

# The Oracle of Sula

An OSRIC Adventure

FOR CHARACTERS OF 10th to 13th level

By Joseph A. Mohr

# **the ORACLE AT GULA**

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for Characters of 10<sup>th</sup> to 13<sup>th</sup> Level of  
Experience**

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Joseph A. Mohr

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## background

For centuries the Temple of Gula deep in the Dragon Teeth Mountains has been known to house an oracle. This oracle is all knowing and all seeing. For centuries the knowledge of this oracle has been sought at great peril by those who made the journey. The Dragon Teeth mountains alone are a dangerous place. It is a place of dragons, giants and other unknown terrors. The mountain range borders Zanzia as well as two of its often hostile neighbors. The Jural Empire touches the range to the west. The Barbarian Lands touch the range to the north.

What is known about the temple itself is little. For few who have made the journey there have ever lived to tell of it. Who built the temple? Who runs it? What gods do they worship? And who do they serve? Such things are unknown.

Great problems plague the land of Zanzia. Some of the causes of these problems are apparent but others are not. Orcs and other evil races are invading regularly in recent days from the lands to the east of Zanzia known as the Horde. Raiders from the sea regularly plague the coastline of southern Zanzia as well as the villages and towns in the south. Barbarian raiders have been often seen crossing the border from the north into Zanzia and sacking villages and settlements in the northern parts of the land. And while no overt actions seem to have been taken by the Jural Empire to the west of Zanzia spies and assassins regularly cross Zanzia from that land. The ambitions of the emperors of that hostile and arid county are well known. It is only a matter of time before yet another invasion comes from that quarter. But who is behind all of these

forces? Are they working together? Is there one entity leading this hostile action against Zanzia? The king summons the adventurers before him to set out on a quest to find the answers to these questions while there is still time to do something about it.



As the most renowned adventurers in the land it is believed that they and they alone could successfully make the trip to the temple and return to the king with the answers needed. The king will readily admit that other such teams of adventurers have already been sent to the temple but have not been heard from since. It is believed that some or all of these other adventurers have fallen in battle on the journey.

What is known about the temple is that it sits atop the highest peak in the mountain range. Dangerous creatures have been seen in abundance within the vicinity of the temple mountain. Dragons regularly fly over the mountains in that part of the range. Frost giants have been known to

make towers and fortresses in that part of the range. Griffins and other flying beasts hunt the valleys and peaks looking for fresh meat. And rocs have been known to nest in the high peaks of the mountain range. The journey from Barrowmar, the capital city of Zanzia, to the temple mountain is about ten days ride by horse.

For completion of this task the king promises that each member of the surviving party shall be given twenty acres of prime land near Barrowmar as an estate for purposes of construction of a stronghold. These acres will be adjacent to those of the other surviving members of the group. The king also promises that should other such tasks become needed that the adventurers will be the first to be offered the quests.

## **Game master notes**

This adventure is the first in a series of four modules that are moderately high level in experience. These adventures lead up to the ultimate confrontation with the ultimate villain in Zanzian history.

This villain is the Arch Lich Malcon the Firebringer. Malcon is an important historical figure in the land of Zanzia. He was once the Grand Vizier of the King of Zanzia over one hundred years ago. This was long before he turned into a lich. He was once a loyal friend and protector of the king. But ultimately his greed for power overtook his loyalty and friendship. He attempted to seize power from the king and sacked the old city of Onm in his attempt to destroy the royal family and take this power by force. The city of Onm was the capital of Zanzia at that time but was destroyed by this siege. The king and his family were killed

during this battle but an heir survived and heirs of this family still sit upon the throne of Zanzia. Malcon's siege was ultimately broken when a great paladin, and former friend of Malcon, led the Zanzian army to Onm and destroyed much of Malcon's army of undead and evil humanoids. Eventually the remnants of Malcon's army was chased to the blood river where they made a final stand. The great paladin Antovinus led the Zanzian army to a glorious victory at the Battle of the Blood River. Malcon fled the field of battle alone and into his volcanic lair in the Dragon Teeth mountains. An active volcano provided his home and Antovinus and his army sealed the villain into that volcanic lair. Great seals and magic were placed upon this mountain of fire to prevent the escape of Malcon by means of magic or in any other way. And these seals held for more than one hundred years.



Recently, however, gnomish explorers in the Dragon Teeth mountains accidentally broke some of these seals in an attempt to excavate ancient Dunarian artifacts. The Dunars are a very ancient race that once populated most of the continent where Zanzia is located. They disappeared from the land nearly a millennia ago. When the seals were broken these words were heard all over Zanzia....."I am free! I am free at last! And now you shall pay dearly....."

A dozen years ago adventurers went to the mountain of fire and confronted this villain. These adventurers were powerful and brave. And they successfully entered the mountain and defeated this villain in his own lair.... or so it was believed.....

These heroes, however, failed to do an important task during this confrontation. While they succeeded in destroying the physical body of Malcon they failed to destroy his life force forever. They found his phylactery with his life force in it. But they did not recognize it for what it was. They did not destroy it. Instead they sold it at market and the Lich escaped final destruction. Now he is even more powerful than he was before. He has had twelve more years to strengthen his lair and further his plans.

Obviously if you, as the game master, do not wish to run the other modules in this series you can still make a nice adventure out of this one. The oracle could easily answer other important questions to adventurers in your campaign that do not related to this threat to Zanzia. Should you wish to run these other adventures, however, the series will contain the following modules in this order:

***The Oracle at Gula***  
***The Temple of Domi***

## ***The Castle of Aandoran the Defiler***

## ***The Mountain of Fire***

Clues learned from the Oracle will lead to an ally of the Lich at the Temple of Domi. This ally is a high level evil priest performing horrible and evil rituals atop his temple in furtherance of the plans of Malcon to destroy Zanzia and take power over the land. Clues found at the temple will lead to another ally of Malcon. Aandoran the Defiler is a powerful and ancient vampire that has a cold and lonely castle in the dark woods bordering the Barbarian Lands and the Horde. This vampire plays a pipe organ which echoes through the halls of this castle and is itself a powerful and evil artifact. This organ allows the vampire to create an army of undead which will serve Malcon well in the coming battles ahead. And finally the confrontation with Aandoran will lead to the adventurers discovering the identity of the power behind all of the problems plaguing the king. And it will lead to the ultimate battle with Malcon himself in his mountain of fire.

