

The Temple of Domi

*An OSRIC Adventure for Characters
Of 10th to 13th Level*



by Joseph A. Mohr

The Temple of Doom

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for Characters of 10th to 13th level of Experience*

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Joseph A. Mohr

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The Temple of Domi is written by Joseph A. Mohr

Cartography was made with Campaign Cartographer 2 Pro by Joseph A. Mohr.

Artwork included on the cover page and interior of this adventure were created by:

Abyssal Wolves	Ronjoe@depositphotos.com
Ancient Spectre	Ratpack2@depositphotos.com
Banshee	Morphart@depositphotos.com
Chess Pieces	Algolonline@depositphotos.com
Cover (Temple of Domi)	Fairytaledesign@depositphotos.com
Black Altar of Evil	Fairytaledesign@depositphotos.com
Dark Custodian	Public Domain
Dark Priest of Chaos	Fairytaledesign@depositphotos.com
Dream Spectre	Public Domain
Eastern Vampire	Public Domain
Enormous Constrictor Snake	Devo2010@depositphotos.com
Eye of Fear and Flame	Public Domain
Fountain of Blood	Fairytaledesign@depositphotos.com
Harpy	Samiramay@depositphotos.com
Idol of Simaru	Rajat Prajapati
Major Death	M.J.H1Kle@depositphotos.com
Malcon the Fire Bringer	Public Domain
Mummy, Greater	Slipfloat@depositphotos.com
Naga	Samiramay@depositphotos.com
Phase Spider	Baavli@depositphotos.com
Type VI Demon	Balaivan@depositphotos.com

Game Master Information

The Temple of Domi is the second in the Mountain of Fire series of adventures. The first installment of this series was the Oracle at Gula. This series is intended to be the finale of a campaign involving the Lich Malcon the Firebringer who has been terrorizing the land of Zanzia for over one hundred years. The series of adventures will include the following:

The Oracle at Gula

The Temple of Domi

The Castle of Aandoran the Defiler

The Mountain of Fire

Of course, any of these installments may be played alone or as part of the series.



Malcon the Firebringer has been the center villain of my Zanzian campaign through several groups of players. One group managed to find and confront him in his volcano lair and even managed to kill his material form. But they failed to destroy his phylactery so he returned to the

campaign of terror against his perceived enemies.

The history of Malcon goes back over one hundred years. He was once the Grand Vizeer and High Adviser to the king of Zanzia. He was a true and loyal friend. But darkness grew in his heart over time. He craved the power of the king. And ultimately he betrayed him. He attempted to seize power in Zanzia and usurp the lawful king. He raised an undead army and hired humanoid mercenaries to help him overthrow the king. He led this army to the capital city of Onm and laid waste to it. During the siege the king and the queen of Zanzia were killed but the rightful heir to the throne was spirited away in the night to safety.

A former close friend of Malcon led the army of Zanzia to the city to break the siege. The legendary paladin Antovinious led this army to victory over the army of Malcon and chased the remnants to the blood river. There in a final and epic battle Malcon's army was destroyed. Malcon fled the field back to his volcanic lair and was sealed inside of it with powerful magic by the greatest wizards in Zanzia.

About a dozen years ago Malcon was accidentally released from his prison. Gnomish archeologists were excavating near the Mountain of Fire and inadvertently broke the magical seals that had prevented his escape. These explorers were looking for relics from the Dunars which originally settled this continent long ago but mysteriously disappeared and have not been heard from in several hundred years. When the seals were broken people all over the land reported hearing the voice of Malcon shouting that he was free.

About ten years ago those very powerful adventurers confronted him but failed to destroy him. The current whereabouts or plans of the Lich are unknown. He has not been heard from since the previous adventurers met him in battle.

This adventure takes place in the Dark Forest in northeast Zanzia. These are dangerous woods and should not be traveled lightly. In the first installment of this series the players were sent to the Oracle by the current king to find out answers about things that were troubling him. The kingdom seems to be under siege from all quarters in recent days. Invading orcs from the Horde are raiding the settlements on the eastern half of the country on a daily basis. Raiders from the sea are terrorizing the coast. Barbarians are invading and sacking villages along the northern border. And to the west is Zanzia's ageless enemy the Jural Empire. While things have been quiet on that front a number of Juralian spies have been found and executed in recent days. These things are troubling to the king who feels that some unknown force is threatening his rule.

From the information gleaned from the oracle the king's advisers have concluded that cryptic answers point to the mysterious Temple of Domi in the dark forest. The Oracle made reference to the "brother." It was known that Malcon had a brother and it was believed that, unlike Malcon, he went into the priesthood instead of learning magic. He has not been heard from in more than one hundred years but it is believed that he founded the mysterious temple in the Dark Forest long ago. Scouts from the Zanzian army recently confirmed that the structure still exists deep within the forest and that there are signs of someone living there. The king asks that the

adventurers seek out the temple and find out who is there. For their service the king has already promised them land to establish their strongholds for the expedition to see the oracle on his behalf. For exploring the temple he offers the adventurers ten thousand gold pieces each for their service to the crown.

This adventure is intended for characters of fairly high level. My suggested levels for this adventure are from 10th level to 13th level of experience. This adventure is set in an evil temple. The temple is devoted to the demi-god Simaru who is also prominently featured in my campaign and in many of my published adventures. Simaru is a fictional deity based upon the original cover of the players handbook. In my campaign he is the god of Chaos. He is chaotic evil and his followers are frequently attempting to summon him to the material plane so that he may bring his own form of chaos to the land in person.



Ephraim Defries is the high priest of chaos and is the founder of this temple. He is the brother of Malcon the Fire Bringer and a devoted ally to him. He worships Simaru, The god of Chaos and is determined to bring this fiend to the world so that he may reshape it in his chaotic image. This temple is devoted to this goal.

This adventure involves a lot of undead creatures. At these levels undead creatures are incredibly easy for clerics and paladins to turn. But this adventure is set inside of an evil temple. The setting itself prevents such easy turning of undead. For located inside of this temple is a black altar. The undead are bound to this altar and will not flee or be turned while this altar exists. In addition to this, the dark priests of chaos that run this temple control these undead. Those undead that are in their presence will not turn regardless of whether the altar still stands. And finally, the brother of Malcon still runs this temple even after a hundred years. He too is a lich. However, unlike Malcon he has only priest abilities and not the abilities of a magic user. No undead in his presence will be turned or will flee battle for any reason.

One new convention that I will use in this adventure is that my interior stat blocks will now include a notation to help the game master quickly locate the source material for the monster in question. The page number will follow. The following abbreviations will be used for this:

MM = Monster Manual
MM2 = Monster Manual II
FF = Fiend Folio
NM = New Monster
UA = Unearthed Arcana

The Journey To The Temple

The Temple of Domi is located centrally in the Dark Forest which is only two days ride from the city of Barrowmar. The forest itself is large and quite a dangerous place. Bandits, monstrous creatures and humanoid raiders from the Horde are often to be found in these woods. Not long ago these woods were also the site of a strange number of mutated creatures caused by a meteorite which landed in them. The meteorite carried a strange alien plaque which caused many creatures, plants and even a high powered druid to transform into something deadly and evil. Ultimately that meteorite was destroyed by adventurers sent by the king to find and destroy the source of these occurrences.

The two days ride to the forest will go without incident. The lands between the forest and the capital city of Barrowmar are well patrolled by the Zanzian army and are relatively safe to travel. Within the forest, however, things are quite different. In recent days the forest have become overrun by creatures of the night. Undead have been seen wandering the woods on a daily basis now. And other foul things have been seen there as well.

Regardless of the time that the adventurers arrive they will encounter worsening weather. Rain begins to fall as they reach the woods. And it continues to fall during their journey into them. Lightning fills the sky as they enter the woods.

The DARK Forest

The Dark Forest is a thickly wooded area. Tall pine trees rise high up into the sky here. The woods are very dense in some places and in others the trees are more spread apart. The temple itself is located about half a days ride into the woods. Random encounter rolls within the woods should be made every two hours (four times). A D12 should be rolled for encounters here and a result of a 1, 2 or 3 indicate that an encounter takes place. Use the following table for determining the encounter:

1. A groaning spirit (banshee)
2. A flock of ten harpies
3. A pack of twelve dire wolves
4. A flight of four wyverns
5. Will-o-wisps
6. A herd of gorgons

Dire Wolves

This wild pack of wolves is hunting all over the Dark Forest. They could be encountered anywhere in the woods as they wander daily. These wolves are cunning and evil. They will use their predator instincts and track any prey that they get the scent of and then pounce when their prey seems unaware of their presence. These dire wolves are actually worgs and are a more powerful and evil version of the dire wolf.

Dire Wolves (12): AC 6; MV 18; HD 4+4; HP 20 each; # AT 1; Dmg 2-8; AL NE; MM page 101.



Gorgons

This herd have enjoyed the vast forest. They have been trampling through the woods and turning wildlife into stone at a whim. When they encounter the adventurers they will charge as a group.

Gorgons (4): AC 2; MV 12; HD 8; HP 35 each; # AT 1; Dmg 2-12; SA breath turns to stone; AL N; MM page 49.

Groaning Spirit (Banshee)

Alenia Eilnelis was an elven thief of great renown many years ago. She was adventuring in these woods with her band of travelers when they came upon a gem of great value. It's beauty and value appealed greatly to her and her heart grew too fond of it. Eventually she gave in to the darkness in

her heart and back stabbed her companions and took the gem for herself. But she was slain in the end by the last remaining companion. And now she haunts these woods forever.

Groaning Spirit (1): AC 0; MV 15; HD 7; HP 41; # AT 1; Dmg 1-8; SA death wail; SD immune to charm, sleep, hold, cold, electricity; SD exorcism kills them; AL CE; MM page 50.



Harpies

These ladies enjoy the dark forest. It's loneliness makes it a perfect home for them. The occasional traveler through the woods make tasty meals to enjoy. The harpies sit in the branches of trees here waiting for anyone to come along and enjoy their music.

Harpies (10): AC 7; MV 6/15; HD 3; HP 10 each; # AT 3; Dmg 1-3/1-3/1-6; SA singing and charm; AL CE; MM page 51.



Will-O-Wisps

This group inhabits a portion of the forest that is a tangled web of branches and fallen trees. The lights of these creatures will be seen from far away during dark hours. These creatures will attempt to lure the adventurers close to them before striking together.

Will-O-Wisps (2): AC -8; MV 18; HD 9; HP 40 each; # AT 1; Dmg 2-16; SA electrical damage; SA can dim or brighten

to confuse opponents or go completely dark for 2-8 rounds; SD only the following spells have any effect on it: protection from evil, magic missile and maze; AL CE; MM page 101. If brought to 5 hit points or less they will reveal that their lair is nearby and give over their treasure to escape alive. A nearby pit contains their combined treasure of 435 gold pieces, two large white pearls worth 500 gold pieces each and a **wand of secret door and trap location** with 14 charges on it.

Wyverns

These wyverns are hunting the forest looking for the choicest morsels. The occasional human or humanoid are, of course, the best meals. This group flies the sky over the forest with each wyvern covering a different part of the forest but all within calling range of the others. A loud screeching noise may be heard overhead by the adventurers with the wyvern itself still out of sight of them. But soon the group as a whole will swoop down to attack when the adventurers reach a clearing or break in the woods.

Wyverns (4): AC 3; MV 6/24; HD 7+7; HP 30 each; # AT 2; Dmg 2-16/1-6; SA poison; AL NE; MM page 102

The Temple of Om

As the adventurers get close to the temple they will notice that the weather is getting worse. Rain is pouring down on them and lightning fills the sky every few moments. Finally they arrive at the edge of a large pyramid. As the adventurers stop their

horses they hear a bloodcurdling scream from the temple ahead.

A single entrance to the pyramid can be seen near the very top. As a bolt of lightning crashes overhead a dark robed figure can be seen at the mouth of the entrance holding a bloody knife. He flings the knife down the pyramid and it slides down to the base of the structure. The lightning flashes again a moment later and the dark robed figure is gone. The dagger is a ceremonial dagger made of silver with a red garnet in the pommel. It is worth 250 gold pieces.

The temple may not be entered by any other means. Passwall and teleport will not work within the temple due to the powerful magic involved in it's creation. No undead may be turned within the temple until the black altar has been destroyed. No undead will turn in the presence of any of the Dark Priests of Chaos or in the presence of the High Priest himself.

