

AT DAWN, THE SIX OF YOU ARE SUMMONED TO ONE OF THE SACRED STONE PLACES TO HEAR THE WORDS OF THE GREAT INITIATE. AS YOU LOOK ABOUT YOU SEE THE SACRED STONE PLACE IS THE SCENE OF MUCH CARNAGE. SEVERAL SACRED STONES HAVE BEEN CRACKED IN TWO, MANY OAK TREES LIE ON THEIR SIDES, CHARRED ALMOST BEYOND RECOGNITION. THE SMELL OF OZONE AND SULPHUR HANGS THICK IN THE AIR. THE INITIATE APPEARS VERY TIRED. HE TELLS YOU THE FOLLOWING TALE.

"IN THE EVER LASTING STRUGGLE TO MAINTAIN THE PROPER BALANCE, IT SOMETIMES BECOMES VERY NECESSARY TO INTERVENE IN THE WARS BETWEEN GOOD AND EVIL. SUCH A TIME HAS COME ONCE AGAIN. A DAYS JOURNEY FROM HERE LIES A VAST TEMPLE COMPLEX BURIED IN MARSH AND SWAMP. LONG AGO THE FORCES OF GOOD WERE FORCED TO ABANDON THIS PLACE BECAUSE OF THE TEMPLE BEING SUBMERGED UNDER WATER. UNBEKNOWNST TO THEM THE FORCES OF EVIL INVESTED THE TEMPLE COMPLEX AND HAVE BEEN USING IT FOR THEIR OWN VILE PURPOSES. RECENTLY THE FORCES OF GOOD DISCOVERED THIS WHEN A RANGER PASSED THROUGH THE AREA. THE TEMPLE AND THE SURROUNDING SWAMP HAVE BEEN THE SCENE OF CONSTANT FIERCE WARFARE EVER SINCE. WITHIN THIS TEMPLE COMPLEX LIES FOUR GREAT SYMBOLS OF POWER AND BINDING. THESE MUST NOT FALL INTO THE HANDS OF GOOD OR A NEW AGE WILL DAWN. THE SYMBOLS ARE SMALL ADAMANTINE MEDALLIONS DEPICTING A SNAKE SWALLOWING IT'S OWN TAIL. THEY ARE USUALLY WORN AROUND THE NECK."

"I HAVE FLOWN OVER THE BATTLE LINES IN THE FORM OF AN EAGLE, BOTH SIDES SEEMED UNAWARE OF MY PASSING. FOR WEEKS THE BATTLE HAS RAGED ACROSS THE MIRE. LONG HAVE THE FORCES OF GOOD FOUGHT TO CLOSE THE GAPS CAUSED BY SWAMPS AND BOG. SOME TWO DAYS AGO, THEY SUCCEEDED AND THE CIRCLE GROWS TIGHTER EVEN NOW. STRANGELY ENOUGH, NOT ONE CREATURE OF EVIL ATTEMPTS ESCAPE. THEY SEEM DETERMINED TO UPHOLD THEIR DARK PURPOSE, WHATEVER IT MIGHT BE. I HAND YOU THIS DOCUMENT WHICH IS OUR ONLY KNOWLEDGE OF THE ANCIENT PLACE."

\*\*\* SEE DOCUMENT 1 \*\*\*

"REGARDLESS OF HOW YOU GET IN OR OUT, I COMMAND YOU TO MEET ME AT SKULL POINT ON THE EVE OF THE FULL MOON NEXT. BRING THE SYMBOLS OR ALL IS LOST."

\*\*\* SEE DOCUMENT 2 \*\*\*

THE PARTY TRAVELS MOST OF THE DAY THROUGH FOREST AND RESTS AT NIGHTFALL. AFTER A FULL REST/SLEEP PERIOD THE PARTY CONTINUES INTO THE MARSH AND ARRIVES IN THE VICINITY OF THE TEMPLE COMPLEX THREE HOURS BEFORE DAWN. THE PARTY COMES ACROSS A FRIGHTENING SCENE. THE BATTLE LINES ARE DIMLY ILLUMINATED BY TORCH LIGHT. ONLY A QUARTER MILE SEPARATES THE FORCES OF GOOD FROM THE TOP OF THE TEMPLE HILL, WHICH RISES OUT OF THE SWAMP. THE FORCES OF GOOD APPEAR TO BE DIVIDED EVENLY INTO FOUR GROUPS AROUND THE HILL. THE FOUR SECTIONS REPRESENT THE FOUR ARMIES WHICH COMBINED THEIR STRENGTHS TO ACHIEVE VICTORY IN THIS PLACE. THESE FORCES ARE ELVES, DWARVES, HALFLINGS AND GNOMES. HUMAN TROOPS, MOSTLY ROUGH MERCENARY TYPES ARE MINGLED IN WITH THE FOUR RACES. A FEW PALADINS AND CLERICAL TYPES SEEM TO HAVE SET UP TENTS HERE AND THERE. A STAGNANT CREEK RUNS THROUGH THE LINES BETWEEN THE GNOMES AND DWARVES TROOPS AND HEADS OFF THROUGH THE SWAMP TO THE BEAVER DAM SEEN IN THE DISTANCE. THE CREEK APPEARS TO BE QUITE DEEP. THE DAM APPEARS TO HAVE SOME SUPERFICIAL DAMAGE AROUND THE WATERLINE. STONE STATUES OF MEN, DEMI HUMANS AND A VARIETY OF SWAMP CREATURES LIE STREWN ACROSS THE SWAMP. (FROGMEN, SAHAGUIN, GIANT FROGS ETC). HUGE PYRES BURN BODIES EVERYWHERE. LOOKING ACROSS THE SWAMP YOU CAN'T HELP BUT NOTICE THE MAIN TEMPLE HILL. AT THE BASE OF THE HILL RISE SEVEN HUGE STONES, APPROXIMATELY TWELVE FEET IN HEIGHT AND NINE FEET IN WIDTH. THEY ARE EVENLY SPACED AROUND THE HILL WHICH IS APPROXIMATELY TWO HUNDRED FEET IN DIAMETER. THE STONES GIVE OFF AN EERIE LIGHT OF THEIR OWN, PRESUMABLY FROM THE LICHEN THAT COVERS THEM.

\*\*\* SEE DOCUMENT 3 \*\*\*

IN EACH OF THE SIX GAPS, BETWEEN THE STONES CAN BE SEEN A LARGE SWAMP BEAST. IT HAS THE BODY OF A HUGE BLOATED BUFFALO, LEGS LIKE A HIPPO WITH ITS HEAD BURIED IN THE MUCK. ATTACHED TO THE NECK OF EACH OF THESE CREATURES ARE HUGE CHAINS WHICH LEAD BACK INTO THICKER MARSH. SOME OF THE MARSH REEDS ARE ALMOST FOUR FEET HIGH. IT IS QUITE NOTICEABLE THAT THE LINE OF SIGHT THROUGH THE GAPS FOR THESE BEASTS IS IN SOME WAY RELATED TO THE LARGE CONCENTRATIONS OF STONE STATUES WHICH CLUTTER THE SURROUNDING SWAMP.

THE STENCH OF DEATH MIXES WITH THE FETID ROTTING SMELL OF THE SWAMP. IT'S SMELL OVERPOWERS YOU. THE FIGHTING IS AT A LULL RIGHT NOW BUT APPEARS TO HAVE BEEN INTENSIVE ALL NIGHT. FROM THE SINGING GOING ON YOU REALIZE THAT VICTORY IS IMMINENT. THE HUMIDITY BOTHERS YOU AS YOU ALTERNATE BETWEEN SWATTING FLIES AND WIPING THE SWEAT FROM YOUR BROW. THE SKY IS OVERCAST. YET, MORE PRESSING THAN THE HEAT IS THE EVER PRESENT FEELING OF BEING WATCHED BY THOSE THREE CONTORTED TWISTED STONE HEADS OF THE MONKEYS - HEAR NO EVIL, SEE NO EVIL AND SPEAK NO EVIL WHICH GAZE AT YOU ACROSS THE SWAMP FROM ATOP THE HILL. YOUR STOMACH KNOTS IN WORRY AS YOU REALIZE THAT JUST UNDER THREE HOURS AWAY, THE SUN WILL RISE AND THE FINAL ATTACK WILL BEGIN.

\*\*\* SEE DOCUMENT 4 \*\*\*

\*\*\* POSITION PARTY \*\*\*

## NOTES ON THE GOOD ENCAMPMENT.

## THE ALIGNMENTS ARE AS FOLLOWS:

DWARVES	-	LAWFUL	GOOD
HALFLINGS	-	LAWFUL	GOOD
GNOMES	-	LAWFUL	GOOD
ELVES	-	CHAOTIC	GOOD
PALADINS	-	LAWFUL	GOOD
CLERICS	-	LAWFUL	GOOD
RANGERS	-	CHAOTIC	GOOD
	-	NEUTRAL	GOOD
MERCENARIES	-	LAWFUL	NEUTRAL
	-	NEUTRAL	GOOD
	-	CHAOTIC	GOOD

IF THE FORCES OF GOOD END UP ASSAULTING THE TEMPLE THEY WON'T REACH THE TOP OF THE HILL UNTIL THE THREE HOUR AND TWENTY MINUTE MARK. THIS WILL ALLOW THE PARTY ROUGHLY TEN MINUTES TO MACHINE GUN THE LOW HIT POINT GOODNIKS BEFORE THE HIGH LEVEL TYPES FOUND THE PARTY INTO SUBMISSION. (THIS CONSTITUTES THE NORMAL PLAYING TIME OF THREE AND ONE HALF HOURS).

THE DWARVES, HALFLINGS, GNOMES AND ELVES HAVE 800 TROOPS EACH FOR A TOTAL OF 3200 MEN. HD:1 HTK:3 AC:7 THACO:19 THEY CAN USE ANY WEAPON THE REFEREE DESIRES AS ALL NORMAL WEAPON TYPES ARE BEING USED.

NOTE ALL THE DEMI-HUMANS ARE WOUNDED FROM PREVIOUS FIGHTING. THE HUMAN TROOPS ARE BEING HELD IN RESERVE FOR THE FINAL ASSAULT.

MERCENARIES TOTAL 1000 MEN. HD:2 HTK:12 AC:6 THACO:18 THEY CAN USE ANY OF THE NORMAL WEAPONS AVAILABLE.

RANGERS TOTAL 100 MEN. AC:5 NORMAL WEAPONS ARE USEABLE.

60 1ST LEVEL, HTK:10, THACO:19  
 30 2ND LEVEL, HTK:20, THACO:18  
 10 3RD LEVEL, HTK:30, THACO:17

CLERICS TOTAL 100 MEN. AC:5 NORMAL WEAPONS ARE USEABLE. THESE CLERICS WILL ATTEMPT ALOT OF CHARMS, HOLD PERSONS ETC. EVERY ROUND. IF THIS DOESN'T WORK THEN THEY WILL SEND IN THE PALADINS TO FINISH EVERYTHING OFF.

60 1ST LEVEL, HTK: 8, THACO:20  
 20 2ND LEVEL, HTK:15, THACO:20  
 10 3RD LEVEL, HTK:20, THACO:20  
 9 4TH LEVEL, HTK:30, THACO:19  
 1 9TH LEVEL, HTK:56, THACO:14

PALADINS TOTAL 100 MEN. AC:5 NORMAL WEAPONS ARE USEABLE.

