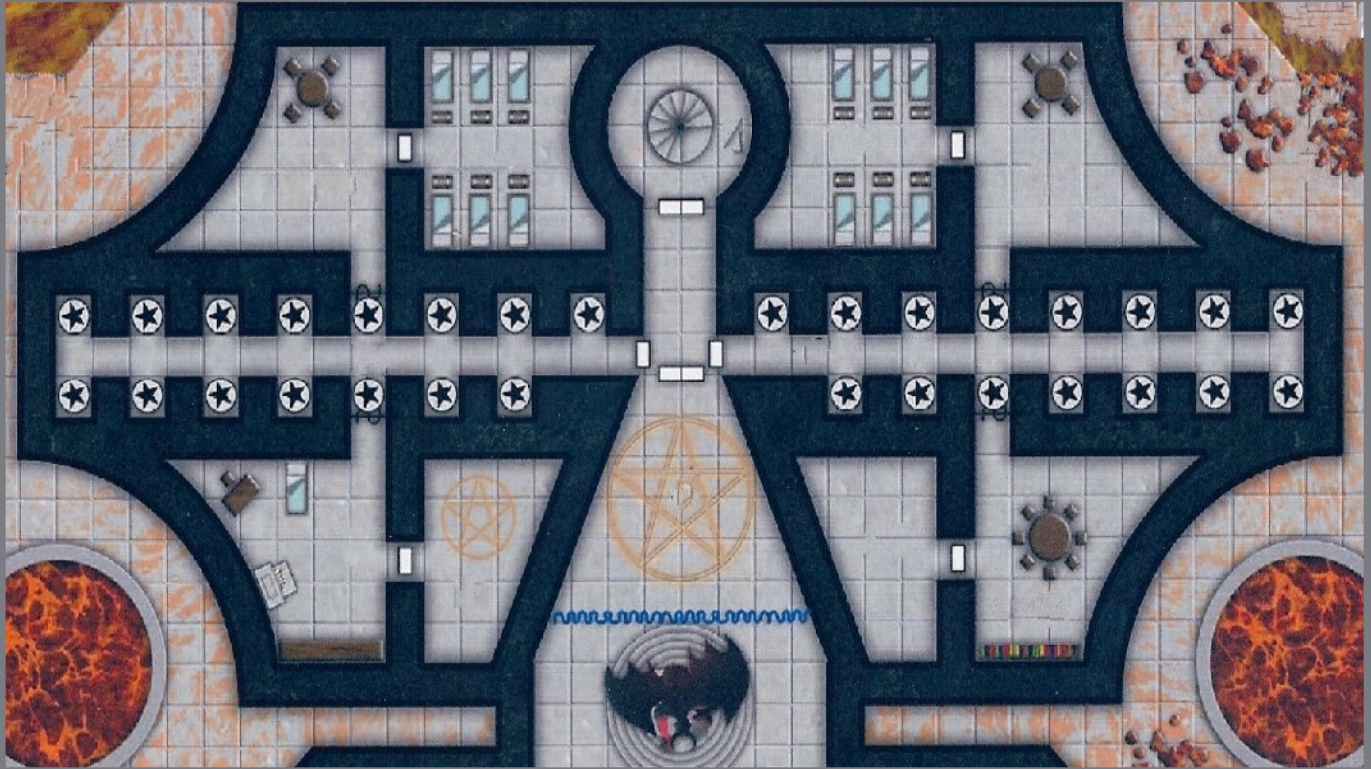
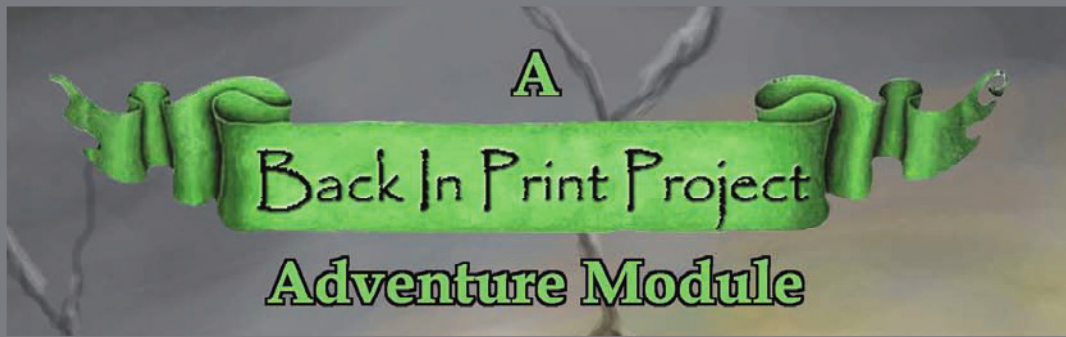


TD1



FOR 4-6 PLAYERS OF LEVEL 5-7 OF GOOD OR NEUTRAL ALIGNMENT

## The Temple of Despair

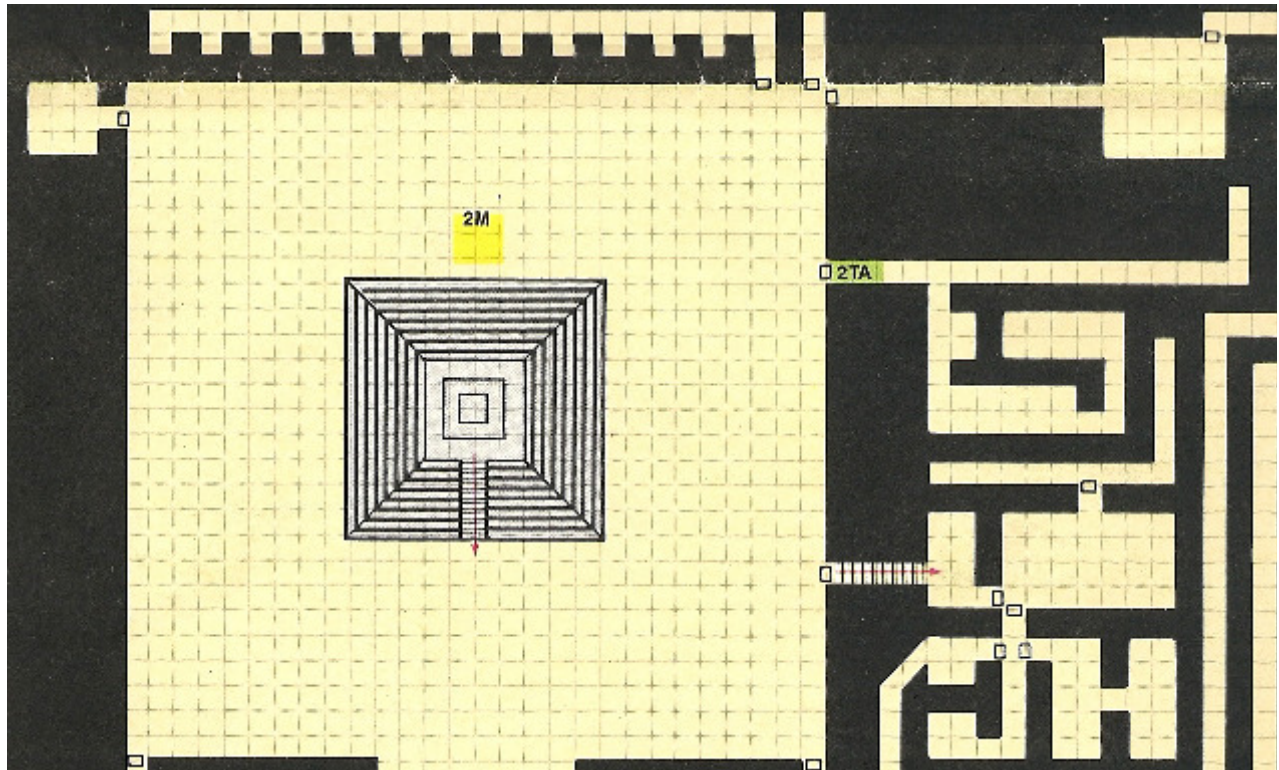
BY: M. DEOLDEN

## The Temple of Despair

For 4-6 players of level 5-7 of (preferably) Good or Neutral alignment.

