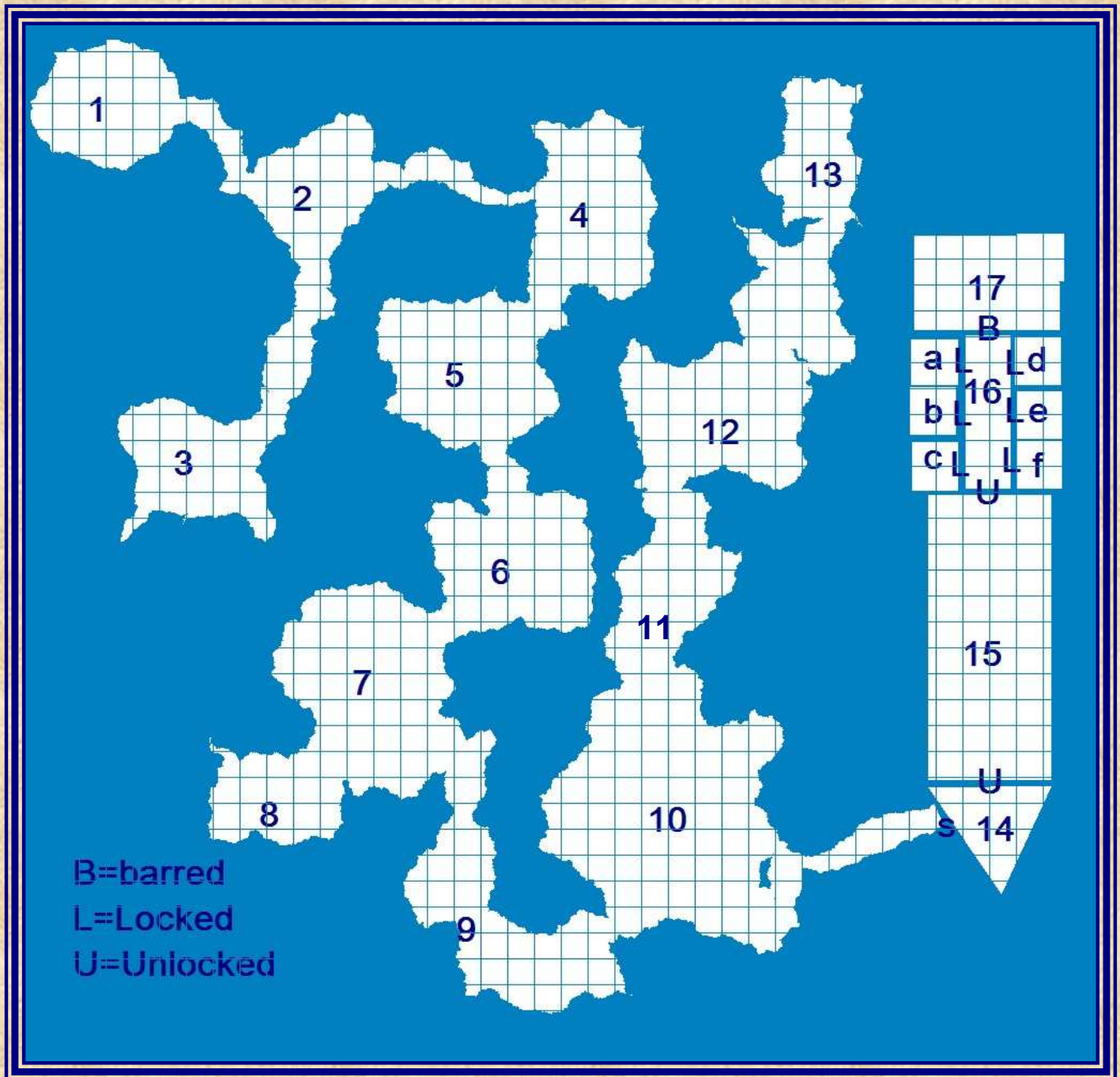


# The Buried Temple



**A 1-SHEET MODULE FOR CHARACTERS LEVEL 2-3**  
For use with the **LABYRINTH LORD** role-playing game



**Plot Hook: The Buried Temple** once held a powerful divination artifact before the earthquake. The priests have urged the PCs to find it, and return it.