## ***INTO THE DRAGON'S TEETH***

The trip to the mountain where the Temple of Gula is located takes about ten days by horse. Should the players not be mounted the trip will take twice as long. Random encounters along the way should be rolled twice daily. The first table below is for encounters along the way to the Dragon Teeth Range. This table should be rolled on until the last day of the journey. The second table is for encounters within the Dragon's

Teeth. And this table should be rolled upon twice the last day of the journey. On both tables a roll of 1 out of 10 indicates that an encounter will occur. Such encounters do not necessarily mean that combat will occur. Read the descriptions below to determine the reactions of the creatures or peoples involved and the run the encounter accordingly. There will be no random encounters at all within the Temple of Gula.

## ON THE WAY TO THE DRAGON'S TEETH

1. Griffins flying overhead
2. Brigands
3. Zanzian army patrol
4. Merchant caravan
5. Berserk owlbears
6. Pilgrims traveling to the Tree of Life
7. Juralian spy heading to court at Barrowmar
8. Trolls demanding tribute to allow passage along the road

## WITHIN THE DRAGON'S TEETH

1. White dragon flying overhead
2. Frost giants foraging
3. Griffins
4. Roc foraging for food for it's young
5. Dwarven miners
6. Gnomish archeologists
7. White dragon flying overhead
8. Trolls demanding tribute to allow passage

### Brigands

This encounter will be with a band of men mounted on horseback. They will be heavily armed and armored and wearing black armor and robes. These men are part of a gang much larger than this force which is holed

up in an abandoned castle in the Dragon's Teeth mountain range. The old castle was once the home of one of the original warlords vying for control of the land before the current kingdom was established. This castle is long forgotten now and in bad repair.

This band will attack anyone that they see. They are out scavenging and raiding and will see any small group as being an inferior force that they can intimidate or steal from. They are, of course, mistaken about how easy the adventurers will be to steal from.

This band is merely a raiding party which is out hitting the roads looking for easy prey or merchants to rob. This band consists of:

**Taz**, the leader of the raiding party: F8; AC 0; HP 64; **glaive +2/+3 vs cold using or dwelling creatures**; plate mail; **shield +2**; wears a silver ring with an emerald chip in the center worth 750 gold pieces; AL CE. He rides a heavy warhorse with black bardings.

**Morlon, wizard**: MU7; AC 10; HP 22; wears black robes; **wand of magic missiles with 14 charges on it**; AL CE; Spells Memorized (and in his travel spell book): **charm person, magic missile, shield, shocking grasp, mirror image, pyrotechnics, shatter, lightning bolt, fireball, confusion**. He rides a heavy warhorse with black bardings.

**Brigands(20)**: F0; AC 7; HP 3 each; black leather armor; black shields; half of them have long swords and the other half have spears. Each is mounted on a light war horse.

### Berserk Owlbears

These owlbears are not crazy but are desperately hungry. They are out looking for food for both themselves and their young which are waiting in a cave in the Dragon's Teeth. These creatures are not inherently evil. Should food be left for them they may well leave the adventurers alone and take the food instead. This probability is 25%. They may also choose to take both the food and the adventurers to feed themselves and their young ones.



**Owlbears (2):** AC 5; MV 12; HD 5+2; HP 40 and 31; # AT 3; Dmg 1-6;1-6;2-12; SA hug if they achieve a to hit roll with either paw of 18 or higher; SA hug does 2-16 points damage each round; AL N.

### Dwarven Miners

The Dragon's Teeth mountains are a paradise for the Dwarves of Zanzia. All of the best mines are found in these mountains.

Several prominent Dwarf clans have mines in the area and each keeps the location a secret from all strangers. These Dwarves will not disclose the location of their home mine on pain of death. They will not be immediately hostile to strangers but they will be gruff and distrusting like all Dwarves tend to be. These miners are not mounted but are traveling on foot.

These miners are traveling to Barrowmar to sell gems and have several such gems on them. They will guard these gems with their lives. There are 25 pieces of amber worth 100 gold pieces each.

**Uthin Broadbrow, leader of this band:** F7; AC 0; HP 51; battle axe +2/+3 vs magic using or enchanted creatures; dwarven sized chain mail +3; shield +1; AL LG.

**Strodrulim Grumbletoe, Priest of the Mines:** C5; AC 0, HP 27; war hammer +2/+3 vs giant classed creatures; dwarven sized plate mail +1; shield +1; AL LG; spells memorized: **command, resist cold, cure light wounds, silence 15' radius, hold person, chant, prayer.**

**Dwarves (10):** AC 4; MV 6; HD 1; HP 5 each; # AT 1; Dmg by weapon; SA these dwarves are armed with battle axes and heavy crossbows; SD saving throws at 4 levels higher due to their natural magic resistance; AL LG.

### Frost Giants

These frost giants live in a large tower at the top of a tall mountain in the Dragon Teeth range. This group is out scavenging for food and supplies and will take it from anyone that they encounter if possible.

Frost Giants (7): AC 4; MV 12; HD 10+3; HP 45 each; # AT 1; Dmg 4-24 (large battle axes); SA hurl rocks for 2-20 damage; SD immune to cold; AL CE.



### Gnomish Archeologists

This group is a fairly harmless group of gnomish explorers looking for relics relating to the old Dunarian race that once ruled the continent. These are normal gnomes and are not hostile. Members of this society of gnomes were responsible for releasing the Lich Malcon from his volcanic prison by accidentally breaking the seals that kept him from leaving the Mountain of Fire.

**Gnomes (5):** AC 5; MV 6; HD 1; HP 4 each; # AT 1; Dmg by weapon (short swords and slings); SD save at 4 levels higher due to their inherent magic resistance; AL CG.

### Griffins

These griffins are part of a larger group that have nested atop a high mountain in the Dragon Teeth range. This band is flying over the mountains and valleys and is looking for possible food sources to snatch from the ground and bring back to the nest.