65 1ST LEVEL, HTK:10, THACO:19  
 20 2ND LEVEL, HTK:20, THACO:18  
 10 3RD LEVEL, HTK:30, THACO:17  
 4 4TH LEVEL, HTK:40, THACO:16  
 1 9TH LEVEL, HTK:126, THACO: 4 (STRENGTH 18(00) AND +5 HOLY SWORD).

## FURTHER NOTES ON THE GOOD ENCAMPMENT.

AN INTELLIGENT PARTY MAY PRETEND THEY ARE MERCENARIES AND ENTER THE GOOD CAMP FROM THE REAR AREA. THIS WILL BE EASY AS LONG AS THE PARTY DOESN'T DO ANYTHING STUPID. QUESTIONING A DRUNK MERCENARY OR DEMI-HUMAN WILL OBTAIN A HANDFUL OF INFORMATION. ANY ATTEMPTS AT CHARM ETC. WILL ALSO WORK. THINGS LEARNED WILL BE AS FOLLOWS WITH THE DM'S DISCRETION AS TO WHETHER THEY TRIED HARD ENOUGH TO FIND ANYTHING OUT.

1. NOBODY GOES VERY CLOSE TO THE RIVER CREEK AT NIGHT FOR FEAR OF AMPHIBIOUS ASSAULT AND BEING DRAGGED UNDER. THIS CONFIRMS ANY PARTY SUSPICION THAT THE RIVER LEADS UNDER THE TEMPLE.
2. THE BEAVER DAM HAS BEEN BATTERED ON OCCASION BY SOME COLOSSAL CREATURE FROM THE DEPTH OF THE RIVER CREEK. THIS WILL CONFIRM THE PARTIES QUERIES AS TO WHETHER THE RIVER IS DEEP. TELL THEM THE MERCENARIES TRIED SOUNDINGS AND FIGURED IT WAS TWO HUNDRED FEET DEEP IN THE MIDDLE. THE BEAVER HAS NOT BEEN SEEN IN WEEKS.
3. THE COLOSSAL RIVER MONSTER LAIRS JUST UNDER THE RIVER DAM AS EVIDENCED BY THE LARGE PILES OF BONES WASHED UP OR TOSSED OUT OF THE WATER BY THE END OF THE CREEK RIVER.
4. DURING THE FIGHTING THE MERCENARIES HAVE NOTICED LEECH PITS AND A VARIETY OF OTHER SURFACE TRAPS SCATTERED IN THE SWAMP.
5. THE FROGMEN (BULLYWUGS) AND SAHAGUIN HAVE SOMES MEANS OF DRIVING FORTH HUGE NUMBERS OF SWAMP LIZARDS ETC BY DAY TO BREAK THE RANKS OF TROOPS LIKE A SHOCK WAVE BEFORE THE INFANTRY CLOSE IN. AT NIGHT OTHER SWAMP CREATURES SURFACE IN THE SWAMP AND RIVER TO ENGAGE IN BATTLE BUT THE GUY YOU'RE TALKING TO HAS NEVER SEEN ONE. ALSO ANYTHING KILLED BY DAY OR NIGHT IS BURNED BECAUSE THE EVIL CLERICS ANIMATE ANYTHING DEAD AND SEND IT BACK INTO BATTLE.
6. THE HUGE BEASTS ON THE HILL (AS OF YET OUT OF BOW RANGE) ARE CATOBLEPAS. THE PROTECTIVE RING OF STONES SEEMS TO AFFECT THEIR DEATH GAZE SLIGHTLY AS EVIDENCED BY THE HUNDREDS OF STONE STATUES IN THE SWAMP. THE HUGE ROPES ON THEIR NECKS ARE PULLED BY DOZENS OF BULLYWUGS (FROGMEN) TO RAISE THEIR HEADS UP HIGH. THE FROGMEN HIDE IN THE MARSH IN DOZENS OR EVEN HUNDREDS FOR ALL HE KNOWS WAITING FOR ISOLATED POCKETS OF MEN. THEY TRY AND DRAG THEM DOWN INTO THE MUCK WHERE THEY CAN BURROW FOR SMALL PERIODS OF TIME.
7. A CONSTANT CHANT/WAILING GOES ON EVERY NIGHT WHEN THE MOON IS OUT. THIS NEFARIOUS SOUND DRIVES THE EVIL MINIONS INTO A FRENZY AND SEEMS TO MAKE THEM FIGHT HARDER.

## NOTES ON THE TOP OF THE TEMPLE COMPLEX.

THE SIX CATOBLEPAS: AC7 HD 6+2 HTK=29 MOVE=3" GAZE CAUSES STONING, A SAVING THROW VS PARALYZATION IS APPLICABLE. EACH CATOBLEPAS IS MANNED BY 24 BULLYWUGS. AC6 THACO 20 HTK=4 HD=1-1. THE CREWS DIVIDES THE DAY INTO TWO WATCHES OF 12 HOURS. 12 BULLYWUGS REST WHILE 12 SCATTER AROUND THE CATOBLEPAS AND WATCH. THE CATOBLEPAS ALL HAVE STONE WEIGHTS AROUND THEIR NECKS AND LEGS TO KEEP THEM IN A FIXED POSITION. THIS ALSO PREVENTS THE CATOBLEPAS FROM STONING ALL THE BULLYWUGS. EACH CREW OPERATES ITS OWN CATOBLEPAS INDEPENDANT OF THE OTHER FIVE CREWS AND DUE TO THEIR POSITIONING WILL NOT REALLY BE AWARE OF THE STATUS OF ANY OTHER CREW OR CATOBLEPAS.

IF THE PARTY ATTEMPTS A SURFACE ASSAULT ON THE TEMPLE THEN ONE LEECH PEN WILL BE ENCOUNTERED. 4-16 LEECHES WILL BE ENCOUNTERED. AC:9 HD= 1 TO 4. DAMAGE IS 1-4 FOR BLOOD DRAIN. HTK:5/10/15/20

THERE IS ONE SURFACE ENTRANCE TO EACH OF THE THREE STONE HEADS. ALSO THERE IS ONE ADDITIONAL SURFACE ENTRANCE BETWEEN THE THREE TRIANGULATED HEADS. IT IS NOT VISIBLE FROM SURFACE AREAS AS IT IS ON HIGH GROUND AND BETWEEN THE HEADS. THE HEADS STARE OUT IN THREE DIFFERENT DIRECTIONS OF NO SPECIAL IMPORTANCE. EG. HEAR NO EVIL (HANDS OVER THE EARS) LOOKS WEST, SEE NO EVIL (HANDS OVER THE EYES) LOOKS NORTH BY NORTHEAST AND SPEAK NO EVIL (HANDS OVER THE MOUTH) LOOKS SOUTHEAST. THE THREE STONE HEADS ARE TWENTY FEET HIGH AND ROUGHLY TWENTY FEET WIDE. AT THE BASE OF THE HEADS IS AN OPENING WHICH LOOKS DOWN THROUGH THE CEILING OF THE CORRESPONDING ROOMS BELOW. THIS WILL CREATE A MINOR DIFFICULTY FOR ANY PARTY MEMBER CLIMBING OR BEING LOWERED DOWN. THE MAIN ENTRANCE IS ALSO A SKYLIGHT TO THE MAIN TEMPLE ROOM INSIDE THE HILL.

THE MARSH SURFACE REEDS VARY IN SIZE BUT CAN REACH FOUR FEET. THIS PROVIDES ALOT OF HIDING ROOM FOR THE OCCASIONAL GIANT FROG OR TOAD. ALOT OF MARSH NOISE CAN BE HEARD ALONG WITH A CHANTING/WAILING WHICH EMITS FROM THE TOP OF THE HILL. THE STONE MUSHROOM LIKE PILLARS MARK THE OUTSIDE BOUNDARY FOR THE PROTECTIVE CIRCLE. THE PROTECTIVE CIRCLE AFFECTS SPELLS, GATING ETC JUST AS THE INITIATES NOTES DESCRIBE. IE NO GATING IN DEMONS INSIDE THE CIRCLE, ALTHOUGH THERE IS NOTHING PREVENTING THE DEMON FROM GATING TO A SPOT OUTSIDE THE CIRCLE AND THEN WALKING IN.

- A. FROGHEMOTH - HD:16 HTK:96 TENTACLES AC:2 BODY AC:4 TONGUE AC:6 THACO:7 MOVES 2"/8". THIS HUGE FROG LIKE BEHEMOTH MAKES ITS LAIR AT THE BOTTOM OF THE RIVER RIGHT BY THE DAM. THE FROGHEMOTH IS ALWAYS HUNGRY. TWO METHODS OF ATTACK:1 MOUTH ATTACK FOR 5D10 OR FOUR TENTACLE ATTACKS FOR 1D4+4 EACH. ITS SIZE IS LARGE, 18' LONG AND 10' WIDE. IF IT ROLLS 19-20 IT SWALLOWS DOING AN ADDITIONAL 4D4 PER ROUND. CHARACTERS SWALLOWED ARE UNCONCIOUS AFTER TWO ROUNDS (EXCEPT FOR THE NECKLACE OF ADAPTATION). THIS ENCOUNTER IS ONLY TO BE FOUND AT THE DAM. IT IS QUITE AVOIDABLE AS THE FROGHEMOTH WILL NOT GO DOWN THE CREEK RIVER.
- B. REGARDLESS OF WHETHER THE PARTY IS NEAR THE SURFACE OF THE RIVER OR AT THE BOTTOM OF THE RIVER THE FLOATING EYES WILL ENCOUNTER THE PARTY. THIS IS A ONE ROUND DISTRACTION AS IT HAD A PSEUDO-SYMBIOTIC RELATIONSHIP WITH A GROUP OF CROCODILES NEARBY. THE FLOATING EYES(FRESH WATER VARIETY FOR THE PICKY - SAME AS GATERS) APPEAR AS HUGE FLOATING EYES. THE REST OF THE FISHES BODY IS TRANSPARENT. IF THE PARTY ASKS ANY QUESTIONS THEN THEY ARE DECLARED AS LOOKING AT THE EYES. SAVE VS PARALYZATION OR BECOME HYPNOTIZED. THIS WILL APPLY TO THE BARBARIAN AND HIS FREE ACTION ABILITY SWORD. THERE ARE SIX FLOATING EYES. AC:9 HTK:1 IN ROUND TWO THE CROCODILES WILL ATTEMPT A SURPRISE ATTACK(INSTINCTIVE). ON PARTIES THAT ARE NOT ORGANIZED PROPERLY THIS WILL NOT BE AUTOMATIC. A SURPRISE ROLL IS STILL DONE. IF A PARTY REACTS QUICKLY THEN THEY CAN USE A LIGHTNING BOLT TO DESTROY THEM BEFORE CLOSING TO MELEE. CROCODILES :10 NORMAL CROCS. AC:5 MOVE 6"/12" SIZE:LARGE HD:3 HTK:12 EACH ATTACKS FOR 2D4/1D12 THACO:16 AND MOTHER CROC: HD:7 AC:5 HTK:30 THACO:13 ATTACKS ARE FOR 3D6/2D10
- C. THIS ENCOUNTER IS FOR THE PARTY THAT WANTS TO TRAVEL AROUND THE WHOLE BOTTOM OF THE CREEK. AT THE BACK OF THE CREEK LIES AN AQUATIC LURKER ABOVE. IT RESTS UNDER A ROCK SHELF WHICH STICKS OUT OF THE SIDE OF THE HILL UNDER WATER. MANY OF THESE CROPPINGS EXIST IN THE NATURAL CREEK WHEREVER IT BENDS. IF THE PARTY SPENDS TOO MUCH TIME IN THE BACK AREA OF THE CREEK THEN USE THIS TO ENCOURAGE THEM TO MOVE ON. HD:10 HTK:45 AC:6 MOVE:1"/9" THACO:10 SIZE:LARGE ATTACKS FOR 1D6.

