

Temple of Greed

*A dungeon for
OSR type games*

by:

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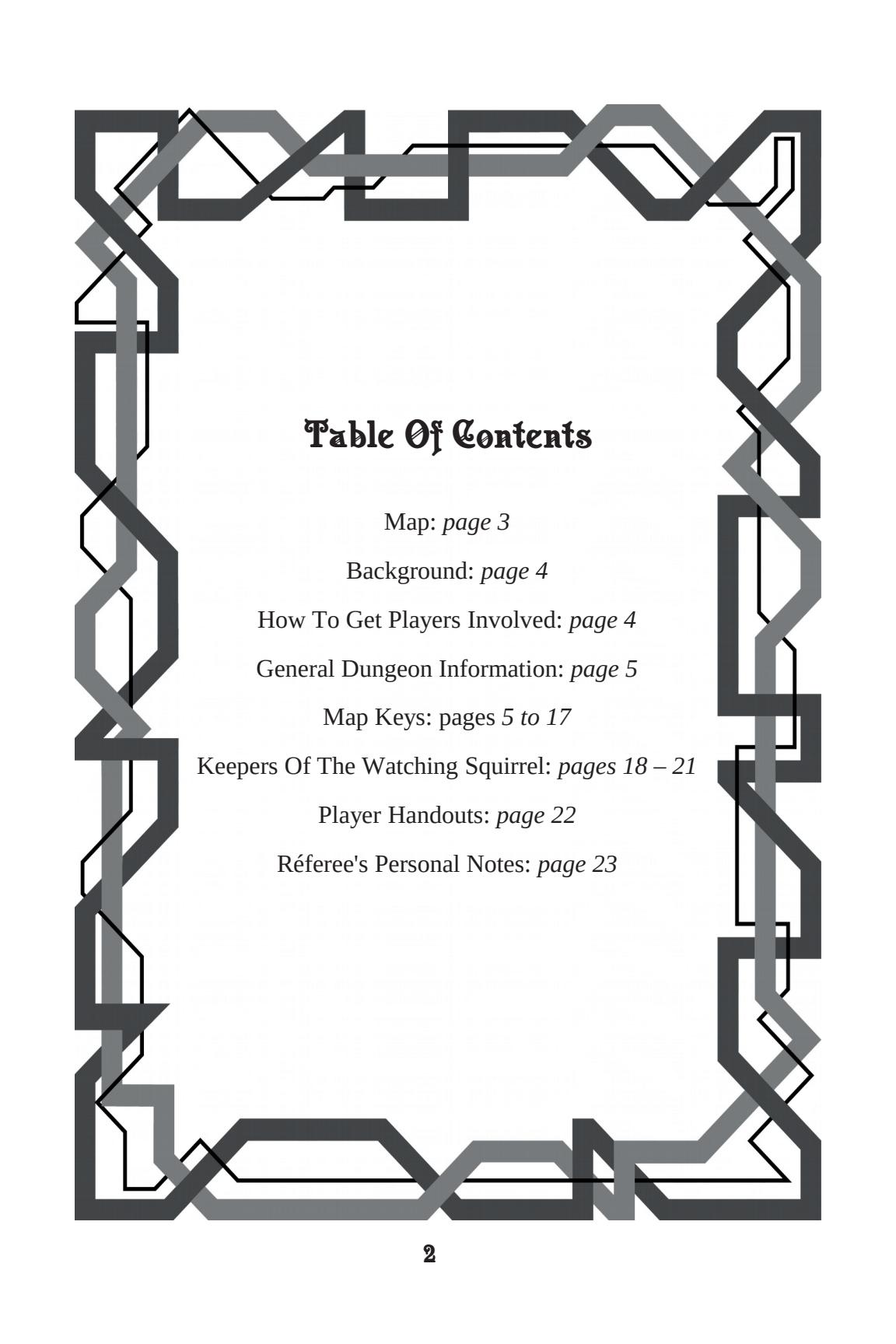


