



## Wandering Monsters (2d6)

2	1 Jackalwere (in human form)
3	4 Explorers (2 Fighters, Mage, Cleric)
4-6	2-7 Eyeless Ghouls (hunt by smell/sound)
7-8	2-8 Grease Beetles (painful spray)
9-10	2-8 Skeletons (in monastic garb)
11	3 Huge Centipedes (fast & dangerous)
12	2-4 Scorpion Men with 2 Human Thralls

## Legend

	= Door		= Secret Door
	= Locked Door		= Altar
	= 1-way Door		= Pit Trap
	= False Door		= Statue
	= Portcullis		= Archway

## Background

The Tower of the Templars loomed high in the desert hills for centuries, while the order there went slowly mad, eventually sacrificing innocents from local tribes in their thirst for life everlasting. Rebellion ensued, and the tower finally collapsed many years ago during a siege, betrayed by foul sorcery within. Now, after shunning the ruins for decades, scavengers have uncovered a dark passage beneath the fallen tower. Yet something unspeakable frightened them away.

Will you dare the darkness below?

## Room Key

**Throughout:** Beige brick walls stained with soot; scent of old smoke & lingering death; terribly arid.

- 1. Entry** - Choked with dust & debris; domed ceiling; faded fresco depicting celestial bodies. Glyphs above east door: "The Crooked Path."
- 2. Study Rooms** - Benches; scroll-racks in walls; a few half-copied scrolls & books of dogma (e.g., Codex of Flagellations); low-level scroll with one spell.
- 3. Seminary Chamber** - Benches; barren altar; secret alcove in north contains rotting vestments; silver censer & candlestick holders; incense & myrrh; dried inkpots, quills, & brittle parchment.
- 4. Chamber of Absolution** - Fountain heals wounds, cures poisons & ills, but causes debilitating grief & remorse lasting hours.
- 5. The Inquisitor** - On first entering, magisterial statue speaks, "The greatest treasure of all lies just west" & says no more; that way barred by magic portcullis.
- 6. Chamber of False Hope** - Skeletal remains; TRAP: pressure plate at false door - deadly spikes jut from walls.
- 7. Supplicants' Antechamber** - Low ceiling; must crawl through broken potsherds and shattered brick; three skeletal corpses in rotten tunics; statue asks endless questions regarding wrongdoing; only correct answer is to beg forgiveness (repeatedly). Only then portcullis rises; statue bids party go to the Fountain of Absolution (room 4).
- 8. Storeroom** - Recently looted; broken casks & crates; a sugary, floury stench in the air. 8 Giant Rats.
- 9. Secret Corridor** - 7 Skeletons charge whichever door opens.
- 10. Secret Corridor** - 6 Skeletons clatter forth; devotional alcove w/ permanently lit candle, befouled basin, & ceremonial dagger.
- 11. Funerarium** - Wicker baskets filled with dessicated human organs; stone basins dark with dried blood.
- 12. Catacombs** - Each sarcophagus holds funeral artifacts: silver tiara, gold arrowheads, jewel-pomelled swords & daggers, silver scabbards, valuable rings, semi-precious necklaces, etc.
- 13. Honored Dead** - Statue animates; defends crypts if sarcophagi looted.
- 14. Catacombs of the Elders** - Ghast & 2 Ghouls burst forth if looting. Best treasure here, including magic flail & bracers.
- 15. Room of Remembrance** - Glyphs on walls concerning history of Templars; 3 Scorpion Men trying northern door; 2 Human Thralls.

- 16. Church Elders' Quarters** - Airshafts stopped, ritual mass suicide; 5 zombies here; chests beneath beds: devotional texts, surplices, a few coins, & ornate ceremonial weapons.
- 17. Initiates' & Oblates' Chamber** - Airshafts stopped, mass suicide or murder; 10 zombies shamle toward the party; chests beneath beds similar to room 16.
- 18. Central temple** - 4 Scorpion Men stripping the altar of gold foil, snakeskin trim, & silver candelabra; 2 Human Thralls
- 19. Chamber of the Unclean** - Lined with cedar; contains goods deemed unclean: many casks of rotten salted pork, ogre-sized magic boots; halfling lingerie; needles made of dragon's claws; a cask of dwarven whiskey.
- 20. Chamber of Wonders** - Animated glyphs depict the March of the Templars; amazed by the spectacle are an old tribal warrior & six young men entering the dungeon on a rite of passage, with stone weapons, body paint.
- 21. Secret Temple** - Braziers permanently aflame; scene of many sacrifices; vile rites hidden here from oblates & new initiates; jewel-eyed statue with bat-winged head, lapis lazuli mouth, & serpent torso, crocodile heads for hands, evil magic scimitar in left hand. Hiding in shadows, Cobra-headed Fiend wrapped in bloody rags, armed with evil magic whip & black, jagged khopesh that oozes poison: attacks on sight.
- 22. Lavatory** - Small basins caked with dried 'mud.' Countless tiny beetles. 1d6 pieces of silver buried in the 'mud.'
- 23. Armory** - Weapon & armor racks mostly empty, save a magic helm & breastplate behind a fallen rack; also a silver-headed axe.
- 24. Training Room** - 8 Animated training dummies attack anyone carrying weapons or not sitting in one of the benches; dummies armed with padded clubs, doing minimal damage; immune to spells & non-magical weapons
- 25. Weapons Room** - A variety of rebated & blunted weapons; also, wooden shields & damaged armor.
- 26. Prison Guardroom** - Cells empty save a few long dead; guardroom holds keys, a few implements of torture; lever to open portcullis; secret passage to temple for sacrifices.

## New Monster

**Scorpion Men** - Centauroid; fast in short bursts; crafty & tough as Bugbears; hard, chitinous flesh; poisonous tail stinger plus scimitar & shield; implacable enemies.