

BX1



THE SCREAMING TEMPLE

A BX Adventure Module





The Screaming Temple

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Credits

Designer: Bill Barsh

Illustrator: Nathan Nada

Art Director: Brian Nagata

Editors:

Ian Montgomery, Doug Bartholomew,
Ben Barsh



This adventure is designed for use with the BX RPG system. Character levels should range from first to second level, with a total of six to eight total character levels (example: four – second level characters = eight character levels). No specific character class is required, but a thief will be of use.

One map is provided, that of the temple. This scenario may take place in any urban or city environment.

GM's Introduction

The Screaming Temple is a relatively short scenario in which the adventuring party will investigate an enigmatic temple that literally surfaced over night. The temple is surrounded by 20' high wall, concealing the grounds within. The gate is wood. There are no structures close to the temple that offer a good vantage point to see beyond the wall. There are no markings or sign to identify the temple or its deity.

The temple complex is located in the middle of the poorest district in Baylor (major city within the **Misty Isles** campaign setting). In reality, the temple is a front for a massive fencing operation. The Slave Masters have made arrangements with the local thieves' guild. The thieves' guild enjoys the arrangement, as stolen goods are sold at the temple and then transported to other cities, virtually eliminating any chance of tracing stolen items back to its members. The temple operatives pay "extra" taxes to the city authorities to avoid investigation. Additionally, vagrancy around the temple has been reduced. The Slave Masters are in search of a legendary

emerald said to possess powerful magical energies. The gem is called the Green Flame. The Slave Masters only know the emerald is located in Baylor; the exact whereabouts is unknown. Therefore, the slavers have extended aid to the thieves' guild while they search for the gem. The only caveat the thieves must abide, is that all gems and jewelry must be sold to the slavers. Why the slavers want the gem is revealed in Pacesetter's adventure module series, **A1-4 Path of the Vanished**.

The temple and wall were assembled in the dark of night by a huge force of laborers. The entire complex was pre-built in another location and simply moved to the current location for assembly. The walls, while appearing to made of stone, are wood covered with plaster.

On seemingly random nights, horrific screaming emanates from the temple. The local inhabitants have dubbed it the Screaming Temple. Additionally, many rumors have been created and spread - some by the thieves guild and, others, by the people who live near the temple.

Currently, a group of six mercenary soldiers and a thief (the Fence) operate within the temple walls. The fence buys stolen goods from local thieves at pre-arranged locations throughout the city. He then returns to the temple via a secret sewer entrance. Additionally, the temple is used to inter kidnap victims.

On prescheduled nights a huge bat under the command of a petty wizard arrives to pick up the stolen gems and jewelry. The wizard carries a bag of gold to pay for the illicit goods. The giant bat is typically fed a captured vagrant or prisoner (whose ransom was not paid). This process typically invokes screaming of the victim.

PC Involvement

Typically this adventure will occur while the PCs are visiting a city. The PCs will immediately hear rumors regarding the Screaming Temple that appeared “out of nowhere” several months earlier. Information, both true and false, is circulating throughout the city. Consult the rumor table below. Roll 1d8 for each character. (T) indicates the rumor is true and a (F) indicates it is false. While it is possible for the heroes to overhear a rumor, in general, they must grease some palms to gain any chance to roll on the Rumor Chart. The PCs will not be able to discern truth from fiction at this point.

Rumor Chart

1. Two men went over the wall and never came back. (T) [The giant chameleon ate them].
2. A dragon lurks behind the walls. (F) [It is actually a giant chameleon.]
3. The Green Flame is in the temple. (F) [A gem of enormous value.]
4. A strange creature flies into the temple after dark. (T) [The bat.]
5. Any who climb the wall explode when they reach the top. (F)
6. People have been disappearing since the temple has been built. (T)
7. A necromancer is raising an undead army behind the walls of the temple (F)
8. A wealthy noble built the temple to house his insane son. (F)

Note: A thief character *may* learn that there is a new fence in town but no connection to the temple will be made. This information will only be available from guild members.

The Temple Grounds

The temple is situated in the poorest district of the city, often referred to as the slums or thieves district. No one lives within a 100 yards of the temple, and few venture within that boundary. The temple complex was built on the grounds of another, more ancient, temple that was razed when the city was founded. The outer wall is 20' high and appears to be solid stone. However, close inspection will reveal that the walls are stucco on timber framing and not particularly thick. The wall is scalable with a rope and grapnel. A thief climbs the wall with no chance of falling. Other PCs may make a dexterity check.

