The Sylvan Temple

Credits

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Mithgarthr Entertainment

The Sylvan Temple

Introduction

Some two hundred years ago, a group of elves from the Arcaskdry tribe split from their folk, so as to establish a cult to a demon who had revealed himself to them as a savior god of the elves. They travelled to the small woods (now known as the Vale Woods) that were just to the west of the Arcaskdry Forest, and built a large, tree-shaped tower to serve as a temple to their new "god."

Thankfully, the group was quickly declared heretics by the original tribe, and was hunted down by the tribes' clerics shortly after the temple was built; the trickster demon was never released, as his fooled followers were never able to complete their rituals to him before they were slain.

The temple has stood since, slowly falling into ruin. Since the settlement of other races in the area, and the founding of Neathby, a handful of adventurers have explored it, some returning with riches, others never to be heard from again. The last successful excursion into the temple happened a few generations ago.

All exterior walls have small window slits that have let in the elements over time. If explored during the day, they provide dim light on levels one and two, and bright light on levels three, four, and five. Doors are all wooden and carved in typical elven style.

Search DCs assume WIS (Perception).

Level One

1.

The entrance opens to a large room, the floor covered in dirt and debris. Columns that are carved to look like trees line the center of the room. Spiral stairs on each side lead upwards. To the north is an altar that appears to be carved out of ice. It is of obvious elven design – icy tendrils wind their way around the altar with silver bells dangling from them.

The altar, although appearing to be made of ice, doesn't seem to melt or react to heat at all. Resting on it is a ceremonial crown made of petrified vines and a statue of the elf "god" with a strange symbol on its base.

2.

Old, broken furniture is scattered about this room, mixed with debris that has blown in from the windows over the years.

If this room is searched, the party is attacked by a **giant wolf spider** that is hiding amid the broken furniture. Searching through the rubble nets 7sp and 1gp.

3.

In the southeast corner of this room stands a wooden statue of what looks to be an elven wizard, his wand pointed straight at the door. Suddenly, a blast of energy explodes from the wand's tip!

When the PCs enter the room, the statue starts shooting first level *Magic Missiles* from its wand, once per round, each dart hitting a random PC. The statue has 20hp, and an AC of 10. A secret compartment (DC 12 to find) is in the base of the statue, but it has long since been looted.

4.

This room appears empty, save for a handful of coins piled up in the north corner.

If a PC attempts to gather the coins, two **giant wolf spiders** burst from their hidden burrows (DC 15 to detect the burrows before attempting to gather the coins) and attack, gaining advantage on their stealth checks when determining surprise.

5.

Shelves full of old crumbling books line the walls; torn pages litter the floor, and you see a small bird fly through a window and pick up a small scrap for its nest. It quickly flies back out, chirping with happiness for its find.

Among the books is a small lockbox (DC 10) which contains a partial map of the first dungeon level of the Haunted Tower.

Level Two

1.

A large set of stairs in the center of this area lead further upward. In the northern corners, you see a pile of bones start pulling itself together to form the skeletons of long dead elves!

Six animated elf **skeletons**, three on each side of the stairs, animate and attack when their side of this area is entered. Each of them has a silver ring with the same symbol as on the base of the statue in area 1 of level 1. The rings are worth 15gp each.

2.

The door to this room is ajar. Peering inside, you see the remains of bunk beds strewn about.

This was once a barracks; searching will net 48sp and disturb two **giant wolf spiders** that attack.

3.

The door to this room is stuck.

This was once a barracks, its four beds still intact. Laying on each of the beds is an elven skeleton, roused by your noisy entrance.

The four **skeletons** attack immediately. Searching the room nets 22cp.

4.

The door is locked (DC 13).

This was once the opulent bedchamber of a high priest, judging by the old tattered tapestries hanging from the walls. Suddenly, the old rotten bed bursts in a cloud of feathers, as the old priest rises up to attack!

The old priest is now a **zombie** with 33 hit points who attacks on sight. An intact foot locker contains old rotting robes and an emerald worth 20gp.

