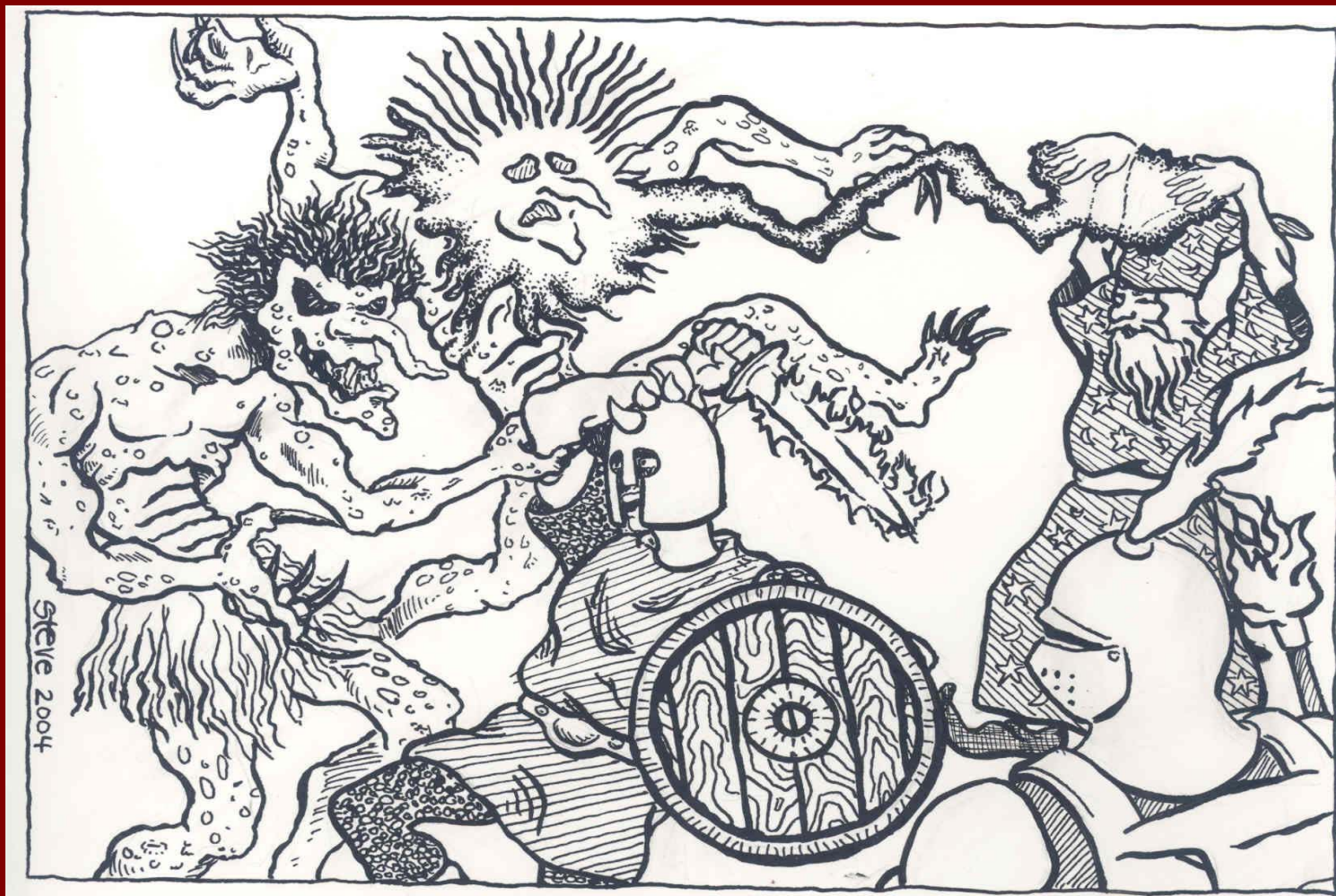


Dungeon Module WGH2

The Temple of the Sun

by Bill Silvey

AN ADVENTURE FOR CHARACTER LEVELS 7 – 10



Beneath the shifting sands of the Sea of Dust lies a fabled artifact of immense power! Your party has been commissioned to find the storied Golden Sphere of Xan Yae and return it to the Emirates of the far west. But beware! Vile creatures seek to thwart you in your efforts, for they too seek the power that is rumored to be bestowed upon he who possess the 'sphere!

This module contains background information for the Dungeon Master regarding the Lost City in the Sea of Dust, maps for conducting adventures within parts of the city and the dungeons beneath, encounter tables for the area around the temple, and pregenerated characters for use with the module if players so desire. This module was run as a part of the RECON '04 wargame tournament in 2004. It may be run as a stand alone, part of a tournament, or integrated into an existing campaign.

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DUNGEON MODULE #WGH2

TEMPLE OF THE SUN

Legends speak of a forgotten temple within the seemingly endless Sea of Dust. Fabulous treasures and whispered horrors lie in wait for those who dare to trek across the burning wastes! Can your party locate the secret heart of the Temple of the Sun? Or will they vanish beneath the shifting dunes and dust-storms as have many before them?

BACKGROUND

In ages past, the Empire of Suel was consumed by the Invoked Destruction of the Rain of Colorless Fire. All that remained, aside from the memories of the surviving Suloise, was a vast stretch of uninhabitable shifting sands and dust storms capable of blinding and slaying the heartiest of men or beast within minutes.

The mighty Suloise Empire was one of untold wealth and power. It is doubtless that beneath those treacherous sands lie untold fortunes in gold, jewels and even magic. One of the most storied places within the ruins of the empire is the Temple of the Sun. The largest temple of a long-forgotten Monastic order, this temple is rumored to have held fabulous artifacts and holy relics, among which was the storied Immaculate Orb, an artifact of great power which is rumored to have the ability to channel the power of the Gods themselves.

Of course, rumors of such an object have not gone unheard by noble ears; having heard of this fabulous relic, His Omnipotence, the Glory of the West, the Sultan of Zeif - Murad has sent out a call for mighty warriors to seek the fabled artifact beneath the desert wastes, and if it is returned, a handsome reward will be paid to those who bear it from the mysterious desert.

Heeding this call, you arrive at the richly appointed palace of the Sultan, whereupon after judging your worthiness to undertake the dangerous quest, he offers the services of his royal Sage to advise you upon the conditions and possible threats that the Sea of Dust might hold, as well as supply you with a map to the fabled Forgotten City.

Your long journey south across the Sultanate and then the Dry Steppes are uneventful, and give you time to acclimatize yourself to the ever-warming weather. A hard, three-day journey across the Sulhaut Mountains tests your strength and determination, but on the dawn of the fourth day, stretching out before you beneath a blazing azure sky lies the trackless wastes of the Sea of Dust. Somewhere within it – if the map provided by the Sage is true – lies the Forgotten City and thence the Temple of the Sun!

NOTES FOR THE DUNGEON MASTER

Temple of the Sun is a high-level module designed for 5-8 characters of 7th to 10th level. This party should be well balanced, with at least one cleric, magic user and thief. As well, there should be two to three capable fighters within the group. Additionally, the adventure is well suited to the inclusion of a monk (or perhaps two). The party should contain between 55 and 60 levels of experience. As well, they should possess two to three magic items, including perhaps Potions of Healing and the like.

Before departing the Sultanate, the characters may (if you choose to allow it) confer with Sultan Murad's Sage on conditions and hazards within the desert. Any answers given by the learned scholar will be of a general nature; he cannot and will not be able to give exact locations (other than the Forgotten

City and the Temple) for specific hazards since the sands of the desert shift constantly and reveal and alternately conceal new features and hazards. Any specific study the Sage is asked to do before the characters depart should be dealt with in the manner outlined in the **Dungeon Master's Guide** regarding sagacious research.

A DM wishing to place this module into his or her own campaign might wish to "edit" the amount of information given out in the Background, perhaps not immediately explaining why the Sultan wants the Orb or outright misdirecting the party as to its nature. Additionally, the long journey from the Sultanate of Zeif, across the Dry Steppes and Sulhaut Mountains need not be uneventful; entire adventures can be planned to occur therein.

It is assumed that the characters possess, purchased or have been given or leant horses or camels with enough stamina to make the difficult journey across the sands. See the notes on Travel in the Desert, below, for further information and possible pitfalls for the characters when crossing the Sea of Dust.

