

The Situation

The City was built on the suffering of its population. It's a dirty, angry place, and it is unsurprising that people pray for its destruction. The shock is that someone answered. Now an ill-tended forest temple has sprouted limbs, and is making slow but steady progress towards the city, sword in hand, lightning and crows in its wake.

Notes

The temple takes one step every 30 seconds, which shakes the whole structure violently. It will arrive at The City in three hours.

The temple's joints each takes as much damage as a hill giant to destroy, and are armored like plate. This will slow down, but not stop the temple. Putting out the flame in the head will kill it.

Shoulders (145-150')

30' Diameter circular stairs protected by two bumbling, constructs. They fight as ogres, but with massive crab-like claws. Designed to protect the head at all costs, but have an unfortunate tendency to make charging attacks. 1-in-6 chance of lightning strike every 10 seconds. If removed, the claws of the guardians make a heavy but effective weapon.

Bicep (100-145')

Difficult 45' climb over metal plates to the shoulders. A medium climb over the bars, but falling into the gears is lethal. The droning organs make hearing difficult. 2-in-6 chance of 1d3 Harpies attacking every 10 minutes. They only want your bones.

Elbow (100')

1d6 Skeletons armed with longbows and chainmail, charged with keeping intruders away.

Forearm (65-100')

Easy climb up chains, 35' to the elbow. Skeletons fire arrows and drop rocks from above.

Hilt (65')

A family of 2d6 goblins were sleeping in the hilt when the temple awoke. They are terrified of heights, but fascinated by the machinery. They would be willing to join you to see the temple closer, but are useless climbers.

Right Knee (50')

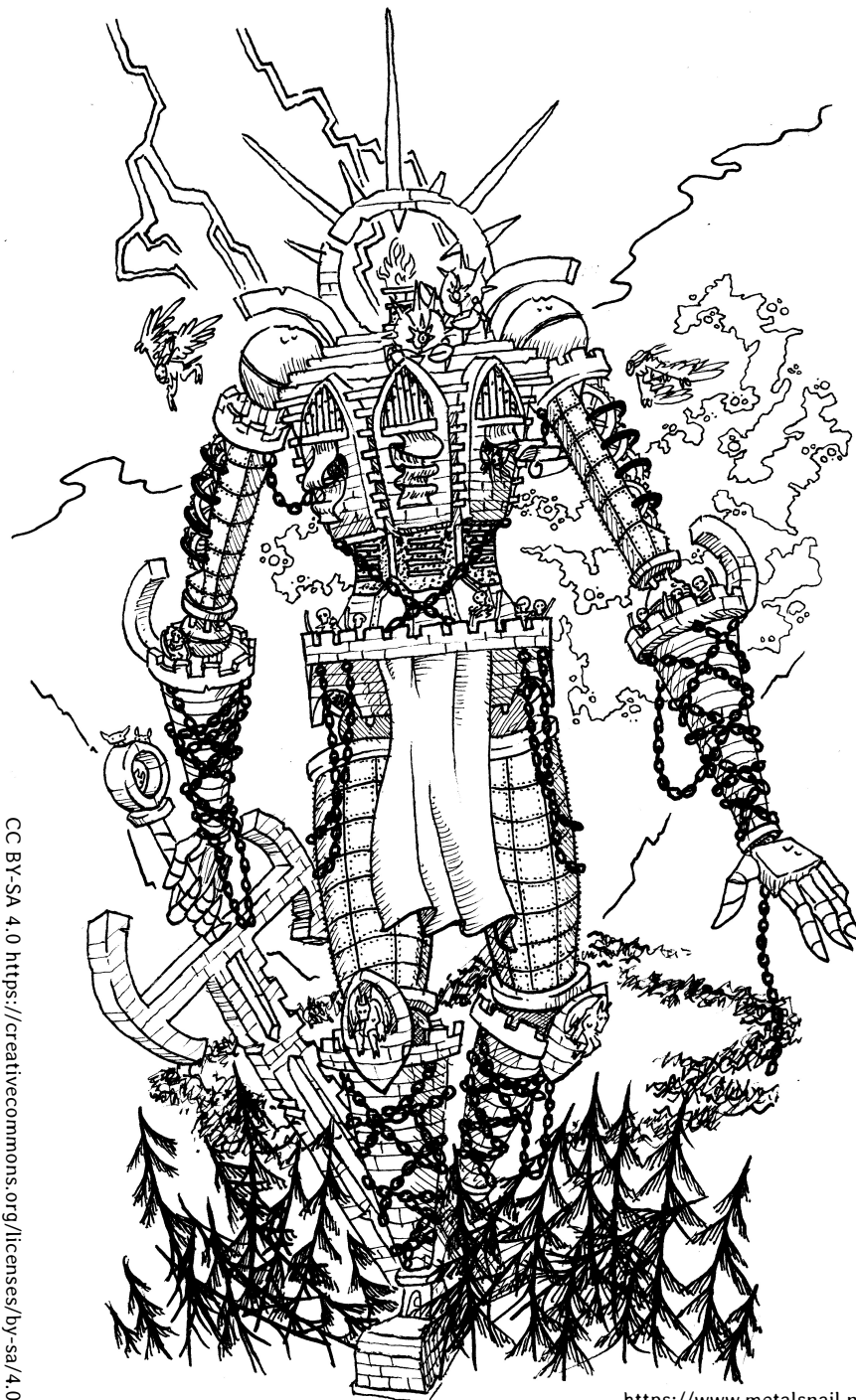
An apathetic gargoyle will let you pass, but will only answer your questions with lies.