5.

The door is locked (DC 15).

This room appears to have been a very nice bedchamber in its day. Standing on a bedside table that is still intact is a small clay statuette that resembles the same figure as the statue on the ice altar.

This statuette is cheaply made of thin clay. If it's smashed open, an emerald worth 50gp will be found inside.

Level Three

1.

The stairs open at the top to hallways that go to the left and right.

2.

A shimmering green force-field sparkles in the archway leading into the room beyond. You can see through it; there are stairs spiraling upwards.

Touching the force-field causes 1d6+1 necrotic damage. It is disabled in room 7.

3.

Green-hued water with a sweet scent has pooled in the center of this room, though no source is discernable.

Stepping into it or pouring it on skin causes sharp, razor-like slashes to appear that cause 1d6+2 points of damage.

4.

The door is trapped (DC 12 to find, DC 16 to remove). If triggered, spears shoot from the floor and ceiling, hitting the PC who set off the trap for 2d4 points of damage, DC 10 DEX save for half.

Whatever purpose this chamber used to serve is lost to time, as it is now completely bare save for the thick layer of dust covering the floor.

There is nothing to be found in this area.

5.

The door is locked (DC 15).

Four skeletons, again of elven stock and wearing tattered priestly robes open their mouths in a silent wail as they move towards the door to attack you!

These **skeletons** are wearing rings similar to those in area 1 of level two.

6.

This room is full of old barrels and crates, stacked up throughout the western area.

All of the containers are empty.

7.

In the center of this room is a large, ornate lever carved with snaking ivy vines. Standing between you and the lever are armored guards, their eyes dead with bits of flesh falling off here and there.

Two **zombies** dressed in armor (AC 16) and wielding swords of elven make are guarding the lever. Pulling it disables the force-field in room 2.

Level Four

1.

Walking through this area kicks up dust on the floor. As it rises and swirls around, it sparkles and takes on a greenish tint. PCs must make a DC 15 CON save or be at disadvantage on all rolls until they complete a long rest.

2.

Stairs lead up to level five. They are one-way; PCs can only travel up, not down. Each time they try to take a step down they find themselves facing the upwards direction and having taken a step up. The stairs can be traversed downwards only if the word "Grethnuloth" is spoken (the name of the demon),

although a PC would have to make an INT (History) check at a DC of 30 to know this.

Level Five

1.

A strange mosaic covers the floor, depicting some sort of ritual involving the worship of the being depicted in the statue that was on the ice altar. It is covered in random gashes, burn marks, and long-ago dried blood.

Anything of importance or worth that once occupied this room is long gone. Since the stairs leading to this level are magic and don't allow the party to descend, they will have to climb down the outside of the temple to get out. The easiest way down is to secure a rope to one of the stairs' banisters, and climb out through a window. Making it down requires a DC 10 STR (Athletics) check. If a PC fails, roll 1d8 to determine how high up they were when they fell (8 - 80', 4 - 40', etc.). For each 10' a PC falls, they will take 1d6 points of bludgeoning damage when they hit the ground.

Completion

If the party ascends to level five and successfully makes it out, they should be awarded 100xp each in addition to the XP from killing the monsters. They will also be celebrated back in Neathby, for they are the first folks to go adventuring in the temple who made it back in almost 100 years.