*What terror lies beneath the Pyramid and what secrets does it contain that its guardians are trying to keep from any intruder.*

This adventure takes place in the large pyramid that is on map 2 of Undermountain. Shown Here:



## The Adventure Begins:

1 Tile = 5 square feet.

What the players see:

As you turn into the next corridor you are met with a long 400' corridor that can support at least 2 humans of average height side by side. The Corridor is full of open pit traps every 10 feet that are themselves 10 feet wide and from wall to wall. Halfway down the corridor there is webbing that covers the walls and stretches from side to side and there is only a glimpse of a small light coming from the end of the corridor.

Once the players move into the hallway there will be a sound of a sliding wall as the path behind them is closed off by Halaster. If the players turn around to check it out they will see a wall where once the hallway was as the dungeon has warped around them.

The pit traps can have whatever the DM decides to have in them and using the trap cards from the Undermountain set is fine. The players will need to find a way over the traps and get to the halfway point.

In the fifth pit trap there is a ring of Free Movement. This pit trap should be a fire trap that shoots fire up to the roof

every few seconds. The players may be giving a die roll to see if they notice that on one of the skeletons there is a shimmering ring.

Once they fight their way through the corridor and enter the webbing a PC should notice that the webbing seems to have a smell of oil to it. The outer webbing is very sticky and will require checks to make it through and the oiled webbing starts about halfway into the webbing and not on the outer sections. (If any PC stumbles in without checking as has an open flame the webbing will go up) There are no creatures in the webbing. There are some small magic warnings attached to the oiled webbing and if any PC goes through, burns it away, or removes it another way then the alarm will be triggered off into the next cavern. The PCs will not know this. If a check is made to try and find magical traps then it should always fail. Let the PC's know if they try and check the areas that there is slight magical dweomer over some of the webbing area so it would seem that the webbing was created magically. (No traps will be noticed).

At the top of the Pyramid is a large flat top that holds 2 Minotaur guards - (1 level 10 warrior Skilled in the Bow and one level 10 Minotaur Chronomancer (*TSR9506 Game Options Chronomancer*) (*Shaman if you do not have the book*) and halfway down the Pyramid is an opening that holds 2 Minotaur guards and 1 heavy Ballista. Once the alarms have gone off and the Minotaurs are alerted then they will fire the Ballista once and then work on reloading. The Ballista has been created to hit the corner of entrance to the hallway which is reinforced with metal to help guide it into the corridor. The PC's have to make quick decisions about how to deal with the incoming Ballista fire. The Minotaurs will fire one more round in 4 rounds then wait to see if any life comes out of the corridor.

*(The PC's should be shocked to find themselves being fired upon with such a large weapon.)* The first time the Ballista fires should be a surprise to the PC's and it will have a THACO of 8 for average size, 6 for large and 10 for small. Damage is 2D10. If any PC's are held in the webbing then add a -2 to the THACO of the Ballista.

Minotaur Bowmen: 75 HP, AC 4, NO. OF ATTACKS: 1, STR 18 (use bonus when calculating damage), INTELLIGENCE: 12, ALIGNMENT: Lawful evil, SIZE: L, Armed with Long Bows and 2 Handed Axes when in close combat. 2 attacks per round when in close combat.

Minotaur Chronomancer Seer: 45HP, Dagger +2, WIS 17, CHR 14, STR 12, Spell-book, 1<sup>st</sup> Magic Missile x3, Delay Image, 2<sup>nd</sup> Timeslip x3, 3<sup>rd</sup> Lightning Bolt, Fireball x2, Minor Paradox, 4<sup>th</sup> Temporal Push, TimeHeal x2, 5<sup>th</sup> Temporal Wall, Articus's Devolutionary Warrior  
One scroll of Accelerated Aging (shown in new spells area)

Minotaur Ballista Soldiers. HP 6, NO. OF ATTACKS 1 every 2 rounds w/ Ballista and 2 attacks per round when defending themselves with 2 hand axes each. STR 18 (add in STR bonus to damage)

Once the PCs are out of the corridor the Ballista will continue to fire at a rate of once every 3 rounds and can fire accurately up to 100 feet past the base of the Pyramid. Once that range is made then the Guards with the Ballista and the Guards at the top will start to reign down Arrows and spells upon the PC's heads. The Minotaurs have heavy bows and normal arrows. The

Shaman will use Lightning bolts and Magic Missiles along with other spells to hinder the PC's till he is out of Magic and then go to retreat back into the Pyramid.

The PC's should notice a group of 3 adventurers on the other side of the large cavern that are working their way up to the Pyramid as well. There is a rope coming from a hole in the ceiling that they entered from. One will step on a Teleport Trap and suddenly appear at the roof of the cavern and fall to his death. The other will be hit directly with a Lightning bolt from the Minotaur Shaman and fall as well. The other Adventurer will run and be caught up in another teleport trap and appear halfway into the floor.

Around the Pyramid are multiple Teleport traps for the DM to decide their location. There should be at least 20 that encircle the base of the pyramid out to the walls. Only the Minotaurs know their exact location and will try to use their arrows to herd the PC's into them. The Teleport Traps are magical in nature and will not show up on a normal detect traps roll. A Detect Magic in the area will give off a faint dweomer but the entire area shows the same signs. *(Unknown to the PC's, the Teleport traps are reset to a different square each night)*. It is possible to know where the traps are by possibly tossing in a small coin or other object on each tile as the PC's come to them. The floor tiles are 5x5 tiles across the whole area. (25 feet square area)

The Minotaurs do not have a watch other than the 2 at the top of the pyramid from any other side than the ones the PC's came from. The front of the pyramid which is facing away from the PC's has a long staircase cut into the front. The PC's may attempt to scale the sides of the pyramid elsewhere but it will require a DEX of 16 or higher to be accurate or climbing rolls must be taken every ten feet.

The area that holds the Minotaur Ballista crew has only the front opening and the crew enters by lowering themselves down from the top and taking their positions. The main hatch to the pyramid is at the top of the pyramid.

