

INTO THE DEMON IDOL

FORGOTTEN IN A TEMPLE RUIN, THE DEMON IDOL HOLDS A SINISTER SECRET. THE GIANT STATUE WAS THE SUPERWEAPON OF A DEPRAVED CULT HELLBENT ON USHERING IN A NEW AGE OF CHAOS. THE CULT FELL TO BITTER INFIGHTING AND THEIR LUST FOR POWER DECADES AGO. THEIR ANGRY FORMER PATRONS CURSED THEM WITH HIDEOUS AFFLICTIONS AND SEALED THEM WITHIN THE IDOL FOR ALL ETERNITY.

TODAY, LIZARDFOLK CONTROL THE LANDS SURROUNDING THE RUINS. BLOODTHIRSTY TRIBES HAVE UNITED TO RAID NEIGHBORING TOWNS.

3 STOMACH - ROOM FILLED WITH MACHINERY AND BROKEN LADDER. MILKY MARBLES LITTER FLOOR NEAR COLD FURNACE. THICK ROPE ATTACHED TO HAND CRANK DISAPPEARS INTO DARK SHAFT. A DAMNED SOUL LURKS BEHIND FURNACE. IT WILL ATTACK AT WORST MOMENT (E.G. A PC STAYS BEHIND TO WORK THE CRANK)

5 MINE - PICKS, SHOVELS, AND A WHEELBARROW. 2,000 POUNDS OF MINED MARBLE GEMS ARE PILED AGAINST THE WALL.

7 PORTAL - DEMONS FROM THE PLANE OF TORTURE RETURN WEEKLY TO TORTURE THE CURSED CULTISTS. THE DISEMBODIED SCREAMS OF THE FORMER CULT LEADER, **STOYA**, ISSUE FROM A PENTAGRAM OF ASH ON THE FLOOR. DISTURBING THE PENTAGRAM RELEASES STOYA. THE BLACK ASH, IGNITED BY THE PORTAL, FORMS INTO AN ENORMOUS FLAMING CINDER BEAST.

8 RIVER - DOOR BARRED FROM INSIDE. STAIRS TO UNDERGROUND RIVER THAT RESURFACES 1 MILE SOUTH. BEWARE OF WATERFALL.

1. HEAD - HIDDEN LATCHES SWING EYE GEMS OPEN LIKE DOORS REVEALING UNLIT SECRET ROOM. CONTROL PANEL WITH LEVERS, METAL HEADBAND, AND STAR-SHAPED DEPRESSION IS SITUATED NEAR THE FORE. 7 CRYSTALS ORBIT NEAR CEILING. HUGE GEARS PROTRUDE FROM THE FLOOR. LADDER LEADS DOWN.

