

Elf Lord's Temple

Ground Level

1a Empty

1b Ruined

Orc: HD 1; HP 3x7, 3 x 3, 3 x 5, 3 x 8; AC 6[13]; Atk 1 spear (1d6); Move 9; Save 17; CL/XP 1/15; Special: None.

1c Empty

1d Resting in this room is the warleader of the Orcs.

Orc Warleader: HD 4; HP 12; AC 6[13]; Atk 1 spear (1d6+2); Move 9; Save 17; CL/XP 1/15; Special: None.

1e, ruined bedroom.

Spike Trap 2d6 damage. A board with a spike is rigged to swing across the door opening

On the remains of a dressed is a jeweled box with over 1,000d treasure and paralyzation point needle trap.

1f Bedroom Closet

Empty

2 – Meditation Chapel

13 Giant Centipede (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).

3 – Ancient Well

An overgrown well untended for generations, withered flowers and pitted bowls of rotten food are found in niches. If a new fresh offering is made the pixies living in there will grant a +1 bless lasting for 1d6 days to all the party.

4 – Amphitheatre

An ancient elven wight lives in room at the bottom of the Amphitheatre. The room was used to store props and as a changing room.

Wight: HD 3; HP 18; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

5 – Dining Hall

When entered the party will see a hall with tables laden with food. When they sit down and start eating it will disappear showing the true ruined appearance. They will hear a sigh and get a feeling of great sadness. This will reset the next full moon.

6 – The Kitchen

Rotten remains of a kitchen.

7 – Storeroom

This room was the kitchen storeroom. Amid the piles of refuse are the two Giant Snakes and their treasure. A Potion of Fire Resistance and a jeweled Necklace worth 1,000d.

Giant Constrictor: HD 6; HP 28; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict

8 - Cottage

8a – Bedroom

The ruined remains of the Bedroom of a Cottage

8b - Closet

The topshelf of the closet is rotted causing it to collapse when the door is opened. Save or suffer 2d6 damage. In the fallen junk you find 1,200d.

9 - Cottage

9a – Bedroom

The ruined remains of the Bedroom of a Cottage

9b – Closet

In the pile of junk there is a music box. It's music will sooth a monster.

10-Temple of the Elves

10a –8 Giant Rats surry around the temple steps

Giant Rat: HD 1d4hp; HP 4 x 3, 3 x 2, 2 x 2, 1x 1 AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

10b – 2 Monstrous Rats guard their treasure of 2,800d.

Monstrously Huge Giant Rat: HD 3; HP 10, 8; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased.

10c – Alcove of Elders

The half dozen statues along this wall depict various noteworthy elders of the elves. Venerating the Statues will cause the following spells to be cast.

- 1 Cast Healing (4d6+2 hp healed), “Virtue is healing.”
- 2 Cast Dark Vision “One must see one’s enemies”
- 3 Create Food, “An army doesn’t walk on it’s stomach.”
- 4 Shield (duration 24 hours, AC 15 melee, 17 missile), “A good defense helps when a good offense fails”
- 5 Haste (doubles speed and attack for 24 hours), “A good offense is better than a good defense”
- 6 Strength (duration 24 hours, 2d4 strength, fighter, 1d6 strength clerics, thieves), “Sometimes power is best when brought directly on your enemy”.

10d – Alcove of Heroes

The half dozen statues along this wall depict various noteworthy heroes of the elves. Venerating one of the statue will confer the following effect for 24 hours 1 time only for all six.

- 1 Raises Strength (1d6) “He could bear the load of a dozen.”
- 2 Raises Intelligence, “He outfought his enemies by his wits”
- 3 Raises Wisdom, “None was a better strategist”
- 4 Raises Dexterity “If you saw his blade, it was too late.”
- 5 Raises Constitution, “He persevered where others fail.”
- 6 Raises Charisma, “Thousand would gladly follow him into the abyss.”

10e - Altar

A centipede swarm lives around the altar.

Centipede Swarm: HD n/a; AC n/a; Atk 1 (1hp + non-lethal poison); Move 4; Save 18; CL/XP 1/15; Special: non-lethal poison.

A centipede swarm is a group of about 5-10 normal (but big) centipedes. The swarm’s attack (one attack for the group, as a 1HD monster) inflicts only 1hp of damage, but the poison injected by the centipedes is enough to cause paralysis for 1d3+1 rounds (saving throw). The centipedes can be killed and/or shaken off in 1d6 rounds without rolling to hit (they are virtually impossible to kill with weapons). Anyone helping to kill them subtracts a round from the time required. Fire will dispel or kill a swarm (but would damage the person being attacked, as well).

