





The Palace/Temple of Rath Dinen

34 priests & 27 3^d level clerics - all 1/2 elven - inhabit the secret chambers below Rath Dinen and capture wandering beasts to slay upon the idol of Graal. They have set up. The Priests have ~~10~~ 5 HP, The Clerics 12. The Clerics wear chainmail only w/ a cloak over it. They are armed w/ Mace & Sling. The Priests have daggers or staffs & wear only cloaks. These 60 men wandered into the valley in the year 2069 where they found the palace/temple uninhabited except for monsters etc. They killed several and found the secret passageways beneath the buildings. They set up residence here and erected a temple to Graal, being priests of Graal. They found another idol of a long-forgotten god and revered that too. Their numbers are much depleted now.

The cave in the midst of the steps holds a mimic who is holding an old scroll. If you take the scroll he attacks you (13 HP) The Scroll says this.

"To anybody who reads this, do not come any further. The servants have taken over. I am the last priest left. They are gorged now, but will no doubt attack me when they get hungry again. Already they are ~~gorging at me and~~ ~~too~~ ~~twisting~~ menacing me, I don't know how much longer I have to live. Beware."

There are ~~10~~ 40 servants and they leave the 1/2 elves alone, & the elves feed them.

Servants - 7 HP, 1-4 if they hit, AC8. Hit dice - 2. In the total rooms, there live 1-4 owl bears, roll for how many, & roll for how many are in at the time. In the cellar are 500 gp in wine barrels.

Owl bears - HP: 19 Hit dice: 4

Ground level of Palace (1st level)

As you approach you notice that no trees or plants actually touch the palace although they grow right up to it.

1.- ruined room w/ piles of debris everywhere & the door is rotted through and there's a gaping hole in it. Inside are 1-4 bugbears who made their lair there. There are a few skeletons lying around and a careful search reveals a chest under a pile of rubble. Inside the chest is another smaller chest w/ a false bottom, inside the false bottom is a strength scroll and a small brass dragon (useless)

2.- door completely smashed in, in some condition as #1. 1-10 vampire bats in here. Take attack to neck at 12 or less. Take off 1 ht. pt. for each rd. They stay here. 1/3 HP, AC 10, H#

3, 4, 6, 7 - empty except for debris

5.- 1-20 giant rats (HP:3) in lair. door closed, big hole in wall where they enter. Tarnished brass vase in corner w/ scratches on it, surrounded by rat dung. Inside is a wraith inside a lantern who comes out when lit. Room in same condition as #1

Rt 8 & 9 - revolving room, circle revolves quickly when shore stepped on by ~~more~~ person.

On other side of revolving ~~door~~ wall is a ~~so~~ upright disc which a mummy comes out of & attacks, at this time at least 1 person is on opposite side although he can come thru door after that. Room in fairly dilapidated condition, on mummification is the mummy's ring which keeps people perpetually alive even if they have 0 HP or strength. However they are unable to do anything until they recuperate. At this time they are contacted by Ratman.

Grand Level of Palace of Rath D'inen (1st level)

10 - empty dilapidated room.

11 - very deep cess-pool in dilapidated condition.

A giant snake - constriction only. (HP: 12, Hit dice: 3)
at bottom of 20 ft. pool is 1500 pp & a 10,000 GP jem.

inside snake is a ring which allows one to breathe in any conditions - under water or whatever

12 - entrance hall in dilapidated condition w/

shields along wall in regular order except for
one is missing. Here the wall had been crumbled and
a pile of debris is under where the shield should be.
under the debris is a shield which gives humanoid
attackers -2 on hit probability.

