

# BUILT TO LAST

## A Two-Round Living City Scenario

Where tables stay intact for the entire scenario

By Christopher Reed

**Low Tier:** You are asked to retrieve two halves of an ancient map from several long forgotten temples in hope that their recovery will lead to the answer for future events that as destined to go bad for the citizens of Ravens Bluff. An adventure for tiers 1-4.

**High Tier:** Two pieces of an ancient map have been retrieved and you are called upon to take this now completed map and figure out where it leads and if its use can change events that may turn out disastrous. An adventure for tiers 5-7.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## LIVING CITY Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals that can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
Low				
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+
High				
T5:	43-52	47-57	51-62	55-67
T6:	53-64	58-70	63-77	68-83
T7:	65+	71+	78+	84+

## Judge's Background

For the past twelve years Grendal, a specialty priest of Gond, had sought to create something that would bring awe to her piers. She adventured searching for something that would do just this, but her creations always were marveled less than she would have liked.

However five years ago, Grendal came into the acquaintance of Timmy, the Transmuter. He too had adventured for many years and during that time came across a collection of manuals. These manuals documented the creation of several types of golems. One of these manuals, though incomplete, gave the initial steps and materials to create what was called the "*The Living Golem*."

So the two of them decided to travel together to gather further information and knowledge about "*The Living Golem*." They quickly found additional manuscripts and manuals that would aid them in this endeavor.

So they sought and found a location that would keep them hidden for the years that they would need to research these manuscripts and manuals. But before beginning to work on "*The Living Golem*" both of them decided that they should first strive to successfully complete the creation of several other types of golems. This would give them the practice they would need for their greater hope and also give them the guardians to

keep themselves safe from anyone who wished to interfere.

So now they are nearly complete with their great creation.

This is where the PCs interaction in the whole affair begins. Some of the priests at *The Turning Wheel* (Temple of Gond) have had visions of the coming of a great creation. However, they also saw that this great creation would lead to mass destruction. Thus divination spells were attempted to find out as much information about this creation as possible.

These attempts to discover more information were only somewhat successful. The location of where this creation was being performed could not be discovered, so they continued their attempts. After many days, it was discovered that the location of where this creation was being performed could be found by locating two parts of an ancient map that was split in half. Each half of this map now resides in a long forgotten temple.

Although unknown to everyone, a master mapmaker named Gadget Glitterbach, who used to be a Gondsmen, created the original map to this now unknown underground crypt. In this underground crypt, several inventions were created. They were done here so that disastrous events would not happen to the temple, if something went awry.

After the completion of one grand invention, the crypt was found by a group of orcs. These orcs took control over the crypt and the grand invention but one person was able to escape; the master mapmaker, Gadget Glitterbach. The orcs tried to use the invention but ended up killing all of the Gondish inventors and themselves.

The location of the crypt was soon forgotten, but Gadget sensed that one day it would come of use. So he took his exquisite map of the crypt's location and ripped it in half. He then took one part of the map to a small Gondish temple to the east of Ravens Bluff and the other to a temple north of Ravens Bluff. There he hoped that they would be guarded until they came into need again.

All of this information has been long since forgotten though, as it was never recorded to keep the inventions secret and also hide the fact that the two parts of the map ever existed.

For the low tier, it will be the PCs job to locate both parts of this ancient map and also to report any additional information they may found in their journey. The location of each half of the map will take one four-hour time slot. Either map can be sought after first.

For the high tier, it will be the PCs job to take the completed map and find the secret location of the "*The Living Golem*" and stop it from being finished.

# Low Tier Adventure

## Summary

PCs of any level can play the low tier, but if each of the PCs is over 9<sup>th</sup> level they should be strongly encouraged to play the high tier for a greater challenge.

Billy the messenger boy will once again wake each of the PCs from their deep sleep. Once awake, Billy will individually give each PC a note asking them (literally) to come to *The Turning Wheel* (Temple of Gond).

After finally arriving at *The Turning Wheel*, the PCs will be ushered inside to a comfortable environment where they will speak with Father Otis Gregor.

He will explain that two parts of an ancient map need to be found and returned to him.

Father Otis Gregor will give the PCs approximate locations of these maps. At this point, the PCs will need to determine which half of the map they will attempt to retrieve first. Whichever map they decide to go after first will determine their quest for the remainder of the first four-hour slot. The second map will be retrieved during the second four-hour slot.

Further adventure summary information can be found in the sections below based on the appropriate location of the PCs search.

## Player Introduction

*You are awoken by the sound of a deep low pounding noise. You soon realize that it must be a drum of some type. It is so loud that any attempt to block out the noise proves to be unsuccessful. Several minutes pass before the noise finally stops and you hear a knock at your door.*

*As you open the door, a young boy stands before you with a bass drum strapped to his torso. Each hand holds a drumstick and a rolled up piece of parchment sticks out of his pocket.*

*He asks you to take the note and turns towards the street and resumes playing the drum.*

Give the PCs **Player Handout #1**.

The messenger boy is named Billy and has a nice set of clothes for a young boy of ten. The bass drum he is strapped to, is quite old and dirty but plays quite nicely.

It is now just before dawn. The note has the symbol of Gond and requests their presence as soon as possible. For those PCs who are unable to read, the note will

speak to them, reading the contents of the message out loud.

It will also point them in the direction of *The Turning Wheel* (Temple of Gond) in case they need help.

If any PC goes back to sleep or takes more than a few minutes to get ready, then Billy will return playing his bass drum to make sure the PC will move along to the meeting.

When the PCs decide to go to *The Turning Wheel* (Temple of Gond) read the following:

*You make your way to The Turning Wheel, as the sun just starts to slightly fill the air with its morning glow.*

*Soon you find yourself upon your destination, as the large walls of exquisite workmanship stand before you.*

*Speaking with the guards at the front gate, you are quickly led inside. As you follow one of the guards, you see a large tarp covering some contraption that appears to be spinning around every few seconds.*

*Soon you are led into a well-built and elegantly decorated room. Sitting behind an extravagant wooden desk in a grand chair is an older human gentleman, who is wearing a wide leather sash over brown robes.*

Once at *The Turning Wheel*, the PCs will be quickly ushered inside into a comfortable room and asked to be seated.

As they get situated, Father Otis Gregor, who has been waiting for them, will greet the PCs. Father Otis will explain that they have been gathered to find two pieces of a map that will be used to find the location of an unknown underground crypt.

He has divined that the two pieces of the map currently reside within two separate long forgotten temples.

He also hopes that they will share any additional information they learn on their journey for these pieces of the map.

He has very little information about these temples except for their general location, which he will gladly give to the PCs. One of the maps is located in the mountains to the east of Ravens Bluff. The other is located to the north somewhere hidden in some fields.

The completed map will help give directions to the location of an unknown underground crypt, which his divination spells have been unable to locate.

Father Otis will give each PC 500 gp per half of the map. So if the PCs retrieve both halves of the map, they will get 1000 gp.

The PCs' mission has a great urgency and time is of importance. Either temple may be visited first. The temple that is visited first should be run for the remainder of round one and the second temple visited should be run in round two.

## ROUND ONE:

### Temple East of Ravens Bluff

When the PCs venture here, this should be used for the remainder of the four-hour slot. If they go to the other temple, use Round Two.

This small temple to Gond has been long forgotten. It has been set with many traps and alarms by its inhabitants of long ago.

It was abandoned some time ago when a group of orcs, following Gadget Glitterbach, came upon it and forced the inhabitants to flee.

## Encounter One (Just the Beginning)

*You proceed towards the temple that is somewhere to the east of Ravens Bluff. You have been informed that it will take several days to get there and to expect the worst.*

The PCs will arrive on the evening of the third day, if they travel by horseback.

Ask the PCs what night watch or other precautions they will be taking.

During the evening of first night, the weather will worsen. By morning, a harsh rain will greet the PCs and continue until they reach their destination.

The PCs will need to take some precautions or they will not receive peaceful sleep during the night and will not be able to regain spells.

## Encounter Two (Temple of Doom?)

*During the third day, you travel through the mountains, as the harsh rain dies down. As the evening approaches you have not seen any sign of the temple you are looking for.*

*You continue down one of the mountains into a valley. The brush here is thick and there is no sign of recent travel.*

*Looking around, just over the high brush, you see the tops of a stone structure of some type.*

If the PCs take a closer look at this stone structure, they will be able to determine that this is the ancient temple that they are searching for.

The ground around the temple has risen over the many years so that the base of the temple entrance is now five feet underground. The brush around the temple is as high as ten feet.

There is no door into the temple, but rather an opening, which the PCs will be able to enter. Smaller PCs will have no trouble getting in, but PCs over four feet tall will need to duck in and those over five and a half feet tall will need to crawl in.

The passage in is wide enough for two PCs to enter at one time.

As the first PC(s) enter, they will hear the sounds of rats scurrying away. This is to bring caution and alarm to the PCs rather than a fight.

Refer to DM Maps #1A-C, for the maps to this temple.

## Encounter Three (Entering the Temple)

*Having just entered the temple, you see the dirt slope down for another ten feet. At which point, there is a stone pathway that continues down for another twenty feet.*

*At this point there is a huge oak door that has weathered the years quite well. It is currently closed.*

The oak door is barred and locked. The PCs can make use of a *knock* spell to open the door or simply use physical force. If they opt to use physical force, they can attempt to make a successful open doors check or take several rounds to hack through the door.

Once one of the PCs enters the area behind the door, an *alarm* spell will be triggered. This spell was set to allow past inhabitants know when someone had

entered the temple, but has no effect now except to put the PCs on edge.

Behind the door is a thirty-foot by sixty-foot room with five doors. Two doors are located on the wall to the right and another two on the wall to the left. The final door is another large oak door, which is on the far door.

This room is more like a grand hallway than a room. On the ground beneath a thick layer of dust is huge red rug that is ten-foot wide and sixty-foot long. Before each of the four smaller doors is a green doormat. These items are of no real value any longer.

The dust here, as with the rest of the temple, is undisturbed and has been so for many years.

There are also a dozen chairs that are pressed up against the wall. They are extremely fragile due to their old age. Sitting on any of them will cause them to break.

## Encounter Four (Just the Beginning)

### ROOM A

*Opening the first door on the right, you see that it is a study. The room is covered in dust and spider webs. Inside the room against the far wall are two chairs and a desk.*

*On the far wall near the chairs and desk is a huge sheet of paper with a sketch of a device that has wings upon it. There are marks and written notations upon them that have obviously faded through the years.*

*In the center of the room is a square rug about ten feet wide by ten feet long.*

The sketch is of a flying device that the followers were working on when the temple was occupied.

If the PCs check the desk, they will find that all three drawers are locked. They can be picked with a +20% bonus or physically forced open.

When the top drawer is opened, it will set off an *explosive runes* spell that been placed there. Damage is as follows:

TIER	DAMAGE
1	1d4
2	2d4+2
3	4d4+4
4	6d4+6

Inside of the top drawer is an ancient book entitled, *Gondish Inventions*. If any attempt is made to touch or move the book, it will crumble to dust. Attempts to restore it can be made, but the PCs will not be able to

understand the sketches and drawings due to the book's old age and very illegible writing.

The two lower drawers contain one hundred blank sheets of parchment and a quill pen (worth about 10 gp).

### ROOM B

*Opening the second door on the right, you see that it is a reading room. The room is covered in dust. Inside the room against the far wall is a bookshelf and several reading chairs.*

*In the center of the room is circular rug with a radius of about five feet.*

If the PCs check the bookshelf, they will find many old books that are quite worn. One book is however in surprisingly good condition. It is entitled *The Teachings of Gond*.

This book details the Time of Troubles and Gond's appearance on the shores of Lantan. It gives its owner +2 to all religion rolls involving Gond or the Time of Troubles.

None of the other books here have any value (either monetary or knowledge wise).

### ROOM C

*Opening the first door on the left, you see that it is a study. The room is covered in dust and spider webs. Inside the room against the far wall are two chairs and a desk*

*On the far wall near the chairs and desk is a huge sheet of paper with a sketch of a device with two wheels, some metal bars and a seat over them. There are marks and written notations upon them that have obviously faded through the years*

*In the center of the room is octagonal rug about ten feet wide by ten feet long.*

The sketch is of a bicycle, which should be quite foreign to the PCs.

If the PCs check the desk, they will find that all three drawers are locked. They can be picked with a +20% bonus or physically forced open.

If the bottom drawer is opened, the PCs will find a small pouch filled with rock-hard nuts that are quite stale.

The middle drawer contains some rough sketches of some invention along with several small pieces of metal, while the top drawer has a rolled piece of parchment that is many years old. If it is open, give the PCs **Player Handout #2**.

## ROOM D

*Opening the second door on the left, you see that it is a reading room. The room is covered in dust. Inside the room against the far wall are several bookshelves.*

*There is also a large reading chair and a strange, large device with a moveable claw on the end of it.*

*In the center of the room is oval rug about ten feet long and five feet wide.*

The strange device is a metal pole with a claw on the end of it that can be used to pick up things. Thus someone could be sitting in the chair and use this device to get themselves a new book from the bookshelf.

If the PCs check the bookshelf, they will find many old books that are quite worn. One book is in better condition than the rest and is entitled *The Fiery Ways of Kossuth*. The book only speaks of Kossuth's love of fire and related topics. The PC that opens up this book will set off a *fire trap* spell that will destroy the book. Damage is as follows:

TIER	DAMAGE
1	1d2+3
2	1d4+3
3	1d4+7
4	1d4+11

None of the books here have any value (either monetary or knowledge wise).

## Encounter Five (More rooms)

When the PCs go to the second large oak door, continue with the following:

*As you open this door, you see a hallway that extends for about thirty feet. On each side of the hallway is a door near the far end.*

## ROOM E

If the PCs open the door on the right side, read the following:

*Opening the door to this room, you see that it has half a dozen chairs, all just on the edge of a large oval rug.*

*There are several fine paintings on the wall. There are also a couple of small tables. On each of these tables is a vase with some interesting designs on them.*

If the PCs investigate the floor around the rug, they will notice small scrape marks as if something had been dragged across it.

Under the rug is a secret trap door that will be hard to notice, even if the rug is moved. This trap door will lead into a room below (Encounter 7).

If the artwork from this room is taken, it can be sold for a total of 1,200 gp.

## ROOM F

If the PCs open the door on the left side, read the following:

*Opening the door to this room, you can tell this is a dining hall with a kitchen on the far end.*

The PCs are free to search this room, they will find cracked dishes and rusty silverware, along with a huge table and twenty-four chairs. Nothing else of noteworthy is located here.

## Encounter Six (Rooms Below)

## ROOM G

When the PCs peer down the trap door (from Room E in Encounter Five) read the following:

*Peering through the trap door, you can see that it is only a short drop to yet another room. Inside, there are several racks with weapons of different types, plus several suits of armor.*

*There is also another door leading from this room.*

When the first PC drops (or climbs) down, one of the suits of armor will come to life. Actually it is a skeleton that attacks destroyed.

**Skeleton (1):** Int Non; AL N; AC 1; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6 (rusty short sword); SA Nil; SD see MM; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

For higher tiers, give them the illusion that this may be a Skeleton Warrior, but they will quickly realize that it is not, once it is so easily defeated.

Once the skeleton is destroyed, the PCs will be able to search the room. If they do so, they will find that the weapons and armor here are quite old and rusty.

The door leading out of this room enters into a hallway that leads to their left and there is also another door just across the hallway.

The hallway leads to an oak door.

## ROOM H

When the PCs enter this room, read the following:

***Looking into this room, you see nearly a dozen bunk beds. At the base of each of the set of beds is a steel box.***

The door into this room is locked. The PCs can make use of a *knock* spell to open the door or simply use physical force. If they opt to use physical force, they can attempt to make a successful open doors check or take several rounds to hack through the door.

The twelve steel boxes are all locked. They can be picked but are sturdy enough to resist attempts with brute strength to open them.

Inside each of them are a set of sandals, a brown robe, a wide brown sash and a large hat. One of them even has a strange device with a trigger. It resembles a crossbow but a small metal ball is shot out through a narrow pipe instead of a bolt. This is actually what is considered to be a gun in today's standards but there are no metal balls (bullets) plus the device is quite old, rusty and cannot be made to function despite the PCs best intentions.

If the PCs search between the mattresses in each of the bunk beds, they will find a *wand of ray of enfeeblement*.

## Encounter Seven (Stairs down)

When the PCs head down the stairs, read the following:

***Heading down the stone stairs, you see that they split and curve around to each side.***

The previous hallway leads to an oak door. Behind the oak door is this set of stairs that head down and then curve around and join up again.

The oak door into the hallway is locked via a *wizard lock* spell. The PCs can make use of a *knock* spell to open the door or simply use physical force. If they opt to use physical force, they can attempt to make a successful open doors check or take several rounds to hack through the door.

When the PCs reach the spot at which the stairs split, ask them which direction they are going to proceed.

PCs, who head to the right, will have a clear and safe path until they reach the fifth to the last step at which time they will step through the thin piece of stone and onto several wooden stakes. The first PC who triggers this trap will take 1d2 points of damage per tier plus they must make a saving throw vs. poison. Those PCs that fail their save will feel sluggish and slow. This will result in a temporary loss of two Dexterity points and a +2 to their initiative for twenty-four hours.

PCs, who head to the left, will hit a trap on every third step (a total of 60 steps). Located on the wall is a tiny hole just large enough for a needle to pass through. When the PC steps on the trapped step, a single poisoned needle will silently fire out at the PCs.

Roll an attack with the following THAC0s based on tier:

TIER	THAC0	DAMAGE
1	20	1
2	15	2
3	10	3
4	5	4

NOTE: The PCs will not get any dexterity bonuses, shield benefits or related bonuses (such as the swashbuckling bonus) for their effective AC.

Any PC who is hit by a needle must make a save versus poison or temporary lose two points of Strength points for twenty-four hours. This poison **is not** cumulative so PCs will only be able to temporary lose a total of two points of Strength.

## Encounter Eight (Hallway Guardians)

***After moving down the stairs, you head down the hallway. Suddenly the columns on either side of you turn into that of beautiful stone women, as they move towards you with a silver sword in hand.***

At this point the caryatid columns will attack the PCs. PC location is marked on map with an X. They will attempt to block the PCs from continuing further down hallway.

Refer to **DM Map #2**, for the map to this combat. This encounter is not included in **DM Map #1 A-C**.

The caryatid columns will stop attacking; if the phrase "*Gond be with you*" is spoken out loudly.

### Tier 1

**Caryatid Column (2):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d8; SA Nil; SD See description; MR Nil; SZ M (6 ft. 5 in. tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

### Tier 2

**Caryatid Column (4):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d8; SA Nil; SD See description; MR Nil; SZ M (6 ft. 5 in. tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

### Tier 3

**Caryatid Column (6):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d8; SA Nil; SD See description; MR Nil; SZ M (6 ft. 5 in. tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

### Tier 4

**Caryatid Column (8):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d8; SA Nil; SD See description; MR Nil; SZ M (6 ft. 5 in. tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

In combat, the caryatid column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to saving throws and all non-magical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive the magical bonus normally due to them. For example, a *long sword* +2 does not gain its +2 bonus, but inflicts normal long sword damage.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a *sword* +2 has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

A *stone to flesh*, *transmute rock to mud* or *stone shape* spell destroys the column instantly if it fails its saving throw.

If killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

## Encounter Nine (Hallway with Secrets)

*Before you is another set of stairs that lead down. They resemble the stairs you encountered before, as they too split and curve around.*

The stairs here are not trapped, but allow the PCs to search if they so desire. You may want to give them a scare by having some of the stairs squeak when stepped on or a couple stairs slightly crumble beneath the PCs feet.

After going down the stairs, they will see a hallway about sixty feet long with a large oak door at the end. A large holy symbol of Gond appears on the door.

Halfway down the hallway are two secret doors, one on either side. The secret door on the right leads to Encounter Ten, while the secret door on the left leads to Encounter Eleven.

The room beyond the large oak door with the large holy symbol of Gond on it is Encounter Twelve.

## Encounter Ten (The Treasure)

If the PCs find the secret door on the (their) right and decide to open it, read the following:

*Peering through the secret door, you see a short hallway with a metal door at the end of it.*

The metal door is locked and mechanically trapped. Anyone, who touches it, will receive an electrical shock unless they take precautions (such as wearing extremely thick gloves, etc.). Damage is as follows:

TIER	DAMAGE
1	1d6-1
2	1d6+1
3	2d6-1
4	2d6+1

The door will close unless the PCs hold it open or take some type of action to keep it open. If the door closes, the trap resets.

Once inside the room, they will see that it is empty except for three chests. All three are closed.

The chest on the right is really a mimic that will attack any PC who decides to take some time to search

it (or open it). It will wait until a PC is within reach and quickly strike.

PCs should make a surprise check at -4, when the mimic attacks.

### Tier 1

**Common Mimic (1):** Int Average; AL N; AC 7; MV 3; HD 7; hp 21; THAC0 13; #AT 1; Dmg 3d4; SA Glue; SD Camouflage; MR Nil; SZ L; ML 15

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

### Tier 2

**Common Mimic (1):** Int Average; AL N; AC 7; MV 3; HD 8; hp 40; THAC0 13; #AT 1; Dmg 3d4; SA Glue; SD Camouflage; MR Nil; SZ L; ML 15

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

### Tier 3

**Killer Mimic (1):** Int Semi; AL N; AC 7; MV 3; HD 9; hp 63; THAC0 11; #AT 1; Dmg 3d4; SA Glue; SD Camouflage; MR Nil; SZ L; ML 13

Saving Throws: PPDM 8; RSW 10; PP 9; BW 9; S 11

### Tier 4

**Killer Mimic (1):** Int Semi; AL N; AC 7; MV 3; HD 10; hp 80; THAC0 11; #AT 1; Dmg 3d4; SA Glue; SD Camouflage; MR Nil; SZ L; ML 13

Saving Throws: PPDM 8; RSW 10; PP 9; BW 9; S 11

A mimic can surprise its victims easily (-4 penalty to victims' surprise rolls). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make an open doors roll to break free. Only one attempt may be made per character, and no other action, offensive or defensive, may be performed during the round that the attempt is being made. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. Mimics are immune to acid attacks and are unaffected by molds, green slime and various puddings.

Within the chest on the left is 1,000 sp; 6 gems worth 500 gp each and two magical rings (*ring of displacement* and *ring of negative energy protection*).

See the Treasure Summary for an explanation of the two rings.

Within the chest in the middle is a large silver key worth 100 sp; and a beautiful iron holy symbol of Gond. The silver key can be used to open the door to Encounter Twelve.

## Encounter Eleven (The Guardian)

If the PCs find the secret door on the (their) left and decided to open it, read the following:

*Peering through the secret door, you see a room about thirty feet by thirty feet. On the far side of the room rests a stone table with a piece of paper of some type. A glass beaker and a pouch hold the map down.*

Once a PC (or two) steps into the room, have the PCs make a surprise roll with a -2 penalty. The Necrophidius will attack first from above before the PCs have a chance to react. Those PCs who are surprised will not get their action this round. Those PCs who were not surprised will act at the end of the round.

The Necrophidius will attack first with its bite. If it appears to be over matched, it will do its dance in the second round. See below for details on the effects of this dance.

### Tier 1

**Necrophidius (1):** Int Non; AL N; AC 2; MV 9; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d8; SA See description; SD See description; MR Nil; SZ L (12 ft. long); ML 20

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

### Tier 2

**Necrophidius (2):** Int Non; AL N; AC 2; MV 9; HD 2; hp 14; THAC0 19; #AT 1; Dmg 1d8; SA See description; SD See description; MR Nil; SZ L (12 ft. long); ML 20

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

### Tier 3

**Necrophidius (3):** Int Non; AL N; AC 2; MV 9; HD 2; hp 15; THAC0 19; #AT 1; Dmg 1d8; SA See description; SD See description; MR Nil; SZ L (12 ft. long); ML 20

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

#### Tier 4

**Necrophidius (4):** Int Non; AL N; AC 2; MV 9; HD 2; hp 16; THAC0 19; #AT 1; Dmg 1d8; SA See description; SD See description; MR Nil; SZ L (12 ft. long); ML 20

Saving Throws: PPD 14; RSW 16; PP 15; BW 17; S 17

Necrophidius, or "death worm," has the bleached-white skeleton of a giant snake, a ganged human skull and constantly whirling, milk-white eyes. Its bones are warm to the touch and it is odorless and absolutely silent.

The necrophidius prefers to surprise opponents, and its silence imposes a -2 penalty to their surprise rolls. The necrophidius can perform a macabre maneuver called the *Dance of Death*; a hypnotic swaying backed by minor magic. *The Dance* rivets the attention of anyone who observes it, unless a successful saving throw vs. spell is rolled. Intelligent victims are immobilized, as per the *hypnotism* spell. This allows the necrophidius to attack without opposition.

Besides taking damage as indicated, a bitten victim must make a saving throw vs. spell or be paralyzed and unconscious for 1d4 turns. This effect can be cancelled only by a *dispel magic* spell; *neutralize poison* is useless.

The creature acts and reacts as if it had an intelligence of 10. However, its mind is artificial, so mind influencing spells have no effect. The creature is immune to poison and requires no sleep or sustenance. It is not undead and cannot be turned.

The glass beaker contains water and the pouch contains some *dust of decoy*.

Resting under these two magical items is the piece of the map that the PCs seek. PCs who stop to look at it will only see a bunch of lines and scribble marks that will make no sense to them.

## Encounter Twelve (Temple of Gond)

The door to this room is locked, but the key can be found in one of the chest in Encounter Ten.

*As you open the door to this room, you see that it is contains an altar. The altar is amazingly in good shape.*

*There are also several rows of pews, which are quite dusty.*

This is an altar to Gond and the place of worship when the temple was being used.

There is nothing of note here, but allow the PCs to search the area, if they desire.

## Encounter Thirteen (Quick Return)

When the PCs get the map and make their return to Ravens Bluff read the following:

*Having collected this half of the map, you quickly make your way back to Ravens Bluff.*

The PCs will encounter nothing on their return back to Ravens Bluff.

## Conclusion: (East Temple Complete)

### SUCCESS

If the PCs were successful in retrieving the map, read the following:

*Once returning to see Father Otis, you are swiftly ushered inside his office. He thanks you for your efforts and gives you 500 gp as promised.*

If this is the first round of the adventure, allow the PCs to take a break and return in round two to the other temple.

### FAILURE

If the PCs were unsuccessful in retrieving the map, read the following:

*You return to Father Otis, you are swiftly ushered inside his office. The news of your failure is quite saddening to him and he hopes that others may be able to find this half of the map in time.*

If this is the first round of the adventure, allow the PCs to take a break and return in round two to the other temple.

### The End of Round One, Low Tier

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

### Encounter Four

Searching each of the rooms (Rooms A - D)	25 xp
Returning any Gondish book to temple (Room A or B)	25 xp
Returning note to temple (Room C)	25 xp
Avoiding all traps	50 xp

### Encounter Five and Six

Searching each of the rooms (Rooms E - H)	25 xp
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### Encounter Seven:

Avoiding all traps	50 xp
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### Encounter Eight:

Defeating Caryatid Columns	150 xp
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### Encounter Nine:

For each secret door found (50 max)	25 xp
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### Encounter Ten:

Avoiding trap	50 xp
Defeating Mimic	100 xp

### Encounter Eleven:

Defeating Necrophidius	100 xp
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### Conclusion:

Returning half of map	100 xp
Total experience for objectives	750 xp
Discretionary roleplaying award	0-500 xp
<b>Total possible experience</b>	<b>1,250 xp</b>
For Tier 2:	2,500 xp
For Tier 3:	3,750 xp
For Tier 4:	5,000 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

**Encounter Four (Room B):**

- *The teachings of Gond (book)*: This book details the Time of Troubles and Gond's appearance on the shores of Lantan.

**Encounter Five (Room E):**

- Artwork worth 1,200 gp

**Encounter Six (Room H)**

- *Wand of ray of enfeeblement*, 12 charges (Value 420 gp per charge): This wand casts the spell ray of enfeeblement, heightened to 4<sup>th</sup> level of effect.

**Encounter Ten:**

- 1,000 sp
- 6 gems worth 500 gp each
- silver key worth 100 sp
- *Ring of displacement*, 12 charges (Value 250 gp per charge, unusual): This ring activates the effect of a *displacement* spell cast as a 5<sup>th</sup> level sorcerer; each use uses one charge. (2E: no powers).
- *Ring of negative energy protection*, 12 charges (Value 250 gp per charge, unusual): This ring activates the effect of a *negative energy protection* spell cast as a 5<sup>th</sup> level cleric; each use uses one charge

**Encounter Eleven:**

- *Dust of decoy* (Value 100 gp): This dust creates the image of a snake-like monster as per the spell *silent image* (2E: *phantasmal force*). Its chief purpose is to draw attention, so it is programmed to attack. The image lasts for 10 minutes.

**Conclusion:**

- 500 gp from Father Otis Gregor for successfully retrieving half of the map.

# ROUND TWO:

## Temple North Of Ravens Bluff

When the PCs venture here, this should be used for the remainder of the four-hour slot.

This temple has been long forgotten, since it was hidden by magic.

### Encounter One (Just the Beginning)

*You proceed towards the temple that is somewhere to the north of Ravens Bluff. You have been informed that it will take several days to get there and to expect the worst.*

The PCs will encounter nothing on their journey to the location of the temple. Allow them to cast any spells they would like to prepare for going into the temple.

### Encounter Two (The Trek Continues)

*The first day passes uneventfully, as night falls. It is now time to rest and regain your strength for another day of travel.*

See if the PCs are going to take any precautions, such as setting up watches, and after giving them time to do so continue with the next encounter.

You may want to give them the thought that something may be watching them, but it will end up being an owl or a small nighttime critter.

### Encounter Three (Field of Horror)

*It has been nearly two days now, as you continue on your quest to the temple, you see the clouds overhead begin to darken. You are less than an hour away from the location Father Otis gave you.*

*Soon, you find yourself at your destination, but you don't see any temple at all. Checking your directions, you are positive that this is the spot that was given you.*

*The only thing that lies here is what appears to be a field of sorts.*

This area is now an overgrown field of corn. The corn stalks are about eight feet tall. Within the field are the scarecrow golems and several ravens, which have been preying on those unfortunate souls who have wandered into this area. These inhabitants of the cornfields will attack when the PCs approach, the center of the field which is a slight clearing about twenty feet by twenty feet. They will attempt to surround the PCs to the best of their ability.

Area of effect fire spells might cause the corn stalks to burn, possible causing damage to those in the general area.

#### Tier 1

**Raven (4):** Int Animal; AL N; AC 7; MV 1, FL 36 (B); HD 1/4; hp 2 each; THAC0 20; #AT 1; Dmg 1; SA Eye attack; SD nil; MR Nil; SZ S; ML 10

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

**Scarecrow Golem (1):** Int Non; AL N; AC 6; MV 6; HD 5; hp 20; THAC0 15; #AT 1; Dmg 1d6 + gaze; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

#### Tier 2

**Raven (8):** Int Animal; AL N; AC 7; MV 1, FL 36 (B); HD 1/4; hp 2 each; THAC0 20; #AT 1; Dmg 1; SA Eye attack; SD nil; MR Nil; SZ S; ML 10

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

**Scarecrow Golem (2):** Int Non; AL N; AC 6; MV 6; HD 5; hp 25 each; THAC0 15; #AT 1; Dmg 1d6 + gaze; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

#### Tier 3

**Huge Raven (8):** Int Animal; AL N; AC 6; MV 1, FL 27 (C); HD 1-1; hp 7 each; THAC0 20; #AT 1; Dmg 1d2; SA Eye attack; SD nil; MR Nil; SZ S; ML 12

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

**Scarecrow Golem (3):** Int Non; AL N; AC 6; MV 6; HD 5; hp 30 each; THAC0 15; #AT 1; Dmg 1d6 +

gaze; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

#### Tier 4

**Giant Raven (8):** Int Animal; AL N; AC 4; MV 3, FL 18 (D); HD 3+2; hp 26 each; THAC0 17; #AT 1; Dmg 1d4+2; SA Eye attack; SD nil; MR Nil; SZ S; ML 14

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

**Scarecrow Golem (4):** Int Non; AL N; AC 6; MV 6; HD 5; hp 40 each; THAC0 15; #AT 1; Dmg 1d6 + gaze; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

Once per round, a scarecrow can gaze at one creature within 40 feet. Any intelligent person meeting this gaze must make a successful saving throws vs. spells or be fascinated, standing transfixed, arms hanging limply, allowing the scarecrow to strike again and again (automatic hit each round). The charm lasts until the scarecrow either dies or leaves the area (field) for a full turn. The scarecrow's touch causes 1d6 points of damage and has an effect identical to the gaze (saving throw apply). A scarecrow attacks one victim at a time, striking the first person charmed until dead. While slaying its victim, the scarecrow uses its gaze attack to charm other opponents as possible. Scarecrows attack until destroyed.

Scarecrows are vulnerable to fire. Fire-based attacks gain a +1 bonus to the attack roll and a +1 bonus per die.

The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold.

Ravens attack with strong claws and their long, sharp beaks. Ravens employ a grab and peck approach to combat. These birds are 10% likely to attack an opponent's eyes. If successful, the attack causes the opponent to lose an eye.

Both the giant raven and huge raven have the strength to carry an adult halfling in flight.

If each of the scarecrows are ripped apart and searched, the PCs will find a *needle of sewing*.

## Encounter Four (Searing for the Temple)

*Having moved past the cornfield and its inhabitants, you see a clearing, but still no temple.*

The temple is currently invisible and has been for many years. This is what has kept it hidden for so many years.

If the PCs move up they will be able to see that a square section of the ground is slightly (about an inch or two) lower than the rest of the ground. This is the area on which the temple rests. If they continue to move forward, they will run into the invisible temple. At this point, allow them to feel around to find the entrance into the temple.

## Encounter Five (Finally Inside)

*You have finally made it into the temple and now the real search begins. Surprisingly now that you are in the temple, you can see everything just fine.*

*The walls are actually visible but you do note that the place is a wreck and some damage has occurred here. The walls currently standing have some chips and cracks within them.*

*To your side is a pile of rubble, perhaps another wall had once been here but no longer.*

*Before you is a tunnel that leads into a room.*

Refer to **DM Map #3**, for the maps to this temple.

The tunnel in is wide enough for two PCs to enter at one time.

As the first PC(s) enter, they will hear the sounds of rats scurrying away. This is to bring caution and alarm to the PCs rather than a fight.

## ENCOUNTER SIX (By Gond, it's a Door)

When the PCs proceed down the tunnel and into the reception room, continue with the following:

*Entering into the room, you see a large metal door on the far end. A circular wheel with spokes has been painted onto the door.*

*Looking closer at the door, you notice that there is an indentation where each of the spokes hits meets the wheel.*

*You also notice that the door has no keyhole or doorknob.*

*On the ground, to your right are over twenty metal plaques that are about the same size as one of the indentions in the door.*

The PCs will most likely need to solve the puzzle to get through the door. Spells such as *knock* will prove to be unsuccessful. The PCs could attempt to damage it but that will take several hours to knock it down. Spells such as *reduce* could be used. Since there is no lock, no attempts to pick the door can be made.

There are twenty-six metal plaques each with one letter from the alphabet. Give the PCs **Player Handout #3**.

As for the puzzle, they will need to determine what four plaques to place in the door. The solution is 'GOND.' To aid the PCs, the numbers 20 (G), 12 (O), 13 (N), and 23 (D) have been given to them going in a counterclockwise direction.

The numbers correlate with the alphabet but in the reverse direction. For example, the letter Z would be 1, Y would be 2, etc.

If the PCs place the wrong metal plaques into any of the slots, a smoky gas will start to fill the room. They will have another attempt to solve the puzzle, but if they miss it for a second time, the smoke will get even thicker and the PCs must save versus poison or fall asleep for 1d4+4 hours. This 'sleep' time will not be relaxing in the least and PC mages or clerics will still need to rest for eight hours if they wish to regain spells the next day.

Once the PCs give the correct solution, the door will open up and they can then proceed.

## Encounter Seven (Chose Your Path)

*Figuring out the puzzle, you head down a large tunnel that slopes downward. Finally, you come into a room with three doors. The door on the left is painted with a scene of a bloody battle occurring, while the door on the right is painted with a scene of an beautiful human female performing several athletic feats. The door in the middle has a series of numbers and shapes covering it.*

The PCs must decide which door they wish to open, as they will only be able to open one with any success.

This is due to the fact that the other two rooms will lower once one of the doors is open. The rooms will rise back up after two hours, so if the PCs do wait they will be able to open select one of the two doors they did not originally choose.

If the PCs do open one door and attempt to open another door right after, they will see a huge stone slab blocking their path.

The PCs must successfully triumph over what lies behind the door, if they do not they will return to this room and be forced to select a different door.

This will give them three chances to continue onward, but allow them the chance to choose their path.

## Encounter 7A (Left Door)

*Choosing the door on the left, you enter and see a dark room about ten feet wide by ten feet long.*

*You can somewhat see several shadowy figures moving towards you.*

The shadows will move to attack the PCs, if the PCs close the door and attempt to flee, the shadows will give chase.

### Tier 1

**Lesser Shadow (2):** Int Low; AL CE; AC 7; MV 12; HD 2+2; hp 14; THAC0 18; #AT 1; Dmg 1d4; SA Strength Drain; SD See below; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

Normal weapons can hit minor shadows, but on all other tiers magic weapons will be needed to cause damage.

### Tier 2

**Shadow (4):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 21; THAC0 17; #AT 1; Dmg 1d4+1; SA Strength Drain; SD See below; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

### Tier 3

**Shadow (6):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 27; THAC0 17; #AT 1; Dmg 1d4+1; SA Strength Drain; SD See below; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

### Tier 4

**Greater Shadow (8):** Int Low; AL CE; AC 7; MV 12; HD 4+4; hp 36; THAC0 16; #AT 1; Dmg 2d4+2; SA

Strength Drain; SD See below; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

As shadows exist primarily on the Negative Material plane, they have the ability to drain the life force of their victims. Their chilling touch inflicts 2-5 points of damage to its victim as well as draining one point of Strength. Lost Strength points return 2-8 turns after being touched. If a PC is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well.