Table Of Contents

Map: *page 3*

Background: *page 4*

How To Get Players Involved: *page 4*

General Dungeon Information: *page 5*

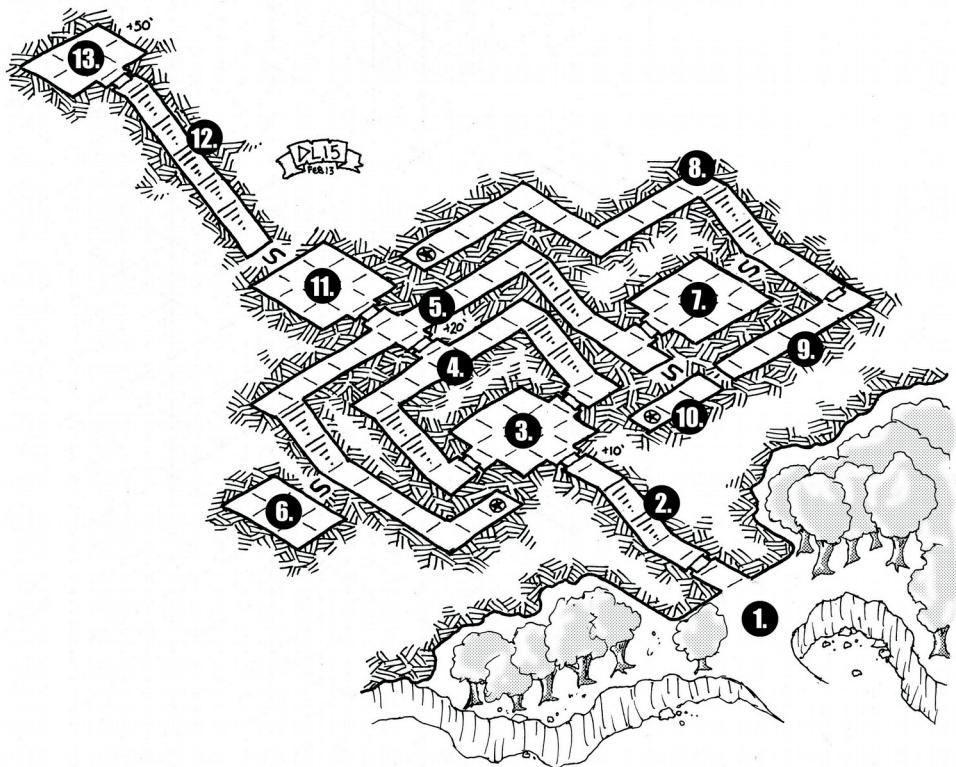
Map Keys: *pages 5 to 17*

Keepers Of The Watching Squirrel: *pages 18 – 21*

Player Handouts: *page 22*

Réferee's Personal Notes: *page 23*

Map



One square on the map is 10 x 10 feet.

The corridors are 10 feet high, and rooms are 20 feet high.

Background

Ages ago, this ancient temple, carved in a mountainside, was devoted to a now-forgotten god of greed. As the clergy piled tons of gold on the altars, the god grew more powerful. But as his power grew, something horrible happened.

“Growth for the sake of growth is the ideology of the cancer cell.”

- Edward Abbey, The Journey Home: Some Words in Defense of the American West

The god became sick, spreading this illness and infecting his followers. Having made his followers ill, his people abandoned the god. Most of the treasure in the temple was hastily retrieved before the door was sealed.

Alone, abandoned, and without faith left to feed upon, the god faded. But The Temple Of Greed remained.

How To Get Players Involved?

One word: TREASURE! Do you need anything more than to tell player characters the story of this greedy, now dead-and-forgotten god and all the treasures left behind when the temple was sealed?

If that is not enough, maybe this adventure is not for your players. Unless they, of course, want to try some tricks and traps.

But they need the key for the front door, right? Then give them a key. It can be part of the treasure from another dungeon or attached to a treasure map that shows the location of the temple. Naturally, a key can be found from cultists who want more riches.

The players should know the nature of the religion this temple was devoted to: GREED.

General Dungeon Information

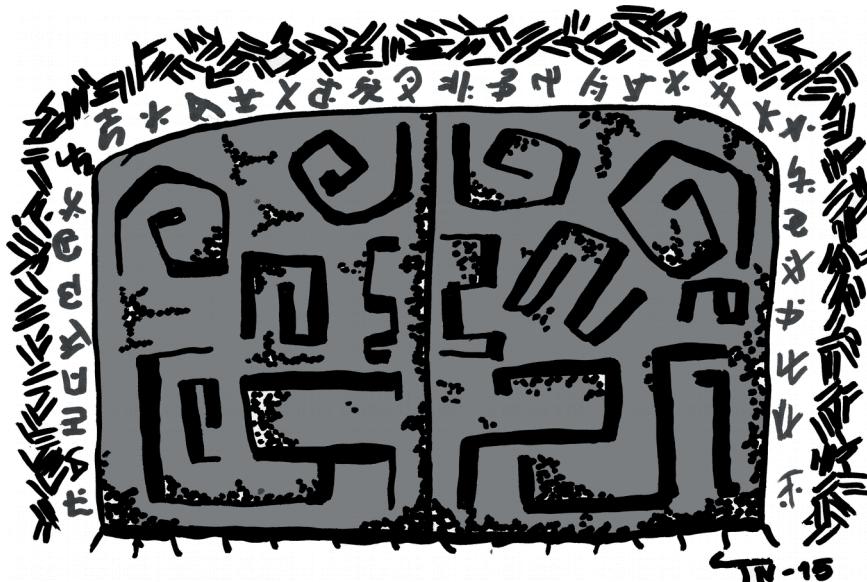
The dungeon is dry, dusty, and naturally dark. There are no light sources. The floor is tiled, and the tiles have beautiful and elaborate gilded patterns. Walls are plastered, so they are smooth. Color is creamy. Along the top of the walls is a lace border made of gold and diamonds. Ten feet of the border is worth $10 \text{ gp} + 1\text{d}6 \times 10 \text{ gp}$ for the diamonds. A total of $3\text{d}6 \times 10$ feet can be salvaged.