## Entering the Pyramid:

Once the Pyramid has been taken the PC's may attempt entry. The main hatch has been mage locked and may be opened with a knock spell or with at least 40 points of damage. (Treat the hatch as a thick heavy oak door of 1 foot thickness.) The correct pass-code given will also open the door and can be obtained by interrogating one of the Minotaur if they have been left alive or captured. Any character with a 15 or higher Charisma will be able to get the pass-code from the Minotaur. Others

attempting it will need to pass 3 Charisma rolls and none can fail and must be by only one PC attempting it otherwise the Minotaur will not speak or will give a false pass-code which is up to the DM. If the correct pass-code is given then a latch can be heard to unlock within the hatch. If the incorrect password is given or the door is opened by physical or magical means other than the pass-code then the door will open and a 8d6 fireball will erupt from the hatch.

# Levels and Rooms of the Pyramid:

## **Level 1:**

Guards Sleeping Quarters 7x7. (49 Square feet total)

This is the storage layer for the guards. It contains only cots and a table with half eaten scraps of bread and unidentifiable roast (with a sweet honey glaze smell to it) and strong smelling drinks. If the Chronomancer (*Shaman*) escaped then this is where he will be in a last attempt to stop the PC's; otherwise the room will be empty.

Upon entering the Pyramid the PC's will notice that the temperature in the Pyramid is much hotter than outside by about 20-30 degrees.

The hatch to the next layer is covered by a water barrel. If the players look down they will see a ladder that they can either climb down or decide to jump to the next level on. The thickness of the stone does not allow for a player to stick their head and take a look, they will either have to go down or stay up. Upon opening the hatch they will smell meat roasting on a fire-pit.

## **Level 2:**

Guards Chamber room 10x10 (100 Square feet total) 4 columns help support the room.

This room has various gear and clothing from former adventurers whom the Minotaur have either captured or taken in after their demise from the teleport traps. One corner looks like the half skinned body of a dwarf with some large hooks and forks nearby for what looks like a large roasting pit in the corner. (It is quite possible that the roast above was Dwarf as well, if any PC tried some).

When the players drop down or climb the ladder down they will be met by 4 Minotaurs eating at a large table. If the players have dropped down then they have surprised the Minotaurs and they will turn to stare at the intruders with surprise and possibly food in their hands and mouths. One is holding a Dwarf leg in his hand. If the players climbed down then the Minotaurs have heard and seen them and will have grabbed their weapons and be ready for them.

Minotaur Guards: 75 HP, AC 4, NO. OF ATTACKS: 2, STR 18 (use bonus when calculating damage), INTELLIGENCE: 10, ALIGNMENT: Lawful evil, SIZE: L, Armed with Pikes and 2 handed long handled Axes. 1 has a +1 Axe.

The next level is a door in the side of the cavern beside the fire-pit that leads to a winding staircase.

## **Level 3:**

Armory and Training Room. 13X13 (169 Square feet total) 5 columns help support the room.

There are no Minotaurs currently occupying this room. There are going around the walls 20 weapons racks which hold non-magical weapons for large creatures.

Mostly large Clubs, Pikes, Spears, Large Bows, Maces, Axes, & Hammers. All would have extra long handles and be for 2 handed weapon fighting. In the center is a large sparring ring for training. The sparring ring is stained red with blood of years of use.

If any PC steps into the ring a bell will go off 3 times to alert the trainer that a recruit is ready. (The alarm does not differentiate between Minotaur and non-Minotaur.)

Once in the ring a barrier will come up that allows for others to enter but not leave until the Training Master has given the command word or has fallen. It will take about 4 rounds until the Minotaur Weapons Master enters up into the room from the door opposite the ones the PC's came down from. He will be flanked by 2 large Minotaur guards whom each carry a large single edged blade similar to a scimitar but Minotaur sized.

Upon entering the room and seeing the PC's the Weapons Master will issue a challenge to the PC's that he will fight one of their champions of their choosing in the ring and that if he loses the PC's are free to leave without any due harm but if the PC's lose then they will lose all their belongings and become slaves to the Minotaurs. If there are any Dwarves in the Party they are told they will become the next night's supper.

Minotaur Weapons Master: 100 HP, AC 1, NO. OF ATTACKS: 3, STR 19 (use bonus when calculating damage), INTELLIGENCE: 12, ALIGNMENT: Lawful evil, SIZE: L, Armed with a 2 handed long handled Axe, 2 handed sword at his side, 3 throwing axes on back. (The Weapons Master may wield the 2 handed weapons each as 1 handed weapons but gets only 2 attacks each round if he does. 1 has a +2 Axe, +2 2 handed long sword, Girdle of Hill Giant Strength)

2 Minotaur Guards: 75 HP, AC 4, NO. OF ATTACKS: 2, STR 18 (use bonus when calculating damage), INTELLIGENCE: 10, ALIGNMENT: Lawful evil, SIZE: L, Armed with Pikes and 2 handed long handled Axes. 1 has a +1 Axe.

The guards will obey the orders of the Weapons Master implicitly and if he should lose they will not stop the PC's from leaving the room. They will move off to let them leave and then go to gather their fallen Master.

## **Level 4:**

Main Living Quarters 15x15 (225 square feet total) 7 main columns supporting the room. The stairs down will leave the PC's along the northern wall where they will face 3 Minotaur Guards who heard the battle from above and were either waiting for the Weapons Master to return or the PC's. This level will have 16 sleeping cots along the side of the walls and 6 of them will be occupied. Once spotted the PC's will have to fight their way through as the other 8 Minotaurs will come to aid the first 3. The Minotaurs chant as they fight the PC's in an unknown tongue.

Minotaur Guards: 75 HP, AC 4, NO. OF ATTACKS: 2, STR 18 (use bonus when calculating damage), INTELLIGENCE: 10, ALIGNMENT: Lawful evil, SIZE: L, Armed with Pikes and 2 handed long handled Axes and 2 Throwing Axes each.

## Level 5:

Outer Temple: 20x20 (400 square feet total) 10 main columns supporting the room.

Entrance into the lower temple levels.

The long staircase down is full of mixed waves of hot air and sulfur. The sulfur carries mostly in the lower 4 feet of the staircase. (Any PC's that have no way of getting fresh air will suffer a -2 CON and -1 STR penalty while breathing the foul air.)

The staircase is 1000 feet down and is guarded by 2

Minotaur Guards every 100 feet. Until the last 50 feet which is guarded by 8 giant bats.

Minotaur Guards: 75 HP, AC 4, NO. OF ATTACKS: 2, STR 18 (use bonus when calculating damage), INTELLIGENCE: 10, ALIGNMENT: Lawful evil, SIZE: L, Armed with Pikes and 2 handed long handled Axes and 2 Throwing Axes each.

Giant Bats as found in the Monster Manual.

Once past the last of the Guards the way widens to a long winding path that goes up at a 45 degree angle. It looks like it was cut straight into the mountain itself and does not lead to the PC's being able to see around each bend.

# The entrance to the Minotaurs guarded Temple:

1. Pathway to the Temple.
2. Gates of the Temple.
3. Bridge.
4. The Minotaur Temple of Despair.
5. Crater

1. The Pathway to the Temple is a long winding road that is filled with peril at each turn. Acid and mudslide Traps cover the area. At least 2 traps per straight path can be found here. The first path has a Dead-fall trap that will trigger when stepped on and release a large boulder the size of a giant from above. The second is a spring trap that will activate once it is stepped on but will fling whoever is standing behind the triggering PC up 200 feet. (These are simple pressure style traps)

The second pathway has 2 illusionary traps that are actually open pit traps but look exactly like normal ground. The Illusion spreads from wall to wall and unless the PC's are looking for Illusions they will most probably miss these. The first is a 100 feet drop into a trapped Gelatinous Cube and the second is a pit trap that falls 50 feet into an acid bath of 20 feet depth that will destroy flesh in 2 rounds and dissolve a PC in 4.

