

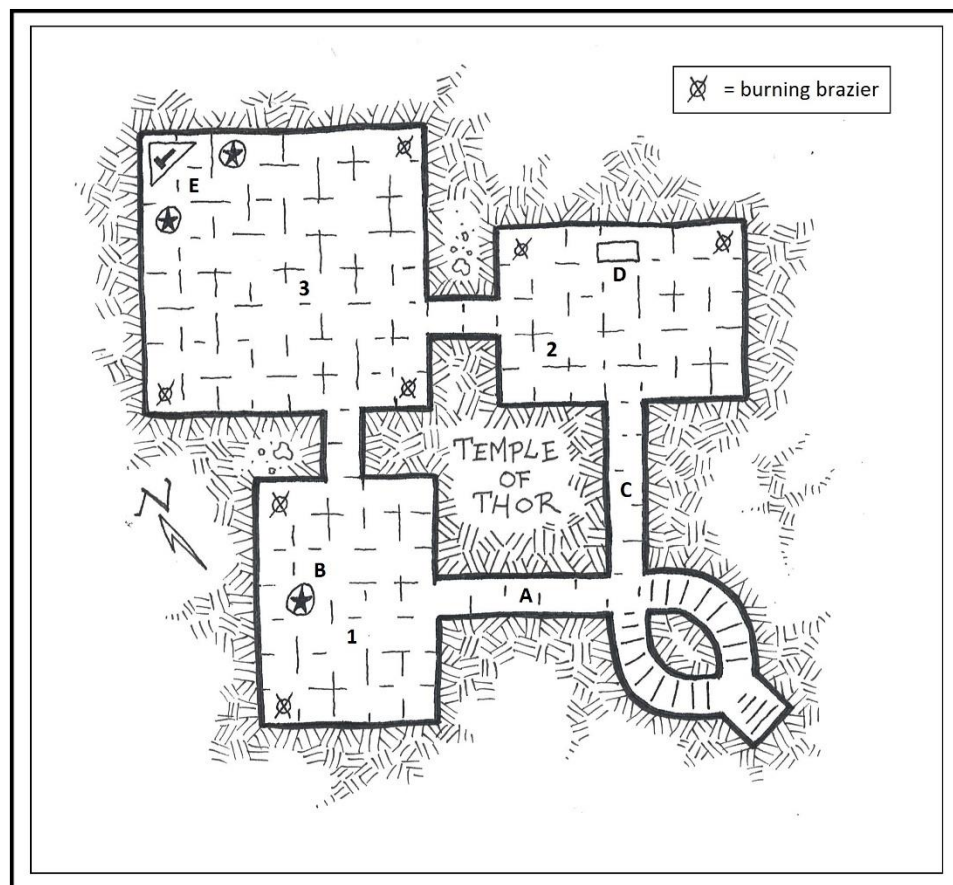
THE TEMPLE OF THOR

by Chuck Green



A mini-scenario utilizing AD&D-1e ruleset for character levels 3-4.

Temple of Thor



Coming down the circular staircase, you come to a crossroads, the corridors running left or right. Down the left corridor, halfway along is a hidden pressure plate in the floor (A).

A – If a floor pressure plate is depressed, a panel in the ceiling opens releasing a swinging hammer dealing damage to anyone 3' tall or taller. Damage is 1-8+8 S/M or 1-6+8 L.

If traveling down the right corridor, halfway along is a square breakaway section in the floor 5' wide and 5' long revealing a deep pit (C).

C – This pit trap is 5x5 and is 50' deep. Damage is 5-50 falling damage.

Continuing past the swinging hammer trap, you discover a rectangular room (1). This room contains 2 burning braziers along the far wall, with a clay statue in the likeness and size of a dwarven warrior holding a battle axe (B). There is another doorway centered on the wall to the right.

B – This clay statue is in reality a clay golem, imbued with magic, and set here to guard this room. If anyone gets within 5' of it or the doorway on the wall to the right, it animates and attacks!

Clay Golem Dwarf: AC 7, HD 11, 50 hit points, Thac0 10, #Atk 1, Damage 3-30, Unaffected by edged or piercing weapons, Save vs spell 10.

If you chose the right corridor from the staircase, traveling past the pit trap, you discover a rectangular room (2). This room contains 2 burning braziers along the far wall, with a steel chest centered between them. Stepping into the room triggers a tilt mechanism attached to the steel chest causing the floor beneath you to sink while the floor under the chest to rise. The steel chest will tip over and unleash its contents, a splash of acid, to pour down the stone and onto the first person who entered the room (D).

D – A tilting floor chest acid trap. If splashed, the victim(s) suffers 2-12 acid damage.

Once past the clay statue or the steel chest, you enter into a large square room 40x40 (3). There are three burning braziers at the nearest corners, while the far corner contains a stone shrine (E) flanked by 2 small statues in the likeness of goats.

E – This simple granite shrine displays a magnificent war hammer, crafted of both mithril and adamantium. Beside the hammer is a small plaque that in dwarven reads, "A prayer to the god of thunder for luck, allows you to borrow this weapon, but only until the next new moon. Praise his strength!"

Any good aligned character may utter a simple prayer for thanks or luck to Thor and retrieve this hammer. A small quick buzz is heard and felt. Anyone of non-good alignment who tries, see a flash of light and suffers 3-18 damage.

Thunderfist – 2 handed war hammer (1-8 S/M or 1-8 L) +2/+3 vs earth-based creatures.

Max damage on successful hit vs air-based creatures.

