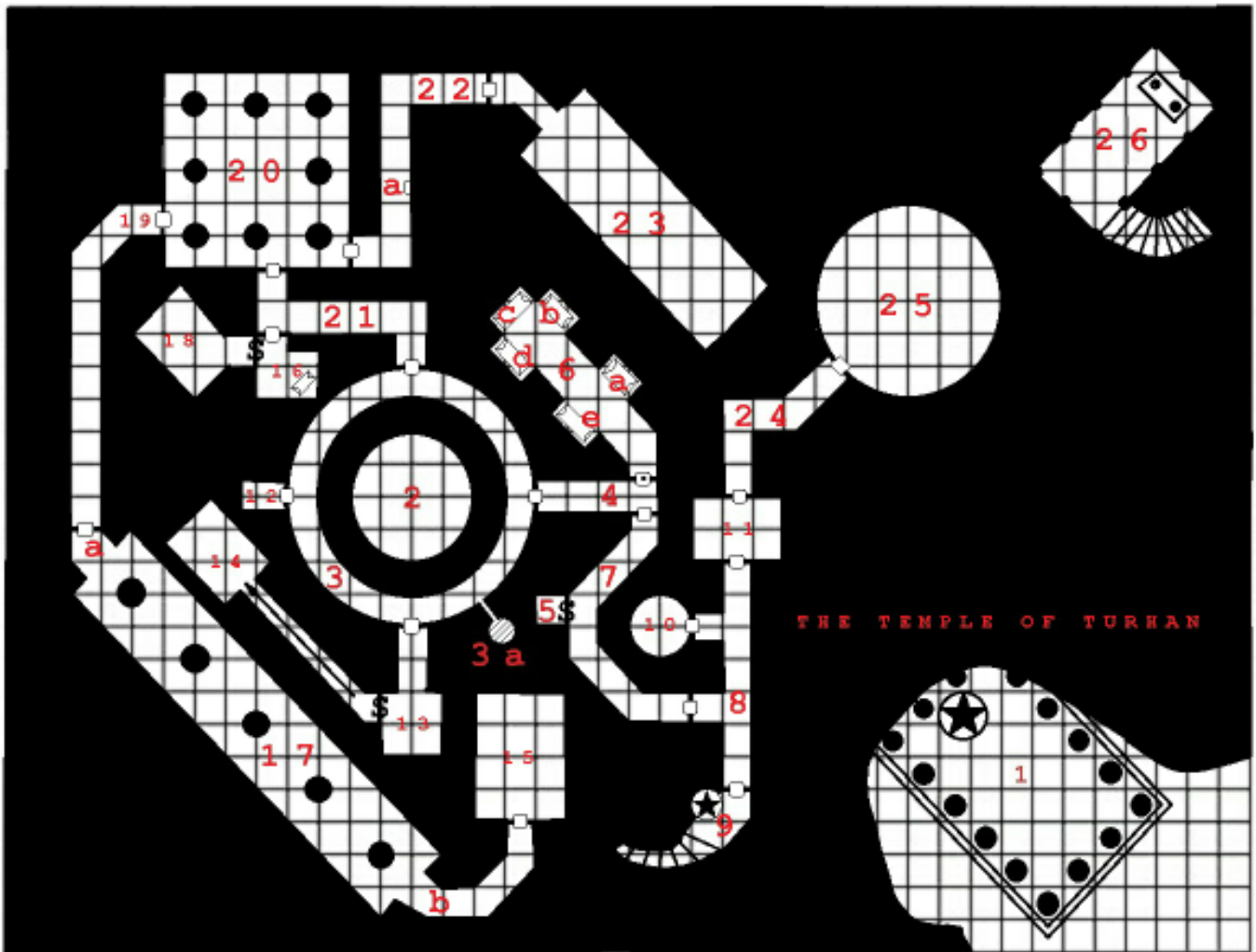


## A2 The Temple of Turhan



Introduction: The Temple of Turhan is known to the villagers at the far end of the valley. They have lived their lives in the shadow of the dormant volcano, and know that the Temple of Turhan was partly buried by a Lava flow a few centuries back.