Random encounters within the temple will be rolled twice daily or at any point that the game master feels is appropriate. Certain things will almost certainly bring a chance of such an encounter and should result in an additional roll. Such things as loud noise may bring an encounter. Allowing encountered creatures to flee without destroying all of them will almost certainly result in them returning with reinforcements at a later time. And at certain places which might be traveled frequently there may be additional chances of encounters. Those locations will be pointed out specifically in the text below. All levels have the same random encounters and same chance for such.

The chance of an encounter in the temple should be rolled on a D12. A roll of 1, 2 or 3 will indicate that an encounter has taken place. A roll on the following table will determine the type of encounter:

1. Apparitions
2. Eye of Fear and Flame
3. Arcanoplasm
4. Abyssal Wolves
5. Dream Spectre
6. Ghost Ooze
7. Flagstone Golem
8. Dark Priests of Chaos

Abyssal Wolves

These wolves have been summoned to serve the Dark Priests of Chaos. They roam the halls of the temple looking for intruders and tasty meals of human flesh.

Abyssal Wolves (4): AC 3; MV 18; HD 9; HP 40 each; SA paralyzing gaze (save or be paralyzed for 2D4 rounds); SA trip attack if a bite is achieved (save vs dexterity with 3D6 or fall and lose one round of action); SA know alignment at will; SA keen sense of smell makes them difficult to surprise (1 in 12) and give them 90% chance to track; SD 25% chance to sense the invisible; AL CE; NM see below.

Apparitions

These skeletal creatures wander the halls of the pyramid looking for souls to take.

Apparitions (4): AC 0; MV 24; HD 8; HP 32 each; # AT 1; Dmg none; SA does not require a to hit roll to attack SA it does no actual physical damage when it attacks. Instead, the victim feels the bony hands of the creature at their throat. Victim must save by rolling 3D6 and compare the score to

their intelligence. A score of equal to or greater than the intelligence means the victim is stricken with horror and must roll again. A second roll is compared to their constitution. A roll of less than constitution means the victim flees for 1-4 rounds. A roll of equal to or greater than constitution means that the victim falls dead of a heart attack; SA victims who die to this creature will turn into an apparition in 2-8 hours unless raised from the dead before then; SA esp gives them knowledge of others in the area up to 100' away; SA achieve surprise on a 1-5 out of 6; SD normally these creatures are turned as spectres but within this temple no undead may be turned until the black altar has been destroyed; AL CE; FF page 12.

Arcanoplasm

This blob is drawn to magic and will immediately attack spellcasters if possible. It wanders the halls here seeking magic.

Arcanoplasm (1): AC 2; MV 10; HD 14; HP 89; # AT 1; Dmg 1-12; SA acid damage; SA constriction; SA grapple; SA spell mimicry; SD absorbs magic; SD magic heals it one hit point per spell level; SD critical hits and back stabs are ineffective against it; Magic Resistance: absorbing spells makes this effectively 100%; AL N; NM see below.

Dark Priests of Chaos

The dark priests that run this temple patrol their structure day and night looking for enemies and intruders. Three such priests will be encounters led by two abyssal wolves. The priests are clad in black robes with black armor and black weapons.

Abyssal Wolves (2): AC 3; MV 18; HD 9; HP 40 each; SA paralyzing gaze (save or be paralyzed for 2D4 rounds); SA trip attack if a bite is achieved (save vs dexterity with 3D6 or fall and lose one round of action); SA keen sense of smell makes them difficult to surprise (1 in 12) and give them 90% chance to track; SA know alignment at will; SD 25% chance to sense the invisible; AL CE; NM see below

Dark Priests of Chaos (3): C8; AC 2; MV 12; HP 30 each; each wears black robes, plate mail and shield; each carries a mace; AL CE; Spells known: **command, curse, cause fear, hold person, silence 15' radius, know alignment, prayer, animate dead, dispel magic, cause serious wounds, detect lie.** Each of the priests wears a golden medallion with the symbol of chaos engraved upon it worth 500 gold pieces.



Dream Spectre

These creatures roam the halls looking for creatures that are sleeping and dreaming. They wish to invade the dreams of others.

Dream Spectres (3): AC 0; MV 12; HD 8; AT 1; Dmg sleep for 2D4 rounds; SA invade dreams and cause nightmares that awaken victim and cause them a potential heart attack; SA victim must save vs constitution with 3D6; SA roll of greater or equal to con means the person is reduced to zero hit points and will lose one hit point thereafter until dead; AL NE; NM see below.

Eye of Fear and Flame

This skeletal creature wears a hood wear the face is invisible until it chooses to reveal itself. The creature seeks out people of lawful alignment to command. If it's commands are not obeyed it will attack. It always makes commands for the victims to do evil deeds. The creature has two gems for eyes. One is red and the other is black.

Eye of Fear and Flame (1): AC 2; MV 9; HD 12; HP 65; # AT 0; SA every three rounds the red gem eye of the creature will release a 12 HD fireball; SA every round the black gem will cast a fear spell; SA each gem is worth 2000 gold pieces in value; SD creature can turn ethereal to escape but takes 2 rounds to do so; SA has no hand to hand fighting ability; SD if blindness or power word blind are cast upon the eyes of this creature it will bounce back at the caster; AL CE; FF page 35.



stone to flesh lowers it's armor class to 10 for one round; AL N; NM see below.

Ghost Ooze

This blob moves up and down the hallways. It gives off light with the brightness of a candle. It has shimmering filaments which gives it a cloud like appearance. It is eerily silent as it moves.

Ghost Ooze (1): AC 0; MV 12; HD 13; HP 86; # AT 1; Dmg strength drain of 1-8 points; SA strength drain lasts one turn; SD ethereal; 50% chance that any strike merely passes through with no damage; AL N; NM see below.

Flagstone Golem

This golem appears to be a normal section of dungeon wall. Until it moves. And attacks. This creature is waiting in ambush at variable areas of the halls of this temple. It gets up and moves once in a while to find a new hunting place. The creature was created by the high priest of the temple and serves him by attacking intruders in the temple. It is able to recognize the allies of the high priest. It will always seek an opportune time to attack by surprise if possible.

Flagstone Golem (1): AC 0; MV 6; HD 16; HP 80; # AT 1; Dmg 2-20; SA surprise on a 1-5 out of 6; SA those struck by this creature must save versus petrification or be stunned for one round; SA camouflage as stone wall makes it difficult to detect; SA even a dwarf only has a 10 % chance to detect it; SD spell absorbing; SA can release spell energy once every three rounds; SD it is immune to most spells; SD transmute rock to mud slows it for 2D6 rounds; SD

KEY TO The temple AREAS

The temple is made of stone. All areas within the temple are unlit unless otherwise specified in the text. None of the doors in the temple are locked unless otherwise specified. No doors are stuck unless otherwise specified in the text. Paladins entering this pyramid will sense evil continuously all around them. This is because the temple itself is the very essence of evil.. When the black altar is destroyed the temple itself will begin to implode. A loud rumbling noise will be heard and from this point the adventurers have a limited time to find their way out of the temple before it crumbles around them completely. This limited time is two to five turns determined randomly.

pyramid level one

1. Entrance/Stairs

An open archway allows entrance into the temple. This archway is located near the very top of the pyramid. It is dark in this chamber. The lights of the lanterns or torches of the adventurers will reveal the depravity and evil of this place. Strange frescoes and carvings here depict evil deeds and bloody sacrifices performed in this very room. Blood on the ground here reveals that such a sacrifice must have taken place here very recently. A staircase on the west side of this room leads down. A trickle of blood leads down this staircase.

pyramid level two

1. Entrance to Level Two/Guardians of the Temple

The stairs lead about twenty five feet into a dark and lonely chamber. The trail of blood stops here and there is the corpse of a lovely young elf girl lying on the stone floor. This girl appears to have been sacrificed in some bloody ritual. However, her slayer does not appear to be here.

Two stone sarcophagus lie horizontally in the eastern portion of the room. Neither of these appear to have been opened recently. Both are decorated with many peculiar runes and hieroglyphics. A large tapestry adorns the north wall of the room. A passage leads east from here. The tapestry depicts some unholy symbol.

The tapestry is actually a creature called a **lurker wraith** and it is waiting for the fun to start. If the adventurers come to inspect the tapestry it will attack. Otherwise

it will attack once the two sarcophagus are opened. Inside the two sarcophagus are **two rawbones**. Should anyone touch one of these containers then both lids will fly off and release the creatures within.

Rawbones (2): AC 0; MV 12; HD 14; HP 80 each; # AT 2; Dmg 1-8+4/1-8+4; SA vomit gore as a breath weapon for 7D6 damage up to three times daily; SA entrails can strangle; AL LE; NM see below.

Lurker Wraith (1): AC 1; MV 0/15; HD 15; HP 75; # AT 1; Dmg drains 1-4 points of constitution; SA constitution drain; SA smothering; SA spawns undead when it kills a victim; AL CE; NM see below.

Hidden in one of the sarcophagus are: a ring with a jacinth gem worth 2500 gold pieces, a necklace with an amethyst worth 750 gold pieces and a platinum anklet with coral stones in it worth 1200 gold pieces. There is also a vial of **oil of etherealness** and a **potion of growth**.

In the other sarcophagus is a fine pearl necklace worth 1250 gold pieces and a **spear +3/+5 vs giant class creatures**.

2. The Riddle of the Dead

This large chamber is dominated a statue of a dark robed skeletal man holding a scythe. Engraved on the base of the statue are runes in the language of elves. The statue radiates powerful magic if this is detected for.

“Some try to hide,
some try to cheat,
but time will show we will always meet,
try as you might to guess my name,
but I’m sure you’ll know
when it is you I claim

Who am I? “

The answer is death. But if this answer is stated aloud a minor death will appear and attack the person speaking it's name. Should anyone interfere with the combat another one will appear for each person interfering. The minor death is the same as DMG page 143 from the deck of many things.

Minor Death: AC -4; MV 12; HD 10; HP 33; # AT 1; Dmg 2-16; SA always strikes first in the round and never misses; AL N.

If the person answering the riddle fails to defeat the minor death he may be raised from the dead with no corresponding constitution loss. But should they defeat death in combat alone they will gain a wish that must be requested and granted now. The statue will then disappear.

3. Puzzle of Death

Another statue of death dominates this chamber. It has long flowing black robes and a skeletal face. It's boney hands hold a large wooden scythe with a gleaming steel blade. It's eyes seem to shine magically. The statue radiates powerful magic.

Should anyone inspect the blade closely they will notice that the skeletal arms of the statue are moveable. Yet it will not release the scythe under any circumstances. If someone attempts to pull the scythe away the skeletal arms will yank it free with the strength of a storm giant (25 strength).

The scythe is held in front of the death statue with both skeletal hands. Should anyone put anything in front of the

scythe the hands will pull the scythe down in a powerful sweep and chop it in half. Should anyone stand directly in the path of the blade they will be struck for 2-16 points of damage as the scythe makes it's sweep.

Close inspection of the base of the statue may reveal that there is a secret panel in the rear of the statue. Inside of the panel is a lever. When pulled the statue will begin sweeping it's blade back and forth in front of it. A magic mouth will then appear in the room on the north wall of the room.



“I see that you have met my friend death. You shall soon be close friends.”

The statue will then animate and attack all present with it's scythe. This version of the statue is a major death and

should anyone interfere in the combat no others will appear.

Major Death: AC -8; MV 12; HD 20; HP 100; # AT 2; Dmg 2-16/2-16; SA always strikes first in the round and never misses it's targets; AL N.

Should anyone be slain by the Major Death they may be raised but they will incur the normal penalties for dying including loss of constitution. Should the statue be slain then it will disappear as will it's scythe but a blade will appear in it's place. It will be a **two handed sword of life stealing**.

4. **Crushing Ceiling Trap**

This room appears to be empty but strange faded runes can be seen on the eastern wall of the room. These runes are not readable unless one gets close enough to wipe away the dust that covers them and put a torch or lantern close enough to get enough light to read by.

When one gets close enough to read the runes they may encounter a loose stone in the floor which will cause a metal door to slam shut blocking the exit from the room. The ceiling will begin lowering down to crush those within the room. The runes state in the language of dwarves that one should be looking for traps before reading runes.

A magic mouth will appear on the north wall of the room and ask a riddle:

"I awoke with start.
Hearing its voice in the dark.
And shook more so from within,
Than that which came upon the wind.
Then, with a flare and a flash.
I hid my head and awaited the crash.
What is it that shook my body so?"