The third pathway hold no traps and is there to lull the PC's into thinking the worst is over.

The fourth pathway will have spike traps along the walls that will trigger once at least 2 PC's pass by. These are set by Magic and can be detected by a detect magic spell. Once 2 PC's pass by the following area behind them will be shot into by at least 8-10 spikes that will hit on THACO 5 and do 1D6 each. There are three of these traps along the walls of this corridor.

The last bend is very quite and any sounds that the PC's make will not be heard even by them. As the PC's near the gates, smoke will start billowing from the ground to cover the gate. In 1 round it will blow away leaving to guard the gate 2 Hell-hounds, 1 Ghoul, 1 Elder Vampire riding a Nightmare. (This is one fight the PC's are not supposed to win.)

If the battle is going well for the PC's then call in more backup for the Monsters from the Astral or Planes of Hell. The PC's are to be captured so if any hit will kill a PC instead have it knock the PC out. They will be taken across the bridge and dropped into the basement layer of the Temple as prisoners.

# The Basement Layer:

This layer is in use as the slaves quarters, Prison, storage rooms, low level Cultists quarters.

The PC's will soon find that the cultists are not only comprised of the Minotaur guards but also of Lawful Evil, Gnomes and Humans who have joined the cult as well. The Minotaur as the main entry guards while the temples lower levels are guarded by the gnomes. *(These are surface gnomes that have come to believe in the cult.)*

Rooms in the basement layer.

1. Spiral Staircase going up.
2. Magma Room
- 3-6 Prison areas
7. Sacrificial Room
8. Summoning Room
9. Worship Room
10. Guard-post
- 11-13 Slave Cells
14. Overseer bedchamber
15. Storage Room
16. Storage Room
17. Bone Dump
18. Barracks
19. Storage Room
20. Storage Room

This level is guarded by Gnomes and Humans who have aligned themselves with Baal. The PC's may find out more if they attempt to interrogate any NPC's they come across. Their main purpose of the cult is to bring Baal's demon army through into Undermountain and from their Waterdeep. They believe that they will be the new ruling elite once the world has been taken over and have been promised great power and authority by Baal. While the Gnomes and humans scheme for who will be in charge the Minotaurs have plans to remove the smaller pests from the deal completely.

Here the PC's will find themselves locked in room 5. The door is solid steel and locked from the outside and where the walls end the balcony overlooks the magma chamber where the Temple of Despair floats over. Their equipment will have been removed as well and is hidden in crates in the storage room at 21. *(Small hidden items will have been missed as the equipment and the PC packs would have been stripped off quickly so any rogues that might have a hidden dagger in a boot or lock-picks might still have them. Amulets and rings will have been removed as well but belts will have been left.)*

If the PC's have means to pick the lock from their side then the attempt may be done at a 25% penalty to the lock pick attempt. Making enough noise will attract the guards and the PC's may attempt to lure them in and attempt an escape.

The barracks nearby house 10 Gnomes and 10 Humans.

*(5 of each type are evil clerics and the other 5 of each type are all level 6.)* The Clerics will have as much Harm spells as they can and will be armed with maces. The warriors will have 1 club and a long sword. If the PC's do nothing then at some point 2 guards *(1 Gnome Cleric and 1 Human warrior)* will come by to taunt the PC's. The only way out is to get the guards to open the doors. The PC's might be able to taunt back and have the guards come in to beat them.

Only Rooms 1, 8, 9 and 14 will be locked. All are 1 foot steel and require a key to open. Weapon damage is reduced by half if attacked. Door 1 is also mage locked and cannot be lock-picked while the others can. All the locked doors can be opened with the overseers key. The clerics and warriors will not have any treasure unusual to their class on them. All are armed with standard weapons and items. Treat the warriors as if they had a 17 STR and the clerics a 17 WIS. The guards mostly stay in their barracks but there will always be 4 that roam the halls in a circular pattern for their rounds every 15 minutes. They will be a mix of 2 clerics and 2 warriors.

Room 1:

This room holds the Spiral Staircase to the next level and is not guarded but the door is mage locked and the only key is around the Overseers neck chain. If the PC's manage to get the door open without the key then an alarm is sounded and the spiral staircase is raised above their reach. All remaining guards in the level will come to recapture the PC's and if they are not successful then the staircase will not lower until the summoning ceremony has finished above them.

Room 2:

This room is an open pit to the lava below and provides the major heat source for the entire temple. It is also used as a trash dumping area.

Room 3-6:

These are the prisoner holding cell rooms and open directly out onto the lava below. They are currently empty except for the PC's.

Room 7:

This room holds an ornate open circle overlooking the lava and is used to drop live sacrifices into the lava below. There is a small pedestal in the corner that will activate when anyone gets within 3 squares of it or the sacrifice circle. If it activates then a gate will open and 3 Succubi will gate in and immediately attack the PC's. +4 to the Succubi initiate roll. The Succubi will attempt to maneuver the PC's into the sacrificial pit.

Room 8:

This is the lower level summoning room for low level

demons. It is barred from the inside and has no discernible lock on the outside. It will be occupied by 4 evil Gnome Clerics. If not surprised they will have summoned a hell-hound to their aid by the time the PC's get to them.

#### Room 9:

This room is locked but can be picked as normal by a rogue in the party, otherwise it will take at least 40 points of damage before giving way or a successful bend bars roll of a combined strength of 29 but will also alert the guards.

This is the main worship room for the cult and is filled with demonic paraphernalia and there will be currently 4 clerics and 5 warriors worshipping at the altar. (*2 gnome & 2 Human clerics and 5 human warriors.*) If disturbed they will immediately attack but 1 warrior will break off towards the overseers room.

#### Room 10:

The guard-post for the slave cells is guarded by 2 guards. The door to the Worship Room is a door that has the top half as bars. These guards will not come out to help the others but will hold their post. If the PC's attempt to enter the guards will threaten to kill all the slaves. The first guard will show the PC's one of the slave collars and then press a small ruby around his neck that will suddenly ignite the collar with a localized lightning bolt. The PC's may attempt to kill the guards and free the prisoners but the cost might be high.

#### Room 11-13:

The slave cells are filled with 18 (*6 in each room*) former adventurers who have been captured and have been turned into slaves for the cult. They are in rags and have slave collars on that will send a powerful electrical shock to any that disobey. The controls are with the guards. If they are freed they can either join the PC's by picking up some of the fallen guards weapons but most will not be in shape to put up much of a fight.

#### Room 14:

The Overseers Chamber.

This room holds the overseer for the basement level. The overseer is a large brutish former mercenary that has joined the cult. He is armed with a +2 longsword and a +2 shield.

Overseer Level 10 warrior, 110 HP, AC 1, THACO 10, NO. OF ATTACKS: 3/2, STR 19 (use bonus when calculating damage), INTELLIGENCE: 12, ALIGNMENT: Lawful evil, SIZE: L, Armed with a +2 longsword, +1 short sword hidden in the shield, +2 shield. He also has a ring that has 5 Haste charges and 3 potions of Cure Serious Wounds.