Level One

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1 square =
  5 feet

Level Two

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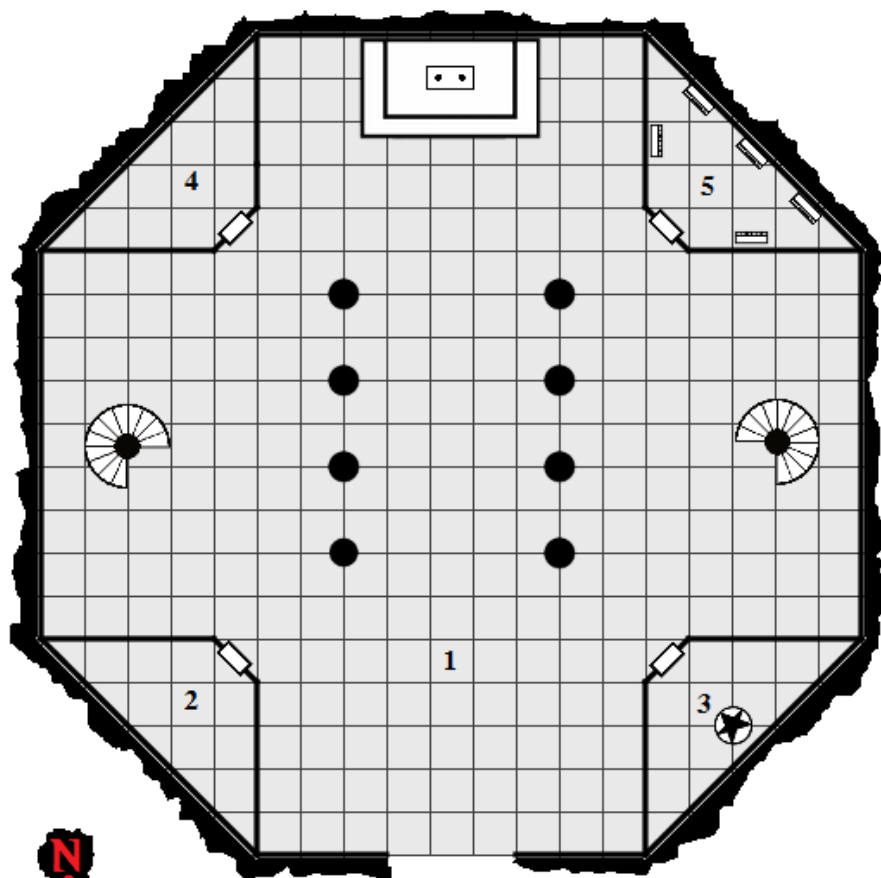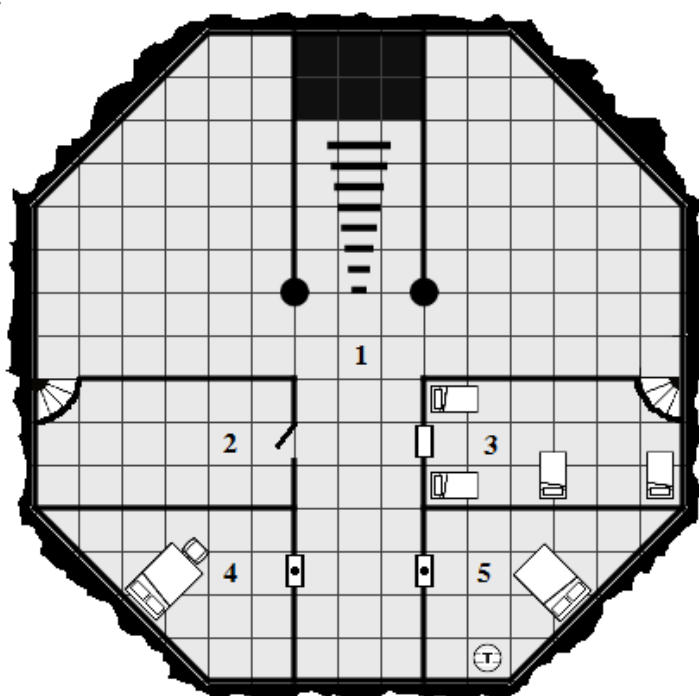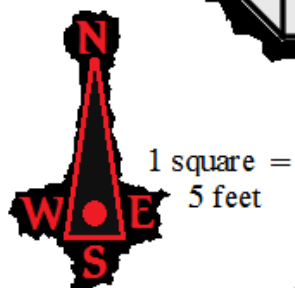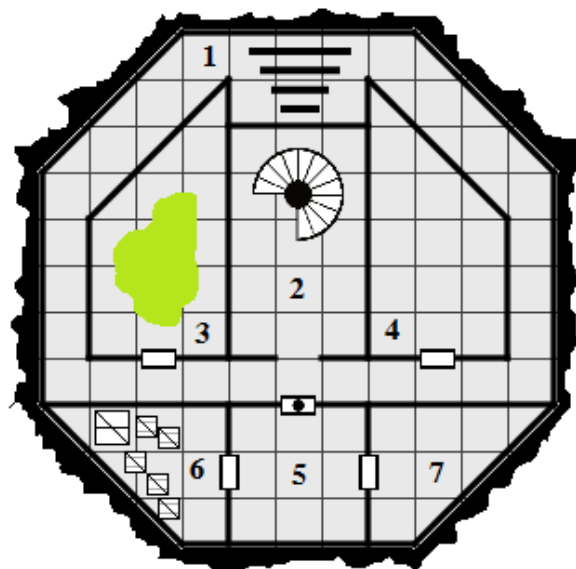
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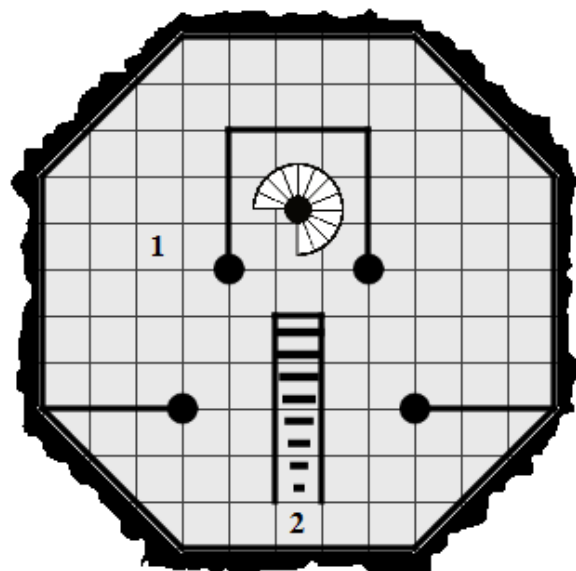
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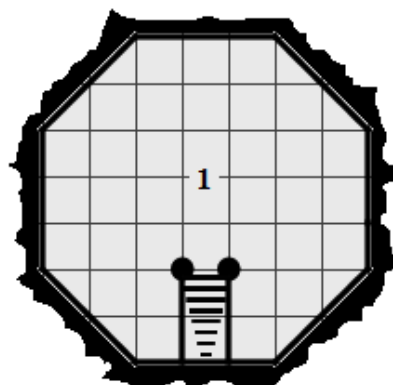
Level Five