Map Keys

1. Entrance

The forest and bushes around the entrance are thick. The mountainside is steep. Everything indicates that the temple has been long abandoned. The road is barely visible. Everything sounds, feels, and smells normal.

Without a key, The Temple Of Greed cannot be entered. More than one spell is needed to open the lock. The lock mechanism is not like normal locks, so lockpicking it should be extremely difficult. The lock is very complex and protected with now-forgotten spells of the clergy of greed.



The doors inside the temple can be opened with proper spells, but the locks are too complex to be lockpicked unless the thief in question is particularly skilled, has experience dealing with ancient locks, or has some very special thieves' tools in hand. (One does not use a simple hairpin in the temple!) Also, the doors are made of stone and are too sturdy to be forced open unless the PCs use more effort and strength beyond that used for normal stuck doors.

2. Corridor inside

The corridor looks normal. At the end is a door. The door is locked, and there is no visible lock. Set in seven recessed holes in the door are seven panels with these letters inscribed on them:

VRCAAEI

and a plate that reads:

“To enter, one must know greed.”

The correct order to push lettered panels is to form the word AVARICE. Then the door opens. If the letter panels are pushed in the wrong order, a save must be made or the player will lose a finger in a snap, as there are small, sharp razors around the sockets of each button. Each finger lost gives the character a -1 temporary penalty to their DEX until the character learns to operate with fewer fingers (one level advancement required). If three fingers are lost, a -2 penalty to DEX applies, but it can be reduced to a -1 temporary penalty with next level. If only two or fewer fingers are left on one hand, the Referee should decide how well that hand can be used and what sort of penalties would apply. (Needless to say, it's hard to efficiently wield a weapon or perform delicate tasks.)

3. First room

“Greed is everything. Greed is RIGHT.

Greed is a DOOR to success.

Greed we worship. Greed saves.”

On the north wall is a big golden plate with previous statement.

The words “right” and “door” are written in capital letters.

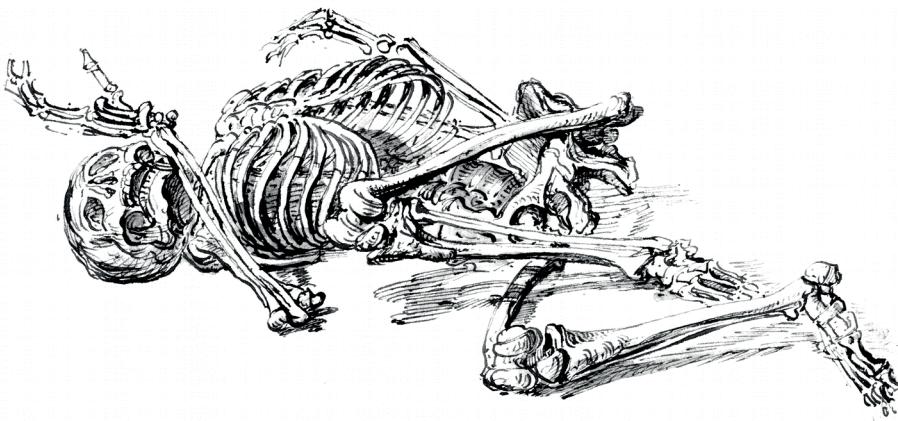
There are two doors in the room to the left and right. The right door is “right” as an agreement to the statement, thus it is safe to enter.

The left door doesn't answer anything, and it also is trapped. Whoever tries to open the door must save or die. If you are not greedy, you do not survive. The trap is a poisonous gas spurt that will kill the victim almost immediately. With a failed save, he can enter the door but collapses dead right afterward. If the save is successful, the victim will suddenly die 25 minus CON rounds later.