10f – Storeroom

Various items used in the temple were stored here. 2 evil Curates are here preparing to haul various items to begin a ritual to desecrate the main temple. In a large chest along with ritual implements is +1 Sword of Silvanus (they planned on destroying this in the ritual) and 600 gold pennies.

Evil Curate; AC 2[17]; 5th level Clerics; HP 24,16; HTB +2; ATK 1 DMG 1d6 (Mace); MV 60’; Save: 10: Mace, +1 Mace, 30d; Spells: *Cause Light Wounds, Protection from Good, Hold Person, Curse, Prayer*

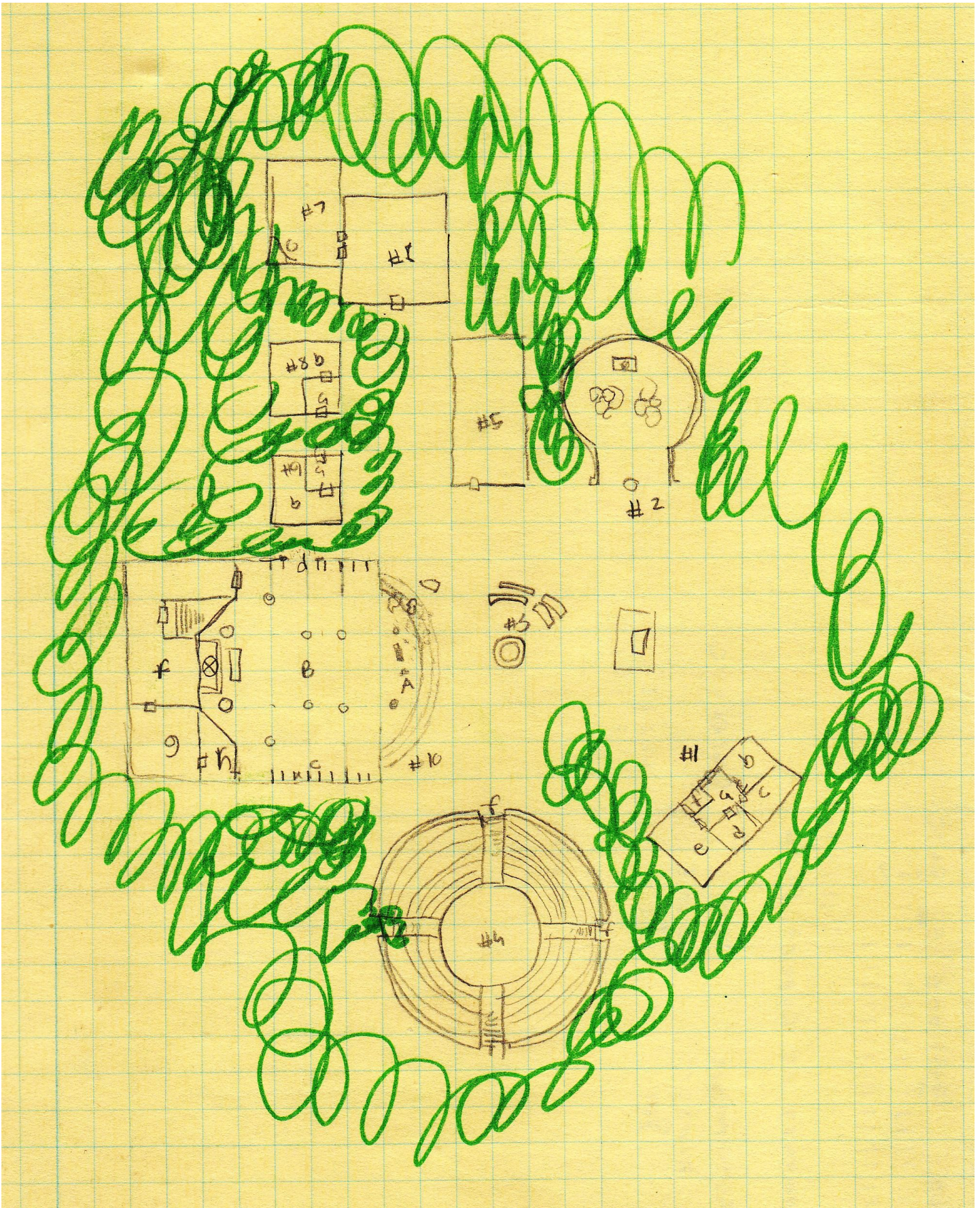
10g – Vestry

This is was the office of the Head Druid of the Temple. Now there are 12 Orc minions of the curate lounging around eating and drinking. If they hear fighting outside they will respond in 2d6 round as they are more than a little drunk. A party has automatic surprise on the Orcs.

