

TEMPLE OF THE GHOUL

by H. John Martin

with illustrations by Alex Cook & maps by Tim Hartin

An OSRIC™-Compatible Adventure for a Party of 3 to 5, Levels 1-2



Something has been pillaging farms and leaving no living thing behind. Merchants have disappeared on the roads and the Tinker now refuses to make his circuit. All of this trouble started when a party of adventurers went to investigate the old temple on the hill. Five adventurers went up the hill to Lilanora's temple and never returned. Who will follow those foolhardy five and discover what danger lies beneath the temple ruins?

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by H. John Martin

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originally developed in the
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DM's Info

This adventure was written for a group of 3 to 5 adventurers of level 1–2 without a cleric. It might work for a solo cleric of level 3–4. Obviously a small party having a cleric along vastly increases its chance of success; if one is present in the party, consider adding more undead monsters to some encounters. Also, if the party is of higher than 1st or 2nd level, consider making the **Large Spider** in **Undertemple Area 1** a **Carriion Crawler** or some other more challenging monster, and also doubling the number of **Giant Rats** in **Undertemple Area 4**.

For random encounters on the journey to the temple, use any suitable Random Encounter Table from your campaign.

No random encounters occur on the first level of the temple.

On the second level, use the Random Encounter Table at the end of the adventure. If the Ghoul is encountered randomly, determine where he is located using information presented at the end of the table. If the Ghoul is not near the adventurers, no interaction is possible. If the Ghoul is slain, he will not reappear, but do not let the party know that.

Lilanora herself is fashioned as between Chaotic Neutral and Neutral Good. Do whatever you want with her or replace her. Any god or goddess that leans toward goodness even slightly more than evil would suffice.

During play, the following situations may arise:

1. The party may want to investigate the last farm raided while they wait for Fred to come back from escorting the Tinker. Using a Wilderness Encounter Table of your choice might help keep the party on track.
2. No description for the grounds of the temple outside of the building itself is provided herein. Be prepared to describe the surroundings in a suitable spooky manner.
3. For 4 first level PCs, the 10 **Stirges** in **Area 2** of the Temple Level may result in a total party kill. Adjust accordingly.
4. **The Meditation Pool** in **Area 3** of the Temple Level might be too powerful and too weak. If a cleric with appropriate spells is in the party, consider making the **Bless** and **Potion of Healing** effects limited to once per day and don't allow the effects to function outside of the temple. And consider making the **Potion of Healing** a one-time use at full strength version instead of 1/2 strength and unlimited.

Adventure Background

For the Players

The PCs find themselves stranded in a small town with no job and no prospects. The locals seem unfriendly and some are actively hostile. Cocky PCs may find themselves in lockup after a bar fight, but diplomatic PCs will have no trouble if they buy a round or two. After a day or three drinking in the common room, the town has

warmed up to them and the PCs begin hearing the local tale of woe.

It seems that of late some kind of raider has been pillaging outlying farms and leaving no living thing behind. On one occasion men sent to watch a farm to see if they could catch the raider in the act were themselves taken. Merchants have disappeared on the roads and the Tinker refused to make his circuit in the upcountry unless the town Marshal went with him. All of this trouble started when a party of adventurers went to investigate the old temple on the hill. All anyone in town knows is that a party of five adventurers went up the hill to the old temple of Lilanora (CN Goddess of Peace, Love, Happiness and Brotherhood [think hippy goddess]) and never returned. The temple was abandoned about the same time as the fall of the Empire (60–70 years ago) and has been unoccupied since. The last high priest was never seen to leave the temple, but no one would go past the Inner Sanctum to look for him when he did not appear.

When the Marshal returns he introduces himself as Fred and, though he is missing a leg, it is clear he is not to be trifled with (7th level fighter; hp 62; AC 5; DEX 6 due to missing leg). Still formidable when mounted, Fred is not mobile enough afoot to go dungeon delving, so he can't investigate the troubles himself. Fred blames the current trouble on something stirred up by adventurers and if the PCs won't try and clear it up, they will have to move on. An old map of the temple's upper level can be provided, but no one knows what lies below.

