

# THE TEMPLE OF POSEIDON

by Paul Reiche III

I wrote *The Temple of Poseidon* early in the spring of 1980 as part of an application for employment at TSR Hobbies, Inc. Having grown tired of fourteen straight years of school, I decided to take some time off from college and work full-time for a change. The problem was where to find a job. I had already had several, all of which were boring or (as was with the case with piano moving) physically undesirable.

A year earlier, TSR had hired my good friend Erol Otus as a staff artist. After visiting Erol out in the chilly wastes of Wisconsin, and learning that—contrary to what I had heard—the men and women of TSR were not evil, hateful creatures, I decided that perhaps a job with TSR was the kind of change I was looking for. So with several years of playing experience and authorship of two fantasy role-playing supplements under my belt (*Booty and The Beasts and The*

*Necromican* co-authored with Mathias Genser and Erol Otus) I started work on the *Temple of Poseidon*.

In designing the module, I drew upon two of my favorite fantasy authors, H.P. Lovecraft and Clark Ashton Smith, for a mood. I attempted to balance the hack-and-slash elements of the work with sections that required mental effort. In order to make the module as fresh and unique as possible, I purposely chose some rarely used *Monster Manual* beasts (in addition to the monsters I created). Although I have learned a lot since I wrote the module, I am still quite pleased with it.

Well, I did end up getting a position with TSR and have been working away quite happily for more than half a year now in the development and design departments. When I learned of an opportunity to have *The Temple of Poseidon* considered for publication in *Dragon* magazine, I eagerly investigated the possibility—and the end result can be found on the pages which follow this one. I sincerely hope that both the *Temple's* players and DM's enjoy exploring its heinous depths as much as I enjoyed designing them.

# THE TEMPLE OF POSEIDON

## BACKGROUND

For the past several days, dozens of strong earthquakes have rocked the coastal area surrounding the underground Temple of Poseidon. Since the first quake, there have been a growing number of reports of strange events and macabre occurrences throughout the area. Several families near the temple have abandoned their farms and refused to return. They claim to have been terrorized by inhuman specters who prowled about their farms late at night. One of the farmers says he found a farm animal crucified and eviscerated in a ritualistic fashion on his front porch.

Following the first tremors, all communications with the Temple of Poseidon, seemingly the center of the troubled area, were cut off. Messengers dispatched to the temple to request guidance from the Holy Oracle located there have not returned. Now the darkness has spread to this town. Unnatural births have occurred. Strange cries can be heard in the night, and there is a cowl around the moon. Magical divining has proven useless in naming the dark forces that invade.

Many of the townspeople have already abandoned their homes and those who remain have but one recourse left: They have sent out a cry for hardened adventurers, experienced in dispatching evil. They must travel to the temple to discover the fate of the men there, and, if possible, elicit their help in destroying the growing heinous power.

## SUGGESTED PARTY COMPOSITION

This is a dangerous quest! A strong party and experienced players are required to succeed in the mission with minimal casualties. Seven to ten characters of mixed class are recommended with a combined total of at least 70 levels. The adventurers should also be well equipped with magic spells and weaponry.

## START

The party leaves the town just before dawn and arrives at the coast unmolested, late in the day. They must make the final leg of their journey by boat. The craft supplied for the mission are 8 feet long and about 3 feet wide. The boats fit 4 characters each, and can be paddled at the rate of 8" per turn.

The adventurers make their way up the coast and reach the temple's entrance. Two dark openings lead into the cliff, the one on the west slightly larger than the east. About 30 feet up and further to the west there is a slight depression in the rock face, but little else can be seen of it.

The adventure begins here with the party entering one of the two dim cavern entrances.

## NOTES FOR THE DUNGEON MASTER

The party must choose which of the two openings it will enter. In either case, they must light torches or lanterns, for, unless otherwise noted, the entire cavern and temple areas are dark. The sides of the cave are covered with barnacles, anemones and various small crustaceans. Unless otherwise stated, the depth of the water is from 11 to 20 feet. The water is murky, nearly opaque. The ceilings vary in height from 6 to 25 feet (always 25 feet above beaches or bridges), and are covered with moss and small sharp stalactites. The walls are wet and smooth, making climbing impossible. All of the bridges are high enough to allow passage beneath them.

At one time, magical fields protected this cavernous area from transgression by dangerous sea beasts. However, the protective fields are now, for the most part, gone. The only portions of the enchanted wards that still function restrict all flight and levitation in the cavern, and will negate light produced by a magic spell or item.

The temple complex itself (areas 8-19) is made of stone, and

should be treated as an ordinary dungeon for most purposes. The wards preventing flight and illumination do not operate here. Due to the extremely moist air, fireballs and similar flaming weapons do only 2/3 normal damage. There is a 10% chance per turn of encountering wandering monsters while in the cavern or temple structure.

The walls of the aliens' subterranean complex (everything beyond room 19) are made of an unknown substance that has the qualities of plastic and steel. Due to this material, both teleportation and dimension doors are impossible. The material is nearly indestructible, and will reflect all light or energy directed at it. There is no chance of encountering wandering monsters while in this area.

## SWIMMING

In some cases characters might for some reason jump or otherwise move into the water. It is to be assumed that every member of the party knows how to swim. However, this does not grant any adventurer the ability to do the breast stroke in full plate mail. An unencumbered human swims at 6" per turn. If he is wearing clothes, boots, and the other assorted oddities most characters carry, then he will swim at 4" per turn. If he enters water wearing leather armor, he must roll 1/2 his strength or less on d20 to move at 2" per turn; otherwise, he will sink. If someone wearing plate or full chain mail attempts to swim, he will drop like a rock and drown in 2-8 melee rounds. Chain mail requires 1 melee round to remove, leather 2, and plate 4.

There is a chance that drowned characters can be revived after the body is recovered. The process requires 1 full turn. The drowned individual's chance of survival is designated by his Constitution x 3 expressed as a percent. If the roll is made, the person will revive but have -4 to his Constitution, Strength and Dexterity for 1 day. If the roll is failed, the drowned character will die.

## WANDERING MONSTER ENCOUNTER CHART

If the dice indicate that the party is to meet a group of wandering monsters, they will meet one of the following (roll 1d6). Every time they meet one of the groups, cross it off the list and next time choose only from those groups not yet encountered.

1. 2-8 (4 hit dice each) Vampiric Ixitachitl
2. 1-4 Giant Lizards
3. 1-10 Troglydotes
4. 1-3 Umber Hulks
5. 1-12 Lizard Men
6. 1-4 Giant Killer Frogs plus 1-4 Poisonous Frogs

## AREA AND ROOM DESCRIPTIONS

**Area 1.** [You find your way blocked by a sandbar which fans out into a small beach. The shortest path across the sand is only about 15 feet long and lies next to the west wall. Due to the shallow draft of your small vessels, it should be easy to pull your boats across the obstruction and continue on.]

The benign appearance of the sand is a carefully wrought deception. Just a few feet beneath the surface of the beach lies the dread *Subsilicate Cephalopod*, also known as the Sand Squid, which will erupt from beneath the sand and attack the characters as they pull their first boat across. Due to the beast's adaption to the dry, gritty environment, it has grown a thick hide, giving it an armor class of 4. The creature has 8 hit dice (56 hit points), and movement 6". It attacks with its six 20-foot-long tentacles, each of which constricts for 2-12 points damage. Each separate tentacle can take 5 points of damage before it is rendered useless. When something comes within 5 feet of the main body, the Sand Squid may attack with its pointed beak. If this blow is successful, the attack will inflict 3-24 points damage and coat the target in a viscous acid slime which will



burn for 3 melee rounds, doing 2-16 points damage each round. *Neutralize Poison* will render the goo inert. If 4 tentacles have been incapacitated, the monster will retreat 15 feet beneath the sand and wait for less dangerous prey to wander past.

**Area 2.** [In the middle of the cavern is a low, sandy island with a stone path traversing it. Two bridges arch off either end of the isle and lead into dark openings in the cavern walls. A marble bench is located slightly off the path in the center of the island.]

This area is a resting stop along the temple's Path of Meditation. If anyone ventures onto the island, he will be attacked by a group of 3 Sea Lions. Each of this pride can reach up to 15 feet inland and attack with its 2 claws and mighty bite for 1-6, 1-6 and 2-12 points damage, respectively. The beasts have 6 hit dice (43, 37, 35 hit points), armor class 4, and movement 18". They will attack until slain.

**Area 3.** [You enter a large grotto about 100 feet in diameter. The area is dimly lit by 2 urns filled with burning oil, set into the walls on either side of the cavern. To the southwest there is a dock with steps leading up to a raised platform.]

Little do the adventurers realize that the pool beneath them is 100 feet deep and contains the temple's guardian, a mammoth Plesiosaurus. The 60-foot-long dinosaur resembles a huge snake with a bloated midsection and small fin-like flippers. The guardian wears an enchanted metal chain about its neck which gives the beast powers of telepathy, diminution and limited intelligence. Once the boats have reached the center of the grotto, the Plesiosaurus will rise up and block their way to the dock. For the next 3 melee rounds, the creature will probe the minds of the party. If the beast is not attacked, at the end of the 3 melee rounds it will smile a toothy grin and sink, letting the party pass by, having realized the purpose of their visit.

However, if attacked, the Plesiosaurus will retaliate. The dinosaur has 20 hit dice (hit points 139), armor class 7, and movement 15". It will slash with its two front flippers for 2-12 points damage each, and bite for an additional 5-20. The guardian can crush a boat in 1 melee round by wrapping its tail around the vessel and constricting, sending all passengers into the icy waters. The magical chain the dinosaur wears will function only for the Plesiosaurus.

**Area 4.** [Your passage is brought to a halt by a large, sandy area that completely blocks your path. The beach extends at least 30 feet inland; from somewhere in the darkness ahead on the beach you hear a wet, slapping sound.]