The temple within the outer wall is roughly T-shaped (inverted) and approximately 30' tall. It is very plain and built out of the same material as the outer wall. It has few windows and the large double entry doors are made of

plain wood. No markings or decorations are evident. Both the walls and temple have a wooden frame.

The temple is patrolled by 12 mercenaries who work in shifts. While on duty, six mercenaries are within the temple complex and the six off duty mercenaries are lodged in a nearby house. The mercenaries are on 48-hour shifts and sleep at the temple while on duty. The mercenaries change shifts at midnight (which may occur if the PCs choose to infiltrate the temple at night).

Patrolling the outer grounds, between the temple and wall, is a partially-trained, giant horned chameleon lizard. It hides in tall grasses (3' high) that have grown since the temple was constructed. The lizard will not attack the mercenaries but will challenge all other intruders. The entire courtyard area is not maintained and tall grass and other vegetation have grown unchecked.

There are three ways to enter the temple. The first is to use the large double doors which are never locked – there is no locking mechanism. The doors are usually open and the mercenaries frequently congregate just inside the doorway. The second is through a window or the roof which has a 30' diameter hole where the giant bat enters (see location 10). The third method of entry would be via the sewers which give access to location 10. Primarily constructed of wood and plaster, the temple is not very structurally sound. A strong character (13 strength or more) can punch a hole in any wall without much problem. Characters with a lower strength score must use a weapon to make a hole. Additionally, the entire complex is susceptible to fire. If the structure is set on fire, it will only take a few turns for the entire building to burn to the ground. The only solid portion of the structure is the temple floor which previously belonged to another building. The stone floor is thick and has a metal grate and tunnel that leads to the sewers below.

Several of the temple rooms have light sources that are lit at night. They give off very little light, forcing the mercenaries carry lanterns. During daylight hours, locations 2, 3, 12, 13 and 15 have windows or exterior doors and a light source is not necessary. Locations 1, 4 - 11, 12a, 13a and 14 do not have access to daylight and a light source is required. At night locations 1, 11 and 15 have artificial light sources.

There are several locked doors in the temple. The mercenary guards have keys to all of the rooms with the exception of location 4. The fence has keys to all rooms including location 4.

It is important that the GM keep track of the mercenaries. They patrol in pairs; two of the mercenaries will be sleeping in location 2 at the start of the scenario. The remaining four mercenaries will be patrolling the temple and grounds. One pair will always be around location 1,



or in the courtyard. The other pair will be taunting the halfling in location 10, or leering at the girl in location 15. If combat occurs anywhere in the temple or grounds, the mercenaries will all be alerted and will rush to the scene. Also, the fence will arrive to assist the mercenaries.

Mercenary Fighter (6) AC 7; HD 1, hp 6 each; #AT 1, dmg 1d6 long sword or 1d6 javelin; MV 12/40; INT 7; AL C; EXP 10; THACO 19

Outer Courtyard – Player Description

Tall, green grass surrounds the temple on all sides. Within the field of green are several dead trees and a variety of scrub bushes. The grass and weeds reach an almost uniform three feet high and sway gently in the breeze. The courtyard is completely unkempt. Vegetation threatens to climb the short stairs that lead to the temple. At the top of the stairs, a pair of large wooden portals hang open.

GM's Description: Hiding in the tall grass is a giant lizard that has been partially trained to attack all intruders (other than the mercenaries or fence). The lizard was spotted by a pair of boys who scaled the wall and spread their fantastic tale of the dragon guarding the temple. There is no treasure to be found in the courtyard.

A flight of steps, which creak like wood, but appear to be made of stone, lead to a pair of iron-bound, wooden doors. The doors are not locked and cracked open.

Giant Lizard (1) AC 5; HD 3, hp 26; #AT 1; Dmg bite 1d8; SA 2x damage on attack roll of 20; MV 150/50; INT 2; AL N; EXP 50; THACO 17

1. The First Clue

The temple's greeting chamber is relatively bare. A single brazier is set in the northwest corner and illuminates the room. A wall of multicolored glass beads, strung together by thin string, hangs from ceiling to floor across the 30' wide archway in the north wall.

Judge's Description: The brazier barely illuminates the room and alternate light sources are needed to clearly see the room. If the PCs take time to investigate, they will notice that all the walls are constructed of thin wood covered on the exterior by equally thin stucco. A dwarf or PC with a construction background will quickly realize that the temple is not very solid and it was built in haste. A cleric may notice the absence of any holy (or unholy) decoration.

2. A Place of Rest

Six unkempt cots line the two outside walls of this sparsely furnished chamber. Lying at the foot of each cot is a pack. A long table and six chairs occupies the center of the room. A pile of dirty plates and mugs sit on the table, along with two fat candles that are almost completely burnt down.

