

# THE SHATTERED TEMPLE

an otherworldly, tile based, reusable, randomly generated dungeon

The temple of Azuria was located in another dimension, reachable through a system of ancient portals. No one knows why the Stone God shattered the temple or what happened with the priests. Today only three different portals lead to this nearly abandoned realm. Many adventurers enter the Shattered Temple in search for



light level on tile

## HOW TO USE THE SHATTERED TEMPLE

- 0) stick this sheet onto some cardboard
- 1) cut out all the tiles
- 2) place green tile with portal (marked with S) on the table. Remove the red tile (marked with the Boss icon). Shuffle remaining 11 tiles.
- 3) players always start on green tile
- 4) players can only move where the shining arrows point from the tile they are on
- 5) "build" the dungeon by placing tiles as players explore the realm
- 6) when players are exploring a tile, roll 1d6 for each icon using tables according to icons
- 7) use the red tile with Boss icon whenever you think it's time.

### ARTIFACT

- 1 - teleports the touching PC to a random tile
- 2 - teaches the touching PC a random spell/power
- 3 - inflicts searing pain to the touching PC
- 4 - identifies all the items in PC's possession
- 5 - paralyzes the touching PC for 2d6 rounds
- 6 - grants the touching PC some experience

### BOSS MONSTER

- 1 - Rimefrost Cerberus [frost breathing attack]
- 2 - Quirm Vos [the black, tentacled Beholder]
- 3 - Ethereal Dragon [phasing attacks]
- 4 - Ferrang the Vile [the four-headed snake]
- 5 - Guardian of the Temple [huge stone golem]
- 6 - High Priest of Azuria [undead henchmen]

### STRANGERS

- 1 - Calver, a wounded adventurer
- 2 - Drunn, rare crystals seeker and trader
- 3 - Salian, sorcerer on knowledge quest
- 4 - Farah, a longing spirit of an acolyte
- 5 - Nur, sentient being from another dimension
- 6 - Araya, descendant of the Azura priestess

secrets and ancient treasures. For some this pale realm become a graveyard. For it is a capricious place, constantly shifting and changing, roamed by many a creature. Floating shards of the Temple became a territory for angry spirits and beasts, and home for more than one great unspoken evil... Will you dare enter the Shattered Temple?

### RIDDLES OF THE THREE EYED GUARD

- 1 - What gets bigger the more you take away? (a hole)
- 2 - I am the center of Gravity. (letter "v")
- 3 - You must keep it after giving it. (your word)
- 4 - A wonder on the wave, water became bone. (ice)
- 5 - Hard iron on horse, cow's hide on man. (shoe)
- 6 - The more you take, the more you leave behind (footprints)

### LIQUIDS

- 1 - spoiled water
- 2 - dangerous poison
- 3 - clear, cool water
- 4 - rare, exquisite alcohol
- 5 - magical potion with negative effect (1d4 portions)
- 6 - magical potion with positive effect (1d4 portions)

### CRYSTALS

- 1 - glowing crystal
- 2 - warm, healing light crystal
- 3 - cursed soul-feeding crystal
- 4 - strong crystal shaped like a weapon
- 5 - rare, valuable Singing Crystals (1d3 shards)
- 6 - sentient psi crystal

### PLANT

- 1 - poisonous mushroom
- 2 - pufballs filled with sleeping gas
- 3 - tasty, edible mushrooms
- 4 - glowing mold
- 5 - healing berries (2d3 berries)
- 6 - rare, magical fern flower (unknown characteristics)

### REMAINS

- 1 - abandoned backpack (standard adventuring gear)
- 2 - magical lantern (warns about danger)
- 3 - scrolls from the Azuria temple library
- 4 - flawless gems (2d3 gems)
- 5 - bracelet of the High Priestess of Azuria (magical)
- 6 - magical weapon blessed by Azuria (teal flame)

### MONSTERS

- 1 - quicksilver wraiths [uncanny dodging]
- 2 - smoke spectres [smoke choke attack]
- 3 - rimefrost hounds [chilling bite and claws]
- 4 - undead adventurer [magic items]
- 5 - flying mass of tentacles [oily tentacle attack]
- 6 - undead priest of Azuria [magic of the Azuria]