Just beyond the party's vision stands a complement of the Locathah Warrior Elite, outfitted for surface travel in rubbery, moisture suits, and wearing spherical, water-filled, transparent helmets. If any of the party rolls an 11 or 12 on a 12-sided die, he will see movement ahead and a glimpse of light that is reflected off the Locathah's bubble helmets. The fishmen recently learned of the temple's new vulnerability. They are investigating the caverns for future assault. Among the group of 10 are 7 warriors, 2 leader-class fighters and 1 great chief. Each warrior has 16 hit points, armor class 6, and movement 4". They wield bladed lances that strike for 1-10 points damage. The leader-class fighters have 18 hit points, armor class 6, movement 4". They use large, barbed tridents that strike for 2-16 points damage each. The chief has 30 hit points, armor class 4, movement 6". He carries a +2 two-handed sword that strikes for 6-24 (2d10 + 4) points damage, and can sweep in a circle, striking up to 3 targets in a round if they are no more than 10 feet away. The bubble masks are armor class 0 and take 5 points of damage before they are shattered. Any Locathah without a mask must roll 5 or 6 on a 6-sided die to continue fighting. Otherwise it will run for the nearest water to avoid painful asphyxiation.

Due to the strange anatomy of the Locathah hand, all their weapon grips are cumbersome to the human grasp. Any person using one of these items will attack at -2 and do half damage. The leader wears a ceremonial necklace, containing 5 opal gems, each of which are worth 1,000 gold pieces.

**Area 5.** [The cavern ahead narrows to a passage 5 feet wide. You travel at half speed. The walls of the cavern are coated with small, furry spiders, about 2 inches in diameter.]

The spiders are completely innocuous and can be killed with a torch's flame. The true dangers hide within shadowed recesses in the cavern wall. They are 3 Subterranean Lizards. Each lizard has 6 hit dice, (hit points 40, 36 and 12). When the boats pass by their dark abodes, the reptilian beasts will lunge out and snap at their opponents for 2-12 points damage. The lizards expose only a small

portion of their 20-foot-long bodies, and so have a modified armor class of 2.

**Area 6.** [Your journey is again impeded; a broad expanse of sand blocks your way. The light of your torches partially illuminates the area in front of you, and a bizarre, lumpy terrain can be seen. You detect something moving, just beyond the light of your torches.]

As the boats approach the beach, 3 fearsome beasts with the looks of Eye Tyrants rush out of the shadows. They are, in fact, Gas Spores! The darkness assists their naturally deceptive appearance, and there is only a 25% chance that the party will recognize the fungoids as anything but Beholders. The plant-like monsters attack by touching their opponents, needing a 10 or better to do so. If one succeeds, it will inject thousands of spores, which will begin to grow inside the victim. Unless a *Cure Disease* spell is cast upon the afflicted person, he will fall into unconsciousness in 15 turns, and burst open, releasing 2-8 new gas spores, 24 hours later. If any one of the gas spores is struck, it will violently explode, inflicting 6-36 points damage (save = half damage) to all within 20 feet. If either of the other two gas spores are within the explosion radius, there is a 33% chance that they will explode as well.

If the party ventures up the beach, they will find a colony of 6 gargantuan fungus growths, called Screammers. The sessile creatures are a mutated form of Shrieker, and stand over 8 feet tall. Each has the appearance of an enlarged common mushroom, differing only in its reddish-purple hue. Every fungus has 5 hit dice (31-40 hit points), armor class 6. Light or movement within 10 feet will cause the Screammers to use their single form of attack, their piercing scream. Everyone within 25 feet will take 3-18 points of sonic damage and will be stunned by the shriek for 1-10 melee rounds. If those in the area make their saving throws, they take half the damage and suffer no stun effect.

**Area 7.** [The tunnel dead ends and there is no way out but the way you came in. Your boats seem to be scraping on something just beneath the surface of the murky water.]

The rasping sound is produced by the bottoms of the boats scraping the tops of Giant Sea Spiders' lairs. Within the fibrous abode dwell dozens of these huge arachnids, each over 6 feet in diameter. The creatures will climb up into the boats at the rate of 1 per melee round; roll randomly to ascertain which craft is attacked. Each spider has 7 hit dice (44 plus 1-12 hit points), armor class 5, movement 15", and can bite for 1-6 points damage. In addition, the spiders inject a venom which will paralyze their victims unless a save versus poison is made. Even if the saving throw is successful, the effects of the poison will still retard the victim's movement, causing him to fight and defend at -3 for 1-10 turns.

**Area 8.** [The platform is made of marble and is obviously the dock and main entrance to the temple. Tall, stone pillars frame the open doorway. The wide double doors have been broken outward and hang at a skewed angle the wall. Slimy tracks leading into the temple show signs that sea beasts have entered the complex, and that the area is indeed unguarded. Burned remnants of torches hang on the walls. No sounds emerge from the black opening. There is only darkness.]

**Room 9.** [These four rooms are furnished as temporary housing for those nobles and wealthy merchants who often visited the oracle within the temple for guidance. Each room has a thick, oak door, holds a desk, two chairs, a large wardrobe and a bed of water contained in a magical field of retention. Each room is detailed below:

- A. Empty, aside from that mentioned above. However, a crack runs across the center of the room's floor and one side of the floor is 1 foot lower than the other.
- B. A horrid stench comes from this room. Inside one will find a man and a woman, both clothed in lavish robes, lying dead in

long-dried pools of blood. In one hand the man holds a dagger, stained red. A carefully scribed note, written in the common tongue, rests on the desk and reads as follows:

"We have at last retreated to our own room. The priest, our only hope, is dead. I think my wife and I are the last ones left. The great upheaval sank all of the boats and broke the wards. Our only escape route is cut off. We are doomed. There is but one choice we have left: Either we take our own lives, or we let ourselves be slain by those hideous things out there, who will steal our souls as well. We have no alternative. Farewell."

- C. Obviously a well-to-do tradesman lived here, for the room is hung with rich tapestries and the wardrobe is filled with fine clothing. If the pockets of the clothes are searched, the party will find 20 platinum pieces and a finely cut sapphire gem worth 1,500 gold pieces.
- D. The door to this chamber is slightly ajar and quite warm to the touch. If anyone attempts to listen at the portal, there is a 50% chance they will hear high-pitched keening, interspersed with a low, rumbling sound, probably a voice. When the door is opened, the adventurers will find a truly strange spectacle before them: In one corner of the room, huddled in a fetal position, is a haggard, wild-eyed human. From his loud rant-



ings, it will be clear that the man is insane. Looming over him is a 12-foot-tall, reddish-skinned humanoid, pleading with the madman. After a few seconds, the large creature, an Efreeti, will turn around and beg the party to help his sick master by removing the horrid cursed amulet from about his master's neck. If any of the party complies with this request, the Efreeti will immediately attack that person, shouting, "And so I fulfill my final command; to attack those who assault my master or attempt to take his possession." The enchanted creature, actually a Pasha noble, has 11 hit dice (88 hit points), armor class 1, and movement 9" walking, 24 flying. Aside from his numerous Efreet powers, he may strike with each great claw for 3-24 points damage each. Due to his elevated position in the Efreet hierarchy, the Pasha has been granted the ability to breathe magical fire once per day in a cone 25 feet long and 15 feet wide. All caught within the burning area will suffer 4-32 points damage, unless they make their saving throws, in which case the damage will be halved.

Once the person holding the mystic amulet has been slain or subdued, the Efreeti will snatch the item and shift to the astral plane to make good his escape. If the party refuses to remove the amulet, the devious creature will use his cunning to make the characters either, take something from the insane man, or attack him, as either act would fulfill his last command of releasing the Efreeti from bondage. He will insult, degrade, and verbally abuse the adventurers. The reason for the Pasha's strange behavior is due to the nature of the neck-piece the insane man wears. Once per week, for a maximum duration of 3 hours per use, this item may summon the Efreeti from his home in the City of Brass to perform 1 command for the holder. The single limitation to this device is its inability to force the Efreeti to grant wishes. If the beast is slain, 1 month will pass before he reincorporates and is able to be summoned once more.

**Room 10.** [The large room you have just entered is evidently some sort of refectory or commons. There is a crack across the room, leaving one side of the room 6 inches higher than the other. In the middle of the chamber there is a 30-foot-long, stone table, surrounded by 21 chairs. On the north wall there is a large hearth with wood piled beside it. Against the west wall there are various utensils for use in food preparation. In the northwest corner there is a covered pit used, no doubt, for refuse disposal. The walls are covered with bas reliefs of tremendous sea beasts, such as the Great White Shark, Leviathan, and Devil Kraken. One design, however, seems to be slightly obscured, as though the wall were fused smooth.]

This "fused" wall is actually covered by a large (25 hit point) Ochre Jelly, turned gray through adaptation to the environment. This slimy beast will remain stuck to the stone until something comes within 5 feet. The jelly will then drop off the wall onto an area 10 feet wide by 15 feet long, burning those in the area for 3-12 points of caustic damage. The amoeba has armor class 8, movement 3". It attacks by sending out up to 3 pseudopods per melee round, each of which strike for 1-8 points damage. Unlike the non-mutated ochre jelly, this beast is immune to fire and cold-based attacks.

In addition, deep within the pit there are 3 salt-water equivalents of the Carrion Crawler. Like their land-going brethren, each has 3 plus 1 hit dice (23, 20 and 17 hit points), movement 12" and armor class 3/7. The creatures attack with 4 five-foot-long, tongue-like tentacles, which each hit for 1 point of damage, and secrete an enzyme that paralyzes their opponents unless their victims make a saving throw versus poison'. Since the Carrion Crawlers are so deep in the pit, it will be 10 melee rounds before they arrive at the surface and can attack the party. They will not follow the adventurers out of the room.

#### THE PATH OF MEDITATION

This smooth stone path was used by the temple's residents for solitude and contemplation. The walls of the trail are covered with

frescoes. Every few yards the wall paintings display a different scene from some myth concerning Poseidon.

**Area 11.** [This is a sunlit room, containing neat rows of flowers. The light is supplied by a clever arrangement of prisms and mirrors that bring the sun's rays from the surface. Two marble benches, located in dark, shadowed recesses, face the flower beds. They are surrounded by the shards of a shattered crystal bowl. There are 4 different sections of flowers; a single set is located several feet from the other three.]

