefully thrown away from the pillar by magic and they will strike a wall suffering 1-6 damage. A person of neutral or evil alignment may touch the pillars but a neutral person must roll a saving throw versus magic at +3 or suffer an alignment change to neutral evil.

These pillars can also be defiled by throwing holy water upon them. This will cause the etching and symbols to disappear but the pillars will remain holding up the roof. This will gain the players of good alignment another 100 XP as a result.

**There is a secret door behind the statue of Simaru which leads to area 18.**

### 16. **Secret Room #1**

The door to this area is unlocked. It also has a secret peep hole.

## The Temple of Chaos

This room is a small barracks room for guardians of the high priest. There are some bunks here for the guards to use. There is a table here with some kind of vile lizard man food upon it.

### 17. Secret Room #2

Same as Room 16. Close inspection of this room, however, will reveal that **6 arrows of piercing** are hidden in one of the bunks. These arrows are +1 to hit and do another 1-6 piercing damage upon a hit.

### 18. Portal of Simaru

This room is unlocked. Sounds of screaming and horror come from the other side of this door.

In this room is horrifying sight. There is an open portal here to who knows where. It is a magical gate of some kind and it appears that someone or something is on it's way here. Perhaps the ritual of the high priest is still in progress. Perhaps you still have time to stop whatever is coming from getting here.

On the floor here is a pentagram drawn in blood. Suddenly the pentagram bursts into flames. Whoever or whatever is coming will be here soon.



If the players throw holy water onto the pentagram they will destroy the gate and end the portal and stop Simaru from coming. If the party is unable to do this then they will see the smiling face of the Demigod appear.

He will commend them on defeating his high priest. He is not offended by this in the least. To be defeated means that the priest was weak. If he is insulted in any way he will attempt some sort of revenge at a later date. Perhaps he will send some minions after the party. If he is not insulted he will fade away and the adventure will end.

If the players do destroy the portal they will gain 250 XP each for doing so and this will end the adventure.

### 19. Pit Trap

This is a 20 foot by 10 foot long pit trap with a trap door that will snap closed if someone falls in. The pit is only ten feet deep.

## **The Temple of Chaos**

### **20. Pit Trap**

This is a 20 foot by 10 foot long pit trap with a trap door that will snap closed if someone falls in. The pit is only ten feet deep.

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# PLAYER HANDOUT A

### Ring of Pilfering

This is a thief only item. On anyone other than a thief or assassin the ring is just an ornament. But on the hands of a thief or assassin the true benefits of this ring become apparent. The wearer of this ring gain +3% to lock picking skill, +3 to find and remove traps skill and +1 % to pick pocket skill.

**PLAYER HANDOUT B**

“Iron roof, glass walls

Burns and burns,

And never falls.”

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## **PLAYER HANDOUT C**

“It holds most knowledge that has ever been said;

But is not the brain, is not the head.

To feathers and their masters, tis both boon and bane...

One empty, and one full.”

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# PLAYER HANDOUT D

### Necklace of Prayer Beads

This is a cleric only item. It has many gems on it and some are fancy gems.

The following special beads are present and can be used only once:

1. Bead of Blessing - as the 1<sup>st</sup> level of spell
2. Bead of Wind Walking - as the 7<sup>th</sup> level spell
3. Bead of Atonement - as the 5<sup>th</sup> level spell
4. Bead of Blessing - as the 1<sup>st</sup> level spell
5. Bead of Karma - allows the user to cast his cleric spells at four levels higher for a limited time (2-11 rounds)

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# PLAYER HANDOUT E

### Ring of Battle

This ring can only be used by a character who is either one of the fighter classes or is an assassin or monk. The wearer of this ring gains plus one to hit with any weapon as well as plus one to damage. One per day the user of this ring may go “berzerk” which means that for 2-5 rounds that player may strike double the normal amount of times. This may only take place once per day.

