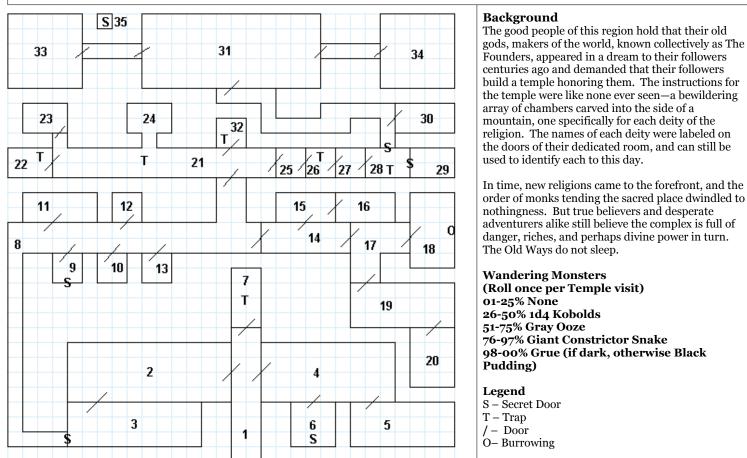
The Hidden Temple of the Founders

Do not tread lightly into the designs of gods.



-by Zachary Houghton

Room Key to the Hidden Temple of the Founders

1 Entryway. This ancient granite hallway bears an inscription on the floor, in Celestial: "By the Doors Shall You Know Them". Multiple human footprints. 2 Storeroom. Rotting barrels and shelves mark this as an old storeroom. 1d4 Human bandits have a 50% chance of being here, lying low. 32 SP. 3 Zeb's Kitchen. Scrawled on the door is the name "Zeb". A few broken tables and much Yellow Mold remain. Secret passage leads to (13). 4 Monk's Quarters. The rotting beds and timber in this room host a small tribe of goblins (2d6+4). They will negotiate unless they see weakness. 52 SP. 5 Dining Hall: The goblins also claim this area, but it has been overtaken by Violet Fungus. A half-charred map in here shows 50% of the temple. 6 Prior's Chamber: Behind some debris in this room is a narrow tunnel to (35). The goblins have stored a barrel of pickled eggs in here as well.
7 False Entrance. The door says "Path of Balance Entry", but is a balanced floor trap. The floor will tilt into a filthy pool of water 20' below unless balanced. 8 Heretic's Hallway. This area was used to lock up order heretics. It's been taken over by the vile Ogre mage Achlus (11). 14 GP, Haste potion. 9 Trampus the Seer. Graffiti reads "Trampus the Seer was near, now he's not here". A secret tunnel, south wall, leads completely outside the temple. 10 Oorts the Bard. Oorts is a prisoner of Achlus. He is too weak to fight, but has a potion of Cure Light Wounds and 12 SP he'll give rescuers. 11 Gaoler's Quarters. Once quarters for the gaoler, this is now the lodgings of Achlus (8). He keeps prisoners here in the cells to experiment on. 12 Minion. This nameless minion of Achlus is a stupid but fierce Bugbear. He attacks with a large axe. His only other valuable is a bag of 86 CP, 5 GP. 13 Divad of Southlands. Divad is a mighty chieftain, and will reward rescuers well if escorted to his tribe. A small imp is kept in here to torment him. 14 The Pulling Room. For the first 30 seconds after entry, an arcane wind attempts to yank people into a large blazing fire pit in the middle. STR check. 15 Room of Ztunk. A small earth elemental calls this room home. It will not attempt to engage characters unless they walk on the stone floor of the room. 16 Room of Ztunk #2. An ivory table contains only a glass bottle. If touched, the bottle will emit heavy cold damage. It is worth 200 GP to the right mage. 17 Split Hallway: Both the south and east doors have complicated locks. There are 6 mounted, unlit torches on the walls. A key is in one of the bases. 18 Red Room of Moldvus. This entire room is composed of bright red stone. A pair of rust monsters has burrowed through the east wall. Scroll of Sleep. 19 Wide Hallway. This room is filled with toppled and rusted weapons and suits of armor. A +1 mace, jeweled dagger (12 GP) and a Bottle of Air remain. 20 Chapel of Carrus. Kobolds have just tunneled in here. There's 2d4 in the room, and a shaman and 3d4 more just inside the tunnel. 22CP, pearl (8 GP). 21 Obsidian Room. Obsidian floor stones dot the floor in here.. Stepping on any stones but these will trigger flame jets (high damage) from the walls. 22 Mijdraw the Metamorphed. An ancient-looking, mute turtle is alone inside. If taken out of the temple, he will transform back into mighty Magus Mijdraw. 23 Zocchus Fatemaster. This room houses an insane Modron. It will ask a riddle, and if answered incorrectly, will attack with precision. 24 Flumph Statue. The large marble statue of this strange creature dominates the room. Anyone touching the statue will shift to Lawful tendencies. 25 **Progressions of Mentz**. This strange room is empty, except for a "B" inscribed on the floor. The east door is stuck—it needs a high STR check to open. 26 **E.** This room has an E inscribed on the floor. An ochre jelly resides here as well. The door to the next room has a poison needle trap. 27 C. This room has a C inscribed on the floor. A large grouping of large vampire bats (3d6) is in the recesses of the ceiling. 28 M. This room has an M inscribed on the floor. Stepping/pressure on the M will activate a 5-spike trap, which deals moderate damage. 29 I. This room has an I inscribed on the floor. Saying "Becmi" in this room once gives 5% chance of a deity manifesting. Multiple utterings cause itchy pox. 30 Armory of Kasko. This tiny space looks to have a chest of gold coins, but it is actually a Mimic. Rusted weapons abound. A silver dirk remains. 31 Shrine Guardian. The shrine guardian is a massive stone golem that will attack anyone entering this room. His eyes are moonstones (50 GP each). 32 Mirth of Foglius. Upon entry, hideous laughter fills the room, the door shuts, and water pours into and fills the room. It drains out in 1d4+1 min. 10 CP. 33 Shrine of St. Xagyz. Numerous rare tomes & scrolls fill this room. There is a strange circle in the room's center, that when stood in glows blue. 34 Shrine of Blessed Anruson. Six +1 Daggers are mounted on the walls. There is a strange circle in the room's center, that when stood in glows blue. 35 Tiny Room. This odd, tiny room can be accessed only from the Prior's Chamber (6). Etched into the wall is the name (place?) "Braunstein" Note: When both circles in (33) and (34) have been stood in, either circle will teleport whoever is in the circle into the world of their choosing.