The northernmost bench is actually a Killer Mimic, which will attack anyone coming within 5 feet. The creature extrudes a member from its body and punches its opponent for 4-12 points damage. The Mimic has 9 hit dice (50 hit points), armor class 7, movement 3". All weapons striking the Mimic will adhere to the monster's skin due to a powerful glue. The weapons may be wrenched free in 2-8 melee rounds by a character who rolls his strength or less on d20. The mimic will not move out of the shadowed alcove due to its strong aversion to sunlight.

The isolated section of flowers consists of a variant of the carnivorous Venus flytrap. The plants look like a normal blood-red flower, with a thick stalk. These Cannibal Carnations each have 2 hit points, armor class 8, and movement 0. If something ventures within the range of the ravenous little devils (usually about 3 feet), the plants will bend toward their target and expose their hidden jaws. At any time when a target is in range, from 1-10 of the beasts will be in a position to attack that target, inflicting 1 point of damage each. Every Cannibal Carnation contains 1 seed which, if planted, will sprout and grow into an adult within 1 week.

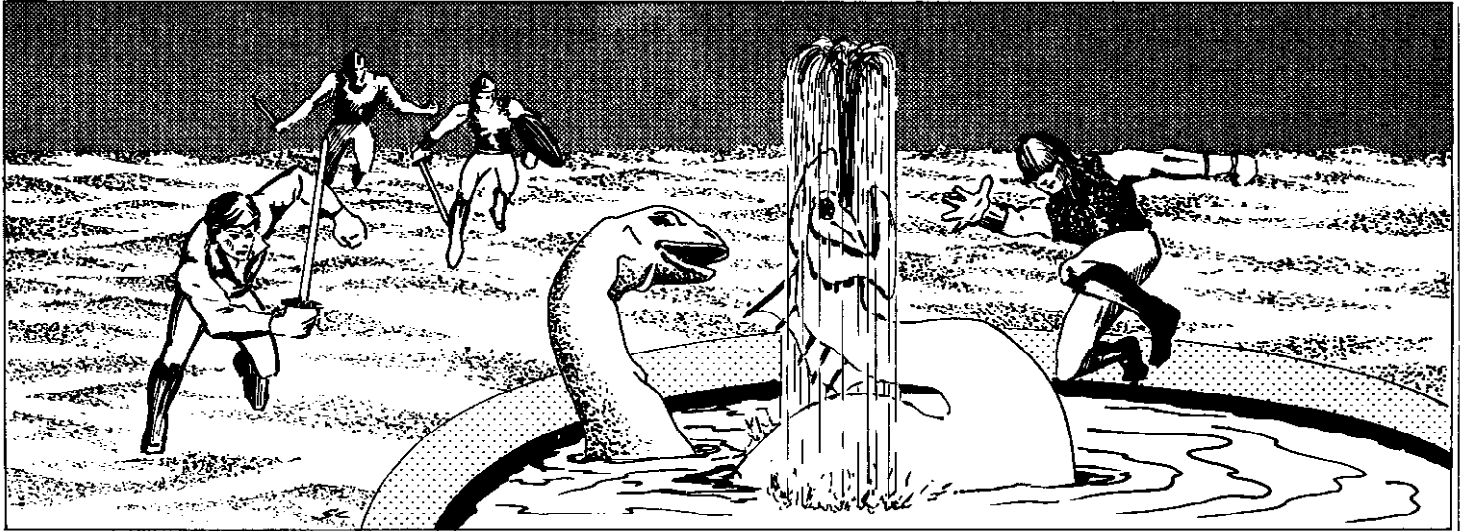
**Area 12.** [You travel up 25 feet of steps and reach an opening in the wall, into which sunlight pours. This opening leads to a semi-circular, amphitheater-like balcony that looks down on the crashing surf. The floor is made of marble, and pillars reach 35 feet up to the rock ceiling. In one end of the balcony lies a huge pile of sticks, grass and small rocks. Mewing sounds come from behind it.]

The adventurers have chanced upon a Dragonne nest. Behind the pile of sticks and grass lie a female adult and a young male cub. The adult male will return from outside in 1-4 melee rounds, and attack the party if they are still there. The female will attack if anyone approaches within 10 feet. She has 7 hit dice (47 hit points), armor class 3, movement 15"/9". The creature attacks with 2 claws and a bite, doing 1-6, 1-6 and 2-12 points of damage respectively. The cub has only 1 hit die and cannot attack, but could be trained as a pet or guardian once full-grown. The male has 9 hit dice (68 hit points), armor class 2, movement the same as the female; he uses his claws for 1-8 each, bites for 3-18, and can produce a tremendous roar as well. The deep bellow will cause weakness to all within 100 feet and will deafen all those within 30 feet. The weakness results in half strength for 2-12 melee rounds. The deafness will last a similar length of time and, in addition to ruining the victim's hearing, will cause him to fight and defend at -2 due to disorientation.

Among the detritus making up the Dragonne nest, the adventurers may find a brass ring which allows the wearer to regenerate as per a Troll. The chance of finding the ring is 10% times the number of party members who search— but even if a dice roll indicates success, the search must be continued for 3-6 turns to be fruitful.

**Area 13.** [As you walk along the footpath, you come to a wide crack in the wall. Strange, cheesy odors come from the fissure. There is a slight luminescence produced by odd fungus, half revealing a 4-foot-wide tunnel going back into the rock. If you continue, you will find your eyes adjust rapidly to the pale green light, and torches are no longer needed. The tunnel leads to an irregular cavern, about 30 feet wide, which is covered with lichens, molds and various types of mushrooms.]

The party is attacked by a colony of 7 Myconymphs, a race of



intelligent fungi. The creatures stand 7 feet tall, and are spindly in build, having thin arms and legs. They have vaguely humanoid features but from various parts of their bodies hang oddly-shaped bunches of mold. Each has 4 + 1 hit dice (25 plus 1-8 hit points each), armor class 7, and movement 9". They attack by flailing their opponents with their thin arms for 1-4 points damage each. The Myconymphs also bite for 1-3 points damage, and a successful bite will inject a soporific venom that will cause total immobility for 1-6 full turns. A saving throw results in a slowing effect, which will halve Dexterity and movement for 1-10 melee rounds. The flesh of the fungus-men is deadly poison to all humanoids.

**Area 14.** [Crossing the bridge, you enter a square cave, lit by a nearly exhausted oil lantern. In one corner sits a large fountain and basin. Water pours from the mouth of a fearsome sea-serpent statue whose eyes are made of emeralds, each worth 6,000 gold pieces. The floor is made of uneven mounds of sand.]

If someone attempts to pluck the valuable eyes from the fountain statue, a Water Weird will spring forth from the basin and attack the offender. The Weird has 25 hit points, armor class 4, movement 12" up to 10 feet away from the pool. It can strike one enemy up to 10 feet away each melee round, hitting on an 11 or better. The victim must save versus paralyzation or be drawn into the water. While the Weird lives, the character cannot be removed. If 4 melee rounds pass without other party members having destroyed the Water Weird, the victim will have drowned. Sharp weapons do only 1 point of damage to the creature, but blunt ones do full damage. Cold spells slow it, fire does half damage, and a *Purify water* spell will kill the creature. If slain, the Weird will re-form in 2 melee rounds.

**Room 15.** [The area is filled with rows of beds, 40 in all, and in the western third of the room there are tall stacks of books. Next to each bed there is a small table on which rest writing tools and a small, glass bowl. On the south wall there is a large, crystalline jar set in a niche in the wall. This vessel is filled with sparkling water.]

This room served as both acolyte quarters and library. The piles of books all concern the nature of ocean and sea mythologies found throughout the world. The crystal water vessel has been enchanted to remain forever full of pure water to be used by the apprentices in their meditation rituals. The common procedure to attain enlightenment involved an acolyte filling his personal bowl with water from the sacred jar, and then slowly walking along the Path of Meditation, concentrating deeply upon the sparkling motes of light within the liquid. The magic vessel weighs 15 pounds when empty (but it is never empty for long!) and will produce up to 3 gallons of water per melee round.

**Room 16.** [you pass through a massive iron-bound door into a

dimly lit room. On the north side of the chamber there is a large, wooden table, a bed and other assorted accoutrements. A shallow dish made of gold rests on a marble stand beside the bed. It is filled with water. The room evidently belonged to the arch-priest of this temple. On the priest's desk rest a variety of books concerning ancient sea lore. In addition, there is an open journal. The first section is dated 16 days past, and the last entry is only a few days old. It reads as follows, beginning with the earliest notation:

"Today was truly exciting. We were hit by a rather large earthquake, the first in decades. The temple suffered a few cracks in the floors and walls, but no one was hurt and repairs are underway. One thing does trouble me, though. The wards barring dangerous creatures from our caverns seem to have been weakened by the shock; nothing drastic, but I am concerned."

The next entry was written a week later:

"More quakes, not as great as the first but damaging nonetheless. The floor of the commons sinks with each successive tremor. Another problem: The protective wards are definitely weakening. Two acolytes walking along the Path of Meditation were attacked yesterday. One was badly hurt before we could drive the beasts off. We can only pray to the Sea Lord that things don't get worse before help arrives, since all our boats were destroyed by falling rocks during the last tremor. The morale of the acolytes is failing. They are afraid and even miss services occasionally. One claimed to see an inhuman apparition late last night."