The Forgotten City itself is a place of broken minarets and toppled spires, stone causeways and crumbling walls. It juts forth from the sand, almost proudly, but like the rest of the Suloise Empire, it too will someday succumb to the inexorable march of the sand and dust and be forever swallowed by the desert. The temple itself lies just north of the city, and its entrance is carved out of a rocky promontory that rises from the desert floor like the prow of a great ship.

The Temple itself has recently become the habitation of two groups: a large tribe of Ratmen (see the New Monsters section at the end of this module for more details on these creatures) who migrated north from the Sulhaut mountains to escape their destruction at the hands of a band of Storm Giants, and an especially wicked Ogre Mage who took a pilgrimage across the desert to investigate rumors of treasure and magic himself. Finding the Temple of the Sun occupied, they quickly subdued the Ratmen using guile and threat, and have effectively enslaved them.

However, not all is perfect within the newly-occupied temple. The issue of food and water, as well as staving off attacks by roving bands of Firenewts from the ruins of the city, plus the presence of a nearby Red Dragon have forced the Ogre Mage and his Ratman slaves to be very careful in how they conduct themselves. Currently they are formulating a plan to rally the clan of Ratmen in an all-out battle against the Firenewts, hoping to drive away or slay the latter, take whatever treasure they have, and use the surviving Ratmen to haul the loot away north to more temperate climes.

The Ogre Mage and the Ratmen have a distinct advantage in that there is but one uncovered entrance to the temple itself (in the rocky outcropping) and that is easily defended. Unfortunately, this means that a serious siege attempt by the Firenewts (which has not come, luckily for the occupants of the Temple) would easily trap any inside the Temple and force them to fight their way free. Additionally the Firenewts have regular patrols which spy on and raid the Temple ruins, and they will observe any disturbance – such as a large party entering the temple with great interest. They will also likely wait in ambush for any that leave the Temple, for they are likely to either be weakened from fighting its inhabitants or laden with treasure or both.

Regarding the construction of the temple, it was carved from the rocky peak, and has three distinct levels. The first was for worshippers to pay homage to the goddess Xan Yae, the second for training and day-to-day functions of the monks themselves, and the third and final level contained the monks' quarters, their training areas, and library vaults and storage for

food and other necessities. These levels once had multiple entries and exits but as mentioned before, the sands have long since covered all but one.

While the air on the surface is burning hot and filled with dust, the lower two levels of the Temple are surprisingly cool, which is part of the reason why the Ogre Mage took the Temple as his. The Ratmen have further excavated, in their own crude manner, additional living space for the clan as the Ogre Mage has deemed the areas once built by and for the long-departed monks off limits. Both parties have built a more than adequate number of traps throughout the place. These traps are easily sidestepped once their existence is known, but pose a very real danger to the unwary.

The general strategy of the Ogre Mage and Ratmen is if they are attacked, the Ratmen will form defensive strongpoints along the halls and chambers of the upper level, and then if those forces are bypassed, the Ratmen will then create a phalanx on the open area of the second level and charge interlopers that way, hoping to overwhelm them with force. The Ogre Mage will only become involved if the attackers seem to be thwarting this second line of defense, and will employ spells and physical attacks both (but preferring the former). If the attackers are too powerful (such as a well-equipped high level party of adventurers) the Ogre Mage will leave the Ratmen to their fate and flee to his own chambers and attempt to escape using Gaseous Form potions they have stored for just such an emergency. These contingencies do not consider what a clever and stealthy party might accomplish, however...

Finally, it should be noted that the Firenewts do not occupy the Forgotten City in its entirety, and there is much within that storied place that a Dungeon Master might wish to "flesh out" to add more encounters and possible treasures for an adventurous party that wishes to explore further.

TOURNAMENT NOTES:

Portions of this module (specifically, the temple area alone) were used at the RECON '04 convention in Tampa, Florida in April of 2004. While the entire module can be used in a convention setting, it is recommended that the temple area be given the most consideration due to the length of the adventure and the number of puzzles therein.

Additionally, pre-generated characters identical to those used at RECON '04 are provided at the end of this module if immediate play is desired.

NOTES ON DESERT TRAVEL

Traveling across the Sea of Dust is – without the consideration of random monster encounters – a hazardous prospect at best. The sun blazes down mercilessly upon anyone within the desert, the sands themselves shift constantly, and the winds can suddenly kick up dust storms that can strip flesh from bones in mere minutes.

The first and best strategy for a group thus traveling is to move at night and rest during the day, taking care to pack tents to provide shade to rest in. Also, unless absolutely necessary, armor should not be worn as it's weight and heat will put undue strain upon those so equipped.

The next most important consideration is water – without adequate water supplies, an adventuring party cannot hope to make the journey. A cleric capable of casting *Create Water* becomes an invaluable asset, as would magic items capable of producing the same effect. If for some reason these are not available, yet a character wishes to venture across the desert any way, he or she (regardless of race or gender) must consume

at least one gallon of water *per day* to combat the effects of losing moisture through sweat. It is triple this amount if they choose to travel by day rather than night. The effects of not staying properly hydrated are most terrible: for every day that passes without water after the first, a character will lose 1 hit point, and 1 point of Constitution. At the end of a week (if still alive) the CON loss is *permanent*, and adjustments in Hit Point bonuses and System Shock survival chances should be made. Powerful magic, such as *Heal* or *Restoration* can be used to undo the damage inflicted by such occurrences.

Horses, even those bred for desert travel, also need adequate amounts of water daily, or they will die. For simplicity's sake, horses should be given three gallons daily, and if traveling at night, they should also be given adequate shade. The preferred beast of burden in the desert is of course the camel, as they require one fifth the amount of water that horses do, and in an emergency this can be reduced to but five gallons in a single week of travel. However, even these beasts need water, and if not given an adequate amount they will simply sit down in the sand and refuse to travel any further, *Speak with Animals* notwithstanding!

Weather in the desert is almost universally sunny and hot. Rarely, (1% per month, only during fall or winter times) will a significant cloud formation pass over, causing rain. This rain will last from 1-6 turns, turning the sand within a 1 mile radius into a thick (but navigable) mess of damp mud. When the sun comes out it takes approximately one hour to dry the water up. Water from these infrequent showers may be collected, although the amount will not be that significant.

The desert holds an additional danger in the form of shifting or quicksand. These patches are indistinguishable from regular areas and only probing with a pole or spear will reveal their soft and unsafe nature. They span an area from ten to thirty feet in diameter. For every animal or person falling in, a Saving Throw versus *Death* must be made. A failure indicates they are thoroughly trapped and will begin to take 1d6 points of damage each round they are trapped. If the Saving Throw is successful, they can pull themselves out flat (animals will struggle to keep their feet underneath them and find purchase on firm sand beneath) and attempt to struggle to the edge of the area. An additional Saving Throw must be made each round. Failure indicates the victim has slipped beneath the sands again. Movement through the area is restricted to 3" for each individual.

Finally, sandstorms or dust storms are a constant threat in the desert. They usually spring up with little warning, lasting from 1-10 turns. If the storm lasts more than 2 turns, for each turn after the second, the winds begin to peak in velocity. Thereafter, every *round* that shelter is not sought (on the lee side of a dune, behind a camel covered with a tarp, in a tent, etc.) 1d6 damage from blasting sand is inflicted. Cloth and leather items (including leather armor) must make a saving throw or be thoroughly shredded by the violent winds. Magical items of this nature receive normal bonuses. Attempting to use such magic as *Fly* or *Levitate* during such a storm is impossible as the caster or those affected will be dashed to the ground for 2d12 points of damage by the violent winds. An appropriate application of the *Control Weather* spell can force the winds to subside.

START

Having followed your maps and charts given to you by the Sultan's wise man, you have reached the foot of the Sulhaut Mountains and now the desert stretches out before you. Stepping down upon the burning sands, you realize that you are within a short distance of fabulous wealth – and grave danger!