**Room 1. Entrance** This room was trapped about 50 years ago with a persistent programmed illusion. The illusion is of a wraith, who rises out of some rubble and attacks anyone in the room. Those that fail a save vs. spells, will believe the wraith is real and will suffer the same damage as if it really attacked them. Those who make their save will not take non-lethal damage from it, but cannot convince those who failed that it is not real. Levels and Hit Points lost to the illusion are restored within 12 hours. Beneath the rubble the image rises from is a skeleton of a dead temple priestess. She was wearing bronze breast plate (AC 4, 400gp value) and was holding a *mace*+1.

**Room 2. the Lizard's Lair** This room is the home of a giant cave gecko (16 HP, AC 5, 1 bite for 1d8 dmg, save: F2, ML7) The lizard is famished, and terrified of the undead on either side of its lair. It will pounce and attack from the ceiling (PCs will be surprised on a roll of 1-4 on a d6).

**Room 3. The Tomb** "The floor in here is strewn with the husks of long dead men. Many of them are buried under rubble, as if they were trying to flee the cave when it collapsed" As soon as the last PC is in the middle of the room, 3 skeletons rise and attack (8, 6, 4 HP, AC 7, 1 longsword attack for 1d8 dmg, save: F1, ML7).

**Room 4. Didja Hear Somethin?** Four hobgoblins in this room are getting weapons ready to investigate a noise they heard in room 3 or 2. (9, 7, 5, 4HP, AC 6 [leather & shield], 1 shortsword attack for 1d6 dmg, save: F1, ML8) They each have 5sp.

**Room 5. Please Don't Rise on my Account...** A group of six zombies begins shambling towards the PCs. (14, 13, 9, 8, 8, 7HP, AC8, 1 attack for 1d8 dmg, save: F2, ML12)

**Room 6.** This room is the final resting place of another group from the temple attempting to flee for their lives. In the hands of one of them, is a gold and silver adorned icon of the temple's patron worth 300 gp.

**Room 7. Along came some spiders...** In the middle of the floor of this chamber, is a skeleton wearing robes clutching a book in its hands. (The book is a spell book containing *magic missile*, *sleep*, *charm person*, and *phantasmal force*). This room is the lair of a pair of crab spiders. They are currently on the ceiling, and will drop down to block off both exits to the room when the whole party is inside, making the PCs surprised on 1-4 on a d6. (13, 11HP, AC 7, 1 bite attack for 1d8+poison, save: F1, ML7. Poison grants a +2 save. Failure kills a PC in 1d4 turns).

**Room 8. Watch for Falling Rocks.** The first PC to enter this room must make a save vs. Breath Attack or be pummeled by 1d3 falling rocks for 1d4 damage each. The rocks fall from the ceiling, and this room is rather unstable. Any jumping, stamping, etc may cause a 10' deep chasm to open (60% chance) under the person doing it.

**Room 9. Free the Prisoner?** This room holds a lizardfolk, who is bound and secured to a stalagmite on the floor. He was captured and is going to be used for food/a slave/sacrifice/spare parts as the cleric in room 17 sees fit. The lizardfolk will not attack unless attacked, and will be grateful if freed. It will attempt to use gestures (if the PCs don't speak its language) to warn of the gargoyle in the next room. An Intelligence check will allow a PC to understand this warning. The lizardman will then leave, and refuses to go into the room with the gargoyle. (13HP, AC 5, 1 bite attack does 1d6+1 dmg, save: F2, ML12). Award 200xp for freeing him, 0 for killing him, -100 if the PCs kill him while bound).

**Room 10. Double Deathtraps.** This room is the home of a gargoyle that has been ordered to slay all intruders by the cleric in room 17. The Gargoyle is hiding in a group of stalagmites, and PCs will be surprised on a 1-3 on 1d6. If the PCs understood the lizardman's warning, they will only be surprised on a 1. Gargoyle: (18HP, AC 5, 4 attacks: 2 claws/bite/horn do 1d3/1d3/1d6/1d4 dmg, save: F8, ML11). To add injury to injury, the first PC to move towards room 14 will run into a Scything Blade Trap. The trap's attack value vs. AC0 is 14, and does 1d8 dmg. The door to room 14 is secret, but anyone actively searching finds it on a 1-2 (or elf 1-3) because it is in a somewhat obvious place (why guard an area with nothing important in it?)