Four days later:

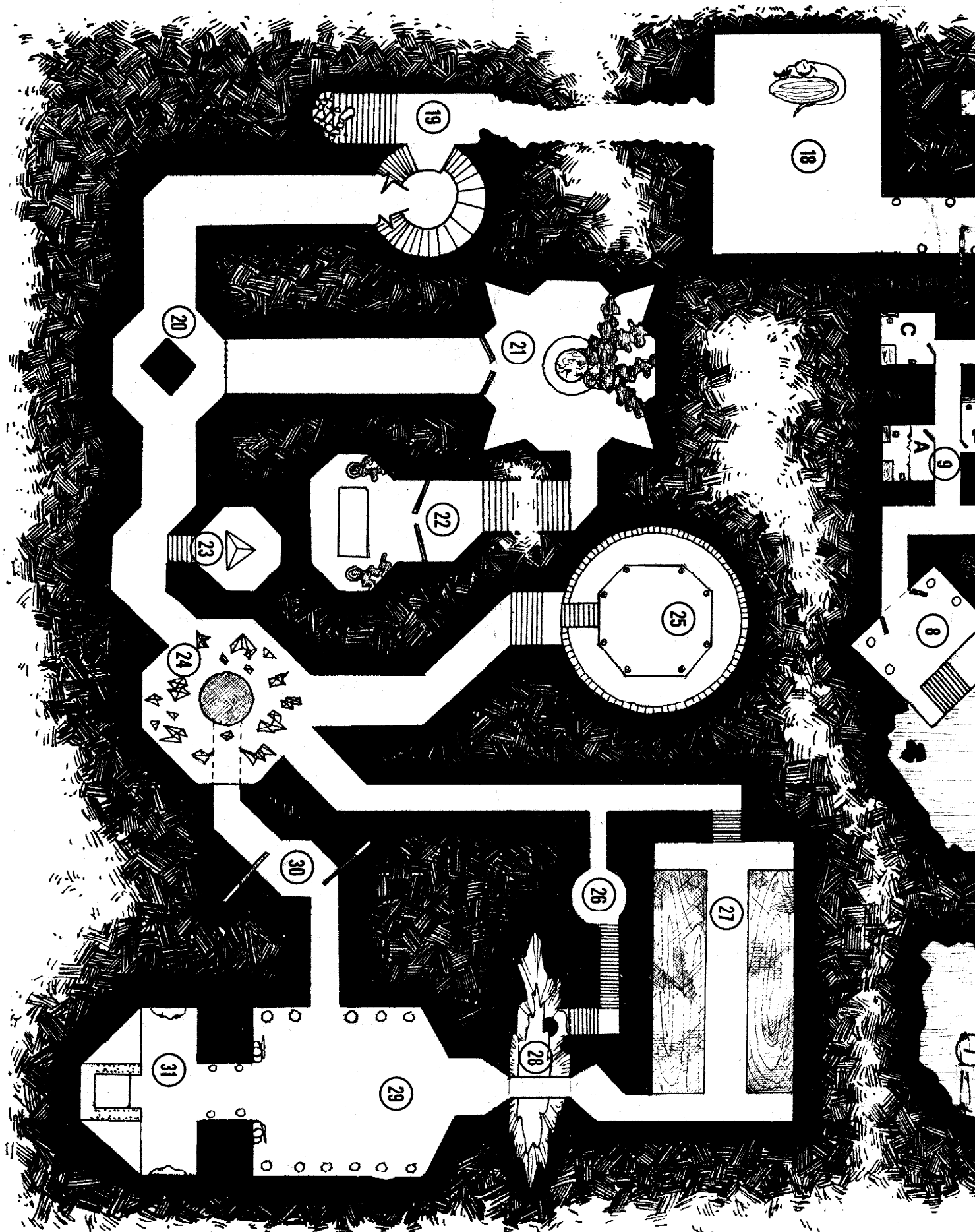
"Something unspeakably bad is happening here. The monstrous specters are a reality. I saw one myself last night. An evil influence is growing here. Just hours ago one of my pupils went insane and attacked a group of his friends with a knife. He killed one and wounded two others before he was subdued. The visitors here have retreated to their rooms in fear, and come out only for meals. The wards have failed completely now, and we are subject to continuous attack. Worst of all, the oracle is deaf to our pleas. It has not spoken a word since three days past. Poseidon save us!"

The last entry is two days old:

"We have been attacked by an evil beyond description. It is the Elder gods, the dark ones who eat time! Only in the last few hours have I realized what is truly happening to us. Years ago this area was found to have incredibly high mana, the power on which all magic feeds. To take advantage of this natural wonder, my ancestors built this temple on top of the mana source. How were they to know that they were not the first? How were they to know that beneath our stone corridors there resides another complex, built by darkly evil inhumans in millenia past. The earthquakes must have awakened them, and now they rise again in their attempt to conquer the world

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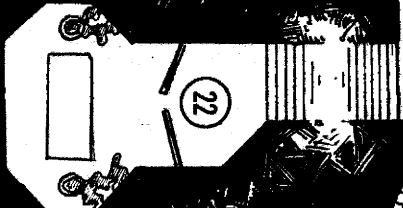
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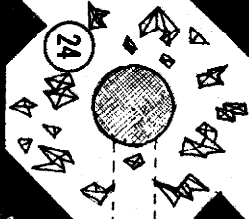
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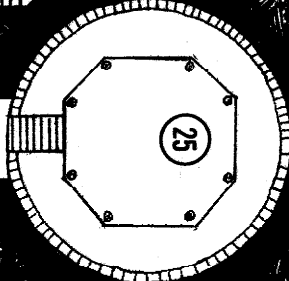
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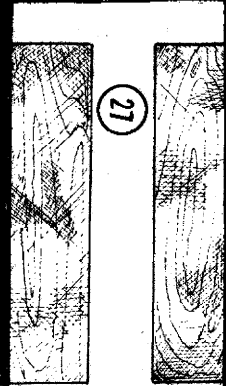
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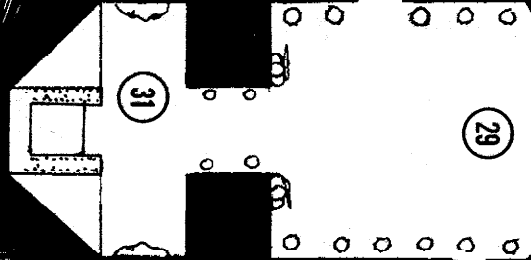
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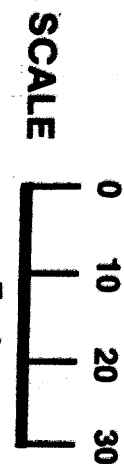


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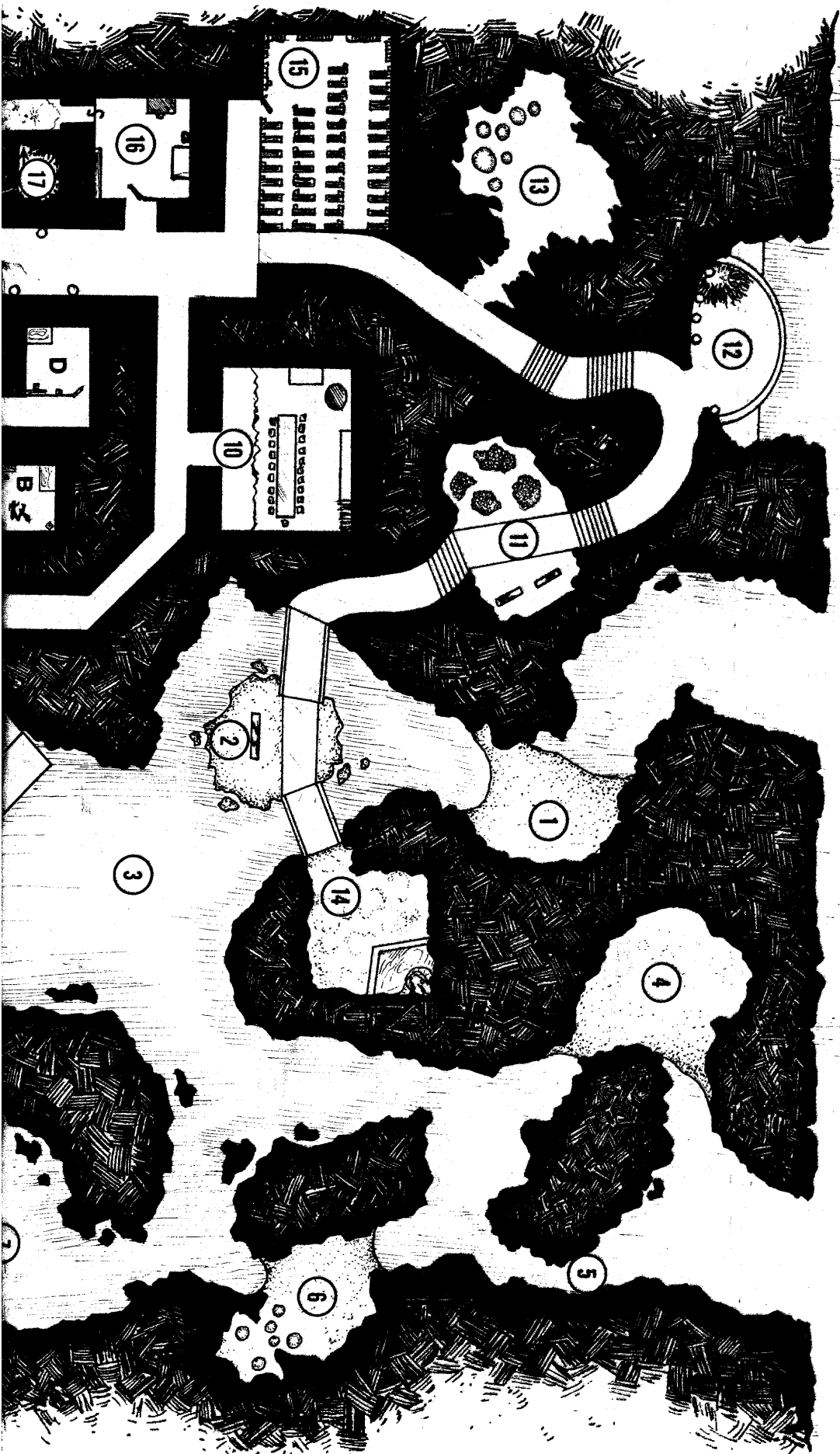
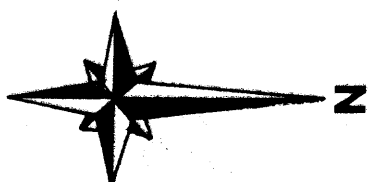


# THE TEMPLE OF

# POSEIDON



Feet



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so that the map which is printed on the preceding two pages  
can be removed from the magazine without altering the rest of the contents.*

for their evil lords! How are we to—Wait, a tremendous crash in the oracle chamber! Voices, too, I think. I must investigate.”