## The Temple of Chaos

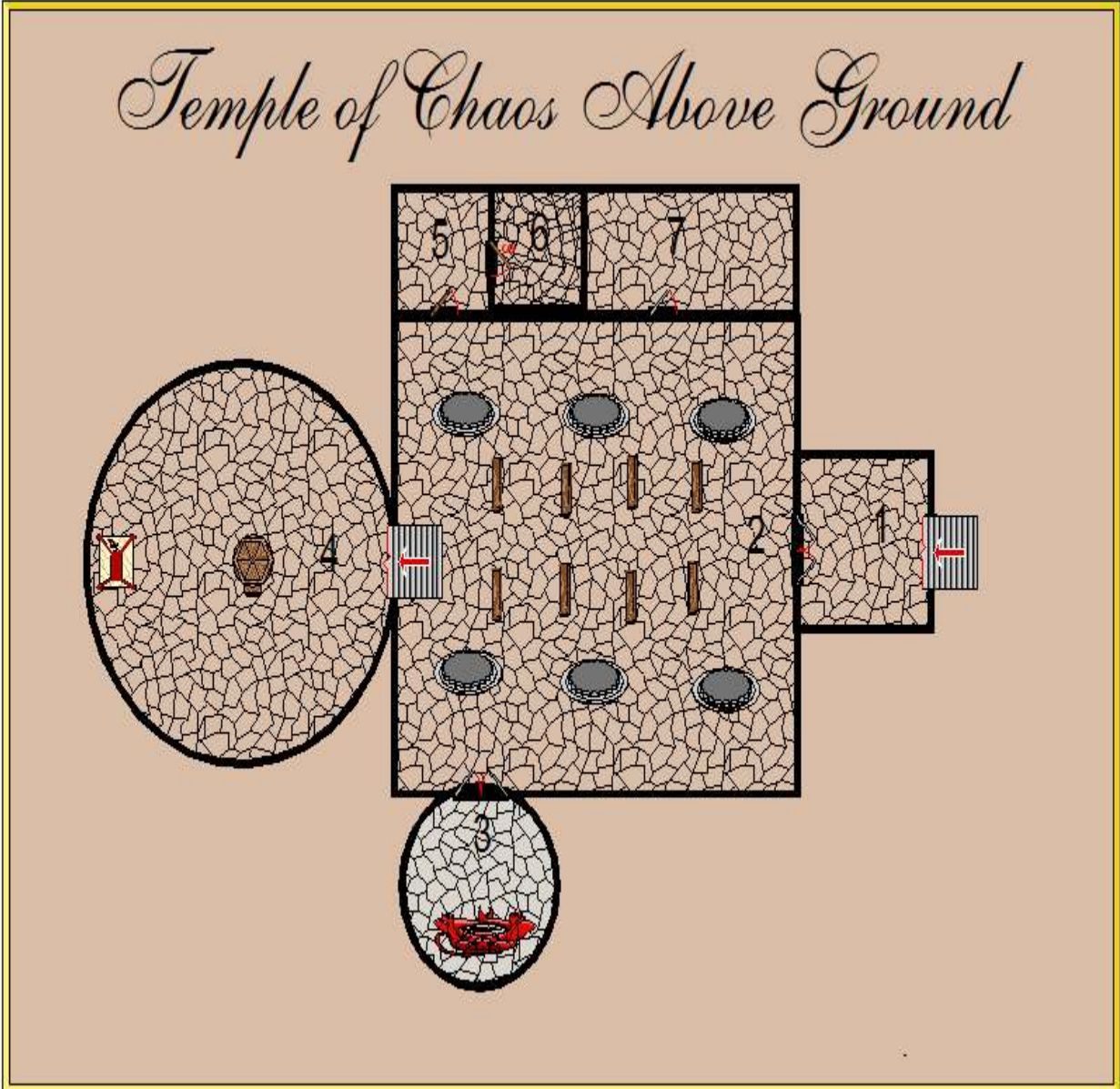
# DUNGEON MASTER HANDOUT F

### Bag of Beans

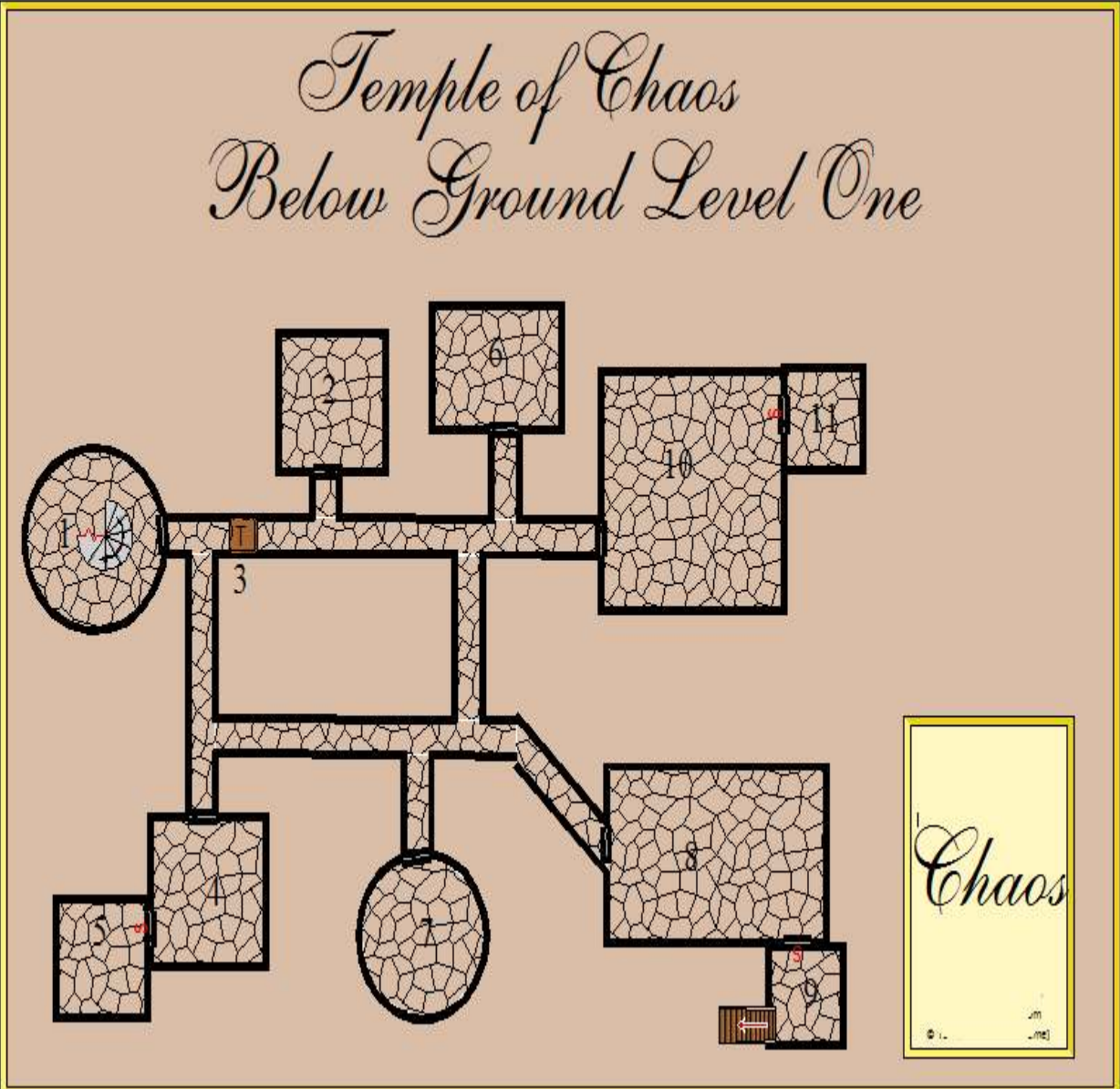
This particular bag has 8 beans in it. The beans are as follows and in the following order (do not give this list to the player):

- #1 A gelatinous cube will appear where the bean lands and begin attacking anyone or anything in the area
- #2 A small pile of gold appears where the bean lands worth 2-200 gold pieces.
- #3 A small campfire appears where the bean lands with a pot of rabbit stew cooking in a pot above the flames
- #4 A skull appears where the bean lands and animates. It begins screaming and will draw a random encounter in 1-3 rounds.
- #5 A web spell effect hits the area where the bean lands
- #6 A gust of wind spell effect hits the area where the bean lands
- #7 A magic mouth appears on the ground where the bean lands and begins to babble incomprehensibly about nothing.
- #8 A fire elemental appears where the bean lands and will do the bidding of the person who threw the bean for 2-11 rounds. Then it will turn on its master and begin attacking if it is not dismissed early by the person controlling it.

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