

THE SCREAMING TEMPLE





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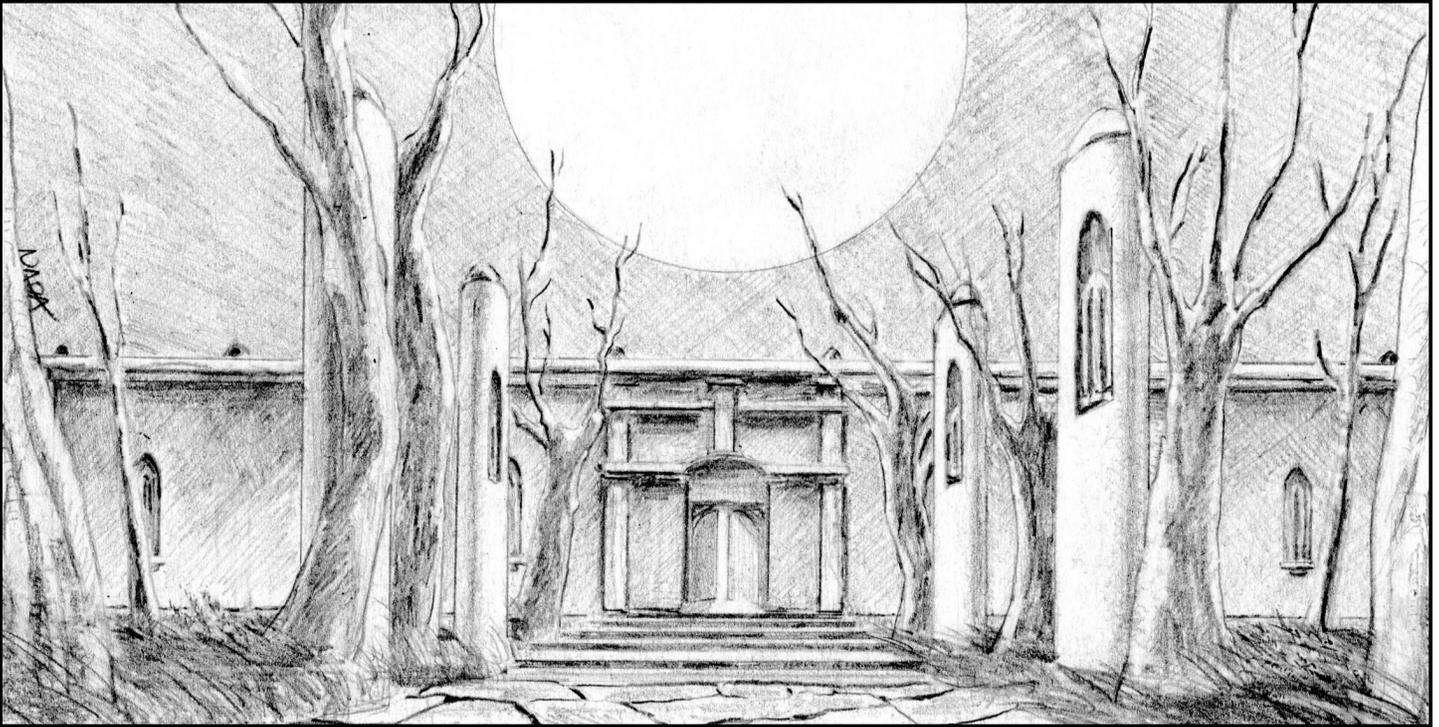
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The Screaming Temple



This adventure is designed for use with the **Dungeon Crawl Classics** RPG system (**DCC RPG**). Character levels should range from second to fourth level, with a total of 12-15 total character levels (example: four – third level characters = 12 character levels). No specific character class is required, but a thief is certainly helpful.

There are two maps provided, that of the temple and the ancient vault. This scenario may take place in any urban or city environment.

Judge's Introduction

The Screaming Temple is a relatively short scenario in which the adventuring party investigates an enigmatic temple that literally surfaced over night. The temple is surrounded by 20 foot 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 the city. In reality, the temple is a front for a massive fencing operation. A very powerful NPC in some other far off city has 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 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 goods. 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 as well as the bat (see **New Monster** section for details).



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PC Involvement

Typically this adventure occurs while the PCs are visiting a large city. The PCs 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 a chance to roll on the **Rumor Chart**. The PCs are 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 lizard 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 halfling noble built the temple to house his vampiric daughter. (F) [Niri’s enemies at work.]

Note: A thief character *may* learn that there is a new fence in town but no connection to the temple is made. This information is 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 feet high and appears to be solid stone. However, close inspection reveals that the walls are stucco on timber framing and not particularly thick. The wall is scalable

with a rope and grapnel. A thief may climb the wall with a DC 5 check. Other PCs may make a DC 10 check (the character can use his agility or strength score to modify the check).

The temple within the outer wall is roughly T-shaped (inverted) and approximately 30 feet tall. It is very plain and built of the same material as the outer wall. It has few windows (shutters are closed) 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 grass (three feet high) that has grown unchecked since the temple was constructed. The lizard does not attack the mercenaries but challenges all other intruders. The entire courtyard area is not maintained and tall grass and other vegetation have grown uncontrolled.