GM's Description: Although the PCs may not notice immediately, two of the cots are occupied with sleeping mercenaries. They will not wake up unless the party disturbs them or makes excessive noise. If combat erupts anywhere in the compound they will gather their weapons and join their comrades.

Each pack contains the personal equipment of one of the mercenaries. Inside are clothes, weapon cleaning tools, and other personal items. Each mercenary also has a pouch with 12 gp (this week's pay). Statistics are found in the **Temple Grounds** section.

3. Storage

Crates, some open, but most closed, cover nearly the entire floor of this otherwise unremarkable room. The open crates hold leather sacks and rope, some of which lie sprawled on the floor.

GM's Description: The crates, 20 in all, hold thin rope or large sacks. These supplies are used by the fence to hold and transport stolen goods. A number has been sewn onto each sack to track inventory.

4. The Vault

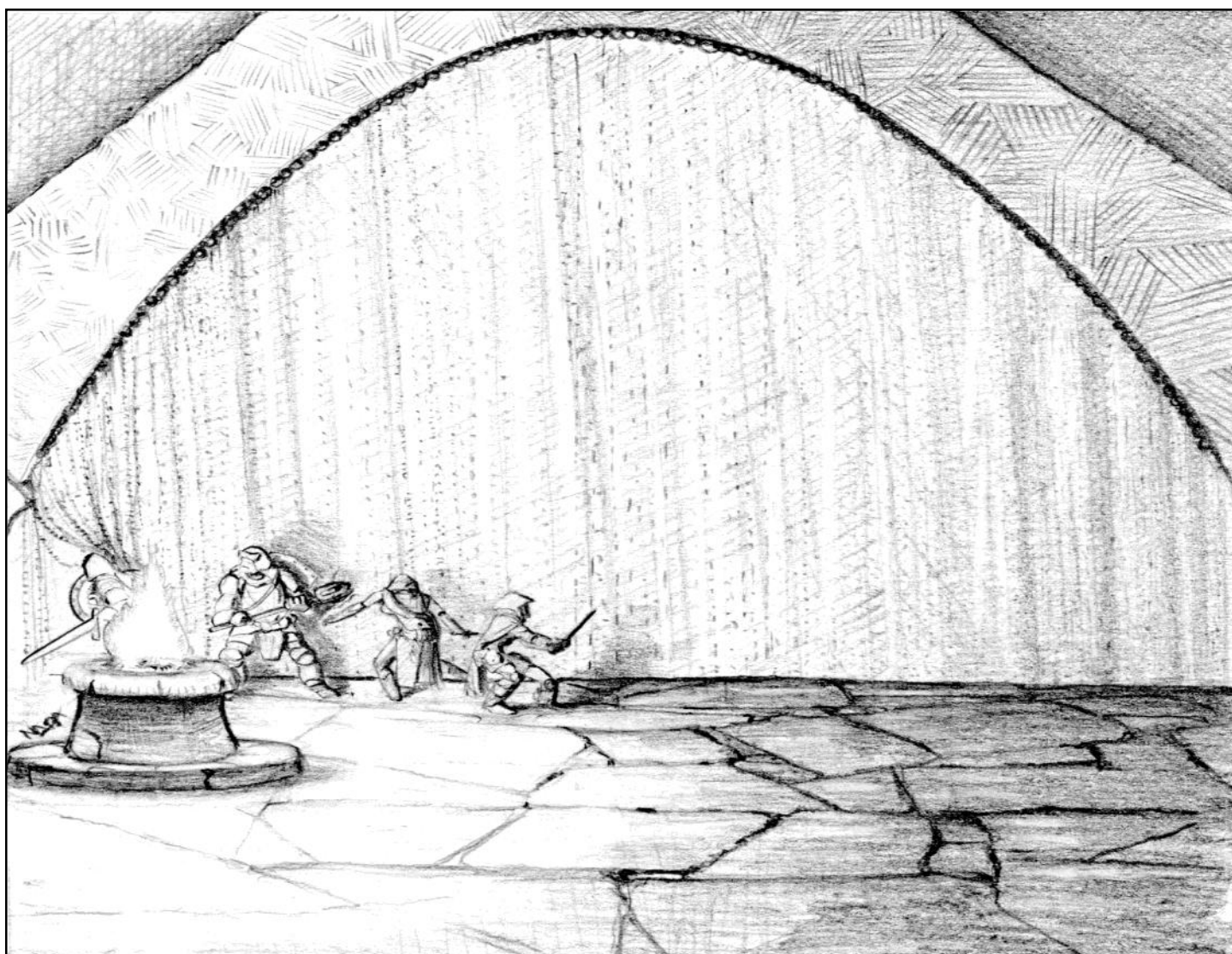
Four sacks are neatly placed against the west wall. The sacks have been fastened shut with thin rope. An extra length of cord extends from the knot to form a loop. Three sacks lie against the south wall, but these are not tied shut.