Both doors can be safely entered from inside corridor 4.

4. First corridor

This corridor has nothing special in it, except for a skeleton next to the left-most door. This person didn't enter the right door and died as a result.



(2)

"Not greedy enough."

A total of 241 silver pieces and a ring worth 450 gold pieces can be salvaged from the skeleton. The skull also has six golden teeth, each worth 3 gold pieces.

5. Inner corridor

The first door in the corridor, on north wall, is not visible. It can be discovered with a successful search for a secret door. There is no lock mechanism, and it cannot be lockpicked. To open it with spells, three opening spells must be cast because there are three separate locking mechanisms, one related to each statue. The secret door opens when the three statues in locations 5, 8, and 10 are correctly aligned. The correct positions are:

Statue 1: Right hand raised. Statue 2: Both hands raised. Statue 3: Stone nut replaced with a diamond

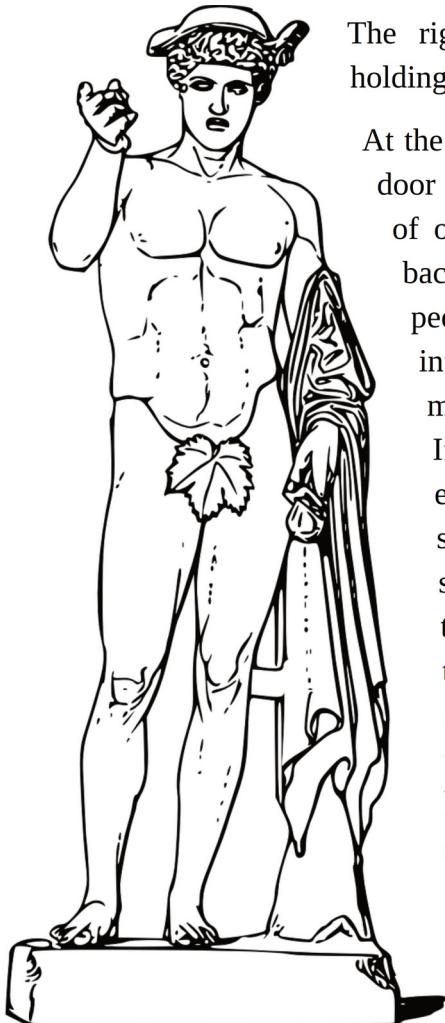
The trap appears to be on the floor tile from wall to wall. There seems to be no way to disarm it. But actually the trap is on the ceiling. The trick is, while a PC focuses on the floor trying not to touch it while acrobating across it, a giant scythe hits him from the ceiling as he breaks a line of aligned diamonds through which a faint ray of light glows. These diamonds can be removed, but then the ceiling trap is triggered. There are six diamonds here that reflect the rays of light which, when removed, are worth 200 gp each.

If the trap is searched, the searcher most likely will be checking the floor tile, unless he states otherwise. The floor trap can be disarmed, but it looks like there's no mechanism associated with it. There clearly is a trap, but the floor tiles don't look like they do anything. The ceiling area must be examined separately to find the real trap. Normally walking through the space also triggers the trap. Halflings might be short enough to avoid it altogether, as long as they're not leaping through the air.

If the person the trap hits is focused on the floor, he will suffer a -4 penalty to his saving throw. If the save is successful, 1d4 damage is suffered while losing his balance and falling down while trying to avoid the scythe. If the save is failed, the scythe permanently injures him of 25% of his maximum hit points, scarring his character badly and also reducing his CHA by two points.

Behind the trap at the end of the corridor is a statue. The statue (1) has two hands that can be raised or lowered. Both hands are lowered as the default. The left hand holds a bundle of wheat, and the right hand holds a gold ingot. The plate reads:

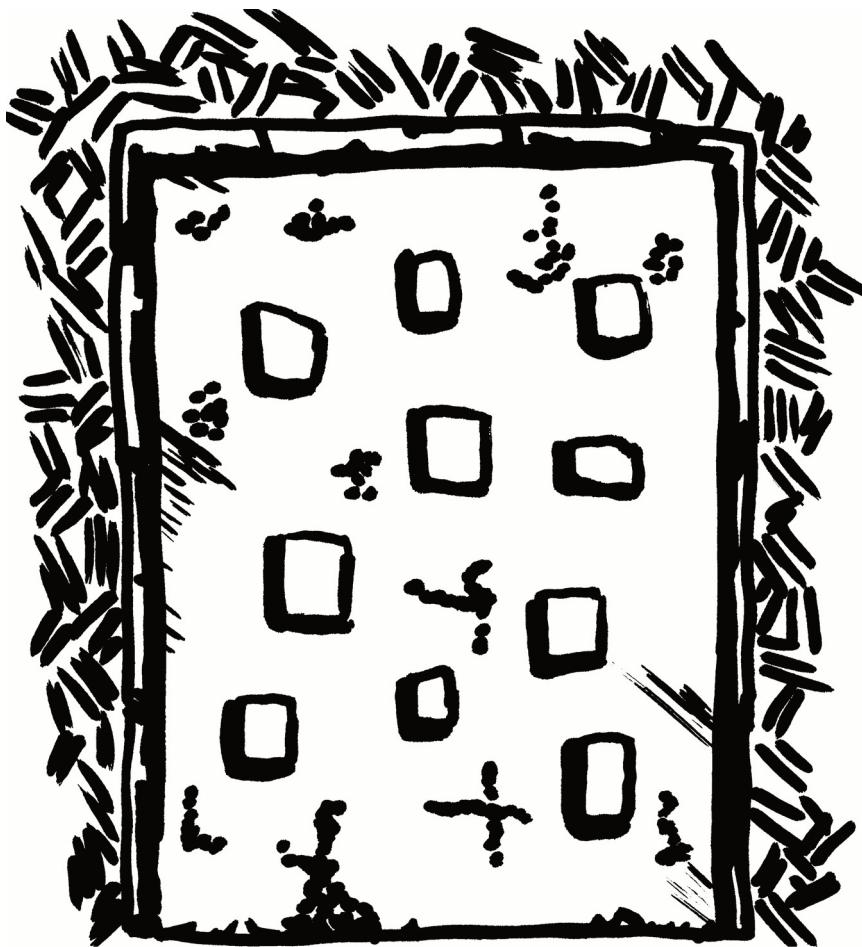
“Which of these do you value the most?”



The right answer is to raise the hand holding the gold ingot.

At the right end of the corridor is a secret door with dozens of plates. A safe way of opening the door is to observe the backside of this secret door from the peephole located in corridor 9. (More information about the door's mechanism is described in section 9.) If the door is opened with spells or extreme strength, it will tightly slam shut, trapping those who entered. A successful save is needed to avoid the door from dealing 1d6 damage to the player. They must also announce to which side of the door they are dodging. Naturally, the backside can be observed here, but someone must be on the other side of the door to open it using the plates.

When opening the door from location 10 with spells or extreme strength, use the same procedure of saving as when entering it.



"A secret door with plates."

6. Altar room

This small altar room was used for sacrifices from commoner worshippers. The sacrificial gold was left here. Commoners didn't receive any powers from the god, as they couldn't be greedy donating and sacrificing valuables for the god. The clergy on other hand were greedy with all the gold they received...

There is total of 1,300 gold pieces scattered around. Whoever originally salvaged and looted this room left this much behind, so they weren't greedy enough and therefore tainted the treasure. The gold pieces here are greenish in color, as if covered in mold. These gold pieces can be confirmed as cursed using the proper spells or other methods.



"The altar."

The gold pieces are worth 1,300 gp, but as a treasure, they are worth *negative* experience points. These negative experience points remain even if the character gets rid of the cursed gold pieces. The effect of the negative experience points is based upon how many gold pieces the character picks at once. ("I'll take 350 gold pieces" or "My share is 500 gold pieces.") If the character's total experience points hit a negative value after picking up the tainted gold pieces, the character cannot regain any experience points until he greedily demands every single piece of treasure that is worth a total of his class' first level.

7. Clergy's altar room

This altar room is empty, as the clergy made sure to take everything valuable with them. In the middle of the room where the magnificent altar used to be, there's only a stone slab left. The gilded engraving on the slab reads:

“He who gives everything for the gold-lusty god of greed shall receive.”

If a player places all the gold their character possesses on the stone slab, the character gains as many experience points as their gold is worth. The god's greed was so mighty, there's still something left in this sacrifice altar.

If less than every possessed gold piece is placed on the altar, nothing happens.

The gold pieces placed on the altar immediately start to melt into the stone, and the liquid gold is streamed into the pit trap in section 12.

On the right wall is a standard secret door. If found, it will open.

8. Statue corridor

The statue (2) in this corridor has two hands. Both hands are empty and in the lowered position. The plate reads:

“I shall give everything to the greedy god above.”