- D. THE RIVER EVENTUALLY REACHES A BRANCHING POINT. ON EITHER SIDE THE RIVER BRANCHES AND FOLLOWS A NATURAL MUD BED. AHEAD THINGS CHANGE. THE SURFACE AT THE BOTTOM OF THE RIVER BECOMES STONE. THE STONE RISES ALMOST THE WHOLE WAY TO THE SURFACE. A HUGE IRON PORTCULLIS GATE BLOCKS ENTRANCE TO THE INSIDE OF WHAT APPEARS TO BE THE TEMPLE COMPLEX. A LEVER STICKS OUT OF THE WALL JUST BEYOND POLE REACH INSIDE THE GATE. THE GATE APPEARS TO COME OUT OF THE SIDE WALL AND ALMOST REACHES THE OTHER SIDE. ON THE OTHER SIDE WHERE THE GATE IS NOT ATTACHED, IS A STONE PILLAR WHICH ROTATES SLIGHTLY. A SLIGHT RIVER CURRENT FLOWING INTO THE TEMPLE COMPLEX IS NOTICEABLE. DOWN THE CORRIDOR, APPARENTLY SLEEPING, IS A SAHAGUIN GUARD WITH A HORN STRAPPED TO HIS SIDE. THE GATE ENTRANCE IS TWENTY FEET HIGH. AFTER THAT THE TEMPLE STONE RISES ALMOST TWO HUNDRED FEET TO THE SURFACE. THE SAHAGUIN GUARD IS ACTS HTR:16 HD:2 HE IS IN FACT ASLEEP. THE HORN HE CARRIES IS A HORN OF BUBBLES. SHOULD THE PARTY WISH TO TRY IT OUT THEN IT WILL NOT WORK WITHOUT THE PRESENCE OF AN ENEMY. IF ANY ENEMY IS PRESENT THEN IT WILL PRODUCE BUBBLES WHICH IN ITS CURRENT POSITION WILL FLOAT UP TO THE SURFACE TO WARN THE MAIN TEMPLE OCCUPANTS. THE GUARD IS ASLEEP AND CAN BE KILLED WHILE THAT WAY. IF AWOKEN HE WILL ATTEMPT TO SWIM UPWARDS AND BLOW HIS HORN. THE MORE THE BLOWER IS UNDER ATTACK, THE MORE BUBBLES WILL BE PRODUCED TO SURROUND HIM.
- E. ALL THE CORRIDORS ARE COVERED IN MOSS. THIS MOSS HAS AN INT:1 AND WILL RESPOND IN VERY STUPID WAYS TO THE SPEAK WITH PLANT SPELLS. IT WILL BE VERY HOPELESS. IT GIVES OFF AN ILLUMINATION WHICH ALLOWS VISIBILITY OF 40' UNDERWATER. AT THIS POINT THE CORRIDOR BRANCHES BUT IT ALSO GOES STRAIGHT UP TO THE MAIN TEMPLE ROOM AND BYPASSES ALL THE OTHER BARRACKS. THE CORRIDOR GOING UP USED TO HAVE A STAIRWELL BENEATH THE WATER LINE BUT IT WAS ALL REMOVED TO RESTRUCTURE THE CORRIDORS IN THIS PLACE. MOST OF THE CORRIDORS HAVE BEEN RESTRUCTURED TO FIT THE MIND BENDING PURPOSES OF GREAT CTHULU. CONSEQUENTLY ANYONE STUDYING THE WALLS WILL NOTE AN EYEWARPING GEOMORPH STRUCTURE. THE VIEWER MUST SAVE VERSUS PARALYZATION OR GO INTO A TRANCE. ANOTHER PARTY MEMBER CAN SAVE THE TRANCED EASILY, IT IS JUST A MODULE DISTRACTION TO CLUE IN THE KNOWLEDGEABLE. THE UPWARDS CORRIDOR HAS DEAD STRANGLE WEED AT THE WATER LINE. STAIRS CONTINUE ABOVE THE WATERLINE UPWARDS TO THE MAIN TEMPLE ROOM.
- F. THESE TWO POINTS ALSO HAVE CORRIDORS GOING STRAIGHT UP NEAR TO THE SURFACE. THERE ARE NO ROOMS AT THE TOPS OF THESE CORRIDORS. THESE CORRIDORS END AT THE WATER LINE IN POINTS. THIS GIVES THE THREE UPWARDS CORRIDORS (FROM E+F) A TRIDENT OR SPETUM SHAPE. ALL THREE WATERLINES ARE COVERED IN STRANGLE WEED WHICH IS DEAD.

- G. THESE DOORWAYS ARE COVERED BY LIVE STRANGLEWEED. THIS WEED HAS ORDERS TO COVER THE ENTRANCE UNTIL ORDERED OTHERWISE. ANYBODY COULD ORDER IT SO VERBALLY. IF NO ORDER IS GIVEN IT WILL ATTEMPT TO STRANGLE TO KILL ANYTHING GOING IN OR OUT. STRANGLEWEED IS AC:6 HD:4 HTK:20 3-12 FRONDS HAVE 4D4 STRENGTH DAMAGE DONE IS A COMPARISON OF ALL FRONDS THAT HIT COMBINING THEIR STRENGTHS AND SUBTRACTING THE CHARACTERS STRENGTH. THAT IS DAMAGE PER ROUND. THACO:15
- H. THESE ROOMS CONTAIN THE KUOTOA LEECH PENS. LEECHES ARE ALL 4HD. AC:9 HTK:20 DAMAGE 1-4 BLOOD DRAIN. THERE ARE 16 PER ROOM. THACO:15
- I. THESE ROOMS CONTAIN THE BULLYWUG EEL PENS. THESE ARE WEED EELS. 60 IN TOTAL IN THIS CORRIDORS ROOMS. AC:8 HD:1-1 SMALL 6' MOVE:15" DAMAGE 1 POINT. POISON BITE. THACO:20
- J. THESE ROOMS CONTAIN THE SAHAGUIN SHARK PENS. SHARKS ARE 3HD. HTK:16 AC:6 MOVE:24" DAMAGE:1D4+1 THERE ARE 8 SHARKS IN EACH ROOM. THACO:16 SIZE IS MEDIUM.
- K. THIS CORRIDOR HAS 50 BULLYWUGS IN ROOMS. THEY ARE ALL WOUNDED. HD: 1-1 THACO:20 HTK:2 AC:6 DAMAGE 1D6 MOVE:3"/15". THE FROGMEN MUST ROLL 7 OR HIGHER EVERY ROUND TO STAY IN COMBAT (ON 2D6) OR MORALE WILL BREAK. ALIGNMENT CHAOTIC EVIL.
- L. THIS CORRIDOR HAS 20 KUOTOA INFANTRY. HD:2 HTK:10 ARMED WITH DAGGERS, SPEARS AND STICKY SHIELDS. THACO:16 SHIELDS HAVE A 25% CHANCE OF HOLDING ANY WEAPON WHICH HITS THE SHIELD EXCEPT THE BARBARIANS SWORD OF FREE ACTION. AC:4 DAMAGE 1D6 ALSO. THIS ROOM COMPLEX HAS 3 LEADERS. ALIGNMENT NEUTRAL EVIL.  
 LEADER 1 - HD: 10 HTK:60 THACO:10  
 LEADER 2 - HD: 8 HTK:45 THACO:12  
 LEADER 3 - HD: 6 HTK:30 THACO:14
- M. THIS CORRIDOR HAS 30 SAHAGUIN. HD:2 HTK:12 ARMED WITH DAGGERS, TRIDENT, SHIELDS. THACO:16 AC:5 DAMAGE 1D6 ALIGNMENT LAWFUL EVIL. THE ROOM COMPLEX HAS 3 LEADERS. THEY ALL HAVE A ROPE OF ENTANGLEMENT. NETS ARE STRUNG ACROSS THE CORRIDOR CEILING TO BE USED FOR A QUICK RELEASE. THE QUICK RELEASE WILL NOT HARM ANYONE BUT MAY CAUSE A DISTRACTION.  
 LEADER 1 - HD: 5 HTK:30 THACO:15  
 LEADER 2 - HD: 4 HTK:24 THACO:15  
 LEADER 3 - HD: 3 HTK:18 THACO:16



N. THIS LEVEL IS ONE GIANT ROOM. THERE ARE THREE GIGANTIC WHEEL PUMPS ROTATING SLOWLY IN CIRCLES IN THE FLOOR. ATTACHED BY CHAINS TO EACH OF THE PUMPS ARE 30 ZOMBIES WHO HAVE ORDERS TO PUSH THE PUMPS AROUND. DESTROYING THE ZOMBIES OR THE PUMPS WILL NOT BE READILY NOTICEABLE TO ANYONE IN THE WATER DURING THE MODULE. THE ZOMBIES ARE HELPLESS TO DEFEND THEMSELVES, SHACKLED HAND AND FOOT. THE 90 ZOMBIES ARE AC:7 HD:2 HTK:3 THEY CONSIST OF HUMANS, ELVES, GNOMES, HALFLINGS, DWARVES, LIZARDMEN. THIS LEVEL IS ALL UNDERWATER. THERE ARE THREE ENTRANCES TO THIS ROOM FROM THE TRIDENTS VERTICAL CORRIDORS. KILLING A ZOMBIE BY PHYSICAL MEANS WILL ALLOW A SPEAK WITH DEAD SPELL AS SOME WERE FRESHLY KILLED IN THE LAST FEW HOURS AND THE WATER LEVEL HAS BEEN RISING SINCE. SPEAKING WITH DEAD WILL TELL ABOUT THE DEEP ONES IF THE RIGHT QUESTIONS ARE ASKED. ALSO, THEY KNEW THE MEDALLIONS WERE KEPT IN THE FOUR UPPER TEMPLE ROOMS. OTHERWISE THEY ONLY KNOW ABOUT BULLYWUGS, KUOTOA AND SAHAGUIN. THIS ROOM IS MOSTLY ABOVE THE WATERLINE UNDER NORMAL CONDITIONS. THE WATERLINE MARK IS SEEN A FOOT OFF THE FLOOR.