13, 14, 15, 16, 17 - empty dilapidated rooms w/ broken doors,
doors & holes in walls, ceiling etc - piles of debris

18 - door in bad condition, but closed & locked
nevertheless, inside is room in bad condition w/
debris all over place. An ogre is sleeping inside
on 1-5 on a 6-sided die he will awake when you
enter, under one of the piles of debris is a

tunnel just barely able to fit a small person, (ie: thief, assassin,
magician etc.) or small humanoid (gnome's orc etc.)

it goes underground for about 10 yds. and then
opens up into a large cave where a Black Dragon

(HP: 80) is guarding a large treasure. The opening is
60' above the bottom of the cave and it is 20' from the

cave to the roof. The cave is huge and crystalline
so that crystals twinkle and the room is faintly
lighted. It is 85' high, 100' by 100' w/ the dragon in
the middle. The treasure is: 500 pp, 2500 E P, 1000 GP.

a worthless rod, a +1 magic scimitar, a cursed shield
adding +2 to the opponents hit probability, a 1,000 GP
gem and a worthless necklace.

19 & 20 - dilapidated corridors.

21 - throne room. throne at far end. Is made of solid gold, under it (18) strength to lift. is a 2ft. deep niche w/ a cardboard box in it w/ a lot of costume jewellery - necklaces, 6 jewels, 2 rings, 1 tiara.

on the wall are 2 crossed spears w/ a sign under it in human saying: "Choose carefully". one spear is taken, + the other can't be. one is a +2 spear the other is a -2 spear, both glow slightly. behind the dias on which the throne rests (worth 200,000 GP) [The dias is very large & bulky]: snake hidden.



The dias is 7ft. high & 20ft. wide & the throne is 5ft. high & 3ft. wide. Behind all this just the dias is hollow and a sort of cave is formed. Inside this cave is a giant snake (14 HP) hit dice: 3 which constructs only. The dias / throne is 7ft. from the back wall.

22 - a dilapidated corridor w/ a giant slug (7HP) in it - inside the slug is a box containing a chocolate.

If you eat it, you automatically go up B ~~level~~, 1,000 EXP.
23. The room of the oracle. a gold (10,000 GP) sarcophagus of a beautiful young girl. There are seals on it and warnings all over it "not to open it" & "do not touch".

If you open it a giant forms (30ft. high, 60 HP) w/ a blazing yellow sword in plate mail (AC 1) sword is +3 magic) Magic resistance very high. He asks: "Have you seen my brother?" This room is in perfect condition. Any elf or half-elf may notice on a roll of 1 on a 6-sided die that one of the floor slabs is slightly out of place. (as priest of Kragn can do this also)

Ground level of Palace of Rath Dínen (1st level)

room #23. cont.- The slab needs a 17 or greater strength to lift it, when you lift it there is a very fine by silver cage (w/ 1,000 sp) w/ very close bars & a little door w/ a latch, inside is a silver-colored moth w/ a death's head. If sold to a sage, it'd be worth 1,000 CP, otherwise it means absolutely death if the moth is freed: it flies and lands on somebody randomly and then suddenly expires (a heart-attack!) This also means Zilch, its just for effect, otherwise it will live as long as the referee decrees it.

24.- ~~po~~ dilapidated corridor,

25.- A dilapidated room w/ a single marble stand on which rests a cup w/ some green powder in it if you go towards the stand you put your foot on a slab and you drop 10' into a 20' by 20' pit w/ sheer sides and a 10' by 10' rock is released from the roof and lands and fills the top of the passage exactly and fills 2' of the 10' deep pit, it looks exactly like the slab which was there before the pit is full of skeletons. There is a chest on the wall which will be noticed by elves & priest of Krug on a 1 which lifts this slab. Otherwise, it takes 17 strength to lift it. The green powder is ~~water~~ water mixed w/ holy water is equivalent to a 'Comme' spell. One of the skeletons has a fire resistance ring if you bother to check. Also under the dirt is a pot w/ 500 CP.

26.- What looks like an old man tied to a wall is actually an Ogre Magi, 21 HD. (Hit dice - 5+2) If you go to release he will do whatever the ref. pleases. The (now, :) + treasure is here: 500 CP worth in the chains the old man (Ogre Magi) is wearing.

27- empty, dilapidated room.