GM's Description: The slip-loops are used to secure the sacks to the giant bat that comes to carry away the fenced goods. The sacks hold the following: Sack #1 – four gold goblets inset with small chips of various gemstones (100 gp each); Sack #2 – a silver candelabra inset with a single ruby (200 gp); Sack #3 – a gem embroidered tapestry (350 gp); Sack #4 - a gem encrusted dagger (400 gp). The three unsecured sacks hold rags, pieces of cloth, and a tattered cloak. The cloak is magical; it is a *cloak of missile deflection*

5. Doomsday Device

Six small barrels are all that occupy this small room. The barrels are neatly stacked and have no markings. Leaning against the barrels are two hand axes. A shelf over the barrels holds a flint and stone.

GM's Description: The fence and mercenaries have been instructed that in case of imminent capture or defeat, the temple is to be burned to the ground. To expedite this fail-safe, the six barrels are filled with highly flammable oil. The axes are to be used to break them open. The oil can be spread about the temple, if time permits, or lit in place. If spread about, the temple will burn to the ground in three turns. If the barrels are lit in place it will take five turns to fully engulf the structure. The oil has a value of 50 gp per barrel. If possible, fence or mercenaries will take a barrel to the entrance / brazier if they can and trap the PCs inside the burning temple.





6. The Old God

GM's Note: *(The door to this room is locked.)*

Unlike the rest of the temple, this chamber has a dirt floor. In the center of the chamber a statue of a four-armed, horned man holds an white staff. The statue is made of completely of bones and skulls.

GM's Description: When this area was cleared to build this false temple, the builder's discovered this statue in the ruins of a much more ancient temple. Fearing the death god, it was encased in this room. The key to this room is within the desk at location 12.

The statue once held great power to dispense death to those who merely approached. However, the cult who worshipped the god has fallen and it has grown weak. Any who approach within 10' of the statue will temporarily lose 1d3 hit points (one occurrence per PC). Those hit points will be transferred to the statue and it will animate and attack with the staff and its two free arms. The statue will fight until destroyed at which point it will collapse into a pile of bones, now devoid of any power.

However, if a PC is killed in the battle, his skull will transfer to the statue and it will reform one turn after it is destroyed, with the same powers it possessed prior to being destroyed.

The statue will not pursue any PCs beyond this chamber. The *staff of the leech* is magical and described in the **New Magic Item** section. Lying just under the dirt, near the statue, is gold necklace inset with four symbols: a circle, a triangle, a square and a triangle (in order).

Death God Statue (1) AC 7; HP varies; wields *staff of leech* (see *New Magic Items* section).

7 - 8. Empty Cell

This small chamber is bare and completely empty. The door is noticeably thick and a small panel has been cut in its center.

GM's Description: This is a holding cell for kidnap victims, either for ransom or bat food. There is nothing of interest in the cell. If the PCs are captured, they will be placed in this room, and their equipment will be taken by the mercenaries.

9. Occupied Cell

A young halfling female clad in tattered leather armor lies motionless on the floor of this otherwise empty cell.

GM's Description: This halfling, Niri, let her curiosity get the better of her. She heard a rumor that the temple held the fabulous Green Flame (see **Rumors**) and could not resist the temptation to steal the legendary emerald. Niri posed as a member of the thieves guild and sold some items to the fence. She then followed him through the sewers and into the temple but was then captured by the wary fence. Niri is feigning death in a hopeless attempt to trick the mercenaries into opening her cell.

Niri will aid the PCs in the temple if asked. She will assist in any way she can, but needs equipment. If the PCs dismiss her, she may stick around looking for an opportunity to steal some loot.

Niri, Halfling 2nd Level (1) AC 4; HD 2, hp 10 (4); #AT 1 by weapon; Dmg by weapon; MV 120/40; AL L; EXP 20; THACO 20; She has no equipment other than her leather armor.

S 13, I 12, W 9; D 18; C 11; Ch 11



10. Empty Cell

This small chamber is bare and completely empty. The door is notably thick and a small panel has been cut in its center.