1 square =
5 feet

ENCOUNTER WORKSHEET

ENCOUNTER: Level 1 - Room 2

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Giant Wolf Spider

Speed: 40', climb 40'   **AC**: 13

Senses/Immunities Perception +3, PP 13, Stealth +7, Blindsight 10', Darkvision 60'.

STR: +1   **DEX**: +3   **CON**: +1
INT: -4   **WIS**: +1   **CHA**: -3
AL: NA   **XP**: 50

Traits: Able to climb surfaces without check.

While in contact with a web, knows the exact location of any creature touching same web.

Ignores movement restrictions of webs.

Actions: Bite: +3, 1d6+1 piercing, and 2d6 poison, DC 11 CON save for half. If poison drops target to 0hp, they are stable but paralyzed for 1 hour.

Monster: _____

Speed: _____   **AC**: ____

Senses/Immunities _____

STR: ___   **DEX**: ___   **CON**: ___
INT: ___   **WIS**: ___   **CHA**: ___
AL: ___   **XP**: ___

Traits: _____

Actions: _____

HP:

1	2	3	4	5	6	7	8	9	10
11									

HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 1 - Room 4

Initiative Tracker:

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29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Giant Wolf Spiders

Speed: 40', climb 40'   **AC:** 13

Senses/Immunities Perception +3, PP 13, Stealth +7, Blindsight 10', Darkvision 60'.