And made me hide way down low?"

The Answer is Thunder & lightning. Should this answer be spoken aloud then the door will slide open and the roof will rise again. Should only part of the answer be given then the ceiling will continue lowering to the ground to crush those beneath. It will take five rounds for the ceiling to reach the floor and begin crushing those below for 2D10 damage per round thereafter for ten rounds before it rises again.

Any attempt to keep the ceiling from lowering will be defeated as it crushes with extremely powerful machinery behind it. Multiple answers may be given until the trap resets. There is no penalty for a wrong answer other than wasted time.

5. **Guardians/Stairs Down**

This room has four large stone sarcophagus. Each of the sarcophagus has a body carved into the stone lid which reflects the occupant in life. The lids seem to be closed completely on all of these containers. When anyone approaches these containers or the stair case then all four containers will slowly slide off and hit the floor with a loud bang which echoes through the dungeon and will bring a random encounter within 3 rounds with no check roll needed. These creatures will join any combat still in progress with the blood wights.

Inside of the sarcophagus are four blood wights.

Blood Wights (4): AC 2; MV 12; HD 12; HP 50 each; # AT 2; Dmg 1-8+5/1-8+5; SA drowning victims in blood if they manage to hit with both hands and pull victim close (victim must roll saving throw versus death

magic each round to avoid dying until they are broken free or creature is destroyed); AL CE.

Hidden inside of the sarcophagus are: a golden buckle with a emerald centerpiece worth 1750 gold pieces, a silver armband studded with small red garnet gems worth 1275 gold pieces, a mink cape worth 2700 gold pieces and **scroll of protection from possession**.

A staircase along the east wall leads downward from this room.

A secret door in the south wall leads to area 6.

6. **Treasure Chamber**

This dusty old chamber does not appear to have been visited in some time. The dust here is so thick that walking kicks it up into the air and makes it difficult to breath. A large chest made of iron stands in the center of the room. It is locked but it is not trapped. Inside the box are: 1423 gold pieces and 435 platinum pieces. There is a golden orb worth 1500 gold pieces and a large black pearl worth 5000 gold pieces. A dark cape is hidden beneath the other treasures. This is a **cape of dark elvenkind**. Generally only powerful members of important drow families are bestowed these robes.

pyramid level three

1. **Entrance**

The stairs lead twenty five feet downward into a chamber that is dark and cold. A passage leads west from it. A creature stands at the exit to the room blocking the exit from it. It appears as a

rotting and skeletal humanoid dressed in tattered and worn robes. The robes have ancient runes etched on the surface of them. It has eyes that blaze with crimson fire. Behind this creature stand four humanoids that appear to be dark shapes without visible features. Each of these creatures behind the robed one hold weapons at the ready.

Lich Shade (1): AC 0; MV 12; HD 11; HP 65; # AT 1; Dmg 1-6+3; SA chill touch; SA crumble to dust (when destroyed or if creature chooses to it creates a cloud of dust which chokes those in a 10 foot radius unless they save versus poison preventing further actions for 4-16 rounds); SA spell leech; SD healing itself or casting an energy bolt with stored up energy (each dice of magical energy thrown at it will allow the creature to heal one D6 damage or release a energy bolt for one D6 per dice damage absorbed); Magic Resistance: effectively this creature is 100% immune to arcane magic; AL CE; NM see below.

Shades(4): F12: AC ; MV 12; HP 90 (78 or 66 depending upon the light in the room); SA these creatures are former fighters that have gone over to the dark side; SA these creatures are more powerful in darkness (+1 hit point per hit die in total darkness/no bonus in average indoor light/-1 per die in bright indoor light); Magic Resistance: 60% (5% per hit dice) (but in bright light this drops to 0%); SA in darkness or low light the creature has the following abilities: shadow walk (transport itself to plane of shadow) or shadow images (mirror image effect made up of 2-5 surrounding shadows from the room); SA hide in shadows as a 12th level thief (77%); AL CE; FF page 108.

2. Puzzle

Dominating the center of this large chamber is a statue of the high priest of this temple Ephraim Defries. The statue depicts him in his early life as the high priest of this temple. He wears plate armor and a robe. His helm has devil horns on it but an open face revealing the identity of the wearer. The breastplate of the armor has an unholy symbol etched upon it. The statue is on a rotating base and can be turned. Turning the statue alone does not seem to have any effect at all. The statue is depicted with the hand of the priest pointing forward towards the adventurers as they enter the room as if he is casting a spell towards them.

Unlike other rooms in this complex this room has sconces in the walls every five feet with torches lit in each of them except for one which appears to have gone out. If that one sconce is examined there is nothing visibly different about it than the others. But if the torch is lit then the base of the statue will begin glowing.

Once the torch has been lit and the base has begun glowing if the statue is again rotated it will reveal a secret door in the wall leading to room three and that door will open automatically. This secret door may be discovered by other means but it cannot be opened without turning the statue to point towards it. It is wizard locked at 25th level and this will only be released if the statue is properly turned. Then the door will open on it's own.

3. Treasure Chamber

Two large vases dominate this small chamber. Each is filled with gems or coins. Both vases are of fine craftsmanship and appear to be Juralian in origin. Each vase is

worth 500 gold pieces but is very heavy. Each weighs nearly five hundred pounds.

The first is filled with 1000 platinum pieces. The second is filled with 50 hematite gems worth 10 gold pieces each, 50 lapis lazuli worth 10 gold pieces each, 50 tiger eye gems worth 10 gold pieces each, 50 pieces of turquoise worth 10 gold pieces each and 50 moonstones worth 50 gold pieces each.

4. Vampire Guardian

In the center of this room is a single wooden coffin. The lid to the coffin is slightly ajar. The rest of the room appears empty. But it is not. For in this room are two creatures. One is an eastern vampire named Hamdaan al-Salem. He was once a powerful wizard in service of the Emperor of Jural many years ago. He was set upon by vampires and is now in the service of the high priest. But he is not alone here. For waiting with him is an invisible stalker. Eastern vampires are invisible as well as the stalker so neither can be seen as the adventurers arrive in the room.

The coffin is trapped. The two invisible creatures are waiting in ambush. If the trap is either set off or disarmed they will then attack.

Anyone opening the coffin will set off a gas trap which will release sleep gas into the room. Anyone in a five foot radius of the coffin must save versus poison or fall asleep for 3 to 12 rounds. The two creatures will then spring their attack.

Hamdaan al-Salem, Eastern Vampire (1):
AC 1; MV 12/18; HD 8+3; HP 50; # AT 1;
Dmg 5-10; SA energy drain of two levels
upon a hit; SD regenerate 3 hit points per

round; SA invisible; SD opponents are -2 to hit invisible vampire; SD if reduced to zero hit points he will assume gaseous form and drift away. He must return to this coffin within 12 hours. Should the coffin be destroyed he will also be destroyed; SD sleep, charm, hold, poison, paralysis have no effect on him; SD cold and electricity do only one half damage to him; SA 18/76 strength; SD holy water does 2-7 damage to him; SA he is a 12th level magic user; AL CE; Spells Known: **magic missile, sleep, ventriloquism, burning hands, scare, stinking cloud, forget, levitate, lightning bolt, fireball, dispel magic, phantasmal force, fear, charm monster, polymorph other, ice storm, conjure elemental, cone of cold, magic jar, cloud kill, disintegrate**; MM page 99.



Invisible Stalker (1): AC 3; MV 12; HD 8; HP 40; # AT 1; Dmg 4-16; SA surprise on 1-5 out of 6; SD opponents attack at -2 due to their being invisible; Magic Resistance: 30%; AL N.

Inside of the coffin are a platinum pendant with a blue diamond worth 4750 gold pieces and a **ring of three wishes**. There is also a golden ring with the seal of the royal family of the Jural Empire worth 1250 gold pieces along with a fine silk cape (black of course) worth 500 gold pieces.

The travel spell book of Hamdaan al-Salem is invisible and is secured to a spot on the ceiling of the room. If detect invisibility is used or if someone can see invisible then the book shall be found. Otherwise it will not. The book includes all of the memorized spells in the list above.

5. **Guardians/Stairs to Level Four**

This large chamber is well lit by torches in sconces in the walls. Five coffins dominate the room. Standing in front of these coffins are a peculiar sight. Five skeletons with black bones stand tall with short swords in each hand.

Black Skeletons (5): AC 0; MV 12; HD 8; HP 40 each; # AT 2; Dmg 1-6+4/1-6+4; SA bonus of +2 to hit and +4 to damage due to skill and strength; SA shriek panics opponents unless they save versus paralysis; SD half damage from sharp weapons; SD cannot be turned; SA two handed fighting with no penalty; AL CE; NM see below.

The five coffins are empty. Each contains dirt. Each of these coffins is a possible resting place for the vampire in the previous area to return to safely.

6. **Statue of Ephraim Defries**

The center of this room has a statue of the high priest of the temple Ephraim Defries. He stands with his hands extended outwards as if he is in the process of casting

a spell or performing some ritual. At the statue's feet is a ceremonial dagger soaked in blood. Close inspection may reveal that the dagger fits perfectly into the hand of the statue's right hand. It is almost as if the statue itself dropped the knife here. Where the blood on the knife comes from is unknown.

The statue radiates both magic and evil.

Four candles are lit and give some light to the room. These candles are black and are sitting in holders in the four corners of the room. These candles radiate both magic and evil if they are detected for.

Should any of the candles be removed or put out the statue will animate and attack. The statue is a stone golem. When the lights of the candles go out the light provided by torches or lanterns will also temporarily flicker. In the moment of brief darkness the statue will reappear with the dagger now back in it's right hand and charging towards one of the adventurers.

Stone Golem (1): AC 5; MV 6; HD 15; HP 60; # AT 1; Dmg 3-24; SA casts a slow spell every other melee round; SA incredibly strong; SD +2 weapons or better to hit; SD the only spells that effect it are: mud to rock (restores all damage taken by the golem) and stone to flesh (which makes it vulnerable to normal attacks); AL N; MM page 48.

When the golem statue is destroyed it will drop the ceremonial dagger on the ground again. This time the knife will become a **dagger + 3/+5 vs magic using or enchanted creatures.**

7. Dark Room

This room is unusually dark. Even the light of torches and lanterns do not penetrate the darkness here. A continual darkness spell has been permanently cast upon all of the areas within the room. A detect magic spell will reveal the presence of magic in the room.

Hiding in the darkness of this room are three bodaks. Normally these creatures do not associate with others of their kind but these have been summoned to the temple to guard it from invaders. They wait hidden in the shadows of this dark room for strangers to arrive. Each is armed with a magical weapon which is hidden behind them.

Bodaks (3): AC 5; MV 6; HD 9+9; HP 55 each; # AT 1; Dmg by weapon type (one holds a **battle axe +3/+5 vs fire using or dwelling creatures**, one holds a **scimitar of speed** (+2 and allows that bodak a second attack in the round) and a **spear** +4); SA death gaze (save vs death magic or die); SD +1 or better weapons required to hit; SA infravision and ultravision; AL CE; MM2 page 19.

These creatures have no treasure save the weapons that they carry.

8. Silent Room

This room is unusually silent. When the adventurers arrive they will quickly realize that no sounds penetrate this room. It seems as if it would be an excellent place to rest. But this will turn out to be a horrible mistake. For some creatures lurk nearby this room at all times looking for the dreams of others so that they can invade them.

Should anyone use this room for the purposes of rest they will discover these nightmares in their sleep. The creatures have no need to worry about a barred door or a barricade. They will find their way into the chamber when they feel the need to do so.

Dream Spectres (3): AC 0; MV 12; HD 8; AT 1; Dmg sleep for 2D4 rounds; SA invade dreams and cause nightmares that awaken victim and cause them a potential heart attack; SA victim must save vs constitution with 3D6; SA roll of greater or equal to con means the person is reduced to zero hit points and will lose one hit point thereafter until dead; AL NE; NM see below.



9. **The Greater Gorgimera**

A strange beast resides in this chamber. When it notices the arrival of strangers it rises to meet it's visitors to this chamber of horror. Carcasses of a number of animals lie on the floor here as if the priests of the temple are feeding this beast for a singular purpose. This room is well lit by torches in sconces in the walls every 5 feet in the room.

The beast has the head of a bull as well as the head of a lion and that of a dragon. The bull head is blue in color and it's eyes are red rimmed but pale blue. The creature is quite large and stands nearly eight feet tall at it's highest point. It is an elder gorgimera and it is quite a dangerous creature.