DESERT ENCOUNTERS

The journey to the Forgotten City is a relatively long but direct one from the foot of the Sulhouts. The Sea of Dust is not without it's perils however. It is recommended that initially the encounter tables outlined in the **Dungeon Master's Guide** on pp 47 be consulted for encounters between the mountains and the general area of the Temple/Forgotten City. Once within the same hex as the Forgotten City, it is recommended that the following chart be consulted (check per day spent in the desert outside of the City or Temple as outlined in the **Dungeon Master's Guide**):

1. 10 Firenewts on patrol
2. 1 Dune Stalker
3. 4 Ratmen on patrol
4. 2 Giant Scorpions
5. Nest of Huge Centipedes
6. Giant Ant Lion lair
7. 1 Wolfwere
8. 1 Sandman
9. 1 Gambado
10. Red Dragon*

*Note – if the Red Dragon is encountered beforehand and slain in it's lair this encounter will not be available; additionally if the dragon is slain during the encounter it will not repeat again. Likewise the Wolfwere and Dune Stalker encounters are unique.

Firenewts : (10; AC 5; MV 9"; HD 2+2; HP 17, 8, 10, 12, 7, 14, 16, 5, 6, 8; D 1-6 [shortsword]; SA: Breathe fire; SD: Resistant to fire attacks). This is a raiding/scouting party as outlined in the Notes for the Dungeon Master above. If they take more than 50% casualties they will break off an attack and retreat through the city to their own lair.

Dune Stalker : (AC 3; MV 12"; HD 6; HP 34; #AT 1; D 2-12; SA Kiss of Death; SD: Only harmed by magic weapons; Magic resistant 30%). This vile thing was summoned ages ago by a Suloise magic-user who died before giving the 'Stalker it's duty. Spellbound to remain on this plane until whatever Geas holds it here expires, the Dune Stalker is motivated by hatred, rage, and frustration and will fight to the death any whom it encounters. The Firenewts rightly fear this creature which they call (in their own tongue) "Desert demon."

Ratmen : (4; AC 7; MV 9"; HD 3; HP 12, 11, 9, 9; #AT 1; D 1-8) A patrol of Ratmen ordered out by the Ogre Mages, they will fight only creatures they can easily overcome. Intimately familiar with the surrounding desert and the city, they skulk about at dusk and dawn hoping to ambush their hated foes, the Firenewts, or anyone else who happens along. Due to this familiarity, they surprise on a 1-3.

Giant Scorpions : (2; AC 3; MV 15"; HD 5+5; HP 22, 20; #AT 3; D 1-10/1-10/1-4; SA Poison sting). Two ferocious beasts that have recently begun to roam the edge of the city, they have learned that both Firenewts and Ratmen are tasty and (relatively) easy prey – however they are not above adding unwary adventurers to their diets.

Huge Centipedes : (9; AC 9; MV 21"; HD 1; HP 1 (x9); #AT 1; D Nil; SA Poison). These horrors can be encountered anywhere near the city; a Save v. Poison must be made at +4 or 4-16 points of painful damage are suffered due to their caustic venom.

Giant Ant Lion : (AC 2; MV 9"; HD 8; HP 44; #AT 1; D 5-20; SA 5-20 points of damage per round after every successful strike). A common creature within the deep desert, the Giant Ant Lion lairs dot the sands between the Forgotten City and the Temple. Encounters with them are truly random, as the creatures often shift location when food is not immediately forthcoming.

Wolfwere : (AC 3; MV 15"; HD 5+1; HP 24; #AT 1 or 2; D 2-12/2-12 or possible weapon; SA Singing brings lethargy; SD +1 weapon or cold iron needed to hit; Magic Resistance 10%). Unless surprised, the Wolfwere encountered will be in human form and claim to be a Bard who was waylaid upon his journey across the desert to seek some forgotten instrument of great power. The creature will appear forlorn and ask the party for assistance in return for a mere song around the campfire. It will use it's song to *Slow* the party (as the spell of the same name) and then attack once all have been gripped by it's lethargy. It has no treasure.

Sandman : (AC 3; MV 9"; HD 4; HP 23; SA Sleep; SD: Missile deflection). The spirit of a long-dead Suel mage, this ghostly figure haunts the dunes near the city seeking to lull to sleep any whom it happens upon.

Gambado : (AC 6; MV 12"; HD 4; HP 32; #AT 3; D 1-8/1-4/1-4) If the Gambado is encountered it will be in it's nest, waiting for a wayward victim to ensnare. Treasure is strewn about for use as a lure to the unwary. The total amount of treasure is some 4267 silver pieces it collected from a small, forgotten chest it unearthed when creating it's burrow. Only 10% of these are on the surface around the nest; digging will unearth an additional 10% for every turn spent rooting around the creature's nest.

Red Dragon : (AC –1; MV 9"/24"; HD 11; 66 Hit Points; #AT 3; D 1-8/1-8/3-30; SA: Breath Weapon, Spell Use). This terrible beast flies near the city ruins looking for easy prey; it has found little in the barren wastes but knows that something has moved in to both the Temple and the Lost City and as such will remain so long as there is a viable source of prey and treasure. If encountered and slain in it's lair it will (obviously) not appear and as such this encounter should be ignored.

RED DRAGON'S LAIR

This is the lair of a terrible Red Dragon. It is a rocky spire overlooking the flat plain that the City and Temple are on. Approaching it without being seen by the dragon is difficult, as from the ground it is nigh-impossible to tell whether or not the great beast is asleep. The climb is not difficult, as the frequent dust storms have etched easy handholds into the stone of the spire.

Once on top, the dragon's lair can easily be identified; it is beneath a rocky overhang to one end of the spire. The rest is flat and provides no "cover" for sneaking up on the beast.

1. Red Dragon's Lair.

A large stone "table" with a rocky overhang jutting from it's middle, this small butte affords a view of the entire area, including the bulk of the tiny-seeming city below. There is ample shade underneath the butte, and just within the shadows a pile of debris lies, flattened out into a vague nest-shape.

This is the lair of Gaureth, an old Red Dragon (AC –1; MV 9"/24"; HD 11; 66 Hit Points; #AT 3; D 1-8/1-8/3-30; SA: Breath Weapon, Spell Use) which came here seeking to (hopefully) amass treasure from the ruined city and prey upon whatever creatures lived within it. Gaureth has not been wholly disappointed, as the Firenewts and the recently arrived Ratmen are good enough sport. Gaureth can speak, and will attempt to use guile and trickery to catch interlopers unaware. He is capable of using spells (he currently has two *Charm Person*, as well as *Burning Hands*, *Lightning Bolt*, *Knock*, and *Invisibility 10' Radius*) memorized. He may even allow treasure seekers to take something and leave – only to catch them halfway down the spire and attack!

Gaureth has raided the treasure stores of the old Suel city and has amassed a fair bit of wealth: 14353cp, 39549sp, 23723ep, 38820gp, 81 gems totaling 45952gp in value, 23 pieces of exquisite jewelry worth 74128gp, plus a small coffer of potions containing a *Potion of Storm Giant Control*, a *Philter of Love*, a *Philter of Persuasiveness*, a *Potion of Healing* and a flask containing *Oil of Ethereality*.

FIRENEWT LAIR

This building, near the gates of the Forgotten City, was once a self-contained *Mercado*. The open court in the middle is now a common area for the Firenewts to mingle, and the various shops around the perimeter have been turned into quarters for each of the Firenewt "families". The Firenewts, at the behest of their Priests, are currently scouring the city ruins for artifacts or magic weapons that will allow them to overthrow the Ratmen and crush the hated interlopers once and for all.

The Firenewts number 70, currently, and always have a watch of four on the upper story of the building, on the lookout for a raiding party (or the Red Dragon). A few young, who will not fight, will be found in the apartments within the square. Females reside there as well.

1. Open Courtyard

This spacious courtyard is covered with sand, although a few flat paving stones can be seen. The footprints in the dust denote heavy traffic. A broken fountain juts from the sand in the middle of the court.

This court area serves as a "common room" as it were for the Firenewts. In the center of the courtyard, a large open pit some 10' deep serves as both a prison and torture chamber for captives of the Firenewts. Three Ratmen are currently there. They will show no gratitude for their rescue, seeking to return to their own kind as quickly as possible. At any given time, some twenty Firenewts will be in the courtyard (AC 5; MV 9"; HD 2+2; #AT 1; D By Weapon Type – 45% pike and sword, 25% sword only, 20% pike and hand-axe, 10% battleaxe). They will attack any not of their own kind on sight.

2. Elder Newts' Temple

Several crumbling wooden benches and tables are scattered throughout this open building; a few smashed chests are in a heap near the door. A many symbols of wealth (coins, gems, stacks of gold bars) are painted on the walls, their colors fading in the desert heat and abrading sand.

