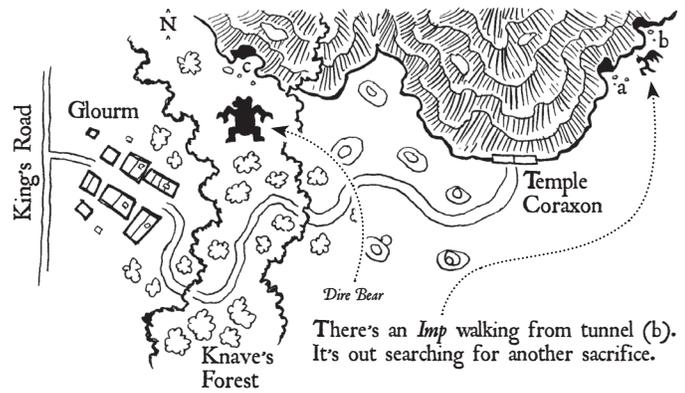


# SOMETHING HAPPENED AT THE TEMPLE NEAR GLOURM

Glourm is a small hamlet that sits along the King's Road. It started out solely as a supply point for the Temple Coraxon, but has developed into a respectable little town. Mong's Tavern, Blacksmith Joden and Lourke's General Supplies.

The temple monks haven't stopped by Glourm for weeks. They usually stop by periodically for supplies. The townsfolk that have ventured up to the temple haven't returned. Livestock has gone missing. And now there are frequent ground tremors. The remaining townsfolk are afraid for their lives. It's noticed that Joden the blacksmith is missing. Lourke offers the party 300 gold to find out what's going on at the temple. Half up front. Half upon completion.

On the path to the temple, the players will be attacked from the north by a ferocious rushing *Dire Bear* guarding tunnel (c).



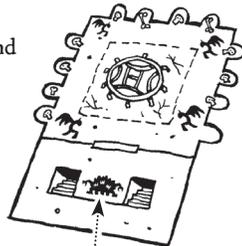
There's an *Imp* walking from tunnel (b). It's out searching for another sacrifice.

## THIRD FLOOR

A nearly silent *Gibbering Moulder* will ambush anyone as they come around the corner.

The *Imps* in the Gate Room will be alerted to the intruders by the *Gibbering Moulder's* gibbering and will be ready to ambush anyone entering the room.

In the musty Gate Room is the 10' x 10' copper gate sitting atop a cracked stone pedestal. Sparks fly from its surface as something strikes



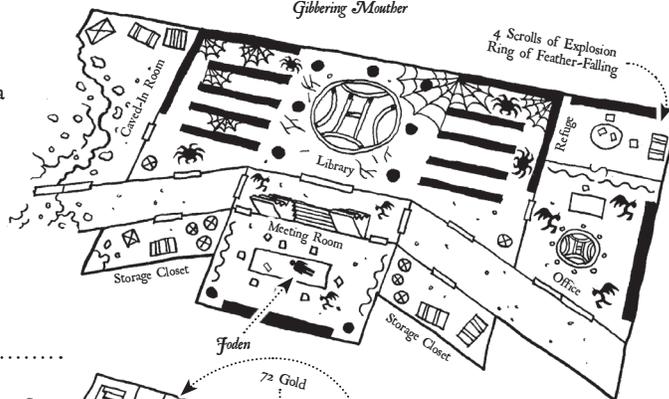
upon it from the other side. In 11 of the 12 alcoves are the heads of 11 sacrifices. If the *Imps* manage to behead a player and place the head in the last alcove, the gate will open allowing a *Balor Demon* to come through and wreak havoc. If the players manage to behead an *Imp* and place its head in the last alcove an explosion around the gate will occur crumbling the floor beneath it. The gate will fall to the floor below, but not through it, unless the floors below have already been purposely weakened.

## SECOND FLOOR

The Meeting Room is a dark and messy room. Unconscious on the table is a bound and gagged Joden. He can be woken up by a few slaps in the face.

A few books on the bookshelves are about gate sealing, but their contents are indecipherable.