Elder Gorgimera (1): AC 5/2 (lion parts are AC 5 others are AC 2); MV 12/15; HD 20; HP 135; # AT 5; Dmg 1-6/1-6/2-16/4-24/4-24; SA two breath weapons; SA gorgon head can breath petrifying gas cloud twice per day in a 6"x2" wide base cone; SA dragon head can breath a fire breath in a cone of 10"x 4" for 6-48 damage to those in the area of effect twice per day; SA unlike the lesser versions of the creature this one is intelligent enough to decide on it's own when or if to use it's breath weapons and will do so at will; SA speaks the language of red dragons; SA sees in both the astral and ethereal planes and it's breath weapon will extend into those planes as well; AL CE; modified version of the monster in MM2 page 70.

There is a secret door in the east wall of the chamber. While the door may be easily found by the normal means the way to open it will not be so obvious. The wall is

thick stone so anyone attempting to merely break through will find this difficult. Passwall will not work within the temple as stated previously. There might be other magical means to bypass the doorway which I will leave to you to judge appropriately.

Close inspection of the torches in the wall will reveal that one of the sconces appears to be slightly tilted compared to the others in the room. This sconce may be turned upward which will cause the secret door to slide away revealing area 10.

10. Secret Storage Area

This area is a secret storage area for the temple. It is filled with barrels of wine, casks of foodstuffs and supplies of the temple. There are ten large barrels of fine Juralian wine. Each of these barrels would be worth 100 gold pieces but they weigh nearly 100 pounds each. There are twenty five casks of various foods. Some are filled with salted meats. Others are filled with various delicacies. None of these are particularly valuable.

A rack along the south wall holds four fifty foot coils of rope. Two bullseye lanterns hang from it which are filled with oil. Along the south wall there are also ten flasks of oil which are filled.

A small table in the northeast corner of the room has several vials of unmarked liquids. Each of these is a magical potion from the **unearthed arcana**.

1. **Oil of sharpness**
2. **Elixir of youth**
3. **Rainbow hues**
4. **Ventriloquism**
5. **Vitality**
6. **Poison type E ingestive**

7. **Oil of impact**
8. **Fire breath**

pyramid level four

1. **Entrance to Level Four/Greater Mummies**

The stairs lead downward twenty five feet into a cold and dark chamber. A passage leads west from here. At the foot of the stairs are three stone crypts. Each of them slowly open as the light of the torches or lanterns reaches them.



Greater Mummies (3): AC 0; MV 6; HD 10+6; HP 60 each; # AT 1; Dmg 2-20; SA fear causes all those within a 10' radius of it to save versus magic or be paralyzed for 2-7 melee rounds; SA unlike normal mummies this fear effect is not reduced by numbers;

SA all those touched by the greater mummy must save versus poison or suffer mummy rot; SA half damage from magical weapons and no damage from normal ones; SA those infected with the disease cannot be healed by heal spells; SD immune to sleep, charm, hold, cold, paralysis, poison; SD raise dead turns them into a normal human; SD holy water does 2-8 damage to them; SD susceptible to fire: torches do 1-3 points of damage, magical fire does +1 damage per die, burning oil does 1D8 damage first round and 2D8 damage the second round; AL LE; modified from MM page 72.

Each of the crypts has valuables of the mummies located in it.

Crypt #1: contains a platinum medallion with the seal of an important royal family in the Jural empire worth 2500 gold pieces, **wand of steam and vapor (UA)** with 13 charges on it and an ornate jeweled horn made from ivory and inlaid with rubies worth 1250 gold pieces.

Crypt #2 contains a tiara made of gold and diamonds worth 2750 gold pieces, **boots of the north (UA)** and a fine decorated shield with the royal crest of a very old Zanzian family gilded with gold and decorated with emeralds and

sapphires worth 3450 gold pieces.

Crypt #3 contains a silver coronet with blue sapphires worth 3250 gold pieces, **ring of jumping (UA)** and a ceremonial dagger made of silver with a large emerald in the pommel and gilded in gold along the handle worth 1100 gold pieces.

2. Riddle of Glass

A pedestal made of black obsidian stands in the center of this chamber. It rises about four feet off of the ground. Atop the pedestal is a box made of clear transparent material. The box is about six inches wide by six inches deep by six inches tall. Within the box a ring can be seen. A detection of magic will reveal that the ring has magical properties but not the identity of it.

The transparent box has no doors or hinges and no means of direct access. It appears to be like glass but it is not. It is unbreakable and extremely hard and durable. Even a diamond will not cut it. Nor will the weapons of the adventurers. Nor can they break through the material. No magic or spells will break through this material either.

Strange runes can be found inscribed upon the pedestal. They are not immediately visible but when a torch or lantern is passed in front of them they will suddenly glow bright and reveal words in the language of gnomes:

“Born of Earth,
but with none of its strength.
Molded by Flame,
but with none of its power
Shaped by Wind,
and with all of its clarity”

The answer is: Glass. Should this word be spoken aloud after reading the riddle then the box will shatter and fall to dust giving access to the ring that was protected within it.

The ring is cursed ring called a **ring of chaos**.

3. Spirit Nagas

This room appears dark and slimy. Some kind of moisture seems to seep from the dark walls of this room oozing into puddles along the floor. The sounds of hissing can be heard from deep within the room. Some kind of creature lines the walls of the room and seems to fill a great part of it. It is an enormous snake of some kind. And from deeper in the room slither three more smaller snake like creatures with humanoid heads. Each of these newcomers have black scales and crimson bands.

Enormous Constrictor Snake (1): AC 5; MV 6; HD 16+5; HP 100; # AT 2; Dmg 1-12/3-24; SA constriction for 3-24 per round once it achieves a bite; SA it would take a combined strength of over 50 to break the hold of this snake once it has wrapped around it's victim; SA the creature is enormous in size and is nearly nine inches diameter and thirty five feet long; AL N; modified MM page 88.

Spirit Nagas (3): AC 4; MV 12; HD 10; HP 45 each; # AT 1; Dmg 1-3; SA poison bite (save or die); SA spell use; SA charm gaze

(save versus paralysis); AL CE; Cleric
Spells Known: **curse, command, silence**
15' radius; Magic User Spells Known:
magic missile, sleep, dancing lights,



shield, mirror image, scare, hold person.

Around the necks of two of the nagas is a medallion with the symbol of chaos made from pure gold and studded with diamonds worth 3500 gold pieces each. The third naga wears a **necklace of stamina**.



4. The Red Queen

This room is laid out as a chessboard with the board extending to all four corners of the room. There are no pieces on the southern edge of the room where the door allowing entry is located. In the center of the board is a red queen which stands six feet tall. To her right is a red bishop. And to her left is a red knight. No other pieces are on the board. Magic aura will be found on the board if this is detected for as well as on the pieces.

If any player steps upon the board a red pawn will appear directly in front of them.

If the board is avoided entirely, such as by climbing the walls or flying or

levitating over the floor then no pieces will appear and the pieces on the board will ignore the adventurers entirely. It is the board that controls all within this room. Should contact with the board itself be avoided then all of the problems with the chess pieces can be avoided as well.



In order to advance in the room the players must defeat the pieces in combat. Every time that they advance a square a new pawn will appear in front of them to challenge their advance. Meanwhile the other pieces will move to also attack or defend the room. The pieces on the board may only move in the directions of the chess piece that they represent.

Each chess piece is made of stone and has a humanoid appearance. They each hold weapons. When a piece is defeated it will disappear off of the board. However, every time a player character moves into a

new square another pawn will appear in the square in front of them.

Red Pawns (multiple): AC 2; MV 6; HD 8; HP 40 each; # AT 1; Dmg 1-10 (halberds); Magic Resistance: 50%; AL N. These pieces are shaped like a man at arms with chain mail and a halberd.

Red Knight (1): AC 0; MV 24; HD 15; HP 100; # AT 2; Dmg 3-9 +3 (heavy horse lance) or 2-7 +3 (horseman's flail); SA will charge with lance for double damage when more than two squares away from an opponent; SA will use flail when they are in an adjacent square; Magic Resistance: 75%; AL N. This piece appears as a mounted knight wearing plate mail and riding a heavy warhorse wearing plate barding. The piece holds a long heavy lance and has a flail at it's side.

Red Bishop (1): AC 0; MV 6; HD 12; HP 60; # AT 1; Dmg 2-7 (footman's mace); SA this piece has limited clerical spell casting abilities and can cast the following spells once during the game as if it were a 12th level cleric: **silence 15' radius, hold person, flame strike**; Magic Resistance: 75%; AL N. This piece appears as a priest holding a mace and wearing plate mail with a shield. He will cast his spells and then move in to melee combat.

Red Queen (1): AC 0; MV 6; HD 20; HP 140; # AT 2; Dmg 2-16 +4 (scepter); SA this piece has limited magic user spell casting abilities and may cast the following spells one time during the game as if she were a 15th level magic user: **magic missile, lightning bolt, ice storm, cloud kill**; Magic Resistance: 90%; AL N. She appears as a red queen wearing a crown and wielding a scepter. She will cast her spells and then move in to melee combat.

When the three primary pieces (queen, knight and bishop) have been defeated they will disappear and the board will disappear as well. A hidden door in the northeast corner of the room will then be revealed leading to area 5.

5. Minor Treasure Room

This room appears to have several valuable treasures taken from various places on the continent of Dunar. A chess set made of marble lies on a table in the center of the room. Each of the pieces are made of pure jade. The combined value of this chess set is 5000 gold pieces due to the value of the jade and the fine craftsmanship of the pieces carved.

Along the south wall of the room four large ivory tusks are propped. These tusks appear to be from the mastodons of the Barbarian Lands to the north of Zanzia. Each is very heavy and is worth 1500 gold pieces each. Each weighs nearly 500 pounds.

Leaned up against the north wall of the room are two fine carpets made of the finest materials known and crafted in Jural with the fine workmanship known to come from that land's enslaved peoples. These rugs are worth 1000 gold pieces each. The carpets are quite heavy and weigh nearly two hundred pounds each.

Covering the east wall of the room is a large tapestry with the insignia of the broken skull tribe from the land known as the Horde. This tapestry is well made and is made from fine materials. It's historical and artistic value make it worth over 1500 gold pieces. It is also very heavy and weighs nearly two hundred pounds.

Hanging on the west wall just past the door is a portrait of Pom Maven, a long dead Zanzian king, in a frame gilded with gold. The value of the painting and the frame are 2500 gold pieces.

6. **Fountain of Blood**

In the center of this room is a large double fountain. Two statues face each other in this fountain. Both figures are gargoyles and each pours liquid from their mouths into the fountain. The fountain is filled with red liquid. The liquid appears to be blood.



The fountain radiates both magic and evil when detected for.

An inscription around the edge of the fountain in the language of elves reveals the following words:

There is something I seek.
While it is bound,
it chooses kings and peasants.
When it is freed,
it foretells war or woe.
While it bound,
it propels men's lusts and furies.
When it is freed, it tumbles, falls, and fades.
While it is bound, life will often thrive.
When it is freed, death will often follow.
What do I seek?

The answer to the riddle is blood but speaking the word aloud will accomplish nothing. But if someone cuts a finger and releases a bit of blood into the fountain the liquid within it will suddenly turn clear and the blood in the fountain will disappear. The liquid from this point forward will run clear liquid instead.

Anyone who drinks from the fountain while the water is still red will need to make a saving throw versus poison or become weakened by the fluid until a remove curse or dispel magic is cast upon them. This weakening will be in the form of -3 to constitution and to strength until the effect is removed by the means described previously.

Anyone who drinks from the fountain after the water has turned clear will find it most refreshing. They will feel stronger and healthier as a result of drinking the water. Any disease that the person suffers will be immediately cured. Any damage that the person has taken will be healed completely. The water will no longer have any effect two rounds after it is removed from the fountain.

7. Guardians of the Temple

Four crypts dominate this circular room. This room is shaped like a dome and painted on the ceiling and walls of this room are scenes of horror. Innocents being sacrificed, murders being committed, torture and mayhem are the subjects of these paintings.

The four crypts are closed and do not appear to have been opened for some time. They appear to be sealed shut tightly. Despite this treatment the inhabitants of these crypts are fully aware of their surroundings and can leave these crypts at will. They will do so the moment anyone attempts to go through the west doorway of the room or touches one of the crypts. These inhabitants are ancient spectres and are a much more powerful and malevolent version of the normal variety of undead.