1: The Temple of Turhan is a monolithic stone structure carved from black stone and partially buried in volcanic ash at the foot of the Volcano. It consists of a floor above two feet of stone, with columns supporting the stone roof. It contains a giant statue depicting a naked, bearded, muscled man of Gold holding a Trident. This is an Immortal known to the locals as Turhan. Anyone attempting to touch, vandalize, or loot the statue of its gold is teleported into Nekron's Maze (area 2). Once the Altar in area 26 is destroyed, the 400gp gold that coats the Statue may be peeled off.

### Wandering Encounters

Because of the numerous doors through the lower Temple, Wandering Monsters are rare, limited to those that can pass through doors:

#### NA Encounter

- 1 Gray Ooze: 3HD\*, AC8, DA 2-16, MV 10' (3'), SA F2, ML 12, AL N
- 4 Green Slime: 2HD\*, AC, DA Special, MV 3'(1'), SA F1, ML 12, AL N

- 1 Ochre Jelly: 5HD\*, AC8, DA 2-12, MV 30' (10'), SA F3, ML 12, AL N
- 8 Shadow: 2+2HD\*, AC7, DA 1-4 + Special, 90'(30'), SA F2, ML 12, AL C
- 6 Wight: 3HD\*, AC5, DA Special, 90'(30'), SA F3, ML 12, AL C

2: This Pit of Bones is filled with skeletal remains and equipment of a hundred various temple robbers foolish enough attempt to loot the Statue of Turhan of its gold and now the PCs is a death-trap. Amongst the bones are 1d20 random magic items (one of which is a pass wall scroll) mixed in with various normal items carried by explorers. The walls are AC 1 and take 1000 hp to break through into area 3.

<u>Magic items</u>	<u>Non-Magic Items</u>
Scroll- 1x Pass Wall	Small Hammer (1d4)
Bag of Devouring	Chisel
Potion of Growth	(280) Iron Spikes
Scroll- 2x 2nd level Cleric	(4) Tinder Box
(10) +1 Arrows	903 coins (15pp, 300gp, 520sp, 67cp)
Wand of Paralyzation	14 gems (1×10gp, 5×50gp, 4×100gp, 4×500gp)
Sword+1, Light	Battle Axe (1d8)
Sword+1/+3 vs. Undead	(30) Silver Daggers

3: The circular hallway here is filled with a poisonous smoke (from 3a). Save vs Poison when passing through this area or take 1hp damage per round until neutralize poison applied. If they all 'die' in the hallway, they wake in the coffins in area 6 (which have a neutralize poison function restoring them to 1hp), stripped naked of all equipment, rescued by the Medusa who reside in the Temple complex.

4: This 40' long hallway provides access to areas 3 (to the west), 6, and 7 (to the east). The door to area 6 is locked.

5: Trapped in the Secret 10'×10' room is a Gelatinous Cube: 4HD\*, AC8, DA 2-8+paralysis, 60'(20'), SA F2, ML 12, AL N, which immediatly exits into area 7 gaining surprise when the door is opened.

6: This crypt contains five bronze coffins. The lids can function as Heavy bronze shields (-2AC Bonus, Damage Resistance 50hp, 3,000cn, MV ×1/2) once new belts are added to the lid. The (5) 10,000cn bronze coffins neutralize Poison and restore 1hp of damage of anyone succumbing to poison in area 3 when in this crypt.

7: this corridor links area 4 to area 8. There is a secret door providing access to area 5.

8: this corridor provides access to areas 7, 9, 10, and 11. There is a 1 in 20 chance that a medusa is returning from harvesting or going to harvest fungi in area 25 via this corridor.

9: There is a statue of a robed priest. This human sized statue is holding out his hands. In the palm of his hand is a key to enter area 6. There are stairs descending from here to area 26. Its actually a temple Priest turned to Stone by one of the three Medusa who infiltrated the Temple centuries ago, standing in an Alcove.

10: this small circular room allows priests wearing a holy symbol of Turan to teleport to and from the surface temple rather than be dumped in area 2 to die. It is connected to the hallway area 8. There is a 1 in 100 chance a medusa has just returned from collecting herbs using this room. PCs wearing the holy symbols of Turan will teleport to the surface (area 1).