**Griffins (8):** AC 3; MV 12/30; HD 7; HP 30 each; # AT 3; Dmg 1-4/1-4/2-16; AL N.

### Merchant Caravan

Since the kingdom of Zanzia and the Jural Empire are not currently at war, for the moment at least, merchants do still travel between the two countries. These are Zanzian merchants and are traveling back from Jural after making trades there. They are returning to Barrowmar with their new trade goods and the dreams of the riches that these goods might bring them.

This caravan consists of three wagons pulled by oxen. Each of the merchants either rides in a wagon or is mounted on a light war horse. The wagons are loaded with rolled up Juralian rugs and carpets worth 5000 gold pieces. They are also loaded with jars and bottles of fine Juralian spices and perfumes worth another 7500 gold pieces in value.

The members of this group of merchants include:

**Zantar, leader of the merchants:** F11; AC -1; HP 84; **plate mail +1; shield +2; bastard sword +2/+3 vs evil creatures or beings;** wears a golden necklace with a medallion engraved with the name of his merchant guild (The Barrowmar Trading Guild) worth 2500 gold pieces; AL N. Rides a heavy warhorse.

**Juilam, wizard:** MU8; AC 10; HP 23; wears a **robe of useful items** and carries a quarterstaff made of wood; has a **dagger +3/+5 vs creatures that live in the water;** AL N; Spells memorized (and in his travel spell book): **message, magic missile, burning hands, push, web, strength, mirror image, lightning bolt, fireball, hold person, dimension door, polymorph other.** Rides a medium war horse.

**Clomae, priest, Dwarf:** C7; AC 0; HP 34; **splint mail +2 (dwarf sized); shield +1; mace +2/+3 vs undead;** AL N; spells memorized: **bless, remove fear, sanctuary, chant, augury, silence 15' radius, dispel magic, prayer, cure serious wounds.** Rides a heavy warhorse.

**Jang, sergeant at arms, half-orc:** F5; AC ; HP 41; lance; **flail +2/+4 vs creatures that are ethereal;** plate mail; **shield +1;** AL N.

**Merchant Guards (10):** F2; AC 4; HP 12 each; battle axes; heavy crossbows; 20 bolts; chain mail; shield; light war horse; AL N.

**Merchants (25):** F0; AC 4; HP 3 each; short swords; light crossbows; 20 bolts each; AL N. These men ride in the carts with the loot and will fire crossbow bolts at anyone attacking the caravan. They will target spell casters first with their missile fire.

### Pilgrims

These individuals are traveling on a pilgrimage to the Tree of Life which is located in the western desert of Zanzia which borders the Jural Empire. The Tree of Life is believed to be the oldest living thing on this continent. The Tree of Life has been in danger for some time from the encroaching desert and it is believed that it will soon die if nothing is done about this. These pilgrims bring water to irrigate the desert around the tree. They have a small caravan with three wagons filled with barrels of clean drinking water. These pilgrims are armed but are not a particularly dangerous encounter for high level adventurers. Most of the pilgrims walk along side of the wagons. Some ride in the wagons with the water which is their greatest treasure.

**Danu Nagie, priest of the forest;** D7; AC 5; HP 30; wears **leather armor +2** and carries a wooden shield; carries a wooden staff and a **scimitar +2/+3 vs orcs;** AL N; Spells Memorized: **animal friendship, entangle, faerie fire, purify water, create water, bark skin, heat metal, snare, call lightning, hold animal, animal summoning I.**

**Pilgrims (25):** F0; AC 4; HP 3 each; chain mail; shield; short sword; short bow; 12 arrows each; AL NG.

### Spy From Jural

This single traveler rides a gray horse and wears plain gray robes. He is a meek looking older man and seems harmless enough. He will take great interest in the adventurers when he encounters them and will profess to being an illusionist of some small skill if asked about his profession. He will desire greatly to accompany the adventurers on their quest (especially if they are talkative about it and, if not, to discover what their mission is). He wants any and all information about the state of Zanzia, it's current problems and crisis, as well as any military or political information that he can glean.

He will identify himself as Kalbon the Trickster master of illusions. His real name, however, is Gumar and he is an assassin from the Jural Empire.

**Gumar, Assassin:** A10; AC 1 (5 base); HP 39; he wears **leather armor +3** under his plain gray robes to keep them out of sight; his dexterity is 18 which lowers his effective armor class by four; he carries a wooden staff and a **dagger +3/+4 for backstabbing;** AL CE.

## Roc

This single roc is looking for food to take back to it's mate and young which nest atop a tall mountain in the Dragon Teeth range. He will swoop down and attempt to snatch one rider and fly off with him or her as food. He may take the horse as well.

**Roc (1):** AC 4; MV 3/30; HD 18; HP 116; # AT 2 or 1; Dmg 3-18/3-18 (talons) or 4-24 (beak); AL N.



## Trolls Demanding Tribute Along the Road

These are normal trolls which live all over Zanzia often under bridges. This enterprising group has taken their act on the road. They are stopping travelers and demanding bribes and tribute to allow them to pass unharmed. They are not too greedy, however, and will settle for a cash payment that they feel they can easily extort from the victims without causing too much danger for themselves.

**Trolls (12):** AC 4; MV 12; HD 6+6; HP 30 each; # AT 3; Dmg 5-8/5-8/2-12; SA

regeneration; SA re-attachment of limbs; AL CE.

## White Dragon

This very old white dragon lives in a cave atop one of the mountains of the Dragon Teeth range. She flies around looking for easy targets to attack and seize treasure from. She can speak but cannot cast spells. She is clever but not particularly intelligent even with her ability to speak.

**Very Old White Dragon (1):** AC 3; MV 12/30; HD 7; HP 49; # AT 3; Dmg 1-4/1-4/2-16 or breath weapon (49 hit points frost damage); SA saves as a 12HD creature; AL CE. As she is flying at the time she is encountered she has no treasure with her.

