

BX3



THE TEMPLE OF MERCY

A BX Adventure Module

PACESSETTER
GAMES & SIMULATIONS



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The Temple of Mercy

Contents

Dungeon Master's Background	4
Start	5
Rumor Table.....	6
Part A: The Voyage.....	7
Part B: The Temple	8
Part B: The Main Level	9
Part B: The Crypts	13
Part B: The Initiation Chamber	15
Maps.....	19-21

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The Temple of Mercy



Campaign Summary

The Temple of Mercy is an adventure module designed for the BX RPG system. Temple of Mercy is designed for six, third level characters using the Basic and Expert game rules. This adventure will advance the characters to fourth level by the conclusion. Many years ago, a fanatic cult claimed a sanctuary as a base for plotting their wicked ways. They named their redoubt the Temple of Mercy because it is where new followers would journey to repent of their sins and be granted mercy. It is unclear how the cult was defeated, but they vanished nearly 120 years ago. The temple has been quiet since the disappearance of the vile clan. Recently, a religious order of holy priests has been interested in claiming the temple as their own. They are looking for bold

adventurers to slay sinister monsters, evade treacherous traps, and bring glory to the forgotten Temple of Mercy!

This adventure will bring the PCs (player characters) through a temple that is still very much inhabited. The cult that once resided within is still lingering. However, they are attempting to rebuild their following. The players will be able to learn more about the cult from visiting with townsfolk before they begin their adventure (see **Rumor Table**). Not only do cultists reside within, but undead have risen inside. The players will have to use their wit and arms to last in the temple. The leader of the cult is Zain. He has begun reconstruction in the temple. This includes enchanting living statues, raising undead, and defiling ancient relics. The



The Temple of Mercy

players must fight their way through his forces to reclaim the temple.

Placing the Campaign

Temple of Mercy is a very flexible adventure. The players will start in the town Traveler's Respite. However, if you are placing this module within your own world, feel free to change the name to whatever you see fit. The temple can be reached by traveling a day on foot to the northeast. If the players have horses, they will be able to reach the temple in anywhere between one half or three quarters of a day, depending on the speed of travel.

Campaign Hooks

The way this campaign will start most of the time is the players receiving the quest to explore the Temple of Mercy. The band of holy priests that have taken an interest in the keep are priests of the god Rah. They call themselves the Ancient Protectors. They will contract the PCs to explore the keep and defeat any enemies that lie within. High Priestess Katrina and her team will pay the PCs 5,000 gold for achieving this goal. They may also keep any treasures they find inside. This will be the main hook for adventuring. However, if the players need more convincing, add in some other missions. Perhaps a citizen of Traveler's Respite has heard of magical tomes that lie within and would like the PCs to retrieve them. This is also a good time for you to put your flare on the adventure. If you have altered the adventure to fit your group, add in some incentives to accomplish what you envision.

The Ancient Protectors

This religious order is centered around the idea that the worship of the gods of the realm should be

preserved. They worship Rah; however, they support the worship of any good aligned god or goddess. More information on the gods can be found in the *BX Dungeon Guide*. The symbol of their clan is a sun. To them this symbolizes the warmth they surround others with who wish them good fortune. It also symbolizes the fiery wrath they will impose on those who with them or the world ill. They are interested in the Temple of Mercy because they are focused on rebuilding the faith around the gods. One way they wish to do this is by having sanctuaries spread out for followers to come worship and be safe. It is much cheaper for them to restore this temple rather than starting from scratch.

The Cult of Atrider

The humanoid inhabitants of the temple are members of the cult of Atrider (Uh-tri-der). The symbol of this cult is a skull with a sword piercing through it. Atrider was a demigod whose mother is the goddess Hera and father was a mortal human. Atrider was subject to difficult situations as a child when his father, Joran, found out that his mother was a goddess associated with darkness. When Atrider was seven, his father pushed him into a fast-moving river where he thought he would drown. Minutes later, Atrider walked back to his father as if nothing had happened. When he was 9, his father locked him in his room for a week without feeding him. Atrider broke through the brick wall of his room to release himself from the prison. At 12 years old, his father released a panther into the house. Ten minutes later he returned to see that Atrider killed it with his bare hands. The next morning, his father fled and left Atrider all alone. He spent the rest of his childhood working his way up with the local bandits. Shortly after he became their leader.



