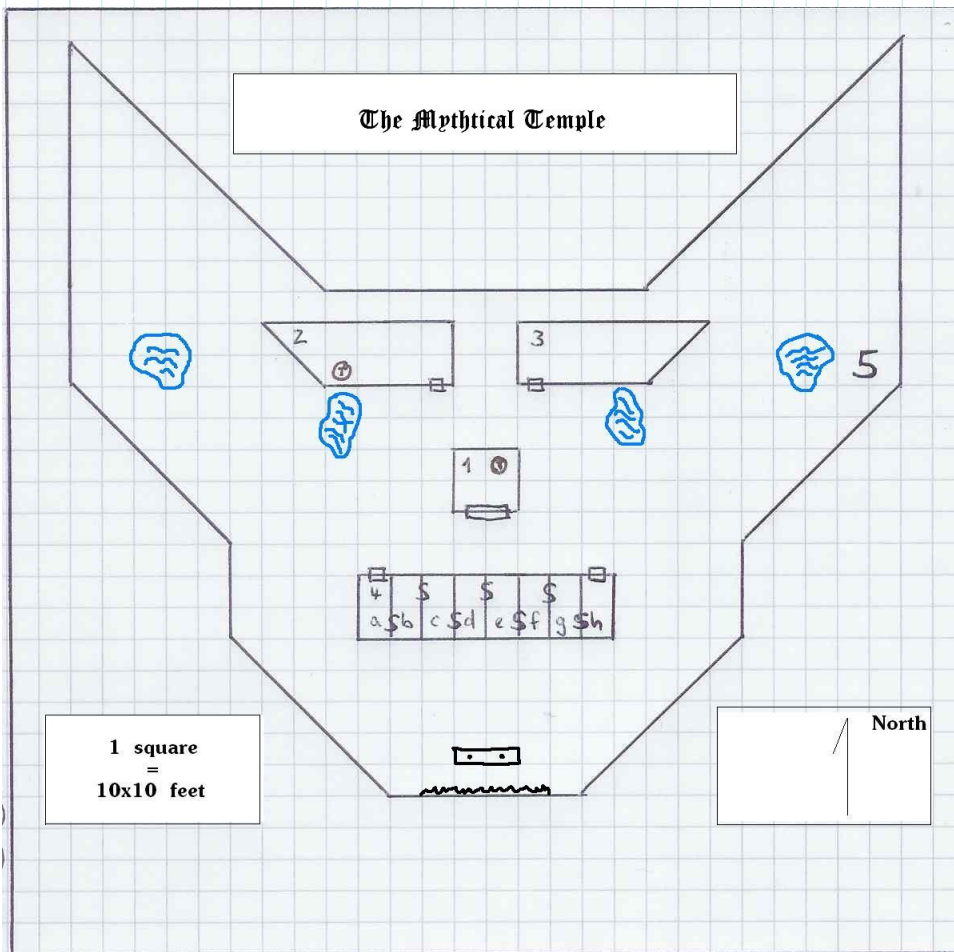


The Mythical Temple of Darkness – Level 5 (4-6 OSRIC characters of levels 5-7)



Wandering Monsters (taken from "Monsters of Myth")

- 1 Cavern Glazers (12) – page 18
- 2 Rockroaches (3) – p.81
- 3 Nests of Centipedes (2) – p. 19
- 4 Mistweird (1) – p.63
- 5 Hypno Spider (1) – p. 49
- 6 Lancer Juggernaut (1) – p.59
- 7 Lithonnite (1) – p.61
- 8 Oculethe (1) – p.73
- 9 Shade Walker (1) – p.85
- 10 Hanging Snagworts (4) – p.92
- 11 Scuttlers (12) – p.83
- 12 Nightcreepers (10) – p.70

Legend:

-  = door
-  = secret door
-  = teleport
-  = altar
-  = relief
-  = pond

Background:

The "Mythical (*Myth + mystical*) Temple of Darkness" has been created by the clerics of the evil Goddess "Vishvaruupa". These clerics worship their dark Goddess by creating a maze, filling it with monsters (Vishvaruupa prefers undead or slimy creatures of all sorts), traps, riddles and vast amounts of treasure in order to attract greedy and/or lawful adventurers and vanquish them.

Presumably the 10 levels of the Temple are the biggest graveyard in existence. Rumour has it that the Goddess herself has taken residence in the lowest level...

Room Key

Rooms 1 to 4 are dark, so a light source or infravision is needed in order to see something. The walls and the ceiling of the entire temple area (5) are covered with a green glowing moss which enables sight comparable to normal daylight. All the doors are wooden and in good shape. They are closed but not locked.

1. The characters arrive here via a teleport from level 4 of the dungeon. **ABhannog** (p.15) awaits them here. The giantess-hag is sitting on a stone throne, picking her teeth with some bones from previous adventures who have ventured this far.

2. This room is empty except for a level stone pedestal. In the wall next to the teleport are three buttons with symbols which could be pressed. Under the buttons some writing in the common language can be found: "Press the mouth button at your own risk."

If the **mouth** symbol is pressed, the teleport will be activated. The **bone** symbol has 5 **Slime Skeletons** (p. 90) appear on the pedestal. The undead attack on sight. The symbol of a glittering silver coin has a **Glittering Slime** (p.42) drop from the ceiling which attacks immediately.

When the teleport is activated and one or more party members step into the teleport zone, they are immediately teleported to level 6 of the temple. Let's hope they are well-rested before taking this step, as a **Gaping Maw** (p.37) will await them at their destination. A practical joke of the clerics who created this maze is the fact that the mouth symbol which has to be pressed is a warning of things to come.

3. A **Funghemoth** (p.36) lives here. The whole room is damp and has a musky odour. The clerics feed it once a week and it knows that it shouldn't attack people sporting the symbol of Vishvaruupa. Everyone else who enters the room must be considered as food.

4a-h. In each of these small cells are 2 Ishabati. These undead warriors stand at attention until the door to their cell is opened. The southern walls of the cells each hold a small hidden compartment with **1000 gold pieces** in it.

5. The walls and the ceiling of the entire temple area are covered with a green glowing moss which enables sight comparable to normal daylight. Against the southern wall of this area is a huge altar dedicated to Vishvaruupa. There's a huge relief depicting her – a slimy worm of about 20m length with a huge mouth with spiky teeth. Every few metres a tentacle emanates from the barrel-shaped body. Upon closer inspection some of them might even be wings.

20 disgusting parodies of human life (**Crawling Corpses** – p. 21) are in the middle of some kind of evil ritual. A cleric of Vishvaruupa is adding new Crawling Corpses to their ranks by calling upon the powers of his foul Goddess thus transforming a group of 6 human adventurers into this terrible form of undead life. Like all clerics in this temple he is granted the ability to teleport to his Goddess's realm when he's in immediate danger.

At the bottom of each of the 4 ponds **500 gold pieces** can be found. Unfortunately each pond is inhabited by 6 **glow jellies** (p. 43).