What was once the quarters of the Merchant's Guild is now the temple and center of the Firenewt's community. Herein two Priest Firenewts (AC 5; 3+3 HD; Druid Spells – *Animal friendship*, *faerie fire*, *predict weather*, *produce flame*, *heat metal* and *pyrotechnics*) who are the tribe's spiritual and social leaders reside. They will react to any sound of battle outside by preparing their spells and readying themselves for combat. The two priests (22 and 24 hit points, respectively) have unearthed two Maces +1 in the city ruins and will use them in combat. The priests will take cover behind overturned tables should intruders enter the courtyard and attack the firenewts there, and wait in ambush for further intruders, or assist any firenewts who enter.

The communal treasure is also here, a small cask containing 590pp.

3. Quarters of the Elite

This was perhaps once a mercantile or shop of some kind; time has obscured whatever it's function was. A stone bar runs down the middle of the room across its width, but there are no tables or chairs here. Perhaps this place was once a tavern, or inn...

The seven Elite warrior Firenewts reside with their females in this area, but two are always in the common area mingling with the "lesser ones". The five found in this area are equipped with battle axes, and have 3+3 HD (22, 21, 18, 14, 14 HP respectively). The females (seven total) will take up short swords and fight as regular Firenewt warriors.

Each female has a small belt pouch containing their mate's treasure of 15sp and 5gp.

Apartments of the Firenewts

Each of these areas are former shops, now used as sleeping quarters by the Firenewts. While many (20, plus two Elite Warriors) are in the courtyard, each of these quarters contains a clan of five Firenewts. The colony is too new to have yet established an egg chamber. Each Firenewt in each clan is capable of fighting as a full Firenewt warrior, using breath weapon for 1-6 points per exhalation, and are armed as per those in the courtyard itself. All will fight to the death and cannot be *Parleyed* with. Each Firenewt carries his or her own treasure, a small pouch containing 10sp and 5gp.

The Temple of the Sun

1. Entry Vestibule.

Dim light filters down from above, most of it lost in the shadows of the spiral stairway. Dust and sand are everywhere. Faded murals and colored stonework hint at the beauty that was once a part of this place. Heaps of debris dot the large room.

Lurking behind the mounds of sand, junk, broken stonework and potshards are 4 Ogre Rats (4+1 hd ea., HP 22, 29, 22, 30, AC4, D:1-10) guards ready to leap upon party. They have no treasure.

2. Vestibule worship area.

This large hall is empty of any items of interest, save a large fountain along one wall. A slight trickle of water flows from a jug held by the carved figure of a stooping woman.

Although this hall appears empty, the fountain contains three water weirds (AC 4; MV 12"; HD 3D8+3; HP 22, 18, 20; #AT 0; DMG NIL; SA Successful hit drags victim into water unless *save v. paralyzation* made; SD Edged weapons cause 1 hp damage, immune to most spells). The fountain itself is much deeper than it appears, and within the fountain is a locked coffer which contains the small wealth of the monastery which was thrown in during the chaos of the Invoked Destruction:

2000 g.p.
10 gems of base 50 g.p. value
7 silver medallions (Holy symbols of Xan Yae; each is worth 50 g.p.)

3. Collapsed Hallway

The corridor to the right is totally choked with rubble: fallen beams, stones and sand. Beneath the fall of debris, a humanoid skeleton can be seen. A yellow metallic gleam can be seen on one of it's hands; the other clutches a still-shining sword.

This is actually a ruse created by the Ratmen to kill intruding Firenewts – or anyone else. The skeleton's "ring" is a gold trinket worth 1 g.p.; the sword is a normal weapon of no special qualities save that the Ratmen – who know about the trap detailed below – keep it polished and positioned just so on the

skeleton.

The real purpose of the dead end is to entice interlopers in to the dead-end, and tamper with the skeleton. If it is touched without a successful **detect traps** spell, skill or other method of detection being used, a ten-ton stone will fall from the ceiling and *utterly destroy* anyone standing in front of the skeleton. The stone is 10x10, and will totally pulverize whatever it hits.

3a. Bricked over Archway

An arched doorway or niche has been bricked over somewhat recently. The stonework is of solid but crude construction, the mortar not yet cured.

If time is taken to demolish the wall – at least three turns – those who do so will be rewarded with a sight wondrous and curious for this dismal place. The Ratmen have, on command from the Ogre Mage, sealed up an icon of the Goddess, as the Ogre Mage found it impossible to scourge or otherwise destroy easily, and it's presence caused him no end of unease.

The statue of Xan Yae sits in repose, her hand held out, palm up. If one of the gemstones found in area #2, above, is placed in her outstretched palm, the donator will receive the boon of a *bless* spell that will last for six turns. When the alcove is completely uncovered, all *good* – aligned characters will sense a feeling of well-being come over them (there is no benefit beyond that, unless a sacrifice is given).

If the statue is damaged or if an offering is given and then removed, the offender will be afflicted by a *curse* that can only be lifted by a cleric of Xan Yae, and then only with an **atonement** spell, followed by a **remove curse** spell **after** the profane individual has donated 1000 g.p. to the Temple of Xan Yae. The nature of this **curse** is left specifically to the DM, but suggestions include a -1 on all to-hit and saving throws, or a reduction of Wisdom and Charisma attributes.

4. Common Area

A great number of Ratmen are in this room that was probably once used for prayer, meditation and monastic training, this area is now largely bare. A sunburst mosaic is on the floor, and a few stone benches line the walls. Other images have been removed or obscured.

10 Ratmen and their commander (AC 7, D1-8, HP 16, 18, 19, 19, 13,13, 20, 18, 12, 15. Commander, AC 5, 28hp, +2 Longsword (1d8+2)) are currently in the room, sparring in gladiatorial combat to keep them tough for constant skirmishes with the firenewts located elsewhere within the Lost City. Their activities are being overseen by three Ogre Rats: 22, 25, 28 hp ea., D10, AC4. The Ratmen will fight as long as the Ogre Rats and the commander are alive; if the Ogre Rats are slain, the Commander will call for a retreat and the Ratmen will perform a fighting-retreat towards their lair to the north. If both the commander *and* the Ogre Rats are slain the Ratmen will flee in a general panic, but will warn their fellows in area #7. They have no treasure with them in the room.

5. Ogre Mage's Lair

A thick, iron-banded oaken door is the only entrance into this chamber. Shelves are along the walls near the ceiling containing scrolls, books, jars holding unidentifiable things, powders, alembics, boxes and so on. A stout wooden table sits in one corner covered with more curiosities; a comfortable if crude looking sleeping pallet is in the other corner. There is a fireplace in the southern wall, but there is no fire in it at the moment.

If the Ogre Mage has had any warning of the approach of the party, such as the noise of battle, or traps being triggered, loud

speech, etc. he will immediately cast **wizard's eye** and send the orb towards the party's location. Once he has ascertained their nature, he will cast **polymorph self** and give himself the image of a wizened yet irritated looking old man. Upon their entry into his chamber he will seem kindly enough if a little dismayed by their presence, and ask them what they want. If the party is allayed by his appearance and behavior, he will offer to make them tea. The tea itself is made from a type of opiate leaf that will cause characters who fail a *save versus poison* to immediately fall in to a coma-like state. Any spellcasters and/or psionicists in the party will be of particular interest to the Ogre Mage as it finds the brains of such creatures interesting to study – captured individuals will soon join the curios on the shelves about the room!

Other types, such as fighters or clerics, who are drugged will simply be tied up and fed to the Ratmen, or tossed into the green slime pit (see #14, below).

If pressed in to combat, the Ogre Mage will *not* reveal it's true form but *will* employ it's spells. First it will use it's **fly** spell ability to rise out of easy range of swords. Then it will cast **darkness** at the party, then use **sleep** on the most powerful-looking individual within the group. It will then attempt to **charm** the second most powerful member, and finally use **cone of cold** against the group as a whole. If it is reduced to 20% of it's hit points (or less) in combat and is still conscious, it will become **gaseous** and flee to area #15, below.

It's abilities are as follows: AC 3, MV 9"/15", 55 HP, #AT 1, D 3-14 (1d12+2), SA Spells, SD: Regenerates 1 hp/melee round.