On the cracked floor of the Library is the same mysterious copper inlaid symbol as below. A note drops out from a book (about gate sealing) in the Library. It says: *Consult notes and backup plan in my refuge.*



The *Imps* in the Office seem to be searching for something.

On the table of the Refuge are 4 *Scrolls of Explosion* and a note that says: *To trigger say thrice - Dissiliunt.*

When "dissiliunt" is said three times all 4 *Scrolls of Explosion* (no matter where they are in the temple) will explode at the same time.

The chest in the Refuge contains a *Ring of Feather-Falling*.

## GROUND FLOOR

The metal front doors open easily. An odor of decay comes from within.

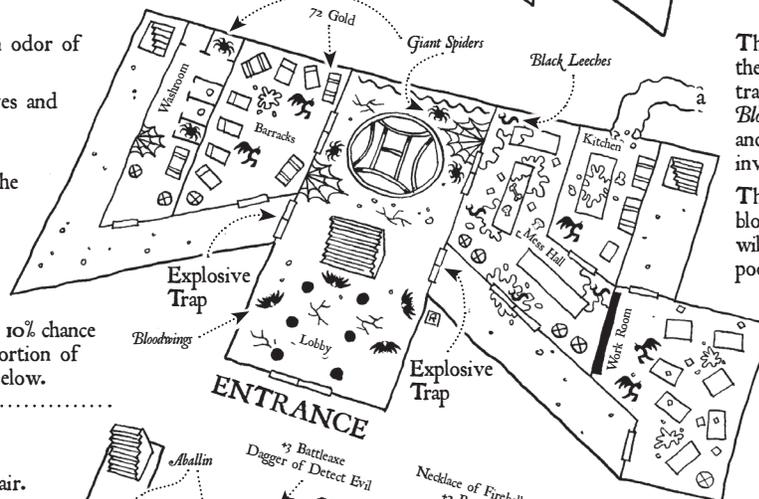
The Lobby is a dirty mess. Dirt, leaves and blood litter the floor.

A swarm of chittering *Bloodwings* will drop from the ceiling of the lobby if the players are too noisy.

*Giant Spiders* litter the rear lobby.

On the cracked and weakened floor is a mysterious copper inlaid symbol.

Every 10-15 mins., a tremor triggers a 10% chance a player will fall through a weakened portion of the floor into the corresponding area below.



The old wooden double doors leading out of the Lobby to the east and west are both cleverly trapped with an explosive scroll. If set off the *Bloodwings* will (if they haven't already) attack and all the *Imps* on that side of the floor will investigate.

The Mess Hall is a charnel house. There are blood-stained bones everywhere. *Black Leeches* will spring at the players if they step into the pools of blood.

The *Imps* in the Kitchen, Work Room and Barracks will attack on sight.

The *Giant Spiders* in the Washroom drop stealthily from the ceiling onto the players.

## BASEMENT

It's noticeably hotter and drier on this floor. There's a sulfurous odor in the air.

Acidic *Aballins* resembling puddles of water, with gold coins in them, sit in wait in the hallways.

Poisonous *Monstrous Centipedes* lay waiting in garbage piles ready to ambush any nearby adventurers.

A *Leechwalker* lumbers around the hallways and rooms looking for food.



## MAGMA WELL

A searing heat emanates from below.

The 10' wide stone cap is held in place by 4 ancient looking metal plates. On the cap are 4 vent holes through which can be seen a deep shaft ending in a pool of bubbling red magma.

2 *Fire Lizards* live in the walls of this well. They will emerge and attack when the party are all at the bottom of the well.

## Creatures

- Imps* - Will investigate any noise they hear within 40 feet.
- Gibbering Moulder* - This creature's multi-mouthed gibbering can cause confusion.
- Monstrous Centipedes* - Can hold so still that it is very difficult to spot them in debris. Attack and poison either from both their heads and tails.
- Aballins* - Will attack only if touched.
- Leechwalker* - Can cause wounds that don't stop bleeding.
- Fire Lizards* - Can breathe fire and are immune to flames.