Orc: HD 1; HP 3x7, 3 x 3, 3 x 5, 3 x 8; AC 6[13]; Atk 1 spear (1d6); Move 9; Save 17; CL/XP 1/15; Special: None.

10h - Closet

This is a locked closet where the vestments and items used in temple services are stored.



Level 1

1 – Empty Storeroom

2 – Storeroom

At the back of the room is a small spring. Despite the ravages of time various frescos still can be seen. They all depict Silvanus in his healing aspect. The spring has healing properties and 1d6 healing potions can be drawn from it. It refills every full moon.

3 – Storeroom

Amid piles of refuse are 3 giant constrictor Snakes that make the room their lair. Among them are 350 gold pennies.

Giant Constrictor: HD 6; HP 26, 23; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict

4 - Storeroom

The roof of this room is unstable. Within 1d6 round or 1 turn of searching there is a 50% of it collapsing. 3d6 damage to all those in the room.

5 – Storeroom

Empty aside from pile of refuse.

6 – StoreRoom

Appears empty but behind a four foot pile of refuse is a dug out tunnel leading to the rest of the level.

7 – Temple

This is a shrine dedicated to Silvanus. One of the columns is unstable and will fall when a party member walks nearby 4d6 damage.

8 – Vestry

The stench of animal dung is overpowering, save or fall down nauseated for 1d6 round. Rats will attack shortly

8a – Giant Rat Warren

30 Giant Rats: HD 1d4hp; HP 13x3; 13 x2; 4x4; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Monstrously Huge Giant Rat: HD 3; HP 13, 7, 8, 6, 9; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased.

Scattered Treasure, 2,000 SP; Gems: 10 GP; 2 x 100 GP;

9 – High Priest Bedroom

Amid the crumbling remains of a chest there is a complete set of vestments and ritual items for Silvanus.

10 – Wizard Bedroom

2 Giant Tick: HD 3; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 3/60; Special: Drain blood 4 hp/rd, disease.

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.

Polymorph Self –Potion, 2 Vis

11 – Gate Chamber

This room contains a Teleport Circle, +2 to Thaumatology Check to identify.

12 – Storeroom

A pack of Ghouls live here.

10 Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

13 – Meditation Alcove

4 Red Orcs: HD 1+1; HP 5x8, 5x6, 5x3, 4x7; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None. Stand guard over the entrance way.

13a Wizard Laboratory

On a shelf there is a jar with a miniature human being. It is a pixie that been placed in stasis however she is sick with a disease. If the party doesn't have an immediate cure she will attack.

Pixie: HD 1; HP 6; AC 5[14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; CL/XP 5/240; Special: Arrows, magic resistance (25%), spelllike abilities.

Pixies are nasty, treacherous creatures of the fey, resembling tiny, winged people. They attack with a +4 bonus to hit with arrows. A pixie speeds each arrow on its way with a charm, which reduces rate of fire to one arrow per round, but enchants the arrow in one of three ways. A pixie arrow, at the pixie's choice, (1) is enchanted with a +1 to hit and damage, for 1d4+1 points; (2) causes sleep for 3d6 turns (saving throw); (3) causes total amnesia (saving throw). Pixies are magic resistant (25%), can polymorph themselves as many times per day as they desire, can become invisible at will, can cast dancing lights at will, can dispel magic once per day, and can cause permanent Confusion once per day with a successful hit (saving throw).

14 – Elite Armory

+2 Spear, +2 Elven Chainmail, +2 Shield.

15 – Entrance Chamber

A pack of Ghouls live here

7 Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

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15a – False Treasure Room

Six Empty Chest with Scythe blade traps are in the room. Traps do 2d6 damage each. A 30 foot pit is front of the false Door.

15b – Treasure Room

Behind a secret door is the treasury in several chests.

500 Gold Pennies

50 Gold Crowns

2,500 silver pennies

6 potions of healing.

16 – Armory

Opening the door will cause a rack a spear to fall on the person entering, save with dex bonus. 1d6 spears 1d6 each.

17 – Guard Captain Room

Door is stuck, need -5 to Athletics to open. Noise will draw the attention of the Orcs.

18 – Guard Barracks

19 Red Orcs: HD 1+1; HP 5x8, 5x6, 5x3, 4x7; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

3,000d; Map To Elven Stables (Horseshoes of Speed); Potion of Control Red Dragon; +1 Sword LG INT 10 EGO 12

Contained in Metal Urns, Guarded by Poisoned Needles in Lid handles,

19 – Bathing Chamber

An ice cold bathing pool dominates the room. It smells like a latrine from the orcs using it. There are two ornate statues of elves.