The Temple of Mercy

Those who simply saw him as a child and challenged him to combat found a timely death. The clan of bandits was soon converted to a cult worshipping Atrider. Their first mission was to track down his father and learn of his lineage. They eventually tracked him down, learned of who his mother was, and murdered his father. Atrider believed himself to be the strongest being in the world. If others did not bend to his will, he or his followers would murder them. As his reach grew in the land, he started to impose suffering on those who denied him as their savior. He believed that other people's pain gave him strength. This is how Atrider came to be known as the demigod of pain and suffering. For years Atrider imposed his will on the undeserving public. His reign did not end until his apprentice, Beric an elven mage, murdered him in his sleep. Beric disappeared but the cult stuck around. They thought if they could impose enough suffering on the world, Atrider would be reborn. They assassinated thousands on an alter that resides within the temple. While most of the cult was snuffed out over 120 years ago, some followers linger on. They still retain the nefarious plan of attempting to bring Atrider back to the mortal world.

Rumor Table

The rumor table has been utilized in some of the greatest works of fantasy RPG known to mankind. If you choose to incorporate this table, make sure that the players have someone to receive the information from. Perhaps while the players are gathering information from the town, they possibly come across this information that stands out to them. These tables are a fun way to give the players an extra push when starting the campaign. Have your players roll 1d4 to determine how many rumors

their character will learn. They can choose to share these rumors with the group or keep them to themselves.

- 1) One rumor known
- 2) Two rumors known
- 3) Three rumors known
- 4) Zero rumors known

Once they determine how many rumors they have been told, have them roll that many times on the chart below. They will roll using 1d10.

The Rumor Table (1d10)

There is a chance that what the adventurers hear is false. This is noted with an F in parenthesis after the statement (F). The players will not know if the information is true or false.

- 1) Atrider's own apprentice murder him in his sleep.
- 2) There are simply spiders and snakes who made this temple their home (F).
- 3) A malicious brother and sister stand guard at this temple.
- 4) All the magical items in the Temple of Mercy have been cursed (F).
- 5) The cult has successfully raised a mummy in the crypt (F).
- 6) A magnificent treasure horde waits for anyone who is brave and strong enough to defeat the vile members of the cult.
- 7) There is a leisure pool inside the temple (F).
- 8) Hordes of undead scour the surrounding region for intruders (F).
- 9) There is a spy of the cult that resides within the town (F).
- 10) The cults ultimate goal is to revive Atrider.



The Temple of Mercy

Traveler's Respite

The village of Traveler's Respite is the closest civilization to the Temple of Mercy. It is comprised of just over 500 individuals. The demographic is majority human, but all races are represented well as this is a town that is often visited by people from all walks of life. Food is produced by outlying farms and any goods traded come from traveling merchants or adventurers. Significant locations and NPCs in the town are as follows:

General Store. This is the main source of supplies in the town. The shop is owned by Goren and Leena Daetris. They are a human married couple that co-run the store. If the players visit this store and make the couple aware they are traveling to the Temple of Mercy, they will give them the quest to search for ceremonial dagger with a silver hilt and red gem encrusted in it. They will pay the players 200 gold to bring it to them.

Town Hall. Lord Kerrington Tatum is the mayor of this town, and his office resides here. His few employees can be found here either dozing off or filing clerical work about the town and the bordering regions. Kerrington will implore the adventurers to seek out High Priestess Karina in the shrine for work. One employee by the name of Dalvin will approach the party about two adventurers the city contracted to search through the temple. He cannot recall their names, but it was a female dwarf and male human fighter. He asks that you bring them back, if they are still alive, so the town does not look bad.

Shrine. This is where High Priestess Karina and her team has set up. Before they arrived, the shrine was simply a generic temple with no specific god or goddess being worshipped. Now, they have converted the shrine to their god, Rah. When Karina

meets the players, she will offer them the mission of clearing out the Temple of Mercy (see Campaign Hooks).

The Silvery Tay Inn. This inn serves as the tavern and resting place for all who travel through Traveler's Respite. Owners Benny and Maria warmly welcome anyone who comes through their doors. If the PCs accept work from High Priestess Karina, they stay at the inn for free. Maria and Karina are childhood friends.

Trader's Edge. This corner of the town is dedicated to the crafters. There is a blacksmith, alchemist, leatherworker, and clothier. They all perform simple tasks of mundane power; however, the alchemist carries three **potions of healing** worth 250 gold each. You may decide what specialty goods they carry.