## the temple mountain

When the adventurers arrive in the vicinity of the mountain that the temple rests upon they will find themselves looking across an enormous canyon that must be crossed in order to get to the temple. This incredibly deep chasm extends for miles in either direction blocking the path to the temple. The chasm is nearly a mile deep at it's deepest point making it extremely dangerous to cross. The chasm is several hundred feet across at it's widest. There is an ancient stone bridge the crosses this canyon but it looks a bit dangerous. There are visible places in which parts of this bridge have collapsed into the canyon.

A pass between two large mountains leads to a clearing where this bridge may be reached. The temple may be seen, barely, from the pass through these mountains. The mountain that it rests upon is very tall but

the temple may be seen at the very top nearly scraping the clouds above.

## **KEY TO THE AREAS ON THE MOUNTAIN TEMPLE MAP**

### **1. The Mountain Pass**

A valley between two large mountains allows access to the stone bridge that crosses the great chasm. This might seem like a safe place to camp for the night but it is not. Random encounters are more frequent here. The chances at night for such an encounter is triple the normal chance for such. A random encounter check should be rolled, in any case, when the players arrive at this point on their journey. The chance for that check is double the normal chance.

### **2. The Ancient Stone Bridge**

This ancient bridge looks very dangerous as the adventurers get close enough to inspect it more thoroughly. Parts of the rail have collapsed into the canyon below. In a few places there are visible holes in the bridge that allow gaps of up to three feet where there is no stone to walk upon. It is difficult to tell if the bridge will support the weight of anyone who steps upon it. And there is visible rubble on the bridge where boulders appear to have been thrown at the bridge by giants that live in the area.

What will not be immediately apparent, however, is that the bridge is occupied by a band of trolls who will demand tribute for passing their bridge. A large two headed troll hides in the rubble on the bridge and lies in wait. Below the bridge hide the others who will climb up through holes in the bridge to join their comrade and possibly surprise those on the bridge by arriving behind them.

The two headed troll will demand tribute in the form of 1000 gold pieces per person for traveling one way across this bridge or the equivalent in gems or jewelry or magic items. Refusal to pay or attempting to negotiate for long will result in the trolls from below attempting to ambush the adventurers by surprise. Of course, those with the power to fly could bypass this encounter easily by flying over the chasm.

**Giant Two Headed Troll (1):** AC 4; MV 12; HD 10; HP 59; # AT 4; Dmg 1-6/1-6/1-10/1-10; SD regenerates 1 hp per round but will not reattach limbs; AL CE.

**Giant Trolls (10):** AC 4; MV 12; HD 8; HP 35 each; # AT 1; Dmg 2-16; SD regenerate 2 hp per round but will not reattach limbs; AL CE.

Hidden in the rubble on the bridge are payments that the trolls have received previously from other travelers. A large chest is covered by rocks and debris. It is not locked. Inside the chest are 500 platinum pieces, 3042 gold pieces, four large white pearls worth 500 gold pieces each, a fire opal worth 5000 gold pieces and a silver necklace with a ruby centerpiece worth 2750 gold pieces.

### **3. The Trail Up the Mountain**

A narrow and dangerous trail winds around the mountain and leads up to the temple. The trail itself is many miles long and will take nearly a days journey just to travel it. Of course, one could fly up the mountain by magical means should they have the power to do so. This trail is very narrow at points and at virtually every point the trail is next to a steep cliff where one could fall to their death quite easily. Taking mounts up this trail will be extremely

dangerous. The trail is far too narrow for that to succeed. Should one attempt it they will quickly find that their mounts get spooked and bolt. There is a 95% chance that a mount will bolt in terror trying to go up this trail. Anyone riding the mount at that time will take a fall as listed below. Anyone trying to hold a mount under these circumstances has a 50% chance of suffering a fall as defined below.

Random encounters along this trail are double the normal rate. Should combat take place on the narrow trails one will need to make dexterity checks each round to see if they maintain balance during the combat. Failing to maintain balance will mean a fall from the trail. Falls from the trail will be rolled on the following chart to determine the number of feet fallen and the damage taken from the fall:

<u>Roll</u>	<u>Feet Fallen</u>	<u>Dmg Taken</u>
01-50	12 Feet	2D6
51-75	24 Feet	4D6
76-90	36 Feet	6D6
91-99	48 Feet	8D6
00	96 Feet	16D6

#### 4. The Temple of Gula

After climbing up the winding trail the adventurers find themselves looking at the entrance to an ancient temple. It is a formidable looking place. Two large iron doors lead into the stone temple. A wide stair case leads up to the large iron doors. The doors open by themselves magically as the adventurers travel up the steps to the entrance.

## **the temple of** **Gula**

The large iron double doors open up to reveal an enormous room with a ceiling that is at least sixty feet high. There are five large decorative stone pillars that hold up this high roof. Each pillar has a carving of a woman with a sword in it. An idol to some unknown goddess stands tall along the northern wall of the temple. Three large stone statues of ancient warriors stand along the west and east walls of the room. And immediately staring at the adventurers in the doorway is a large statue of a priest. A stone altar rests in the northern most tip of the chamber. The floors, walls and ceiling are made of white stone.

## **THE TEMPLE LEVEL**

### 1. Foyer/Statue of the High Priest

The statue of a priest stands in the doorway of the temple. It is a large statue standing nearly twenty feet tall. It radiates powerful magical energies if detected for. If the statue is touched an unseen voice will speak. Its voice is loud and echoes through the large temple chamber.

“What is it that you seek here?” it asks.

Should the adventurers state that they are looking for knowledge then the statue will animate and step forward towards them. Should the adventurers state some other purpose for being here then the golems (statues along the west and east walls) will animate as will the pillars (caryatid columns) and attack immediately.

If the players are seeking knowledge the statue will state “then you must prove that you are worthy. Will you accept the challenges?”

Should the players say no then the statue will say no more and become a statue again. From this point forward it will ignore the adventurers. If the adventurers state that they will accept the challenges then just the three stone golems will animate. Once the three golems are defeated the voice will speak again.

## 2. The Stone Golems

These three stone golems are made in the image of statues of warriors. They will animate and attack under the two circumstances listed previously.