28 - debris-filled entrance hall. in one corner under a pile of debris, is a copper coin which becomes 100 GP if picked up.

29 - a skeleton slumped over a writing desk wearing a glowing suit of plate mail. ^{minus one armor class} with a cleric, he wielded a +3 magic mace if you try to take off the armor (HP:33, AC:21, Hit dice: 4) in the desk is a (hehhee) bag of holding. Cleric's room is in perfect condition.

30 - empty, dilapidated.

31 - 3 wererats in a nest in the corner. (HP:11, Hit dice: 3) under the dung in the nest is a cursed -2 dagger which glows, it is +2 against friends however. on it it says "better friend than enemy".

32 - empty corridor w/ secret doors all over place. dilapidated, bit no debris.

33 - A night guard stands ~~down~~ - in fairly good condition

34 - especially debris-filled corridor. behind one pile is a orc w/ a crossbow. (HP:11, 2 HD, AC:14) w/ chainmail & shield)

35 - empty, dilapidated, debris-filled corridor.

36 - old dining hall, debris in corners. old rotted table in centre. under table is +2ed a book of 1st level spells in the thieves cart. in one corner is a rust monster which will not attack until you get close.

37 - empty room, dilapidated, lost no debris.

38 - dilapidated, debris-filled room w/ an amber hulk hiding behind door, surprise 1-3.

39 - mucked-up corridor

40 - empty, dilapidated & debris-filled corridor.

41 - dilapidated, debris-filled corridor, in the middle is an especially large pile of rocks when you try & climb over a Troll climbs out ^{from under} & upsets your balance.

42 - non-debris-filled, dilapidated, corridor

Ground level of the Palace of Rath Dínen

43 - path to total ruin w/ 1nd bears. broken up slabs of marble constitute this. around 5' way is a slab which stepped upon will collapse & the person will fall 10ft. Once at the bottom, the roots of nearby trees will start to strangle him (1 HP off, even round he isn't freed). The tree has 8 HP. at least the roots do.

44 - The path to the snakes worth (temple of Rath Dínen) broken marble slabs make up this.

45 - marble steps up to doorway. doors made of tarnished brass w/ moss all over place

46 - Corridor w/ broken roof o huge piles of rubble in two places, 30' apart. Once between them you are attacked by a ~~phase~~ blink dog.

47 - badly broken up steps to tarnished, moss-covered brass door. If searched carefully, in broken bits is a ring that puts you in automatic ESP contact w/ Trickett.

Secret passages

A - stairs down to Secret level, guarded by 2 clerics & 3 priests. They can be surprised on 1-3 as they are in very watchful room in good condition, is lighted w/ torches on walls.

B - same as A

C - passages w/ secret doors at end. in ea. door is a grate thru which clerics/priests can watch w/out being seen. At ea. door there are 2 priests & 2 clerics. The priests are watching the clerics resting. Stairs down at one pt. guarded by 2 priests & a cleric.

D - a secret room w/ 2 clerics & 3 priests, priests on watch Clerics resting

E - stairs down ^{from} ~~from~~ secret door to secret level. no guards here

34
17
6
9 Clerics
Priests

All secret chambers lit by torches.

F - 10' by 10' room w/ stairs down to secret level and secret door w/ grate to see out of. 1 Cleric & 2 priests here.

G - Small chamber w/ secret door w/ grate in it & door to larger chamber. 1 Cleric & 1 Priest here. Large room b/ stairs down to secret level.

2 Clerics & 2 priests here
Secret level

I - Where priests/clerics sleep, 2 Clerics, 2 priests here. Some food, wine, sleeping mats, prayer mats lying around, small idol of Grail here.

J - 1 Priest here, leading w/ brick walls & paved floor, torches on walls.