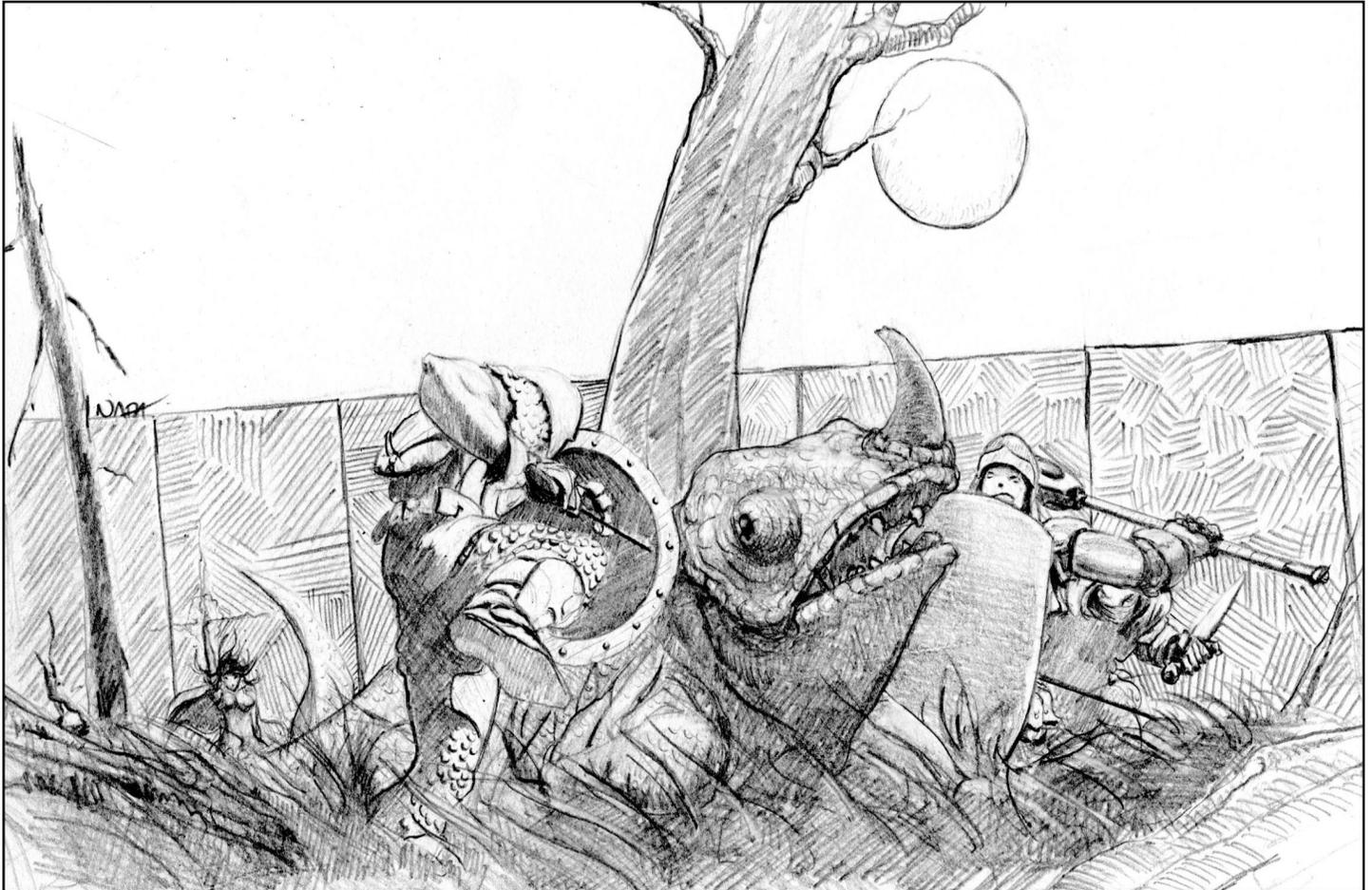
There are three ways to enter the temple. The first is to use the large double doors which are never locked – there is no locking mechanism. The doors are usually open and the mercenaries frequently congregate just inside the entry. The second is through a window or the roof which has a 30 foot diameter hole where the giant bat enters (see **location 10**). The third method of entry would be via the sewers which also provides access to **location 10**.

Primarily constructed of wood, plaster, and stucco, the temple is not 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 on fire, it only takes 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 lanterns that are lit at night. They give off very little light, forcing the merce-



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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 Judge keep track of the mercenaries. They patrol in pairs; two of the mercenaries are sleeping in **location 2** at the start of the scenario. The remaining four mercenaries are patrolling the temple and grounds. One pair always loiters around **location 1**, or in the **courtyard**. The other pair will be taunting the halfling in **location 10**, or leering at the girl at **location 15**. If combat occurs anywhere in the temple or grounds, the mercenaries are all be alerted and rush to the scene. Also, the fence investigates and assists the mercenaries in fending off intruders.

Mercenary Fighter (6) Init +2; Atk sword +2 melee (1d8); AC 13; HD 2d8, hp 15, 14, 12, 12, 9, 8; MV 30'; Act 1d20; SP None; SV Fort +2; Ref +1; Will +1; AL C

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.

Judge's Description: Hiding in the tall grass is a giant horned chameleon 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 guard-



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ing 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 Horned Chameleon Lizard (1) Init +4; Atk bite +4 melee (1d8) and horn +2 melee (1d6); AC 16; HD 5d8+5, hp 28; MV 40'; Act 1d20; SP Chameleon powers (surprise); SV Fort +6; Ref +0; Will +3; AL N

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 feet 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 entire chamber. If the PCs take time to investigate, they 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 quickly realizes 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.

Judge's Description: Although the PCs may not notice immediately, two of the cots are occupied with sleeping mercenaries. They do not wake up unless the party disturbs them or makes excessive noise. If combat erupts anywhere in the compound they 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).

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 thin rope, some of which lie sprawled on the floor.

Judge'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.