GM's Description: This is a holding cell for kidnap victims, either for ransom or bat food. There is nothing of interest in the cell. The door to this cell is locked and the mercenaries have lost the key.

11. Great Hall

This massive chamber has an arched ceiling which is supported by eight massive columns. A few scattered braziers burn weakly, casting shadows throughout the hall. Otherwise, the area appears stark and barren.

GM's Description: If the mercenaries and the Fence have been alerted to the PCs' presence, they will attempt to stage an ambush in this chamber, using the columns for cover. The Fence will maneuver behind the PCs, using the ample shadows. Otherwise, this room is empty.

12. The Fence

GM's Note: Read if the Fence has not been encountered.

Two small braziers burn at opposite ends of a long table set against the southern wall of this room. An uncomfortable looking cot and an open chest are the only other furnishings in the room. At the table, sitting with his back to the door, is a man in gray and black clothing, working over a pile of scrolls.

GM's Description: The man at the table is the fence who runs the operation. He is currently going through his records, which he is not particularly good at maintaining. The scrolls contain tracking information for all (or most) of the items that he has purchased from his "suppliers" since the temple opened for business.

The chest contains clothing and a worn dagger in a fraying leather scabbard. The fence keeps most of his personal belongings in a house on the edge of the city. The fence is not very brave or loyal, and if he encounters significant danger, he will immediately flee. He will not surrender as he knows the punishment of the Slave Masters would be severe. If possible, he will go to location 5 and initiate the doomsday device. He will use the secret sewer entrance to escape (15).

The Fence (4th Level Thief) (1) AC 3; HD 4, hp 20; #AT 1; Dmg short sword 1d6 +1 ; MV 120/40; AL C; EXP 200; THACO 20; Thief abilities, *short sword +2*, *ring of protection +2*, leather armor, *potion of invisibility* (for escape or setting off doomsday device).

S 10, I 13, W 11, D 17; C 13, Ch 12

12a. Bed Chamber

GM's Description: This room is used by the Fence on the rare occasions he spends the night within the temple. A cot and footlocker are the only pieces of furniture in the chamber. The fence has tacked a dozen sheets of parchment on the wall. Four simply contain the symbol of a circle, triangle, square and pentagon. The others show various combinations of the shapes. An intelligence check will reveal the missing combination for location 16.

13. Meeting Room

This room is dominated by a massive wooden table. Eight chairs surround the table. A trio of brass lanterns hang from the ceiling over the table. A small end table stands near the door in the north wall. Eight crystal glasses sit upside down on the table.

GM's Description: This room has two purposes; a meeting location used the fence to buy stolen merchandize from local thieves, and a dining room for those working in the temple. The crystal glasses appear to be identical, however one has a small etched circle on its base. The other seven glasses double the amount of alcohol of any alcoholic drink poured into them without affecting the flavor of the drink. The Fence always uses the etched glass and serves his "guests" the other glasses. This allows the Fence to, often, gain favorable deals. There is nothing else of value or interest in this chamber. The glasses, if their true nature is discovered, are worth 50 gp each (except the etched glass has a value of 2 gp).

13a. Pantry

GM's Description: This chamber is filled with dry goods and cured meats. It also has a wine rack, mostly cheap wines, and a large keg of ale (half full). There are also three barrels of water, though one is nearly empty.

A pair of wooden crates each hold a butchered goat. The goat is used to feed the giant horned chameleon. If a piece of goat meat is thrown to the creature, it will ignore trespassers for the next two turns.

14. Spike beads

GM's Description: A curtain of stringed glass beads covers the entire entrance to the mock chapel. Those who know, never attempt to pass through the beads other than at the far ends of the entry. The beads are covered with tiny spikes that fiendishly dig into anything short of metal. A PC passing through the bead wall will become entangled unless he makes a strength check. Those entangled suffer one point of damage for each round they are stuck. A strength check can be attempted each round in order to escape. All of the temple's occupants, as well as Riderin, are aware of the trap.

15. Mock Chapel

GM's Note: There are two descriptions for this room. The first description assumes a night encounter and the second during daylight hours.

Night Description

This vast room obviously takes up most of the temple's space. Two rows of wooden pillars support the ceiling which has a 30' diameter hole at its center. The moon's weak rays pass through the hole illuminating a small stone altar and a unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer cover waits rain water directly beneath the hole in the ceiling. The floor, in a 40' diameter, is sloped beneath the hole to collect the rain water and funnel it to the drain.