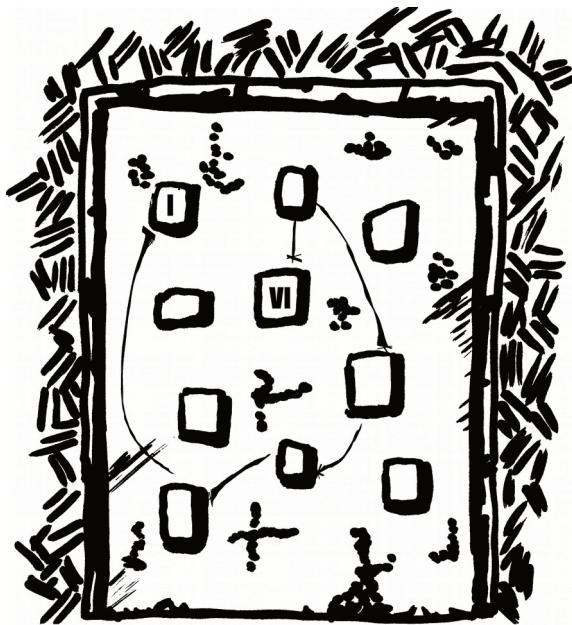
Both of the hands must be raised up.

9. Peeker's corridor

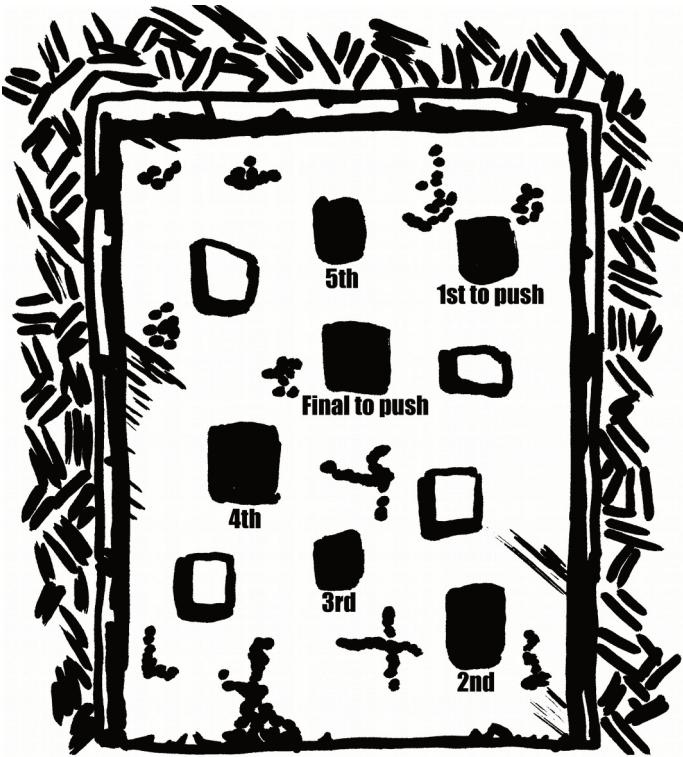
At the end of the corridor is a peephole through which the final statue can be seen. Also, the other side of the secret door at location 5 can be seen. Observing the other side of the secret door reveals the mechanism to open it.

If the character observing the mechanism doesn't have tools to write down notes, the players must rely on their own memory. Yelling the correct sequence of plates is not possible as the walls are too thick and distance too great to be heard.

A nice diamond can also be found on a small pedestal here. The diamond is worth 500 gp. This diamond is actually used to trigger the third statue.



"The mechanism on the back of the door."



"The correct order to push the plates is shown on the picture to the left. Naturally the mechanism is mirrored from the behind."

10. Third statue

The third statue is a squirrel-like weird being, the god of greed. It has a nut made of stone in its paws. The nut must be exchanged for a diamond. Any diamond in the character's possession can be used or the diamond found in location 9 can be used.



11. Inner altar

The inner altar appears to be made of 100% gold. It weighs a lot and is extremely hard to move. Everybody who lays eyes upon it must save or they cannot think of anything else other than to get the altar outside. The save is rolled every time the room is re-entered. This illusion of greed ends when the altar is outside the room, revealing that it is only stone. So breaks the spell on its victims.

“The Earth provides enough to satisfy every man's needs, but not every man's greed.”

Mahatma Gandhi

The secret door on the north wall opens when the altar leaves the room.

12. Tunnel inside

This tunnel has two traps. One is in the middle of the tunnel, and there is another at the door.

Before the first trap is an engraving on the floor:

*“1 is not enough, 10 is not enough,
100 is not enough, 1,000 is not enough.”*

Next to the engraving is a slot big enough to slip gold pieces into. If 1,001 or more gold pieces are inserted, the first trap is deactivated.