STR: +1   **DEX:** +3   **CON:** +1

INT: -4   **WIS:** +1   **CHA:** -3

AL: NA   **XP:** 50

Traits: Able to climb surfaces without check.

While in contact with a web, knows the exact location of any creature touching same web.

Ignores movement restrictions of webs.

Actions: Bite: +3, 1d6+1 piercing, and 2d6 poison, DC 11 CON save for half. If poison drops target to 0hp, they are stable but paralyzed for 1 hour.

Monster: _____

Speed: _____   **AC:** _____

Senses/Immunities _____

STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

Actions: _____

HP:

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11	11								

HP:

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Monster: _____	**Monster:** _____

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

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Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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HP:

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General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 2 - Room 1

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Elf Skeletons

Speed: 30'   **AC**: 13

Senses/Immunities Immune to poison. Vulnerable to bludgeoning, darkvision 60', PP 9.

STR: +0   **DEX**: +2   **CON**: +2

INT: -2   **WIS**: -1   **CHA**: -3

AL: LE   **XP**: 50

Traits: _____
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Actions: Shortsword: +4, 1d6+2 piercing.
Shortbow: +4, 80'/320', 1d6+2 piercing.
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Monster: _____

Speed: _____   **AC**: ____

Senses/Immunities _____
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STR: ___   **DEX**: ___   **CON**: ___

INT: ___   **WIS**: ___   **CHA**: ___

AL: ___   **XP**: ___

Traits: _____
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Actions: _____
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HP:

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13	13	13	13	13	13				

HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

_____

STR: ___ **DEX:** ___ **CON:** ___

INT: ___ **WIS:** ___ **CHA:** ___

AL: ___ **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___ **DEX:** ___ **CON:** ___

INT: ___ **WIS:** ___ **CHA:** ___

AL: ___ **XP:** ___

Traits: _____

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Actions: _____

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HP:

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General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 2 - Room 2

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Giant Wolf Spiders

Speed: 40', climb 40'   **AC**: 13

Senses/Immunities Perception +3, PP 13, Stealth +7, Blindsight 10', Darkvision 60'.

STR: +1   **DEX**: +3   **CON**: +1

INT: -4   **WIS**: +1   **CHA**: -3

AL: NA   **XP**: 50

Traits: Able to climb surfaces without check.

While in contact with a web, knows the exact location of any creature touching same web.

Ignores movement restrictions of webs.

Actions: Bite: +3, 1d6+1 piercing, and 2d6 poison, DC 11 CON save for half. If poison drops target to 0hp, they are stable but paralyzed for 1 hour.

Monster: _____

Speed: _____   **AC**: _____

Senses/Immunities _____

STR: ___   **DEX**: ___   **CON**: ___

INT: ___   **WIS**: ___   **CHA**: ___

AL: ___   **XP**: ___

Traits: _____

Actions: _____

HP:

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11	11								

HP:

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Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

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Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 2 - Room 3

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Elf Skeletons

Speed: 30'   **AC**: 13

Senses/Immunities Immune to poison.
Vulnerable to bludgeoning, darkvision 60', PP 9.

STR: +0   **DEX**: +2   **CON**: +2

INT: -2   **WIS**: -1   **CHA**: -3

AL: LE   **XP**: 50

Traits: _____
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Actions: Shortsword: +4, 1d6+2 piercing.
Shortbow: +4, 80'/320', 1d6+2 piercing.
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Monster: _____

Speed: _____   **AC**: ____

Senses/Immunities _____
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STR: ___   **DEX**: ___   **CON**: ___

INT: ___   **WIS**: ___   **CHA**: ___

AL: ___   **XP**: ___

Traits: _____
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Actions: _____
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HP:

1	2	3	4	5	6	7	8	9	10
13	13	13	13						

HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___ **DEX:** ___ **CON:** ___

INT: ___ **WIS:** ___ **CHA:** ___

AL: ___ **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___ **DEX:** ___ **CON:** ___

INT: ___ **WIS:** ___ **CHA:** ___

AL: ___ **XP:** ___

Traits: _____

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Actions: _____

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HP:

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General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 2 - Room 4

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Zombie

Speed: 20'   **AC:** 8

Senses/Immunities Immune to poison, Darkvision 60', PP 9.