Part A: Traveling to the Temple of Mercy

There is an optional encounter you may add in if you wish to further challenge your players. This encounter will happen on the way to the temple. The PCs will come across a river near the end of their journey. Once they have reached the river, read:

After traveling many miles, you come across a flowing river. The water is clear and flowing slowly. However, in the middle of the river, there is a broken boat stuck into the river bed. In the boat there is a backpack and a broken oar. You can see the glint of gold coins spilling out of the backpack.

As the PCs approach and/or enter the river, two **dire wolves** will attack the players. They are fierce and will fight to the death. If the PCs investigate the



The Temple of Mercy

wolves, they will find a brand on their lower backs. The mark they find is the symbol of the cult of Atrider. The PCs will recognize this is if they asked around the town for information on the cult. If you wish to offer your players a greater challenge, roll a d8 three times before they arrive at the temple. If you roll a 1, 1d2 more **dire wolves** will attack the party. If the players search the boat, they will find 80 gold pieces in the backpack and a large amount of old parchment.

Dire Wolf (1d2) AC 6; HD 4+1; hp 18, 15; #AT 1; Dmg bite 2d4; SA Biting/Fear SD None; MV 150/50; AL C; INT 5; Save F4; ML 9; Thaco 15; EXP 200.

Part B: The Temple of Mercy

If the PCs set out from Traveler's Respite in the morning, they will arrive at the Temple of Mercy just after the sun sets, unless they traveled by horse. The temple sits in a large forest. The canopy reaches around 65 feet high; however, sunlight does stream through. Since the temple has been in near ruin for nearly 120 years, the PCs will only find one entrance. This will be found on the northern most end of the temple. Once the players approach, read:

Grand double doors stand stout as you approach. As you walk closer, you see two similar images on each door: a skull with a sword running through. However, another detail takes your eyes. The right door is cracked open a couple of inches.

This is where the PCs begin their adventure into the Temple of Mercy.

A) Main Level

1. Entrance Hall

As you enter this grand entrance hall, you feel a chill run down your spine. No life seems to be present here. Finely crafted stone floors and walls connect to create a mighty ambience in the chamber. There is a dirty, faded green carpet that leads up to a round door. The hall departs to two hallways on the left and right side.

In this entry hall, the PCs will find three possible passages. The eastern and western passages are passable; however, the round door on the southern wall is barred from the other side. There is nothing of value in this room.

2. Library

Bookcases and cover almost every inch of wall in this room. Dusty novels inhabit the bookcases and multiple different scrolls are scattered about. Four large pillars are centered in the chamber. A tasteful red and yellow rug lies on the ground just before the table.

It seems that upon investigation, the players will find that all the books in this library either tell the story of Atrider, how to embalm a body, or are blank. The only other books found are research pieces on weather patterns and the effects of mind control. Both are speculative works with no real foundation. If the players thoroughly investigate the room, they will find that one scroll is in better shape than the others. This scroll is enchanted with a *glyph of warding*. If unraveled, the glyph will ex-



The Temple of Mercy

plode in a blast of arcane energy dealing 2d6 damage to any PC with 10' of it.

3. Staircase

The staircase before you descends deeper into the temple. Darkness overcomes the steps as they progress farther down.

This staircase descends to area #1, B, The Crypt.

4. Brother Statue

This circular chamber is broken up by small juts in the wall creating a star-like pattern. In the center of the room stands a statue of a human man in fine robes. With one hand he grips an elegant staff, and in the other, he holds a tome. A note rests at the feet of this grand mage. A door stands on the southern wall with no handle or knob.

This is the statue guarding the western side of the temple. It is of Atrider's high mage Tyren, the wicked. The note at his feet reads, "Tyren, high mage of Atrider, was a wicked man. His staff of the undying brought suffering to many. You may notice that top is broken off. Brother Cyrus is in possession of the final piece. See him about collecting it. – A". Upon closer examination, the players will be able to notice that the top of the staff is broken off. Through guidance, they will be able to deduce that they must find the missing piece to open the door. Cyrus is the family member in possession of this piece. Fitting to the host room, the top of the staff is a star. The players will not be able to open the door unless the star is reunited to the staff. However, once the star is placed on the staff, the statue will come to life. It

will fight as a **stone living statue**. Both doors that are attached to this chamber are large enough for the statue to move through in the case of the party fleeing.