**Stone Golems (2):** AC 5; MV 6; HD 14; HP 60; # AT 1; Dmg 3-24; SA casts a slow spell every other melee round; SD +2 or better weapons to hit; SD the only spells that affect these creatures are rock to mud (slows golem 50% for 2-12 rounds), mud to rock (restores all damage golem has taken), stone to flesh (makes golem vulnerable to normal attacks on following round); AL N.

The pillars in the center of the room are Caryatid Columns but they will only animate under the conditions specified earlier. Otherwise they will stay dormant and not interfere in the fight with the stone golems.

**Greater Caryatid Columns (5):** AC 5; MV 6; HD 10; HP 44 each; # AT 1; Dmg 2-8; SD all saving throws at +4; SD weapons striking the column have a 25% chance of breaking (reduced by 5% per plus of magical endowment); AL N. These are like the

normal variety listed in the FF but are greater in Hit Dice and in Hit Points.

When the stone golems are defeated the unseen voice will again speak.

“Approach the idol and pay your respects to Culanke the Goddess of Knowledge.”



## 3. Idol of Culanke, Goddess of Knowledge

This large idol is about thirty feet wide by twenty feet. It is nearly fifty feet tall. Two large arms of the goddess hold a large stone bowl before her. The idol radiates powerful magic if this is detected for.

The idol expects an offering. But what would a goddess of knowledge find valuable? Knowledge. An offering of a book, scroll, or other written knowledge

would be found valuable by the goddess. Should such an offering be placed in the stone bowl it will disappear and the goddess will be pleased. If an inappropriate offering is made she will ignore the adventurers.

If an appropriate offering is made then the voice will speak again.

“Approach the altar and pray. Your journey has just begun.”

#### 4. Altar of Culanke

This large stone altar radiates powerful magic if detected for. Should anyone kneel before the altar they will receive a bless spell which will last for one turn. Should anyone desecrate the altar or commit any insulting act to the goddess Culanke then they will receive a curse effect (reverse bless spell) which will last for one turn.

After approaching the altar a few moments will pass. And then the large stone idol of Culanke will move revealing the secret passage to area 5. This secret passage will not be found by any means until the heavy idol has moved. The idol itself weighs nearly 5 tons so moving it by force will be nearly impossible.

Whether the players kneel or do not kneel makes no difference. The statue will move once the altar has been approached. Any attempt to bypass this method to get past the idol will result in the stone golems and the caryatid columns animating and attacking the players.

#### 5. Spiral Stairs to the Lower Level of the Temple

This circular room has a domed roof. Strange murals and paintings cover this ceiling. Images of sages and scholars working hard in libraries to gain knowledge are shown in the murals. The goddess Culanke looks on in these scenes.

A staircase leads downward from this room. The stairs are made of the same white stone that the walls and floor are made from.

The unseen voice speaks again.

“Proceed downward and be judged.”

## THE ORACLE LEVEL

This level of the temple is similar to the upper level in that all of the walls, floor and ceiling are made of white stone. There is only one door on this level and it is not locked. It is the door exiting the first room on this level.

#### 1. Spiral Stairs/Entry to the Oracle Level/The Screaming Skull

The spiral stairs lead down fifty feet deep into the mountain that the temple stands upon. The floor, walls and ceiling are made of the same white stone as the previous level. This room has a high domed ceiling with murals depicting the goddess Culanke reading from a thick tome. She wears colorful robes and seems entranced by whatever it is she is reading.

At the bottom of the spiral staircase is a gray pedestal with a bleached white skull resting atop of it. The skull is lifeless

but has an emerald imbedded in one of it's eye sockets and a ruby imbedded in it's other. It radiates powerful magic if this is detected for. When motion is detected by the skull within 40' of it the skull will begin an incredibly loud ear shattering roar of screams. These screams are loud enough to be heard throughout the entire temple complex on either level.

**Screaming Skull (1):** AC 2; MV 0; HD 10; HP 50; # AT 0; Dmg 0; SA screaming sound is so loud it does sonic damage 1D6 per round to those within 60 feet of the skull unless they save vs magic to avoid; SA magic missiles fired from the eyes (3 missiles) at 6<sup>th</sup> level of magic use; SD any foolish enough to touch the screaming skull while it still lives must save vs death magic or go permanently insane; AL N.

Each of the gems is valuable. The emerald is worth 2500 gold pieces. The Ruby is worth 3500 gold pieces.



## 2. Fountain of Blood/Blood Pudding

This room has a very large fountain which dominates the room. The fountain is not filled with water however. It is filled with blood. This blood however is not really blood it just appears to be. Closer inspection will reveal something far worse. For the blood is actually a creature called a Blood Pudding. Like all puddings this creature is an amorphous blob that can move and attempts to consume any creature that it comes upon.

**Blood Pudding (1):** AC 3; MV 6; HD 10; HP 45; # At 1; Dmg special; SA grabs opponent and merges with their body; SA once merging is complete the victim is disgorged from the creature causing 1D2 constitution point loss per round; SD creature can be ejected by victim by making constitution save of 4D6 vs Con; SD chances of ejection increased by drinking alcohol or vinegar; AL N.

## 3. Fire Trap

Anyone traveling down this passageway better take care. For a loose tile in the floor has a trigger stone which will cause this hallway to become an inferno. Anyone within a 5' radius of the person who triggers this trap must save versus magic to avoid the full effect of these flames. Anyone failing the saving throw vs breath weapon will take 6D6 damage from the blast. Anyone making their saving throw will take one half damage. The person who triggers the fire trap will save at -5.

## 4. Challenge of the Minds

As the adventurers enter this room they will again hear the unseen voice. This time the voice is coming from a skull which

is a relief carved into the north wall of the room. This skull is ten feet wide and eight feet tall. It stands out against the white background of the wall. The face is not animated but clearly the voice is coming from the skull.

“You have done well. Now you shall be challenged yet again to determine your worthiness. To pass further from this room you shall be asked three riddles. Should you succeed in your task then you shall be allowed passage to the next room. Should you fail....”

“Do you accept this challenge? If you do not then you may go in peace. Once the challenge is accepted, however, you shall pay the price for failure.”