20 – Day room

19 Red Orcs: HD 1+1; HP 5x8, 5x6, 5x3, 4x7; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

1,600d among the orcs.

21 – Guard Seneshal room

Door is stuck -5 to Athletic check

21a – Guard Treasury

Secret Door busted open.

22 – Antechamber

Littered with storage crate debris

23 – Kitchen

One end of the stone counter lies in a rubble if dug out you will find 30 days worth of Elven Waybread.

24 – Storeroom

Secret door leads to a staircase spiraling down

On the stair is a iron chest with several skeletons around the chest. A mold cover all the coins, 8,000d, In Iron Chests.

25 – Dining Hall.

Empty

This is an old Demon Haunt. It looks very old. The entrance to 26, 27 looks filled in with rubble.

26 – Guard Post

Two rats moving around transform into Imps

2 Imp: HD 2; HP 13, 11; AC 2[17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

Imps are demonic creatures sent or summoned into the material plane. They are about a foot tall, and have small but functional wings. An imp can polymorph itself into one or two animal forms: a crow, goat, rat, or dog being common. Imps regenerate 1 hit point per round, and can be hit only by silver or magical weapons (or by animals with 5+ hit dice). In some cases, they may be forced to serve as a familiar to a powerful and evil magic user.

They will attack through the arrow slit as the party passes by.

27 – Guard Post

Empty

28 – Corridor

This is a 30' pit trap with two iron portcullis at both ends.

29 – Scribe Office

Piles of rotted parchment are everywhere. What remains appears to be lists of material.

30 – Tavern

Rotted remains of a bar, table, and chairs are in the room. The corridor beyond ends in rubble.

31 – Storeroom

empty

32 – Altar Room

This is profane place of worship for the demons. It is dominated by a statue of a demon with a wide gaping mouth. Webbing covers the western side and the open door.

In a compartment in the mouth of a demon statue there is a scroll of Scroll of 2 Cleric Spells (Curse, Cause Serious Wounds), Ring of Invisibility. If not disable the mouth will close can case 2d8 and the person's hand is pinned.

33 – Store for Altar Room

Filled with old vestments and ritual items for use in the altar room. It reeks of evil

34 – Priest chamber

The lair of 5 Giant Spider (4ft diameter): HD 2+2; HP 4x12;1x10; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey. 20% chance one will be in the altar room.

35 – Acolyte Chamber

35a – Common Room

Roof is unstable, 20% per turn in the room that a section will fall on cause 3d6 damage in a 10' square.

35b – Senior Acolyte Room

The room rotted furniture is filled with Yellow Mold. When touched they collapse releasing the mold spore.

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10ft in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire, but are effectively immune to weapons.

35c – Senior Acolyte Room

Hidden under a flagstone under a rotted bed is a treasury with coffer filled with 1,300d.

35d – Acolyte Barrack

empty

35e – Acolyte Barack

Empty

36 – Tavern Keeper Quarter

One 5' section of floor swings away revealing stairs going down to 10's by 10's chamber. There is the Tavern keeper's treasury and rotted account books. Unfortunately the door swing backs up and locks. In the chest there is 3,700d

37 – The Throne room of the Demon Lord.