Judge's Description: The slip-loops are used to secure the sacks to the giant bat that comes to carry away the stolen goods. The sacks hold the following: Sack #1: four gold goblets worth 100 gp each; Sack #2: a silver candelabra worth 200 gp; Sack #3: a gem embroidered tapestry worth 350 gp; Sack #4: a gem-encrusted dagger worth 400 gp and ten vials of holy water. The three unsecured sacks hold rags and pieces of cloth.

5. Doomsday Device

This small storage room holds six, oil-stained kegs. The kegs are neatly stacked and have no markings. Leaning against the kegs are two hand axes. A flint and stone rest on a shelf set directly over the barrels.

Judge'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 kegs 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 is completely engulfed in one turn. If the barrels are lit in place it takes three turns to fully engulf the structure. The oil has a value of 50 gp per barrel. If possible, the fence or mercenaries take a keg to the entrance in an attempt trap the PCs inside the burning temple.



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6. The Old God

Judge'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 a white staff. The statue is made of completely of bones and skulls.

Judge'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 feet of the statue temporarily lose 1d3 hit points (one occurrence per PC). Those hit points are transferred to the statue and it animates and

attacks with the staff and its two free arms. The statue fights until destroyed at which point it collapses into a pile of bones, now devoid of any power. However, if a PC is killed in the battle, his skull is transferred to the statue and it reforms one turn after it is destroyed, with the same powers it possessed prior to being destroyed.

The statue does 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) Init +2; Atk claw +4 melee (1d5) / claw +4 melee (1d5) / staff +5 melee (1d6+1); AC 17; HD 2, hp 10 +varies (see above); MV 30'; Act 1d20; SP hit point drain; SV Fort +8; Ref +1; Will +8; AL C; wields *staff of leech*.



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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.

Judge'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 are placed in this room, and their equipment is 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.

Judge'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** 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 captured by the wary fence. Niri is feigning death in a hopeless attempt to trick the mercenaries into opening her cell.

Niri aids the PCs in the temple if asked. She assists 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, Second Level Halfling Init +1; Atk by weapon; AC 12; HD 2d6, hp 9; MV 20'; SP Halfling; SV Fort +2, Ref +2, Will +1; AL L

Equipment: damaged leather armor (+1 AC);

Str 11, Agi 15, Sta 14, Per 11, Int 11, Luck 14 (fumble rolls).

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.

Judge'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 large 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.

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

12. The Fence

Judge'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.

Judge's Description: The man at the table is the Fence, the thief 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 immediately flees. He does not surrender as he knows the punishment from his employer would be severe. If possible, he goes to **location 5** and initiate the doomsday device. He uses the secret sewer entrance to escape (**location 15**).

The Fence (4th Level Thief) Init +2; Atk short sword +3 melee (1d6+1); AC 14; HD 4d6, hp 18; MV 30'; SP Thief abilities; SV Fort +2, Ref +4, Will +1; AL L

Equipment: *short sword the of dark*, *ring of fading protection*, leather armor, *potion of invisibility* (for escape or setting off doomsday device).

Str 10, Agi 17, Sta 11, Per 12, Int 14, Luck 13 (damage rolls)



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12a. Bed Chamber

Judge'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 illustrate the symbol of a circle, triangle, square and pentagon. The others show various combinations of the shapes. A **DC 20** check (intelligence or perception) reveals 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.



Judge's Description: This room has two purposes; a meeting location used the Fence to buy stolen merchandise 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 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 (the etched glass has a value of 2 gp).

13a. Pantry

Judge'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 ignores trespassers for the next two turns.

14. Spike beads

Judge'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 becomes entangled unless he makes a **DC 12** check (strength). Those entangled suffer one point of damage for each round they are stuck. A **DC 12** (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

Judge'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 foot diameter hole at its center. The moon's weak rays pass through the hole illuminating a



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small stone altar and an unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer grate awaits rain water directly beneath the hole in the ceiling. The floor, in a 40 foot 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 foot diameter hole at its center. The sun's strong rays pass through the hole illuminating a small stone altar and an unconscious girl. The girl's right leg is shackled to the base of the altar.

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

Judge'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 (DC 15 check versus strength). 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 points to the grate and tells 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 wizard and has come to collect this week's takings. He is riding a **gargantuan bat** (see **New Monster** section). The wizard commands the bat to attack and he immediately casts spells. He first casts a *color spray* spell (the girl is 1 HD, 3 hp, AC 10) and then targets remaining PCs with his *magic missile*. If the battle goes

badly, he 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 uses its sonic attack on the first round. It then attacks the nearest PC. The bat fights until destroyed or until the wizard flees (in which case it also retreats).

The metal grate appears to be sealed in place, but a hidden catch under the edge releases the lock. The catch can be found on close inspection (DC 10 check against intelligence). 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 that use the sewers to conduct raids within the city.

Gargantuan Bat (1) Init +4; Atk bite +6 melee (1d8); AC 15; HD 5, hp 29; MV 10' / fly 60'; Act 1d20; SP sonic attack; SV Fort +6; Ref +3; Will +3; AL N; Strapped to the bat are four small sacks containing a total of 600 gp.

Riderin, Wizard 3rd Level Init +1; Atk dagger +1 melee (1d4); AC 15; HD 3d4, hp 10; MV 30'; Act 1d20; SP spells; SV Fort +1; Ref +1; Will +2; AL C
Str 9, Agi 13, Sta 9, Per 10, Int 17 (+2 spell checks), Luck 9 (Willpower save rolls)

Spells: *ventriloquism* (psychic shield), *cantrip* (no change), *force manipulation* (prismatic distortion), *read magic* (Act. 1d30), *color spray* (mentalism), *magic missile* (call of the outer dark), *shatter* (fear and loathing), *scare* (accidental alchemist)

Equipment: *ring of the reptile*, and an ornate dagger with an onyx blade worth 150 gp.