Living Statue, Stone (1) AC 4; HD 5; hp 21; #AT 2; Dmg fist 2d6; SA None SD Magic Creature Defenses; MV 60/20; AL C; INT 5; Save F5; ML 11; Thaco 15; EXP 300.





The Temple of Mercy

5. Pools of Enlightenment

As you enter this room, the dampness of the air overcomes you. The sound of running water inhabits the room. A pool circles around the entire chamber, and inside of it, four other pools are resting. The water looks murky but not beyond usage. There is a door on the southern wall of the chamber.

These pools each served a purpose for the cult. If the cult believed an initiate needed an extra push, they would submerge them into one of the pools. Each pool portrays a deadly sin, and the cult believed they would be strengthening the initiate by imposing this sin on them. The top left pool represents greed, the top right is wrath, the bottom left is envy, and the bottom right is pride. If a PC approaches any of these pools, they will start to be overcome with a vision of how this fits their character. Perhaps a thief approaches the greed pool. They will see themselves sitting on a golden throne with more jewels than they can count. If the PC fails their save against spells check, they will gain the character flaw of greed. This goes for all the pools. This is a good opportunity for you as the GM to put your touch on this adventure. Only a *remove curse* spell or similar magic can remove this flaw. The door leading to the south is open.

6. Staircase

The staircase before you descends deeper into the temple. Darkness overcomes the steps as they progress farther down.

This staircase descends to area #1, C, **Initiation Chambers**.

7. Sister Statue

This circular chamber is broken up by small juts in the wall creating a star-like pattern. A statue made of metal stands in the center of the room. It is of a valiant knight holding her broadsword in an attack position. The look on her face could strike fear into any heart. A note lies at the feet of the warrior.

This chamber is very similar to area 4. The note written is from Zain, and it reads, "Diva, the hateful enjoying spreading pain with brute force. She used her faithful broadsword to cut down any who opposed her. You may notice a circular indent in the hilt. The darkened ruby used to power her sword is missing. Return it to the hilt to pass on. Perhaps a trip to the initiation chambers below will provide what you seek. -A". The PCs will need to go to area C) Initiation chambers to retrieve this ruby. Once the ruby is placed in the hilt, the statue will come to life. It will fight as an **iron living statue**. The door to the south will open; however, if the PCs attempt to flee, the statue will pursue.

Living Statue, Stone (1) AC 2; HD 4; hp 18; #AT 2; Dmg fist 1d8; SA None SD Magic Creature Defenses; MV 60/20; AL C; INT 4; Save F4; ML 11; Thaco 16; EXP 175.



The Temple of Mercy

8. Training Ground

You emerge from the hallway to a large open training area. Training dummies, archery targets, and rusted, blunted weapons are scattered about. Dirt and patches of oddly healthy grass occupy the ground. As you approach the area, you notice a large pile of bones and humanoid bodies in the middle of the grounds. Sticking out of this revolting sight is a golden staff with a pink crystal adorned at the top.

The staff in the middle of the pile is the key to opening the door to reach Zain. The PCs must retrieve it

to activate the door in area 9. However, if removed from the pile, the undead will animate. There will be eight **skeletons** and four **zombies** the players will have to fight. They are not bound to this area and will pursue, no matter how slowly. The golden staff is a +1 *quarterstaff* that can be used to fight with. The circular door on the northern wall can be unbarred from this side.

Skeleton (8) AC 7; HD 1; hp 5 each; #AT 1; Dmg fist 1d6; SA None SD Undead Creature Defenses; MV 60/20; AL C; INT 2; Save F1; ML 11; Thaco 19; EXP 16.

Zombie (4) AC 4; HD 2; hp 8 each; #AT 1; Dmg fist 1d8; SA None SD Magic Creature Defenses; MV 60/20; AL C; INT 2; Save F2; ML 12; Thaco 18; EXP 30.

9. Key Room

A silver staircase leads into a circular chamber. As the silver flooring transitions to gold, your eyes are led up to scan the room. This room is completely empty aside from a square pedestal that rises 3 feet out of the ground. A door is crafted into the southern wall of the chamber.

This room is used as a connector to the throne room. The pedestal that rises from the ground is the keyhole that opens the door to the south.