Shadows are immune to *sleep*, *charm* and *hold* spells and are unaffected by cold-based attacks.

These shadows cannot be turned while they are within the temple.

The PCs will find a door on the opposite side of the room, when the battle is over. It will lead to Encounter Eight.

## Encounter 7B (Center Door)

*Choosing the door in the center, you enter and see a dark room about ten feet wide by ten feet long.*

*Having entered the room, you hear a Gnomish voice begin to speak, "Ahhh, puzzles and riddles is your path. Well, see if you can answer this one."*

*With those words, a puzzle needing your solution appears on the wall to your right.*

Give the PCs **Player Handout #4**.

The players are looking for the value of A, B, C and D. You may wish to inform them that each letter correlates to a single digit or number.

The answers are:

A = 2

B = 1

C = 7

D = 8

If the players are unable to figure out this puzzle let them return to the previous room and choose another door.

If the PCs give the correct solution, a door will appear leading them to the next room (Encounter Eight).

If an incorrect solution is given, they will find themselves in the previous room and will have to choose a different door to continue onward.

## Encounter 7C (Right Door)

*Choosing the door on the right, you enter and you hear a Gnomish voice begin to speak, "Ahhh, you have chosen the path of your abilities. But, first you must know the rules. One of you must complete all the tests without help from each other."*

*With those words, the scene before you changes from that of the room you were in to a dark, dank room. You see (number of PCs) exits to this room, but a huge boulder blocks each of them.*

If any PC knowingly helps another PC, both PCs will have failed the test and disappear. Use your best judgement though; don't penalize them if it isn't needed. They may watch what each other do if that kind of help is needed.

The PCs must first get past the boulders. They may use spells to do so, such as *passwall* or *reduce*.

If the PCs attempt to push the boulder, have them make a strength check. Those that succeed will push the boulder out of the way.

Those PCs that fail will disappear.

Behind the boulder, is a small tunnel that leads outside.

*After getting past the first test, you look outside to see that it is hailing and quite strongly in fact. In fact, the hail coming down appears to be about the size of a rock.*

The PCs will need to make it past the falling hail. Those PCs that go outside to take on the second test must make a successful Constitution check or they will fall down and disappear. Additionally, any PC who ventures forth with take 1d2 points of damage per tier.

A PC could cast *protection from normal missiles* before exiting and avoid any chance of being knocked down by the hail. *Stoneskins* will not protect them, since they will be hit by many pieces of hail, but all *stoneskins* will be removed.

*Having completed the second test, you see that the hail is now at your feet rolling towards you like thousands of tiny marbles.*

The PCs will need to make a successful Dexterity check or fall down and disappear.

*Having gotten to this point, you see a piece of paper fall to the ground.*

Give those PCs who can read any written language **Player Handout #5**.

Those PCs who cannot read will have failed the test.

Those PCs that have made it to the final test and perform what is stated on the note will have passed the test.

At this point all PCs will be in the next room (Encounter Eight).

## Encounter Eight (Chose Your Reward)

*Having chosen your path earlier, you find yourself in another room with three doors. The door on the left has a picture of a crossed sword and wand with sparks coming from them, while the door on the right is painted entirely of gold. The door in the middle has a painting of a Gonsmen creating a wondrous creation.*

The PCs must decide which door they wish to open, as they will only be able to open one and receive their reward. The PCs will be prevented in the same manner as in Encounter Seven.

## Encounter 8A (Left Door)

When the PCs enter this room, read the following:

*Entering this door, you see nothing but a small little bed with a pillow in the center of it. On top of the pillow rests a pair of boots, several pieces of jewelry of some type. There is a door on the far side of the room.*

Resting on the pillow is a pair of *boots of levitation* and a *periapt of proof against sound* +3.

The door leads to Encounter Nine.

## Encounter 8B (Center Door)

If the PCs open this door first read the following:

*Entering this door, you see nothing but an empty room except for the rays of sunlight that must be*

*magically kept here. As you step in, you feel the sunlight warm your soul and your mind. There is a door on the far side of the room.*

Each PC will have received a +2 bonus to one proficiency of your choice (can't be traded), unless they attempt to shun the sunlight.

The door leads to Encounter Nine.

## Encounter 8C (Right Door)

If the PCs open this door first read the following:

*Opening this door, you see a chest full of gold and several gems. A door lies behind the chest.*

There will be 500 gp per PC plus a 1,000 gp gem for each PC.

The door leads to Encounter Nine.

## Encounter Nine (Step Across)

When the PCs proceed, read the following:

*Going through the door, you come to what appears to be a natural tunnel that slopes further down.*

*As you head down the natural tunnel, you eventually come to a deep chasm. There was a functioning rope bridge here, but it now hangs limply down from the other side. The only way that you see to cross the chasm is to your right, where you see a set of rock formations that you could possibly skip across to the other side.*

*Peering down, you can see that the chasm is quite deep. A fall from this distance could be painful, quite painful in fact.*

The depth of the chasm will depend on the tier. See below for actual depths:

TIER	DEPTH OF CHASM
1	50 feet
2	100 feet
3	150 feet
4	200 feet

Have each PC that wishes to skip across the chasm using the rock formations make three dexterity checks

at +4. However, they will get a -1 penalty for each 25 pounds that they are currently carrying on them.

The PCs could also fly across or levitate to the ceiling and then pull themselves across and then float down. They could also climb down the chasm, possibly falling, and then back up the other side.

## Encounter Ten (Leap of Faith)

Once the PCs have crossed the chasm and continued on, read the following:

*Having crossed the chasm and proceeded through the tunnel on the other side, you come to the end of the natural part of the tunnel and into a section that was obviously dug out.*

When the PCs decide to continue forward read the following:

*You continue down the tunnel until you come to a set of large oak door. It appears that it would require two people just to open both of the doors.*

Each door is about ten feet tall and five feet wide. It will require one person to open each door, since they are so heavy.

When they enter, they will see a lone skeletal figure standing just in front of the middle of the room. Just behind it, is a pedestal with a glass case around it. Inside resting on top of the pedestal but inside the glass case is half of the map that the PCs are seeking.

The crypt thing will not attack until the PCs do. He will first ask them why they have entered this temple and disturbed him from his resting state. He will give the PCs a chance to explain. He **will not** allow the PCs to take the map in any situation, but he could be persuaded to let them make a copy of it if the PCs give him a good enough reason.

If combat does start, he will either attempt to teleport the PCs to the area just before the chasm, so those PCs teleported will have to cross the chasm again or, if the PCs were rude or quickly hostile, teleport them over the chasm so they will fall taking damage. See the previous encounter for information.

It will take any PC teleported five rounds to get back to this room at a moment rate of 12.

If the PCs look around the room, they will notice that there are several piles of bones resting around the room. These bones will animate into the appropriate (based on tier) skeleton creatures. The skeletons will be able to attack in the same round that they form.

The crypt thing wears an amulet that makes any undead within sixty feet of him unturnable. It will crumble to dust when he is destroyed.

See **DM Map #4** for the map of this room and placement of the skeletons.

### Tier 1

**Crypt Thing (1):** Int Very; AL N; AC 3; MV 12; HD 6; hp 24; THAC0 15; #AT 1; Dmg 1d8; SA Teleport; SD See description; MR Nil; SZ M (6 ft. tall); ML 18

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Skeleton (6):** Int Non; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA Nil; SD See description; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

### Tier 2

**Crypt Thing (1):** Int Very; AL N; AC 3; MV 12; HD 6; hp 36; THAC0 15; #AT 1; Dmg 1d8; SA Teleport; SD See description; MR Nil; SZ M (6 ft. tall); ML 18

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Skeleton (12):** Int Non; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA Nil; SD See description; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

### Tier 3

**Crypt Thing (1):** Int Very; AL N; AC 3; MV 12; HD 6; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA Teleport; SD See description; MR Nil; SZ M (6 ft. tall); ML 18

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Skeleton (12):** Int Non; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA Nil; SD See description; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

**Monster Skeleton: Hill Giants (5):** Int Non; AL N; AC 6; MV 12; HD 6; hp 48; THAC0 15; #AT 1; Dmg 2d6; SA Nil; SD See description; MR Nil; SZ L (6 ft. tall); ML Special

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

#### Tier 4

**Crypt Thing (1):** Int Very; AL N; AC 3; MV 12; HD 6; hp 48; THAC0 15; #AT 1; Dmg 1d8; SA Teleport; SD See description; MR Nil; SZ M (6 ft. tall); ML 18

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Skeleton (12):** Int Non; AL N; AC 7; MV 12; HD 1; hp 8; THAC0 19; #AT 1; Dmg 1d6; SA Nil; SD See description; MR Nil; SZ M (6 ft. tall); ML Special

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

**Monster Skeleton: Cyclops (5):** Int Non; AL N; AC 6; MV 12; HD 6; hp 48; THAC0 15; #AT 1; Dmg 6d6; SA Nil; SD See description; MR Nil; SZ L (6 ft. tall); ML Special

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

The crypt thing looks nothing more than an animated skeleton, save that it is clothed in a flowing brown robe. Each eye socket is lit by a fierce, red pinpoint of light that is almost hypnotic in its intensity.

A crypt thing's first line of defense is a powerful variety of teleportation, which it can cast once on any given group of adventurers. Each of those attacked with this spell must roll a successful saving throw vs. spell or be instantly transported away from the crypt. Those teleported by the crypt thing cannot materialize inside solid matter, but they do not necessarily arrive at floor level. Particularly clever crypt things have been known to transport victims several hundred feet into the air or atop a vast chasm, leaving them to fall to their deaths.

Once it has employed this power, a crypt thing attacks by clawing with its skeletal hands for 1d8 points of damage. A crypt thing can be hit only by magical weapons (NOTE: On tier one non-magical weapons will have normal events on the crypt thing).

Like all undead, crypt things are immune to certain spells. It is impossible to employ a *charm*, *hold* or *sleep* spell against a crypt thing with any chance of success. Crypt things are harmed by holy water or holy symbols, as are many undead. The magic that roots them to their lairs is so powerful, in fact, that it also eliminates any chance for priests or paladins to turn them.

Skeletons are immune to all *sleep*, *charm* and *hold* spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break crush

bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2d4 points of damage per vial striking the skeleton.

Skeletons are immune to *fear* spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies it falls to pieces with loud clunks and rattles.

## Encounter Eleven (Quick Return)

*Having collected this half of the map, you quickly make your way back to Ravens Bluff.*

The PCs will encounter nothing on their return back to Ravens Bluff.

## Conclusion: (North Temple Complete)

### SUCCESS

If the PCs were successful in retrieving the map, read the following:

*Once returning to see Father Otis, you are swiftly ushered inside his office. He thanks you for your efforts and gives you 500 gp as promised.*

If this is the first round of the adventure, allow the PCs to take a break and return in round two to the other temple.

### FAILURE

If the PCs were unsuccessful in retrieving the map, read the following:

*You return to Father Otis, you are swiftly ushered inside his office. The news of your failure is quite saddening to him and he hopes that others may be able to find this half of the map in time.*

If this is the first round of the adventure, allow the PCs to take a break and return in round two to the other temple.

## Final Conclusion

If the PCs have successfully gathered both maps, read the following:

*After thanking you for your efforts and rewarding you with your payment, Otis looks at you asking you how your mission went.*

At this point, Otis will let the PCs brag a little about what they did on this adventure. After two long quests, they do deserve it.

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

### Encounter Three:

Defeating the scarecrow and ravens 200 xp

### Encounter Four:

Finding temple 25 xp

### Encounter Six:

Solving puzzle 50 xp

### Encounter Seven:

Completing task on first try 25 xp

ONLY ONE OF THE FOLLOWING:

A - Defeating shadows 100 xp

**OR**

B - Solving puzzle 75 xp

**OR**

C - Successfully completed test 50 xp

### Encounter Nine:

Avoiding taking damage 50 xp

### Encounter Ten:

Defeating Crypt Thing and skeletons 200 xp

### Conclusion:

Returning half of map 100 xp

Total experience for objectives 750 xp

Discretionary roleplaying award 0-500 xp

**Total possible experience 1,250 xp**

For Tier 2: 2,500 xp

For Tier 3: 3,750 xp

For Tier 4: 5,000 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as

Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

### **Encounter Three:**

- *Needle of sewing* (Value 150 gp): This needle is very strong, and grants a +2 inherent bonus to Craft (sewing/tailoring/leatherworking) checks when it is used to sew through thick cloth and up to ½ in of leather. (2E: +2 bonus to sewing proficiency checks)

### **Encounter Eight: (8A)**

- *Boots of levitation* (Value 7,500 gp)
- *Periapt of sound protection +3* (Value 24,000 gp, unusual): This small periapt gives its wearer a +3 resistance bonus to saves vs sonic attacks.

**OR**

### **Encounter Eight: (8B)**

- *Gift of Gond* (one for each PC): The owner of this boon, selected knowledge over magic and wealth. It provides a +1 competence bonus to one skill of the PC's choice.

**OR**

### **Encounter Eight: (8C)**

- 500 gp per PC
- 1,000 gp gem per PC

### **Conclusion:**

- 500 gp from Father Otis Gregor for successfully retrieving half of the map.

### **Fame Award**

If both parts of the map have been located, each PC should be given one fame point in Temples.

# High Tier Adventure

## Summary

Only PCs of at least 8<sup>th</sup> level can play the high tier. The party **must** also meet the minimum requirement to hit tier five (an average level over 9). If the PCs do not meet this minimum requirement please inform them that they will be playing the low tier instead. **There should be NO exceptions.**

Also, if the party has only four members, recommend to them that play the low tier, as this adventure could easily lead to a TPK in this case.

Billy the messenger boy will once again wake each of the PCs from their deep sleep. Once awake, Billy will individually give each PC a note asking them (literally) to come to *The Turning Wheel* (Temple of Gond).

After finally arriving at *The Turning Wheel*, the PCs will be ushered inside to a comfortable environment where they will speak with Father Otis Gregor.

He will explain that he needs for them to take a recently found ancient map and see what danger could lie at the temple that the map details. His fear is that a great creation is being completed and this will cause great destruction to Ravens Bluff, if this is allowed to continue.

Father Otis Gregor will give the PCs this map. At this point, the PCs should strive to find the temple and discover that a golem of great power is being built there, which could be extremely disastrous to Ravens Bluff as a whole.

Further adventure summary information can be found in the sections below based on the appropriate location of the PCs search.

## Player Introduction

*You are awoken by the sound of a deep low pounding noise. You soon realize that it must be a drum of some type. It is so loud that any attempt to block out the noise proves to be unsuccessful. Several minutes pass before the noise finally stops and you hear a knock at your door.*

*As you open the door, a young boy stands before you with a bass drum strapped to his torso. Each hand holds a drumstick and a rolled up piece of parchment sticks out of his pocket.*

*He asks you to take the note and turns towards the street and resumes playing the drum.*

Give the PCs **Player Handout #1**. The messenger boy is named Billy and has a nice set of clothes for a young boy of ten. The bass drum he is strapped to, is quite old and dirty but plays quite nicely.

It is now just before dawn. The note has the mark of Gond and requests their presence as soon as possible. For those PCs who are unable to read, the note will speak to them, reading the contents of the message out loud.

If any PC goes back to sleep or takes more than a few minutes to get ready, then Billy will return playing bass drum to make sure the PC will move along to the meeting.

## Encounter One (One stone at a time)

When the PCs decide to go to *The Turning Wheel* (Temple of Gond) read the following:

*You make your way to The Turning Wheel, as the sun just starts to slightly fill the air with its morning glow.*

*Soon you find yourself upon your destination, as the large walls of exquisite workmanship stand before you.*

*Speaking with the guards at the front gate, you are quickly lead inside. As you follow one of the guards, you see a large tarp covering some contraption that appears to be spinning around every few seconds.*

*Soon you are led into a well-built and elegantly decorated room. Sitting behind an extravagant wooden desk in a grand chair is an older human gentleman, who is wearing a wide leather sash over brown robes.*

Once at *The Turning Wheel*, the PCs will be quickly ushered inside into a comfortable room and asked to be seated.

As they get situated, Father Otis Gregor, who has been waiting for them, will greet the PCs. He will explain that they have gathered to take two pieces of a map to find the location of an unknown underground crypt.

The two pieces of the map were recovered from two separate long forgotten temples.

The recently found map will give help give the PCs the location of an unknown underground crypt, which divination spells have been unable to locate. But his

divination spells have informed him that there is an upcoming danger to Ravens Bluff being created in this location.

Father Otis Gregor would like for the PCs to take the map and seek out this unknown underground crypt and destroy any creations that might be of danger to Ravens Bluff. He also hopes that the PCs will inform him of any information and details that they learn along their voyage, no matter how small they appear to seem.

He hopes that they will go quickly, as time could be of the utmost importance.

He will give each PC 1,000 gp for taking part in the mission.

## Encounter Two (Taking the Map)

When the PCs have accepted the mission, continue with the following:

*Father Otis leaves you for just a moment. After several minutes he returns with two pieces of extremely old paper which he informs you are the two parts of the map, that was received retrieved. He hands the map to you and excuses himself.*

When the PCs put the two pieces of the map together read the following:

*As you start to put the map together so you can look where it may lead, you feel the two pieces of the map pull together. Several sparks fly from the map, causing you to instinctively look away.*

*Looking back at the map, you can see that it is now whole and is now pulsating with a dull light. The age from the map seems to have disappeared.*

[PC holding map] feels the map pulling him.

The map will pull the PC towards the temple. This pull is very slight, but still noticeable. It will get stronger, the near the PCs get to the temple.

## Encounter Three (Track to the Temple)

When the PCs use the map and head to the temple, continue with the following:

*Following the lead of this strange map, you travel for the rest of the day uneventfully to the south by road.*

See if the PCs are going to take any precautions and after giving them time to do so continue with the following:

*You awake the next morning, feeling refreshed and ready to continue your trek.*

The PCs will travel for several hours by road until they start to head into the mountains. At this point, the PCs will be attacked by a band of harpies, who have feeding off the local travelers.

### Tier 5

**Harpy (8):** Int Low; AL CE; AC 7; MV 6, FL 15 (C); HD 7; hp 47 each; THAC0 13; #AT 3; Dmg 1d3/1d3/1d6; SA Nil; SD Nil; MR Nil; SZ M (6 ft. tall); ML 14

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

### Tier 6

**Harpy (10):** Int Low; AL CE; AC 7; MV 6, FL 15 (C); HD 7; hp 50 each; THAC0 13; #AT 3; Dmg 1d3/1d3/1d6; SA Nil; SD Nil; MR Nil; SZ M (6 ft. tall); ML 14

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

### Tier 7

**Harpy (12):** Int Low; AL CE; AC 7; MV 6, FL 15 (C); HD 7; hp 53 each; THAC0 13; #AT 3; Dmg 1d3/1d3/1d6; SA Nil; SD Nil; MR Nil; SZ M (6 ft. tall); ML 14

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

The song of the harpies has the ability to charm all humans and demihumans who hear it (elves are resistant to the charm). A saving throw is required for each harpy who is singing. Those who fail one of their saving throws versus spell will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at its leisure. This charm will last as long as the harpy continues to sing. Harpies can sing even while engaged in melee.