Daylight Description

This vast room obviously takes up most of the temple's space. Two rows of wooden pillars support the ceiling which has a 30' diameter hole at its center. The sun's strong rays pass through the hole illuminating a small stone altar and a unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer cover waits rain water directly beneath the hole in the ceiling. The floor, in a 40' diameter, is sloped beneath the hole to collect the rain water and funnel it to the drain.

GM's Description: The girl on the altar looks to be in her young teens. She has fainted from fright and exhaustion. The PCs can awaken her without much problem. The chain holding her is not particularly strong and can be broken with sufficient force (a strength check). The girl is Kally and she is simply a kidnap victim whose ransom was not paid. She was brought into the temple via

the sewer entrance. The girl feigned unconsciousness as her captors brought her up through the storm water grate in the floor of this room. If asked, even in general, she will point to the grate tell the PCs there are secret chambers beneath the temple.

If the PCs have come at night, read the following:

Kally continues to thank you for her rescue but then her gaze turns toward the open roof of the chapel. She screams in horror and faints. Looking skyward you see a huge bat enter the chamber. Riding the bat is a man in flowing purple robes. He leaps off the bat as it swoops in your direction.

The man is a young mage, a Slave Master* wizard, and has come to collect this week's takings. He is riding a giant bat, Screamer (see **New Monster** section). The wizard will command the bat to attack and he will immediately cast spells. He will first cast a *color spray* spell (the girl is 1 HD, 3 hp, AC 9) and then target remaining PCs with his *magic missile*. If the battle goes badly, he will cast *scare* and flee. **Note:** the wizard can also use his *ring of the reptile* to command the chameleon in the courtyard should the opportunity present itself.

The bat will use its sonic attack on the first round. It will then attack the nearest PC. The bat will fight until destroyed or until the wizard flees (in which case it will also flee).

The metal grate appears to be sealed in place, but a hidden catch under the edge will release the lock. The catch can be found on close inspection (intelligence check). Otherwise, the grate must be broken loose (30 points of damage). If the PCs use force, there is a 35% chance they will attract a group of three huge troglodytes who are using the sewers to conduct raids within the city.

Screamer, Giant Bat (1) AC 6; HD 6, hp 29; #AT 1; Dmg bite 1d6; SA Sonic attack; SD None; MV 30/10 F180/60; INT 3; AL N; EXP 500; THACO 16

Riderin, Wizard 3rd Level (1) AC 9; HD 3, hp 10; #AT 1; Dmg 1d6-1 dagger; MV 150/50; INT 17; AL C; EXP 50; THACO 20

S 9, I 17, W 12; D 12; C 11; Ch 14

Spells: *sleep*, *magic missile*, *invisibility*. He carries a *ring of animal control* and a *bag of holding* (500 gp inside).

*See *Pacesetter Games & Simulations modules A1-A4*.

The Silent Temple

The conclusion of the adventure may be anything but final. After the PCs have cleared the temple, they may occupy it as a base, if it is still standing. They may also wish to investigate who funded the temple. It is also possible they will be marked men as the Slave Masters who built the Screaming Temple will likely seek revenge. A bounty may be placed on their heads.

If either the fence or the magic-user have survived, they may seek retribution. In any case, it is likely that the PCs have gained the attention, possibly unwanted, of a nefarious villain with a long memory.



New Monsters

Gargantuan Bat (Screamer)

Frequency	Rare
No. Encountered	1d6
Move	60/20 f 180/60
AC	6
Hit Dice	6
Attacks	1
Damage	1d6 bite
No. Appearing	1
Special Attack	Sonic Scream
Lair Probability	50%

Giant sonic bats, also known as Screamers, are massive creatures with some limited intelligence. They are sometimes used as beasts of burden or servants by powerful wizards and druids. They are not aggressive by nature and like other bats are generally nocturnal. They hunt at night and prefer prey such as birds, small mammals or large insects.

These bats can fly so quietly that they can surprise their victims 50% of the time. Screamers bats can emit a violent sonic attack—which sounds like a high-pitched scream—that can stun and damage its victims. Screamer giant bats may use their sonic attack once every turn. The sonic attack affects all creatures within a 15' radius of the bat. Creatures within the area of affect must make a saving throw at +2 or be stunned for 1-2 rounds and suffer 1d6-1 damage. Those that successfully make their save suffer 1-2 damage (no stun).

Screamers are large creatures that are 8-10' long with a wingspan of more than 20'. They are capable of carrying a single rider as well as a 1,000 coin load.