The Temple of Mercy

10. Worship Hall

The gold from the room behind you continues in this area. This large chamber is rectangular aside from two circular alcoves to the east and west. Each house golden statues of strange figures. To the east is a statue of a muscular human male with a normal sword and dagger in hand. To the west is a beautiful human female with long hair holding a staff with a skull on the top. After this quick glance you see standing in the southern archway a man in jet black robes standing next to a horrid figure of undead origins.

The human figure in the southern archway is Zain. He will greet the players and congratulate them on making it this far. He will attempt convince them to



join his cause. If he succeeds, they will be initiated into the cult of Atrider. This is unlikely, so if the PCs refuse to bend to his will, he will attack. Zain fights as a **fighter** with 3 HD, and the undead figure with him is a **ghast**. The only statistical modification is instead of the drain life energy ability, the wight will paralyze like a ghoul. If you believe your PCs can handle the challenge of an actual wight, bump Zain down to a 2 HD veteran. This is recommended only for very strong parties with multiple magic items to handle the situation.

The statue to the east is of Atrider. The PCs can identify this by reading the plate near the foot of the statue. It reads, "Atrider, the vile". Upon closer inspection, the players will notice his eyes are rubies. If they can climb the statue and work the rubies out, they may take home the prize gems. Each ruby is worth 200 gp. The statue to the west is of his mother, Hera. A name plate is at the foot as well, but it just reads, "Hera, mother of Atrider".

Zain, 3rd Lvl Fighter (1) AC 4; HD 3; hp 15; #AT 2; Dmg normal sword 1d8+1, dagger 1d4+1; SA None SD None; MV 120/40; AL C; Save F3; ML 9; Thaco 17; EXP 50

S 15 I 10 W 10 D 11 C 12 CH 9

Attacks with normal sword and dagger. Gains +1 to hit and damage due to strength.

Ghoul (1) AC 6; HD 3; hp 17; #AT 3; Dmg claw 1d4/claw 1d4 / bite 1d6; SA paralyzation, stench SD Undead; MV 150/50; AL C; Save F3; INT 6; ML 12; Thaco 17; EXP 80



The Temple of Mercy

11. Balcony

The gold flooring transitions to a marble staircase as it leads you up to a small balcony. Aside from a wooden railing, there is a treasure chest lying in the middle of the open space.

Most PCs will overlook this chest. This is simply some treasures amassed by Zain. Inside the chest there is a **+1 dagger**, **spell scroll of sleep**, 1,500 gp, 891 sp, and 220 cp. There are also 8 blue gems worth 20 gp each.

B) The Crypt

Read the following as the PCs journey down the stairs:

As you descend further into the temple, a foul smell overcomes your senses. Darkness covers every inch of the hallway leading west past the stairs.

1. Jail Cells

A left turn down the hallway brings you to a long corridor. Three cage doors on each side of the hall are separated by cracking wall. Three humans at the end of the hallway stand from their wooden chairs and draw swords.

This hallway hosts the jail cells still in use at the temple. Three **guards** of the cult with 2 HD each guard the cells. They will immediately recognize the PCs as non-members and attack. They each have 15 gp and 30 sp on their bodies. Each of them also has a key to the cells.

- a. This cell is empty
- b. A human **acolyte** of the cult is held here. He was caught plotting against them. He has gone insane with his time in the cell. He will be found muttering random words to himself.
- c. A female **dwarf** named Lyra is standing in the corner. She is the prisoner of the cult taken from Traveler's Respite. She will offer to help fight their way out.
- d. A tricky **goblin** is held up here. He will attempt to convince the PCs that he will help them kill each and every cult member. If released, he will flee at the earliest opportunity.
- e. The dead body of a male human fighter lies on the floor of this cell. This was one of the other adventurers held hostage from Traveler's Respite.
- f. This cell is empty.

Guard (3) AC 6; HD 2; hp 10, 9, 7; #AT 1; Dmg normal sword 1d8; SA None SD None; MV 120/40; AL C; Save F2; INT 7; ML 8; Thaco 19; EXP 20

Acolyte, 1st Lvl Cleric (1) AC 9; HD 1; hp 5; #AT 1; Dmg by weapon; SA None SD None; MV 120/40; AL C; Save C1; INT 11; ML 12; Thaco 19; EXP 15

Dwarf, Lvl 1 (1) AC 9; HD 1+2; hp 8; #AT 1; Dmg by weapon; SA None SD None; MV 120/40; AL L; Save F1; INT 9; ML 9; Thaco 19; EXP 15