Special: Riderin always burns a point of luck to avoid corruption.

Troglodyte (3) Init +2; Atk bite +2 melee (1d6) or spear +2 melee (1d6+2); AC 15; HD 2d8, hp 15, 13, 12; MV 30'; Act 1d24; SP none; SV Fort +2; Ref +2; Will +3

The largest wears a tarnished silver necklace inset with three emeralds (280 gp value).





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16. Old Stones

Judge's Description: A shaft descends 20 feet from the grate in **location 15** to a circular chamber with a 15 foot high ceiling. Red bricks make up the shaft, and rusting iron rungs form a ladder from the grate to the end of the shaft. While the rungs appear worn and rusted, they are quite sturdy. A rope ladder is tied to the rung closest to the ceiling of the chamber.

The chamber is constructed of white limestone, which is worn and clearly much older than the red brick of the shaft. A single door, made of polished granite is set in the south wall of the chamber. Another metal grate is located in the center of the floor of the room. This grate can be lifted without trouble. Another red brick shaft leads down an additional 30 feet to the city sewers. Again, metal rungs allow easy passage. Further adventure in the sewers are not included in this adventure, but may be found in the **GC** module series by **Pacesetter Games & Simulations**.

The limestone blocks are all uniformly cut. However, one stone directly over the top of the door is slightly larger (**DC 15** intelligence, to notice the odd shape). If a

PC specifically looks for this oddity, he may increase his **Act** to 1d30. The stone pivots in place with very little force. The stone spins to reveal four symbols - a circle, a triangle, a square, and a triangle (in order). The door has no handle or lock. There are four symbols etched into the door: a circle, a triangle, a square, and a pentagon. If the etchings are touched in the sequence presented on the stone, the door opens inward for one turn. The door then closes. There are identical etchings on the inside of the door, but no revolving stone. The same sequence must be touched for the door to open (again, for one turn). The Fence attempted to open this door several times, but he never found the pivot stone or the correct code.

A wizard may use a *knock* spell to open the door. However, the door only remains open for one turn and then it seals and locks (magically).

If all else fails, the PCs may attempt to destroy the door by damage (100 points). However, for every 30 points of damage inflicted by a weapon, that weapon must make **DC 10** check or shatter. Magic weapons double their bonus and use that number to adjust the **DC** check (i.e. a +1 weapon adds +2 to the **DC** result). If this method is used, and the troglodytes referenced at **location 15** have not been encountered, they will automatically arrive to investigate the noise (via the lower shaft).

17. Choices

Judge's Description: There are four identical doors in this chamber; one at each compass facing. All have the same etchings noted at **location 16**. As in **location 16**, the doors to the east and west have a revolving stone with sequential etchings:

East Door: square, circle, circle, pentagon

West Door: circle, pentagon, square, pentagon

However, the etchings must be touched in reverse order for the doors to open. If the etchings are touched in the order presented on the stone, the character who is touching the door is hit with an electric charge (as he touches the last etching). The charge inflicts 1d8 damage (save vs. fortitude for half damage is applicable). The charge is only released if the etchings are touched in the order presented on the stone - other sequences do not result in damage.

These doors open for one turn and then close, as the door noted at **location 16**. However, to open the doors from the opposite side, the sequence is exactly as depicted on the appropriate stone. If the etchings are touched in the reverse order, the PC is hit with an electrical





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charge as described above (1d8 damage).

The door to the south does not have a revolving stone, but it has the same etchings as the other doors. If the etchings are touched out of the correct sequence, the PC is hit with an electric charge as described above (1d8 damage). The correct sequence can only be found at **locations 18** and **location 19**.

18. The Four

The corridor ends at a long room. The chamber, 30 feet wide and 100 feet long, is illuminated with a dull, blue light. The first 90 feet of the room, from the entrance, is covered with water which emits the blue light. A raised slab, forming the final 10 feet of the chamber, is enshrouded in a blue fog.

Judge's Description: The floor of the room is set two feet below the level of the entry corridor. The water comes up just a few inches short of the threshold. Under the water are 200 of small blue marbles that glow with a soft blue light. Individual marbles illuminate a 10 foot radius area. However, if removed from the water, the marbles only glow for one turn. After one turn, the marble releases an electric charge inflicting 1d4 damage to any within a five foot radius. A **Fort** save reduces the damage by two points. If the marbles are transported in a container with water taken from this room, they retain their glow until removed.

PCs moving across the room have their movement rate reduced by 1/2. Furthermore, a PC must make a **DC 10** check (agility) each round or slip and fall due to the marbles. Characters that fall may only move five foot regardless of their movement rate on the next round. A character that shuffles through the water may only move at 1/3 their rate, but has no chance of falling on the marbles.

Standing on the platform, obscured by the blue fog are four armored skeletons. Each skeleton wears chain armor and a brass helmet. Each helmet has a four inch diameter brass disk featuring one of the etchings found on the doors. Also, at the center of the disk, within the etching, is a rune. The runes correspond to numbers one through four. The circle is #3, the triangle is #4, the square is #2, and the pentagon is #1. The runes are not legible by any of the PCs as the language is that of an ancient cult. A *comprehend languages* spell reveals the numbers, but the spell result must be "supernatural" languages. Otherwise, the nature of the numbers must be solved in **location 19**. Each helmet is worth 10 gp.

Skeleton, Armored (4) Init +1; Atk battle axe +1 melee (1d8) or long bow +1 melee (1d6); **AC** 15 (18); **HD** 1d8, **hp** 7, 5, 5, 4; **MV** 30'; **Act** 1d20; **SP** Undead; **SV** Fort +1; Ref +1; Will +1; **AL** C; Each skeleton wears tarnished, but serviceable chain mail armor. They carry two quivers, 20 arrows each. Unless a PC is within 10 feet of a skeleton, the creature gains +3 to its AC due to the thickness of the fog. The skeletons are not affected by the fog.

