

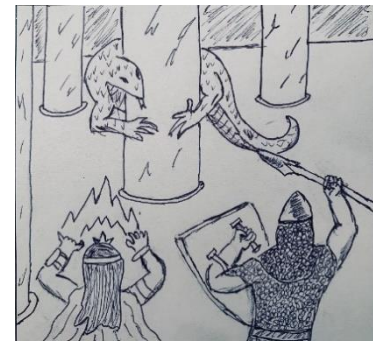


TEMPLE OF UNEARTHLY CROAKINGS*

Created by Adam C. Hawkins

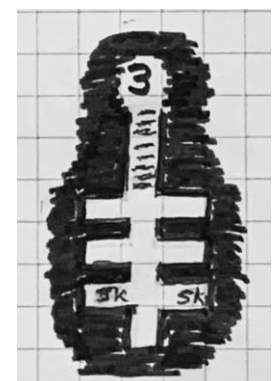
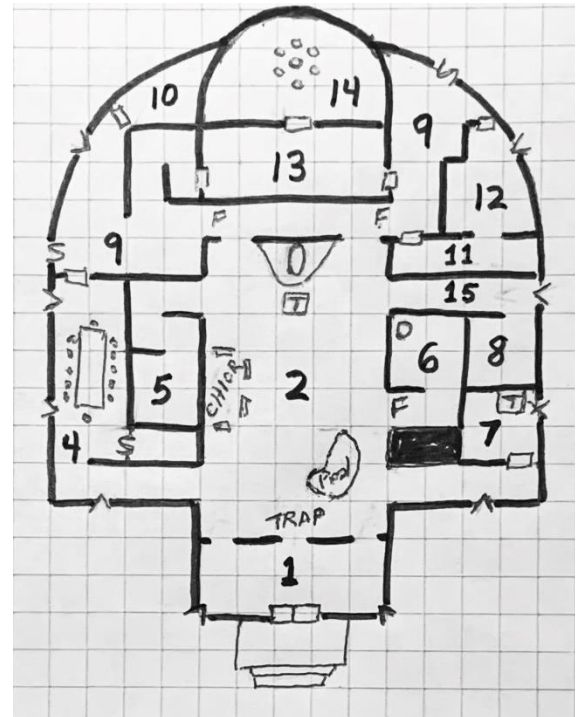


Lost adventurers find moss-covered, limestone temple. Rumor of spooky frog spirits inhabiting it. For every 3 rooms explored, disembodied deep croak is heard causing possible fear. Human cultists of frog god, Gog-a-Grup, were transformed into **Frog-Goblins** (like goblins, but can leap, breathe water, and tongues can snatch small missiles) with faded memories. Feud between savage **Frog-Goblins** (F) and **Lizard Men** (L) resolved with fight between **Giant Frog** (GF) & **Giant Lizard** (GL) in Room 13, but fight lowered forgotten stone door locking GL inside Room 14. F & L seek key to open door. **Low level spells and skills ineffective on Room 5 cypher and door to Room 14.**



1. Disused Narthex. Frogs in various poses chiseled on walls. Chipping paint.
2. Gothic Sanctuary. Pitted frog idol on dais with trapdoor to crypt in front. No altar. Net trap as marked. 6 F (2 hiding in choir risers, 1 in slimy pool) ambush.
3. Crypt. 2 **Skeletons** attack. Soapstone frog symbols & Protection Ring found.
4. Feast Hall. 2 F & 2 L feasting. Secret storeroom has Magic Oxtongue Spear vs. Lizards hung on wall and cedar chest holding silver tray, ewer, and 2 goblets (false bottom hides scroll with Room 5 cypher key). **THE KEY:** A=Red/Yellow; B=Blue; C=Brown/Yellow; D=Red/Blue; E=Red; F=Green; G=Blu/Green; H=Yellow; I=Pink; J=Orange/Purple; K=Orange/Yellow; L=Pink/Yellow; M=Green/Brown; N=Purple; O=Purple/Pink; P=Green/Orange; Q=Black/White; R=Orange; S=Brown; T=Gray; U=Red/Green; V=Blue/Yellow; W=Green/Yellow; X=White; Y=Green/Gray; Z=Black.
5. Meditation Room. Painted frogs on west wall (see below). When deciphered and 3 solid blue and green frogs pressed, secret door in ceiling at Hall 15 opens.
6. Lurid green glazed basin holds Healing Potion that causes drinker to croak.
7. Fanatical, sly, lone human sage trying to interpret frog cypher. Wild theories. Has 3 brass keys. Door barred. Window bricked up. Trap door to tunnel out.
8. 10 statues of F in various yoga poses. Doing pose appropriate for character class (e.g., Warrior II for fighters, Staff for wizards) will derive magical benefit.
9. Secret doors. On sight, 2 F guards will leap to Room 2 to hide and ambush.
10. High priest quarters. Sleeping mat, clay jars, decayed scrolls, and brass lamp.
11. Pile of 60 10-foot-long poles once used for rituals hides 3-foot long "tad" pole that magically points to wand in Room 14 when held.
12. Hidden **Winged Viper** nesting in old robes hung on racks attacks curious.
13. Room 14 door lock trapped with sleeping poison spray. **GF** head crushed flat under door. 2 F & 2 L debating over F sleeping by door holding opal gem key.

14. Inner Sanctum. 7 pillars. High half-dome ceiling. Climbing GL swallowed relic atop central pillar, a wand of random spells. Hisses spells plus bite attack.
15. Secret room in ceiling holds cedar coffer with the key to Room 14 and gold frog statuette. In mouth of statuette is an amber gem with dead fly encased in it.



N



□ = 10 feet

Legend: S =Secret Door;

□ =Door; T =Trapdoor;

> =Window; SK =Skeleton

F =Frog-Goblin

*So dubbed by uneducated local villagers