Goblin (1) AC 6; HD 1-1; hp 5; #AT 1; Dmg by weapon or claw 1d6; SA None SD None; MV 60/20; AL C; Save F1; INT 10; ML 7; Thaco 19; EXP 5



The Temple of Mercy

2. Room of Entry

This large chamber is home to four separate alcoves. The northwest alcove has a pedestal with three gems on top with the colors of green, black, and silver. The northeast alcove houses three gems as well colored yellow, brown, and red. The southwest has a pedestal with colored gems of purple, blue, and gold. Lastly, the southeast alcove's pedestal has gems colored clear, orange, and pink. There is a door that leads north, and there is a door on the southern wall with four out cuts in the upper quadrant. There is no handle present on the door on the southern wall.

This room was created by Zain to keep out wanderers. The four out cuts on the door will require the presence of a certain gem for it to open. In any order, the PCs must place the blue, green, red, and clear crystals into the door. This represents the four elements of life Atrider secretly aimed to control: water, earth, fire, and air. Once placed in the door, it will open to area 4. The door to the north is locked; however, it can be opened with the same keys that open the cells.

3. Guard Room

A burning candle on a table on the eastern wall illuminates this small chamber. Three bedrolls are placed in different corners of the room. Next to each bedroll is a small backpack. On the northern wall, there are opened chests.

This is the room where the guards would sleep and eat. The items in the backpacks are worthless except

four small green gems can be found worth 5 gold pieces each.

The chests hold the belongings of the prisoners. If the PCs teamed up with Lyra, she will recover her equipment here. In total, the PCs will find 413 gold pieces, 190 silver pieces, three red gems worth 80 gold pieces each, and a chalice with gems encrusted into it worth 225 gold pieces. Alongside these treasures, they will find mundane items such as commoners clothing, rope, torches, etc.

4. The Grave

The room is empty and cold aside from a coffin against the southern wall. It lies flat on the ground; however, the lid is pushed a couple inches aside.

If the PCs move in to investigate the coffin, they will see a mummy inside; however, it does not rise to life and attack. This person is very much dead. Their hands are crossed over their chest, and they grip a ceremonial dagger with a silver hilt and red gem encrusted in it. This is the dagger Goren and Leena are searching for. Once the PCs interact with anything in the coffin, two **shadows** will come out and attack the party. They are ruthless in their attempt to kill the entire party. Upon even further inspection of the grave, the PCs will find the star meant to be attached to the brother statue upstairs.

Shadow (2) AC 6; HD 2+2; hp 16, 13; #AT 1; Dmg claw 1d4; SA strength drain; SD Undead; MV f90/30; AL C; Save F3; INT 3; ML 10; Thaco 17; EXP 45



The Temple of Mercy

C) Initiation Chambers

1. Entrance Hall

The stairs end in a small entrance hall. Two doors lead out of the room; however, there is a small offering table on the eastern wall. Old incense sticks sit atop the table and a note reading, "Atrider, leader of many, and the downfall of more, give me new life". A picture of a man is above the table. You gather this man to be Atrider from the note, chiseled features, strength, and deceiving smirk.

This is the beginning to the initiation process of new members of the cult. They would begin by lighting an incense stick and repeating what is on the note. If a recruit needed some more catching up on the lore

or history, they would be brought north to the indoctrination chamber. However, if they are eager to commit, they would be taken south to the preparation chamber.

2. Indoctrination Chamber

You enter a large chamber with multiple tables along the edges of the room. It is well lit by torches lining the walls. Two robed humans and a giant lizard tower over a cowering female elf in the center of the room. They turn to you as they draw their swords.

These members of the cult are intimidating the female elf as the PCs enter the room. They are accompanied by their **giant lizard (gecko)** who will attack them on sight. The cultists fight as **veterans** with 2 HD each. The female elf is a prisoner of the cult. They found her randomly roaming the forest searching for animal companions. She does not have any memory of where she is or who she is. The catch is that it is a **doppelganger**. It will befriend the party and strike when they are weakest.

There is a total of five tables, and each of them has a ruined book that seems to have gone through a flame. Next to each book is a black robe with the symbol of the cult, a skull with a dagger running through it, stitched in silver.