The rest of the journal is blank.

The southern part of the chamber contains a small library of rare and arcane sea lore. Included are articles on water-based sorcery and treatises concerning the dread, dark powers that reside in the ocean depths. One of the books, bound in the hide of a giant eel, is a *Libram of Sea Sorcery*. Following one week of study, the tome will grant the reader the power to control sea creatures up to 16 hit dice in size as per a *charm monster* spell. The power may be employed but once per day, and the book may be read only once and by only one character. Another book, written in the language of the Triton, is entitled *The Secret Passage*. When it is opened to page 333, a secret door on the south wall will open into a small passage.

**Room 17.** [The secret passage continues for 10 feet and ends at a large metal portal. The portal opens with a slight push and exposes the entire room to view. Oil lanterns illuminate the small vault, which is filled with gold, silver, gems and jewelry. This is obviously the temple's treasure hoard, valuables acquired from the oracle's visitors in return for the counsel they received here.]

Before gaining any of the trove in front of them, the party must reckon with the vault's sentinel, an invisible Guardian Naga. The creature has 12 hit dice (85 hit points), armor class 0, movement 15", and can attack physically by constricting for 2-8 points and biting for 1-6. The Naga also spits lethal venom at opponents (once per melee round) up to 30 feet away, which will slay them unless they make their saving throw.

Although the Guardian possesses these physical attacks, in this situation it will opt first to use its magical abilities, for the Naga's state of invisibility will remain intact as long as it does not move quickly, as in melee, or use any of its physical attacks. The creature has the following spells at its disposal: *Cause light wounds*, *Fear*, *Hold person*, *Silence (15-foot radius)*, and *Cause blindness*. The Guardian will first cast *silence (15-foot radius)*. All within the room except the Naga must save or become deaf and dumb, unable to communicate or use spells. The creature will then use its *hold* spell on as many targets as possible. Following this, the Naga will quietly pass through the party, inflicting *blindness* and *light wounds*. Its touch is so light that there is only a 25% chance that anyone will notice contact. All the spells can be cast only once. Once the Guardian Naga's magic is exhausted, or if its invisible state is exposed, it will attack physically until slain.

The treasure consists of the following: 8,763 gold pieces (weighing about 900 pounds); 322 platinum pieces (weighing about 45 pounds); 15 gems worth 600 gold pieces each; 1 *polymorph self* potion with 2 doses left; 1 pouch of *Disappearance Dust* (2 doses); 1 *potion of giant strength* (cloud giant) and 1 heavy silver ring set with an aquamarine gem. The ring will grant the wearer the following powers:

1. Water breathing, unlimited duration and no depth limitation.
2. Swimming, as per the ring.
3. Once per day the bearer of this ring can fire a bolt of water 30 feet long and 2 feet in diameter. The water will travel 90 feet before losing its shape. All those in the bolt's path will take 3-36 points damage, be knocked back 1-10 feet, and must save vs. magic or have their lungs fill with water, drowning them in 1-3 melee rounds.

However, once slipped on, the ring will graft itself to the victim's hand and begin turning him into a Triton at the rate of 1% more change per day. Only 2 Wishes cast simultaneously can enable the wearer to remove the ring.

**Room 18, Oracle Room.** [Your party walks down a long, white corridor. Tall, fluted pillars line either side of the path. Finally, you come to the end of the corridor and pass through a high arched opening into a dark room. Your torches reveal the vague outlines of a huge chamber, about 80 feet long and at least 60 feet wide. The walls

are carved with seemingly alive ocean scenes. In the west end of the room there stands a gargantuan coral statue of Poseidon, wielding his great Trident. The statue has a tail which wraps around a bottomless oval pool filled with cerulean blue salt water. Boulders and rock fragments surround a ragged opening in the south wall. From this tunnel come noxious green fumes. In the dust surrounding the hole, tracks can be discovered. Some appear human, but most are long, wide swaths, as though something had been dragged across the area.]

If the party observes carefully, they will find that indeed the stone sea creatures carved into the walls move very slowly. It is as though a scene from hundreds of feet beneath the surface were transformed into living rock. Three melee rounds after the party has entered the room, the water in the pool will begin to froth and boil. During the next melee round, the head and torso of a bearded man will form and rise out of the water, reaching a total height of 15 feet. The man will slowly survey the room, and then say to the party, "It seems I am too late in penetrating the barrier. My temple is destroyed." If no one questions him, he will disappear in 2 melee rounds. If someone does query the watery form, that character may ask up to 3 questions which Poseidon will then answer. After responding to all the questions to be asked, Poseidon will say the following and then disappear: "If you go to avenge the deaths of my followers, then drink of my waters in times of need. But only once in the life of a mortal may you quaff this liquid, for it is derived from ambrosia and would surely slay any mortal a second time."

The pool will then fill with golden liquid. Each character may fill one container with a portion of the divine liquid. Regardless of how much is consumed at one time, the following will happen:

1. All damage to the drinker will be cured, back to the number of hit points with which he or she began the adventure.
2. All poison in the individual's body will be neutralized.
3. All disease in the drinker's body will be eradicated.

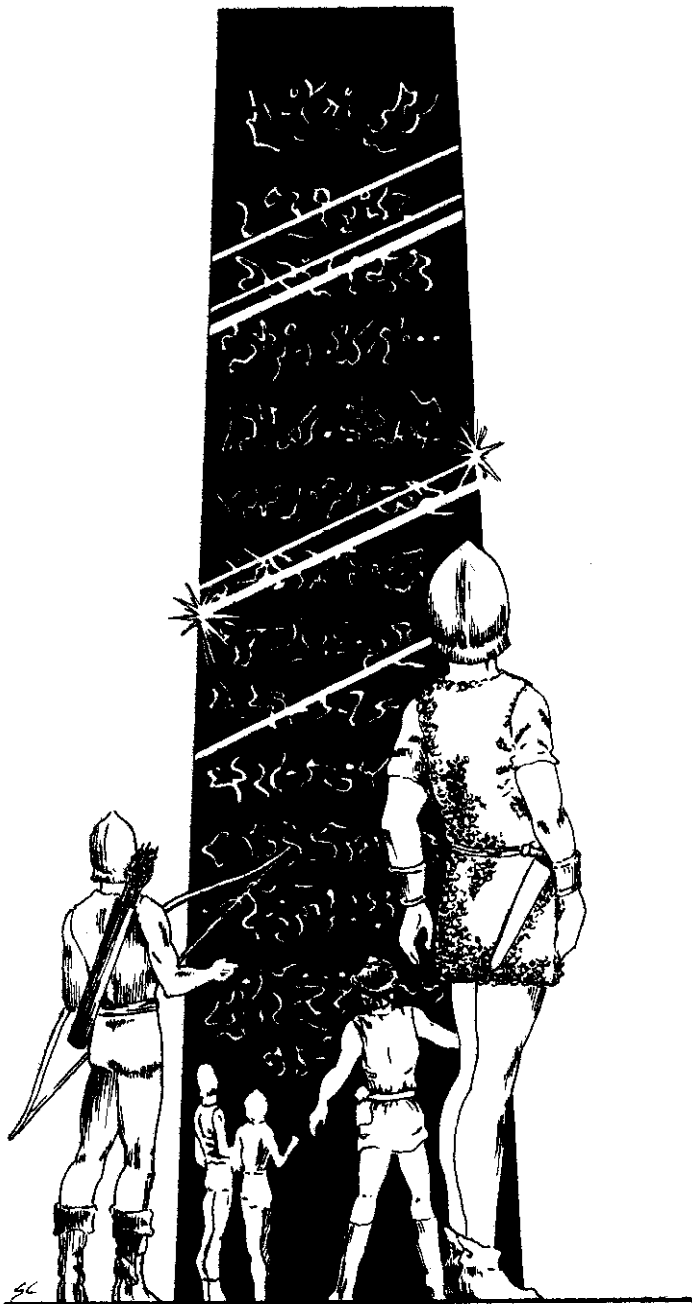
If someone partakes of the water a second time, regardless of how little the character consumes, the drinker will be slain with no saving throw applicable. The liquid remains potent for only 3 hours, after which it will transform back into sea water.

#### IMPORTANT NOTE

Time and the way the party spends it plays an integral part in this adventure. Exactly 10 turns after the characters descend the spiral staircase and enter the alien base, the evil priests of Ythog Nthlei will succeed in freeing their master. The only way to prevent them from attaining their goal is to kill them before the end of 10 turns. If they succeed, Ythog Nthlei will instantly move to Room 31 with his treasure. The priests will remain in their room.

**Area 19.** [The opening in the oracle room leads to a wide rent in the rock, which angles down. After several hundred yards, you reach a small chamber. On the south side of the cave there are steps leading up; however, they are blocked after only a few feet by mounds of rock and stone slabs. The other exit from this room leads to a pit 40 feet across and over 100 feet deep. Set against the wall, spiraling downward, is a long staircase. Six hundred and sixty-six steps descend to the bottom of the pit. On each step of the winding stairway there is carved in great detail a representation of one of the corresponding layers of the abyss. Each scene is more horrible than the one preceding it. A foul stench grows stronger with every foot you move downward, and your torches and lanterns begin to flicker and burn low.]

**Room 20.** [You leave the spiral staircase and enter the first passage of this alien complex. The corridor is 8-sided, and the walls are made of a smooth, gray material. The roof reaches a height of 24 feet. The fitful flames of your torches and lanterns die completely. However, you now notice that the walls emit a slight glow, granting clear sight for 40 feet. After walking a short distance you enter an octagonal chamber. In the middle of the chamber stands a shiny,



black, four-sided pillar that reaches up into the darkness above you. All four sides of the pillar are covered with grotesque runes and hieroglyphics. The north wall opens into a passage; however, a metallic, web-like barrier blocks your way. Unintelligible, chant-like whispers are heard coming from further down this blocked passageway. Another corridor opposite from the one you came in is unbarred and extends to the east out of sight.]