The Overseer has a chain around his neck that has the master key to this level. If the PC's search the room they will find a +3 Dagger in the chest at the end of the bed as well as an assortment of cleric robes and cult symbols. On the Bureau is a scroll that has had the wax seal already broken and read. If the PC's decide to read the scroll they will find it is telling the Overseer to keep the slaves confined until the summoning is over and they will send him notice to bring them up for a sacrifice. The Summoning is to take place within the day.

#### Room 15:

This is an open room that holds a few barrels of water for the cult.

#### Room 16:

This room holds a large assortment of ratios for the cult.

#### Room 17:

This room holds the bones of certain victims of the cult that were not sacrificed to the lava pit. If it is entered 4 skeletons will animate to attack the PC's armed with bone clubs. The noise from the fight will alert the nearby guards (*at least 5*)

#### Room 18:

The main Barracks for the guards. The barracks house 10 Gnomes and 10 Humans. (*5 of each type are evil clerics and the other 5 of each type are all level 6.*) The Clerics will have as much Harm spells as they can and will be armed with maces. The warriors will have 1 club and a long sword.

#### Room 19:

This room holds long-swords, clubs, maces, and long bows for the cult and may help the slaves out if freed.

#### Room 20:

This is an open storage room that has yet to be utilized.

#### Room 21:

This room holds an assortment of clothing, books, oil, & clerical implements for the cult. The PC's Items will be stored in some of the crates here.

# The 1st Level

The Spiral Staircase will take the PC's up to the 1<sup>st</sup> floor of the temple and a special key is needed to open the secret doorway to the ground floor level. The PC's will have an easier time of moving around the temple if they took the cleric robes and try to pass themselves off as a part of the cult. Dwarves will not be able to do this but can be passed off as a slave.

1. Spiral Staircase
2. Grand Hallway
- 3-4. Halls of Memory
5. Guard-post
6. Treasure Room
7. Worship Room
8. Library
9. Scribal Room
10. Secret Library
11. Sacrificial Room

## Room 1:

The Overseer's key will open the door at the top of the spiral staircase as well as the next door but it will not open any others.

## Room 2:

The Grand Hallway doors will be open and the hallway goes up to a wall of force that overlooks part of the Main Worship hall of the Ground Floor. There will be 2 gnome clerics and 2 human clerics here. If the PC's had taken the cleric clothes and badges they will not be noticed and can sneak up on the clerics but if they are still in their normal clothes then the clerics will attack.

Once the clerics have been defeated the PC's may take a look over through the wall of force and see that there are many clerics and mages below preparing for a ritual.

## Room 3 & 4:

These rooms are clean and empty except for a pedestal which at first glance seems to be a statue of a very large Dwarf. If there are any Dwarves in the party the statue will come to life at seeing the Dwarf and begin to attack. The statue is in fact a Dwarf Crusher golem and will aim all its attacks on the dwarven characters in the group and only go after the others once the dwarves are dead.

## Room 5:

Here is the guard post for the next room. If the PC's had engaged the Dwarf Crusher then the guards will rush out and help after round 5. The door is locked with a simple lock and it is guarded by 2 large Minotaurs and 1 Human Cleric. The minotaurs are armed with small axes to give them room to use them and have one in each hand. If defeated the Cleric will at the end of his life use an amulet that will glow and then send a beam of light into the next room. At that moment the room will open showing the PC's Room 6.

## Room 6:

This is the cults treasure room. Weapons and items from captured adventurers and former sacrifices end up here as is the cults wealth. The beam of light from the cleric will open a portal in the room that lets out the treasure guardians. (1 Ghost and 1 Wraith) They will not attack the PC's unless they are hostile or try to enter the room and until they do they will stand at attention and not move. If the PC's want any of the cults treasure they will have to fight the guardians.

## Treasure found in the room:

There is a lot of treasure that the PC's might not be able to carry it all without magical help or multiple trips.

250 PP, 500GP, 700SP, 3 +2 long-swords, 2 Ring of Regeneration (3 HP a round), 33 Rubies, 4 Diamonds, 6 Sapphires, 12 Emeralds, 1 golden crown, 1 large red dragon scale +3 shield, 9 +3 Arrows, 2 arrows of dwarf slaying, 1 +2 crossbow.

## Room 7:

This room is not locked and is just another worship room and is not being used at this time due to the summoning down below.

## Room 8:

The door is locked by a simple lock and the door is oak. This is the cult library which houses the cults knowledge of the demons and of Baal. Much of the texts here are historical or are simple studies on different kinds of summoning for lesser demons and for familiars. A PC Mage might find some of the summoning book interesting as they can help in locating a demonic familiar if the mage wants one. A Good aligned cleric will want to destroy most of these books so that their knowledge does not get to the surface.

## Room 9:

This door is open and in side are three clerics that are currently copying some cult texts. If the PC's had fought the Dwarf Crusher that is before this room then they will be ready for the PC's and will open a portal and bring in 2 hellhounds to protect themselves. 1 of the clerics has the keys to Room 10.

## Room 10:

Upon entering this room the PC's will see only a small table with 4 chairs and an open book on the table. The book is a history of the lower planes during the Times of Trouble. The secret door that leads to the next room can only be spotted by a rogue or possibly a dwarf looking at the stonework.

## Room 11:

This room hides the key that will allow entry into the



Ground Floor. It is hidden in one of the books. This library is small and only has the 2 bookcases against the wall as its only furniture. Here are the cults notes on their own history as well as their bargain with Baal and their plans for world domination. There are histories on how the cult started and how the Minotaurs, Gnomes, and Humans joined forces in this cult of Baal. There is a wizards spell-book on the shelf that holds these spells: Fireball, Lightning Bolt, Ice-storm, Cone of Cold, Power

Word: Stun, Grease, Sleep, Magic Missile, Tenser;s Floating Disc, Knock, Identify, and Gust of Wind.

Room 12:

This room is another sacrificial pit room that leads straight down to the lava. If the PC's enter then once they have gone past the doorway 3 warriors will appear in the doorway and attempt to fight the PC's and push them towards the sacrificial pit.

## Ground Floor:

This is the main level that the PC's would have been brought through but they will not have seen it. It is here that the cult is preparing the last rites of their summoning.

1. Bridge
2. Grand Overlook
3. Main Worship Hall
4. Summoning Chamber
5. Spiral Staircase
- 6-7. Corridors of the Statues
8. Master of Keys bedroom
9. Private Summoning Room
- 10-11. Guard-posts
- 12-13 Barracks
14. Private Library
15. Private Vault

Room 1:  
The entry way bridge.

Room 2:  
The grand overlook gives viewers a unobstructed view of the lava below.

Room 3:  
The doorway into the main worship hall is currently barred and cannot be entered without the proper magic key. Once opened the PC's will notice that this is the main worship hall and the only way to get to the bridge leaving the temple. Currently the areas between the sacrificial pits are full of 10 mages going through a summoning spell in concert with each other. There are 6 clerics in a line behind the mages standing on the red carpet also chanting. The large statue of Baal is glowing and behind the statue is a barrier that gives off waves of electrical energy. (*anyone moving through takes 5d6 damage magic damage, save to half*) The summoning circle is smoking and glowing. The PC's may attempt to charge the mages and clerics to stop the summoning but once they get up to the circle the chanting abruptly stops and the circle begins to fill with smoke and a large figure starts to appear in the smoke of a Baatezu.