K - tunnel leading to temple, 5ft high, 3ft. wide One priest in transit here w/ torch. This isn't lighted

L - Small stagnant lake at bottom of stairs. at deepest, 13' deep, island in middle inhabited by a Japanese ogre who is disguised as a small gollum creature, he runs invisible as gollum & doesn't change until hit. He is a very cowardly ogre and tries to trick you. he has a small boat to paddles about in. very dark.

M - stairs down to lake, unlighted, very deep & low.

N - 1 Priest here, paved floor & brick walls. Torch on wall.

O - brick walled, tiled floor, leading up torch in wall.

Japanese Ogre - 21 HP, 4 Hit dice, very cowardly, has a dagger & a spear, AC 3.

Servants aren't anywhere except temple area. Somewhat friendly w/ Clerics & Priests. They speak no language, very ape-like.

Temple of Rath Dinen

Rath Dinen is an ancient god worshipped by the Skrulls who are now almost completely dead. So is the religion (cult).

- A - tiled floor, 10ft. high, brick walls in pretty good condition, torches on wall, very few servants.
- B - same as A. 3 Servants in ea. They have ~~here at least~~ ^{disregard} never been
chbs.
- C - Actual Temple of Rath Dinen. indescribably ugly as soon as you see it, all except chaotic evil are filled w/ loathing of it and want to cast it down. That at the time is their immediate objective. The idol is squatting & is 10' high & 5' across. It takes one man w/ 12 str. or several men w/ less to cast it down. If it is cast down, a spirit is loosed and attacks all in room except servants of Rath Dinen & Chaotic ~~Evil~~ ^(good). It is a Wraith. There are 2 braziers of oil burning at ea. corner of dais on which idol is based. It can control these & do gross things with 'em. There are 3 ~~servant~~ priests & 3 Clerics here + 10 servants who rush out of cracks & crevices in far wall which are filled w/ rock. From the entrance pt. of view, when you enter from your right a ramp starts & goes all the way around the wall & ends up at your left 28ft. high. stairs go down here. The only light is the braziers. The roof is 50' high & 10' tall stalactites are hanging down from the roof. 10 servants here!
- D - a large cavern, 50' high w/ 10' stalactites hanging from ceiling & rough walls & floor, crude image of Graal or dais in middle to the rear. 1 brazier of burning oil here lighting whole cave dimly. 3 Clerics, 3 Priests here. Teeth of Graal are glowing, ea. are +3 daggers. (Teeth?) behind dais is 2' deep pit w/ large posivus snake in it.
(11 HPS 3 Hit dice.)

Temple of Rath Diven

E - stairs to cavern of Methyssl.

F - Cavern of Methyssl. directly from stairs, rough stone bridge, 20' above floor of cavern, 10ft. beneath roof, runs to other side of cavern.

also directly from stairs are yet more stairs

10 ft. down to ledge running around cavern

from this ledge, directly below aforementioned

bridge, runs a second rough stone bridge, 10 ft. above

floor of cavern & 30' from roof, 10 ft. below other

bridge. this leads to ledge on opposite sides,

at opposite side also, another set of steps go down

from the higher bridge to the ledge, which is 5 ft. wider

as shown on map, steps from ledge to floor

are 10ft. farther on from bridges, there are 8ft.,

nice. a fast moving river flows thru this

cavern and to the outside. (this form

north of whole temple complex.) At left as

you are looking at it is a small dias on which

is set an ornately carved podium, beneath the

podium is a box which needs Klein's tools to

open it (lock is very intricate, is unbreakable.)

Inside are Jewels of Methyssl. Sofen ea. worth

\$5000 GP. The Monks, Sofen ea. w/ long swords

& cloaks which hide faces & weapons.

They guard the dias & are in constant w/ The

Servants. They have 7 ht. pts. & are 2nd level.

They'll fight to death. The remaining 14 servants are

here and run out if you approach the dias

from their backs & crannies, you can't see 'em before

hand. The whole chamber is ~~lighted~~ by some unknown means

Grth 8ft. high, 3ft. wide tunnels to rear

of small hill. Temple is set in still in valley. in

forest now.