If the party wishes to break through the barrier, they must do so as per bending bars, at a penalty of 10% on the chance for success. The writings on the onyx column tell the history of this complex. If any of the party attempts to translate the glyphs, he will read the passage given below out loud, and then fall silent, reading the rest to himself.

At the end of 1 melee round, the translator will then do one of the following things (roll d4):

1. Pass out, and be unable to recall anything beyond the section he spoke out loud when he revives.
2. Finish reading and say that there is nothing more of interest. However, unknown to the rest of the party, he has turned irrevocably lawful evil.
3. As the reader progresses through the work, he becomes increasingly agitated and will not let any of the party members

prevent him from continuing. At the end of the translation, he will begin to gibber and babble incoherently, for he has become permanently insane.

4. At the end of the reading, the translator will turn and begin to speak. However, a bolt of coruscating green energy will leap from the pillar and strike the character, killing him unless he makes a saving throw at -3. If he survives, the effects will be the same as in number 1.

The part spoken out loud goes as follows:

"During the ninth rotation of our galactic cluster in this the 34321st year of our Master's reign, we, the remaining children of the Great Lord Ythog-Nthlei do hereby register and sanctify this, our Holy Base. From these divine depths we shall build and grow until we have enough strength to release our Father, Zoth Ommog, from his imprisonment beyond the curtain of time."

**Room 21.** [The chanting becomes louder and louder as you approach this area. Your party reaches a tall, double door, made of the same material as the walls. The doors open with a strong push and reveal a bizarre scene. The room is large and 8-sided. In the center of the chamber there is a 15-foot-wide brazier roaring with yellow flames and giving off a foul, green smoke. Set into four of the walls are triangular grooves 5 feet deep and 12 feet high. Shards of a smoky, amber-like material surround each groove area. The most shocking element of this room is its occupants: Around the tall flames stand 4 loathsome creatures that sway and chant in a most inhuman fashion. Although the things are clad in long, flowing robes, the cloth is mostly tatters, and reveals their true forms. Each is nearly 10 feet tall, and has 2 long, triple-jointed, barbed legs. Extending from a scaled barrel-chest are 4 thick tentacles which each end in 8 opposing fingers. The head of the monster, perhaps the most hideous aspect, is totally inhuman. It is basically heart-shaped, cleaved down the middle. From either side of the head extend 2-foot-long, comb-like feelers, similar to those of a moth. Set on either side of the face are clusters of waving tendrils, each of which end in small eyes, giving the creature complete peripheral vision. On the bottom of the face there is a large circular orifice. When the beast opens this ring of flesh to scream, thousands of writhing wormlike tongues are exposed. As you stand in near shock surveying the inhuman scene, the creatures turn to confront you.]

These are the priests of the King Ythog-Nthlei, who lies imprisoned in the room downstairs. They chant for his release, and will succeed in this task 10 turns after the characters have entered the complex unless the priests are slain by then. After being freed from their bondage by a series of earthquakes, the priests first eliminated the human temple above and then went about reactivating their base. They are now in the final and most difficult stages of the task of freeing their leader from the tomb he was trapped in hundreds of years ago. The creatures will, of course, attack the party instantly. Their statistics are as follows: hit dice 7 (hit points 42 + 1-12), armor class 3, movement 18". Each of the priests is 40% magic resistant and is immune to poison, acid and cold attacks.

The evil priests attack with their 4 tentacle/hands for 2-12 points damage each. For every additional appendage that strikes a single target after the first, the priest will do 1-8 more points of damage, because he will then begin ripping his opponent apart. The dark creatures can also attack by extending their many-pointed tongues and piercing their opponents with them. This assault inflicts 1-6 points damage and will drain one of the enemy's senses. Roll d6 to determine which sense is drained:

1 = taste; 2 = smell; 3 = touch; 4 = hearing; 5 = sight; 6 = psychic or psionic abilities

If the victim makes his saving throw, the sense drain will last only 1-6 melee rounds before the ability returns. Otherwise, the only way to cure this loss is to cast a *Remove curse* spell and a *Restoration* spell simultaneously upon the afflicted character. If a roll calls for the draining of a sense the victim has already lost or never possessed, treat the roll as "no affect."



**Room 22.** [The opening leading from the priest's room connects to a set of stairs going down. However, covering the first 5 feet of the opening is a bright orange wall of light. The staircase leads down 100 feet and ends in a small chamber. On the east wall there are two glowing imprints of human hands, set about two feet apart. The entire south wall is composed of a set of 2 closed stone doors, criss-crossed with thick metal bands. Set in the middle of the door is a gold seal, 3 feet in diameter. Indecipherable writings have been carved into the disk.]

The orange light is actually a highly magical field of protection, preventing the priests from descending into the lower chambers. It will affect those who pass through it differently, depending upon what kind of creature they are. Humans passing through the area will feel dizzy and confused, but will suffer no other effects. Evil individuals will suffer the above with intense wracking pains and convulsions, as well. Any non-human who attempts to pass through the barrier of light must save versus death at -2. Even if the save is successful, the creature will still be repulsed, unable to enter the area.

The chamber at the bottom of the stairs is the outer portion of the prison of King Ythog-Nthlei, who lies in an enchanted slumber beyond the sealed portal. If someone places his hands on the two glowing spots, a three-dimensional image of a human sorcerer will appear and speak the following:

"We have at last imprisoned the Dark King, Ythog-Nthlei, here beneath his very base. The process cost more than we could have believed in time and lives. For over 200 years our brotherhood of magicians has struggled to prevent these sons of the old ones from releasing their horrible sires. Now only a few of us remain, but the task is complete. This image is a warning. Do not, under any circumstances, attempt to enter the chamber beyond this door. Any transgression into the area will release the King from his bondage, and will surely spell your doom."

The image will then disappear. The doors may be opened at any time, but it will require the entire strength of the party to break the seal and the metal bonds holding it shut.

The room behind the gate is dominated by a long slab of marble upon which rests a monstrous sarcophagus, at least 15 feet in length. Tall urns filled with some mystic liquid stand burning at either end of the pallet, illuminating the chamber. Unless the stone coffin is opened, 2 melee rounds will pass before anything happens. Then,

with a tremendous explosion, the sarcophagus will shatter, revealing the unholy King. AH within 30 feet of the coffin will take 2-12 points of damage from the stone shrapnel.

The creature's form barely fits beneath the 20-foot-tall ceiling. The aspect of Ythog-Nthlei is that of a gargantuan synthesis of a man and some type of slug. He stands on a slimy, thick, snail-like appendage that sprouts from his human chest. In one humanoid hand he holds a long, black mace. His face is a mixture of bulbous snail antennae and evil human features. About his form Ythog-Nthlei wears a long yellow robe. The King has 26 hit dice (208 hit points), armor class -2, movement 12".

The King attacks his opponents with his large black mace. The weapon is +5, hits for 4-24 (+ 13 if wielded by Ythog-Nthlei) points damage, and drains one life level each time it hits. The mace can also radiate a field of darkness if a 30-foot radius, which totally obscures all vision, except that of the holder. The mace can animate 3-18 zombies of twice-normal strength once per week. Ythog-Nthlei can project scintillating beams of energy from his 4 large eyes at the rate of 1 per melee round. Each beam hits on a 4 or better and drains one point of Strength from its target for 1 turn unless the victim makes a saving throw. The King may also bite, inflicting 3-18 points damage, and injecting a poison into his opponent. A poison victim must save at -2 or fall under the control of the creature for 1-10 turns. Ythog-Nthlei is immune to all non-magical attacks and reflects any type of spell cast at him back to the enchantment's sender.

If the party succeeds in slaying this creature, they will find a small bag made of black, velvety material that contains 10 *loun stones*. The collection of stones consists of the following:

2 pale blue rhomboids (each adds 1 point to Strength up to a maximum of 18); 2 scarlet and blue spheres (each adds 1 point to Intelligence up to a maximum of 18); 1 incandescent blue sphere (adds 1 point to Wisdom up to a maximum of 18); 1 deep red sphere (adds 1 point to Dexterity up to a maximum of 18); 1 pink rhomboid (adds 1 point to Constitution up to a maximum of 18); 1 clear spindle (sustains person without food or water); 1 iridescent spindle (sustains person without air); and 1 dusty rose prism (gives +1 protection). *Loun stones* whirl about their user's head in an orbit of about 3 feet. Whenever *loun stones* are attacked, they are to be treated as armor class -4. If they take IQ points of damage, they will turn dull gray and be forever useless. They save as if they were made of hard metal which is +3 in enchantment.

**Area 23.** [A 20-foot long staircase leads up to an 8-sided room 30 feet across. In the center of the room sits a 7-foot-tall, glowing pyramid. The construction has 3 sides, each 10 feet long at the base, and is made of a bluish, translucent material. Dull glimmers of light flicker from the center of the tetrahedron, revealing a strange, crystalline network of dark fibers within the structure. As you watch the pyramid, the light coming from within intensifies.]

This area served as a communications link between the members of the base crew and their leaders. Through psychic stimulation, the device can be activated, as displayed by the increased internal luminance when the party studies the pyramid. The relic was also used as an interdimensional portal, which transported the inhuman creatures' brethren across space and time to assist them in their unholy cause.

There is a possibility that members of the party can initiate full function capacity from the pyramid through intense concentration. The chance of success, dependent solely upon an individual's Intelligence, is as follows:

Intelligence	Chance of success
13 or less	No chance of activation
14 or 15	15% chance of activation
16 or 17	30% chance of activation
18 or better	60% chance of activation

Every member of the party may try only once. A failure indicates complete inability to operate the machine. Success causes one of the following events to occur (roll d8):

1. A scene from the astral plane appears on all of the faces of the pillars.
2. Same as 1, but this time it is the ethereal plane.
3. A view of Room 21 appears for a few short seconds, then fades back to the pyramid material.
4. As with 3, but with Room 22.
5. As with 3, but with Room 31.
6. A tableau of stars forms within the pyramid. The portal would appear to lead to deepest intergalactic space, from which the evil ones, no doubt, emerged.
7. The eye of Zoth Ommog appears in the pyramid and turns to confront the person controlling the machine. The controller must make a saving throw vs. magic or die permanently. If he does save, he will succumb to a random insanity for 1-100 days.
8. The image of a lesser devil of random type appears in the pyramid. The demon will follow the controller's first command explicitly; however, if it is not directed, it will disappear in 2 melee rounds and will do so, in any case, after it has fulfilled the single command.