In an iron box beneath a flagstone under it's bed are 8000 g.p., and four silver goblets originally used in temple rituals worth 25 g.p. each.

6. Portcullis.

A large, heavy iron and wood portcullis bars further progress here. Just beyond it to the right an alcove or small room can be seen.

The portcullis requires a total STR of 45 to raise (multiple characters can stand shoulder to shoulder to lift the heavy gate) or a successful **bend bars/lift gates** roll by a single character.

Through use of an **animate dead** scroll it had, the Ogre Mage has placed four *monster zombies* on guard here against any intruders. It does not want the ratman denizens to come in to this area, nor any of the other creatures living near them. Each *monster zombie* wears a copper bell around it's neck; combat with these creatures will raise an alarm that the Ogre Mage *will* hear.

Monster Zombies (x4): AC 6, MV 9", HD 6D8, HP 30, 40, 31, 37; #AT 1; DMG 4-16

7. Ratman Common Area.

This is a huge, natural cavern, a passage to which has been dug by furtive hands and crude tools. The stench of refuse is strong within this cave. The chattering and squeaking of shrill, high-pitched voices can be heard throughout the cave. Light here, aside from any you have, is virtually nonexistent.

This is the lair of the Ratmen who serve the Ogre Mage. There are twenty males (AC 7, MV 12", HD3, HP 9 ea., #AT 1, D1-8 or 1-6), thirteen females (AC 8, MV 12", HD 2, HP 6 ea., #AT 1, D1-6), and eight young (who do not fight). The Ratmen are equally divided as spearmen who will repel charges or throw the spears (they have an ample supply) and swordsmen. Any survivors from area #4 above will be here, as well. The Ratmen are undisciplined but will fight ferociously (all morale checks at +25%!) as they are defending their warren. An additional four

Ogre Rats (AC 4, MV 9", HD4+1, HP 32, 28, 22, 26, #AT 1, D1-10) are present and will fight as ferociously as the Ratmen. The Ratmen fight under the direction of their two chieftains, who fight as normal Ratmen save they have maximum hit points and strike for an additional +2 to-hit and to-damage due to their quickness and strength. The Ratman chieftains are both under the **charm** influence of the Ogre Mage, and once that creature is dead, it's influence will begin to fade. The Ratmen, while evil, desire merely to be left alone and if possible return to the north to cooler climates, and as such it may be possible to parlay or negotiate with them.

A locked wooden chest beneath the Ogre Rats' beds in area #7a holds the meager treasure the Ratmen have kept hidden from the Ogre Mage: some 2700 s.p., a **potion of animal control (reptiles)**, 11 base 10 g.p. gems, and a suit of Halfling/gnome sized **leather armor +2**. This last item ill fits the stooped form of the Ratmen, but they recognize it's quality and hoped to adapt it to fit their chieftain at some point.

The chest is trapped with a gas capsule that will break if not detected and disarmed. It will billow forth a cloud in a 10'x10'x10' area that will act as a **slow** spell on all who breath it unless they *save versus poison* successfully.

8. Troll Watchmen

This alcove houses a filthy nest of bones, sticks, smashed furniture, skins and other unidentifiable items that can only denote the lair of trolls!

Two trolls (AC 4, MV 12", HD6+6, HP 37, 40, #AT 3, D5-8(x2)/2-12, SA Fight up to three opponents at once, SD: **regeneration**) guard this area. They are in league with the annis lurking in area #9. They will not move in to assist the Ratmen, nor will they attack the party while any battle is going on. They have been bribed very well by the annis and simply bring back the occasional stray Ratman, or adventurer, who come too close...if a large, powerful group of adventurers do enter the area, one of the trolls will run to tell the annis while the other engages the group. Once the annis is warned, the troll will return to attack the party immediately. The treasure the trolls have stuffed in to their filthy pallets consists of a sack containing 2000 s.p., two potions (one is an **oil of etherealness**, the other a **potion of extra-healing**), and a **longsword +2**. The sword is intelligent, with an IQ of 12 and an Ego of 3. It is called Sieg, and is **neutral good** in alignment. It communicates through **empathy**, and can detect magic items and what kind in a 20' radius.

9. Annis Cave

This is a foul-smelling room with no other visible entrances or exits. A thick fog hangs in the room. Light seems to die here in this dismal place. A bed or nest of some kind is in one corner; a natural circular shelf runs around the diameter of the room, near the high ceiling.

This horrible place is the lair of the Annis. It wandered in to the temple ruin some time ago, before the arrival of the Ratmen and Ogre Mage. It has a loose agreement with the Ogre Mage since it needs protection from the other denizens of the lost city. It eats a few Ratmen every once in a while, keeping their population "manageable", and in turn is protected from the other residents of the ruined city. It has no knowledge of the Orb. When the party enters it will already have used it's **fog cloud** ability in preparation, and it will be hiding on the stone shelf waiting to spring in to the middle of the party, surprising on a 1 through 4 on 1d6, *ranger and monk abilities notwithstanding*. It will rend and tear, seeking to kill magic-users first.

AC 0; MV 15"; HD 7+12; HP 57; #AT 3; DMG 9-16(x2)/3-9; SA If all attacks hit in a round it automatically hits in the next round, SD: **fog cloud**, edged weapons do -1 damage, blunt weapons do +1 damage, immune to **illusion** and **phantasm** magic.

Its' treasure is in a huge sturdy sack on the shelves; the sack is the same gray color of the stone and must be searched for carefully. The sack contains:

3104 s.p.
6248 e.p.
1589 g.p.

A cleric scroll of **resist cold, remove fear, snake charm, feign death, dispel magic**
Lower water, insect plague
15 arrows +2

Additionally, the annis is in possession of a skull carved from a single, flawless piece of quartz crystal.

10. Forgotten Cave

The floor of this cool damp cave is covered with a shallow pool of water. There is nothing remarkable here.

The pool here contains a small gray ooze (AC 8; MV 1"; HD 3+3; HP 25; #AT 1; DMG 2-16; SA Corrodes Metal, SD: Immune to most spells, immune to heat and cold). It is voracious and will lash out at any who come within 5' of it.

11. Oubliette.

This dank cave contains nothing save a skeleton lying in the corner. It is otherwise bare.

The skeleton is that of a human thief who attempted to sneak into the caves some months ago. Both of the leg bones are broken, and if a *speak with dead* spell is used to communicate with the skeleton it will say that it was injured in a fight with the trolls but managed to escape here, only to die. There is no treasure, but the thief's tools are nearby (they must be carefully searched for as they are scattered in the dust and grime on the floor) and in fair condition. If cleaned and repaired, they will bring full price on the open market.

12. The Narrow Passage

Moving through this area gets progressively more difficult. As the passage slopes upward, a small entrance can be seen into what appears to be an open, wider cave. It looks as though a Halfling or gnome might well pass through without difficulty; humans, elves, dwarves. Etc. might find the going difficult.

Passing into this area will be very difficult for non-demi-humans and there is a 50% chance characters will get stuck if they attempt to crawl through while wearing armor. The cave beyond contains an umber hulk (AC 2, MV 6"/1", HD8+8, HP 59, #AT 3, D3-12(x2)/2-10, SA: **confusion**) which has tunneled into the cave but a few hours ago. It has no knowledge of the other denizens within the caverns, or the temple proper, but will delight in slaying and eating as many as possible.

It's burrowing has left a narrow tunnel in the floor of the cave. Any foolish enough to enter the tunnel and follow it some 500' downward and south-westward at a steep angle will soon find themselves hopelessly lost in a warren of caves created by the umber hulk and others of it's ilk.

13. Cavern Latrine

An unbelievable stench rises from this place; it is the ordure and reek of several types of creatures. The air is thick, damp, and cloying and the smell threatens to overcome you all.

Within the muck on the floor of this cave is an otyugh (AC 3, MV 6", HD8, HP 40, #AT 3, D1-8(x2)/2-5, SA: **disease**, SD: Never surprised). Hidden in a locked iron chest beneath the slime in this

room are four **potions of extra-healing**. They have been hidden here by the annis.

14a. Corner Trap

A swinging bed of spring-loaded spikes sits at the corner, and will strike the first two characters who round the corner unless a successful **detect traps** roll is made by any with the appropriate skill (or spell of the same name). The swinging spike trap strikes for 3-24 points of damage. If the trap is detected, the hinges holding the trap back can be seen easily.