Light Shaft Chart: This chart is used for the light effects found in location 20.

Blue Light Shaft Table

Die (1d5)	Result (each result limited to one occurrence)
1	PC's eyes turn blue (completely/permanent). PC gains ability to see invisible 1/day for 1 turn.
2	PC is hit with electric charge for 1d4 damage. PC can discharge a lightning bolt for 3d6 damage within next two turns (one use).
3	PC's hair turns blue (permanent). PC casts next spell with maximum effect or PC automatically rolls a 20 with next attack.
4	PC can absorb 50 points of electrical damage. Subtract for damage until 0. At that point, the PC gains a +2 on saves against electrical attacks.
5	When PC casts a ranged damaging spell or fires a missile weapon (and it hits), the target suffers 2d8 electrical damage. One use, player's choice.

Yellow Light Shaft Table

Die (1d5)	Result (each result limited to one occurrence)
1	PC's eyes turn yellow (completely/permanent). PC can <i>detect magic</i> once per day for three rounds. Resolve as per spell.
2	PC must make a Will save or flee for 1d4 rounds. Afterward, PC gains +2 vs. fear attacks.
3	PC's skin turns yellow (permanent). PC can detect gold (range 240') once per day. The amount of gold must be equal to, or exceed, 200 gp. The PC knows exact direction and distance.
4	PC makes one Act using 1d30 once per day.
5	PC automatically misses with next 1d3 attacks. PC gains 1 point of luck permanently.



The Screaming Temple

19. Numbers

The corridor ends at a long room. The chamber, 30 feet wide and 100 feet long is illuminated with a dull, yellow light. The first 90 feet of the room, from the entrance, is covered with water which emits the blue light. A raised slab, forming the final 10 feet of the chamber, is enshrouded in a yellow fog.

Judge's Description: The floor of the room is set two feet below the level of the entry corridor. The water comes up just a few inches short of the threshold. Under the water are 200 of small yellow marbles that glow with a soft yellow light. Individual marbles illuminate a 10 foot radius area. However, if removed from the water, the marbles only glow for one turn. After one turn, the marble dissolves into a gas cloud (five foot radius) Any creature caught within the cloud must make a **Will** save or become panicked and run in fear for 1d4 rounds. If the marbles are transported in a container with water taken from this room, they retain their glow until removed.

PCs moving across the room have their movement rate reduced by 1/2. Furthermore, a PC must make a **DC 10** check (agility) each round or slip and fall due to the marbles. Characters that fall may only move five feet re-

gardless of their movement rate on the next round. A character that shuffles through the water may only move at 1/3 their rate, but will have no chance of falling on the marbles.

There are four stone thrones on the raised platform, but they are not visible unless a PC is within 10 feet. Behind the thrones, on the north wall is large mural showing four men sitting on the thrones. Each man wears colorful clothing and a helmet (identical to those found in **location 18**). The men sit in order from right to left wearing, in the same order, the helmets featuring the pentagon, the square, the circle, and the triangle.

The PC can assume this is the order or sequence needed for the door in **location 12**. This is correct. But if a PC dons a helmet and sits on the appropriate throne, he immediately becomes paralyzed and nonresponsive to the other PCs. The sitting PC is "transported" to a small glade amidst towering trees. Standing 50 feet away, across the glade, is a man in chain mail armor wielding a battle axe and wearing a helmet (same as the PC). The man howls a battle cry and charges the PC.

The PC must battle the opponent in a spectral battle. All normal combat rules apply. If the PC is defeated (killed), he simply awakens on the throne in the same condition as when he sat down. However, he is aware of

Ring Chart: Roll a die for each gem on the appropriate chart. Duplicate results are allowed. Each time a power is used, that gem burns out and cracks (becomes worthless). The sapphire rings are worth 100 gp per intact sapphire while the diamond rings are worth 50 per unused diamond. A PC may only wear one ring at a time. Each time a power is used, the PC suffers 1d5 hp of damage.

Sapphire Ring Table

Die (1d4)	Result
1	PC may fire an electric charge for 2d8 damage. Range is 60' and only one target creature is affected. No save.
2	PC may touch a target and deliver 3d8 electrical damage (no save). Power is not used until PC successfully hits target.
3	PC avoids up to 25 hp damage from any one electrical attack. PC determines if this power activates prior to announcement of damage.
4	PC can create a wall of electricity (100 square feet of area [i.e. 10' x 10']). Creatures that pass through suffer 6d8 damage (save for half damage applies). Duration of wall is three turns.

Diamond Ring Table

Die (1d7)	Result
1	PC gains +6 to next die roll.
2	PC causes fear in 1d3 target creatures. Save vs. will at -2 is applicable. Fear duration is 2d5 rounds and target flees at maximum movement rate.
3	PC gains one point of luck.
4	PC can <i>detect magic</i> (as per spell) but adds +4 to his die roll.
5	PC gains protection from magic for 1d4 rounds. Must be activated prior to PC becoming target of a magical attack/effect.
6	PC can heal any one target 2d8 hp.
7	PC can <i>remove disease</i> (one target).



The Screaming Temple

the number corresponding to his helmet. If the PC defeats his opponent, he awakens just as he was when he sat on the throne. However, the PC has gained one point to his prime attribute and he is aware of the corresponding number of his helmet. (Note, the spectral battle is just that and the PC has not actually used his spells or disposable magic items). A PC may only be a participant one time in a spectral battle; no PC may fight in more than one spectral battle. (This rule may be disregarded if there are fewer than four PCs. Regardless, a PC may only add one attribute point no matter how many spectral battles he wins).