11: this area has a selection of (5) small bronze sickles (1d3) used to harvest fungi in area 25. It connects to area 24 and area 8.

12: this escape tunnel ends at a wall of cooled lava. A volcanic vent cut through the escape tunnel during its eruption and flooded it with lava. It connects to area 3.

13: this room connects to poison filled hallway (area 3). There is a secret door linking to area 14.

14: beyond the secret door from area 13, the wet corridor slopes down. Its actually coated in (1) gray ooze. Anyone entering slips in the ooze and slides into the room at the bottom where an Ochre Jelly is trapped. If the Gray Ooze is destroyed, the Ochre Jelly attacks to escape. Its been trapped in here by the Gray Ooze.

15: this room is a prison used to confine (6) Wights. They escape the instant the door is opened by anyone in area 17. The room is engraved with holy symbols.

16: the chest here is a toilet with a Bag of Devouring nailed to the rim of the hole in the seat concealed by the chest lid. There is 1 in 20 chance that a Medusa is using the facilities. She will be wearing a holy symbol allowing her to move through the temple without being attacked by shadows or wights. There is 1 in 20 chance a Medusa is passing through the atrium to or from the Toilet in area 16. This area connects to a hallway (area 21). There is also a secret door into area 18.

17: this long hallway is propped up by five heavy stone columns (AC1, 1000hp). It is home to (4) green slime. Any slimes not destroyed will flee or pursue the PCs slowly into the rest of the temple complex. It connects to the hallway area 19 and to area 15.

18: this hidden armory is accessed by a secret door from the toilet in area 16. In here are a collection of (10) maces, (10) Prods (specialized heavy crossbows that fire metal balls thus making them usable by clerics), (200) stone balls (1d4+1, 5cn). The medusa have not found the armoury.

19: this hallway connects the atrium (area 20) and the hall of columns (area 17). The Medusa know of the green slimes and avoid this section of the temple unless forced to retreat through here.

20: the Atrium is walled in Columns amongst which (6) Shadows move they attack anyone not wearing one of the holy symbols in possession of the (3) Medusa.

21: this hallway connects to area 3, the atrium (area 20), and the toilet (area 16).

22: this hallway connects area 23 and the atrium (area 20). There is a fake door here that causes

a magical gong to sound in area 23.

23: the living area. The priests slept and ate their meals in this long hall. Anyone opening the fake door in the hallway (area 22) causes a magical gong sound to alert everyone in the room that someone opened that door. There is 1-10 in 20 that the (3) Medusa: 4HD\*\*, AC8, MV 90' (30'), DA 1d6+poison, SA F4, ML 8, AL Chaotic are in here resting or eating. They have a Potion of Poison, a cursed Scroll, and (3) Brooms of Flying.

24: this hallway links area 24 to area 11. There is a 1 in 20 chance that a Medusa is returning through this area from harvesting fungi for food.

25: This large circular room is a garden where Numerous giant fungi grow serving as a food source for the three Medusa who live in the lower Temple. (8) Shriekers: 3HD, AC7, MV 9' (3'), SA F1, ML 12, AL N reside in the Garden.

26: The stairs descend into a chapel with an Altar and Stained Glass Panels depicting the PCs in life sized stained Glass images that come alive and Attack as (6) Stained Glass Guardians: 3HD, AC4, DA1d6, MV 90'(30'), SA F3, ML 7, AL L, attacking any non-Lawful entering the chapel. They do not pursue the PCs out of the Chapel. If the PCs destroy the Altar inflicting 200hp damage the teleportation curse on the statue in area 1 is lifted allowing the PCs to strip the gold from the statue.

Escaping the Temple:

As a last act of divine retribution the Skeletons in the Pit of Bones (area 2) are teleported to the surface, and animated as Undead Skeletons to attack if the PCs escape to the Surface, pursuing them all the way to the village if they flee.

There are (300) Skeletons: 1HD, AC7, DA 1d6 or weapon, SA F1, ML 12, AL Chaotic.