Should the adventurers decline to accept the challenge they will find themselves teleported 100 miles in a random direction from the temple. Should the adventurers answer incorrectly any riddle in the series they will find themselves teleported 100 miles in a random direction from the temple. An invisible wall of force prevents anyone from entering room five from this room. Anyone touching this wall of force will find that it is harmful to do so and causes 2D6 damage each time that it is touched.

The riddles are as follows:

### **Riddle One**

I can sizzle like bacon,  
I am made with an egg,  
I have plenty of backbone, but lack a good leg,  
I peel layers like onions, but still remain whole,

I can be long, like a flagpole, yet fit in a hole,  
What am I?

Answer: A snake

### **Riddle Two**

Only one color, but not one size,  
Stuck at the bottom, yet easily flies.  
Present in sun, but not in rain,  
Doing no harm, and feeling no pain.  
What is it?

Answer: A shadow

### **Riddle Three**

What falls but never breaks?  
What breaks but never falls?

Answer: Night and day

When the riddles are answered successfully the voice will state:

“Well done. You may proceed.”

And the wall of force will lower. Should any riddle be answered incorrectly then the adventurers will find themselves far away from here and will need to travel back to the temple if they wish to continue. They will need to begin again and will find that the golems have returned, the blood pudding has returned, and the screaming skull has returned. The riddles will not have changed and the adventurers may try to answer them again.

### **5. Challenge of the Truth**

Another relief of the skull is set into the eastern wall of this room and faces the adventurers as they arrive.

“Why is it that you have come to this place?” it asks.

The face is now animated and the adventurers can clearly see that it is the skull that is asking the questions. The skull is now determining the motives of the adventurers and whether they are worthy in spirit to seek an audience with the oracle. Those with evil intentions will be discarded by the skull and teleported 250 miles away in a random direction.

“What is it that you hope to find here? It will ask next.

“And whom do you serve?” will be the final question.

If the adventurers openly state that they are seeking advice from the oracle on behalf of the king of Zanzia the skull will be satisfied. Evasive or lying answers will find the adventurers lost in some place hundreds of miles from here. The skull is all knowing and it will know when a lie is told. This is a test of veracity. Once the skull is satisfied it will tell the players:

“You may proceed. Take the passage north from this room.”

A wall of force similar to the previous room protects the passage to area 7 and will be dropped only when the skull is satisfied and tells the party to proceed. It will not drop for any other reason.

## 6. Poison Gas Trap

A loose stone in the floor in this passageway triggers a cloud of poison gas which will spray from hidden vents in the walls and ceiling. Anyone within 5 feet of the person triggering the trap must make a

saving throw versus poison or suffer 1D6 damage per round for 1D6 rounds from the gas. A saving throw reduces the damage from the first dice of damage by one half and eliminates all of the other dice of damage. A failure indicates the person takes all of the damage. The person triggering the trap saves at -5. Neutralize poison can eliminate the later dice of damage if cast immediately.

## 7. Challenge of Horror

When the adventurers arrive in this room they will find it empty. At first. After a moment a blinding flash of light will fill the room and then a horrible creature will be present in the room. This creature is alien and unknown to the adventurers. It is like something that they have never seen before. It is like something that they have never even dreamed before....even in their worst nightmares.

This creature has a humanoid shape but instead of arms or legs it has tentacles that lash out from it's body. Four of these octopus like tentacles move about the body lashing around it. It has a large gaping mouth with razor like teeth. It's head has a single two foot long horn and a single eye set into the center of it. The tentacles end in cruel looking barbs. It's eye is unblinking and reflects the purest evil. This creature is known as a Tentacled Horror.

**Tentacled Horror (1):** AC -2; MV 8; HD 16; HP 100; # AT 6; Dmg 1-8+7 (each of the four tentacles)/3-18+3 (bite)/2-12 (horn); SA each tentacle that strikes a victim will grab it and attempt to pull towards the mouth to be bitten (bite at +4 to hit on a grabbed victim) SA victims that are grabbed by a tentacle will suffer 1D8+7 damage each round thereafter; SA tentacles are very strong while the horn is still attached to the

creature (STR 20) SA if the horn is destroyed or removed then the creature loses it's strength and the bonuses related to that (the +7 modifier); SD tremor sense allows it to see by sensing the vibrations caused by movement on the surface even if it's eye is blinded or removed SD aura of insanity causes those with less than 6HD that view the creature to go insane unless they save versus death magic; SD regeneration of 3 hit points per round and reattachment of limbs much like a troll unless fire or acid is applied immediately; AL CE.

Once this creature is defeated it's body will disappear from the room and the unseen voice will be heard once again.

"You have proven your worthiness. Proceed west from this room."

## 8. The Oracle of Gula

As the adventurers enter this room they will notice that it is much larger than the others on this level. In the center of the room is a magic circle with a young woman in the center of it. Lighting this room are two braziers with red hot coals burning in them. The girl seems to be in a trance and she does not immediately speak to the adventurers.

An unseen voice demands:

"Ask your questions. You may ask only three. The oracle will answer."

The girl will answer in her own soft child like voice three questions and only three. After the third has been answered the magic circle will begin shimmering and then disappear. The girl will then disappear. And the adventurers will find themselves teleported one hundred miles towards the city of Barrowmar.



If asked about what troubles the land of Zanzia she will state that a terrible entity has been released from it's imprisonment and is a terror upon the land.

If asked who or what this terror is she will say that it is the "fire bringer." This is a well known villain in Zanzia history. The arch lich Malcon was also known as Malcon the Fire Bringer and the king and his advisers will certainly know who this is. There is also a significant chance that players adventuring in the Zanzian area will have heard of the legends of this villain. And of course, bards, will have a chance of knowing of the legends.

If asked where this creature could be found the oracle will state that one might visit "his brother's temple". This cryptic answer refers to the Temple of Domi which is the second adventure in this series should

the game master choose to play it. Malcon had a real life brother who also chose the life of a lich. Unlike Malcon, however, this brother chose a much different path in life than that of a wizard and as thus they were estranged in life. But in undeath they have become powerful allies. The brother chose the life of a priest. An evil one. And he has his own temple in Zanzia called the Temple of Domi.