It is impossible to fend off a harpy song simply by clapping hands over ears because the charm takes effect the moment the first note is heard. Characters making prior preparations to block out the sound, (wax in ears, etc.), are immune to the effects of the song. In addition, characters that make their saving throw are thereafter immune to its effect, until such time as they encounter a different group of harpies.

If forced to fight, harpies can do so quite effectively by delivering a vicious bite and ranking simultaneously with their talons.

The touch of a harpy upon a charmed individual has a similar, though somewhat less potent, effect. Those who are touched and miss their saving throw versus spell will stand mesmerized for 20+1d10 hours.

The effect of either charm is broken if the harpy is slain.

Additionally, these harpies will try and grab several PCs and take them back to their lair so they can be devoured in peace.

It will take one harpy to carry away a small PC (such as a gnome or halfling) and two harpies to carry away a medium-sized PC (such as an elf or human). Any PC who is currently large-sized will not be able to be carried away.

The PCs will have a hard time finding the lair of the harpies (since they flew here and obviously left no tracks), but if they search for a several hours they will come across it. It will be lined with bones and other small trinkets made of gold and silver that they PCs can collect if desired. The total value of the trinkets is 200 gp.

## Encounter Four (We Found It)

When the PCs have dispatched of the harpies, read the following:

*Moving onward, the rest of the day passes uneventfully. The following morning you continue on with the rain now falling upon you. After an hour, you head up one of the mountains here. Upon reaching the top, you can see a temple or crypt in the valley below you.*

*It is nicely hidden, and it might have taken weeks to find it without the magical map in hand, even if you knew the general direction.*

It will take the PCs only about thirty minutes to reach the temple.

As the PCs get closer, read the following:

*Having traveled down the mountain and closer to our destination, the rain begins to cease. You can see that the temple is very gothic in nature.*

If the PCs search outside of the temple, they will see that there are several stone statues and gargoyles on top

of it. Water is currently pouring forth from some of the gargoyles.

The door to the temple is a set of large oak doors. It is currently locked and barred. The PCs can make use of a *knock* spell to open the door or simply use physical force. If they opt to use physical force, they can attempt to make a successful open doors check or take several rounds to hack through the door.

For a map of the temple, see **DM Map #5**.

When the PCs enter the temple, proceed with the next encounter.

If the PCs decide to spend a night to rest or make use of a *nap* spell while in the temple, they will be attacked by a pack of giant rats forty-five minutes after they stop to rest. Please see **DM Aid #1**, for rat statistics if they are needed.

Players who are asleep will need to make Constitution checks each round to wake up or else they will continue to sleep.

While those PCs who are under the effects of a *nap* spell will stay so until the full hour of the effect has been met. So the rats will have fifteen minutes to attack before these PCs wake up.

## Encounter Five (Enter the Temple)

Read the following when the PCs enter the temple.

*Having made it into the temple, you proceed down the small hallway. It appears to lead into a room with a fountain with a large column in the center. The water moves around the column in a dazzling manner and it appears to change color as it does.*

*Leaping from the column towards you is a gargoyle.*

See **DM Map #6** for a detailed map of this encounter.

When the PCs enter the room, have them make a surprise check with a -2 penalty. Additionally, they will receive a -2 penalty on their initiative roll in the first round of combat.

### Tactics:

Once the PCs have entered the temple, the gargoyle golem will leap down off the column in the middle of the fountain. As it does, it will break a *stone of shielding* that is in his hand. Quite simply, it will lower its AC by 6 in round two, 3 in round three and 1 in round four. (So it will have an AC of -6 in round two.)

It will attempt to land on anyone currently in the room with surprised victims being the primary victim. A success with this attack will result in 4d10 points of

damage to the victim. Also, vulnerable items must save vs. crushing blows or be destroyed.

In the following round, the gargoyle golem will attack one opponent with its fists. Anyone hit by both attacks must save versus petrification or be turned to stone.

Meanwhile, the gargoyles from outside will swoop into the hallway and attack the PCs in the back of the party using only their claws in the first round.

At the same time, the margoyles will swoop down from their spot in the back of the room using only their claws. They will attempt to fight along side the gargoyle golem.

In the second round, both the gargoyles and margoyles will land and attack with all four attacks.

All the creatures here will attack until defeated. They are malicious and will not compromise with the PCs. They will even chase the PCs down if any of them decide to flee the fight.

### Tier 5

**Gargoyle (8):** Int Low; AL CE; AC 5; MV 9, FL 15 (C); HD 4+4; hp 32 each; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 11

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Margoyles (4):** Int Low; AL CE; AC 2; MV 6, FL 12 (C); HD 6; hp 36 each; THAC0 15; #AT 4; Dmg 1d6/1d6/2d4/2d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 13

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Gargoyle Golem (1):** Int Non; AL N; AC 0; MV 9; HD 15; hp 60; THAC0 5; #AT 2; Dmg 3d6/3d6; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 4; RSW 12; PP 11; BW 12; S 13

### Tier 6

**Gargoyle (8):** Int Low; AL CE; AC 5; MV 9, FL 15 (C); HD 4+4; hp 32 each; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 11

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Margoyles (8):** Int Low; AL CE; AC 2; MV 6, FL 12 (C); HD 6; hp 42 each; THAC0 15; #AT 4; Dmg 1d6/1d6/2d4/2d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 13

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Gargoyle Golem (1):** Int Non; AL N; AC 0; MV 9; HD 15; hp 60; THAC0 5; #AT 2; Dmg 3d6/3d6; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 4; RSW 12; PP 11; BW 12; S 13

### Tier 7

**Gargoyle (16):** Int Low; AL CE; AC 5; MV 9, FL 15 (C); HD 4+4; hp 36 each; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 11

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Margoyles (8):** Int Low; AL CE; AC 2; MV 6, FL 12 (C); HD 6; hp 48 each; THAC0 15; #AT 4; Dmg 1d6/1d6/2d4/2d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 13

Saving Throws: PPDM 11; RSW 13; PP 12; BW 13; S 14

**Gargoyle Golem (1):** Int Non; AL N; AC 0; MV 9; HD 15; hp 60; THAC0 5; #AT 2; Dmg 3d6/3d6; SA See description; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 4; RSW 12; PP 11; BW 12; S 13

The gargoyles and margoyles look identical to each other and thus the PCs will not be able to distinguish between them.

Gargoyles (and margoyles) have four attacks per round with their claw/claw/bite/horn combination, while their naturally tough hide protects them from victim's attacks.

Gargoyles (and margoyles) favor two types of attack: surprise and swooping. Counting on their appearance as sculptures of some sort, gargoyles sit motionless around the rooftop of a building, waiting for prey to approach.

When on the move, gargoyles (and margoyles) sometimes use a "swoop" attack, dropping down suddenly from the sky to make their attacks in an aerial ambush. In this case, they can make either two claw attacks or one horn attack. To make all four of their attacks, they must land.

When a gargoyle golem attacks in melee combat, it does so with its two clawed fists. Each fist must attack the same target and will inflict and will inflict 3d6 points of damage each. Anyone hit by both attacks must

save versus petrification or be turned to stone. On the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered and cannot be *resurrected*. *Reincarnation*, on the other hand, is still a viable option.

Gargoyle golems are immune to almost every form of magical attack directed at them. They are, however, vulnerable to the effects of an *earthquake* spell. If such a spell is targeted directly at a gargoyle golem, it instantly shatters the creature without affecting the surrounding area. The lesser *transmute rock to mud* spell will inflict 2d10 points of damage to the creature while the reserve (*transmute mud to rock*) will heal a like amount of damage.

On the first round of combat, it will leap onto a its victim. The crushing weight of the creature delivers 4d10 points of damage and requires every object carried by that character in a vulnerable position to save vs. crushing blows or be destroyed. In the round that a gargoyle golem pounces on a character, it cannot attack with its fists.

On the top of the column, where the Gargoyle Golem leap from, are three *stones of shielding*. See the Treasure Summary for descriptions of these stones.

If any PC approaches the foundation and casts their reflection into the water, they will be attacked by three water weirds.

If the PCs aren't careful, this could happen while the combat with the gargoyles is occurring.

**Water Weird (3):** Int Non; AL N; AC 4; MV 12; HD 3+3; hp 27; THAC0 15; #AT 0; Dmg 0; SA Drowning; SD See description (includes only 1 point of damage from piercing and slashing weapons); MR Nil; SZ L (10 ft. long); ML 13

Saving Throws: PPDM 13; RSW 16; PP 15; BW 17; S 17

Water weirds appear to be common water; a *detect invisibility* reveals something amiss, but not the nature of the threat. When a water weird detects a living being, it assumes serpentine form. It attacks as a 6 HD creature; those hit must make a successful saving throw vs. paralyzation, or be pulled into the water. Each round spent in the water requires another saving throw; failure indicates death by drowning, which releases energy that the water weird consumes. A water weird that comes in contact with a normal water elemental has a 50% chance to usurp control of it.

Water weirds take only 1 point of damage from piercing and slashing weapons. They take half damage from fire, none if they make a successful saving throw.

Intense cold acts as a *slow* spell on water weirds. If reduced to 0 hp or less, a water weird is disrupted, and it reforms in two rounds. A *purify water* spell instantly kills a single water weird.

There is a small collection of coins within the fountain. The PCs will find 20 cp, 18 sp, 8 gp and 3 pp.

## Encounter Six (Moving on Down)

When the PCs continue on, read the following:

***Moving through the opening on the far side, you see a dead-end before you.***

When the PCs step into the ten-foot area just before the dead-end, the floor below them will slowly sink into the ground. This is like a slow-moving elevator, which is activated when a weight greater than fifty pounds rests on top of it.

Read the following when this happens:

***Moving into the area just before the hallway ends, you start to feel the ground slowly moving downward. The ceiling in this area also drops as if the whole ten-foot area is dropping into the ground.***

Determine which PCs are going to descend to the level below. The elevator will take one turn to descend all the way. The PCs will have two rounds to determine what they would like to do before the space to get into the elevator is too small.

Those PCs that decide to step back and wait to see what happens will see no activity for one round after the one turn it takes for the elevator to descend.

After one round, the elevator will ascend into its original location, which will take one turn.

The elevator will take the PCs down about fifty feet underground.

When a PC takes the elevator down, go to the next encounter.

## Encounter Seven (Puzzled)

When the PCs take the elevator down, read the following:

***Having moved downward into the ground, you look around and see a tunnel that slopes slightly down***

*before you. At the end of tunnel, it appears to level off just before a large door.*

When the PCs approach the door, read the following:

*"Answer this puzzle to continue onward," booms a rustic voice.*

*"Each and everyday, I feel your weight upon me, but in the end we become one. What am I?"*

The answer is "the ground," but similar answers such as the floor, dirt or Earth should be accepted.

If the PCs answer incorrectly, read the following:

*"Ahhh, you're just playing, I know you know the answer.*

*But if you need another clue, you can be under me and still walk upon me. So what am I?"*

If the PCs answer incorrectly again, the voice will not aid them but if they can keep giving answers until they get the correct one.

After the PCs have solved the puzzle, the door will open.

Behind the door is another elevator that will take the PCs another fifty feet down into the ground. At this point they will be one hundred feet underground.

## Encounter Eight (Trap #1)

*Having taken the second elevator down, you see a long natural tunnel before you. It is wide enough for two of you to walk side-by-side.*

See **DM Map #7** for a detailed map of this encounter.

The tunnel starts off about ten feet wide and twenty-five feet high.

About sixty feet down the tunnel, is the beginning of a twenty-foot long pit, which covers the width of the tunnel. It is covered by a thin slate of stone. The slate of stone has been prepared to make it look similar to the natural ground in this hallway.

Dwarves or gnomes, who are actively looking for a trap or a hazardous floor, will be able to have a chance to determine something is unsafe with the floor using their race abilities.

The first PC (or PCs if they are going down the tunnel two abreast), will fall into the pit unless they were actively searching the ground for traps.

Any PC, who falls into the twenty-foot pit, will take 2d6 points of damage from the fall plus the following

from the spikes and poison (save for partial damage) upon them:

Tier	Spikes damage	Poison damage
5	3d4	30/2d6
6	4d4	30/3d6
7	5d4	30/4d6

The poison has an onset time of one round.

Additionally, the slate of stone will slap back at the PCs. Have those PCs who fell into the pit make a surprise check at -4. Those who are surprised will be hit for an additional 1d6 points of damage.

If a PC who fell into the pit has the *stoneskins* spell upon them, each die rolled for damage will remove one *stoneskin* not including the poison damage.

## Encounter Nine (Trap #2)

When the PCs proceed, read the following:

*Continuing down the tunnel, you notice that the ceiling is slowly sloping down to a height of only six feet. The width of the tunnel is now also six feet.*

*As you move on, you see the height to the ceiling rise.*

*After twenty feet, you notice an opening in the ceiling about twelve feet above you. It appears to lead to another tunnel.*

*Looking before you, you see a portcullis is blocking the tunnel about sixty feet ahead.*

See **DM Map #7** for a detailed map of this encounter.

If the PCs go up the tunnel above them, they will see another portcullis.

Behind the upper portcullis are several large boulders. The tunnel is about six feet high by six feet wide, as are the boulders.

Actually this is connected to the portcullis below and raising one of them also raises the other. The portion in the middle, hid by the rock formations, is hollow. So when either portion of the portcullis is lifted the boulders will roll down the upper tunnel, into the lower tunnel towards the portcullis and onto the PCs. The portcullis will also lock in the open position.

If the portcullis is lifted from below, the PCs will first hear a slight rumbling noise (round one). In the next round (round two), they will see the boulder drop into the lower tunnel and begin to roll towards the portcullis.

If the PCs cannot avoid the boulders (which will take up most of the tunnel save a few inches) they will take damage as follows:

TIER	DAMAGE
5	2d4
6	3d4
7	4d4

Behind the lower portcullis is a tunnel that spans twenty feet and then there is another portcullis. This second portcullis has several large spikes on it, which can easily be seen. If any PC is directly in front of this when being hit by the boulder than will take the crushing damage from the boulder plus the damage from the spikes on the portcullis.

## Encounter Ten (Unfinished Trap)

*You continue down the tunnel until you reach a pit. It is twenty feet long and has a like depth. It appears that some construction has been going on here. Perhaps the pit was just dug out.*

The trap for this area is still being worked on by Tommy, the thief from Encounter Fifteen. The notes and sketches are located on this writing desk.

If for some reason, the PCs fall into the pit, they will take 2d6 points of damage.

## Encounter Eleven (Clearing)

*Continuing down the tunnel, you see a square room about thirty feet by thirty feet ahead of you. There are three other exits from this room, one on each of walls. The one on the opposite wall appears to lead to a natural tunnel of some type, while the ones on the sides appear to be man-made.*

*Also in the room, are four statues in the shapes of wolves.*

See **DM Map #8** for a detailed map of this encounter.

When the PCs enter this room, the four statues, which are really stone wolves, will move to attack the PCs.

In the first round of combat, the four stone wolves in the main room will receive a +4 bonus to their initiative, while they attempt to pounce the PCs.

On tiers six and seven, the other stone wolves will come from the side doors and attack in round two.

### Tier 5

**Stone Wolf (4):** Int Animal; AL N; AC 0; MV 9; HD 5+4; hp 40 each; THAC0 15; #AT 1; Dmg 2d4; SA Initiative bonus, pounce; SD Resistance and immunity to certain spells and weapons; MR Nil; SZ S (5' long); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

### Tier 6

**Stone Wolf (8):** Int Animal; AL N; AC 0; MV 9; HD 5+4; hp 40 each; THAC0 15; #AT 1; Dmg 2d4; SA Initiative bonus, pounce; SD Resistance and immunity to certain spells and weapons; MR Nil; SZ S (5' long); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

### Tier 7

**Stone Wolf (12):** Int Animal; AL N; AC 0; MV 9; HD 5+4; hp 40 each; THAC0 15; #AT 1; Dmg 2d4; SA Initiative bonus, pounce; SD Resistance and immunity to certain spells and weapons; MR Nil; SZ S (5' long); ML 20

Saving Throws: PPDM 11; RSW 15; PP 14; BW 16; S 16

Stone wolves change from motionless statues to moving creatures, which is almost unnoticeable, giving them a +4 initiative bonus in the first round of combat. On a natural 20 attack roll, the wolf has made a successful leap and pounce, pinning its opponent and inflicting an extra 1d6 points of crushing damage. A successful bend bars/lift gates roll is needed to escape (one roll per five rounds is allowed). All Dexterity and shield bonuses are canceled for the period of time the victim is trapped, and the stone wolf gets a +4 attack bonus.

Missile fire inflicts only 1 point of damage per arrow, stone, or bolt to a stone wolf; edged weapons cause only half damage; blunt, smashing weapons inflict full damage; and magical weapons always get their full bonuses.

Stone wolves have one particular weakness: their eyes. If a PC makes a called-shot upon their eyes and the attack is successful, the PC should roll a second 1d20. On a roll of 19 or 20, the character has succeeded in smashing both fire-opal eyes, immediately destroying the wolf. Otherwise, he has destroyed one eye, imposing a -4 attack penalty on its blind side.

Stone wolves are immune to *sleep*, *hold*, *charm* and all cold- or paralysis-based spells. They suffer half or

no damage from fire- or electricity-based spells, depending upon whether they successfully save vs. spell. A *stone to flesh* spell makes them vulnerable to all weapons and gives them AC 10 if they fail a save vs. spell. A *transmute rock to mud* or *disintegrate* spell destroys a stone wolf instantly if it fails a save vs. spell. An *earthquake* spell inflicts 6d8 points of damage (half damage if a save vs. spell is successful). A *move earth* spell turns one stone wolf into a statue permanently if the creature fails a save vs. spell (but since the creature is animated, it gets a saving throw). A *wall of stone* spell disperses the creature's mass into the newly created wall if the stone wolf fails a save vs. spell; if it successfully makes it saving throw, there is a 50% chance that the creature is on the same side of the new wall as the caster. A *magic missile* spell causes normal damage.

The far passage leads to the encounter, while the two side openings are just small side rooms that are completely empty.

## Encounter Twelve (Clearing)

*Continuing down the tunnel, you come to a small cavern. There are several tunnels branching off from this area.*

Only one of the tunnels leads anywhere. PCs searching the other tunnels will quickly (about ten minutes or so) realize that they are dead-ends.

The PCs may think this is a great place to rest, but remember if they do so, they will be attack by a group of giant rats. See **DM Aid #1** and Encounter Four for details.

## Encounter Thirteen (Maze)

When the PCs enter and move down the only tunnel that leads anywhere, continue with the following:

*Heading into one of the tunnels before you, you quickly realize that this could get difficult, as with every few dozen steps you seem to encounter another split in the tunnel.*

The tunnels at this point are only about seven feet high and at several points they get to be somewhat narrow,

so large PCs will have to squeeze through to continue on.