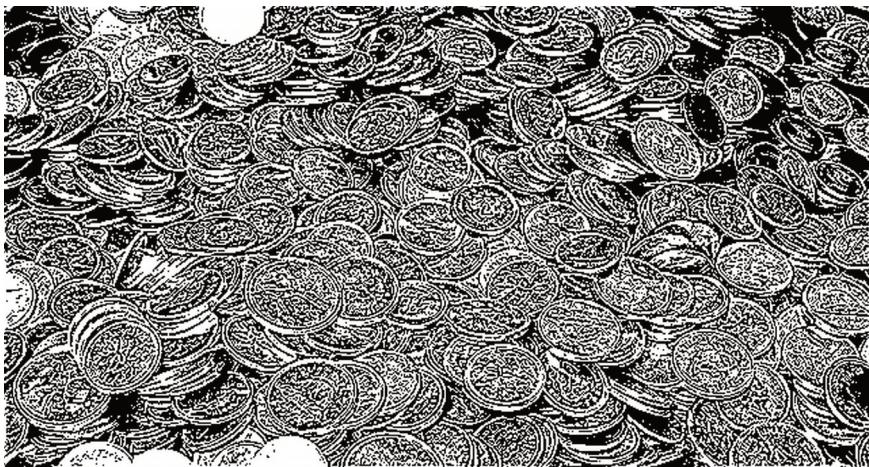
If carefully searched, a container can be found beneath the floor tile. For example, examining the slot shows that there are gold pieces beneath it. There are 3,231 gold pieces in addition to those the characters may have put in. If the container is cracked before the trap is deactivated, the trap cannot be deactivated again.

The first trap, if not deactivated, will drop everyone standing in the middle of the corridor and the surrounding squares down 30 ft. into a pool of liquid gold. The hatch will then close. The depth of the liquid gold is 5 ft. One cannot normally float on liquid gold, and it is hard to maintain balance in it. Also, the composition of the substance makes every physical activity and effort doubly hard as usual, and those normal physical activities that wouldn't normally need dice to decide the outcome now require them.

If the victim's head is under the surface of the liquid gold, they will start drowning at double the speed of the normal rules. Waterbreathing only works half as well. There is a chance that a body or two can be felt in the bottom of the gold-filled pit. Witty players can escape in one way or another as long as you remember that physical activities are twice as hard.

The liquid gold is worth as much as gold coins of same amount, but it is hard to carry around and it will never solidify. There is 1 million gp or more worth of liquid gold here. But frankly, it is almost impossible to benefit from it.

The second trap: On the corner next to the upper door is a large diamond worth 2,500 gold pieces. On the door is a hole exactly shaped like the diamond. If the diamond is put into the hole, the trap is activated and a save versus death must be made. You were not greedy enough, so you die. If the diamond is not inserted, you are greedy, and so you survive and can enter the room.



13. Treasury and the end

There are 25,000 gold pieces waiting to be picked up in here. (The amount of the final treasure can be adjusted to fit your campaign and player characters' wealth and level!) But in the room are also some cracks which hide 301 gold pieces. The room needs to be thoroughly searched to find every single piece scattered around. At least three individual searches must be made to make sure that nothing is left behind. You cannot just pick up 25,000 gold pieces; you must be greedy and search for those remaining hidden few. If you are not greedy enough and don't take every single piece of gold from this room with you, the front door into the temple will be sealed forever...

Keepers Of The Watching Squirrel

A Character Class for OSR Type Games

By: Edward Lockhart



Long ago, before men, when the rodents were dividing the world, the Watching Squirrel took for himself the trees. From the branches he saw much and stole wisdom.

Later, when the first leaf fell, he understood Winter and made ready. He gathered and gathered until all of worth in the Wood was hidden away for him, and him alone. The First Frost and the Heavy Snow were devastating, but Squirrel cared not. He was warm in his nest and had much.

Later still, he saw the coming of rapacious men. Watching Squirrel understood their danger. He whispered greedily into the ears of men and gathered many into his service. He taught them to horde and to give nothing, save to Him. He wooed them with avarice and power. Few things have been so easy.

An Order Devoted to the Old God of Greed, Readiness, and Wisdom.

Advancement: As Cleric

Hit Dice: d6

Attacks: As Cleric

Saving Throws: As Cleric

Class Abilities: *Clerical Magic, Detect Treasure.*

Class Restrictions: *Selfish Magic, Nothing is Free, Cannot Harm Squirrels.*

Armor and Weapons: Any (Typically the best money can buy.)

Abilities: *Clerical Magic:* Can cast Spells as Cleric.

Detect Treasure: Once per Turn Character can sense items worth 10+ GP within a 10 ft. + 10 ft. /Lvl (3m + 3m/Lvl) radius. Character will know the general direction and have a vague idea of the actual value. Detect Treasure lasts 1d4 rounds.