DMs Only

When the Church found it necessary to close the Temple, the last High Priest, Loran, had a problem. There was a prisoner being held in the Temple, a priest of Malrog (God of the Undead) who had been troubling the area. Though

worshippers of Lilanora dislike confinement of any kind, they hate necromancers even more. No other facility was available to confine the evil priest, so Loran had taken on the chore. The dark priest was being kept bound and gagged in a closet off of the kitchen. A paladin was due to escort the fiend back to the provincial capital, but he would not arrive for a week or more. Loran had the acolytes and under priest prepare the temple for closure and then sent them on ahead to the capital. He stayed behind to hand over the prisoner, but the paladin never arrived (she had fallen in battle on the road) and after three weeks of waiting Loran was preparing to move on, escorting the prisoner alone. One night, returning to the Sanctum to pray and preoccupied with worries, Loran was attacked by a Large Spider that had climbed down the chimney in search of prey. His spells used in binding the prisoner and seeking the late paladin, Loran had no defense but the strength of arms. Alas, that had never been his strong suit and, being at home, he was not armed or armored for battle. The spider killed Loran. In time the evil priest held prisoner in the pantry was driven mad by hunger and eventually starved to death—his evil died with him.

The necromancer rose as a Ghoul, but was unable to break free from the bonds that held it, until the day a party of adventurers came looking for treasure to loot from the abandoned temple and tried to steal the fine magical ropes binding the gaunt corpse in the kitchen closet.

Since killing and eating the adventurers, the Ghoul has been raiding the countryside at night for prey (hence the trail) and defacing the temple. It still cannot abide the light in the Scriptorium or the lingering Holiness in the Pool, so it moves through those areas quickly.

Level 1: Temple Level

1. Temple Portico

This area is over 100* feet long with five massive pillars on either side of a ten foot wide entrance. The pillars were once richly decorated with religious scenes matching the fresco over the door but have been defaced by some malign group or entity. There is blood, some fresh and some old, smeared over the pillars and frescoes in vaguely disturbing patterns that almost seem to be writing. Feces is piled hither and yon and smeared on the pillars and walls as well. A dead dog lies in the doorway, its entrails draped over the stairs.

2. Foyer

This foyer is 50* x 30* and bounded by massive pillars with the exit at the top of a flight of stairs opposite the entry. The desecration noted outside continues here, with blood and fecal matter smeared over once beautiful frescoes on the walls and pillars. A murder of **Stirges** nest in the rafters, usually sleeping during the day. By day, any loud noise certainly awakens them and provokes an attack. Normal noise has a 66% chance of drawing an attack and sneaking through the room a 50% chance. By night, there is a 30% chance that the Stirges are present; if present, they will attack.

Stirges (10): HD 1+1; hp (9, 8, 7, 5, 5, 5, 5, 4, 3, 2); AC 8; #AT 1; Dmg 1d3 +blood drain.

If searched, the nest contains 30SP, 40GP and a fine silver and jade necklace worth 100GP. The clutter on the floor conceals a **Potion of Healing**.

3. The Meditation Pool

After the desecration of the Portico and Foyer, this room feels clean and pure though in fact it is as filthy as the first two areas. The water in the pool is clean and clear and anyone peering into the pool feels peace and relaxation pour over them.

Anyone drinking from the pool gains the benefit of a **Bless** spell and a weak **Potion of Healing** effect (heals d3 hp). In addition, the water will function as **Holy Water**. If removed from the temple, the magic fails. If the inscriptions on the walls are deciphered (1-3 rounds for any literate character) only the **Holy Water** functions of the Pool's waters will be clear. Two archways lead out of the room across from the entrance.