*After several hours of searching, you make your way into a cavern, about sixty feet long and twenty feet wide, which rises to about fifteen feet. Eight other tunnels branch off from the cavern.*

See **DM Map #9** for a detailed map of this encounter.

As they enter, the PCs will hear a loud gong sound.

At this point, several minotaurs will enter the room each from a different tunnel attempting to surround the PCs. In the next round, they will attack the PCs.

Meanwhile, the caryatid columns will enter following the minotaurs, while the brass minotaur golem will enter from the large passage on the far side of the cavern.

In the third round, everyone will be engaged in combat.

See below for additional information on the sequence of events:

ROUND	ACTION
1	Gong is rung. PCs see Minotaurs but cannot attack until next round.
2	Minotaurs start to attack. Caryatid columns and brass minotaur golem enter at end of the round.
3	Caryatid columns and brass minotaur golem begin to attack PCs in melee.

### Tier 5

**Minotaur (4):** Int Low; AL CE; AC 5; MV 9; HD 6+3; hp 38; THAC0 11; #AT 3; Dmg 2d8+1/2d8+1/2d8+1; SA Grapple, Charge, *Close-Quarter Fighting* (+2 to hit), *Natural Fighting* (additional attack and +1 damage); SD +2 on surprise roll; MR Nil; SZ L (7.5' tall); ML 13+Special

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

**Caryatid Column (4):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d4; SA Nil; SD See description; MR Nil; SZ M (6.5' tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

**Brass Minotaur Golem (1):** Int Non; AL N; AC 4; MV 8; HD 15; hp 80; THAC0 5; #AT 1; Dmg 3d10 +

Special; SA Wounding Maze; SD +3 or better magical weapon to hit; immune to most spells; MR Nil; SZ L (12 ft. tall); ML 20

Saving Throws: PPDM 4; RSW 12; PP 11; BW 12; S 13

### Tier 6

**Minotaur (6):** Int Low; AL CE; AC 5; MV 9; HD 6+3; hp 44; THAC0 11; #AT 3; Dmg 2d8+1/2d8+1/2d8+1; SA Grapple, Charge, *Close-Quarter Fighting* (+2 to hit), *Natural Fighting* (additional attack and +1 damage); SD +2 on surprise roll; MR Nil; SZ L (7.5' tall); ML 13+Special

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

**Caryatid Column (6):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d4; SA Nil; SD See description; MR Nil; SZ M (6.5' tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

**Brass Minotaur Golem (1):** Int Non; AL N; AC 4; MV 8; HD 15; hp 80; THAC0 5; #AT 1; Dmg 3d10 + Special; SA Wounding Maze; SD +3 or better magical weapon to hit; immune to most spells; MR Nil; SZ L (12 ft. tall); ML 20

Saving Throws: PPDM 4; RSW 12; PP 11; BW 12; S 13

### Tier 7

**Minotaur (8):** Int Low; AL CE; AC 5; MV 9; HD 6+3; hp 50; THAC0 11; #AT 3; Dmg 2d8+1/2d8+1/2d8+1; SA Grapple, Charge, *Close-Quarter Fighting* (+2 to hit), *Natural Fighting* (additional attack and +1 damage); SD +2 on surprise roll; MR Nil; SZ L (7.5' tall); ML 13+Special

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

**Caryatid Column (8):** Int Non; AL N; AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d4; SA Nil; SD See description; MR Nil; SZ M (6.5' tall); ML 20

Saving Throws: PPDM 7; RSW 11 PP 10; BW 12; S 12

**Brass Minotaur Golem (1):** Int Non; AL N; AC 4; MV 8; HD 15; hp 80; THAC0 5; #AT 1; Dmg 3d10 + Special; SA Wounding Maze; SD +3 or better magical weapon to hit; immune to most spells; MR Nil; SZ L (12 ft. tall); ML 20

Saving Throws: PPDM 4; RSW 12; PP 11; BW 12; S 13

In combat, the caryatid column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to saving throws and all non-magical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive the magical bonus normally due to them. For example, a *long sword* +2 does not gain its +2 bonus, but inflicts normal long sword damage.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a *sword* +2 has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

A *stone to flesh*, *transmute rock to mud* or *stone shape* spell destroys the column instantly if it fails it saving throw.

If killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

Minotaurs are not particularly intelligent, but are extremely cunning and have excellent senses. They have a +2 bonus on their surprise rolls, have infravision, and can track prey by scent like a ranger, with 50% accuracy. They always pursue an unfamiliar scent. Minotaurs are immune to *maze* spells. They attack any intruder without fear, and will retreat only if the creature is obviously beyond their ability to defeat.

The brass minotaur is armed with a *battle axe of wounding* +3, which functions as the sword of the same name. Thus, any hit made with it cannot be healed by regeneration. In subsequent rounds, the opponent so wounded loses one additional hit point for each wound inflicted by the axe. Loss of the extra point stops only when the creature so wounded bandages its wound or after 10 melee rounds (one turn). Also, damage from the axe can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a wish.

The end of the axe's haft has a large inset gem. The gem acts as a focus for a *trap the soul* effect (as the 7<sup>th</sup> level wizard spell). Once each day, the golem can trap a quarry in the gem in the haft of its *axe*. The trapped foe is sent to an extra-dimensional space resembling the 8<sup>th</sup> level wizard spell, *maze*.

The brass minotaur can follow at will into the maze to dispose of the trapped quarry, vanishing completely before the eyes of any onlookers. Once the quarry is destroyed or escapes (as from the *maze* spell) the minotaur can elect to remain within the maze as long as

it wills. Each time the minotaur enters the maze (a maximum of once per day) it regains 10-60% of its original hit points, to its 80-point maximum.

If the brass minotaur is defeated while in the maze, the trapped quarry will return to where he was taken from, the battle with the other creatures.

The brass minotaur can only be struck by a +3 magical weapon. Lesser weapons inflict no damage and have a 10% chance to shatter if nonmagical.

The only magic that effects the brass minotaur is the 6<sup>th</sup> level priest spell *find the path*. If the spell is cast upon the area from which the minotaur disappeared with a quarry, the minotaur and quarry are immediately returned. If cast directly onto the brass minotaur, the golem must make a successful saving throw vs. spell or shatter.

When the Brass Minotaur Golem is killed, it will shatter but its battle-axe will not. It will merely flash a bright light and fall to the ground. At this time, the item is now a *greataxe* +3. See the Treasure Summary for the full description of this axe.

If the PCs search each of the tunnels leading into this area, they will find that they all eventually lead into the minotaur's lair. A tunnel does lead out of the lair, which leads to Encounter Fourteen.

In this lair, are scraps of trash, several bones of past victims and a huge bronze gong about five feet across. The gong weighs five hundred pounds. But if the PCs do take it with them, it can be sold for 250 gp.

## Encounter Fourteen (Portcullis)

When the PCs head down the tunnel leading out of the minotaur's lair, read the following:

***Heading out of the minotaur's lair, you travel down one of the natural tunnels. After several minutes, the tunnel you are traveling down appears to now have been man-made. Looking down the hallway, you see a portcullis.***

See **DM Map #7** for a detailed map of this encounter.

When the PCs lift the portcullis, another portcullis will drop down in front of them ten feet down the passageway. Actually, the portcullises are connected, by a series of chains, so raising one will lower the other.

Additionally, the first time the second portcullis is full lifted, a trap will be triggered and any PC between the portcullises will have acid dropped down upon them.

The second portcullis must be lifted all the way to the top for the trap to be triggered.

Any PC who is affected by the trap must make a saving throw vs. poison at -4 with no Dexterity bonuses. Those PCs who fail their saving throw will have been directly hit by the acid and will take damage from the acid. Additionally, all exposed items must make a saving throw vs. acid or be destroyed.

Those PCs who made their saving throw will be hit by the splashes of acid.

Damage is indicated below:

TIER	ACID DAMAGE	SPLASH DAMAGE
5	3d4	1d4
6	4d4	2d4
7	5d4	3d4

PCs will either take acid damage or splash damage not both.

The PCs could open the first portcullis half way, which would only lower the second portcullis half way and not triggering the trap then crawl under both of the portcullises safely.

## Encounter Fifteen (Secret Room)

If the PCs find and open the secret door (since it is barred) into this room read the following:

***Pushing the door open into this room, you see that it is a bedroom. There is a large bed, a nightstand, an armoire, a writing desk, a coat rack and a huge metal chest that rests at the end of the bed.***

***There is also a door on the left side of the room.***

Currently in the room is Tommy, a thief hired by Grendal and Timmy. He created several of the traps that are now located in the temple.

Tommy has used some *dust of disappearance* to hide himself from the PCs. He heard the gong being rung by the minotaurs and knew that they had intruders.

He will not attack the PCs, even if they dig through his belongings. He would prefer to wait for them to go to the main area (Encounter Eighteen) and attack them by surprise then.

If the PCs determine that someone is here, Tommy will attack to defend himself, but only if he believes there is no other way out.

There is nothing located in or underneath the bed. The silk sheets are a flashy red with several feather pillows.

Located in the nightstand is Tommy's diary. There are only entries about how he was hired by a gentleman to secure the temple with a collection of traps. He also writes that this gentleman and his significant other are working on some type of new creation, but knows little about it.

In the armoire is Tommy's collection of flashy clothes.

The writing desk has a set of drawings for a pit trap with some extra frills on it (planned for Encounter Ten). Only blank sheets of parchment plus a quill pen are located in the drawers of the desk.

The metal chest is locked. Any PC who attempts to play with the lock including unsuccessfully attempting to pick the lock will trigger a trap. The trap is a small poisoned blade that will click out and swipe the PC on the hand.

Any PC cut by the blade must make a saving throw vs. poison at -4. A failure will result in the PC feeling slow and sluggish with an onset time of one turn. Their effective Dexterity will be four points lower and they will also act last in any round (as a zombie would).

Located in the chest are six gems (worth 500 gp each), a pouch containing 300 gp, a silver ring (worth 275 gp), a single diamond earring (worth 2,775 gp) and a *potion of gaseous form*.

If the PCs search the next room, they will discover that it is merely a bathing room.

### Tier 5

**Tommy hm T9:** AL CE; AC 4 (Leather + Dex); MV 12; hp 70; THAC0 15; #At 1; Dmg 1d6+1 (short sword); SA backstab x4, Type D poison on first successful hit (30/2d6); SD nil; Str 17, Dex 18, Con 16; MR nil; SZ M; ML 20

Saving Throws: PPDM 11; RSW 10; PP 10; BW 14; S 11

### Tier 6

**Tommy hm T13:** AL CE; AC 4 (Leather + Dex); MV 12; hp 80; THAC0 13; #At 1; Dmg 1d6+1 (short sword); SA backstab x5, Type D poison on first successful hit (30/2d6); SD nil; Str 17, Dex 18, Con 16; MR nil; SZ M; ML 20

Saving Throws: PPDM 10; RSW 8; PP 9; BW 13; S 9

### Tier 7

**Tommy hm T17:** AL CE; AC 4 (Leather + Dex); MV 12; hp 90; THAC0 11; #At 1; Dmg 1d6+1 (short sword); SA backstab x5, Type D poison on first successful hit (30/2d6); SD nil; Str 17, Dex 18, Con 16; MR nil; SZ M; ML 20

Saving Throws: PPDM 9; RSW 6 PP 8; BW 12; S 7

## Encounter Sixteen (Crushing Walls)

*You pass under an open portcullis, as you enter the next room. It is quite small, more like a hallway. This hallway is nine feet wide, thirty feet long and thirty feet high. There is a closed door on the far side of the hallway.*

*After a couple of seconds, the portcullis quickly drops behind you. Moving to open it, you can tell that it is securely locked. At this time, you also notice the walls are getting closer to you.*

The far door has been sealed by a *wizard locked*. In addition, it has also been mechanically locked, barred and held, thus it will require **two** *knock* spells to open the far door.

The portcullis is unaffected by *knock*, per the spell description.

PCs attempting to open the portcullis will need to make a *Bend Bars/Lift Gates* check.

PCs attempting to open the far door must make an attempt to do so with a successful *Open Doors* roll (using the chances in parentheses in the *Player's Handbook*).

To make it even harder for the PCs, the left wall, which has a 30 ft. by 30 ft. surface, had a *crushing walls* spell placed on it by Grendal (see Encounter Eighteen). The spell will activate at the same time the portcullis falls.

Once active, the enchanted surface will move towards the opposite surface at a rate of 3 feet per round. The enchanted surface continues to move until one of the following events occurs:

- A creature with sufficient Strength (minimum score of 19) stops the enchanted surface from moving by succeeding a Strength check. Such a creature suffers no damage from the enchanted surface. If the creature prevents the enchanted surface from moving for three consecutive rounds, the wall returns to its original position and the spell is negated. If multiple creatures attempt to stop the wall, the highest strength score is used as a base

score; one point is added to that score for every creature assisting. Thus, a creature with 16 Strength assisted by three creatures could attempt to stop the wall.

- *Dispel magic* or a similar spell or magical item is used to cancel the *crushing wall*.
- A strong or heavy object made of stone, wood or metal is placed in the path of the wall. If the item survives a saving throw vs. crushing blow, the object successfully braces the wall. If the object holds for three consecutive rounds, the surface returns to its original position and the spell is negated. The DM must use discretion in determining the types of objects that will brace the wall.

Creatures can avoid being crushed by using a *potion of diminution*, *potion of gaseous form* or other devices or spells that significantly reduce size. The *crushing wall* does not touch the opposite wall, as it is stopped by debris. A gap of two inches or more usually remains between the walls.

If the wall is not stopped, it causes crushing damage to everyone in the hallway. All creatures must make a saving throw vs. death. Those who fail are crushed to death. Those who save successfully suffer 5d10 points of damage. When the wall can move no farther, it returns to its original position and the spell is negated.

The PCs will have three rounds to start to stop the wall or else it will crush them, doing the effects as stated above.

## Encounter Seventeen (Locked Out)

When the PCs get past the *crushing wall*, continue with the following:

***You come to a large set of stone doors. You also notice that the doors have no keyhole or doorknob.***

***On the wall, to both your right and left are over twenty metal plagues that are about the same size as one of the indentions in the door.***

The PCs will most likely need to solve the puzzle to get through the door. Spells such as *knock* will prove to be unsuccessful. The PCs could attempt to damage it but that will take a full turn to knock it down. Spells such as *reduce* could be used. Since there is no lock, no attempts to pick the door can be made.

There are twenty-six metal plagues each with one letter from the alphabet. Give the PCs **Player Handout #3**.

As for the puzzle, they will need to determine what four plagues to place in the door. The solution is 'GOND.' To aid the PCs, the numbers 20 (G), 12 (O), 13 (N), and 23 (D) have been given to them going in a counterclockwise direction.

The numbers correlate with the alphabet but in the reverse direction. For example, the letter Z would be 1, Y would be 2, etc.

If the PCs place the wrong metal plagues into any of the slots, a smoky gas will start to fill the room. They will have another attempt to solve the puzzle, but if they miss it for a second time, the smoke will get even thicker and the PCs must save versus poison or fall asleep for 1d4+4 hours. This 'sleep' time will not be relaxing in the least and PC mages or clerics will still need to rest for eight hours if they wish to regain spells the next day.

Once the PCs give the correct solution, the door will open up and they can then proceed.

## Encounter Eighteen (Final Combat)

When the PCs solve the puzzle and open the door read the following:

***Opening the doors, you come into a small area that then opens up into an enormous room. The room is lined with a series of columns. Two large man-like stone creatures begin to move your way. Several other man-sized stone beings follow suit.***

***In the distance, over a hundred yards away, you can see half a dozen men moving your way.***

See **DM Map #10** for a detailed map of this encounter.

### **Tactics:**

Once the PCs open the door, the two stone golems will animate and attack the nearest creature. The stone guardians will back them up in melee, attempting to block any PCs from entering further into the chamber. They will continue this tactic until killed.

The six fighters starting at the back of the hall will move into melee taking four rounds to do so (unless the PCs manage to move towards them). This will give Timmy a chance to cast some area of effect spells without harming them.

While under the effects of a *improved invisibility* spell, Timmy will cast *Abi-Dalzim's horrid wilting* in the first round centered in the middle of the entrance of

this area (marked with an X on the map), thus it should effect any PC except those who stayed in *crushing walls* room (Encounter Sixteen). It will not have any effect on the golems. The following round, he will fly 180 feet forward towards the PCs using the pillars for cover, but still keeping his distance (but close of enough to blast them with spells). In round three, he will cast *Chaos* concentrated on the spellcasters in the party. In round four, if the PCs are still in the entrance to this room, he will cast *slow*. After this, he will use whatever spells best suit the situation. If any of the PCs have managed to get past the golems and the fighters, he will use his *Bigby* spells to either slow or stop them from continuing further.

He will not be afraid to have the golems in the area of effect since they will not be hurt by his most of his spells.

Meanwhile, Grendal (who is also under the effects of an *improved invisibility* spell) will cast *prayer*, which will effect the six human fighters, Timmy and herself. The next round, she will cast *true seeing*. If any PC starts to get close to her, she will cast a *wall of fire* and then continue with other spells that could do damage or stop them cold (such as *fantastic machine*, *probing arm* or *hold person*). If the PCs do not notice her, she will continue to cast prep spells (such as *aid*).

If the PCs did not encounter Tommy previously, he will sneak up from behind them and attack (backstab) any PC who decided to hold back. He will do this in round four (the same round that the fighters will enter into melee). He also will be under the effects of *dust of disappearance*, which he used upon himself back in his room. Thus, it could be possible that he could backstab multiple PCs.

Tommy's statistics are listed in the previous encounter.