It is best for the PC's to make a run for it and leave

behind the angered cult members as their knowledge of this cult might be useful to the Lords of Waterdeep. If they stay behind the summoning circle the Baatezu will be fully in the prime material plane in 2 rounds. The Mages and Clerics immediately drop to their knees and bow and start a different chant to the demon. The circle will begin to fade after the Baatezu has fully appeared as the summoners have no intention of keeping the demon imprisoned in the summoning circle.

If the PC's have decided to fight then they should be reminded that the bridge is the only way out other than the lava. If they had freed the slaves then have some of them come running out now and make a break for it letting the PC's know that they had better go as well. The mages and clerics will currently keep up their chant for 3 rounds unless attacked.

If the PC's manage to win this battle then reward them well but also let them know that they have just acquired the ire of an angry Baatezu that will be free in 100 years to come after them or their family. The way out is no longer guarded and once the PC's emerge from the Pyramid then they will find it beginning to collapse. The cult is not going to allow anyone to come in the same way they got out. If they have any cult book or paperwork then they will be rewarded in Waterdeep if they turn them in and let them know of the threat. This can also be a start of another quest for the party.

Room 4:  
See the details on Room 3 for this section of room 3.

Room 5:  
Entry way into this level and accessible only with a special key.

Room 6 & 7:  
This corridor goes from one end of the temple top the other and is filled with many statues of different types of demons from the lowest ranking to the arch-demons of the realms. 4 of the statues are stone golems that will attack any intruders on site. If the PC's are in stolen cleric clothes they will not be attacked.

Room 8:

The Master of Keys room can be found by finding the left arm of the Statue to the right of the entry way. The Master of Keys will be coming out of Room 9 if the PC's enter. He looks like a cross between a man and a minotaur. (*He has been altered by the demons as a gift for his service.*) Upon seeing the PC's (*whether they are in disguise or not*) his hands will drop to his weapon belt but he will ask - "Who are you and why do you enter my sanctuary?". If the PC's attack then he will defend himself. If the PC's decide to try diplomacy then there is a good chance that the Master of Keys might let them pass and tell them that all doors are now open. He is easy to talk to and very prideful of the fact that he has been altered to better suite his masters. He will laugh at their attempts to escape and tell them. "Go and try to get out of here. The masters will find you wherever you go. Now that you have been here you are marked by them and once the summoning is finished so are you?" He will laugh once more and touch the gems on his belt. The PC's will hear the sound of doors opening and then the Master of Keys will be gone in a puff of smoke and leave behind 2 cleric scrolls of Heal.

If the PC's manage to talk their way into getting the doors open then give them the same XP as if they had defeated the Master of keys.

Fighting the Master of Keys will also gain the PC's the gem keys to the doors as well but the scrolls of Heal will have been destroyed in the fight.

Treat the master of keys as a level 12 evil anti-Paladin when calculating XP.

Master of Keys:HP145 AC2, THACO 8, STR 20, DEX 17, CON 16, CHR 8, Size L, NO of ATTACKS 2, Damage as per weapon plus STR bonus. +3 Bastard Sword, +3 Short Sword of Sharpness. The Master of Keys suffers no penalty for using a weapon in each hand. Special Defense - demonically enhanced hide can only be hurt by +1 or better weapons. Magic Resistance 50% Spells, Cause Light Wounds, Protection from Good, Detect Good, Aid, Cause Moderate Wounds, Cause Serious Wounds, Dispel Magic

Room 9:

This is a private summoning room of the Master of Keys and the summoning circle is currently holding a Succubus inside the circle. She is unable to get out as the proper safeties are in place. The PC's may leave her be or decide to fight her. If they fight then the circle will be broken and she will be able to fight back. She will at first try to entice members of the party to come to her and claim she is an unwilling participant and only want to go home but needs to have the circle broken for her to do so. Her CHR is 18 and WIS 16 otherwise treat as normal Succubus as in the monster manual.

Room 10 & 11:

Behind one of the statues are the Guard-posts for the summoners barracks. The statue has a secret lever on the arm of the statue to the right of each. If it is pulled then the statue will fade for 1 round allowing entry to the rooms. The statue will re-materialize after that round and if anyone is caught in it then they will be merged with the statue as if they had teleported into a rock wall. There is one guard here watching the barracks and is simple level 7 warrior.

Room 12 & 13:

Here are the barracks for the cults summoners which are now empty as the summoners are all in the main worship hall.

Room 14:

This is a Private Library and is found by finding the left arm of the Statue to the right of the entry way. More cult information and history can be found here.

Room 15:

This room's door is locked with the Master of Keys gemlocks and will open once you have acquired those. Inside you will find summoning books and all the necessary ingredients and items for summoning of lower planar creatures.

# Special Monsters:

## Dwarf Crusher:

AC 4  
Movement 6  
60 HP  
THACO 7  
Number of Attacks - 1  
Damage per attack = 3D8  
Special Attack - +1 attack bonus vs. dwarves, *heat metal*  
Special Defense - Immune to most spells and weapons, traps edged weapons, +2 bonus to surprise rolls  
MAGIC RESISTANCEN: Nil  
SIZE: L ( 7' tall)  
MORALE: Fearless (19-20)  
XP VALUE: 8,000

The dwarf crusher is a specialized version of the stone golem specifically created to defeat dwarves, though any group of warriors would find it formidable. At first glance, the dwarf crusher looks like a statue of a squat, ugly dwarf, crudely done. The head seems small for the massive body, and features two faces (*one on each side*) with rosy beards, slack jaws, beady eyes, jug ears, cob noses, and sloping brows. The chunky torso is made up of several flat, rotatable discs. The construct has sausage shaped arms that hang down past its knees, and the legs are thick and stumpy. All the joints look bulbous, as though inflamed or arthritic. In fact, the joints allow the limbs to swivel in any direction. The dwarf crusher seems to move with a ponderous waddle, but its swiveling joints make it surprisingly agile.

The creature's outer skin seems stony, but actually consists of very dense clay laid over a stone core.