Restrictions

Selfish Magic: Character may not cast beneficial spells on anyone except for him/herself.

Nothing is Free: Character may not provide any service, aid, or items to anyone else without being compensated. Failure, results in a lack of spell casting until an atonement quest is achieved.

Cannot Harm Squirrels: Unless that squirrel has stolen from the character, he/she may not harm any squirrels nor allow one to be harmed in his/her presence. Harming a squirrel - or failing to try to prevent harm to one - results in a permanent loss of Class Abilities.

Spells available only to Keepers of the Watching Squirrel:

Lvl 1:

Mine! – This prayer is cast over a single object. Should this object be moved by anyone other than the caster, then the caster will be made aware instantaneously. Distance is immaterial. Spells lasts until dismissed. Cleric may have one such marked object per level.

Turn Pauper – Keeps away (10 ft. [3m] back) up to 2d6 creatures with less than 1 GP. Communal valuables do not count towards this total, only personal wealth. Consult the turn undead chart to determine if the turning attempt is successful. Destroyed indicates unconsciousness.

Lvl 2:

Ethereal Squirrel Horde – Summons a semi-corporeal horde of ghost squirrels under the command of the caster. The horde is excellent for gathering large quantities of small items such as coins or acorns. Cannot cause damage but attacking does slow an opponent to $\frac{1}{4}$ movement and cause him/her to act last in combat. A mess of quasi-real rodents can just ruin your day. Duration of 1 round per level. Saving throw negates combat penalties; however, another Save must be made each round.

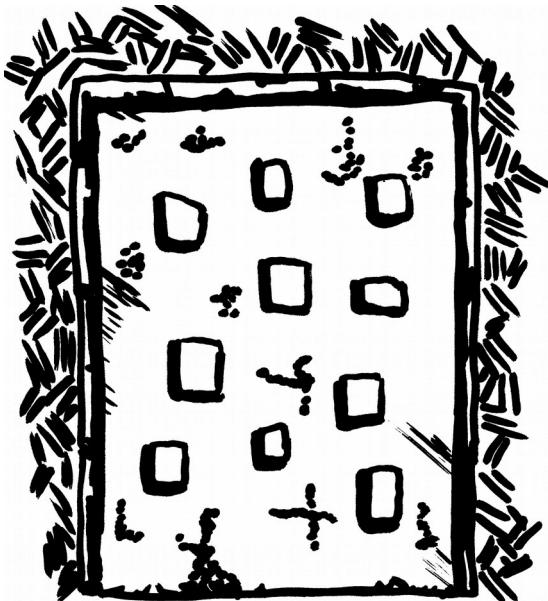
Lvl 3:

Create Value – This spell doubles the apparent value of any one item. Duration of 1d6 months. Only extreme scrutiny from an expert or the will of the caster can break the spell earlier. Reversible.

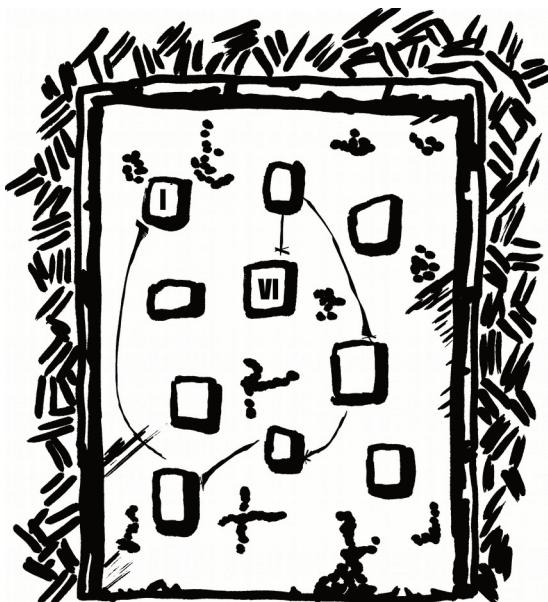


Player Handouts

Copy these pictures for showing to players when appropriate.



The door from the outside showing the panels.



The back of the door showing the mechanism to open it.

Only show this image to those player characters who currently can see it from the **location 9** or through the peekhole at **location 10**.

Réfeeree's Personal Notes

Within the Temple of Greed
avaricious adventurers will
find no monsters, but tricks,
traps, and treasure.

Are they greedy enough to
take the challenge and salvage
the now-forgotten treasure?
Or do they die trying?

Welcome to Temple Of Greed.

*This dungeon module also
includes new Cleric class
variant for OSR type games.*