Terrain: Caverns, Jungle, Forest



New Magic Item

Ring of Animal Control

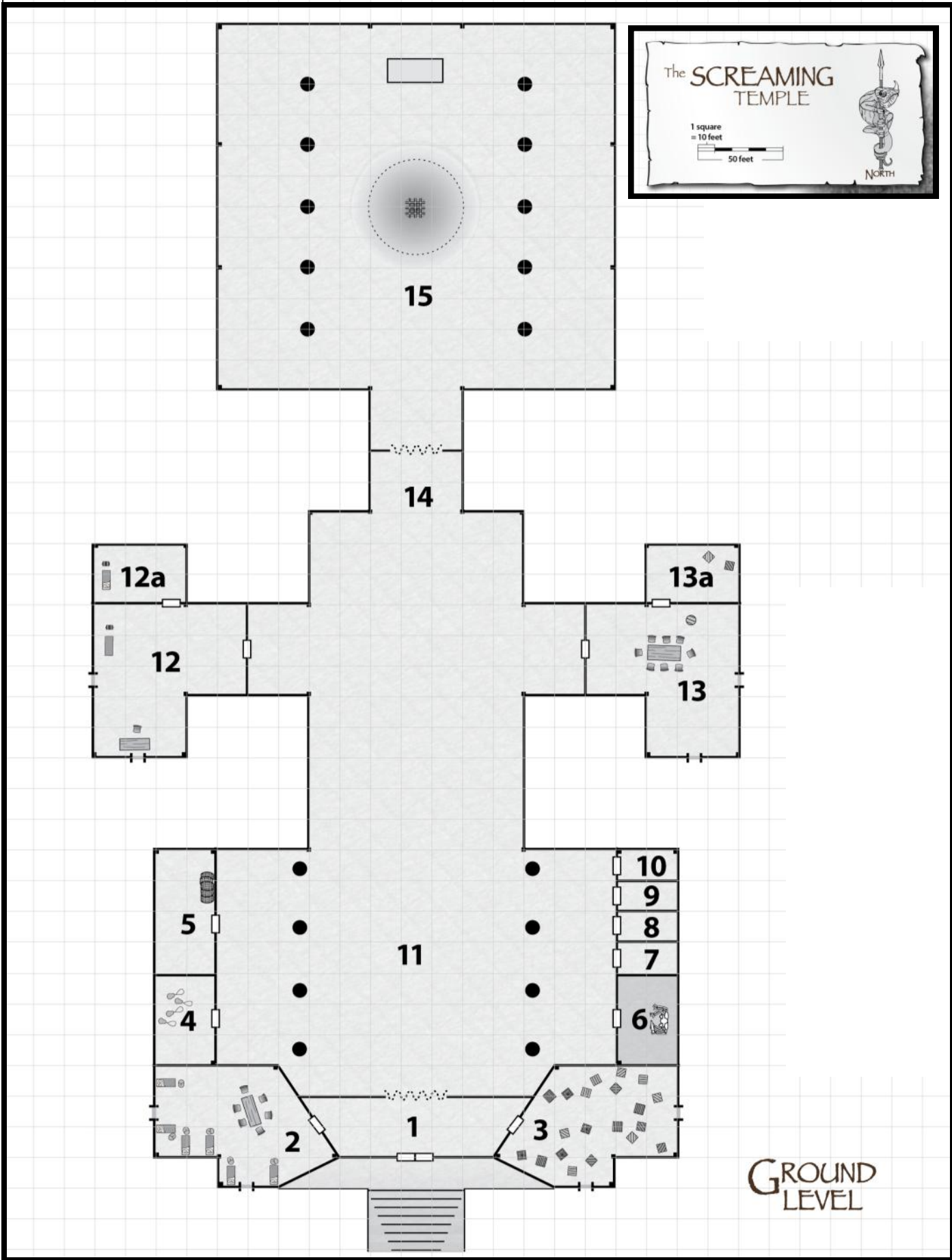
These magical rings are always made of jade and inscribed with illustrations of the animal or animal type they control. The wearer can automatically control a single animal of the appropriate type (see below). The control lasts for 2d4 turns. However, once the animal is released from control, it has a 50% chance of turning on its former master; it will attack furiously and without fear.

Roll 1d6 to determine animal type:

- 1 Big Cats (lions, tigers, etc.)
- 2 Snakes
- 3 Amphibians
- 4 Wolves
- 5 Bears
- 6 Birds (any type)

Staff of the Leech

This magical staff is a +1 weapon in combat. When a creature is struck the wielder must make a saving throw vs. spells. If the save is successful, nothing happens. However, on a failed save, the wielder gains the number hit points equal to the damage inflicted. These hit points are temporary and are removed after one day. The wielder can never gain more than 10 hit points per day in this manner.



