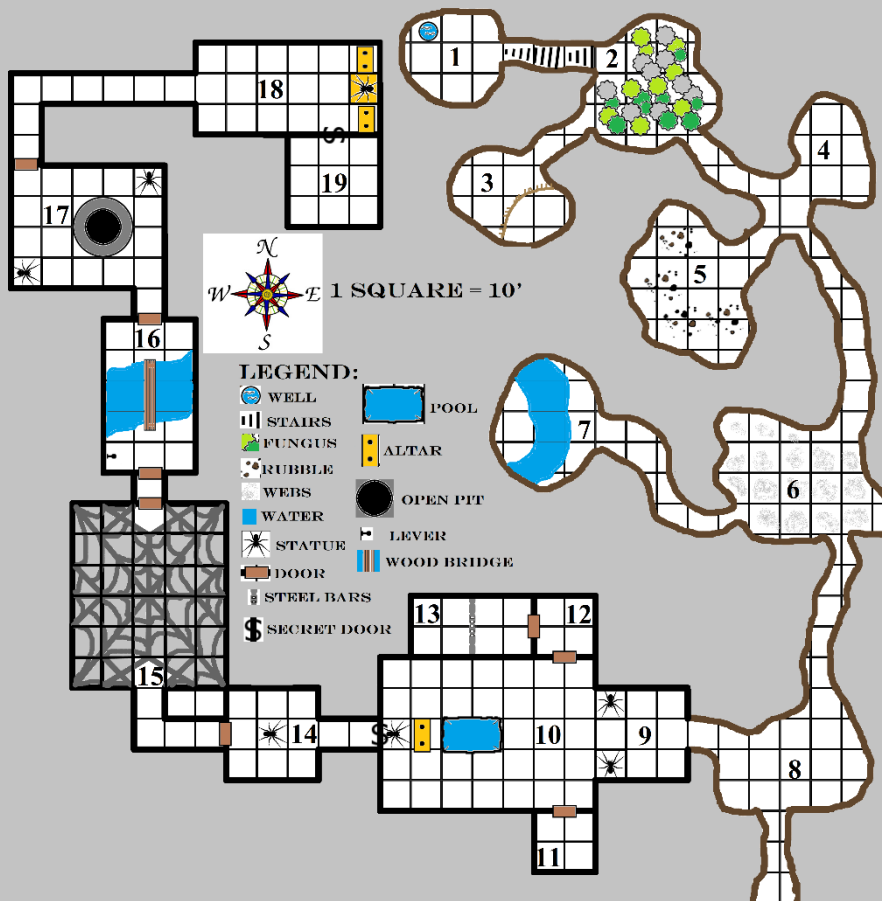


# The Forgotten Temple

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**Current Situation:** In the village of Malchance, an earthquake made the village well go dry, workers in the area logging camps have been disappearing, and trade caravans in the area are being attacked by a group of human bandits and giant spiders. Giant spiders are attacking villagers, and they are coming from the village well!

**Background:** The village sits above caverns connected to the village well. The caverns lead to an ancient temple of an evil spider deity. An Aranea has been using the temple as a base of operations for looting in the area. He uses the powers of the temple, and a magic ring he found (Ring of Arachnid Control) to charm and use humans to help and serve him, and to control several giant arachnids to do his bidding. The earthquake drained the well, and the arachnids discovered an easy and convenient food source, the villagers.

## RING OF ARACHNID CONTROL:

The ring, currently in the possession of Aranea, has the following powers: At Will, cast Spider Climb, control and communicate with all arachnids, as per Charm Monster. 3 X per day cast Web spell.

## The Caverns and Temple

The caverns are natural rock. The floor is sand and gravel. Ceilings are 15' high.

The Temple is stone block with pave stone floors, ceilings 15' high.

## KEYED AREAS

- Descend 50' down into the well into a chamber. A passage exits to the east, 6' off the floor.
- Chamber filled with fungus, molds, and sick looking plants. **1 Shrieker and 1 Violet Fungus.**
- Chamber with a 10' high shelf on the southeast. **Ettercap with 2 Giant Spiders. Assorted coins and incidental treasure**
- Desecated carcasses, remains of spider meals.
- The ground is dug up and covered in dirt, rocks and debris. **2 Giant Scorpions wait hungrily in ambush**
- Chamber choked with spider webs. **3 Giant Spiders (Web Spinners) Assorted incidental treasure**
- Chamber separated by a 5' deep stream.
- Chamber has been improved, with the stone worked smooth. The south passage continues for 3 miles, and emerges from a cave behind a waterfall in a valley outside the village.
- Arch to the west formed by 2 spider statues. **3 Charmed Human Fighters (loggers) assorted incidental treasure and common weapons**
- Altar Room with 2 traps.** The pool causes arachnids to become giant in size. Any humanoid entering, touching, or drinking from the pool must save vs. Polymorph or be transformed into a Giant Hunting Spider (40%) Giant Web Spinning Spider (40%), or an Aranea (20%). A Remove Curse reverses the effect if cast within 1 hour, otherwise it becomes permanent. Once permanent, victims will have no memory of their former life or form, and nothing short of a wish may bring them back. The statue above the altar is of a giant beast,

a spider with a humanoid torso, with a fanged mouth. The six eyes of the statue are glowing crystals, flashing rhythmically in multiple colors. PCs must save vs. Charm, or be charmed into becoming a member of the Spider Cult, defending the temple and it's occupants to the best of their ability. If charmed, additional periodic saves allowed per game system rules.

Secret door behind statue, open by pulling spider arm down.

- Storage, candles, gold candle holders, casks of oil.
- Guard room. **2 Charmed Human Fighters, assorted incidental treasure and common weapons**
- Prison cell. 2 villagers are held in the cells.
- Animated spider statue, attacks anyone without spider holy symbol. **Animated Object**
- 6 inch wide woven spider silk cables over 60' deep cavernous pit. Dex checks to avoid falling, and during combat. As PCs reach the center, spiders will emerge from below and attack. **3 Giant Black Widow Spiders, assorted incidental treasure**
- 2' wide foot bridge across 30' wide, 6' deep stream. Dex check to avoid falling in water during combat. The lever on the west wall is in the center position. Moving it in any direction will sound a bell, summoning the guardian. **4 Water Mephits**
- Open pit. Spider Swarm attacks anyone without spider holy symbol. **1 Spider Swarm**
- Inner Temple. **1 Aranea with Ring of Arachnid Control, 3 Giant Spiders**
- Secret door to treasure chamber. Treasures of the Temple. Assorted beneficial **Treasure fitting the challenge.**