Spectral Warrior (1) **Init** +1; **Atk** battle axe +1 melee (1d8); **AC** 15; **HD** 1d8, **hp** 5; **MV** 30'; **Act** 1d20; **SP** Unaffected by mind-influencing spells or effects; **SV** Fort +1; **Ref** +1; **Will** +1; **AL** C

20. Claw and Fang

This massive chamber, 60 feet wide and 200 feet long, is barely illuminated by faint shafts of blue and yellow light that emerge from the water-covered floor. A platform rises from the water at the opposite end of the chamber from the entry corridor. The platform is partially obscured by a cage made of blue and yellow bands of energy. Inside the cage, a dark grey mist swirls.

Judge's Description: There are six light shafts on each side of the room (see map for detailed location); three of each color in alternating pattern. This room has a 15 foot high ceiling.

If a PC touches a light shaft, roll on the chart found on **page 13** for results. If a shaft is touched, it disappears. Note, the shaft must be physically touched by a PC for there to be a result (using a weapon, pole, or missile weapon has no effect). A PC can only "benefit" from one effect at a time. If a PC touches a yellow light shaft and then a second, the second effect takes precedence and the previous is simply gone. However, any permanent effects remain (i.e. hair color change).

When all 10 shafts have disappeared, the blue and yellow cage simply fades away. The grey fog immediately expands to fill the room (1d4 rounds). The PCs' sight is reduced to 10 feet for the next three turns.

As the cage fades, a claw horror (see **New Monster** section) gates onto the platform. The claw horror moves

into the room and attacks until either it is destroyed, or all the PCs are dead. If the PCs flee, it returns to the platform and remain on guard for two days at which time it will return to its plane.

On the platform, next to the south wall, is a small brass chest. The chest is not locked, but it is trapped. If opened, the water in the room begins to heat to a boil. It takes five rounds for the water to reach a temperature that will actually damage a PC. The heated water inflicts 1d4 damage on round six to anyone in the water. It inflicts 2d4 points of damage on round seven, and so on. On round 11, the water vaporizes, filling the room. All PCs in the chamber at that time, regardless of location, suffer 2d10 damage (heat) per round for the next five rounds at which time the heat dissipates.

The brass chest holds a number of rings equal to the number of PCs in the chamber when the chest is opened. There are two types of ring: a gold ring inset with three deep, blue sapphires and a silver ring inset with five small, yellow diamonds. There are an equal number of each ring unless there is an odd number of PCs. In that case, roll randomly to determine if the odd ring is gold or silver. Each ring type has magical properties as determined on the **Ring Chart** (see **page 14**).

Claw Horror (1) **Init** +3; **Atk** claw melee +4 (1d5) [four attacks per round] and bite melee +4 (1d10); **AC** 17; **HD** 6d8, **hp** 30; **MV** 20'; **Act** 1d20; **SP** Claw inflicts bleeding wound; **SV** Fort +3; **Ref** +2; **Will** +4; **AL** C

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 are marked men as the NPC who built the **Screaming Temple** is likely to 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.



The Screaming Temple

Claw Horror

Initiative	+3
Move	20' crawl
AC	17
Hit Dice	6d8
Attacks	5 (4 w/claws and 1 bite)
Melee	+4 w/ claw or bite
Damage	claw 1d5 and bite 1d10
Special Ability	cause bleeding wounds
Alignment	N
Fortitude Save	+3
Willpower Save	+4
Reflex Save	+2

These fearsome creatures dwell on a demonic plane of twisted and dark forests. They have no true shape or form, but appear as thick mass of fog approximately 10' long and half that distance wide and tall. A pair of dark red eyes and fanged maw are clearly visible as are four, black fur-covered appendages. Each of these appendages, resembling a leg of bear, albeit muscled, end in clawed paws. The appendages extend from the mass in seeming random locations which change as combat ensues. The creature hovers just a few inches above the ground and moves slowly.

A claw horror may only attack any single target with two claws or a bite attack. It may attack up to five different targets within range (but again, a target may only be attacked by a maximum of two claws or one bite attack). If a claw strikes a target by four more the number needed to hit, that target will bleed 1 hp per round equal to the damage inflicted by the claw attack. The bleeding can be stopped by magical healing or if bound.

Gargantuan Bat (Screamer)

Initiative	+4
Move	10' crawl / 60' fly
AC	15
Hit Dice	5d8
Attacks	1 bite
Melee	+6
Damage	bite 1d8
Special Ability	sonic attack (<i>see below</i>)
Alignment	N
Fortitude Save	+6
Willpower Save	+3
Reflex Save	+3

Gargantuan 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. Also called screamers, these bats can emit a violent sonic attack—which sounds like a high-pitched scream—that can stun and damage its victims. Gargantuan Bats may use their sonic attack once per turn. The sonic attack affects all creatures within a 15 foot radius of the bat. Creatures within the area of affect must make a fortitude save at +2 or be stunned for 1d2 rounds and suffer 1d5 damage. Those that successfully make their save suffer 1d2 damage (no stun).

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

Terrain: Caverns, Jungle, Forest.





The Screaming Temple

Staff of the Leech

This ancient weapon was fashioned for one of the high priests of a now forgotten death god whose name is lost. The high priest, Yin Sur Turgup, died while wielding the staff as his temple was being over run by the forces of Law. The priest's stamina fell to zero during the battle and he perished. Turgup's soul was damned to the deepest circles of hell for letting his temple fall. However, his ghost scours the lands in search of the staff. If the ghost encounters the staff's wielder, it seeks to destroy him and recover the staff.