Ancient Spectres (4): AC 0; MV 15/30; HD 9+9; HP 50 each; # AT 1; Dmg 2-16; SA energy drain two levels; SD +2 weapons or better to hit; SD immune to sleep, charm, hold, cold, paralysis and poison; SD destroyed by a raise dead spell unless it saves versus magic; SA anyone drained of all levels becomes a normal spectre under the control of the one that killed them; AL LE; modified version of MM page 89;

The crypts are each sealed tightly and have become even harder to open with age. Each of the spectres was once a priest of the temple and now serve it forever. Each crypt contains treasures previously owned by the spectral priest in life. Each chest can be pried open by a person with a strength greater than 16 or with the help of another person.



Crypt #1 - A large black mace with a golden handle and rubies and emeralds in the shaft worth 2250 gold pieces and a suit of **plate mail +2 (human sized)**.

Crypt #2 - A necklace made of silver with a fire opal center piece and two black opals beside it on each side worth 4750 gold pieces. A bone scroll tube with a clerical scroll inside of it with the following spells: **speak with monsters, resurrection, restoration, quest**. Inside of this crypt is also a lever which will open up the secret door that leads to area 8.

Crypt #3 - A black helm with the horns of two unicorns adorning it which is worthless and reeks of evil and depravity. Should it be destroyed by a person of lawful good alignment that person would gain 5000 experience points by doing so.

Crypt #4 - This crypt is trapped. When the seal is broken it will release a cloud of poison gas. Anyone within a ten foot radius of the crypt must save versus poison or die immediately. An armband made of gold studded with star rubies worth 3550 gold pieces and a **ring of truth (UA)**.

There is a secret door in the south wall leading to area 8. While the door may be found easily enough it cannot be opened by any means other than the lever in crypt #2.

8. Minor Treasure Chamber

This chamber has two chests which are overflowing with coins. Coins of every type, shape and size seem to fill the pile. Coins from the various kingdoms in the Barbarian Lands, from the various tribes of the Horde, from Zanzia as well as the pre-Zanzian warlords that once ruled the land and from the Jural Empire are represented in this horde.

The coins, are coated with contact poison. Anyone touching them must save versus poison or die within five rounds. The victim will suffer a loss of 20% of their hit points each round until dead.

The coins in the pile include: 4332 gold pieces, 14321 silver pieces, 543 platinum pieces, 2345 electrum pieces and 26432 copper pieces. Buried beneath the pile are a golden harp worth 750 gold pieces, a large silver mirror worth 500 gold pieces, a golden bust of the Emperor of Jural worth 1500 gold pieces, a **ring of sustenance (UA)** and a **rod of flailing (UA)** with 15 charges on it.

9. Phase Spiders and Friend

This dark and clammy room is filled with webs. Yet when the adventurers look inside the room no spiders are visible. At the far end of the room a glint of metal armor can be seen upon the skeletal remains of a man long dead. Suddenly the adventurers will notice a shimmering as some creatures come into view. They are phase spiders and they seem to be phasing in.



Phase Spiders (4): AC 7; MV 6/15; HD 5+5; HP 25 each; # AT 1; Dmg 1-6; SA strong poison (save at -2); SA phasing in and out prevents them from being attacked except while in phase; SD impervious to most forms of attack while phased out; SD armor of etherealness and oil of etherealness allow the weapons of an adventurer to hit

one of these creatures; SD phase door spell will make the creature in phase and vulnerable for seven rounds; SA spider webs may stick to adventurers; AL N; MM page 90.

Once combat has begun the true leader of these creatures will arrive out of the shadows and the webs of the rear part of the chamber where it was hiding in the shadows. It is a drider. Once she was a wizard of the drow but it was later turned into a drider. It will join the combat in the second round of combat.

Drider (1): AC 3; MV 12; HD 6+6; HP 39; # AT 1; Dmg 1-4; SA magic use at a 8th level; SA bite causes 1-4 damage and injects poison (save at -2 or be paralyzed for 1-2 turns); SA once per day may use the following spell like abilities: dancing lights, darkness, detect magic, faerie fire, know alignment, and levitate; SA as a female drider she also has the following spell like abilities she can use once daily: **clairvoyance, detect lie, dispel magic, and suggestion;** Magic Resistance: 15%; AL CE; spells memorized: **magic missile, sleep, hold portal, shield, mirror, image, detect invisibility, shatter, lightning bolt, slow;** MM2 page 60. Around her neck is a golden chain holding a golden medallion with the seal of the ancient drow family to which she once belonged worth 750 gold pieces.

The skeletal remains wears a suit of **plate mail of vulnerability**. At his side is a jeweled scabbard decorated with tourmaline gems worth 1100 gold pieces. Inside the scabbard is a **sun blade (broadsword) (UA)**.

10. **Orb of Darkness**

When this room is entered the adventurers will see a dark orb atop a white pedestal in the center of the room. The dark orb seems to be a swirling mass of energy and when anyone approaches it they will suddenly feel drawn towards it as if by magic. Anyone detecting magic or evil will see that it radiates both.

Should anyone touch the orb they will be repelled by it if they are of good or neutral alignment. They will be thrown forcefully away from the object and take 1-10 points of damage from the shock of the pure evil within the orb invading their thoughts and minds. Anyone of evil alignment who touches the orb will feel wonderful and alive. They will be blessed by the orb for one turn and have the effect of a potion of invulnerability for that duration as well.

Close inspection of the orb reveals that it actually does not touch the white pedestal that it is over. It is close to touching but actually there is a thin space between the two. The orb seems to be floating just above the pedestal.

This orb is the essence of evil itself. Should it be destroyed by a person or persons of good alignment that person will feel that an enormous evil has been removed from the world and they would each gain 10000 experience from the act. Those of neutral alignments would gain one half of this experience but their gods would still be pleased by the act. But the orb is not easily destroyed. It is made from materials not of this world. And it is pure evil. In order to destroy the orb it's defenses must be removed. Splashing holy water on it will make it vulnerable for 2-5 rounds.

The Orb of Darkness normally has an armor class of -10 and 500 hit points. Once an attack has been made upon it the orb will begin pulsing powerfully. All those within the room will hear a loud sonic vibration coming from the orb and take 10 hit points of damage each round from it (save versus death magic for one half damage).

When holy water is poured on the orb it is reduced to armor class 10 and 250 hit points. When the orb is vulnerable a dispel evil spell will inflict 50 hit points of damage upon it. A holy word will likewise inflict 50 hit points of damage upon it. Magical weapons will do normal damage to the orb. Spells of all types may inflict normal damage upon it but these effects will only take place while the orb is vulnerable.

The orb when it reaches zero hit points will explode with energy and force and do 1-20 points of damage to all those present within the room.

The Dark Priests of Chaos keep this orb because they feel that it might be useful in their quest to bring the god of Chaos to this plane. One of their cult acquired this orb on the plane of shadows and brought it here to this temple for use in their mission. The dark priests will be terribly unhappy to see it destroyed.

11. **Statue of Ephraim Defries/Stairs Leading Down**

A statue of the high priest of the temple stands before the adventurers in the west side of the room as they enter this room. A staircase leads downward from this room in the east end of the room. Torches in sconces in the walls here light the room.

The statue animates as the adventurers approach it.

“You have done well young fools. But you know not the dangers in this place. There is time yet for you to save yourselves. Begone from this place or face your deaths. The choice is yours. Decide well.”

The statue, of course, radiates both magic and evil should these be detected for. Once the statue has spoken it will go solid and silent once more. It will not animate again and can easily be destroyed.

A secret door in the west wall beyond the statue leads to area 12. Close inspection of the wall will reveal a peephole in the wall. Should anyone begin searching the room for secret doors the door will open and the inhabitants will come charging into the room to attack. Otherwise the inhabitants will quietly follow the adventures down the stairs and arrive behind them in two rounds.

12. **Dark Priests of Chaos Guard Room**

Four dark priests use this room to spy on the entrance to the final level of the temple. These guards will attack anyone who searches for the entrance to this room. Otherwise they will attempt to follow any adventurers that descend the stairs and ambush them from behind in two rounds. Each of these priests wears dark robes over their armor.

Dark Priests of Chaos (4): C8; AC 2; HP 35 each; # AT 1; Dmg 2-7 (mace) +2; each wears black plate mail, black robes and carries a black shield and a black **mace** +2; AL CE. Spells known: **curse, protection from good, cause fear, hold person, know alignment, chant, dispel magic, cause**

blindness, animate dead, cause serious wounds, detect lie.

pyramid level five

On this level all rooms are lit by torches in sconces in the walls every five feet along each wall. Every room on this level of the temple smells strongly of death and decay. The scent of blood is everywhere on this level.

1. Entrance to Level/Dark Custodian

The stair case leads downward fifty feet. Waiting at the bottom of the stairs is a dark hooded figure. It's face cannot be seen and neither can any portion of it's body including the hands. This creature is a dark custodian and it waits for the enemies of the high priest.



Dark Custodian (1): AC 3; MV 12; HD 14; HP 75; SA devouring the soul (level drain of two levels per round once it grabs a person and holds it close); SD incorporeal (can only be hit by magical or silver

weapons); SD silence of the grave (at will can create a silence zone of 20 foot radius from the custodian during which it gains +1 to hits and +3 to saving throws and opponent clerics suffer a -3 penalty to turning attempts); SD within this temple it cannot be turned until the Black Altar is destroyed; SD animals will not go within 30 feet of it; AL CE; NM see below.

Two rounds after the adventurers arrive the dark priests hiding in area 12 on the previous level will arrive behind the adventurers on the stairs to attack from behind if they have not already been dealt with.

2. The Temple of Domi/Idol of Simaru/Ephraim Defries the High Priest of Chaos; The Summoning and the Ritual of Simaru

This enormous chamber is the bottom of the pyramid. The ceiling here rises fifty feet above. An enormous red statue of Simaru rests along the south wall of the room. It stands nearly forty five feet tall and is made from some reddish stone. Two blue diamond eyes sparkle in the light of this room.

A large black altar rests along the east wall of the room. Even without attempting to detect evil the incredibly strong presence of evil within that altar can be sensed by all those present. The altar appears to bleed and is dripping on the floor. No body rests upon it. So the source of the blood is unknown.

Three clear statues stand in front of three of the walls of the room. The north, east and western walls have this same crystal statue in front of them.

Four fiery braziers give light to the room but seem to give off no heat at all. The room seems quite cold despite the fires. The only heat in the room seems to come from the burning bowl held by the idol of Simaru.

Five tall ornate columns rise to the ceiling here to hold up the roof during the dark rituals that take place within this chamber. A large pentagram burns in the center of the floor here as a creature that was summoned arrives in the room to meet it's master. A type VI demon (balor) arrives within the burning circle and turns to face the newcomers.

Just outside the circle is a bony skeletal figure wearing a dark robe. It points its bony finger in the direction of the adventurers and the three large statues begin moving towards the adventurers. Each is a crystal golem.

The bony figure is the high priest of chaos Ephraim Defries himself. He pulls back his hood and reveals his true nature. He is a lich.

Type VI Demon (1): AC -2; MV 6/15; HD 8+8; HP 48; # AT 1; Dmg 2-13; SA whip and flame attack does 4D6 damage to victim drawn into it's flames; SD +1 or better weapons to hit; SA darkness in a 10' radius at will; SA at will can use the following abilities: **cause fear (wand), detect magic, read magic, read languages, detect invisible objects, cause pyrotechnics, dispel magic, symbols (fear, discord, sleep or stunning), suggestion, gate in another demon with 70% chance of success (type III 80% chance or type IV 20% chance), telekinesis up to 6000 gold pieces weight**; SD as a demon it has the following innate damage reductions to one half damage (or none on a save): cold, electricity, fire, gas, SA as a demon it has

the following innate abilities: **infravision, darkness, teleport without error, gate**; Magic Resistance 75%; AL CE; MM page 19.



Crystal Golems (3): AC 0; MV 6; HD 18; HP 80 each; # AT 1; Dmg 3-30; SA casts a 3 dice **magic missile** every other round (3x1D4+1); SA incredibly strong; SD +2 or greater weapons to hit; SA immune to most spells except for: **shatter** which causes it 50 points of damage (save versus spell for half); AL N; NM see below.