O. THIS ROOM IS INSIDE/UNDERNEATH THE HEAR NO EVIL MONKEY HEAD. A SKYLIGHT CAN BE SEEN SOME TWENTY FEET UP IN THE MONKEYS FRONT. THERE IS NO WATER HERE. A GROANING SPIRIT/BANSHEE RESIDES HERE. HANGING ON ONE WALL IS A CHAIN WITH ONE OF THE SYMBOLS OF POWER HANGING FROM IT. A SIMPLE ALTER OF STONE IS IN THE MIDDLE OF THE ROOM. THE ROOM HAS MANY CARVINGS AND ETCHINGS ON THE WALL OF MONKEYS IN A CONTORTED DANCE COVERING EARS, EYES AND MOUTH. THE ALTAR IS AN EXACT REFLICA OF THE STONE PILLARS AT THE BASE OF THE HILL. THE BANSHEE APPEARS AS A SLIM FEMALE ELF. ONLY ON CLOSE EXAMINATION WILL THE PARTY MEMBER NOTICE THE TRANSPARENCY OF THE ELF WHO CANNOT MAINTAIN A SOLID CORPOREAL FORM. ONLY SHADOWY DARKNESS WILL DISGUISE A CURSORY LOOK A CHARACTER MAY GIVE FROM THE ENTRANCE TO THE ROOM. THE BANSHEE IS BOUND TO THE ROOM, TO THE VERY STONE ALTAR AND WILL NOT PURSUE OUT OF THE ROOM. HER WAILING IS BOUND TO THE ROOM ALSO AND CANNOT BE HEARD FROM THE CORRIDOR. THE ELF DOES NOT NOTICE THE PARTY AT FIRST IF THEY JUST PEAK IN. BANSHEE: HD:7 HTK:30 AC:0 THACO:13 DAMAGE 1D8 MOVE:15" CHAOTIC EVIL NEED +1 TO HIT. ONCE PER DAY SHE CAN WAIL, ALL WITHIN THE ROOM SAVE VERSUS MAGIC OR DIE.

P. THIS ROOM IS INSIDE/UNDERNEATH THE SEE NO EVIL MONKEY HEAD. A SKYLIGHT CAN BE SEEN SOME TWENTY FEET UP IN THE MONKEYS FRONT. THERE IS NO WATER HERE. 100 GHOULS RESIDE IN THIS ROOM. THEY ARE STATIONARY AND BOUND TO BE RELEASED WHEN THEY SEE AN INTRUDER. THEY WILL NOT ENTER THE WATER BUT WILL ATTACK ON SIGHT. A CHAIN WITH ONE OF THE SYMBOLS OF POWER HANGS ON ONE WALL. THE GHOULS ARE PACKED SO TIGHT IN THE ROOM A PARTY MEMBER CANNOT SEE THE GONG WHICH WILL BE HIT AS AN ALARM WARNING TO ALL THE BULLYWUGS ON THE SURFACE OF THE HILL. THE ALARM WILL ALSO WARN THE MAIN TEMPLE OCCUPANTS. THE REFEREE MAY DECIDE HOW THE BULLYWUGS WILL REACT. THE MAIN TEMPLE WILL PREPARE FOR ATTACK BUT WILL NOT LEAVE ITS ROOM. GHOULS ARE HD:3 HTK:14 AC:6 DAMAGE 1-3, 1-3, 1-6 AND SAVE VERSUS PARALYZATION OR BE PARALYZED.

- Q. THIS ROOM IS INSIDE/UNDERNEATH THE SPEAK NO EVIL MONKEY HEAD. A SKYLIGHT CAN BE SEEN SOME TWENTY FEET UP IN THE MONKEYS FRONT. THERE IS NO WATER HERE. THIS ROOM IS VACANT. A HUGE STATUE OF GREAT CTHULU RESIDES HERE. NO CHAIN WITH A SYMBOL OF POWER IS VISIBLE IN THE ROOM. THERE ACTUALLY IS ONE. IT IS IN A SEALED CRYPT IN THE BELLY (?) OF CTHULU. WRITTEN IN MAGIC, IN ELDER LANGUAGE ACROSS THE BELLY IS A SUMMONING PRAYER TO GREAT CTHULU. THE READING OF THE MAGIC WILL TRANSLATE IT INTO READABLE ELDER. ANYONE PRONOUNCING THIS PHRASE OUT LOUD WILL CAUSE THE SEALED CRYPT TO BE OPENED BUT HE MUST MAKE A SAVE VS PETRIFIC. OR GO BLIND. SAVE VS MAGIC OR FORGET ALL SPELLS. SAVE VS SPELL OR GO INSANE. INTELLIGENCE AUTOMATICALLY GOES DOWN ONE. ANY CHARACTER ATTEMPTING TO ENTER THE ROOM MUST MAKE A SAVE VERSUS FEAR.
- R. THESE SPOTS HAVE NETS STRUNG ACROSS HALLWAYS, CORRIDORS, TOWERS. THEY CAN BE EASILY REMOVED, RESET, BYPASSED, CUT DOWN ETC. THEY ARE THERE TO SLOW MOVEMENT IN A QUICK ATTACK OR RETREAT. THERE IS NO DRASTIC ALARM OR TRAP ATTACHED TO THEM.

COOPER BUSINESS FORMS

S. THIS MAIN TEMPLE ROOM HAS A SPIRAL STAIRCASE DESCENDING FROM THE OPEN SKY. THE ROOM IS FORTY FEET HIGH WITH A TEN FOOT WIDE HOLE. THIS IS THE MAIN TEMPLE ROOM. LARGE STONE PILLARS SHAPED LIKE THE MARKERS AT THE BASE OF THE HILL ARE POSTED IN THREE SPOTS IN THIS ROOM. A LARGE STATUE OF GREAT CTHULU OCCUPIES THE BACK OF THE ROOM. ON TOP OF EACH OF THE STONE MONUMENTS IS COILED A LARGE SNAKE SOME FIFTEEN FEET IN LENGTH. THE SNAKE IS BLACK IN COLOUR, SCALED WITH CRIMSON BANDS. ACTUALLY THESE SNAKES ARE EVIL NAGAS. THEIR HEADS ARE NOT VISIBLE WHEN THE PARTY FIRST ENTERS THE ROOM. THEY ARE CHAOTIC EVIL. THACO:10 BITE FOR 1-3 AND POISON. THEY ARE FIFTH LEVEL MAGIC USERS AND FOURTH LEVEL CLERICS. SPELLS AS FOLLOWS: 4 \* MAGIC MISSILE, 2 \* WEB, 1 LIGHTNING BOLT, 1 BLESS(USED), 1 CURE LIGHT WOUND, 1 CHANT(USED), 1 HOLD PERSON. THEY CAN ALSO USE THEIR GAZE TO CHARM UNLESS SAVE VERSUS PARALYZATION. AC:4 HTK:45 HD:10 IN FRONT OF CTHULU ARE TWO CLERICS. ONE IS A SAHAGUIN AND THE OTHER IS A KUOTOA. THEY ARE BOTH SEVENTH LEVEL. AC:5 HD:7 HTK:30 THACO:13 SPELLS AS FOLLOWS: 5 \* CURE LIGHT WOUND, 1 CHANT(USED), 4 \* HOLD PERSON, 1 PRAYER(USED), 1 DISPEL MAGIC, 1 ANIMATE DEAD(USED), 1 TONGUES(USED). WISDOM OF BOTH CLERICS IS 17. THE KUOTOA CLERIC HAS A CHAIN WITH THE FOURTH SYMBOL OF POWER HANGING AROUND HIS NECK. THE SAHAGUIN CLERIC WEARS A RING OF INVISIBILITY. IN FRONT OF THE TWO HIGH LEVEL CLERICS ARE TWO WATER HOLES/URNS/WELLS. THESE TWO WATER WELLS ARE OCCUPIED BY WATER WEIRDS. THE WEIRDS GAVE UP LONG AGO TRYING TO DROWN THE EVIL CLERICS. THE WEIRDS ARE AC:4 HD:3+3 ATTACK AS A SIXTH LEVEL MONSTER. IT TAKES THEM TWO ROUNDS TO FORM. A SUCCESSFUL HIT WILL INDICATE THE VICTIM IS GRABBED AND HAULED INTO THE WELL, ATTEMPTING TO DROWN THE VICTIM. IN THE MAIN TEMPLE AREA ARE TWO SETS OF CLERICS. ON THE LEFT IS A GROUP OF 10 KUOTOA CLERICS HD:4 HTK:20 AC:4 SPELLS:1 BLESS(USED), 1 CURE LIGHT WOUND, 1 CHANT(USED), 1 HOLD PERSON. THEY ALSO HAVE THE ABILITY TO LINK UP WITH EACH OTHER PHYSICALLY AND GENERATE A LIGHTNING BOLT/BEAM OF 6 POINTS PER KUOTOA. THE CHANCE OF GENERATING A BOLT IS 10% PER CLERIC PER ROUND CUMULATIVE. EG: 10 OF THEM COULD SHOOT A 60 POINT BEAM EACH ROUND. (100% CHANCE) TO THE RIGHT SIDE OF THE HALL ARE 5 SAHAGUIN CLERICS. AC:3 THE SAHAGUINS ARE ALL WEARING METAL ARMOUR - PLATE. HD:4 HTK:20 SPELLS: 1 CHANT(USED), 2 CURE LIGHT WOUNDS, 1 HOLD PERSON. BOTH GROUPS OF FOURTH LEVEL CLERICS ARE THACO:15. IN THE FOUR CORNERS OF THE ROOMS ARE DEEP ONES. TWO IN EACH CORNER. THE DEEP ONES ARE AC:3 HD:4 THACO:15 HTK:24 STR:18(51) +2/+3 AND WIELD LARGE BARBED IRON BARS THAT DO 2D8 PLUS STRENGTH. (CONTINUED ON PAGE 12)

S. (CONTINUED)

THE ROOM HAS TWO WOODEN CAGES STRAPPED TO THE CEILING ON EITHER SIDE OF THE WATER ENTRANCE. ABOVE THE WATER ENTRANCE IS A LARGE STONE BLOCK. THE BLOCK IS ATTACHED TO A CHAIN WHICH LOWERS IT IN 6 ROUNDS ONTO THE MAIN ENTRANCE FROM BELOW EFFECTIVELY PREVENTING ANYONE FROM BELOW FROM ENTERING AND KEEPING ANYONE IN THE TEMPLE FROM ESCAPING BACK DOWN THE HOLE. WHEN THE BLOCK STARTS TO LOWER THE WOODEN CAGES COME CRASHING DOWN TO PIN ANYONE INSIDE. THE WALLS ARE COVERED WITH VINES AND REEDS WHICH HAVE GROWN THROUGH THE TOP OF THE HILL INTO THE TEMPLE. THIS ALLOWS FULL USE OF ENTANGLE SPELLS AGAINST ANYONE ALONG THE WALLS. THE SPIRAL STAIRS STOP SOME FIFTEEN FEET OFF THE GROUND SO AS NOT TO INTERFERE WITH THE WORSHIP, VIEW OF CTHULU.