The staff, which is white in color, is carved in the likeness of a snake; its fangs are that of a real snake and the eyes are rubies. The weapon provides a magical +1 to hit and damage. Anytime the staff strikes a target by four or more the number to hit, and the target fails a **Fort** save, the victim suffers an additional 1d5 damage. All hit points inflicted by the additional damage are also transferred to the wielder of the staff (for 24 hours or until lost in combat). Furthermore, each time the wielder accumulates a total of 30 hit point through the staff (in any span of time), the wielder loses one point of stamina immediately until he achieves his next level advancement. Any stamina points lost by the wielder through use of the staff are regained when he advances in experience level.

Short Sword of the Dark

Crafted in a hidden cavern deep within the Skyreach Mountains, this short sword is unnaturally black in color. Fashioned by Bilachar Deepstone, the shamed blacksmith to the dwarven king, Volladur VII. The king was slain in battle when his battle axe was sundered by the fire giant, Ashburn. The smith, blamed for the king's death, fled for his life and lived in seclusion until his death. The last weapon Bilachar fashioned was the *short sword of the dark*. The sword emits a mild aura, 30 foot radius, that causes dwarves to resent the wielder of this sword. A dwarf may make a **Will** save to avoid the effects.

The sword is a +1 weapon (hit and damage). A thief that wields the weapon uses a d30 for his hide in shadows check and gains the bonus of a thief two levels higher than his actual level.

Ring of Fading Protection

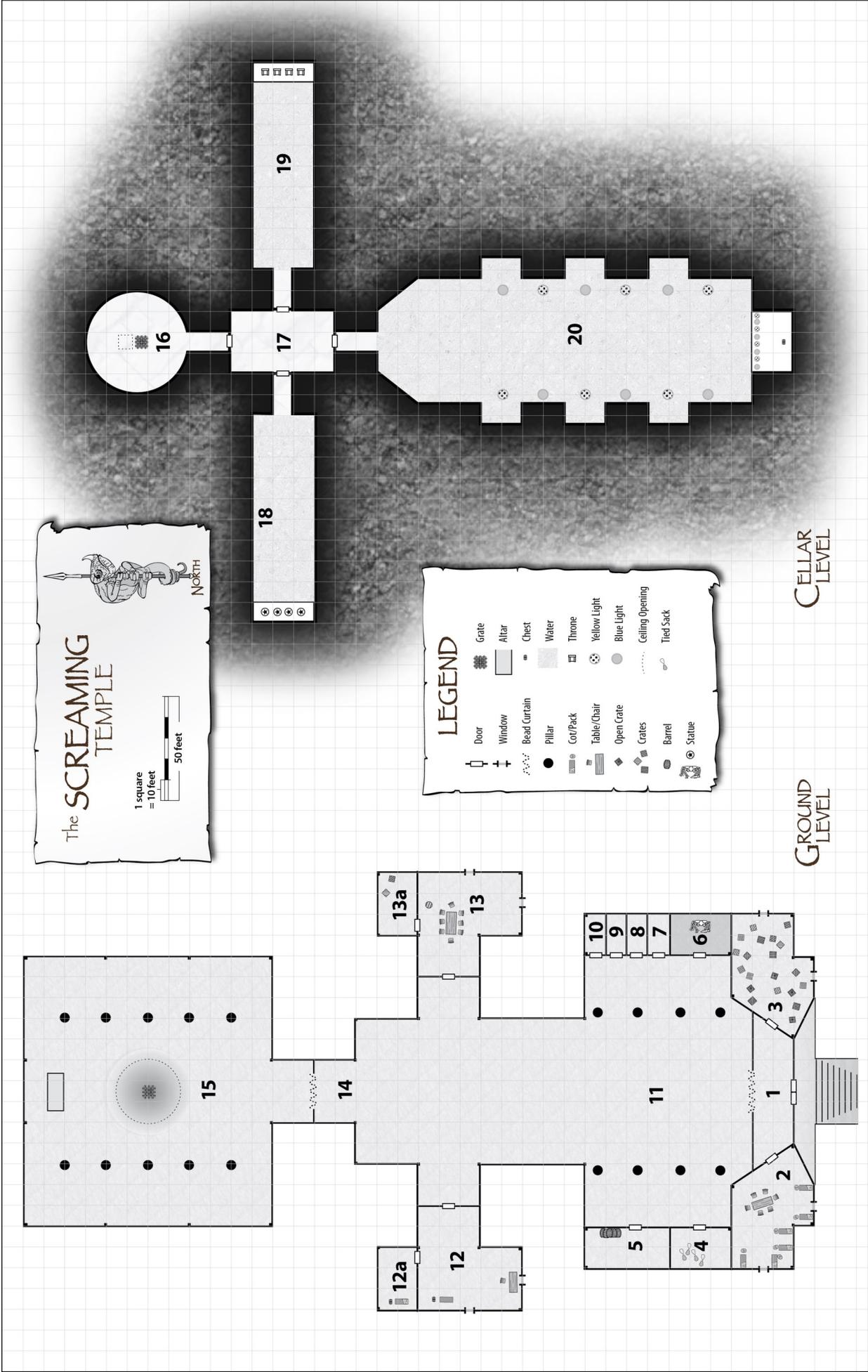
The wizard Hilgdred fashioned this ring in his youth. He gave the ring to his apprentice, Astragar. The apprentice later was the recipient of one of Hilgdred's attempts to capture immortality. The experiment failed and Astragar was transformed into a semi-lich. At some point, the skeletal Astragar lost his ring. If the wearer of the ring encounters Astragar (see module **TM2 Storm over Skyreach**), the semi-lich targets all his spells on the wearer in a berserk fury.