Guard (2) AC 6; HD 2; hp 10, 9, 7; #AT 1; Dmg normal sword 1d8; SA None SD None; MV 120/40; AL C; Save F2; INT 7; ML 8; Thaco 19; EXP 20

Lizard, Giant (1) AC 5; HD 3; hp 15; #AT 1; Dmg bite 1d8; SA None; SD None; MV 120/40; AL N; Save F3; INT 3; ML 7; Thaco 17; EXP 50





The Temple of Mercy

Doppelganger (2) AC 5; HD 4; hp 20; #AT 1; Dmg claw 1d12 or by weapon; SA None; SD Immune to sleep or charm; MV 120/40; AL C; Save F4; 10; ML 10; Thaco 16; EXP 175

3. Preparation Chamber

Light illuminates this small chamber. A single table sits in the middle of the room. On top of it is a ruined book, black robes with the symbol of the cult, a skull with a dagger running through it, stitched in silver, a silvered dagger, and a small sack. Also, there is a door that leads east.

This is the room where new initiates would pick up their new gear. The silvered dagger is in pristine condition, and the bag on the table is not just a normal bag. This is a **bag of holding**; however, it will look like a normal small sack. The bag is currently empty.

4. Trap Door

Where the hallways come together and lead east, there is a trap door. If a weight of ten pounds is exerted onto the door, it will open, and the object/player will fall. They will fall 15 feet onto rusty spikes. They will take 2d6 damage from the fall. This will create a loud noise, and two cultists will run out of area 6. They fight as **berserkers** due to their rage in battle. If the fight goes poorly, they will call for the other three in area 6.

Berserker (2) AC 7; HD 2; hp 10, 8; #AT 1; Dmg by weapon; SA Rage SD None; MV 120/40; AL C; Save F2; INT 8; ML 9; Thaco 18; EXP 35

5. Show Room

Rows of chairs face a podium a couple of feet away from the eastern wall. Banners bearing the skull and dagger symbol cover nearly every inch of this room.

This room is where new initiates would be spoken to by leaders of initiation. There is really nothing of value in this room; however, if the PCs inspect the podium, they will find a silver necklace with the skull and dagger symbol as the pendant. This necklace is worth 150 gold to the right buyer.

6. Sparring Center

Before you is an open room with a single table and three chairs. There are simple normal swords around the edges of the room; however, they all seem blunted.

If the PCs set off the trap door, there could be a total of three **berserkers** in this room, if they had not been summoned by the other two. If the PCs did not set off the trap, there will be a total of five. They ruthlessly attack the PCs. One of them has a *+1 normal sword* they use to attack the PCs.

Berserker (3) AC 7; HD 2; hp 12, 11, 7; #AT 1; Dmg by weapon; SA Rage SD None; MV 120/40; AL C; Save F2; INT 8; ML 9; Thaco 18; EXP 35