IN ADDITION TO THE DEEP ONES, NAGAS, SAHAGUIN, KUOTOA AND WATER WEIRDS THERE IS A GREEN SLAAD IN THE ROOM. THE FIRST FIVE ALL WORK IN UNISON. (THE WATER WEIRD ARE FED THE OCCASIONAL DEMI-HUMAN TO KEEP THEM COMPLACENT.) THE SLAAD IS NOT PART OF THE ALLIANCE WHICH IS ATTEMPTING TO OPEN A GATE TO CTHULU. THE SLAAD IS THERE FOR ITS OWN REASONS. THAT IS, THE SLAAD IS ATTEMPTING NEGOTIATIONS FOR THE FOUR SYMBOLS OF POWER. IT WILL NOT FIGHT TO THE DEATH IN DEFENSE OF THE TEMPLE BUT IT WILL ADD ITS SPELL ABILITY TO THE AQUATIC ALLIANCE TO TRY AND GET ITS HANDS ON THE FOUR SYMBOLS. THE CLERICS DO NOT KNOW THE FULL PURPOSE OF THE MEDALLIONS BUT THEY DO KNOW THAT WHEN TWO OR MORE SYMBOLS ARE WITHIN 100 FEET OF EACH OTHER THEY GLOW. THE CLOSER THE SYMBOLS ARE THE MORE THEY GLOW. ALSO THE SYMBOLS GROW EVEN MORE BRIGHTER IF THERE ARE MORE OF THEM IN PROXIMITY. THE SLAAD HAS BEEN ADDING ITS SPELL POWER TO THE DEFENSE FOR THE LAST WEEK BUT HAS NOT TAKEN PART IN THE BATTLE DIRECTLY BECAUSE OF THE PRESENCE OF THE NINTH LEVEL PALADIN WHOSE SWORD DOES EVERYTHING IN ADDITION TO BEING +5. THE GREEN SLAAD IS CHAOTIC NEUTRAL AC:3 HTK:57 HD:9+3 DAMAGE 2D8, 1D6+2, 1D6+2 SIZE LARGE - SEVEN FEET PLUS. YOU NEED +1 WEAPONS OR BETTER TO HIT HIM. MAGIC RESISTANCE IS 50%. THACO:11 HAS THE FOLLOWING ABILITIES:

1. POLYMORPH SELF
2. ESP
3. CONTINUAL DARKNESS
4. DETECT INVISIBILITY
5. DETECT MAGIC
6. LOCATE OBJECT
7. PRODUCE FLAME
8. FEAR
9. TELEKINESIS 1250 G.P. WEIGHT
10. DELAYED BLAST FIREBALL 12D6
11. GATE 50%(THIS DOESN'T WORK ON THE HILL)

## DUNGEON MASTERS NOTES ON THE TEMPLE AND THE MEDALLIONS.

THE DRUIDIC INITIATE IS ACTUALLY AN EFREET. THIS MUST BE KEPT SECRET FROM THE PARTY AT ALL COSTS AS IT IS VITAL TO THE NEXT MODULE. WHEN ASKED ABOUT THE DESTRUCTION OF THE SACRED STONE PLACE THE INITIATE WILL REPLY HOW HIS SCRYING OF THE EVIL TEMPLE BROUGHT FORTH THE RETALIATION OF SOME EVIL WITHIN THE PLACE. THE DEMONIC CREATURE SENT WAS EVENTUALLY REPELLED AFTER THE INITIAL SURPRISE ATTACK. ALTHOUGH HE HAS HEALED HIMSELF HE HAS NOT HAD TIME TO REPAIR THE SACRED STONE PLACE. HE IS VERY TIRED AND HAS MANY THINGS TO DO WHILE YOU ARE ON YOUR MISSION. ACTUALLY THE EFREET KILLED AND ATE THE DRUID. AFTER A POLYMORPH TO LOOK LIKE THE DRUID THE PARTY WAS SENT FOR. ALL OF THIS WAS PLANNED. . . .

THE FORCES OF GOOD BUILT THE TEMPLE COMPLEX LONG AGO, A GREAT CALAMITY FELL WHEN AN EARTHQUAKE SHIFTED THE LAND AND IT SANK BENEATH THE WATERS OF SURROUNDING LAKES AND RIVERS. A GIANT BEAVER BUILT A GREAT DAM OVER A PERIOD OF YEARS AND THE TOP OF THE TEMPLE REEMERGED IN A NEWLY CREATED SWAMP. OVER THE YEARS CREATURES OF EVIL HAD BEEN USING THE SPOT AS THEIR OWN PLACE OF WORSHIP. UNFORTUNATELY FOR THEM THE RECENT REEMERGENCE OF THE THE TEMPLE HILL WAS DISCOVERED BY A RANGER WHO WAS HUNTING SWAMP FOWL.

SOME OF THE TEMPLES MAGIC FUNCTIONS STILL OPERATE(TRUE).  
 DEATH SPELLS DO NOT OPERATE WITHIN A HALF MILE OF THE TEMPLE(TRUE).  
 DEATH SPELLS ARE CONVERTED TO FLESH TO STONE SPELLS(TRUE).  
 NO DEMONS,DEVILS, OR SUMMONED CREATURES COULD GATE IN(TRUE).  
 THE SAME, ABOVE MENTIONED CREATURES COULD STILL GATE OUT(TRUE).  
 NO PSIONICS WOULD WORK IN THE AREA(IGNORE THE SLAADS PSIONICS(TRUE))  
 MIND ATTACKS SUCH AS CHARM STILL WORK(TRUE).  
 CREATURES OF EVIL ARE SUBJECT TO CONSTANT WEAKNESS SPELLS(FALSE).  
 NO LIFE DRAINING WOULD WORK IN THE AREA(TRUE).  
 THE GREAT STONE MARKERS CAN BE USED TO FOCUS POWER AND INCREASE SPELL ABILITY(FALSE).  
 NOBODY CAN LIE WITHIN THE TEMPLE COMPLEX(FALSE).  
 THE BEAVER HAS BEEN EATEN BY THE FROGHEMOTH(TRUE).

THE SYMBOLS OF POWER AND BINDING LOOK LIKE SMALL CIRCULAR MEDALLIONS OF ADAMANTINE. THEY EACH BEAR A SYGIL OF A SNAKE SWALLOWING ITS OWN TAIL. THESE MEDALLIONS WILL BE DESCRIBED FURTHER IN A CONTINUING MODULE. FOR NOW THOUGH, WHEN MORE THAN ONE ARE WITHIN 100 FEET OF EACH OTHER THEN A PULSING LIGHT IS GIVEN OFF. THE LIGHT GROWS STRONGER WITH CLOSER DISTANCES AND MORE MEDALLIONS. IF ONE PERSON CARRIES THREE OR FOUR MEDALLIONS THEY WILL GO UP A LEVEL TEMPORARILY WITH APPROPRIATE SPELL KNOWLEDGE ETC. THE SYMBOLS CAN BE USED FOR GREAT BINDINGS OR RELEASING OF BOUND CREATURES.

### Errata changes to the module - Marsh or die.

1. Page 2. - should be seven gaps instead of the six mentioned. The six catoblepas should also be changed to seven.
2. Page 5. - should read seven catoblepas instead of six.
3. Monk character sheet should list an additional piece of information on his #/att. He has a 3/2 attack option with his open hands instead of the single weapon attack.

### Room sizes on maps.

H - 50 feet by 20 feet

I - 20 feet by 20 feet

J - 50 feet by 20 feet

K - 20 feet by 20 feet, or 30 feet by 20 feet

L - 30 feet by 20 feet

M - 80 feet by 20 feet

N - 100 feet by 90 feet

O - 40 feet by 40 feet

P - 40 feet by 40 feet

Q - 40 feet by 40 feet

S - 90 feet by 140 feet (temple)

CLASS: DRUID	LEVEL:6	NAME :PEREDUR
STR : 9	HITS :48	RACE :HUMAN
INT : 13	AC :2	D/P/P : 8
WIS : 18	ALIGN:NEUTRAL	PET/POL:11
DEX : 17	MOVE :12"	R/S/W : 9
CON : 16	THACO:17	BREATH :11
CHR : 18	#/ATT:1	SPELL :13

+2 SCIMITAR

+1 LEATHER

+1 WOODEN SHIELD

1 HEALING POTION

BAG OF HOLDING (SMALL SIZE)

10' WOODEN POLE - MADE OF OAK

ONE WEEK STANDARD RATIONS

#### ABILITIES:

1. +2 VERSUS FIRE AND LIGHTNING

2. CAN IDENTIFY PLANT

3. CAN IDENTIFY ANIMAL

4. CAN IDENTIFY PURE WATER

5. PASS THROUGH OVERGROWTH WITHOUT TRACE

6. SPEAKS DRUIDIC, ELVEN, GNOME, LIZARDMEN, HILL GIANT

#### SPELLS

1ST LEVEL: LOCATE ANIMALS

ENTANGLE

FAERIE FIRE

FAERIE FIRE

INVISIBILITY TO ANIMALS/REPTILES

PURIFY WATER

2ND LEVEL: CHARM PERSON OR MAMMAL

CURE LIGHT WOUND - REVERSIBLE AT WILL

HEAT METAL - REVERSIBLE AT WILL

OBSCUREMENT

WARP WOOD

3RD LEVEL: CALL LIGHTNING

STONE SHAPE

WATER BREATHING

4TH LEVEL: DISPEL MAGIC

HALLUCINATORY FOREST

CLASS: DRUID	LEVEL: 6	NAME : GWALCHMAI
STR : 10	HITS : 48	RACE : HUMAN
INT : 9	AC : 2	D/P/P : 8
WIS : 18	ALIGN: NEUTRAL	PET/POL: 11
DEX : 16	MOVE : 12"	R/S/W : 10
CON : 16	THACO: 17	BREATH : 12
CHR : 15	#/ATT: 1	SPELL : 13

+1 SCIMITAR OF SPEED - 1DB +1 (FIRST STRIKE, ATTACKS 3/2)  
BRACERS OF DEFENCE AC: 4

1 NEUTRALIZE POISON SCROLL (SAME AS SPELL)  
1 HEALING POTION  
MAGICAL FOLDING BOAT  
10' WOODEN POLE - MADE OF OAK  
ONE WEEK STANDARD RATIONS

ABILITIES:

1. +2 VERSUS FIRE AND LIGHTNING
2. CAN IDENTIFY PLANT
3. CAN IDENTIFY ANIMAL
4. CAN IDENTIFY PURE WATER
5. PASS THROUGH OVERGROWTH WITHOUT TRACE
6. SPEAKS DRUIDIC, ELVEN, GNOME, LIZARDMEN, HILL GIANT

SPELLS

1ST LEVEL: DETECT SNARES AND PITS  
ENTANGLE  
FAERIE FIRE  
FAERIE FIRE  
INVISIBILITY TO ANIMALS/REPTILES  
PURIFY WATER

2ND LEVEL: CHARM PERSON OR MAMMAL  
CURE LIGHT WOUND - REVERSIBLE AT WILL  
HEAT METAL - REVERSIBLE AT WILL  
FEIGN DEATH  
WARP WOOD

3RD LEVEL: CALL LIGHTNING  
PLANT GROWTH  
WATER BREATHING

4TH LEVEL: SPEAK WITH PLANTS  
HOLD PLANTS



CLASS: CLERIC	LEVEL: 6	NAME : ABRIHM
STR : 13	HITS : 48	RACE : HUMAN
INT : 10	AC : 2	D/P/P : 8
WIS : 18	ALIGN: LAWFUL NEUTRAL	PET/POL: 11
DEX : 14	MOVE : 12"	R/S/W : 12
CON : 17	THACO: 17	BREATH : 14
CHR : 15	#/ATT: 1	SPELL : 13

+2 WOODEN MACE OF DISRUPTION (NEUTRALLY ALIGNED)

+1 WOODEN SHIELD

BRACERS OF DEFENSE AC: 4

RING OF WATER BREATHING

STAFF OF HEALING (49 CHARGES - LIMIT 8 PER DAY)