The ring grants the wearer limited protection from damage. At the start of any day, one minute after midnight, the ring resets. At its full capacity, the ring absorbs four hit points of damage from a single source of damage. On the next instance, the ring absorbs three hit points from any single source, and so on until it reaches zero. However, when a hit (damage) would inflict damage and the ring reaches -1 of absorption, the wearer takes an additional point of damage. At -2, the wearer would suffer an additional two points of damage from any single damage source, and so on. The ring can only be taken off if it is at full reset (no damage has been absorbed).

Ring of the Reptile

This ring is fashioned in the form of a lizard. It was created by a lizardman shaman who sought to control the giant lizards the dwelled in the swamp near his village. By controlling the giant lizards, the shaman assumed he could wrestle control of the tribe from the feeble chieftain. The shaman's coup d'état was nearly successful, until the power of the ring failed and the shaman was eaten by the giant lizards he had controlled.

The ring allows the wearer to control any lizards or snakes, but not reptiles with more intelligence. The wearer can control as many creatures as he can see. For each round the wearer attempts to control the reptile, he must make a successful **Will** save at +6. For each round after the third round of control, a -1 penalty (cumulative per round) is applied to the **Will** save. Also, for each creature under control at the same time, a -1 penalty is applied, overall.





The Screaming Temple

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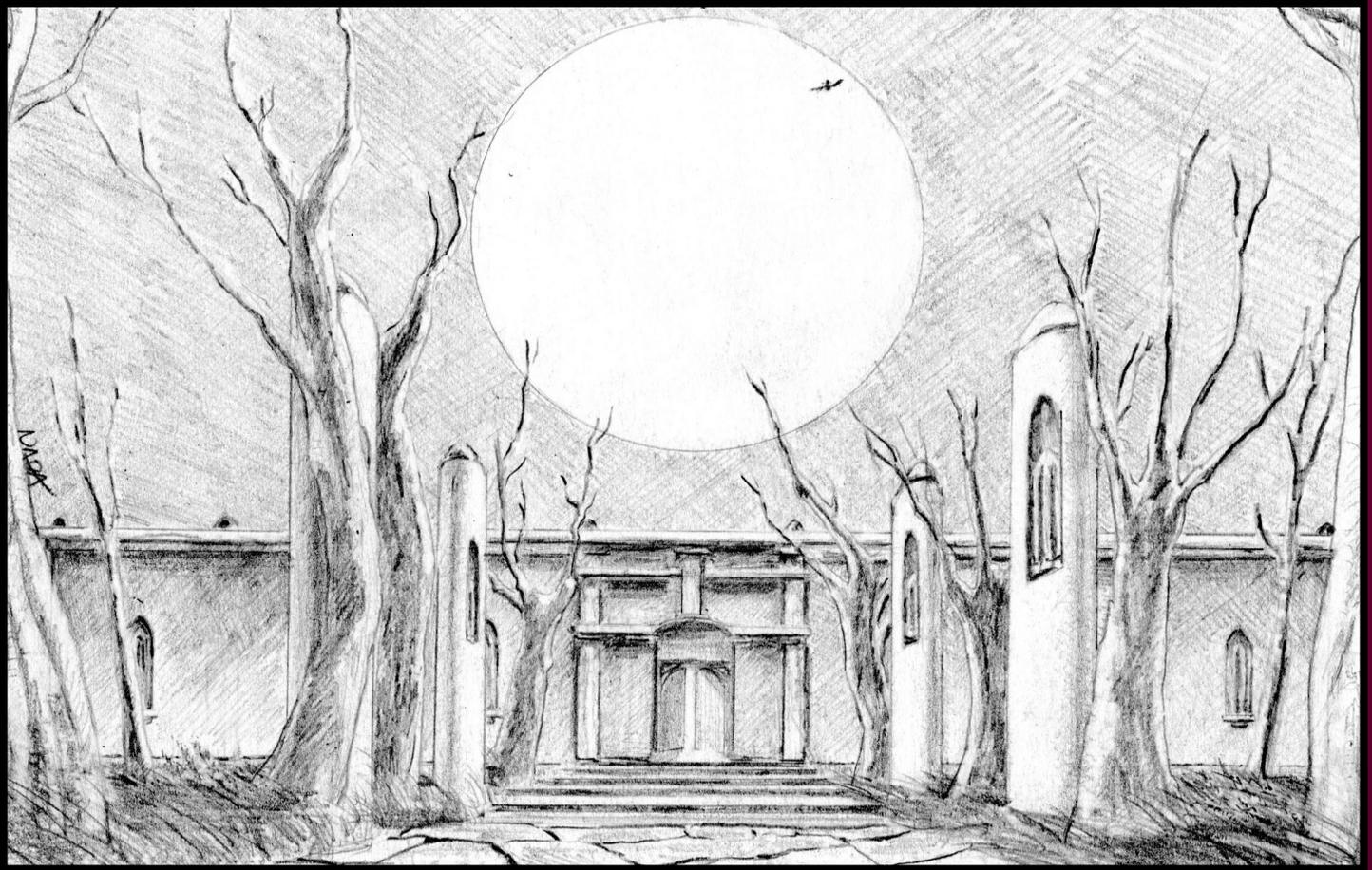
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The Screaming Temple: The temple arose in the span of a single night! Tall walls hide a mysterious temple steeped in obscurity. Rumors of incredible wealth, abhorrent evil, and dark magic swirl about its secretive walls. The authorities have shown 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 QuickPlay™ DCC RPG adventure is designed for 4 to 7 characters of 2nd to 4th level. The scenario requires the use of the Dungen Crawl Classics RPG. 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 Judge.



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