14b. Slime Trench

A narrow log crosses a 60' long, 10' wide pool of stagnant water in the corridor here.

Beneath the surface of the water is a growth of green slime (AC 9, MV 0', HP 9, #AT 0, D Nil, SA: Eats through wood and metal, SD: Blows do it no harm, only cold or heat affects it). Characters must cross one at a time across the trench. Any who attempt to do so must make a "saving throw" of their DEX or lower on a d20, or they will fall in to the trench and come in contact with the slime. While the slime cannot be burned by normal means (the water is too deep) a **fireball** or **flame strike** spell will boil the water and kill the slime. Any characters who fall in are subject to the slime's attack, as are any possessions the characters have!

15. The Mysterious Cul-De-Sac.

This dead-end is comprised of four alcoves, two on the left and two on the right. Three skulls are set in niches in each of the alcoves; a fourth niche is empty.

Upon entering the first skull on the left, made of obsidian, will rise and utter "Which is the sinister?" The correct answer is "Left hand" or simply "Left." An incorrect answer or hesitation of more than six rounds (one minute – DMs take note!) will cause a wight (AC 5, MV 12", HD4+3, HP 35, #AT 1, SA: level drain, SD: Immune to sleep, charm, hold, **cold** based spells, +1 or better weapon to-hit) will appear immediately and attack the group, first draining them, then striking with a **sword +2** for 3-8 points of damage.

When the correct answer is given, if the wight is present it will disappear. Furthermore, a white sandstone skull in the second alcove on the left will utter the question "Where is my brother"? The alcove directly across the corridor from the white sandstone skull is empty. If the party hesitates, again, for more than six rounds, a spectre (AC2, MV 15"/30", HD7+3, HP 59, #AT 1, D1-8, SA Drain 2 levels/hit, SD Immune to sleep, charm, hold, **cold** based spells, +1 or better weapon to-hit) will immediately appear and attack the party until they flee across the channel (it will pursue no further) or produce the skull and place it in the alcove.

If the skull is placed in the alcove, the spectre will disappear (if present).

Finally, a bronze skull in the first niche on the right will speak and say the following: "You turned her back on her ages ago. Speak her name reverently and you may pass!" The correct password is "XAN YAE". An incorrect answer produces no response. Once the correct answer is given, a large stone slab will slowly move away from a passage in the floor, showing a worn, narrow stairway leading down into the darkness...

15. The Chamber of the Sphere

This huge round room is devoid of any features save a sunburst icon carved in the center of the floor. Torches set in sconces encircle the room. A huge efreet stands opposite the stairway, laughing mockingly as you enter. "Welcome, fools!" he shouts. "Welcome to your doom!"

The efreet (AC 2, MV 9"/24", HD10, HP 70, #AT 1, D3-24, SA Create audio/visual illusions, **wall of fire** (as the spell), **produce flame** (as the spell), **pyrotechnics** (as the spell) all at will, SD Immune to normal fire, magical fire attacks are at -1 to-hit and/or -1 per die of damage) has been bound by the Ogre Mage to remain here to guard the sphere against any interlopers whom the Ogre Mage has not previously told the efreet to allow here.

If the Ogre Mage had to retreat to this area, it will be hiding near the stairs, **invisible** if possible. Once combat begins, it will attack spellcasters at the rear of the party, and/or use its **cone of cold** (again, if able). The efreet will use the following tactics:

In the first round it will create an illusion of a Type VI Demon standing in a burning pentagram (seemingly summoned by the efreet) which will warn the characters to approach no further. If the party presses the attack, in the second round it will create a **wall of fire** in a 10' diameter circle around itself (it can strike through the wall without injury). If the party persists, in the third round the efreet will cast **pyrotechnics** at one of the torches around the perimeter of the room (there are ten torches in all) to try and blind the party, then move in to attack at an advantage (the efreet cannot be blinded by its own **pyrotechnics**). It will then use **produce flame** to burn and/or distract any surviving spellcasters, leaping in to melee. It will then alternate with **pyrotechnics** and a melee for as long as there is an open flame with which to blind the party.

If the Ogre Mage is slain, the efreet's burden is over, and it will disappear in a fiery explosion (which is illusory and does no damage), returning thus to its own home plane...

Beneath the sunburst in the floor lies the Immaculate Orb of Xan Yae, and its properties are detailed at the end of this module.

THIS CONCLUDES WGH2 TEMPLE OF THE SUN

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New Monsters

Two new monsters are introduced in this module, the **Ogre Rat** and the **Ratman**. Full details for both creature types are given below.

Ratmen:

Frequency: Rare

No. Appearing: 10-100

Armor Class: 7

Move: 9"

Hit Dice: 3

% In Lair: 40%

Treasure Type: C

Number of Attacks: 1

Damage/Attack: By Weapon Type

Special Attacks: None

Special Defense: None

Magic Resistance: Standard

Intelligence: Low

Alignment: Chaotic Evil

Size: M (5' tall)

Psionic Ability: Nil

Attack/Defense Modes: Nil
Level/X.P. Value:
III/65+3 per hit point

These weird creatures are the offspring created when Wererats (q.v.) mate in non-human form. Ratmen are shunned by both human and demihuman societies and Wererat clans, and thus tend to hate all creatures equally. Unlike their lycanthrope forbears, they cannot change from their true form: that of a humanoid rat. They associate in loose packs, favoring sewers, abandoned castles and keeps, and unused warehouses as dwellings. Occasionally, they can be found within recently ransacked underground cave complexes vacated by humanoids or in dismal swamps. Although low in intellect, they possess some of the cunning of their rat ancestors, and tend to lay many deadly traps in their lairs to keep intruders away.

Once in a great while, they will perform some duties for their Wererat kin. This is rare, however, and usually requires the presence of a powerful Wererat magic-user or the threat facing the Wererats must directly affect the Ratmen as well.

For weapons, they favor spears and bows, although short swords and daggers will be present as well. There is a chance, when facing foes they have the most enmity for, that they may be using poison arrows (Save versus Poison or lose 1 additional hit point every round until a successful Save is made).

One power they did retain was the ability to summon Giant Rats (q.v.) as their Wererat kin.

Unlike Wererats, these creatures are not immune to normal weapons, and Silver weapons have no inherent benefits against them unless they possess some dweomer. However, weapons which do added damage to Lycanthropes gain normal bonuses.

Ogre Rats

Frequency: Rare
No. Appearing: 1-4
Armor Class: 4
Move: 9"
Hit Dice: 4+1
% In Lair: 40%
Treasure Type: Q
Number of Attacks: 1
Damage/Attack: 1-10 or By Weapon Type
Special Attacks: None
Special Defense: None
Magic Resistance: Standard
Intelligence: Low
Alignment: Chaotic Evil
Size: L (10' tall)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/X.P. Value:
III/95+5 per hit point

On rare occasion, Lycanthropes will run afoul of larger creatures such as Giants, Trolls, or Ogres (q.v.). Given the higher constitution of these larger animals, the disease of lycanthropy rarely affects the larger humanoid species. Thus far, only the Ogre seems susceptible, and then only to the bite of the Wererat. However, the transformation from Ogre to Wererat is an incomplete one, leaving the ogre stuck in a humanoid form, the size of its normal form, but with rat-features. Shunned even by other Ogres, the only creatures who will have dealings with these abominations are also cast-offs from Wererat society, the dreaded Ratmen. The Ogre Rat provides needed "muscle" to Ratmen clans, often able to assist them in subduing unsuspecting parties of adventurers or Wererats.

As dull-witted as Lycanthropes as they were Ogres, the Rat Ogres accept their lot in life with little complaint. If anything, their transformation gives them new opportunities to slay and gather treasure working for the Ratmen, and a chance to kill Wererat-kind.

They take damage as do their Ratman cousins.