**Combat:** The dwarf crusher is mindless and unrelenting in combat. It strikes at opponents with its massive fists. The construct's two faces and swivel joints allow it to attack in any direction; it has no rear. The dwarf crusher's all-around vision gives it a +2 bonus to its own surprise rolls. Once a turn, the dwarf crusher can send forth a wave of volcanic heat. The effect is equivalent to a *heat metal* spell from a 12<sup>th</sup> level caster. The construct can generate heat and make a physical attack. It always favors creatures engaged in melee against it to any other target. The dwarf crusher gains a +1 bonus to attack rolls when fighting dwarves of any type. The construct is immune to all weapons except those of +2 or better enchantment. There is a 25% chance that any edged weapon (type P or S) used to attack the dwarf crusher will become lodged in the construct. Roll 1d4 along with the attack die; if the d4 shows a 1, the edged weapon is stuck in the dwarf crusher even if the attack missed (*the weapon struck the construct, but inflicted no damage*). When a weapon sticks in the dwarf crusher, the body part where the weapon is trapped immediately swivels, automatically wrenching the weapon from the wielder's hand. (*A weapon such as a cestus or natural weapon cannot be dropped; the attacker suffers 3d8 points of damage instead of being disarmed and cannot attack with the affected member for 1d6 rounds.*) To recover a stuck weapon, a character must make an attack roll vs. Armor Class 0 to seize the weapon, followed by a successful Bend Bars roll. If the Bend Bars roll is a 91 or higher, the weapon breaks (unless it is an artifact). If the dwarf crusher is destroyed, stuck weapons can be loosened in one turn with no risk of breaking them. *rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher's structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause dm3 damage. When the dwarf crusher is thus vulnerable, weapons cannot become stuck in it, and trapped weapons fall out. Most spells have no effect on the dwarf crusher. A *transmute rock to mud* spell slows the dwarf crusher for 2d6 rounds. Its reverse, *transmute mud to rock*, heals the construct, restoring all lost hit points. A *stone to flesh* spell does not actually change the dwarf crusher's structure, but the effect renders the construct vulnerable to normal weapons during the following round. This does not include spells, except for those that cause dm3 damage. When the dwarf crusher is thus vulnerable, weapons cannot become stuck in it, and trapped weapons fall out.

**Habitat-Society:** The dwarf crusher is the brainchild of the evil wizard Tairdo, whose hatred of dwarves borders on the pathological. To date, Tairdo has created only a few dwarf crushers, and they guard his subterranean lair.

**Ecology:** Like all golems, the dwarf crusher does not eat, sleep, breathe, or reproduce. Barring destruction in combat, it is undying. Creating a dwarf crusher would require access to Tairdo's notes on its construction, 85,000 gold pieces for materials, and three months of work. The creator must be a wizard of at least 16th level, and must cast the following spells: *wish*, *polymorph any object*, *geas*, and *wall of fire*.

# New Spells:

5<sup>th</sup> level:

Accelerated Aging (Reversible)

Range: 10 feet/level

Components: V, S, M

Duration: Permanent

Casting Time: 2 Rounds

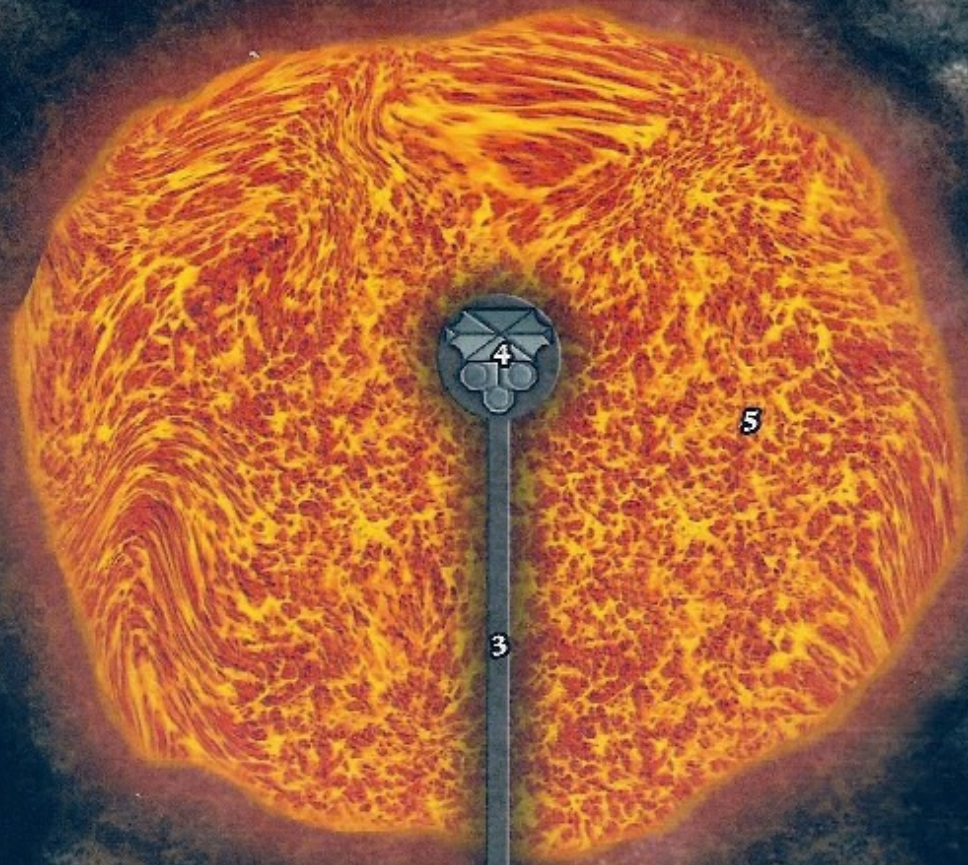
Area of Effect: 1 person

Saving Throw: -3 to roll and Neg.

Upon Casting this spell, the Chronomancer manipulates time in respect to 1 target. The target will age 1 year per level of the Chronomancer. The amount of aging must be decided before the spell is cast. Aging occurs at a rate of 1 years per turn. The target must make a system shock check at 75% (+1% /HD of the target to 99%) or die within 1D4 rounds. Any actions (combat, flight etc...) the target takes during the process occurs at half its normal ability (Attacks as if at half its Hit Die and loses half its attacks, move base is halved, and so on). This spell does not allow the target to exceed its natural size.

The material components necessary for this spell is a piece of bio-matter from the type of target to be effected. (*Human then something from a human, bone or skin etc..*) If the Chronomancer touches the actual subject then no material component is needed and the target saves at half his normal save.

The reverse of this spell reduces the age of the effected creature by up to 1 year per caster's level to a minimum age of 1 year. The amount of change must be stated prior to casting.