4. Sanctum

The stairs from the room of the Pool lead into the Sanctum, a 50* x 50* room dominated by a large (20') idol of Lilanora flanked by unlit braziers. The room is richly decorated with gilt carvings and stonework, but there are several places where decorations are obviously missing. Statues seem to be absent from their niches and gems from their settings. The idol is draped with dead animals, humanoids and people, the smell is overpowering (Save vs. Poison or vomit uncontrollably for d2 turns) and the blood and feces are smeared all over the room. A crude rendering of Malrog's (un)holy symbol is scrawled on the floor. Anyone standing in the symbol—to examine the idol for instance—suffers a **Curse (reversed Bless)**. A door on either side of the altar leads into the temple.

5. Priest's Robing Room

This long U-shaped hallway is lined with cabinets and benches; a full length mirror is located next to each door. The cabinets contain little other than random cleaning supplies and ragged bits and pieces of Priestly Vestments. If searched carefully, one drawer may (66%) be found to contain a scroll of **Protection from Undead**. The mirrors, if removed, are worth 30GP each.

6. Inner Hall

This room was little more than a quiet space for meetings and the passage to the chambers below the temple. There is filth everywhere here, and a clear path to the stairs descending to the Undertemple. The two doors to rooms A and B are

not concealed precisely, but are hard to notice. Elves get 5 in 6, everyone else gets 3 in 6 to discover them. They are also locked.

A. Shelves line this small room and small casks and bottles are neatly arranged there. The casks and bottles contain various wines and liquors. Some have gone bad (all of the ales are nasty) but most are still potable. Hidden among them is a **Potion of Healing** (3 doses) and a **Potion of Levitation** in labeled bottles. Many of the bottles are empty, with stoppers and would be suitable for filling in the pool.

B. Shelves and cabinets line this small room. Four lamps (bull's-eye type) may be found here and small barrels of oil to fill them. Also sacks of charcoal for the braziers in the Sanctum are stored here. Hanging on a hook on the back of the door is a set of keys. The keys unlock the door to **Areas 11** and **12** below.



Level 2: Undertemple

1. Common Room

Moldy chairs and tables draped with spider webs dot this room and a fireplace is on each wall. The fireplace on the west wall is also draped with spider webs and if searched a large spider will attack.

Large Spider (1): HD 1+1; hp 6; AC 8; #AT 1; Dmg 1 +poison (Save at +2)

A dead spider rests atop one table and if the room is carefully searched a dead human can be found, dressed in priests robes and wrapped in spider silk. It is the former head priest, Loran, who met his end here as the first spider moved into the chimney. Loran is wearing a **Ring of Protection +1** and a **Ring of Truth**. On his belt are a ring of keys to his desk, the closets in **Area 6** upstairs, and the chest in **Area 12** on this level.

2. Office

This is the private office of the head priest. The door is locked and the desk drawers are trapped. If the trap is triggered, everyone in the room is affected by a **Sleep** spell, but they are allowed a Save. If the PCs are all affected or if they wait for the spell to wear off here, roll a d12 for each passing round; on a 1 the ghoul from area 9 has found them. No other wandering monster checks need be made, as the room was warded from minor vermin (no monster less than 1+1 HD can enter the room).

The desk drawers contain correspondence between the head priest and the main temple in the provincial capital discussing his pending retirement and closing the temple until another priest can be sent. Other correspondence is addressed to and from the Marshal of the district, concerning a prisoner being kept magically bound in the temple. The prisoner's offenses are never listed, but several ominous sounding hints are

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dropped. On the desk is the priest's diary, with the same information. Also in the diary is the information that the priest is hiding all of the temple's valuables somewhere and will leave as soon as he is done.

3. Library

Works of history and theology line the shelves in this room. The whole collection is worth perhaps 5,000GP, but bulk over 100,000GP and is nearly impossible to move. One tome is titled *Ecology of the Common Ghoul*; tucked inside is a scroll of **Protection from Undead**.