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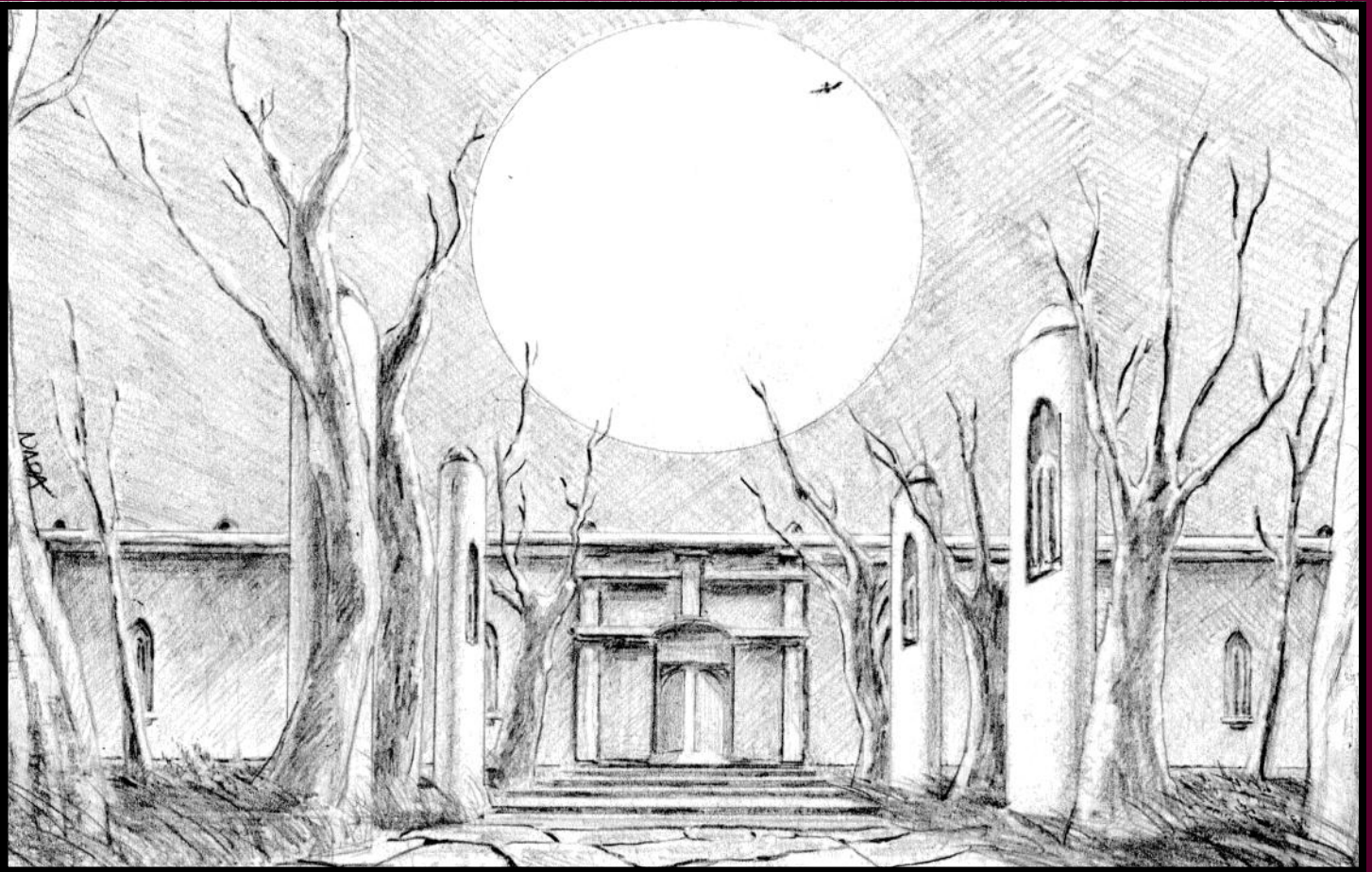
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The Screaming Temple: The temple arose in the span of a single night! Tall walls hide a mysterious temple steeped in obscurity. Rumors of incredible wealth, abhorrent evil, and dark magic swirl about its secretive walls. The authorities have shown no interest, yet rumors persist. No priests have been seen, no markings adorn its walls...in fact no person has come out or gone in. The only signs of life are the occasional nightmarish screams that shatter the night.

This Quick Play™ adventure is designed for 4 to 8 characters of 2nd to 4th level. The scenario requires the use of the BX RPG system. Quick Play adventures are designed for a single game session and come complete with everything you need to play including monster reference charts for ease of use for the DM.