STR: +1   **DEX:** -2   **CON:** +3

INT: -4   **WIS:** -2   **CHA:** -3

AL: NE   **XP:** 50

Traits: If reduced to 0hp, can make a CON save at DC5+(damage taken) to be reduced to 1hp instead (can't be used with radiant damage or crits).

Actions: Slam: +3, 1d6+1 bludgeoning.

Monster: _____

Speed: _____   **AC:** ____

Senses/Immunities _____

STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

Actions: _____

HP:

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HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___ **DEX:** ___ **CON:** ___

INT: ___ **WIS:** ___ **CHA:** ___

AL: ___ **XP:** ___

Traits: _____

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Actions: _____

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HP:

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Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

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STR: ___ **DEX:** ___ **CON:** ___

INT: ___ **WIS:** ___ **CHA:** ___

AL: ___ **XP:** ___

Traits: _____

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Actions: _____

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HP:

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General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 3 - Room 5

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Elf Skeletons

Speed: 30'   **AC:** 13

Senses/Immunities Immune to poison.
Vulnerable to bludgeoning, darkvision 60', PP 9.

STR: +0   **DEX:** +2   **CON:** +2
INT: -2   **WIS:** -1   **CHA:** -3
AL: LE   **XP:** 50
Traits: _____
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Actions: Shortsword: +4, 1d6+2 piercing.
Shortbow: +4, 80'/320', 1d6+2 piercing.
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Monster: _____

Speed: _____   **AC:** _____

Senses/Immunities _____
_____

STR: ___   **DEX:** ___   **CON:** ___
INT: ___   **WIS:** ___   **CHA:** ___
AL: ___   **XP:** ___
Traits: _____
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Actions: _____
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HP:

1	2	3	4	5	6	7	8	9	10
13	13	13	13						

HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

_____

STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

_____

STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

General Notes: _____

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ENCOUNTER WORKSHEET

ENCOUNTER: Level 3 - Room 7

Initiative Tracker:

30		25		20		15		10		5	
29		24		19		14		9		4	
28		23		18		13		8		3	
27		22		17		12		7		2	
26		21		16		11		6		1	

Monster: Zombie

Speed: 20'   **AC**: 16

Senses/Immunities Immune to poison, Darkvision 60', PP 9.

STR: +1   **DEX**: -2   **CON**: +3

INT: -4   **WIS**: -2   **CHA**: -3

AL: NE   **XP**: 50

Traits: If reduced to 0hp, can make a CON save at DC5+(damage taken) to be reduced to 1hp instead (can't be used with radiant damage or crits).

Actions: Longsword: +1, 1d8+1 slashing.

Monster: _____

Speed: _____   **AC**: _____

Senses/Immunities _____

STR: ___   **DEX**: ___   **CON**: ___

INT: ___   **WIS**: ___   **CHA**: ___

AL: ___   **XP**: ___

Traits: _____

Actions: _____

HP:

1	2	3	4	5	6	7	8	9	10
22	22								

HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

_____

STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

Monster: _____

Speed: _____ **AC:** ____

Senses/Immunities _____

_____

STR: ___   **DEX:** ___   **CON:** ___

INT: ___   **WIS:** ___   **CHA:** ___

AL: ___   **XP:** ___

Traits: _____

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Actions: _____

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HP:

1	2	3	4	5	6	7	8	9	10

General Notes: _____

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Legal Stuff

Please note, I have no idea at all if I can post this or not, what with it using the "next" version of everyone's favorite rules. Please don't sue me.