4. Armory

This room has partially collapsed, making footing treacherous. Weapon racks line the east wall, but nothing but clubs fill them. One ornately carved cudgel glows very faintly. It is a **Club +1 (+2 vs. Skeletons)**. Several giant rats nest in the debris on the west wall, and will attack if disturbed.

Giant Rats (5): HD 1/2hp (4, 2, 2, 1, 1); AC 7; #AT 1; Dmg 1d3 +disease (5% chance per bite).

The nest contains no treasure.

5. Scriptorium

Magical light fills this room, illuminating two benches before large desks. Numerous pigeon holes above each desk contain scraps of parchment and papyrus. Inkwells and quills are scattered about, the whole covered with dust. A path through the center of the room is well defined in the dust, blood and other fluids mark the path as well. If searched carefully several Clerical scrolls may be found: **Protection from Lycanthropes**, **Cure Light Wounds** x2, and **Detect Evil** (all on separate scrolls) and one large scroll of **Bless**, **Cure Light Wounds**, **Detect Evil**, and **Protection from Evil**. The last scroll is well hidden and will only be found if the room is searched for at least 2 turns and then only a 50% chance is gained. Check once for each searching PC, twice for each Cleric. Each of the separate scrolls was

an initiate's practice work and has a 33% chance of failing and a 10% chance of having the reverse effect.

6. The Hall of Idols

This 60' long hall is lined with niches containing statues of saints of Lilanora. Hiding behind each statue is a skeleton. There is no treasure.

Skeleton (6): HD 1; hp (7,6,5,5,4,3); AC 7; #AT 1; Dmg 1d6

7. Holy of Holies

Missing statues clearly should be on small tables in the left and right niches. The trail of blood and footprints continues to the far wall, doubling chances to find the secret door.

8. Refectory

An obscene feast has been consumed in this room. Blood and bones cover every table. The previous adventuring party met their end here and most of their equipment can still be found here. Any common adventuring gear may be found, but any weapons or armor carried has been destroyed with the exception of a **Shield +1**. Two **Skeletons** and four **Crawling Corpses** attack anyone entering the room.

Skeleton (2): HD 1; hp (6,4); AC 7; #AT 1; Dmg 1d6

Crawling Corpse (4): HD 1; hp (6,5,4,2); AC 9; #AT 1; Dmg 1d6

Scattered clothing and packs conceal the treasure carried by the victims of the undead horde.
951CP, 427SP, 119EP, 37GP, 9PP.

9. Lair of the Ghoul

This 40' x 50' room was once the kitchen and pantry for the temple. Now it is filled with a terrible reek (Save vs. Poison or retch uncontrollably) and the remains of the Ghoul's foul meals. If not encountered elsewhere, the Ghoul will be here and will attack as soon as the

PCs enter the room.

Ghoul (1): HD 2; hp 12; AC 6; #AT 3; Dmg 1d3, 1d3, 1d6 +paralysis.

Treasure: large leather sack with 1,000EP. Careful searching of the gore will reveal 1 100GP diamond.

10. Initiate's Dormitory

Ten pallets with chests fill this room. The whole area has been thoroughly trashed, pallets broken and chests thrown all about the room. The stout door on the other side of the room has been battered and scarred, but does not seem to have admitted whoever ransacked this room.

11. Lesser Priest's Bedroom

Two beds, two armoires, and two chests are in this room. Rugs are rolled up along the walls and the beds are bare. The chests and armoires are empty. Clearly the occupants of this room left in an orderly fashion. The far door is locked and trapped (**Sleep Gas Trap**, same as the high priest's desk).

12. High Priest's Bedroom

This room is a mad treasure trove. Bags of gems and precious stones are piled around fine statues and works of art. Tapestries are hung everywhere and carpets and rugs are rolled up against the walls. The temple's altar works and utensils are kept in a locked chest (**Poisoned Pin Trap**). Any PC taking anything of value from this room will be **Cursed** by Lilanora. Minor magic items and anything found in **Areas 8** and **Area 9** do not trigger this curse. DMs should consider forcing an alignment change on any good aligned PCs who even seriously consider this.