Should the players ask different questions than those suggested above then the game master will need to adjudicate what the oracle's response might be.

### **Game master note**

Should the game master be inclined not to play the rest of the series he is free to change the answers or allow the players to ask questions related to things in his or her own campaign. If you want to make the answers more difficult to understand or more cryptic feel free. Or, you could make the oracle answer only yes or no questions.

### **The Oracle**

The oracle is a young girl about ten years in age. Every few years a new girl must be selected by the priests who mysteriously run this temple and are never actually seen during this adventure. It is these priests who provide the mysterious unseen voice that speaks to the adventurers and not the oracle herself. It is the oracle herself, however, who provides the knowledge that the players are seeking in this adventure. She is actually only a normal girl with magical powers of knowledge. For combat purposes, however, she is merely a zero level fighter with 1 hit point and an armor class of 10. Her powers are those of the mind but she has no psionic attack or

defensive abilities. She has the power to know and see all that she desires but she has no personal interest in the affairs of Zanzia or any other country.

Should the adventurers return here for some reason they will be required to face the trials again before reaching her and asking their questions.

If the magic circle of the oracle is violated in any way the girl will disappear and then a moment later the adventurers will find themselves teleported 250 miles in a random direction from the temple.

### **Game master note two**

At this point the adventurers should return to the king and explain what they have learned. They will be given their rewarded land as promised and then offered the opportunity to complete the second in this series. After a week of discussions by the advisers of the king and with sages and scholars they will come to the conclusion that the temple of Malcon's brother must be the Temple of Domi which was built nearly a century ago in the desert sands that border Zanzia and the Jural Empire. This temple has not been seen in years as it is believed that the sands swallowed it up long ago.

**This is the end of this adventure.**

# new monsters

## Blood Pudding

Armor Class:	3
Move:	6
Hit Dice:	10
No. Of Attacks:	1
Dmg/Attack:	Special
Special Attacks:	Infusion/Disgorging
Special Defenses:	Cannot be critically hit
Magic Resistance:	None
Alignment:	N
Size:	M to L

These hideous creatures are repulsive to those who encounter them. They appear as a slimy blob of protoplasm. They wreak of the smell of blood. These creatures attack by lashing out with a blob of this substance. Should they manage to hit someone it will stick to the person and grab tight. The victim will be pulled into the blob of protoplasm immediately. Breaking free of the creature is possible if the person acts quickly and has a high enough strength to do so. A person with a strength of over 16 may roll a saving throw of 4D6 versus strength to pull away from the creature before being pulled into the slime. Failing the saving throw would be unfortunate.

Those who are grabbed and pulled into the creature will be infused with the creature's slimy protoplasm. Within that round the form of the pudding disappears and seems to merge with that of the victim. Any attacks upon the pudding will strike the victim and not the pudding. Once this has occurred the pudding will attempt to disgorge itself of the victim. What this means is that it will begin squeezing out the victim's blood which will come out of its eyes, pores, nose, mouth, etc. To onlookers it will look as if the victim

is bleeding profusely. The victim will lose 1D2 points of constitution when this occurs. This disgorging will occur once per round until the victim is dead (at zero constitution).

To remove this foul creature from the body the victim may attempt to eject the victim from its body (by vomiting or by other means). This will require a saving throw versus constitution of 4D6. This may occur once per round until the pudding is ejected or the victim has died. The loss of constitution points each round from the disgorging makes this possibility lower each round.

There are other ways to cause the pudding to leave the body on its own. Drinking alcohol will cause the creature to weaken and reduces its disgorging attack by one half. It also increases the chance of ejection by two. A person drinking vinegar will find that the creature is repulsed by the taste of it and makes ejection of the pudding much easier. The odds of ejection increase by ten if this is done.

These creatures are amorphous and as such there can be no critical hit of them as there is no front and no back to strike.

These creatures are from the Tome of Horrors, Volume Two from Necromancer Games.

## Screaming Skull

Armor Class:	2
Move:	0
Hit Dice:	10 (50 hit points)
No. Of Attacks:	0
Dmg/Attack:	0
Special Attacks:	Screams

Special Defenses:	Concentration to cast spells against it may be broken
Magic Resistance:	None
Alignment:	Neutral
Size:	S

These creatures are magical constructs similar to golems. The process for creation of one of these creatures is much like that of creating a golem. It requires magic and a great deal of money and time to produce one of these. They are capable of defensive purposes only because they cannot move or attack. Yet they have powers which can prove quite dangerous to those who oppose the will of the master who controls them.

When any creature comes within forty feet of these creatures they will begin screaming with an ear shattering sound that will travel up to 1000 feet from this source. This may draw random encounters much like a shrieker. Random encounter probabilities increase by at least 20% when these creatures begin their noise. But this is not the only effect of this screeching. Each creature within 60 feet of the skull must roll a saving throw versus magic or take 1D6 sonic damage (per round) while within range of the skull. Spell casters will need to roll another saving throw of 4D6 versus their intelligence score (magic users or illusionists) or wisdom (clerics or druids) or they will be unable to concentrate to cast spells while within range of the skull. This screeching sound lasts for 1D4 rounds or until someone within that 40 foot range moves again. Attacking or attempting to cast spells will constitute movement and will continue the screeching. Should movement cease then the screams will stop for one round. Movement will cause the screaming to resume.

Any person who touches the screaming skull must save versus death magic or go permanently insane.

Once per round the screaming skull will produce a magic missile attack from its gem like eyes. This will be at the 6<sup>th</sup> level of magic user skill and will produce 3 missiles.

This construct is from the Tome of Horrors, Volume Two from Necromancer Games.

#### Tentacled Horror

Armor Class:	-2
Move:	8
Hit Dice:	16
No. Of Attacks:	$6 = 4 \text{ (tentacles)} + 1 \text{ ((bite) +1 (horn))}$
Dmg/Attack:	$1-8 + 7 \text{ (each tentacle)}/3-18+3 \text{ (bite)}/2-12 \text{ (horn)}$
Special Attacks:	God like strength (STR 20)/Grapple and pull victims to mouth
Special Defenses:	Regeneration of three hit points per round/reattaches tentacles in 2-12 rds
Magic Resistance:	25%
Alignment:	Chaotic Evil
Size:	L

These horrors are from the deepest depths of the world where they generally go unseen by human or demi-human eyes. These creatures are thoroughly evil and seek nothing but death and destruction for all but themselves. Occasionally they may decide to merely enslave victims but in most cases they just prefer to eat them.