**Room 11. Backup is coming!** A single hobgoblin is running down this corridor from the north to assist in room 10. He is too late by the time he gets here though. Right at the end of the encounter in room 10, he will fire a crossbow shot then run into room 12 to reload. Hobgoblin: (3HP, AC 5 [chain mail] 1 attack with heavy crossbow for 1d8 dmg or bastard sword for 2d4 dmg, save: F1, ML8), Treasure: a *potion of healing*.

**Room 12. Prepare for a fight!** This is the room the hobgoblin from room 11 was running to. When a PC gets into range, he will pull a crude lever sending some rocks down right by the doorway, doing d4 damage to anyone who fails Breath Attack save. Inside the room, he will fight with his bastard sword. Also, this room has 10 skeletons who will assist him! 4 of them wield short swords, 6 wield spears. (Stats otherwise the same as room 3, with 8, 8, 7, 5, 4, 4, 4, 3, 2, 1HP). Treasure: there is another *potion of healing* in this room hidden under a basket of moldy bread. There is a pouch in the room with 40 gp.

**Room 13. The Treasure!** This room houses the treasure the skeletons and hobgoblin were meant to be guarding. There is a locked chest in the middle of the room. The chest is also magically trapped, doing 1d8 fire damage to all within 5 feet if not disarmed. Inside the chest is: a 200 gp necklace, a 140 gp brooch, a 120 gp pair of bracelets, and a 70 gp ring. There is a statuette worth 100 gp, and a rolled up tapestry worth 130 gp. There is a silver dining room set worth 300 gp as well. There is also, 8 *arrows* +1, a *shield* +1, and a *longsword* -1 cursed item (note: although it is a cursed weapon, it does count as magical for the purpose of harming monsters).

**Room 14: Secret Temple Entrance.** This room is the secret entrance to the temple that was buried by an earthquake so long ago. It is used as a storage room by the evil cleric and his minions. There are a dozen crates in here containing various foodstuffs and other supplies stolen from caravans, etc. One of the crates, however, holds a single silver coin that has gone unnoticed by the cleric who took over this temple, however. It is a magical coin, and the head on it talks when held up. His name is Harold, and he is full of useful information and stories.

**Room 15: The Alter.** This room is where services were held for the public in the temple in ancient times. The old entrance, to the right, is blocked shut by tons of debris that engulfed the temple during the earthquake. To the left and right of the aisle, are pews where worshipers once paid homage to their god. At the north end of the room, there is a dais, with a stone podium, standing in front of an enormous marble statue of the god this temple was devoted to, the head, however, has been shattered, and lies in rubble at its feet. There is a secret switch in the podium that opens a compartment containing a bejeweled holy symbol (400 gp value), 4 vials of holy water, and a silver pitcher that can create 5 gallons of water per day. The water pours from the pitcher when held upside down.

Standing in the aisle between the characters and the dais is a group of six hobgoblins, and a bigger hobgoblin, the shaman. Hobgoblins: same stats as room 11, but with the following HP: 8, 7, 7, 4, 2, 2. Treasure: a *potion of healing*. The shaman is named Saydor, and has been getting the undead that inhabited this place to work for him and his followers. Saydor: (16HP, AC 3 [chain mail, and +1 *shield*], 1 attack with *Mace* +1 for 1d8+1 dmg, save: C3, ML12) Prepared Spells: Level 1: *cure light wounds*, *cause fear*, Level 2: *bless*. Saydor cast *bless* on his bodyguards 1 round before combat begins, round 1 he will cast *cause fear*, round 2 he will attack until he has need of a *cure light wounds* spell. His guards will try to buy him time as they make a defensive retreat for room 16 and two try to hold the doorway while the rest run into room 17 and bar it shut.

**Room 16: Dormitory.** This room used to be the priest's dormitory. Each door is locked. Each room contains a stone bed, a wooden bowl, and a wooden holy symbol.

**Room 17: The Tears of the God.** This room houses the artifact that was said to once exist at this buried temple. They are a pair of huge, pear-shaped diamonds, worth 1,000 gp each. But they are also magical. Once, they adorned the face of the statue in room 15. They enable any person praying to them to *commune* with their diety once a day. If the diamonds are ever more than 6' apart, this ability ceases to function. Saydor was using them to commune with evil spirits who helped him pillage, build up his forces, and control the undead. If the tears are returned to the temple, the priests will pay 2,000 gold (the value of the diamonds themselves).

## **Credits: The Buried Temple by Chris Rutkowski**

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