In the first 6 cases, anyone may pass into the scene projected by simply stepping into one of the faces of the pyramid. However, the portal is one-way, and once someone has moved through the device, he may not return. If someone enters deepest outer space, he will, of course, explode and freeze simultaneously, dying in the process.

**Area 24.** [You enter this room from the southwest wall. Corridors lead away from the chamber in both the north and northeast walls. Chairs circle the area, facing inward, and bizarre, abstract sculptures extrude randomly from the chamber floor, creating insane angles and casting hideous shadows. There is a 20-foot-wide circle of gleaming silvery metal inset in the exact middle of the floor. Strains of high, atonal, whispering music filter through the area.]

This section of the complex was used by the aliens as a combination commons, recreation and meditation area. It was also an important nexus of travel throughout the complex; not only does it have 3 passages radiating outward, but it also has 1 passage exiting down through the metallic iris in the center of the room. If any party member stands on the metallic area, the iris will open up, leaving a 20-foot-wide circular hole in the floor. Anyone standing in the area will fall 20 feet to the bottom of the pit, incurring 3-18 points damage. At one

time the shaft contained a kinetic absorption field which slowed the user's fall; however, it is not operational now.

**Room 25.** [The party travels up 10 feet of stairs and passes through an open door into a huge, round room. The walls angle inward toward the octagonal floor, making a kind of flat-bottomed dish. A line of chairs, set into the sloping sides up near the ceiling, circle the outer rim of the room. A narrow staircase leads down to the floor. The surface of the area is made of some kind of coppery metal. Inset into the center of the floor is a thick metal ring. Spaced evenly about the perimeter of the area are 8 holes, each 2 feet in diameter. From these holes come deep rumblings and foul smells. A large stain of human blood covers most of the floor.]

This area was used by the complex's residents as both a recreation facility and a sacrificial altar. The prisoners were led to the floor area and chained there to the ring set in the middle. Drawn by the smell of prey, hideous creatures emerged from the holes and devoured the helpless victims.

If any of the party takes more than one step on the floor, the vibrations of footsteps will summon the Devil Wyrms from their abodes. Simultaneously, the 8 long annelids will squiggle out of the openings and attack all those in the area. Each has 7 hit dice (hit points 40 plus 1-12), armor class 3, and movement 8". The appearance of the Devil Wurm is that of a pink, fat worm, 20 feet long and about 1½ feet in diameter. Each segment of the creature is made of a kind of chitinous armor, giving the creature its low armor class. The Wurm has no head to speak of, but rather has a kind of serrated mouth at either end. Each of the monster's openings can attack once per melee round, delivering 2-12 points damage. In addition, once every 3 melee rounds, the creatures can spit an acidic venom on a single target up to 30 feet away that will cause 3-18 points damage and paralyze the victim unless he makes his saving throw. A saving throw results in no paralyzation effect and full damage.

Once all of the Wyrms have been slain, their dark dens may be searched. Within each lair, the party will find a mound of partially eaten human bodies. The party has found the missing residents of the Temple of Poseidon. In addition, within one of the tunnels the adventurers will find a small necklace made of strung miniature skulls. Each of the 3 skulls may be removed and used in combat. It will then transform into a random type of demon (1-6). The summoned creature will follow the necklace wearer's commands for 1 day or until the wearer is slain. The demon will then disappear. The summoned demon may not gate in another demon.

**Area 26.** [You enter a dark, round room, 20 feet across. The air is humid, sticky, almost wet, and smells vaguely acidic. As you walk in, you notice the floor is slick and spongy, and there is an opening across from the door you came in.]

This chamber acts as the "bars" for the prison beyond. The guards consist of a deadly duo: a Trapper and a Lurker Above, acting in concert. The Trapper has 12 hit dice (85 hit points), armor class 3, movement 0. The Lurker Above has 10 hit dice (63 hit points), armor class 6, movement 0. As the party fills the room, or when they realize their predicament, the pair will immediately pounce upon their prey. The Lurker will drop down and the Trapper will snap up, delivering a total of 2-16 points of crushing damage per melee round to those within the room. In addition, each member of the party will not be able to move unless they roll one-half their Dexterity or less on a 20-sided die. The characters will asphyxiate in 2-5 melee rounds after being attacked (roll for each character).

Both creatures must be slain before the characters are released. However, if one is killed, the damage per turn will be halved from then on, and the amount of time left before smothering to death will be doubled.

Among the debris beneath the Trapper are 800 platinum pieces, a pair of earrings set with blue diamonds worth 4,500 gold pieces

each, and a clerical cross that strikes all targets as though they were armor class 4, delivering 2-12 points damage, and can resurrect the dead once per week.

**Area 27.** [A series of 10 steps descend into this large area. Each of the steps is made of a different precious stone or metal. Listed from the top in order, they are onyx, amethyst, topaz, carnelian, bloodstone, silver, ruby, moonstone, chrysoprase, and gold. The chamber is at least 100 feet long with 10-foot-wide platforms at either end. Between the platforms runs a 15-foot-wide causeway, raised 6 inches above the level of two adjoining pools. It appears that magical "rails" once protected those walking along the path from beasts within the pools. However, broken posts and slimy trails across the way suggest that the enchanted defenses are no longer potent. The pools themselves are muddy and overgrown with algae and swamp grass. Slurping sounds come from beneath the muck.]

Removing pieces of the stairs will require 5 turns per stair and will provide 1,600 gold pieces worth of chips. The swampy area was once the pool of contemplation in which the horrid residents of this base spent most of their free time. Actually, aside from the broken railings, the mucky swamp has changed little over the years, since the form of meditation the aliens most enjoyed usually involved watching the violent death struggles of creatures in the muck. As the adventurers pass across the causeway, they will probably be attacked by the swamp residents. Each time the adventurers pass a numbered area, there is a 75% chance that they will be attacked by the monster designated by that number.

1. *Shambling Mound*. Hit dice 10 (hit points 63), armor class 0, movement 6". Attacks with pulpy arms for 2-16 points each and if both hit, the target will suffocate in 2-5 melee rounds, unless the Shambling Mound is killed. It is immune to fire and cold, and lightning causes it to grow 1-3 hit dice in size.

2. *Shambling Mound*. Hit dice 10 (hit points 74), armor class 0, movement 6". Attacks as number 1.

3. *Giant Toad*. Hit dice 2 + 4 (hit points 18), armor class 6, movement 6". Bites for 3-12 points damage.

4. *Giant Toad*. Hit dice 2 + 4 (hit points 16) armor class 6, movement 6". Attacks as number 3.

5. *Ice Toad*. Hit dice 5 (hit points 34), armor class 4, movement 9". Ice toads bite for 3-12, and every other melee round can generate a field of cold in a 10-foot radius around them for 3-18 points, save for half damage.

6. *Ice Toad*. Hit dice 5 (hit points 33), armor class 4, movement 9". Attacks as number 5.

7. *Poisonous Toad*. Hit dice 2 (hit points 15), armor class 7,

movement 6". Bites for 2-12 points damage, plus save versus deadly venom.

8. *Poisonous Toad*. Hit dice 2 (hit points 10), armor class 7, movement 6". Attacks as number 7.

9. *Giant Crayfish*. Hit dice 4 + 4 (hit points 36), armor class 4, movement 8". Attacks with 2 claws for 2-12 each.

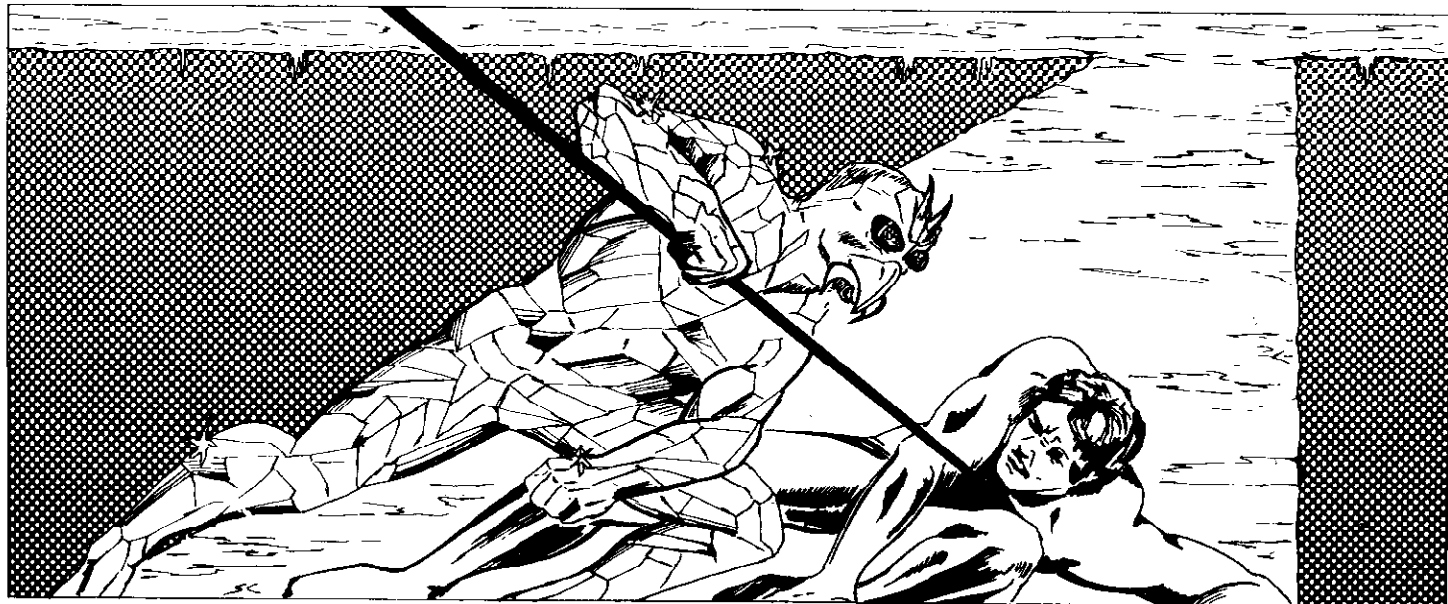
10. *Giant Crayfish*. Hit dice 4 + 4 (hit points 30), armor class 4, movement 8". Attacks as number 9.