Ephraim Defries, High Priest of the Temple, Lich (1): AC -4; MV 6; HD 24; HP 145; # AT 1; Dmg 1-10; SA chill touch; SA spell use as a 24th level cleric which he was in life; SA touch paralyzes anyone who does not save versus paralysis; SA creatures under 5HD will flee from it with no saving

throw; SD immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death spells, symbols; SD he has lowered his armor class over time through the use of wish spells which he and his followers have acquired; AL CE; Modified from MM page 61. He knows the following spells: **curse, detect good (x), cause fear, sanctuary, protection from good, command (x3), darkness, detect magic, hold person (x3), silence 15' radius (x3), know alignment, chant, augury, resist fire, snake charm, animate dead (x2), continual darkness, cause blindness, cause disease, bestow curse, speak with dead, locate object, prayer, glyph of warding, cause serious wounds (x2), detect lie (x3), lower water, protection from good 10' radius, speak with plants, sticks to snakes, tongues, dispel good, atonement, commune, cause critical wounds, flame strike (x2), slay living, true seeing, plane shift, heal, harm, aerial servant, blade barrier, speak with monsters, word of recall, conjure animals, stone tell, gate (which he cast as the players entered the room and brought forth the Type VI demon), unholy word, destruction.** He wears a **ring of protection +2** and a **cloak of arachnidia (UA)**. On one finger of his right hand is a **ring of mind shielding (UA)** and on a finger of his left hand is a **ring of shocking grasp (UA)**. In his right hand he holds a **rod of passage (UA)** with 22 charges on it.

He is aligned with his brother Malcon the Fire Bringer who is also a lich and is also in the service of the demi-god Simaru. He has been performing dark rituals in this temple in an effort to bring Simaru to this plane but has of yet not succeeded. Unlike others of his kind he is only a priest and not a magic user like other liches. In life he had a wisdom of 18 which accounts for his additional lower level spells in his spell list.

The Braziers

The four braziers give off a great deal of light. But the fires within them seem to burn with no fuel to support them. And they give off no heat at all. If detected for they each radiate magic but do not radiate evil. Anyone putting a hand into one of these braziers will feel no heat and take no damage from it. Hidden within one of these braziers is a large fire opal worth 10000 gold pieces.

The Pillars

Each of these pillars has ornate relief carvings which depict scenes of depravity and evil. Each pillar radiates both magic and evil should these be detected for. Should a dispel evil be cast upon a pillar a cool wind will be felt and a howling will be heard as a soul is released from the prison of each pillar. This same effect will be had should a holy water be splashed upon a pillar. In either event a soul shall be released from it and the party will gain 5000 experience points from each such soul released in this manner of they are of good alignment. If they are neutral in or evil alignment they will get no experience from this. This effect takes place only one timer per pillar.

The Idol of Simaru

The smiling face from the cover of the PHB stands tall in this room. It stands nearly forty five feet tall. The reddish statue has large ivory horns upon it's head. Each of these horns is made from a mastodon tusk and is worth 1000 gold pieces each.

He has large ivory teeth in his evil smile. Each of these teeth is made of ivory and is worth 100 gold pieces. He has twenty eight such ivory teeth. Should anyone attempt to pull one of these teeth the mouth

of the statue will clamp down and bite the hand that is stealing from it. This trap may be detected and removed by normal means. The damage from this bite is 4D6. There is a 50% chance that anyone bit while attempting to steal a tooth will fall and take 4D6 more damage from the fall.

The two large blue diamond eyes are worth 10000 gold pieces each. One of them is trapped as well. The right one. Anyone pulling this eye out of the socket will cause the idol to tip it's flaming bowl which is filled with boiling oil. Anyone standing within twenty feet of the statue at this time must save versus their dexterity (4D6 versus dexterity) to see if they move out of the way in time to avoid the splash. A great deal of oil burns in this bowl. The damage taken by those who do not make their saving throws is 4D6 this first round and another 6D6 the second.

The Black Altar of the Temple of Domi

The black altar radiates intense evil. It is the very black soul of this entire temple. When the black altar is destroyed the temple itself will begin to implode. A loud rumbling noise will be heard and from this point the adventurers have a limited time to find their way out of the temple before it crumbles around them completely. This time limit is equal to 2 to 5 turns. At first dust will begin to settle into the rooms. And then small chips of stone will fall followed by bigger stones and bricks from the ceilings. Soon large boulder size chunks of walls and ceiling will fall. And soon after that crushing blocks of several tons will fall.

A paladin or lawful good cleric that touches the altar will feel the intense force of evil in this artifact. They will feel compelled to destroy it. But the mere touching of an object of this much power

and evil is harmful to a paladin or lawful good cleric. Each will lose 75000 experience points from the contact with such intense evil.



To destroy the altar one must first make it vulnerable to attack by dousing it with holy water or casting a dispel evil upon it. Until this occurs the altar is totally invulnerable to magic or weapons of any kind. At this point it may be attacked with normal magic or weapons. It has an armor class of 10 and does not defend itself in any way. When damaged by weapons it begins to bleed even more. The blood will make large puddles around the altar. The altar has 1000 hit points. During the attacks upon the altar the game master should roll random encounter rolls one time every three rounds of combat. When the altar is destroyed the souls trapped within it will be released and begin to fly out of the destroyed remains which will crumble to dust on the floor. The adventurers can see the life forms being released and those of good alignment will be blessed with 20000 experience points each for their service to their respective deities. Those of neutral alignment will receive 10000 experience points each for service to their respective deities. Those of

evil alignment will receive no experience from this.

The moment the souls are released the first rumblings indicating imminent collapse will begin. The adventurers will immediately be aware that the structure is now unstable.

There is a secret door in the north wall which leads to area 3. Should the players spend a great deal of time looking for this secret door they may well burn up their own time to escape the temple.



3. **Treasure Chamber of the High Priest**

This room is obviously of great importance to the high priest of the temple. Along the walls are book cases filled with tomes. Such titles in the book cases include:

The Scroll of Great Chaos by Duchess Kibur the Lost. Bronze rivets punctuate the cover of this old grey book. It looks quite old and fragile. This book is worth 100 gold pieces to sages and scholars as well as evil temples.

The Compilation of Volatile Evocation by Archibald Lloyd the Celestial. The cover of this crumbling manuscript is dominated by an illustration of a nymph. This tome is worth 500 gold pieces to sages and scholars who study the dark arts of magic.

The Tome of the Elves a finely gilded book which appears quite untouched. Anyone opening this book will find that the pages of the book have been hollowed out to hide the phylactery of the lich Ephraim Defries. To permanently kill the high priest Lich this object needs to be destroyed. The book itself is ruined and worth nothing..

The Compilation of Forlorn Transmutation by Princess Silverquarry the Resonant. The cover of this illustrated pamphlet indicates that it was edited by Dolin Broadmine This fine illustrated book is worth a great deal to libraries and wizards and sages alike who will all pay at least 1000 gold pieces for it.

The Book of Insidious Witchcraft by Lord Gorkon the Forgotten. The cover of this slim tome is dominated by an illustration of a centaur This book is valuable only to night hags and evil witches. They would pay as much as 500 gold pieces for it. All other sages and scholars will shun this book.

The Handbook of Lunar Rituals by Lord Donor the Forlorn. The cover of this slim codex indicates that it was edited by Nonor Slatefist This book is of value to druids and scholars of nature and astronomy. They would pay as much as 500 gold pieces for this book.

The Dark Rituals of Chaos by Ephraim Defries High Priest of Chaos. This illustrated manual appears to have been carefully decorated by priests of the temple over a hundred years. The manual radiates powerful magic and evil. Should it be

destroyed those of good alignment will receive 2500 experience points each for the deed. It is filled with dark rituals of evil and depravity. And it claims to contain the ritual of bringing Simaru to this plane. Only members of this evil cult would be interested in acquiring the tome and they would not pay for it. They would just slay those found in possession of it and take it from their dead bodies.

Also in the room are two large chests which are spilling over with gold and platinum coins. Between the two chests there are 5767 gold pieces and 1245 platinum pieces. Mixed within the coins are six rubies worth 5000 gold pieces each, ten sapphires worth 1000 gold pieces each and ten emeralds worth 1250 gold pieces each.

Hanging on the wall here is an ancient royal tapestry from the old capital city of Onm. It shows the coat of arms of the old Zanzian king who died in that great siege. It's historical and artistic value makes it worth 7500 gold pieces to a collector of fine historical artwork.

A small bench along the north wall of the room contains ten jars of the finest incense from Jural worth 200 gold pieces each. Two jars of rare oils from Jural also sit upon that table and are worth 500 gold pieces each. Also on this table are ten vials of liquid (potions) which are as follows:

1. **Levitation**
2. **Climbing**
3. **Poison (ingestive type D)**
4. **Gaseous Form**
5. **Giant Strength (frost)**
6. **Super-Heroism**
7. **Longevity**
8. **Poison (ingestive type D)**
9. **Oil of Slipperiness**
10. **Speed**

Also on the bench is a **wand of fear** with 20 charges and a **flask of curses**. There is also a bone scroll tube on the bench. Inside the tube is a letter.

“My dear friend Ephraim,

Our army is growing. Before long we will have more than enough troops to overwhelm the Zanzian army. Please have your dark priests ready to move. We shall act soon.

Sincerely,

Aandoran”

4. **Secret Exit to the Temple**

This secret door is hidden behind the idol of Simaru. The massive idol does not need to be moved to get to this door but one would need to be looking directly behind it to find this door. This exit leads to a tunnel that slowly works it's way upward and ultimately ends in a camouflaged trap door that is hidden in a remote place in the Dark Forest. This tunnel exit would take a person only a few rounds to get safely out of the temple.

This is the end of the Adventure.

new MAGIC Items

Cape of the Dark Elvenkind -

Occasionally emissaries from the drow are known to wear these fine black capes when they visit their allies in the world above them. When this cape is worn the wearer is imbued with the ability to see with

infravision up to 60 feet. The person wearing this item will receive an armor class bonus of plus one while wearing this fine cape as long they are underground. This cape may be worn by one wearing armor and it will reduce the armor class accordingly. However, should the wearer ever make the mistake of going outside during daylight while wearing this cape they will be dismayed to see it melt away in the sunlight. It takes less than one turn for the cape to completely waste away in daylight.

Necklace of Stamina - The wearer of this fine piece of jewelry will immediately feel it's effects upon them. After wearing the necklace for one month's time the necklace will disappear but leave the wearer with one additional point of constitution. This necklace will not bring a person to beyond an 18 constitution but will replace points that were previously lost due to resurrection or raising from the dead.

Ring of Chaos - This accursed ring is responsible for many of the greatest betrayals in Zanzian history. For any who don this ring will instantly feel the power of chaos thriving within their very soul. The moment that they wear this ring they will immediately change alignment to that of the ring which is chaotic evil. The wearer will immediately seek to harm all those that defy the god Simaru or would challenge his reign over the world. They will wait until an opportune time and then attack friends or allies that might be aligned against the demi-god or who are working on behalf of the forces of the king of Zanzia. But they will do so at a great advantage as the ring provides certain extra abilities to the wearer of this ring depending upon their class skills.

- A fighter class wearing this ring will retain their current

abilities (even if they are a ranger or paladin) but will fight at four levels higher in experience and strike twice the normal times a round than they currently do

- A spell caster or cleric will retain their normal abilities but all damage spells cast by them will do double the normal damage due to the immense powers of this ring
- A thief or assassin will backstab with an extra 50% damage as a result of wearing this ring
- A monk wearing this ring will attack double their normal times per round and their natural armor class will receive a bonus of +3
- These effects will continue until the ring is removed and the curse is lifted

The ring will graft itself to the hand of the person wearing it. It may only be removed by the following methods:

- The ring finger could be amputated and a remove curse could be cast upon it followed by a dispel magic
- A wish or limited wish could remove the curse of the ring

The ring is actually an ancient Zanzian artifact and is thoroughly evil. Should detect evil be cast upon the ring it will glow red.

new monsters

Abyssal Wolves

Armor Class:	3
Move:	18
Hit Dice:	9
No. Of Attacks:	1
Damage/Attack:	1-12 +4
Special Attacks:	Trip, sense of smell, tracking, paralyzing gaze
Special Defenses:	None
Magic Resistance:	None
Alignment:	CE
Size:	M

Abyssal wolves are man sized and have fur that is black with a tinge of blue. They have fiery orange eyes. Their coats are caked with blood from their victims and their teeth have bits of flesh in them from.