1 VIAL HOLY WATER

HOLY SYMBOL - MADE OF SILVER

HOLY SYMBOL - MADE OF WOOD

ONE WEEK STANDARD RATIONS

BELLADONNA

WOLVESBANE, GARLIC

TURN UNDEAD: CLERIC MACE

SKELETON	D	D
----------	---	---

ZOMBIE	D	D
--------	---	---

GHOUL	T	D
-------	---	---

SHADOW	T	D
--------	---	---

WIGHT	4	D
-------	---	---

GHAIST	7	T
--------	---	---

WRAITH	10	T
--------	----	---

MUMMY	13	4
-------	----	---

SPECTRE	16	7
---------	----	---

VAMPIRE	20	10
---------	----	----

SPELLS

1ST LEVEL: PROTECTION FROM EVIL

CURE LIGHT WOUND

CURE LIGHT WOUND

INVISIBILITY TO UNDEAD

REMOVE FEAR

2ND LEVEL: SILENCE 15' RADIUS

HOLD PERSON

SNAKE CHARM

RESIST FIRE

AUGURY

3RD LEVEL: MELD INTO STONE

SPEAK WITH DEAD

CONTINUAL LIGHT

CLASS: MAGIC USER	LEVEL:6	NAME :MALACHAI
STR : 6	HITS :18	RACE :HUMAN
INT : 18	AC :2	D/P/P :13
WIS : 11	ALIGN:CHAOTIC NEUTRAL	PET/POL:11
DEX : 18	MOVE :12"	R/S/W : 5
CON : 10	THACO:19	BREATH : 9
CHR : 14	#/ATT:1	SPELL :10

+1 DAGGER - 1D4 +1

BRACERS OF DEFENSE AC:6

RING OF FIRE RESISTANCE - NORMAL

WAND OF MAGIC MISSILES (100 CHARGES)

WAND OF LIGHTNING BOLTS( 5 CHARGES)

BLANK VELLUM SCROLLS,FEATHER PEN,INK IN JAR

ONE WEEK STANDARD RATIONS

#### SPELLS

1ST LEVEL: READ MAGIC

READ AND COMPREHEND LANGUAGES

SLEEP

DETECT INVISIBILITY

2ND LEVEL: WEB

STINKING CLOUD

3RD LEVEL: HASTE

WATER BREATHING

CLASS: BARBARIAN	LEVEL:6	NAME :BRAN MAC BRAN
STR : 18(91) +2,+5	HITS :102	RACE :HUMAN
INT : 8	AC :4/3 WITH SHIELD	D/P/POI: 8/8/7
WIS : 7	ALIGN:CHAOTIC NEUTRAL	PET/POL: 9
DEX : 17	MOVE :15"	R/S/W : 8
CON : 18	THACO:13	BREATH : 8
CHR : 15	#/ATT:1	SPELL :13

+1 BASTARD SWORD - FREE ACTION  
UNDER WATER BREATHING

+2 WOODEN SPEAR - 1D6 +2  
+1 DAGGER - 1D4 +1  
+1 BOW AND 20 ARROWS - 1D6 EACH  
WOODEN SHIELD  
50 FEET OF ROPE  
ONE WEEK STANDARD RATIONS

SPECIAL ABILITIES:

1. SURPRISE OPPONENTS 3 IN 6 (4 IN 6)
2. HARD TO SURPRISE 10% ONLY
3. DETECT BACKSTAB 30%
4. HIDE IN SHADOW AS 6/9 TH LEVEL THIEF 42%/61%
5. CLIMB AS 6TH LEVEL THIEF 92%
6. LEAPING AND SPRINGING
7. DETECT ILLUSION 30%
8. DETECT MAGIC 50%
9. TRACKING AS RANGER OF 6TH LEVEL
10. SOUND IMITATION
11. PLAINS HABITAT

CLASS: MONK	LEVEL: 7	NAME : CHOY LU FEET
STR : 18	HITS : 40	RACE : HUMAN
INT : 13	AC : 4	D/P/P : 11
WIS : 15	ALIGN: LAWFUL NEUTRAL	PET/POL: 10
DEX : 15	MOVE : 21"	R/S/W : 9
CON : 16	THACO: 16	BREATH : 13
CHR : 11	#/ATT: 1	SPELL : 11

+4 WOODEN QUARTERSTAFF (IRON BOUND ENDS)  
+1 CROSSBOW WITH 20 QUARRELS  
+1 RING OF PROTECTION  
NECKLACE OF ADAPTATION  
ELVIN BOOTS  
6 IRON SPIKES, MALLET  
LARGE LEATHER SACK  
ONE WEEK STANDARD RATIONS

ABILITIES:

1. CAN FALL 35' WITHIN 3' OF WALL
2. SPEAK WITH ANIMALS
3. MIND MASK, ESP WORKS 24%
4. NOT AFFECTED BY HASTE/SLOW
5. IMMUNE TO DISEASES
6. CAN FAKE DEATH FOR 14 TURNS
7. CAN HEAL SELF 1D4 +1 HIT POINTS, ONCE PER DAY

OPEN LOCKS	= 52%
FIND/REMOVE TRAPS	= 50%
MOVE SILENTLY	= 55% (WITHOUT BOOTS)
HIDE IN SHADOWS	= 43%
HEAR NOISE	= 25%
CLIMB WALLS	= 94%

HE IS SURPRISED 22% OF THE TIME  
HIT BY 5 OR MORE TO STUN/KILL FOR 1D6 ROUNDS  
KILL PERCENTAGE = (AC + 2)% AFTER STUNNING  
CAN USE STUN ABILITY UNDERWATER  
CANNOT USE KILL ABILITY UNDERWATER  
OPEN HAND DAMAGE : 2D4 +1  
WEAPON DAMAGE +3/+4 - ROLL FOR HIGHER OR LOWER  
SAVE VS PETRIFICATION TO DODGE ALL NORMAL MISSILES FOR EACH HIT

MARSH OR DIE(DOCUMENT 1)

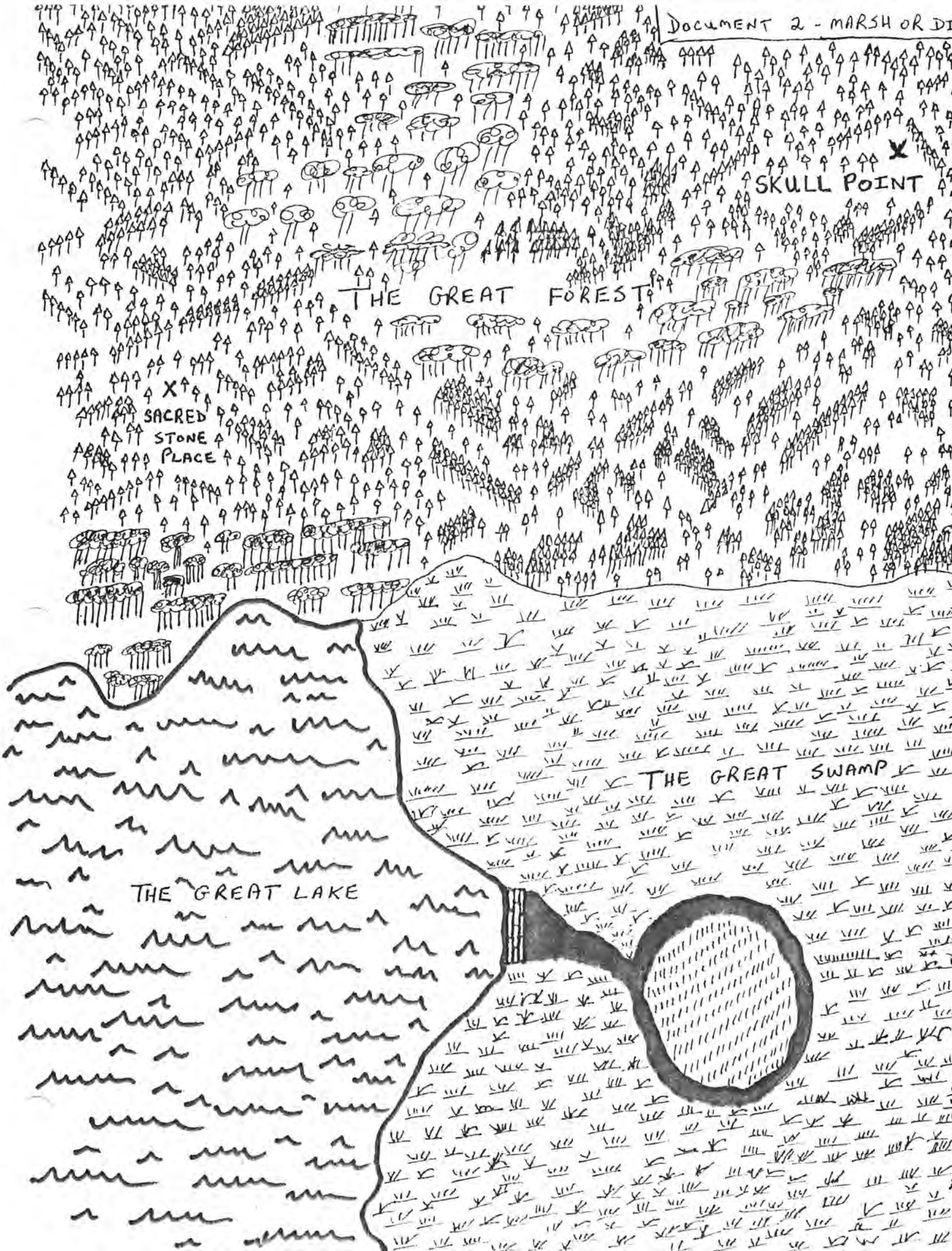
PLAYERS NOTES ON THE TEMPLE AND THE MEDALLIONS.

THE FORCES OF GOOD BUILT THE TEMPLE COMPLEX LONG AGO. A GREAT CALAMITY FELL WHEN AN EARTHQUAKE SHIFTED THE LAND AND IT SANK BENEATH THE WATERS OF SURROUNDING LAKES AND RIVERS. A GIANT BEAVER BUILT A GREAT DAM OVER A PERIOD OF YEARS AND THE TOP OF THE TEMPLE REEMERGED IN A NEWLY CREATED SWAMP. OVER THE YEARS CREATURES OF EVIL HAD BEEN USING THE SPOT AS THEIR OWN PLACE OF WORSHIP. UNFORTUNATELY FOR THEM THE RECENT REEMERGENCE OF THE THE TEMPLE HILL WAS DISCOVERED BY A RANGER WHO WAS HUNTING SWAMP FOWL.

DEATH SPELLS DO NOT OPERATE WITHIN A HALF MILE OF THE TEMPLE.  
DEATH SPELLS ARE CONVERTED TO FLESH TO STONE SPELLS.  
NO DEMONS,DEVILS, OR SUMMONED CREATURES COULD GATE IN OR OUT.  
NO PSIONICS OR OTHER FORMS OF MIND ATTACK,CHARM ETC. WILL WORK.  
CREATURES OF EVIL ARE SUBJECT TO CONSTANT WEAKNESS SPELLS.  
NO LIFE DRAINING WOULD WORK IN THE AREA.  
THE GREAT STONE MARKERS CAN BE USED TO FOCUS POWER AND INCREASE SPELL ABILITY.  
NOBODY CAN LIE WITHIN THE TEMPLE COMPLEX.