New Magic Items

The fabled Immaculate Orb is the focus of this quest and lies deep within the Forgotten Temple. Its powers are outlined below:

The Immaculate Orb is a wondrous, golden orb the size of a large grapefruit. It is perfect in its shape, and feels no heavier than an egg. If possessed by a Neutral or Neutral-Good aligned character, it will allow the wielder an automatic saving throw against any spell cast at him or her up to once per day. It also has the power to mesmerize any who behold it (other than its wielder) so that they can perform no action against the wielder for 1-4 rounds, so long as the wielder speaks to their attacker of the virtues of balance and kindness. The Orb can, when used by a True Neutral Cleric (*not* a Druid) heal all damage be it from disease, poison, etc. If the Cleric is of high enough level to cast *Resurrection*, *Raise Dead*, *Restoration* or *Heal*, the Orb will permit him or her to do so an additional three times daily, up to three days in a row. Neutral-Good clerics who hold the Orb can cast an additional three *Cure Serious Wound* spells daily.

Neutral magic users who possess the Orb can hurl it as a *Fireball* which will inflict 9d6 damage upon exploding – but in 1-3 rounds the Orb will reform itself and can be retrieved and used again, up to three times daily.

It has no known effects for Neutral Good magic users.

If a Neutrally aligned Monk possesses the Immaculate Orb studies its perfection and contemplates the wholeness of its spherical shape, and the way that it reflects everything simultaneously on its flawless surface, they will learn a special insight into the form of the universe and can fight and perform special monastic skills at *one level higher* than their current level. Note that this does *not* impart the additional hit points gained by level advancement, and at any rate if fighting another monk (for example to attain a Master rank) the effect will not occur.

Lawful and Chaotic Good characters who possess the Orb will feel no ill effects or benefits from it.

Lawful and Chaotic Evil creatures who attempt to wield the orb will suffer 33 points of damage per attempt at using it, no saving throw permitted.

PREGENERATED TOURNAMENT CHARACTERS

NAME: Myrrh Slayter
CLASS: Paladin
RACE: Human
SEX: Female
LEVEL: 7
HIT POINTS: 43
ARMOR CLASS: 1(5)
ALIGNMENT: Lawful Good
STR: 16 (+1 Damage)
INT: 13
WIS: 17 (+3 Magical Attack Adjustment)
DEX: 13
CON: 12 (SYSTEM SHOCK/RESSURECTION: 80% / 85%)
CHA: 17 (Reaction Adjustment: 30%)
MOVE: 9"
SPECIAL:

Detect Evil 60' range.
+2 On all saving throws.
Immune to Disease
Protection From Evil 10' Radius.
Cure Disease 2 times/week
Lay on hands for 14 h.p.
Turn Undead as 5th level cleric.

Armor Worn: Chainmail +1, Shield +2
Weapons Proficiency: Trident, Longsword, Dagger, Battle-axe, Bow.
Equipment: Dagger, battle axe, Leather backpack, waterskin, cloak, iron rations (1 week), leather boots, bedroll, wooden mallet & stakes, belt pouch, mirror, coil of rope, iron spikes, tinderbox.
Magic Items: Longsword +1, Ring of Fire Resistance, Potion of Heroism

NAME: Lindalee
CLASS: Cleric
RACE: Human
SEX: Female
LEVEL: 7
HIT POINTS: 31
ARMOR CLASS: 3(6)
ALIGNMENT: Chaotical Good
STR: 13
INT: 16
WIS: 17 (+3 Magical Attack Adjustment)
DEX: 15 (Defense -1)
CON: 13 (SYSTEM SHOCK/RESSURECTION: 85% / 90%)
CHA: 18
MOVE: 6"
SPECIAL:

Turn Undead

Spells:
Clerical: 1st (5)/2nd (5)/3rd (3)/4th (1)

Armor Worn: Chainmail +1, Shield
Weapons Proficiency: Mace, Sling, Staff
Equipment: Sling, 12 sling stones, spell components, holy symbol (silver), leather backpack, waterskin, cloak, iron rations (1 week), leather boots, bedroll, shield, bandages, mirror, coil of rope, torch, sack, needle & thread
Magic Items: Mace +1, Cleric scroll of flame strike

NAME: Trama
CLASS: Ranger
RACE: Human
SEX: Male
LEVEL: 6
HIT POINTS: 50
ARMOR CLASS: 6(7)
ALIGNMENT: Neutral Good
STR: 14

INT: 13
WIS: 14
DEX: 13
CON: 17 (+3 h.p. SYSTEM SHOCK/RESSURECTION: 97% / 98%)
CHA: 16 (Reaction Adjustment: 25%)
MOVE: 9"
Special:

Surprise opponents on a 3 in 6
Only surprised on a 1 in 6
Tracking ability
+6 damage v. Giant class

Armor Worn: Ringmail, Shield
Weapons Proficiency: Broadsword, Bow, Dagger, Crossbow
Equipment: 20 Quarrels, broadsword, leather backpack, waterskin, cloak, iron rations (2 weeks), leather boots, bedroll, bandages, grapnel, pocket knife, mirror, sack, lantern, oil flask
Magic Items: Crossbow of Speed, 8 bolts +2, Potion of Healing, Potion of Extra-Healing

NAME: Jaro
CLASS: Fighter
RACE: Human
SEX: Male
LEVEL: 7
HIT POINTS: 36
ARMOR CLASS: -1(4)
ALIGNMENT: Lawful Good
STR: 16 (+1 Damage)
INT: 12
WIS: 14
DEX: 15 (Defense -3)
CON: 15 (+1 h.p., SYSTEM SHOCK/RESSURECTION: 91% / 94%)
CHA: 12
MOVE: 9"

Armor Worn: Splintmail +1, Shield +2
Weapons Proficiency: Battleaxe, hammer, dagger, lance, bow, broadsword
Equipment: Bow, quiver, 20 arrows, leather backpack, waterskin, cloak, iron rations (2 weeks), leather boots, bedroll, belt pouch, pocket knife, tinderbox, 10' pole, grapnel, sack
Magic Items: Splintmail +1, Shield +2, 20 arrows +1, Hammer +2, Potion of Hill Giant Strength, Potion of Healing

NAME: Orrick
CLASS: Fighter
RACE: Dwarf
SEX: Male
LEVEL: 7
HIT POINTS: 62
ARMOR CLASS: 2(6)
ALIGNMENT: Neutral Good
STR: 10
INT: 15
WIS: 12
DEX: 17 (+2 Reaction/Attack, Defense -3)
CON: 18 (+4 h.p. SYSTEM SHOCK/RESSURECTION: 99% / 100%)
CHA: 12
MOVE: 6"
SPECIAL:

Infra-vision
Detect Sloping Passage 75%
Detect New Construction 75%
Detect Sliding Walls 66%
Detect Stonework Traps 50%
Determine Depth Underground 50%
+1 To-hit half-orcs/goblins/hobgoblins/orcs
-4 on AC versus giant monsters
+5 on Save v. Rods/Staves/Wands, Spells, illusions, poisons

Armor Worn: Scale Mail, Shield

Weapons Proficiency: Bow, Dagger, Morning Star, Longsword, Shortsword, Spear
Equipment: Leather backpack, waterskin, cloak, iron rations (1 week), leather boots, bedroll, tinderbox, belt pouch, torch
Magic Items: Potion of Extra-Healing, Potion of Invulnerability, Longsword +1

NAME: Beltas
CLASS: Cleric/Magic-User
RACE: Half-Elf
SEX: Male
LEVEL: 5/5
HIT POINTS: 30
ARMOR CLASS: 3(4)
ALIGNMENT: Lawful Good
STR: 11
INT: 12
WIS: 10
DEX: 11
CON: 13 (SYSTEM SHOCK/RESSURECTION: 85% / 90%)
CHA: 15 (Reaction Adjustment: 15%)
MOVE: 6"
SPECIAL:

Turn Undead
30% Resistant to **Sleep** and **Charm**
Infravision 60'
Detect Secret Doors on 2 in 6
Detect Concealed Doors on 3 in 6

Spells:
Clerical: 1st (3)/2nd (3)/ 3rd (1)
Magic-User: 1st (4)/2nd (2)/3rd (1)

Spellbook:
Level 1: Dancing Lights, Detect Magic, Read Magic, Write, Find Familiar, Magic Missile, Message, Protection From Evil, Push
Level 2: Detect Evil, Detect Invisibility, ESP, Mirror Image, Scare, Shatter
Level 3: Lightning Bolt, Suggestion, Tongues, Water Breathing
Level 4: Charm Monster, Wall of Fire, Wizard Eye
Level 5: Mordenkainen's Faithful Hound