Sword (0-65')

If dragging behind: Easy 80' diagonal climb to hilt. On attack: Nearly Impossible to hold on. Destroys everything in a 200' radius, 45 degree arc. Structures may survive the first blow, but not the second.

The Ambulatory Temple

An Adventure for 2-12 Characters of Level 1-10 by Robin Gibson



CC BY-SA 4.0 <https://creativecommons.org/licenses/by-sa/4.0/>

Head (150')

The living flame takes as much damage as a troll to defeat, but is weak to ice and water. Everything within 20' of the flame takes damage as if it were on fire. The flame can make an attack like a dragon's breath against flying targets, but can't focus on anything standing on the temple. Once put out the flame becomes a fist-sized star ruby with a tadpole inclusion. Its base is the Brazier of Holy Dirges, a 3' wide bowl impervious to any heat.

Chest (126-145')

Medium 20' climb up masonry to the shoulders. The droning organs make hearing and spell casting impossible. 2d6 Harpies live in the bellows of the organs, behind three druidic banners. They want bones. One of them has a corrupted Dagger of Decay that causes skin rot disease in anyone it wounds.

Torso (105-125')

Easy 20' climb up metal vents to the chest. Noxious gasses limit visibility and make breathing difficult. The droning organs make hearing difficult.

Waist (105')

2d6 Skeletons here, armed with longbows and chainmail, charged with keeping intruders away. One of them has a golden skull and a Bow of Force, whose arrows bestow significant horizontal momentum to their targets.

Hand (70')

May swat at annoying intruders. Does damage as an ogre, and has a 1-in-6 chance of grabbing 1d6 characters, and flinging them.

Thigh (51-105')

Difficult 55' climb over metal plates to the waist. Chains and a large banner half-way up make the climb easier, but the skeletons attacking from above with arrows and rocks will be more likely to hit.

Left Knee (50')

An altruistic gargoyle will fight you, but only because she thinks it's the right thing to do.

Calf (21-50')

Easy 30' climb up chains to the knee. Swarms of crows will happily pick through your bag while your hands are occupied with climbing.

Foot (0-15')

A shrine of Bird's Resilience is embedded in each ankle. If a worthy and appropriate sacrifice is offered, treat all falls as being half as far for the next hour. Each step destroys everything in a 15x25' rectangle. Surrounding debris complicates movement.

<https://www.metalsnail.net/>