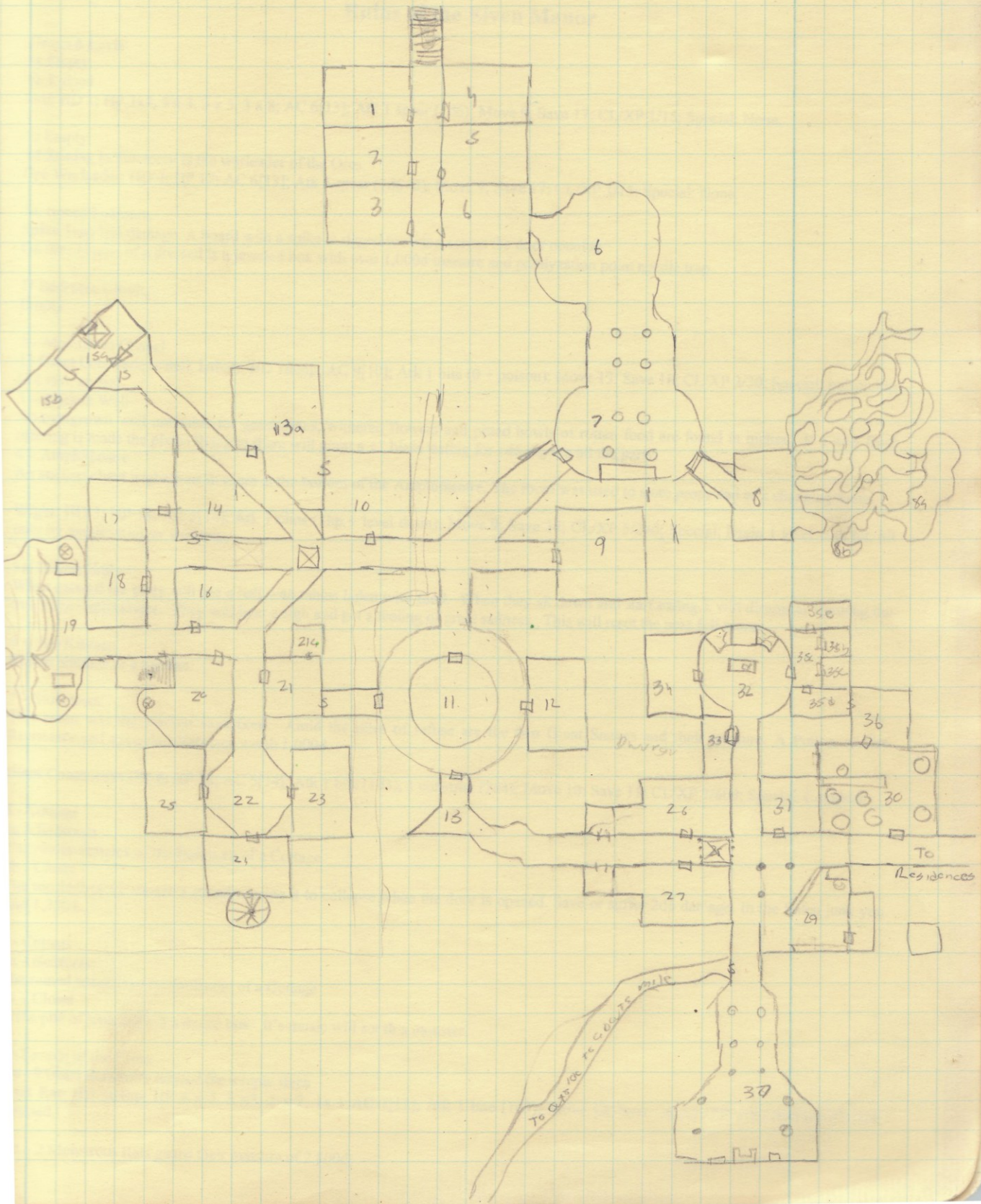
Unlike the rest of the Level this room is pristine. Seated on the throne on the opposite end is a Demon lord, a Hezrou.

1 Hezrou Demon: HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers. and evil pagan deity).

These powerful demons some Toad-like demons with bat wings, the Hezrou have magic resistance of 50%. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness 15ft radius. They are immune to fire.

In two coffer on either side of the throne are.

4000d; 100 crowns, Shield +2; 1 Ruby Gems : 5,000 GP; Cursed Scroll, Fatal Disease (3 turns); Potion of Invulnerability.



Second Level

1 – Preparation Room

Wall have ring for hooking up chains. Used to house victims before releasing them into the maze.

2 – Hallway

20' Pits with spikes (1d6) at the bottom.

3 False Corridor.

Two false door lie at the both ends of the corridor. The secret corridor beyond will tilt when four or more character are on it or a hidden lever is activated next to the secret door. (separate check).

4 Minotaur's quarters.

Contains 2,000d and a +1 axe, and +2 leather armor, 2 potions of extra-healing that he collected from his victims.

5 AnteChamber

Guarded by 4 wraiths.

Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

6 Lord Alazar Crypt.

The crypt is of the Demon Lord Alazar, when opened choking gas fills the room, save vs poison or die. In the Crypt is desiccated body. Along with 2,400d, Oil of Etherealness, 100 crowns, 10 silver marks. +1 Shield, +3 long sword.

7 – The Maze

The floor is littered with skeltions of orcs and other races.

Minotaur: HD 10+4; HP 44; AC 4[15]; Atk Head butt (2d6), 1 bite (2d3) and 1 weapon (1d12); Move 12; Save 5; CL/XP 10/1700; Special: Never get lost in labyrinths.

Fire Trap – Flames roar ups doing 4d6 damage.

Pits are 20' deep.

8 – Storeroom

Amid some smashed up bottles are 2 bottles of extra-healing.

7 The m21