THE SYMBOLS OF POWER AND BINDING LOOK LIKE SMALL CIRCULAR MEDALLIONS OF ADAMANTINE. THEY EACH BEAR A SYGIL OF A SNAKE SWALLOWING ITS OWN TAIL. THE SYMBOLS CAN BE USED FOR GREAT BINDINGS OR RELEASING OF BOUND CREATURES. THEY ARE HARMFUL TO A PERSON IF HE CARRIES MORE THAN TWO.

COOPER BUSINESS FORMS



SKULL POINT

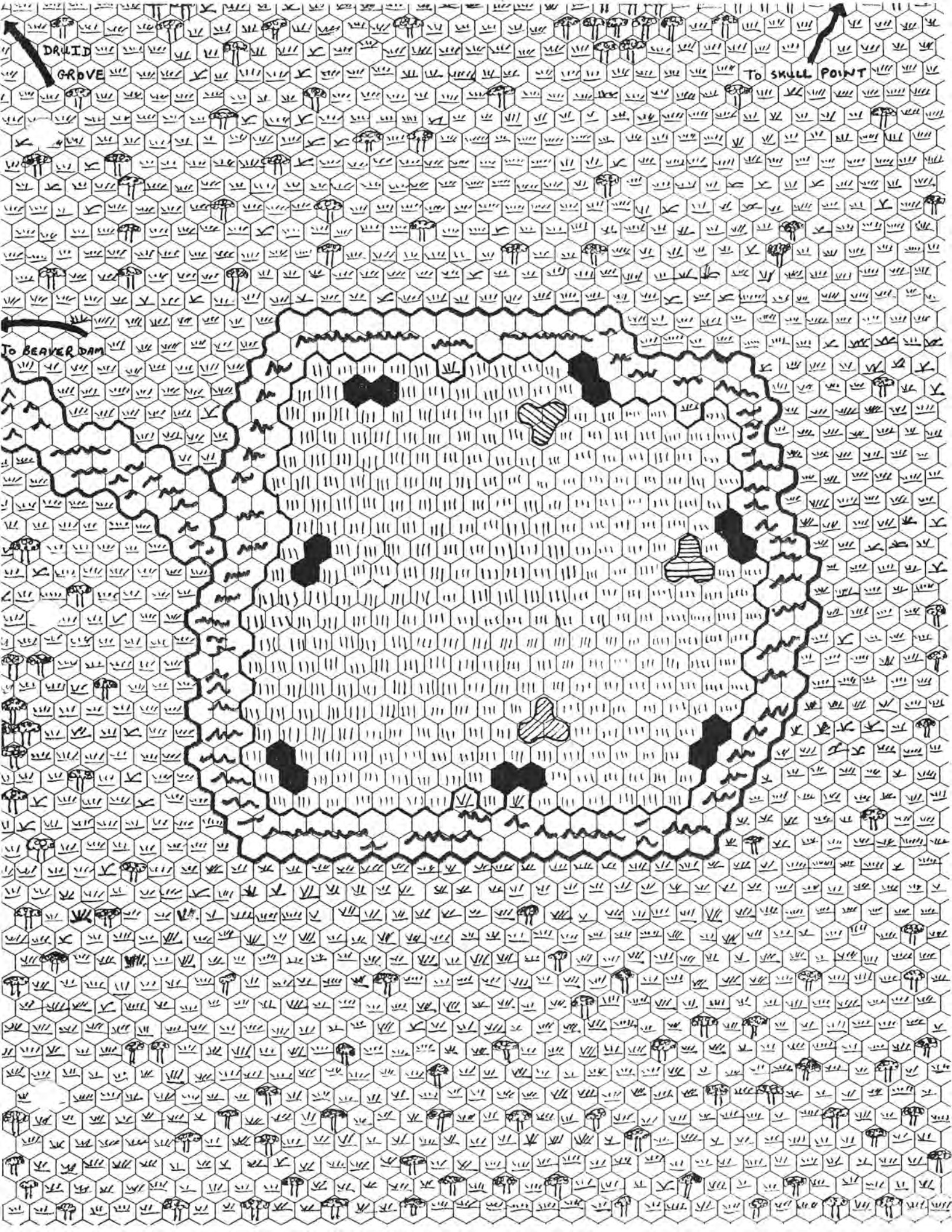
THE GREAT FOREST

SACRED  
STONE  
PLACE

THE GREAT LAKE

THE GREAT SWAMP

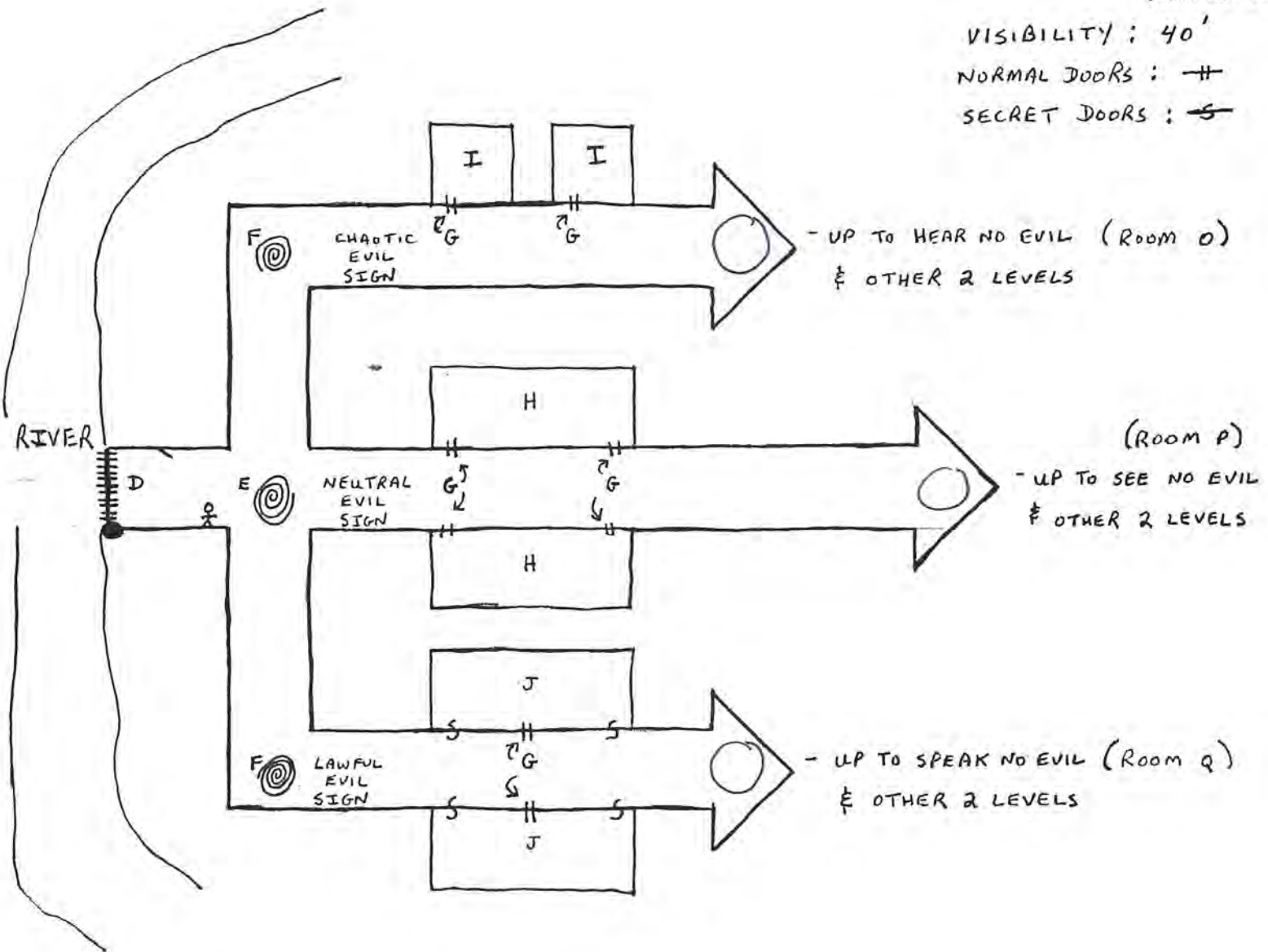








# MARSH OR DIE BOTTOM LEVEL

SCALE: 1 SQUARE = 10' x 10'  
 CORRIDORS: 20' WIDE  
 20' HIGH  
 ROOMS: 20' HIGH  
 DECORATIONS: CTHULLU  
 GLOWING MOS.  
 VISIBILITY: 40'  
 NORMAL DOORS:   
 SECRET DOORS: 

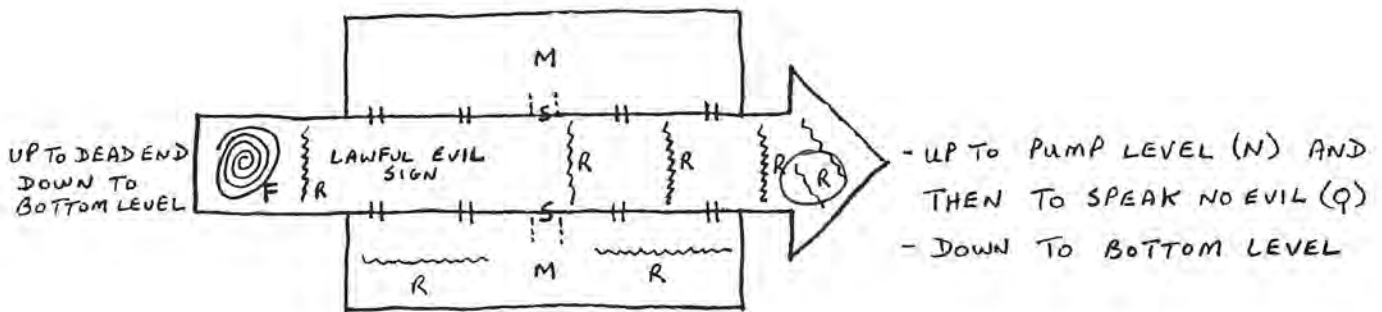
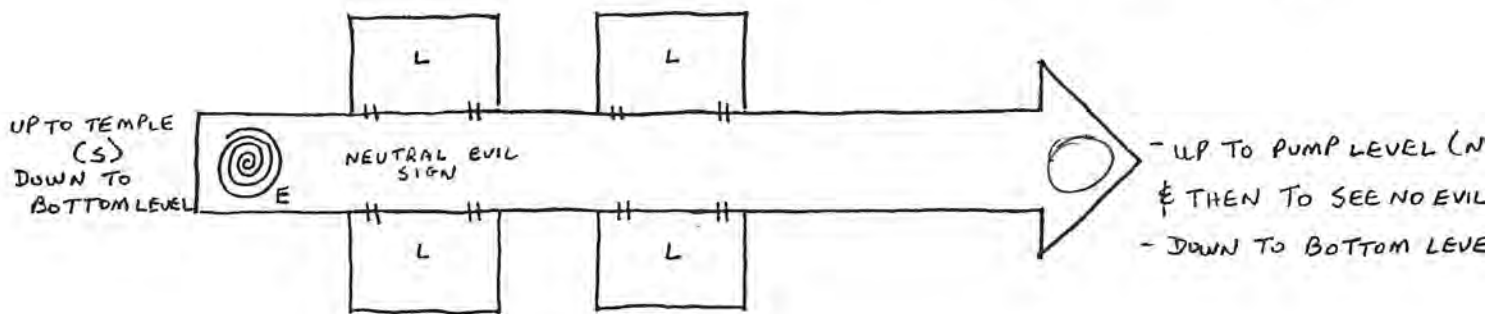
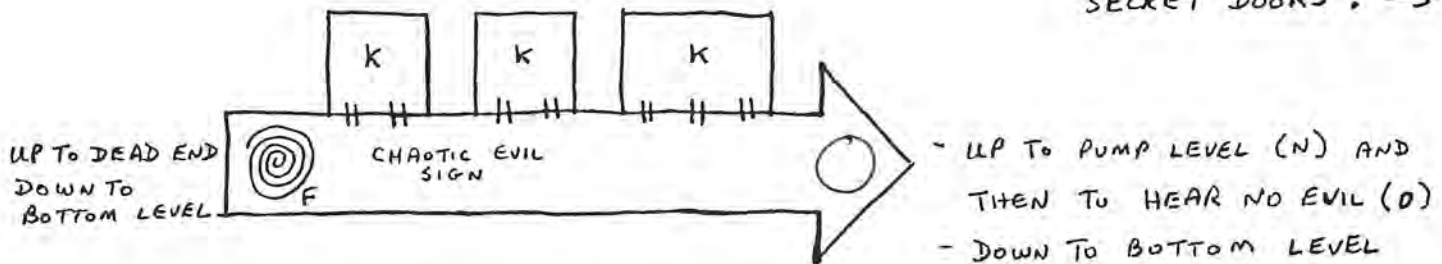