## Tier 5

**Stone Guardians (2):** Int Non; AL N; AC 2; MV 9; HD 4+4; hp 28; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1; SA Nil; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 11; RSW 15 PP 14; BW 16; S 16

**Stone Golem (2):** Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA See description; SD See description (+2 or better magical weapon to hit); MR Nil; SZ L (9 ft. 6 in. tall); ML 20

Saving Throws: PPDM 5; RSW 12 PP 11; BW 12; S 13

**Ulek, Victor, Wayne, Xavier, Yo, Zack hm F6 (6):** AL CN; AC -1 (Plate Mail + Dex); MV 12; hp 70;

THAC0 12 and 15; #At 5 (3 and 2); Dmg 1d8+6 (long sword + str) and 1d6+4 (short sword + str); SA Weapon Specialization, *hasted*; SD nil; Str 18/81, Dex 18, Con 15; MR nil; SZ M; ML 20

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

**Grendal, hf P(Sp)16 of Gond:** AL CN; AC -2 (Plate Mail + Dex); MV 12; hp 90; THAC0 10; #At 1; Dmg 1d6+1 (flail); SA nil; SD nil; Dex 18, Con 16, Wis 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 4; RSW 8; PP 7; BW 10; S 9

Priest Spells: 1<sup>st</sup> level ~~*anti vermin barrier*~~ (pre-cast), *bless*, *command*, *cure light wounds (x2)*, ~~*endure cold*~~ (pre-cast), ~~*endure heat*~~ (pre-cast), ~~*sacred guardian*~~ (pre-cast), ~~*sanctuary*~~ (pre-cast); 2<sup>nd</sup> level *aid x2*, *heat metal*, *hold person x3*, *silence 15' radius*, ~~*slow poison*~~ (pre-cast), *wieldskill\**; 3<sup>rd</sup> level *dispel magic x2*, *invisibility purge*, *meld into stone*, *prayer*, ~~*protection from fire x2*~~ (both pre-cast: female - 192 points and male), ~~*zone of sweet air*~~ (pre-cast); 4<sup>th</sup> level *blessed warmth*, *fire purge*, *probability control*, *produce fire*, ~~*protection from lightning x2*~~ (both pre-cast: female - 160 points & male), ~~*repel insects*~~ (pre-cast); 5<sup>th</sup> level *probing arm\**, *transmute mud to rock*, *true seeing*, *wall of fire*; 6<sup>th</sup> level *anti-animal shell*, ~~*crushing walls*~~ (pre-cast), *fantastic machine\* (thrash and flail)*; 7<sup>th</sup> level *animate rock*

Innate Abilities: *tree steed*, *unseen servant*, *thunder staff*, ~~*stoneskin*~~ (pre-cast; 12 attacks), *animate object*, *probing arm*

**Timmy hm M(T)16:** AL CE; AC -2 (*Armor, Ring of Armoring, Ring of Protection* + Dex); MV 12; hp 60; THAC0 15; #At 1; Dmg 1d6 (staff); SA nil; SD nil; Dex 18, Con 16, Int 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 8; RSW 3; PP 5; BW 7; S 4

Wizard Spells: 1<sup>st</sup> level ~~*armor*~~ (pre-cast), *burning hands x2*, *detect magic*, *magic missile x2*; 2<sup>nd</sup> level *continual light*, *irritation*, *magic mouth*, *Maximilian's earthen grasp*, *Melf's acid arrow*, ~~*wizard lock*~~ (pre-cast); 3<sup>rd</sup> level *fireball*, ~~*fly*~~ (pre-cast), ~~*haste*~~ (pre-cast), *Maximilian's stony grasp*, *slow*, *wraithform*; 4<sup>th</sup> level *dimension door x2*, *fire shield (chill shield)*, ~~*improved invisibility x2*~~ (both pre-cast), ~~*stoneskin*~~ (pre-cast, 12 attacks); 5<sup>th</sup> level *Bigby's interposing hand*, *chaos*, *cone of cold*, *stone shape*, *suspension*, *transmute mud to rock*; 6<sup>th</sup> level *Bigby's forceful hand*, *death fog*, *disintegrate*, *flesh to stone*; 7<sup>th</sup> level *Bigby's grasping hand*, *suffocate*, *teleport without error*; 8<sup>th</sup> level *Abidzim's horrid wilting*, *Bigby's clenched fist*

## Tier 6

**Stone Guardians (4):** Int Non; AL N; AC 2; MV 9; HD 4+4; hp 32; THAC0 15; #AT 2; Dmg 1d8+1/1d8+1; SA Nil; SD See description; MR Nil; SZ M (6 ft. tall); ML 20

Saving Throws: PPDM 11; RSW 15 PP 14; BW 16; S 16

**Stone Golem (2):** Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA See description; SD See description (+2 or better magical weapon to hit); MR Nil; SZ L (9 ft. 6 in. tall); ML 20

Saving Throws: PPDM 5; RSW 12 PP 11; BW 12; S 13

**Ulek, Victor, Wayne, Xavier, Yo, Zack hm F8 (6):** AL CN; AC -1 (Plate Mail + Dex); MV 12; hp 90; THAC0 10 and 13; #At 6 (4 and 2); Dmg 1d8+7 (long sword + str) and 1d6+5 (short sword + str); SA Weapon Specialization, *Hasted*; SD nil; Str 18/91, Dex 18, Con 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 10; RSW 12; PP 11; BW 12; S 13

**Grendal, hf P(Sp)16 of Gond:** AL CN; AC -2 (Plate Mail + Dex); MV 12; hp 90; THAC0 10; #At 1; Dmg 1d6+1 (flail); SA nil; SD nil; Dex 18, Con 16, Wis 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 4; RSW 8; PP 7; BW 10; S 9

Priest Spells: 1<sup>st</sup> level ~~anti vermin barrier~~ (pre-cast), *bless*, *command*, *cure light wounds (x2)*, ~~endure cold~~ (pre-cast), ~~endure heat~~ (pre-cast), ~~sacred guardian~~ (pre-cast), ~~sanctuary~~ (pre-cast); 2<sup>nd</sup> level *aid x2*, *heat metal*, *hold person x3*, *silence 15' radius*, ~~slow poison~~ (pre-cast), *wieldskill\**; 3<sup>rd</sup> level *dispel magic x2*, *invisibility purge*, *meld into stone*, *prayer*, ~~protection from fire x2~~ (both pre-cast: female - 192 points and male), ~~zone of sweet air~~ (pre-cast); 4<sup>th</sup> level *blessed warmth*, *fire purge*, *probability control*, *produce fire*, ~~protection from lightning x2~~ (both pre-cast: female - 160 points & male), ~~repel insects~~ (pre-cast); 5<sup>th</sup> level *probing arm\**, *transmute mud to rock*, *true seeing*, *wall of fire*; 6<sup>th</sup> level *anti-animal shell*, ~~crushing walls~~ (pre-cast), *fantastic machine\** (*thrash and flail*); 7<sup>th</sup> level *animate rock*

Innate Abilities: *tree steed*, *unseen servant*, *thunder staff*, ~~stoneskin~~ (pre-cast; 12 attacks), *animate object*, *probing arm*

**Timmy, hm M(T)17:** AL CE; AC -2 (*Armor, Ring of Armoring, Ring of Protection* + Dex); MV 12; hp 16; THAC0 15; #At 1; Dmg 1d6 (staff); SA nil; SD nil; Dex 18, Con 16, Int 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 8; RSW 3; PP 5; BW 7; S 4

Wizard Spells: 1<sup>st</sup> level ~~armor~~ (pre-cast), *burning hands x2*, *detect magic*, *magic missile x2*; 2<sup>nd</sup> level *continual light*, *irritation*, *magic mouth*, *Maximilian's earthen grasp*, *Melf's acid arrow*, ~~wizard lock~~ (pre-cast); 3<sup>rd</sup> level *fireball*, ~~fly~~ (pre-cast), ~~haste~~ (pre-cast), *Maximilian's stony grasp*, *slow*, *wraithform*; 4<sup>th</sup> level *dimension door x2*, *fire shield (chill shield)*, ~~improved invisibility x2~~ (both pre-cast), ~~stoneskin~~ (pre-cast, 12 stoneskins); 5<sup>th</sup> level *Bigby's interposing hand*, *chaos*, *cone of cold*, *stone shape*, *suspension*, *transmute mud to rock*; 6<sup>th</sup> level *Bigby's forceful hand*, *death fog*, *disintegrate*, *flesh to stone*; 7<sup>th</sup> level *Bigby's grasping hand*, *reverse gravity*, *suffocate*, *teleport without error*; 8<sup>th</sup> level *Abi-dalzim's horrid wilting*, *Bigby's clenched fist*, *sink*

## Tier 7

**Stone Guardians (8):** Int Low; AL N; AC 5; MV 9, FL 15 (C); HD 4+4; hp 36; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M (6 ft. tall); ML 11

Saving Throws: PPDM 11; RSW 15 PP 14; BW 16; S 16

**Stone Golem (2):** Int Non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA See description; SD See description (+2 or better magical weapon to hit); MR Nil; SZ L (9 ft. 6 in. tall); ML 20

Saving Throws: PPDM 5; RSW 12 PP 11; BW 12; S 13

**Ulek, Victor, Wayne, Xavier, Yo, Zack hm F10 (6):** AL CN; AC -1 (Plate Mail + Dex); MV 12; hp 120; THAC0 7 and 10; #At 6 (4 and 2); Dmg 1d8+8 (long sword + str) and 1d6+6 (short sword + str); SA Weapon Specialization, *Hasted*; SD nil; Str 18/00, Dex 18, Con 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 8; RSW 10; PP 9; BW 9; S 11

**Grendal, hf P(Sp)16 of Gond:** AL CN; AC -2 (Plate Mail + Dex); MV 12; hp 90; THAC0 10; #At 1; Dmg 1d6+1 (flail); SA nil; SD nil; Dex 18, Con 16, Wis 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 4; RSW 8; PP 7; BW 10; S 9

Priest Spells: 1<sup>st</sup> level ~~anti vermin barrier~~ (pre-cast), *bless*, *command*, *cure light wounds (x2)*, ~~endure cold~~ (pre-cast), ~~endure heat~~ (pre-cast), ~~sacred guardian~~ (pre-cast), ~~sanctuary~~ (pre-cast); 2<sup>nd</sup> level *aid x2*, *heat metal*, *hold person x3*, *silence 15' radius*, ~~slow poison~~ (pre-cast), *wieldskill\**; 3<sup>rd</sup> level *dispel magic x2*, *invisibility purge*, *meld into stone*, *prayer*, ~~protection~~

~~from fire x2~~ (both pre-cast: female - 192 points and male), ~~zone of sweet air~~ (pre-cast); 4<sup>th</sup> level *blessed warmth*, *fire purge*, *probability control*, *produce fire*, ~~protection from lightning x2~~ (both pre-cast: female - 160 points & male), ~~repel insects~~ (pre-cast); 5<sup>th</sup> level *probing arm\**, *transmute mud to rock*, *true seeing*, *wall of fire*; 6<sup>th</sup> level *anti-animal shell*, ~~crushing walls~~ (pre-cast), *fantastic machine\** (*thrash and flail*); 7<sup>th</sup> level *animate rock*

Innate Abilities: *tree steed*, *unseen servant*, *thunder staff*, *stoneskin* (pre-cast; 12 attacks), *animate object*, *probing arm*

**Timmy, hm M(T)17:** AL CE; AC -2 (*Armor*, *Ring of Armoring*, *Ring of Protection* + Dex); MV 12; hp 16; THAC0 15; #At 1; Dmg 1d6 (staff); SA nil; SD nil; Dex 18, Con 16, Int 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 8; RSW 3; PP 5; BW 7; S 4

Wizard Spells: 1<sup>st</sup> level ~~armor~~ (pre-cast), *burning hands x2*, *detect magic*, *magic missile x2*; 2<sup>nd</sup> level *continual light*, *irritation*, *magic mouth*, *Maximilian's earthen grasp*, *Melf's acid arrow*, ~~wizard lock~~ (pre-cast); 3<sup>rd</sup> level *fireball*, ~~fly~~ (pre-cast), ~~haste~~ (pre-cast), *Maximilian's stony grasp*, *slow*, *wraithform*; 4<sup>th</sup> level *dimension door x2*, *fire shield* (*chill shield*), ~~improved invisibility x2~~ (both pre-cast), *stoneskin* (pre-cast, 12 stoneskins); 5<sup>th</sup> level *Bigby's interposing hand*, *chaos*, *cone of cold*, *stone shape*, *suspension*, *transmute mud to rock*; 6<sup>th</sup> level *Bigby's forceful hand*, *death fog*, *disintegrate*, *flesh to stone*; 7<sup>th</sup> level *Bigby's grasping hand*, *reverse gravity*, *suffocate*, *teleport without error*; 8<sup>th</sup> level *Abi-dalzim's horrid wilting*, *Bigby's clenched fist*, *sink*

Once the combat is over, the PCs will find that the golem (*The Living Golem*) is near completion but is missing one item, its eyes.

The golem is a twelve-foot tall man-like creation consisting of flesh, stone, iron, clay and various machine parts.

The golem can be easily destroyed if the PCs so desire. Since it is not fully completed it will offer no resistance.

**NOTE:** That the 5<sup>th</sup> level wizard spell *Suspension* is from the *Pages of the Mages* (page 46).

#### **Suspension:**

Level: 5  
Range: 20 yards/level  
Components: VSM  
Duration: 1d4 + 1 day/level  
Casting Time: 1 round  
Area of Effect: 1 creature or object  
Saving Throw: Neg.

This is a powerful, long lasting version of the *levitate* spell, that functions in all ways as does the *levitate* spell. It can be cast on the mage's person, on an object, or upon a single creature. The weight limit, 1,000 pounds per level of the caster, is greater than that of the *levitate* spell. Unwilling creatures are allowed a saving throw vs. spell to avoid the effects.

Concentration is required only when changing height. The vertical movement rate for this spell is 12. Smashing someone into a rock ceiling at that rate causes only 1d6 points of damage, with a saving throw vs. paralyzation to avoid all damage. Once the desired height is reached, the levitated object or person remains at that height for the spell duration or until the height is changed again.

## Encounter Nineteen (End of a Creation)

*From the main chamber, you find several side rooms, which appear to be the living chambers for the inhabitants that had been here.*

If the PCs search, each of the side rooms, they will find that there are three rooms on each side. These rooms consist of a bedroom, a washroom and a place to cook and eat.

The six fighter's bedroom has three bunk beds and a large metal chest.

If the PCs search the chest, they will find that it is untrapped and contains 6,000 gp. Nothing else of note worthy is located in the fighter's living quarters.

In Grendal and Timmy's bedroom, the PCs will find that it is nicely decorated. Located in a small silk pouch, on a desk, are two 5,000 gp gems, which were to be used as the *Living Golem's* eyes. In the nightstand beside the bed, is a gold ring worth 1,150 gp.

On the desk is the *Manual of Golems*, which is incomplete. This manual only contains pages 31-100. See the Treasure Summary for an explanation of the manual.

Also on the desk are several additional manuscripts that have some arcane magic about them. These are actually the manuals that Grendal and Timmy have been using to aid them in their creation of the golems.

These manuscripts are incomplete and the PCs will have an extremely difficult time trying to read them, but they may understand what they are.

Any PCs attempting to use the manuscripts to create their own golems will prove to be unsuccessful. In fact, any such use will cause the pages to crumble destroying the manuscripts.

Nothing else of note worthy is located in Grendal and Timmy's living quarters.

## Encounter Twenty (Quick Return)

*Having stopped the creation of this new golem, you quickly make your way back to Ravens Bluff.*

The PCs will encounter nothing on their return back to Ravens Bluff.

## Conclusion

### SUCCESS

If the PCs were successful in their mission, read the following:

*Once returning to see Father Otis, you are swiftly ushered inside his office. He thanks you for your efforts and gives you 1,000 gp as promised.*

He will ask the PCs for any details that they may have.

### FAILURE

If the PCs were unsuccessful in their mission, read the following:

*You return to Father Otis, you are swiftly ushered inside his office. The news of your failure is quite saddening to him.*

Father Otis hopes that Ravens Bluff will not be destroyed due to their failure.

### The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

**Special note:** PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11 to 13
Tier 7:	Character levels 14+

<b>Encounter Three:</b> Defeating the harpies	100 xp
<b>Encounter Five:</b> Defeating the gargoyles	200 xp
<b>Encounter Seven:</b> Solving puzzle	50 xp
<b>Encounter Eight:</b> Avoiding trap	25 xp
<b>Encounter Nine:</b> Avoiding trap	25 xp
<b>Encounter Eleven:</b> Defeating stone wolves	100 xp
<b>Encounter Thirteen:</b> Defeating the minotaurs	300 xp
<b>Encounter Fourteen:</b> Avoiding trap	25 xp
<b>Encounter Sixteen:</b> Avoiding being crushed	25 xp
<b>Encounter Seventeen:</b> Solving puzzle	50 xp
<b>Encounter Eighteen:</b> Defeating the golems and their creators	500 xp
Capturing Grendal	100 xp

**Conclusion:**

Giving information about Living Golem to the temple of Gond 50 xp

Total experience for objectives 1,550 xp  
Discretionary roleplaying award 0-500 xp

**Total possible experience 2,050 xp**  
For Tier 5: 10,250 xp  
For Tier 6: 12,300 xp  
For Tier 7: 14,350 xp

## Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

**Encounter Three:**

- 200 gp worth of gold and silver trinkets

**Encounter Five:**

- 20 cp, 18 sp, 8 gp, 3 pp
- Three *stone of shielding* (Value 50 gp): This stone is a single use, spherical white stone about an inch in diameter. When crushed, it activates a *shield* spell cast at 1<sup>st</sup> level. The shield effect is activated for the person who crushed the stone.

**Encounter Thirteen:**

- Bronze gong worth 250 gp.
- *Greataxe* +3 (Large, Value 18,320 gp)

**Encounter Fifteen:**

- 6 gems worth 500 gp each
- 300 gp
- Silver ring worth 275 gp
- Diamond earring worth 2,775 gp
- *Potion of gaseous form* (Value 750 gp)

**Encounter Eighteen:**

- *Ring of armor spell enhancement*, 12 charges (Value 300 gp per charge): This ring adds a +2 enhancement bonus to the effects of any spell that provides an armor bonus to armor class, when cast on the wearer. Thus, a person wearing this ring and casting a *mage armor* spell would receive a total +6 armor bonus to AC. The spell to be enhanced must be cast; it cannot be used from a scroll, wand, ring, or other magical device. Each use of the effect costs one charge.
- *Ring of protection* +2 (Value 8,000 gp)
- *Staff of earth and stone*, 14 charges (Value 1,700 gp per charge): In 2E, this is a *wand of earth and stone*.

**Encounter Nineteen:**

- 6,000 gp
- 2 gems worth 5,000 gp each
- Gold ring worth 1,150 gp
- *Manual of golems*: This book is incomplete and somewhat damaged. It only contains pages 31-100. To use this book, the PC must collect certs encompassing all one hundred pages of the manual and then mail them to 'Certs By Mail.'

**Conclusion:**

- 1,000 gp each from Father Otis Gregor

**Fame Award**

PCs who are successful should be given one point in Temples.

## DM Aid #1 (High Tier)

As noted in Encounter Four, if the PCs decide to sleep or make use of a *nap* spell (or similar spell) while in the temple, a pack of giant rats will attack the PCs after forty-five minutes.

Their statistics are as follows:

**Giant Rats (25):** Int Semi; AL NE; AC 7; MV 12, Sw 6; HD 1/2; hp 4; THAC0 20; #AT 1; Dmg 1d3; SA Disease; SD Nil; MR Nil; SZ T (2 ft. long); ML 7

Saving Throws: PPDM 14; RSW 16; PP 15; BW 17; S 17

These vile beasts plague are brown and black in color with white underbellies, and are related to the brown rat, with fatter bodies and shorter tails. As with normal rats, any creature bitten by a giant rat has a 5% chance per wound of catching a debilitating disease; a successful saving throw vs. poison prevents catching the disease. These giant rats are extremely hungry and will attack the party even sleeping PCs. They will not even flee in fear of fire due to their hunger.

If the PCs sleep multiple times, a pack of rats will attack them each time.

Dear Adventurer,

Your help is needed for a grave matter.

Please come to The Turning Wheel at the corner of DeViller Ride and Griffon Trail.

This note will point you in the right direction if you can't find your way.

Once you arrive, please show them this note.