These wolves generally roam the abyss looking for sources of meat but somehow this pack has been brought to roam these halls. They savor the flesh and blood of good aligned creatures. They never hesitate to attack anyone that it senses weakness in including the demons of the abyss. These creatures are intelligent and can speak common tongue and abyssal should they choose to do so. In most cases they will not bother with speaking at all.

Abyssal wolves hunt in packs and work cooperatively. They have a paralyzing gaze. Anyone who looks into the fiery orange eyes of one of these beasts must save versus paralyzation or be frozen in place for 2D4 rounds. Once a save has been made that creature will no longer be affected by the gaze of these creatures for one day.

An abyssal wolf that bites a victim may also attempt to trip the victim and bring them down. The opponent may save versus this effect by rolling 3D6 versus their dexterity. A roll of equal to or higher than dexterity indicates that the victim has fallen and will take one round to get back up again to fight.

Abyssal wolves have a keen sense of smell. This smell gives them a 25% chance to detect invisible creatures near them. They can smell prospective victims at 120 feet. This makes them very difficult to surprise. To surprise an abyssal wolf requires a roll of 1 out of 12. The sense of smell also allows these wolves to track prey with a 90% chance of success.

These wolves know alignment at will.

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

Arcanoplasm

Armor Class:	2
Move:	10
Hit Dice:	14
No. Of Attacks:	1
Damage/Attack:	1-12
Special Attacks:	Acid, spell mimicry, grapple
Special Defenses:	Absorbs magic, magic attacks heal it, no critical hits or backstabs
Magic Resistance:	100%
Alignment:	Neutral
Size:	Large, Sometimes Huge

Arcanoplasms appear as a giant pale amoeba. They have stripes of dark gray.

Caught within the protoplasm are half digested creatures, metal items that could not be digested and other random things which are picked up but not yet discarded by the creature.

These creatures are believed to be the result of some failed experiment by a powerful wizard. For years sages have tried to find the source of these creatures but have failed.

Arcanoplasms are attracted to the energies of magic. They have the ability to absorb all spells which are cast upon them. Such energies heal the creature one point per spell level of the spell cast at them. The creature may also mimic any spell of less than 4th level which is cast within 30 feet of it. It requires no spell components for such mimicry and the spell will take place the next round after it copies the spell from the original caster.

The primary means of attack of the creature is to use one of it's pseudopod arms to slam the person it selects. They always prefers spell casters to attack first. It senses their magical energies. When it strikes an opponent it does acid damage. Should the target be wearing metal armor they will need to make a saving throw for their armor to see if it is damaged or destroyed. Attacks against the creature also result in potential acid damage to the weapons striking against it. If the creature grapples an opponent it will continue to constrict that person and do acid damage each round thereafter. A roll of two or greater over the required to hit roll indicates a grapple attack has been achieved.

This creature is amorphous and no critical hits can be achieved against it as it has no visible rear to attack. Backstabs are likewise ineffective.

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

Black Skeleton	
Armor Class:	0
Move:	12
Hit Dice:	8
No. Of Attacks:	2
Damage/Attack:	1-6+4/1-6+4
Special Attacks:	Shriek, bonus to hit and damage, two handed fighting
Special Defenses:	Cannot be turned, half damage from sharp weapons
Magic Resistance:	None
Alignment:	CE
Size:	M

These foul creatures resemble normal skeletons but have glistening black bones. Small pinpricks of light burn in their hollowed eyes. They wield two short swords in combat and wear the same armor or clothes that they wore in life.

They are much more powerful than normal skeletons and they are often used as guardians by evil wizards or clerics. These are intelligent monsters and do not just mindlessly follow the commands of others. These are the remnants of living creatures slain in an area soaked with evil such as the Temple of Domi. They are capable of speaking common tongue as well as abyssal.

In combat they fight with two short swords. While these swords are not necessarily magical they receive a bonus of +2 to hit and +4 to damage with them in any event due to their skill with these weapons and

their great strength. These creatures fight with both hands and suffer no penalty from doing so due to their skill with the weapons.

During combat these creatures shriek loudly. This has the tendency to unsettle the opponents that they face. Creatures within 60 feet of the shrieking must save versus paralysis or be panicked for 4D4 rounds. This panic will reduce the effectiveness of these opponents for that duration and reduce their ability to attack. Such opponents will suffer a penalty of -2 to hit and to damage during this effect.

Like all skeletal creatures these creatures suffer only one half damage from sharp weapons striking them. Unlike other undead forms these creatures cannot be turned by a cleric.

Black Skeletons are from the Tome of Horrors, Volume Two from Necromancer Games.

Blood Wight

Armor Class:	2
Move:	12
Hit Dice:	12
No. Of Attacks:	2
Damage/Attack:	1-8+5/1-8+5
Special Attacks:	drowning victims in blood
Special Defenses:	none
Magic Resistance:	none
Alignment:	CE
Size:	L

This creature stands nearly eight feet tall. It looks like a tattered and slimy humanoid which seeps some kind of foul ooze as well as blood. It's hands are sharpened into claws and it's eyes show no signs of life.

When a living creature bleeds to death on unholy ground it's corpse sometimes will rise as one of these creatures. Evil priests often hold rituals where they intentionally bleed a victim to death in order to create these creatures as guardians for their temples. These creatures hate all life but will not harm their creator.

A blood wight slashes with it's clawed hands in combat. If both hands strike a person the wight will pull the person close and attempt to drown it's victim in the ooze and blood that flows from this creature. Such drowning will be checked for each round after this by a saving throw versus death magic. A failure indicates drowning. Anyone attacking a bloodwight that is holding a victim close in this manner will inflict one half damage on the victim as well as the blood wight.

This creature is from the Tome of Horrors, Volume Three from Necromancer Games.

Crystal Golem

Armor Class:	0
Move:	6
Hit Dice:	18
No. Of Attacks:	1
Damage/Attack:	3-30
Special Attacks:	3 Dice Magic Missile (3x1D4+1)
Special Defenses:	Immune to most spells
Magic Resistance:	See below
Alignment:	N
Size:	G (15 feet tall each)

These constructs are powerful guardians that serve their master well. They will defend the master and his temple from invaders and follow his commands to the letter. They will even react to the hand

signals of the high priest. Like all such constructs these golems are mindless and merely follow orders. They do not think or act independently.

The crystal golem is a powerful weapon. It may strike once per round for 3-30 damage with it's mighty fists. Every other round it casts a 3 dice magic missile at one target (3 x 1D4+1). The creature is immune to most magic with the exception of the **shatter** spell which will inflict 50 points of damage upon the golem unless it saves versus magic for one half damage).

This golem is enormous and stands fifteen feet tall. When it is destroyed it will shatter into a thousand pieces of crystal (quartz). This will result in 1-100 pieces of valuable quarts being left behind (10 gold piece value each).

Dark Custodian	
Armor Class:	3
Move:	12
Hit Dice:	14
No. Of Attacks:	1
Damage/Attack:	0
Special Attacks:	Devouring the soul (drains 2 levels per round)
Special Defenses:	Only hit by magical or silver weapons
Magic Resistance:	None
Alignment:	CE
Size:	M

This dark hooded figure is the undead remains of an evil priest. It was tasked to guard this place forever against the enemies of the temple. It hates all living things and often has difficulty in restraining itself from killing the allies of the high priest as many

of them still live. It feeds off of the living when it has the opportunity for such a meal.

It can notice and locate living things within sixty feet of it. If it achieves a hit with one of it's pale hands it will grab the person and pull them close to it. A saving throw versus death magic applies. Each round that a victim is held they may make a saving throw versus their strength (4D6 versus strength) to see if they break free from the creature's hold. Each round a victim is held by this creature it begins to be drained of energy levels at a rate of two per round held. At zero the soul of the victim has been completely devoured and they may not be raised from the dead. All that will remain is a bloody lifeless skeleton.

At will the creature can create a radius of silence around it for twenty feet in all directions from it. This radius will begin the moment the creature initiates combat. During this silence effect the creature gains a bonus of +1 to hit and +3 to all saving throws. Normally this creature could be turned as a lich but turning while within this silent zone is done at a penalty of -3 to the cleric or paladin attempting to do so. Of course, inside of this evil temple no undead may be turned until the black altar has been destroyed.

This creature is powerless in natural sunlight but in the light of a dungeon it is full of it's evil power. Animals can sense the nature of this creature and will not go within thirty feet of it. A dark custodian is not hurt by a mere light spell. But in natural sunlight the creature loses 1D6 hit points per round.

This creature is from the Tome of Horrors, Volume Four from Necromancer Games.

Dream Spectre

Armor Class:	0
Move:	12
Hit Dice:	8
No. Of Attacks:	1
Damage/Attack:	sleep
Special Attacks:	sleep, nightmares, heart stopping
Special Defenses:	none
Magic Resistance:	none
Alignment:	NE
Size:	M

These shadowy creatures appear vaguely human sized. The eyes of the creature are mere pinpoints of light. These creatures prefer to attack sleeping creatures and may return night after night until either they or their victims are killed.

The primary attack mode of this creature is to invade the dreams of a victim and appear as a nightmare in them. The creature then reveals it's true nature and the person awakes in a fright. This causes a potential heart stopping as a result. A person attacked in this method must save versus their constitution with 3D6. A roll of greater or equal to constitution results in the person suffering a heart attack. They are reduced to 0 hit points and will lose 1 hit point per round thereafter until dead.

Creatures that are already awake can be touched by the creature. The victim will then fall asleep for 2D4 rounds and may be attacked by the nightmare method above. There is no saving throw to this sleep effect if the creature achieves a successful to hit roll.

In daylight these creatures are powerless. They avoid sunlight entirely. These creatures can sense the dreaming of any creature within 100 feet of it.

These creatures are not undead and cannot be turned by clerics.

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

Flagstone Golem	
Armor Class:	0
Move:	6
Hit Dice:	16 (80 ht points)
No. Of Attacks:	1
Damage/Attack:	2-20
Special Attacks:	surprise, stunning
Special Defenses:	camouflage, spell immunities
Magic Resistance:	see below
Alignment:	N
Size:	L

This construct is often used to defend structures from invaders. It easily blends with normal dungeon and castle walls and appears just to be a normal section of such. And then it can assume, at will, the shape of a ten foot vaguely humanoid form. The words "you shall not pass!" echo through the halls as this creature attacks. The camouflage of the creature allows it to surprise on a 1-5 out of 6.

It is composed of stones and weighs nearly 1200 pounds. It is composed of stones or bricks. The golem itself cannot speak but the owner may program it with up to four words which will be repeated to intruders.

The golem absorbs all energy based attacks (electricity, acid, fire, cold or sonic) and takes no damage from any of them. In fact such energies heal the creature 1 hit point for every 3 points of damage that would have been taken. Alternatively the creature

can release this energy and all those in a 30 foot cone will take 3D8 damage from the effect (save vs spell for half damage). It can do this once every three rounds.

Any creature stuck by the golem may be stunned for one round unless they save versus petrification. The creature can easily camouflage itself as a section of wall at will. Even a dwarf has only a 10% chance of noticing that it is an abnormal section of wall.

The flagstone golem is immune to most spells. A transmute rock to mud spell slows it for 2D6 rounds. A stone to flesh spell lowers it's armor class to 10 for one round. All other spells are ignored by the golem.

This creature is from the Tome of Horrors, Volume Three from Necromancer Games.

Ghost Ooze (Ectoplasm)

Armor Class:	0
Move:	12
Hit Dice:	13
No. Of Attacks:	1
Damage/Attack:	drains 1-8 strength
Special Attacks:	strength drain
Special Defenses:	ethereal; 50% chance of attacks passing through with no damage
Magic Resistance:	none
Alignment:	N
Size:	M

The ghost ooze has the appearance of a billowing cloud. It has the brightness of a lit candle. It appears often as a ghostly sphere. These creatures often float around cemeteries and tombs. These creatures are not actually undead and cannot be turned as

such. They feed off of the flesh of others. They slowly dissolve the flesh and bones of the bodies they find.

Although they prefer to feed off of the dead they can be a threat to the living as well as the undead. Their touch saps the strength of a victim of 1D8 strength points. This loss will last for one turn unless magically restored in some manner. Once every two rounds the creature may release a cone of goo which will fly outward up to 20 feet. This goo will act as a breath weapon which may be saved against by their opponents. Those struck by the goo will fall asleep for 2D4 rounds. A creature completely drained of strength will die as a result.