Armor Worn: Chainmail, Shield
Weapons Proficiency: Staff, Mace, Hammer
Equipment: Spell Components, Holy Symbol (Silver), Spellbook, Leather backpack, waterskin, cloak, rations (standard), leather boots, bedroll, shield, wooden mallet & stakes, belt pouch, needle & thread, lantern, oil-flask, 10' pole.
Magic Items: Mace +1, Ring of Protection +1

NAME: Zoro'ster
CLASS: Magic-User
RACE: Elf
SEX: Male
LEVEL: 8
HIT POINTS: 23
ARMOR CLASS: 7(10)
ALIGNMENT: Lawful Good
STR: 07 (-1 To-hit)
INT: 11
WIS: 13
DEX: 10
CON: 13 (SYSTEM SHOCK/RESSURECTION: 85% / 90%)
CHA: 08 (Reaction Adjustment: 30%)
MOVE: 12"
SPECIAL:

90% Resistant to **Sleep** and **Charm**
+1 To-hit with bow & sword
Infravision 60'
Detect Secret doors 2 in 6
Detect Concealed doors 3 in 6

Surprise on a 4 in 6 if unarmored

Spells:
Magic-user spells: 1st (4)/2nd (3)/3rd (2)/4th (2)

Spellbook:
Level 1: Burning Hands, Detect Magic, Feather Fall, Hold Portal, Protection from Evil, Read Magic, Sleep Tenser's Floating Disc, Magic Missile, Write
Level 2: Audible Glamer, Darkness 15' Radius, Detect Invisibility, ESP, Leomund's Trap, Magic Mouth, Mirror Image
Level 3: Clairaudience, Clairvoyance, Dispel Magic, Lighting Bolt, Protection from Evil 10' Radius, Slow
Level 4: Charm Monster, Fire Charm, Fire Trap, Minor Globe of Invulnerability, Remove Curse, Wall of Ice
Level 5: Leomund's Secret Chest
Level 6: Bigby's Forceful Hand

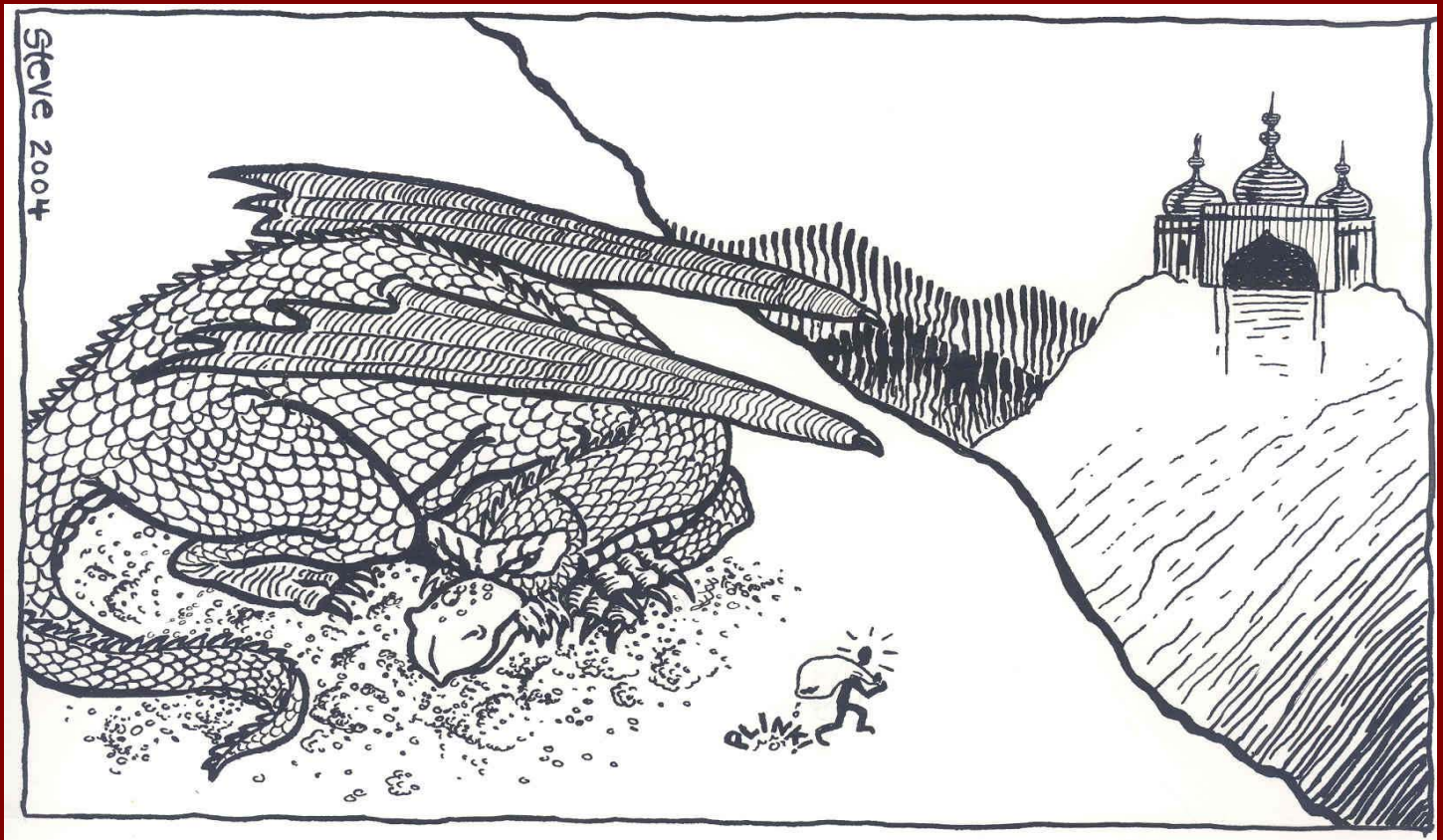
Proficient Weapons: Staff, Dagger
Armor Worn: Robe
Equipment: Staff, Dagger, Robe, Spell components, Spellbook, leather backpack, waterskin, cloak, rations (standard), leather boots, bedroll, sack
Magic Items: 1 Cloak of Elvenkind, Dagger +1, Ring of Protection +3, Serpent Staff (Python), Rod of Cancellation, Magic-User's scroll of Light, Confusion

NAME: Kozak
CLASS: Fighter/Thief
RACE: Dwarf
SEX: Male
LEVEL: 6/6
HIT POINTS: 31
ARMOR CLASS: 5(8)
ALIGNMENT: Neutral Good
STR: 15
INT: 11
WIS: 11
DEX: 15 (Defense -1)
CON: 16 (+2 h.p., SYSTEM SHOCK/RESSURECTION: 95% / 96%)
CHA: 16 (Reaction Adjustment: 25%)
MOVE: 12"
SPECIAL:

X3 Damage w/Backstab
Infravision
Detect Sloping Passage 75%
Detect New Construction 75%
Detect Sliding Walls 66%
Detect Stonework Traps 50%
Determine Depth Underground 50%
+1 To-hit half-orcs/goblins/hobgoblins/orcs
-4 on AC versus giant monsters
+5 on Save v. Rods/Staves/Wands, Spells, illusions, poisons

Thieving Skills:
Pick Pockets: 55%
Find Traps: 60%
Hide in Shadows: 37%
Climb Walls: 82%
Open Locks: 57%
Move Silently: 47%
Hear Noise: 20%
Read Languages: 25%

Armor Worn: Leather Armor, Shield
Weapons Proficiency: Sling, Longsword, Lance, Spear, Shortsword
Equipment: Thieves Picks & Tools, leather backpack, waterskin, iron rations (3 weeks), cloak, bedroll, leather boots, torch, grapnel, tinderbox, lantern, oil flask, iron spikes, wooden mallet & stakes
Magic Items: Ring of Protection +1, Potion of Healing, Shortsword +1, Ring of Invisibility, Dust of Appearance



This product is only one of many popular playing aids for the **ADVANCED DUNGEONS & DRAGONS** Fantasy Adventure Game produced by Wizards of the Coast. You can find more material and information at:

<http://delversdungeon.dragonsfoot.org>

Dungeon Module DD1 (Swords Against Thievery)
Dungeon Module DD2 (Steal the Night Away)
Dungeon Module WGH2 (The Temple of the Sun)
Dungeon Module WGH3 (Into the Howling Hills)

Other releases of additional items relating to the AD&D game system are planned for the future.

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