Epilogue

If the PCs succeed in killing the Ghoul they have succeeded in their quest and will be rewarded by Lilanora's temple when they hear of the deed.

Fred will send word, but it will take at least d6 weeks for the reward (600SP, 1d4x100GP and 1d4x10PP) to arrive in custody of a 3rd level cleric of Lilanora and his entourage, a 1st level fighter and ten 0th level men-at-arms.

If any good aligned character decides to clean up the temple, the task will take d4 weeks divided by the number of helpers, and when completed all participants should be awarded 1,000 XP to divide between them. Any good aligned cleric who conducts a ceremony (worship in the name of Lilanora, marriage, coming-of-age, betrothal, etc.) in the cleaned temple will be rewarded by Lilanora herself manifesting to re-consecrate her temple and 1,000 XP.

Clerics who insist on proper burial for the deceased (Loran the High Priest, any deceased PC, and even the Ghoul itself) will earn an additional 500 XP from Lilanora (total, not per burial). Those clerics who also take time to perform other rites when asked by PCs or NPCs should get paid for these ceremonies as well, normally in the 5GP–15GP range.



Level 2 Random Encounter Tables

Random Encounters (Day)

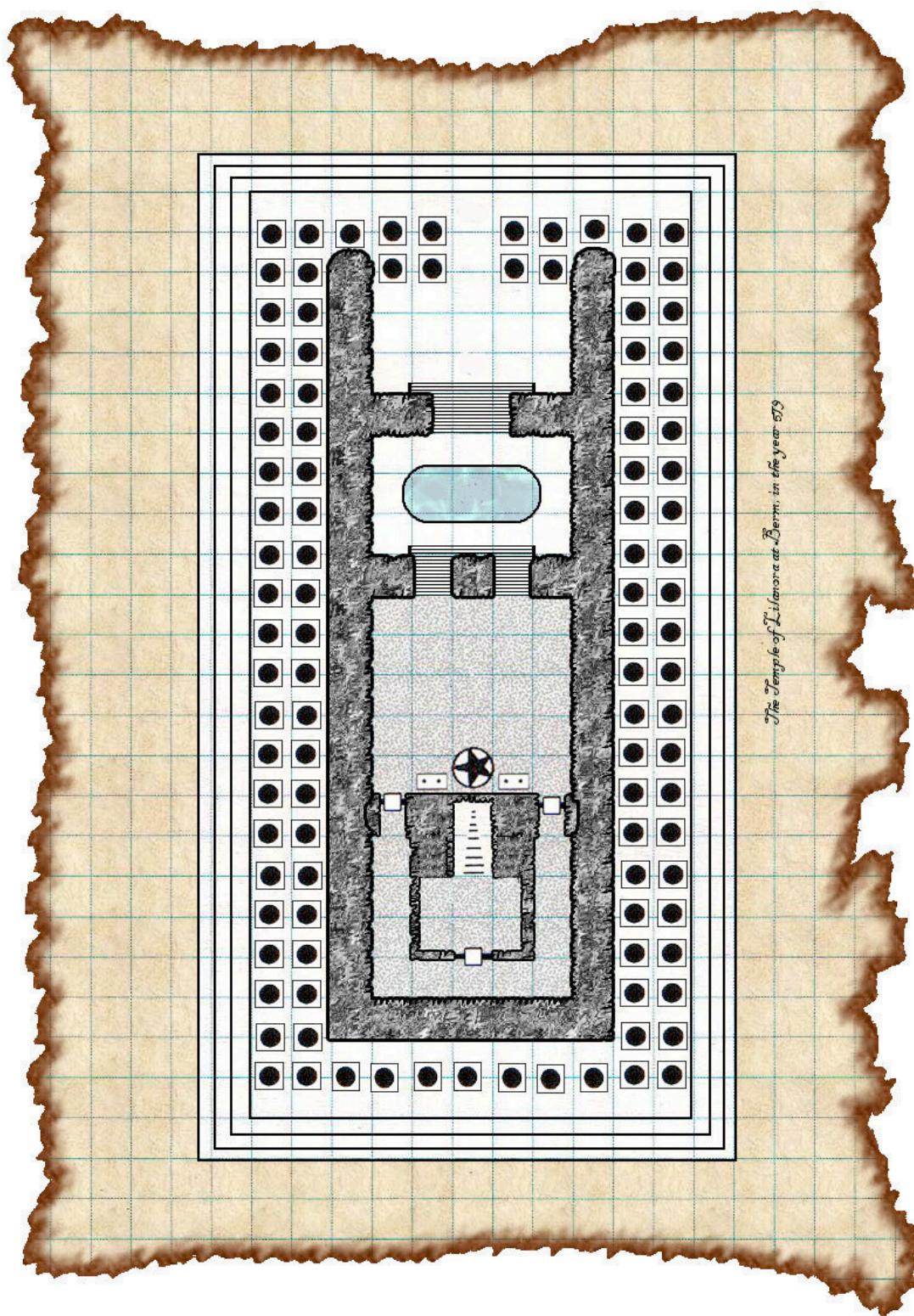
- 1 Skeleton (d2) HD 1; AC 7; #AT 1; Dmg 1d6
- 2 Giant Rat (d6) HD $\frac{1}{2}$ AC 7; #AT 1; Dmg 1d3 + disease (5% chance per bite)
- 3 Green Slime HD 2; AC 9; #AT 0; Dmg nil
- 4 Crawling Corpse (d2) HD 1; AC 9; #AT 1; Dmg 1d6
- 5 Large Spider (d2) HD 1+1; AC 8; #AT 1; Dmg 1 +poison (Save at +2)
- 6-11 Spooky Noises Rattling chains, scraping claws, a banging battering noise distant or close try and freak them out a bit
- 12 Ghoul HD 2; hp 12; AC 6; #AT 3; Dmg 1d3, 1d3, 1d6 + paralysis (see note)