This creature is part in the material plane and part in the ethereal plane. Creatures in the ethereal plane may strike this creature normally with weapons. Creatures within the material plane alone may find that their weapons pass through without doing damage at all. There is a 50% chance of this on any attack.

Against undead this creature may touch them and drain 2D8 damage from them each round. This creature has primitive sensory organs and can sense prey within 60 feet of it. When the creature is slain the glowing sensation will wink out permanently.

Lich Shade

Armor Class:	0
Move:	12
Hit Dice:	11
No. Of Attacks:	1
Damage/Attack:	1-6 +3
Special Attacks:	Chill touch
Special Defenses:	Leeches magic used in it's presence
Magic Resistance:	Effectively

100%

Alignment: NE
Size: M

Not every wizard who seeks to become a lich is successful. Some fall short of their goal and become Lich Shades. During the dark rituals the caster may make small errors that result in something far different than they were hoping for. Often the spellcaster is just destroyed by their mistake. But sometimes they become something different.

As lich shades hate life they also hate their failure. And worst of all they hate other spell casters and will always target them first in combat.

It attacks with powerful claws tearing and rending victims. It has the ability to leech magic from spell casters around it and to deliver that magic energy in a bolt of energy. It may also use that energy to heal itself if needed.

The touch of one of these creatures may stun the victim for one round unless they save versus death magic.

When this creature is destroyed it crumbles into a cloud of dust which chokes those who are within 10 feet of it when this occurs. This choking and coughing fit will prevent further actions unless the person saves versus poison. This effect lasts for 4D4 rounds. The creature can optionally cause itself to crumble to dust if it realizes that it is about to be defeated anyway and can expose a maximum number of enemies to it's dust by crumbling immediately.

Whenever any spell caster attempts to cast an arcane spell (magic user or illusionist) within 50 feet of the creature they must make a saving throw versus their intelligence with 4D6. A roll of greater or

equal to their intelligence means that the spell has been leeched and is now part of the collected energy of the Lich Shade. The spell will fail completely and do no harm or benefit the caster in any way. Every level of magic leeched gives the Lich Shade the ability to either cast an energy bolt for an equal number of hit dice (D6) or heal itself a like number of hit dice (D6).

The lich shade can sense spell use up to 100 feet away and will investigate when it does.

This creature is from the Tome of Horrors, Volume Three from Necromancer Games.

Lurker Wraith	
Armor Class:	1
Move:	0/15 (fly)
Hit Dice:	15
No. Of Attacks:	1
Damage/Attack:	drains 1-4 points of constitution
Special Attacks:	constitution drain, smothering, spawning undead
Special Defenses:	+1 or better weapons to hit
Magic Resistance:	None
Alignment:	CE
Size:	L

The lurker wraith appears to be cloth and they use this to their advantage often pretending to be tapestries or sheets. Sometimes they hide as curtains. They can even roll themselves up to appear as a bolt of cloth or a rolled up carpet. They do not like direct sunlight and always choose places where such sunlight will not directly fall upon them.

These creatures are amorphous and take no damage from critical hits or back stabs. They weigh only 50 pounds and can fly easily through the air. The creature's buffet attack drains an opponent of 1D4 points of constitution unless they save versus death magic. This constitution drained returns to a victim at one point per day. Each time the creature drains constitution from a victim it heals itself by 1D6. A creature slain by this attack dies at 0 points of constitution and rises again as a ghoul in 1D4 rounds.

The lurker waraiths can also attempt to smother an individual by wrapping itself around them. Smothering will take place in 1D4+3 rounds.

Lurker wraiths who are exposed to direct sunlight suffer a penalty of -2 to their armor class. They are very susceptible to fire and take double damage from this.

These creatures cannot be turned inside the temple until the black altar is destroyed. Normally they may be turned as a ghost.

This creature is from the Tome of Horrors, Volume Four from Necromancer Games.

Rawbones

Armor Class:	0
Move:	12
Hit Dice:	14
No. Of Attacks:	2
Damage/Attack:	1-8+4/1-8+4
Special Attacks:	Vomit blood and gore, entrails can strangle
Special Defenses:	None
Magic Resistance:	None
Alignment:	LE
Size:	M

Rawbones resemble skeletons but they have quite a bit of flesh still attached to them. They look like they have been freshly skinned. It is a bloody skeletal creature with it's entrails hanging out. Blood seems to drip down the bones of this creature although from where it comes is unknown.

They are undead creatures that hate all living things. They are often found in cemeteries or near torture chambers. Rawbones are the result of torturing victims to death.

The creature has two powerful fists which it uses to strike with. It can also use it's entrails to strangle victims and it can spray a cloud of blood and gore as a breath weapon. It also has nauseating aura. It reeks of death in a twenty foot radius around it. All creatures within that radius must save versus poison or be sickened by this aura. During this time they will strike at -2 to hit and to damage as a result of their repulsion. The creature will always try to maintain close range to victims to keep them within this range of the aura. The fists of the creature strike for 1-8 each and receive a bonus of +4 to the damage.

The entrails of the rawbones can reach out and try to strangle an opponent. If it uses this form of attack then it will lash at an opponent and do 1-12 damage from the hit. The next round the entrails will move up the victim to the neck and begin squeezing. The victim who is unable to break away from the entrails will need to make a saving throw versus death magic each round or choke to death the following round. To break away from the entrails one would need a strength of greater than 16 or a combined strength of greater than that if getting aid from a companion.

The vomit breath weapon can be done three times per day. This blood and gore spray does 7D6 damage to an opponent within the path of it. A saving throw versus dragon breath reduces the damage to one half.

Normally the rawbones could be turned as a vampire but not within the temple unless the black altar has been destroyed.

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

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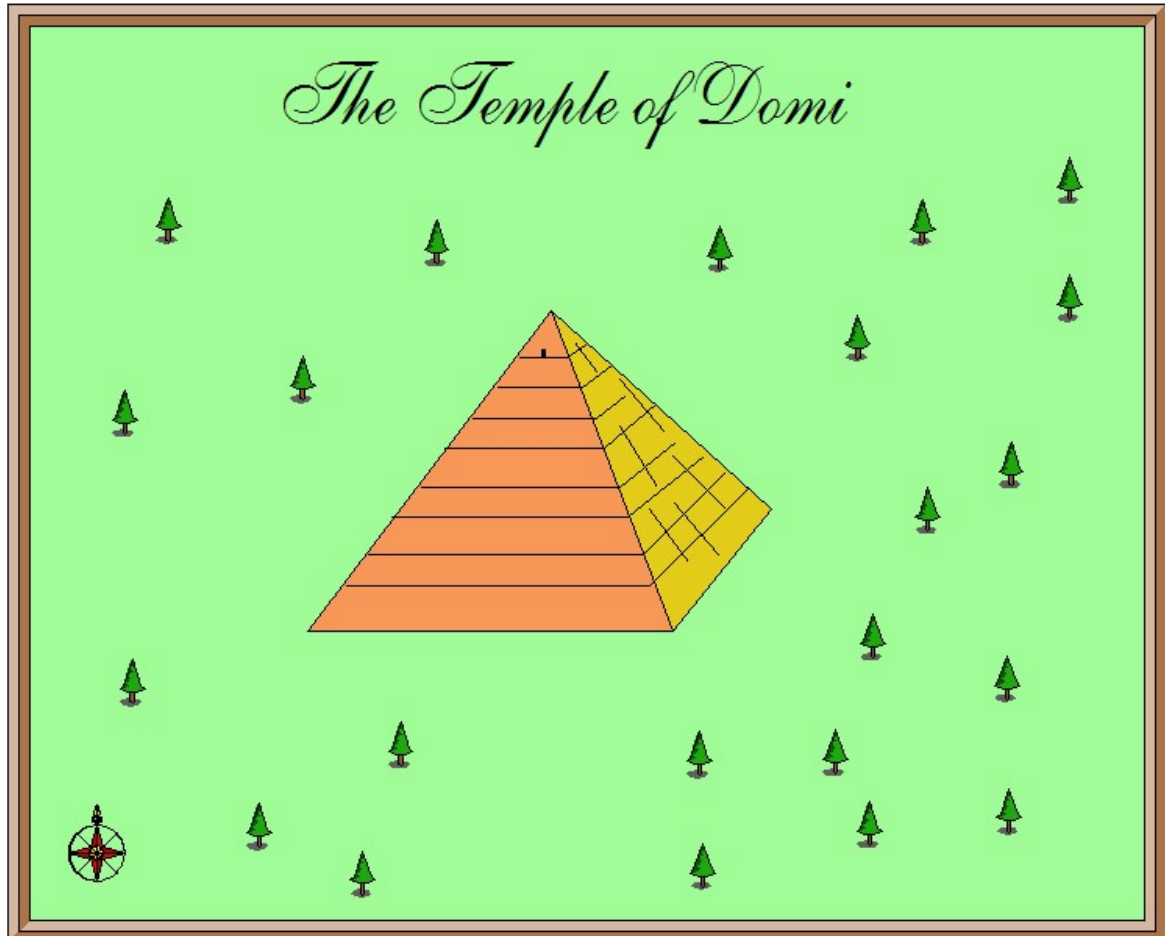
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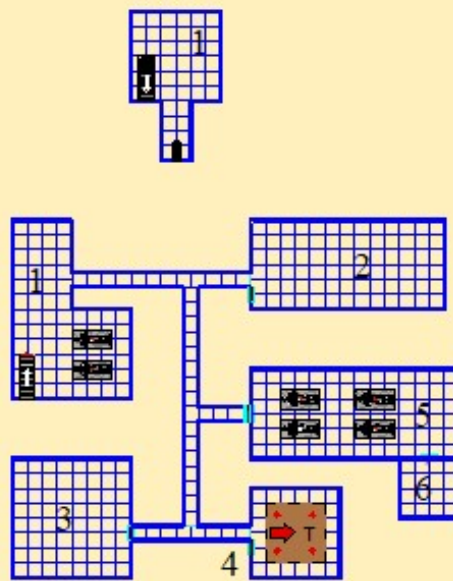
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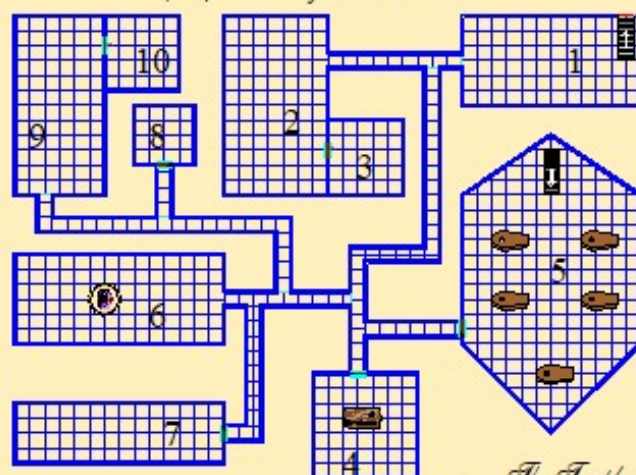
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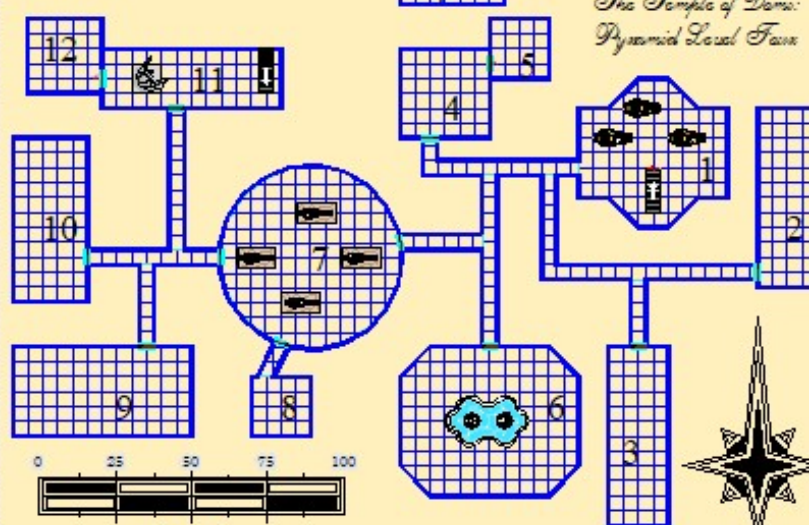
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0 25 50 75 100



Scale in Feet

The Temple of Demio: Level First