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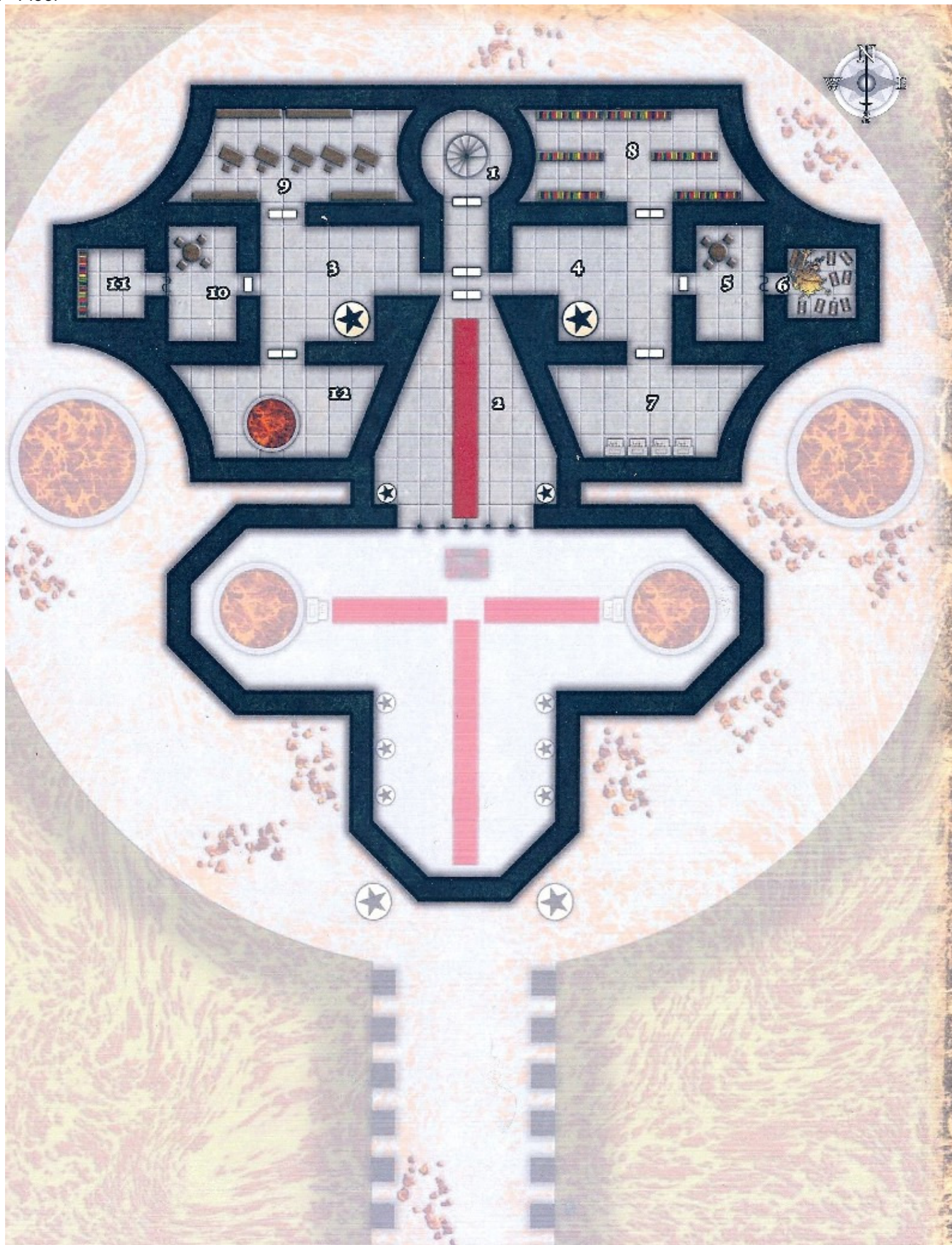
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Basement Level

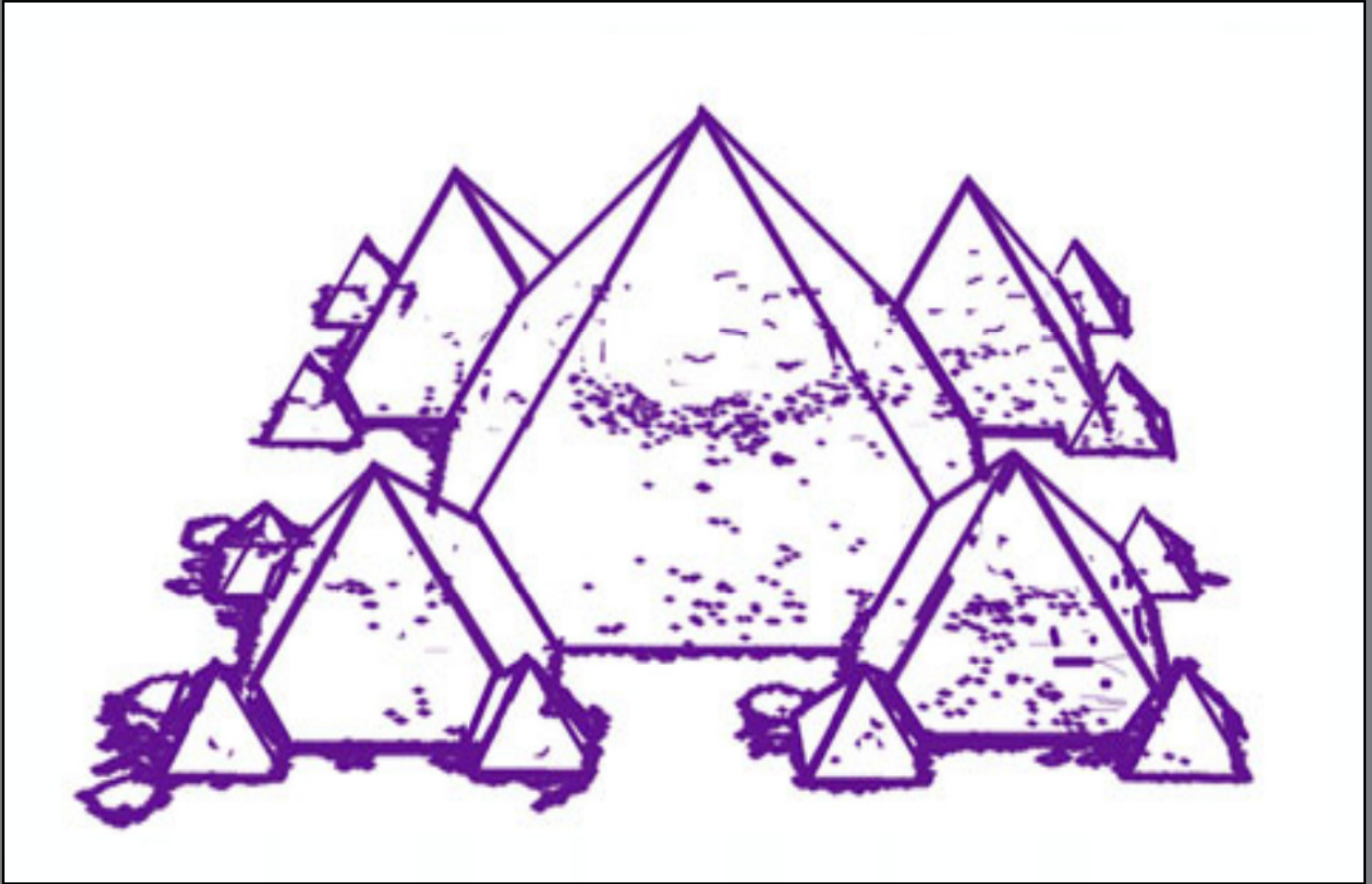




Ground Floor







FOR 4-6 PLAYERS OF LEVEL 5-7 OF GOOD OR NEUTRAL ALIGNMENT

WHAT TERROR LIES BENEATH THE PYRAMID AND WHAT SECRETS DOES IT CONTAIN THAT ITS GUARDIANS ARE TRYING TO KEEP FROM ANY INTRUDER AT ALL COSTS.

WHERE WILL THE PYRAMID LEAD THE ADVENTURERS AND WILL THEY BECOME ITS NEXT VICTIMS?

The Back In Print Project is an online group who work together to develop new adventures and material for the Advanced Dungeons & Dragons® game to use in their own. Currently, the focus of the Back In Print Project is on the 2nd Edition of Advanced Dungeons & Dragons as many of the Project's members are fans of that system. In the future, it is our intention to expand our projects to encompass the 1st Edition Advanced Dungeons & Dragons system as well as the Basic Dungeons & Dragons game rules.