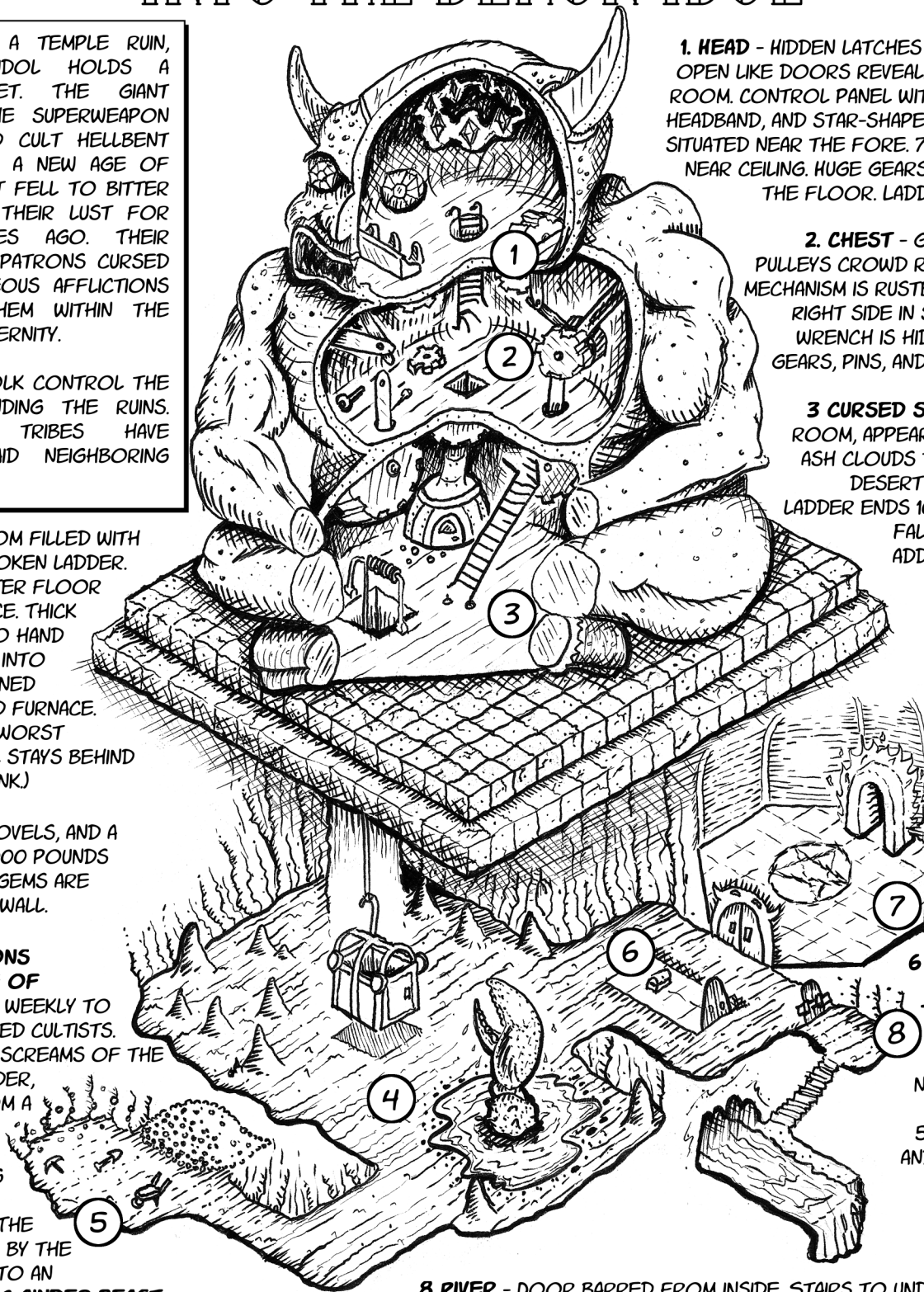
2. CHEST - GEARS, RODS, AND PULLEYS CROWD ROOM. LEFTMOST MECHANISM IS RUSTED, BUT WORKING. RIGHT SIDE IN SHAMBLES. LARGE WRENCH IS HIDDEN AMONG THE GEARS, PINS, AND LEVERS STREWN ACROSS FLOOR.

3 CURSED SOULS HAUNT THE ROOM, APPEARING AS SWIRLING ASH CLOUDS THAT RATTLE LIKE DESERT SNAKES. BROKEN LADDER ENDS 10' ABOVE FLOOR. FALLING INTO AREA 3 ADDS 20' TO HEIGHT.

4 - CAVE - ONLY ACCESS FROM 200" ELEVATOR SHAFT.

4 GELATINOUS HUMANIDS CONCEALED BEHIND STALAGMITES TRY TO FLUSH PCS TOWARD **GIANT CRAB** IN BRACKISH POOL.

6 VAULT - LOCKED ROOM HOLDS A TRAPPED CHEST WITH FLAME JET AND POISON NEEDLE. CONTAINS GOLD COINS, 5 PRECIOUS GEMS AND A STAR-SHAPED BRASS EMBLEM.



WHEN ACTIVATED, THE DEMON IDOL IS A WALKING MOUNTAIN OF DEATH. FULLY RESTORING THE DEMON TECHNOLOGY OF THE IDOL WOULD TAKE LONG YEARS OF CAREFUL STUDY. HOWEVER, A CLEVER BAND OF ADVENTURERS COULD JURY RIG REPAIRS THAT WOULD MAKE THE IDOL MOBILE IN JUST OVER A DAY. **STRUCTURE** - THE IDOL CAN'T MOVE WITHOUT FIXING BROKEN RODS AND OTHER COMPONENTS. EVERY 2 HOURS SPENT ON REPAIRS YIELDS 1 HOUR OF OPERATION. **POWER** - ROUND GEMS (AREA 5) ARE REQUIRED TO POWER THE FURNACE (AREA 3). 100 POUNDS OF GEMS ARE REQUIRED PER HOUR OF OPERATION CONSTANTLY FED BY A PC. **CONTROL** - STAR EMBLEM (AREA 6) MUST BE PLACED IN CONTROL PANEL SLOT (AREA 1) TO ENGAGE POWER. PC WHO WEARS HEADBAND CAN SEE THROUGH IDOL'S EYES, CONTROL BODY, AND FIRE HEAT RAYS FROM EYE GEMS. A DECISIVE ATTACK AT DRACHENS MOOT COULD TURN THE TIDE AGAINST THE LIZARDFOLK INCURSIONS.