NOTES: E, F GO UP TO THE NEXT LEVEL AND THEN CONTINUE  STRAIGHT UP TO POINTED DEAD ENDS <sup>(F)</sup> OR THE MAIN TEMPLE ROOM. (E). THE NEXT LEVEL HAS 30' BETWEEN THE CEILING OF THIS LEVEL AND THE FLOOR OF THE NEXT (2ND) LEVEL.

O, P, Q SHAFTS MARKED  GO UP 30' TO THE 2ND LEVEL. AFTER 20' OF 2ND LEVEL THEY GO UP 30' TO PUMP ROOM LEVEL. AFTER 20', THEY GO 20' TO WATERLINE AND 40' MORE TO HEAD ROOMS.

# MARSH OR DIE SECOND LEVEL



SCALE: 1 SQUARE = 10' X 10'  
 CORRIDORS: 20' WIDE  
                   20' HIGH  
 ROOMS: 20' HIGH  
 DECORATIONS: CTHULLU  
                   GLOWING MOSAIC  
 VISIBILITY: 40'  
 NORMAL DOORS: —||—  
 SECRET DOORS: —S—

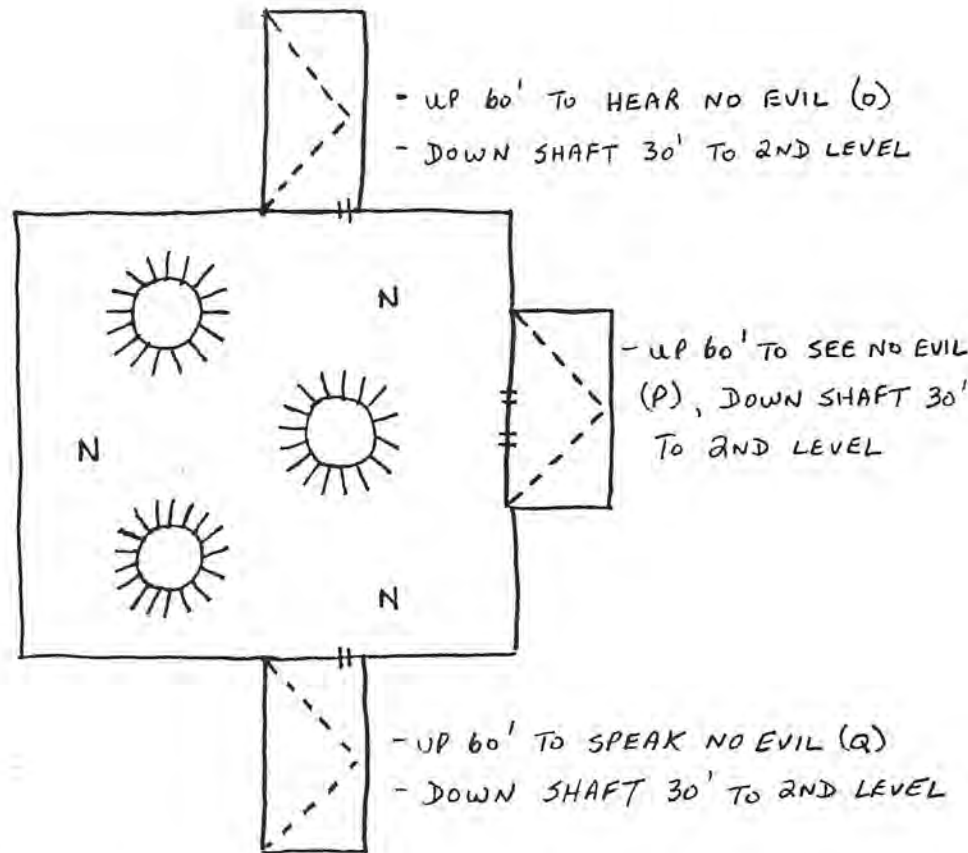



NOTES: E, F @ GO UP TO POINTED DEAD ENDS (F) OR THE MAIN TEMPLE (E TO S). THERE IS 70' FROM CEILING ON THIS LEVEL TO WATER LINE, FOLLOWED BY 20' MORE TO THE TEMPLE (S). DEAD ENDS OCCUR IN (F) AFTER 65' - JUST BEFORE THE WATER LINE. 30' DOWN IS CEILING OF THE BOTTOM LEVEL IN E, F.

O, P, Q SHAFTS MARKED D GO UP 30' TO THE PUMP LEVEL, FOLLOWED BY 20' TO WATER LINE AFTER 20' IN PUMP LEVEL, FOLLOWED BY 40' TO HEAD ROOMS. O, P, Q GO DOWN 30' TO BOTTOM LEVEL CEILING.

M A R S H O R D I E  
P U M P L E V E L

- SCALE: 1 SQUARE = 10' X 10'
- ROOM: 20' HIGH
- DECORATIONS: CTHULHU  
GLOWING MOSS
- VISIBILITY: 40'
- NORMAL DOORS: 
- SHAFT NARROWS TO  GOING  
UP OR DOWN



NOTES: O, P, Q SHAFTS MARKED  Go UP 20' FROM CEILING OF PUMP ROOM TO THE WATERLINE, THEN UP ANOTHER 40' TO THE MONKEY HEAD ROOMS. MONKEY HEAD ROOMS CAN BE ROUGHLY 40' X 40'. SHAFTS O, P, Q ALSO NARROW AND GO DOWN 30' FROM FLOOR OF PUMP ROOM TO THE CEILING OF THE 2ND LEVEL. AFTER 20' CLEARANCE FOR THE SECOND LEVEL THE SHAFT CONTINUES DOWN 30' MORE TO THE CEILING OF THE BOTTOM LEVEL.

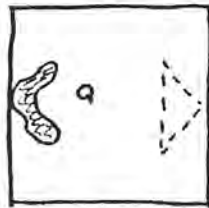
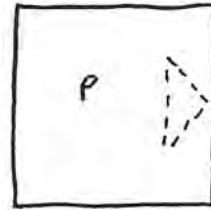
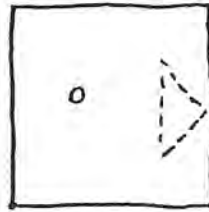
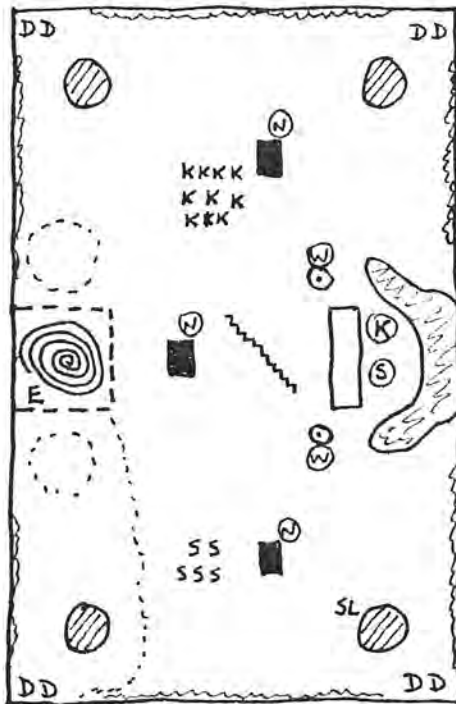
NOTES: IN ADDITION TO BEING 40' X 40' THE MONKEY ROOMS ARE 20' HIGH.





# MARSH OR DIE TEMPLE LEVEL


- KEY:
- K - 4th LEVEL KUOTOA CLERIC
  - D - 4th LEVEL DEEP ONE GUARD
  - S - 4th LEVEL SAHAGUIN CLERIC
  - (S) - 7th LEVEL SAHAGUIN CLERIC
  - (K) - 7th LEVEL KUOTOA CLERIC
  - (W) - WATER WEIRD IN WELL
  - (N) - NAGA CLERIC/MU ON PILLAR
  - SL - GREEN SLAAD

- SCALE: 1 SQUARE = 10' X 10'
- ROOMS: ALL ILLUMINATED
- HEADS: 20' HIGH ROOMS
- TEMPLE: 40' HIGH ROOM
- ROOMS: ABOVE WATER
- DECORATIONS: CTHULU

- GLOWING MOSS
-  : 40' HIGH STONE PILLAR
-  : DIAGRAMED MONOLITH
-  : WELL
-  : CTHULU STATUE
-  : NARROWING SHAFT
- ENTRANCE
-  : WOODEN CAGE
-  : STONE BLOCK ON CHAIN



-  : CHAIN LEADING TO WALL HOOK
-  : STAIRS FROM CEILING
-  : HANGING VINES
-  : SHAFT TO (E)

NOTES: E  GOES DOWN 20' FROM THE FLOOR TO THE WATER LINE. SPIRAL STAIRS ARE STILL IN PLACE UNLIKE THE ONES TORN OFF THE WALL BELOW THE WATERLINE. FROM THE WATERLINE THE SHAFT DESCENDS ANOTHER 70' TO THE CEILING OF THE SECOND LEVEL. AFTER 20' CLEARANCE FOR THE SECOND LEVEL THE SHAFT CONTINUES TO DESCEND 30' TO THE CEILING OF THE BOTTOM LEVEL. NOTE: MOVING SYMBOLS OF POWER MAY NOT ALERT THE CLERIC (KUOTOA) UNTIL THE LAST POSSIBLE SECOND IF THEY ARE OBTAINED BY TRAVELLING THROUGH THE PUMP AND SECOND LEVEL ONLY. TRAVEL TO THE BOTTOM LEVEL GOES BEYOND THE 100' RANGE OF THE MEDALLIONS.