May your track her be wondrous and may Gond be with you,

*FATHER OTIS GREGOR*

Player Handout #2

*(In Gnomish)*

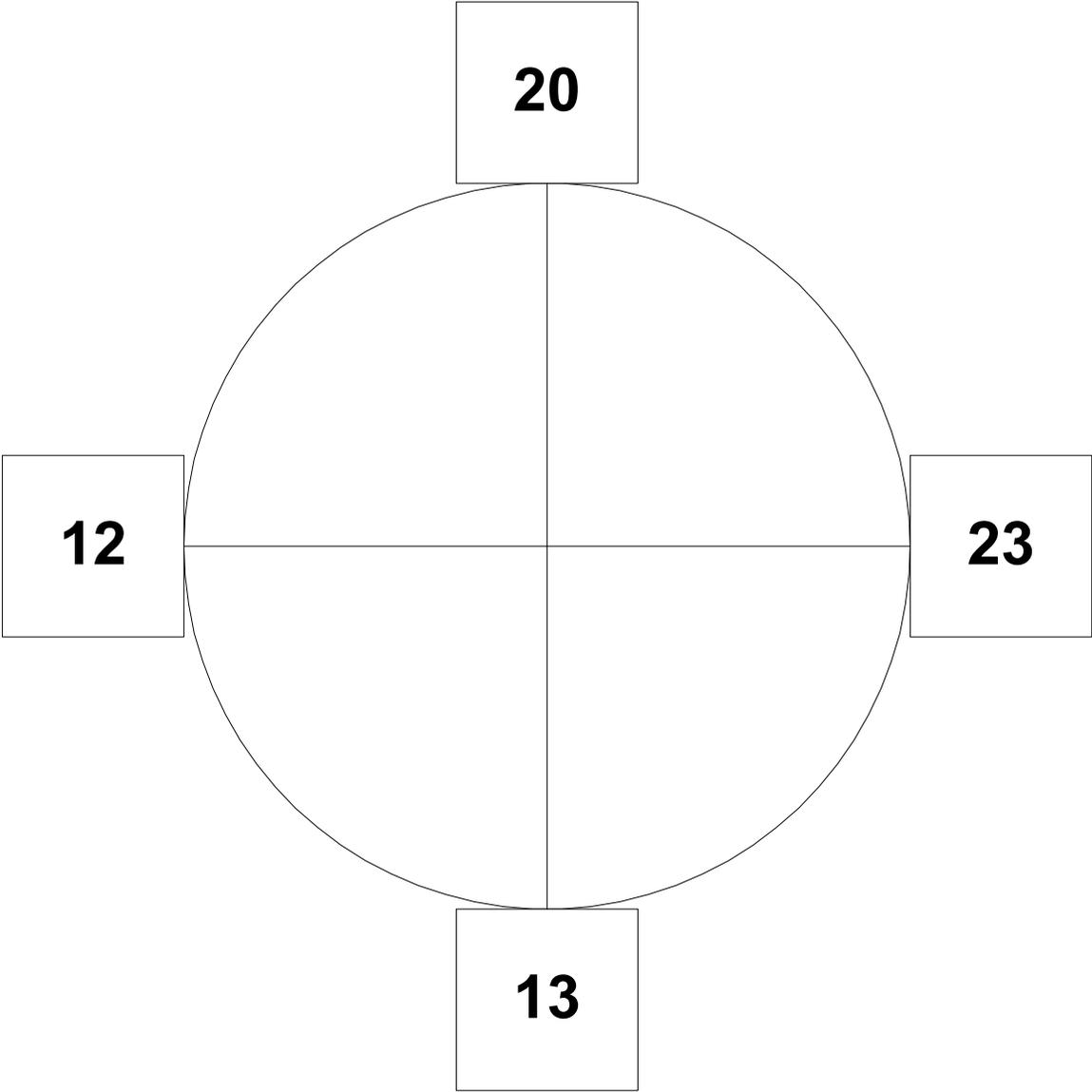
Dear Friend,

Please note that you should be aware of the invasion that I fear will be upon you shortly.

I wish you the best and hope that your wondrous creations will be help to you.

Gond be with you,

Gadget Glitterbach



Player Handout #4

$$\begin{array}{cccc} A & B & C & D \\ \hline & & X4 & \\ \hline D & C & B & A \end{array}$$

$$A = \square$$

$$B = \square$$

$$C = \square$$

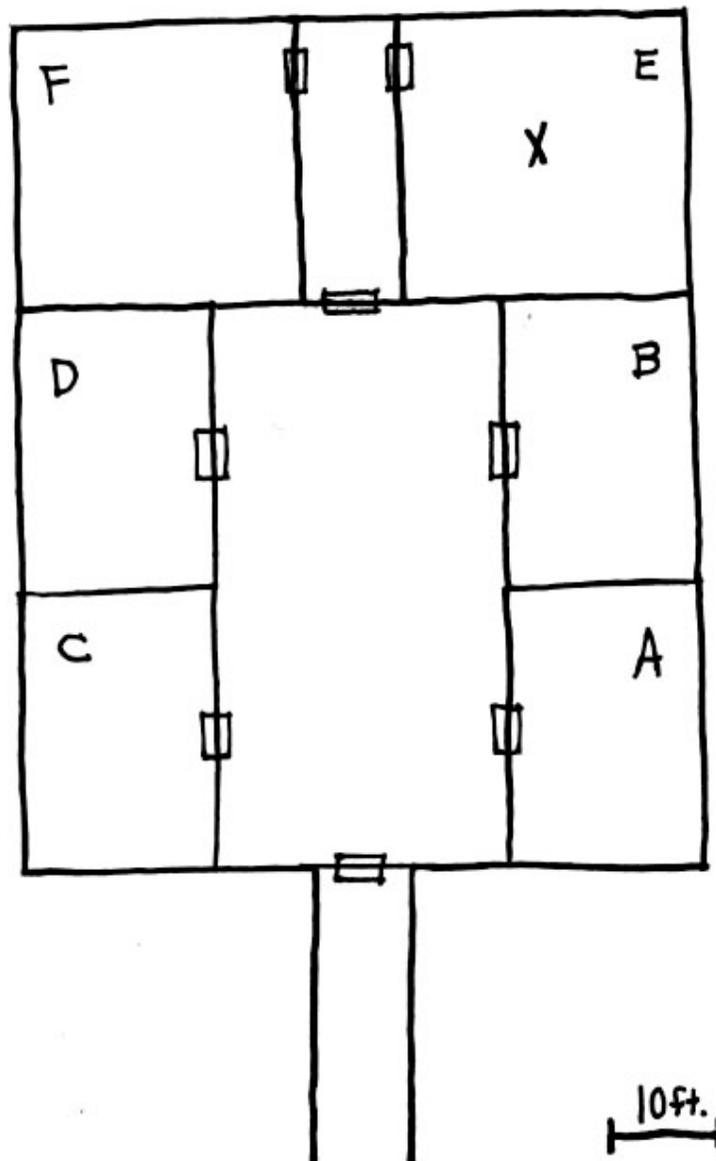
$$D = \square$$

To complete your test:

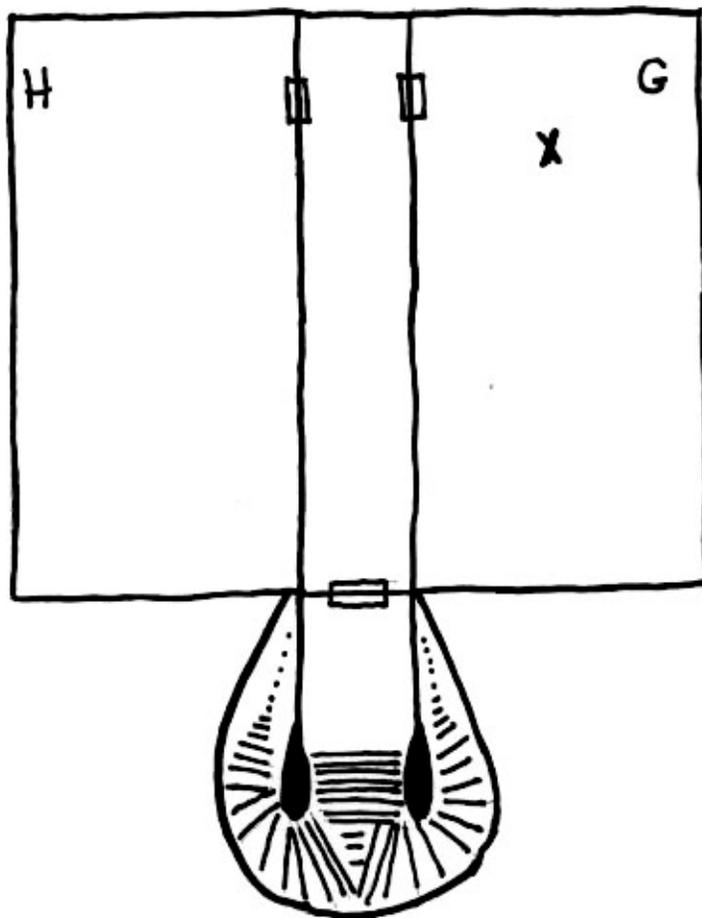
- First close your eyes
- Turn around slowly
- Take three steps forward
- Wait a few moments
- Open your eyes

You should see your friends and the wondrous path onward.

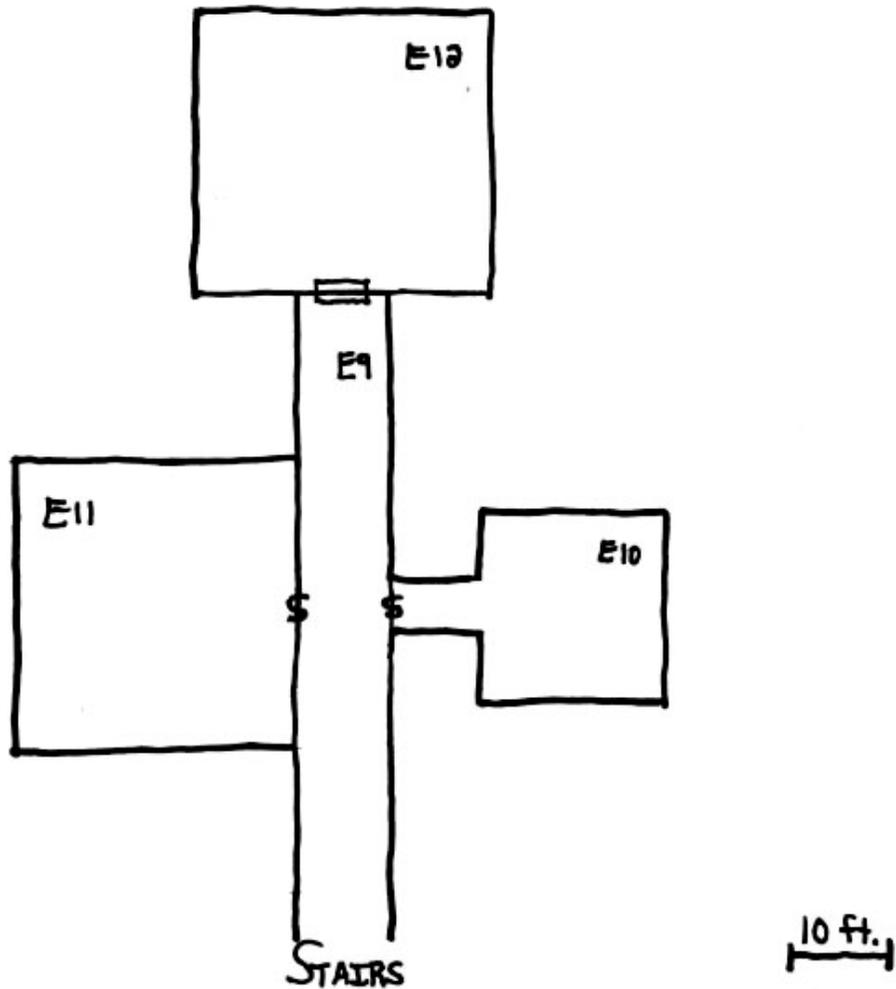
# DM MAP #1A



DM MAP # 1B

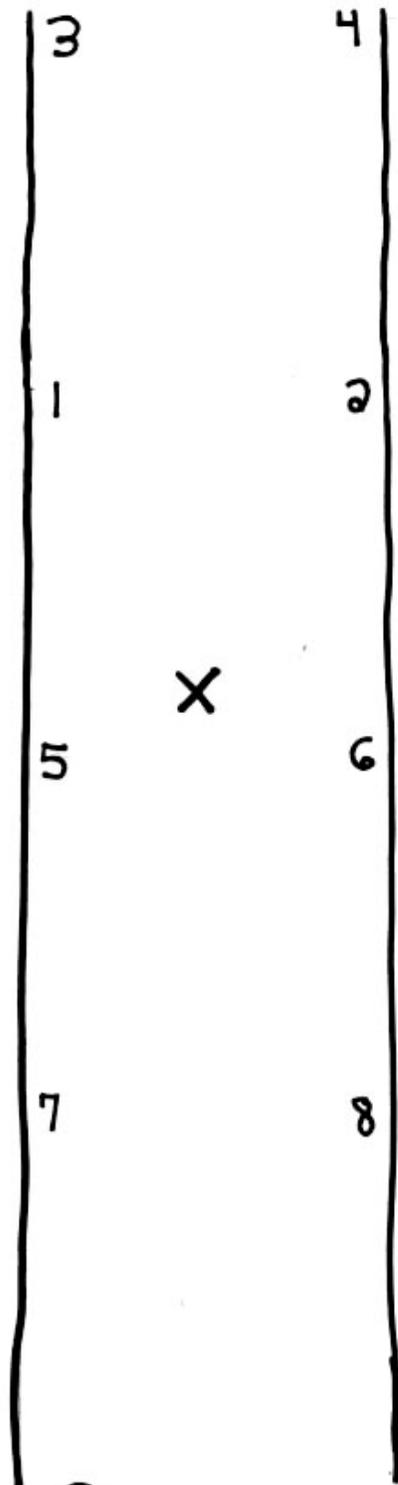


# DM MAP #1C

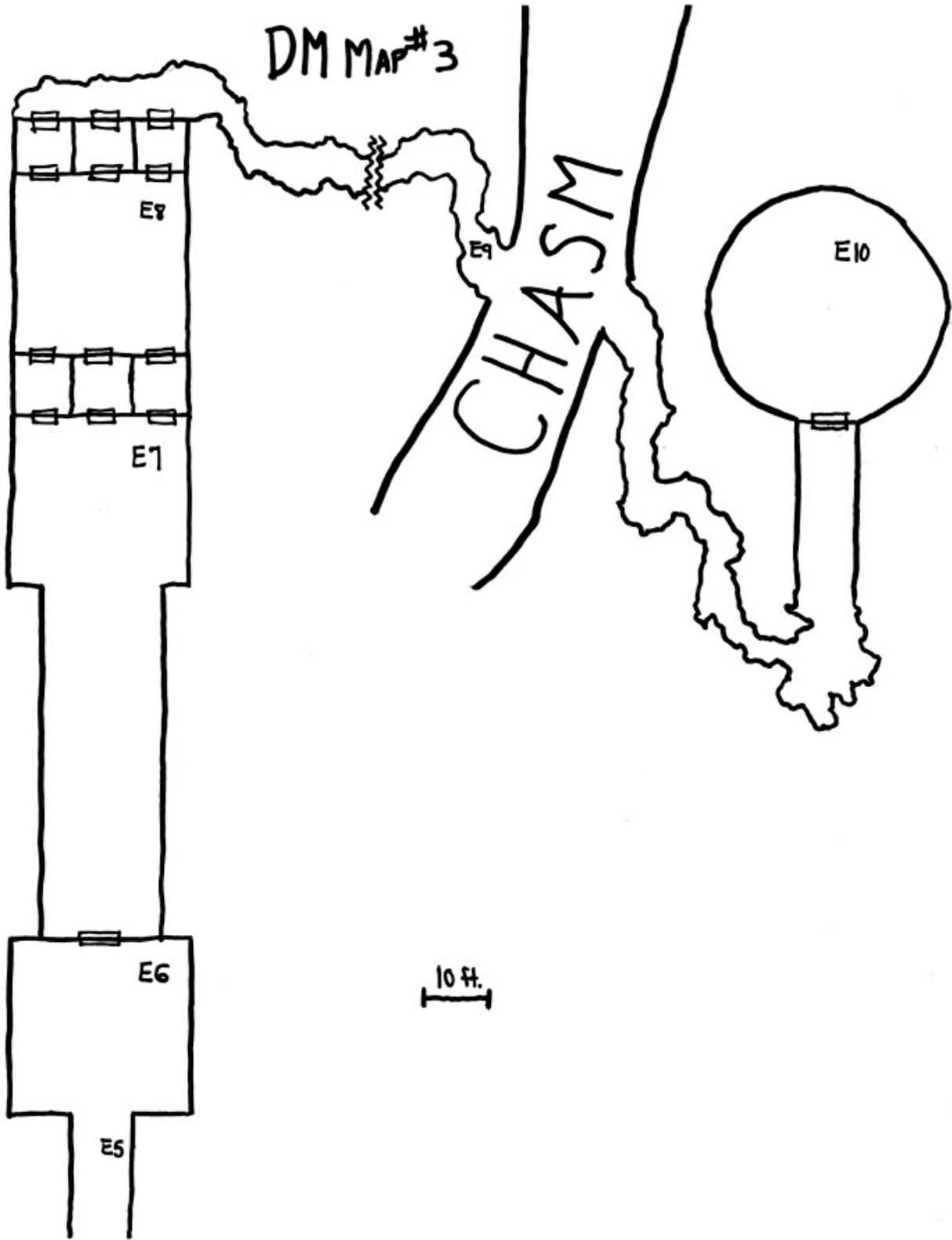


# DM MAP #2

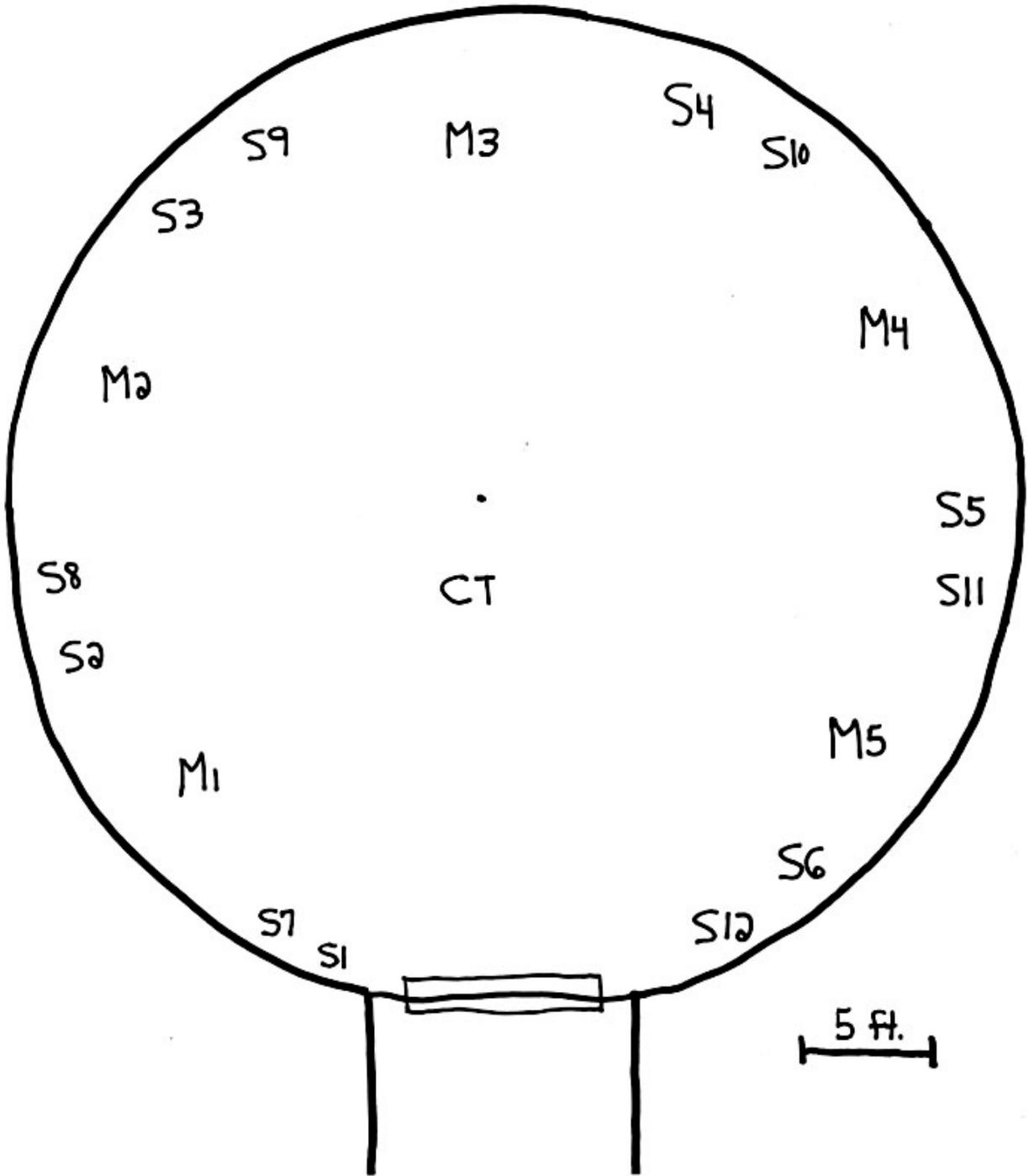
(ENCOUNTER 8)



5 ft.