Note: During the day, the Ghoul will be in its lair 50% of the time, in the Refectory 30% and battering the door to Area 11 20%. Example: *The DM rolls for random encounters and gets a 1 on d12, indicating an encounter. He then rolls another d12 and gets a 12, indicating the Ghoul. He then rolls d% and gets a 55 indicating the Ghoul is in the Refectory. As the party is currently in the High Priest's office, no encounter is possible.*

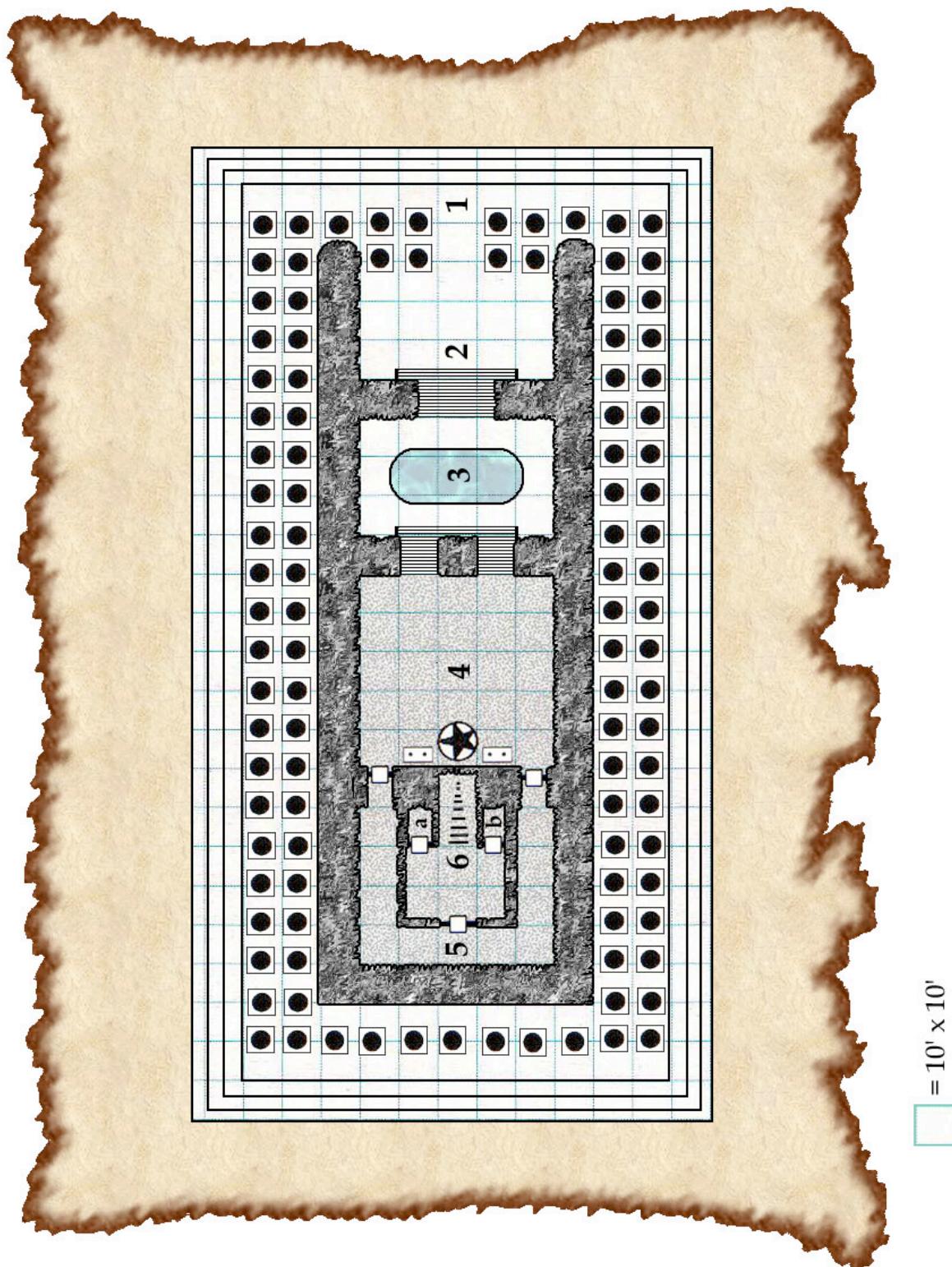
Random Encounters (Night)

- 1 Skeleton (d4) HD 1; AC 7; #AT 1; Dmg d6
- 2 Crawling Corpse (d4) HD 1; AC 9; #AT 1; Dmg 1d6
- 3 Large Spider (d2) HD 1+1; AC 8; #AT 1; Dmg 1 +poison (Save at +2)
- 4 Spooky Noises Rattling chains, scraping claws, a banging battering noise distant or close try and freak them out a bit
- 5-12 Ghoul HD 2; hp 12; AC 6; #AT 3; Dmg 1d3, 1d3, 1d6 +paralysis (see note)