If the Crayfish are cut open, the party will find a shield inside one of them. The shield is banded with mithril, giving it an enchantment of +4. In addition, the insignia on the item is that of a coiled king cobra preparing to strike. Once per day the holder of this shield may command the serpent to attack. The cobra will strike from the shield as a g-hit-dice monster and inflict 1-4 points of damage while injecting a neurotoxic poison. The enemy struck must save versus poison at -2 or die.

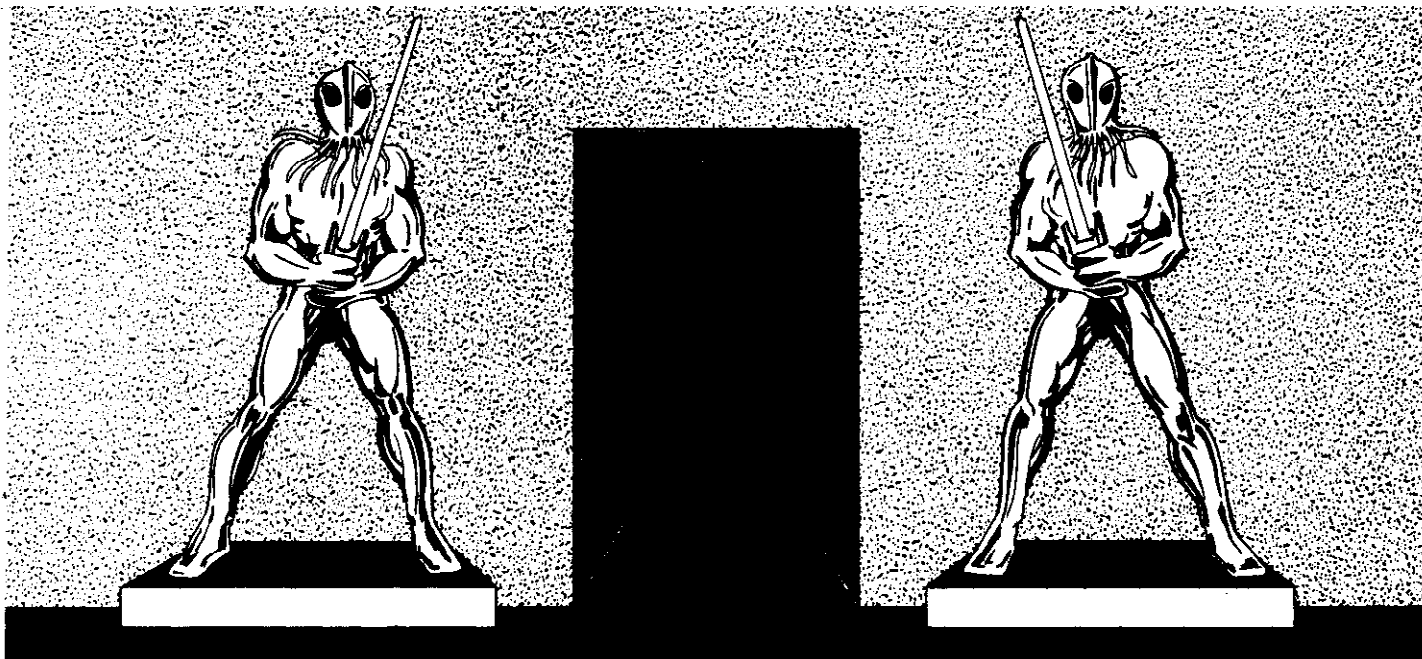
**Area 28.** [An arched opening leads to a thin (5-foot-wide) bridge across a deep pit. The path is coated with ice and coming from the darkness beneath the party can hear a clacking, as though bones were being knocked together.]

A fireball or similar flaming attack will remove all the ice covering the bridge. Any flying or levitation in this area is impossible. The guardian of the chasm will emerge from the darkness of the southern opening and attack the first person who reaches the middle of the pathway. The guardian, an Ice Devil, has 11 hit dice (88 hit points), armor class -1, movement 6", magic resistance 55%. The 11-foot-tall creature carries a great spear with which it impales its opponents, needing an 8 or better to hit all armor classes. Anyone struck will take 2-12 plus 6 points damage, and must save or be paralyzed by the numbing cold. The victim will, in addition, be knocked off the platform unless he rolls one-half his Dexterity or less. If the ice has been removed from the bridge, the victim gets +4 to this die roll. The Ice Devil can attack with its mandibles and tail for 2-8 and 3-12 points damage, respectively. Once during the battle, the Devil can cause an ice storm, inflicting 3-30 points damage to all within the room. The Devil regenerates 1 point per melee round. Those who are knocked off the bridge fall 30 feet to the bottom and suffer 3-18 points damage. They are stunned for 2 melee rounds, as well.

Within the pit are 2 Malebranche, or Horned Devils. Each has 5 hit dice, armor class 5, movement 9"/18", magic resistance 50%. Each attacks for 1-4 with its bite and also with a weapon. One carries a two-tined fork which does 2-12 points damage and stuns for a similar length of time unless a save versus magic is made. Once per day the Malebranches can create a wall of fire, which causes 3-24 points of damage to all within its confines.







**Room 29.** [You enter a large, square room, lit by 4 floating orbs that shine a brilliant green. On either side of the room there is a great procession of pillars which each have 8 faces. An opening in the far end of the chamber leads to a dark area of unknown size. Two 13-foot-tall iron statues stand to either side of the opening. Each looks somewhat humanoid, as it has 2 legs and carries a great sword in its two 3-fingered hands. However, the head of each statue much closer resembles that of a Mind Flayer, having 2 bulbous eyes separated by a bony ridge. Where a human mouth might be, the sculpture's face forms into 8 long ciliated tentacles.]

If the adventurers do not come within 25 feet of the statues, the structures will remain inanimate. In this condition, the figures will not be detected as evil, alive, or even magical. However, if someone does come within the prescribed radius, the 2 statues will suddenly and without warning come to life and attack. Each of the metallic creatures has 10 hit dice (80 hit points), armor class -6, movement 6". Before engaging their enemies physically, the living statues will first use their psychic blasts. Each blast of mental energy will affect a conical area 40 feet long and 25 feet wide directly in front of the statue. It will inflict 7-42 points damage to all within the area. In addition, all affected must make their saving throw or pass out for 10 melee rounds due to the psychic assault. If a victim makes his saving throw, he will take half damage and have all his psionic abilities disabled for 1-10 turns. The Guardians can do this only once. After blasting their opponents, the animated constructs will engage their opponents with their long, bizarre swords. Each of the oddly shaped weapons will strike at +5, and if successful, will inflict 4-40 points damage with its serrated edge. The attack can hit up to 4 opponents in a single swing if they are all within 15 feet of the statue. Each of the statues is immune to fire. Lightning and acid add to their hit points in a 1:1 ratio. They are 40% magic resistant and cannot be hit by weapons of less than +2 in enchantment.

The glowing orbs may be retrieved and each will glow with the light of a full moon for the next 10,000 years.

**Area 30.** [The long corridor leads to a blank wall. However, as you approach the dead end, a thick slab of the wall material slides back. The entrance leads to a small room whose floor and ceiling are riddled with hundreds of small holes about the width of one's finger. Set in the north wall there is an oddly displayed assortment of grooves and depressions which glow a bright yellow-green. A crack in the wall opposite you indicates that there is indeed an exit out, similar to the one you came in.]

This room served as a security chamber, ensuring that no un-

wanted visitors passed through this area. If the party has already encountered the priests, they will recognize the mark in the wall as the imprint of the priests' hand tentacles. The only way to bypass this security measure is to perfectly imitate the inhuman hand, either by cutting one from one of the creatures and using it, or by polymorphing a part of one of the character's bodies to the proper size and shape. If performed successfully, the slab on the other side of the room will open, allowing passage through the area.

If the party attempts to use their own hands to activate the glowing imprint, the door behind them will slide shut, cutting anything in its path in half. Characters in the doorway are allowed to roll half their Dexterity or less to jump out of the slab's path. Then, from the many holes in the ceiling, rot grubs will emerge and drop down onto the trapped party. Every melee round from 1-10 of these hideous, wormlike creatures will attack each character. Every successful attack will indicate that the rot grub has burrowed beneath the person's skin and is slowly eating its way to the victim's heart. Unless fire is applied to each wound (1-6 points damage to the person per application), or a *cure disease* spell is cast, the grubs will reach the heart in 3-30 melee rounds, killing the victim.

The only unorthodox way to escape the room is to destroy one of the doors leading out. The portals will each sustain 150 points of damage before breaking open. A *Disintegrate* or *Polymorph any object* spell will succeed in removing the obstacle 50% of the time.

**Room 31.** [This appears to be the throne room of the complex. Directly in front of the party there is a strange type of chair, clearly made for some inhuman creature several times the size of a man. The throne is inlaid with many precious stones. On either side of the room there is a large, two-faced stone effigy 20 feet tall. The eyes of the carvings gleam with inner flame and seem to watch the party as it moves about the room.]

If Ythog-Nthlei has escaped his bondage, he will appear on the throne and attack the party as it enters (see Room 22 for his statistics). Otherwise, the room will remain free from aggressors. However, anyone who enters the area must save versus fear due to the hideous, leering faces on either wall. If they fail, they will run from the room at top speed and will not return to the area under any circumstances. A saving throw results in no effect.

The stones in the throne may be removed with little difficulty and will be worth a total of 20,000 gold pieces. If the adventurers try to pry the shining eyes from the 2 large statues, they will find the orbs to be actually living eyes that, when punctured, ooze a thick, yellowish fluid and then dry out and wither.