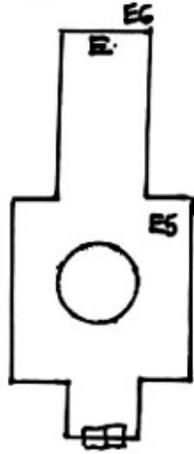
DM MAP #4  
(ENCOUNTER 10)



# DM MAP #5

(TEMPLE MAP/HIGHTIER)

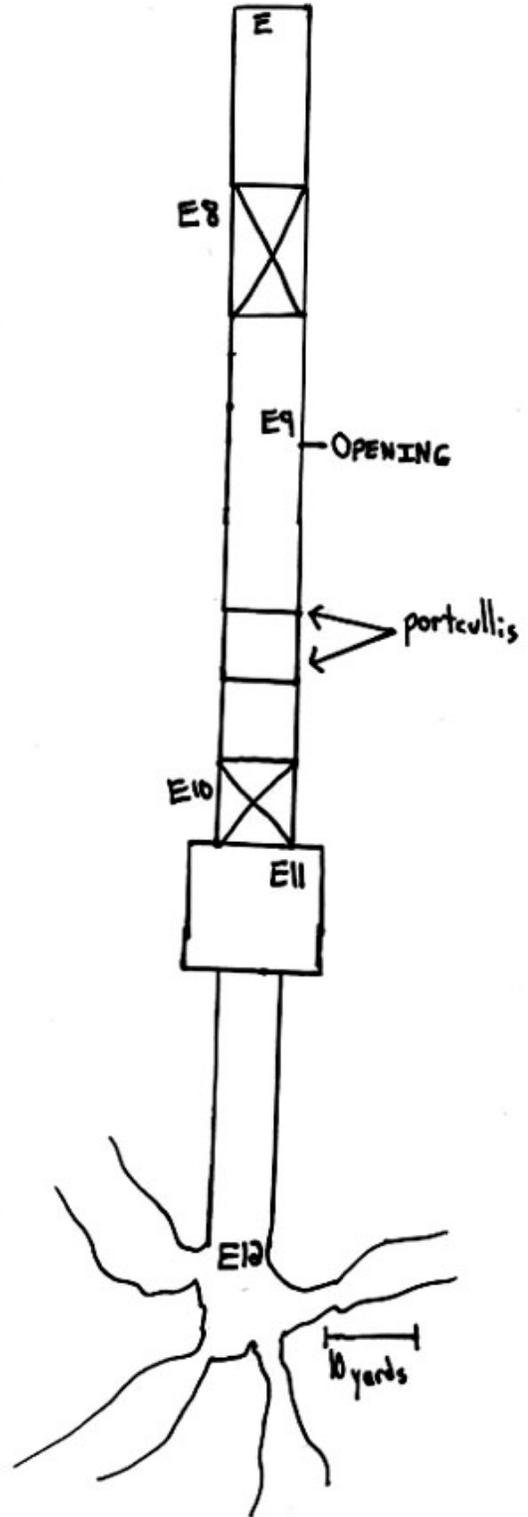
LEVEL 1



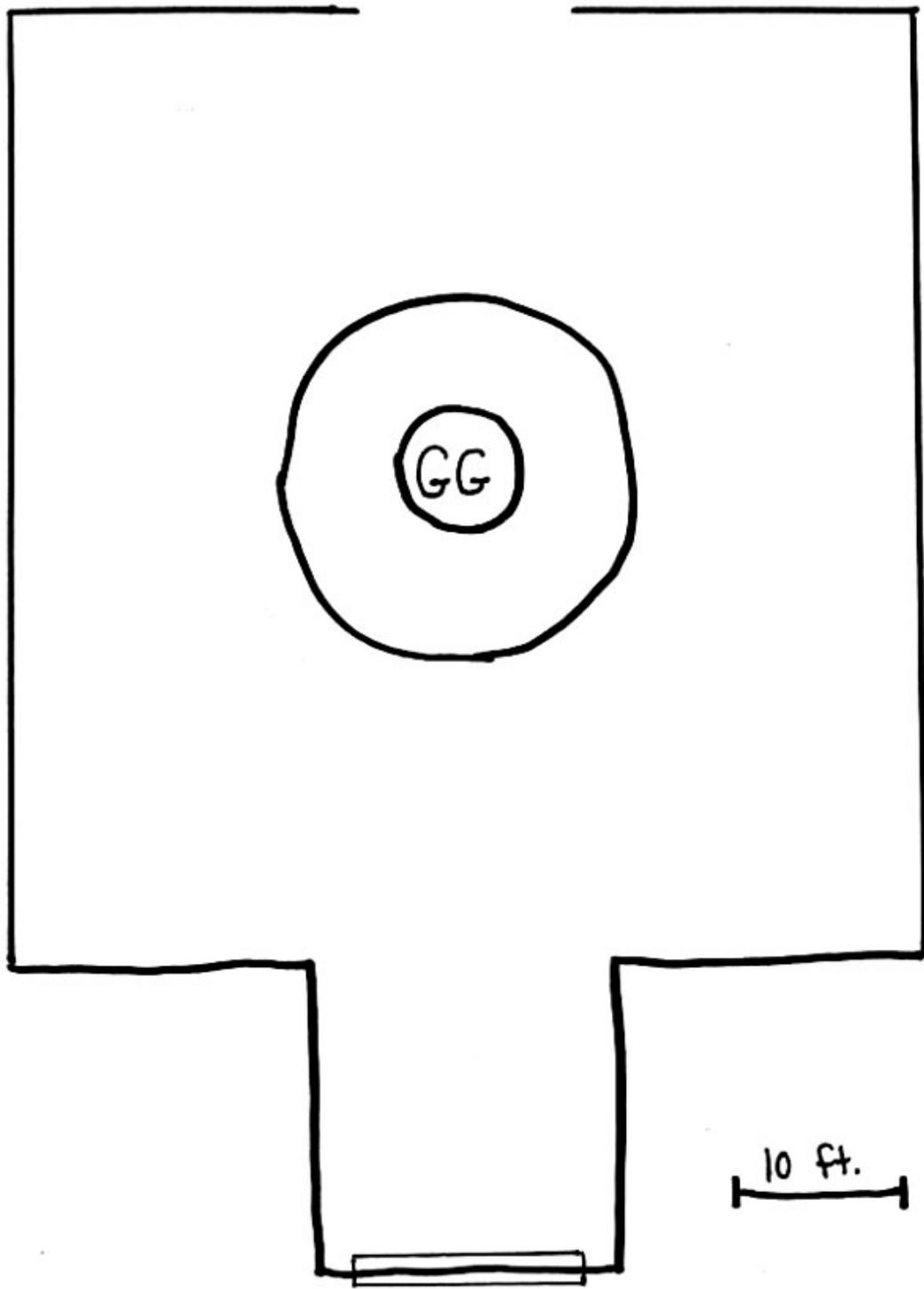
LEVEL 2



LEVEL 3

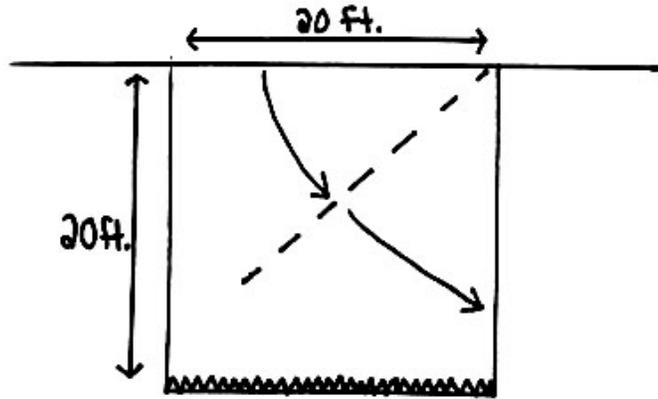


DM MAP #6  
(ENCOUNTER 5/HIGH TIER)

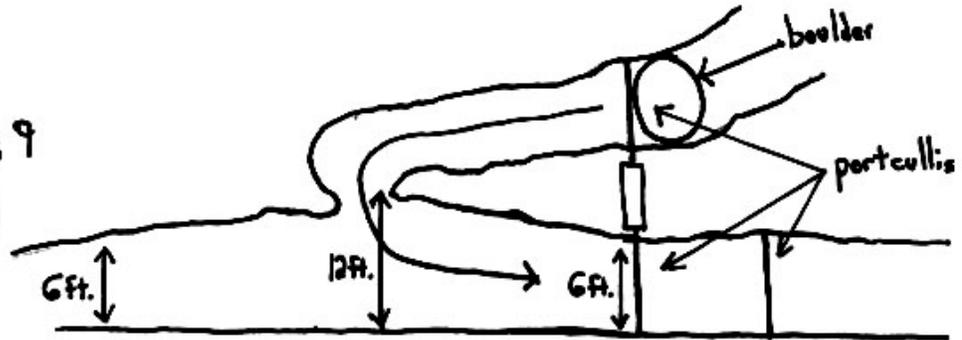


# DM MAP #7 (HIGH TIER)

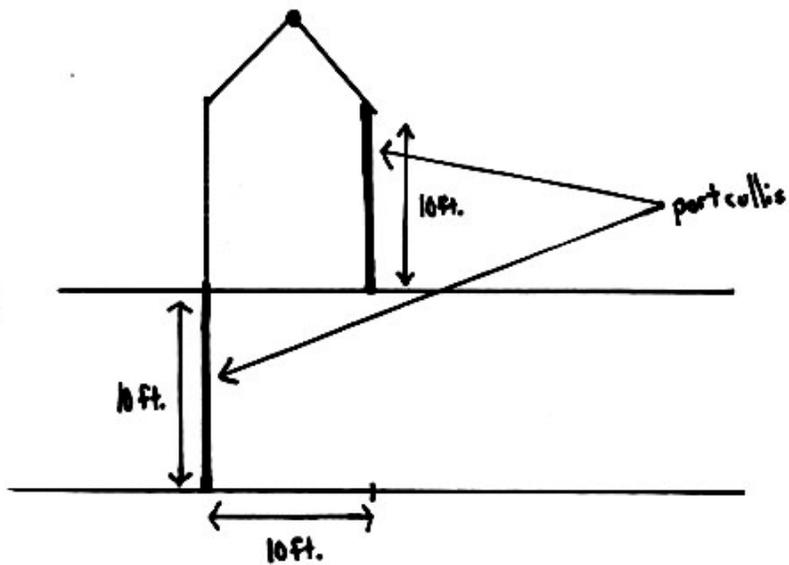
ENCOUNTER 8  
(TRAP #1)



ENCOUNTER 9  
(TRAP #2)

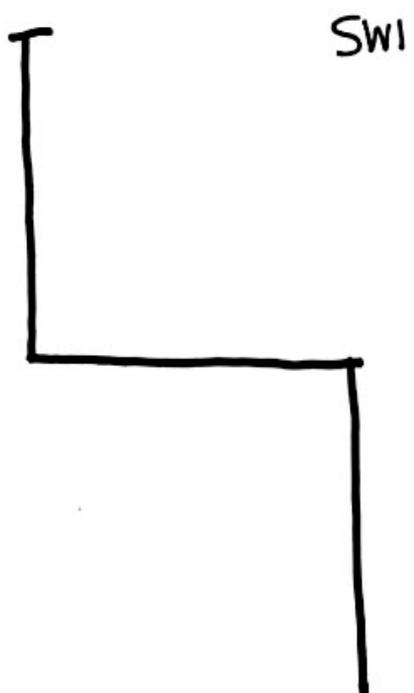
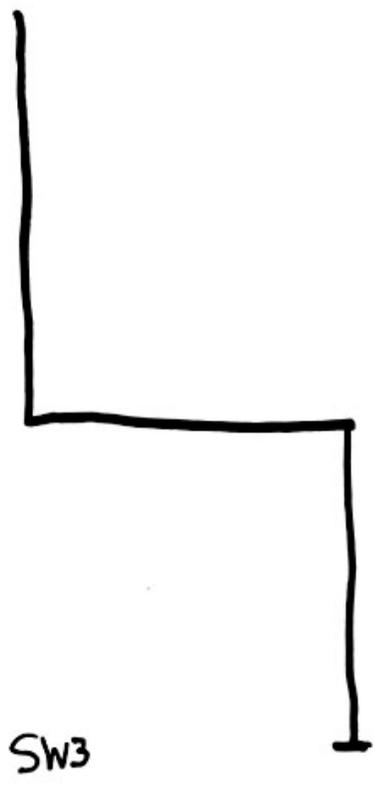


ENCOUNTER 14  
(PORTCULLIS TRAP)

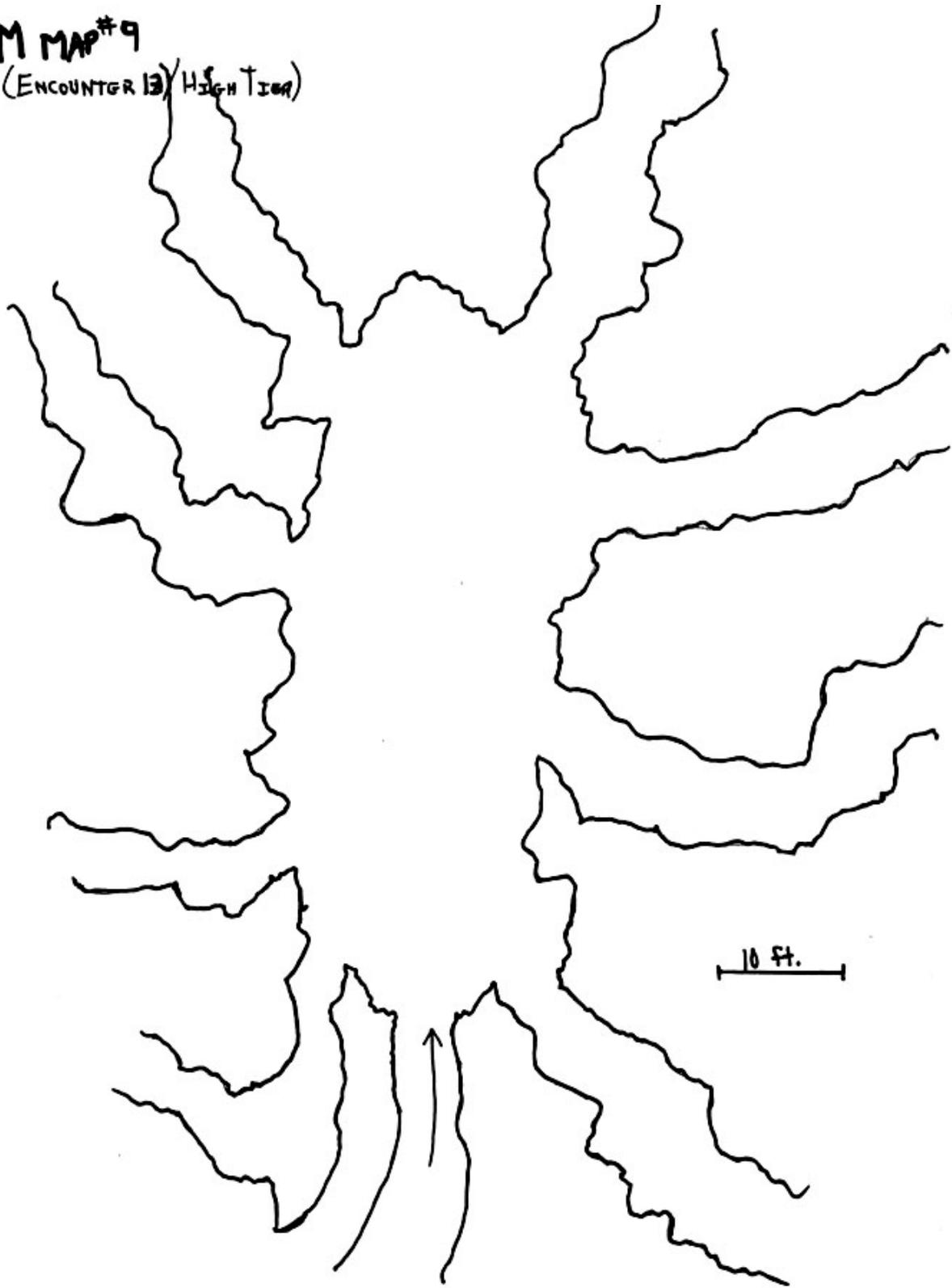


# DM MAP #8

(ENCOUNTER II / HIGH TIER)



DM MAP #9  
(ENCOUNTER 13) HIGH TIDE



# DM MAP # 10

(ENCOUNTER 13/HIGHT 220)