They attack by use of their four tentacles which they will whip around them and towards potential victims. These tentacles are incredibly strong and will grab anyone

that they strike and attempt to pull them towards the mouth of the creature. These tentacles have a strength of 20 while the horn of the creature is still attached. The bite attack of the creature will receive a +4 bonus to hit once a creature is in the clutches of a tentacle.

Creatures grabbed by a tentacle will take 1-8 +7 damage each round until the hold is broken or the creature is killed. Breaking free requires strength of over 20 or the combined strength of over 20. Each such attempt will require a roll of 4D6 vs the combined strength. A roll of greater than the combined strength indicates failure to break free. A roll of equal or less indicates success.

Should the horn be removed or destroyed during combat these tentacles will lose a great deal of their strength. This horn may not be removed unless the creature is totally helpless. Otherwise it will fight to the death to prevent this from occurring. This horn has an AC of -8 and has 20 hit points. The horn has a magic resistance of 90%. To remove it will take a strength of 22 or better to pull it away from the creatures head. The horn is merely some foul instrument of evil and is worth nothing once removed. The strength of the creature drops to 14 once the horn is removed and all attacks from it are reduced in damage. The +7 modifier to the tentacle damage will no longer be present when the tentacles achieve a hit.

This creature regenerates three hit points per round. Like a troll it can also reattach limbs (tentacles) but in 2-12 rounds from being removed. These features apply unless acid or fire are applied to the creature. The creature has innate magic resistance of 25% to all magic.

Even if the eye of this creature is somehow damaged this creature can sense the location of anyone moving on the surface of the ground within 30 feet of it. It has tremorsense and this allows it instant knowledge of the creatures around it.

Creatures of less than 6HD that even view this horror must save versus death magic or be they will go instantly insane from the sight of it. This sanity can only be restored by restoration, limited wish, wish or similar means.

These horrors are from the Tome of Horrors, Volume Two from Necromancer Games.

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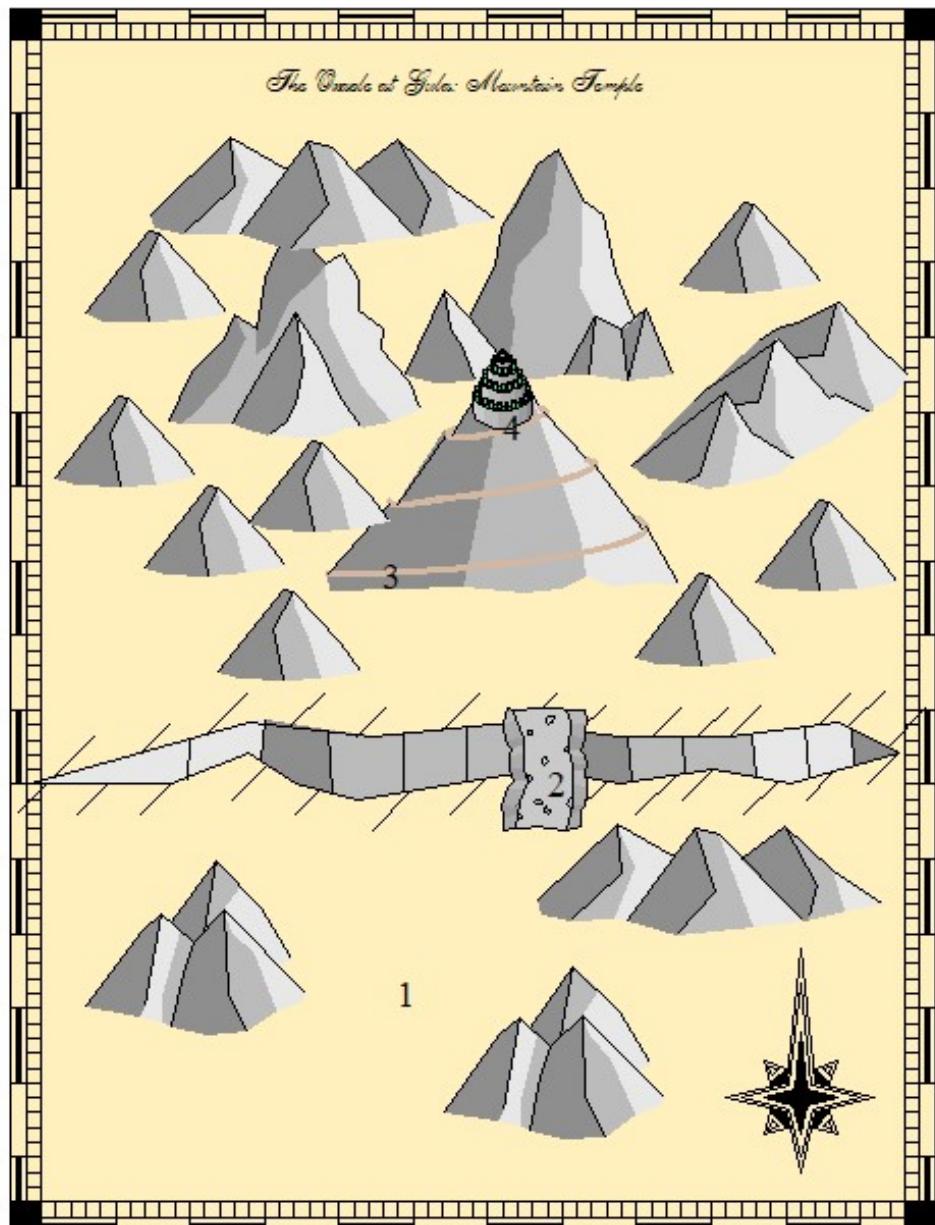
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### *The Oracle at Delphi: Temple Level*