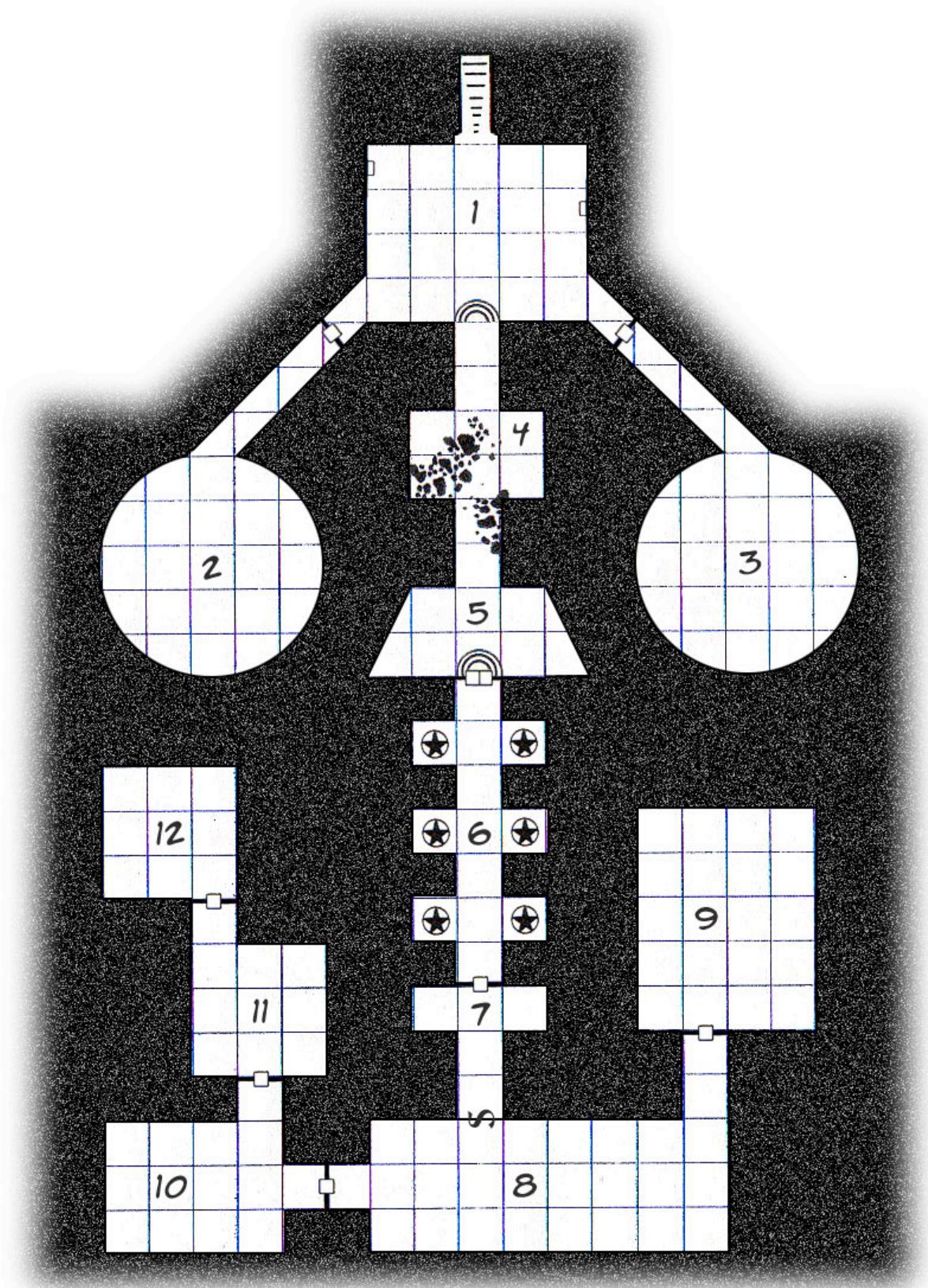
Note: At night the Ghoul will be roaming and there is a 66% chance every turn that it will have found any party in the Temple and is preparing to attack in the next turn.



Player's Map
Temple of the Ghoul
Level 1: Temple Level



Temple of the Ghoul
Level 1: Temple Level



Temple of the Ghoul
Level 2: Undertemple

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TEMPLE OF THE GHOUL

BY H. JOHN MARTIN

WITH ILLUSTRATIONS BY ALEX COOK & MAPS BY TIM HARTIN

AN OSRIC™-COMPATIBLE ADVENTURE FOR A PARTY OF 3 TO 5, LEVELS 1-2



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