The Temple of Mercy

7. Mural

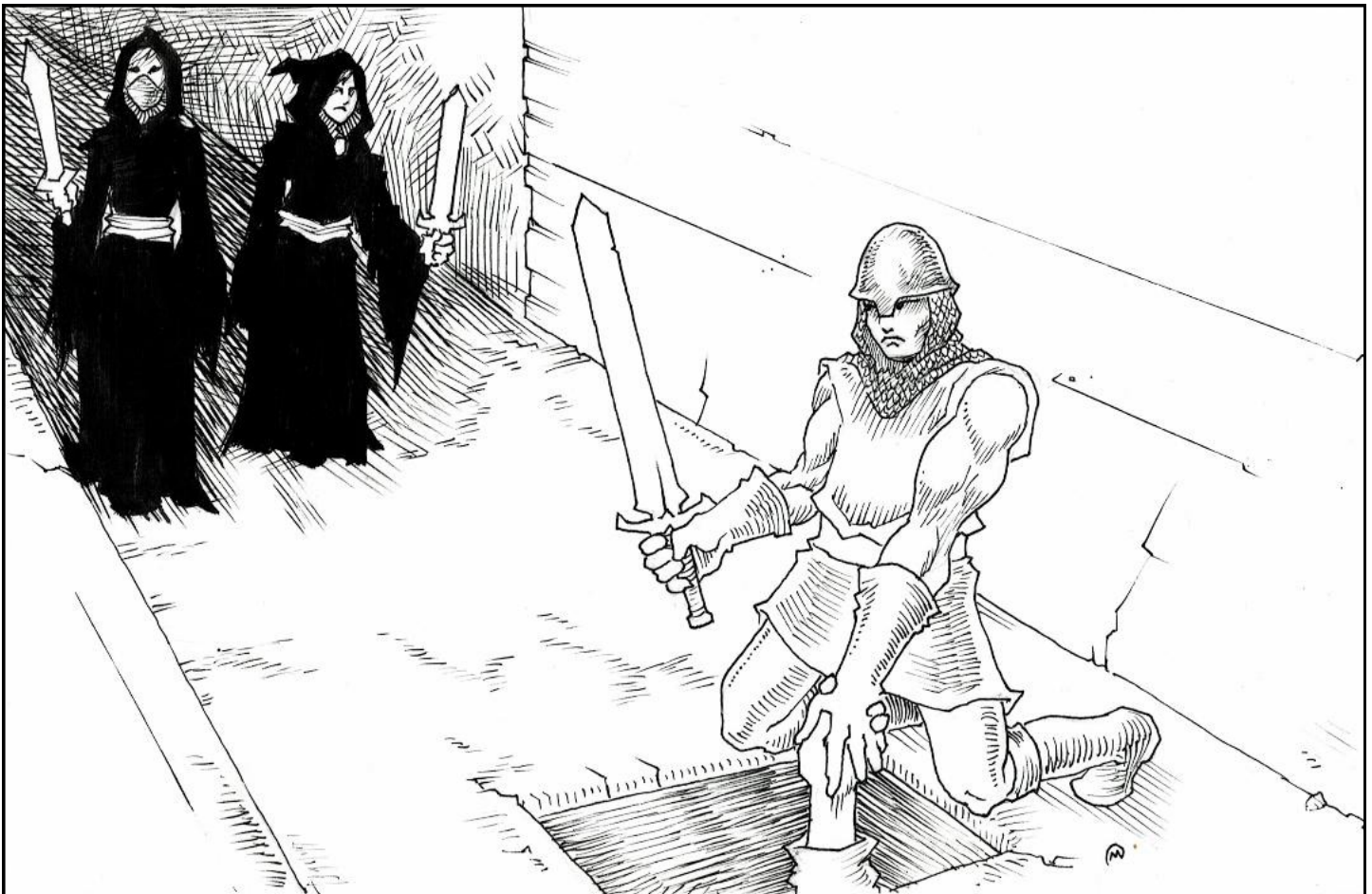
A beautiful, yet horrid mural is painted along the northwest wall. The scene depicts Atrider and other members of the cult raiding and burning a small village. Men, women, and children cower and suffer at their hands. Atrider seems to be smiling through all this destruction.

This awful sight has a chance to fear the PCs if they stare at it for too long. If they stare at the mural for over 30 seconds, they will have to make a save against spell. If they succeed, nothing happens; however, if they fail, they are overcome with fear for an hour. They will do nothing but cower in the nearest corner.

8. Shrine to Atrider

As you enter this circular room, a feeling of despair fills the air. A large statue sits in the center of this room. As you inspect it further, there is no question it is the vile lord Atrider.

This room was used as an offering shrine to Atrider. If the PCs walk up to the statue, they will notice a bowl with three loose gold pieces in it. The initiates would donate to Atrider in hopes to gain some sort of malicious boon. If a player places gold into the bowl, there is a chance that this magical idol will give the player a boon. 1 gold pieces is equal to a 5% chance this happens. For example, if they donate three gold, there is a 15% chance. This is where you,





The Temple of Mercy

the storyteller, get to add in your own flare. You can have them receive beneficial perks like +1 to charisma or extra health, or perhaps since they are most likely good aligned they receive negative benefits such as -1 to charisma. Either way, the uneasy atmosphere of this worship shrine should be stressed.

9. Washroom

Water drips from the ceiling above you. It fills in a pool in the center of the room. This water looks very similar to the pools that you saw above.

This room was used as a final cleaning before the blood sacrifice. The door to the east leads to the final stage.



10. The Final Stage

You enter a large, yet strangely empty room. In the middle of the room there is a single chair made of stone. A pedestal rises to the same height as the armrest with a bowl at the top. Upon closer inspection, the chair is covered in dry blood.

This was the last step in the initiation process. A cult surrounded by the idea of inflicting pain would of course have the final task be withstanding an intense amount of pain. For the PCs to retrieve the ruby needed for the sister statue, one must take a seat and offer their blood. Once a PC offers themselves, they will have to sit down and place their arms on the hand rest. Once this happens, one spike on each side will impale their hands. The blood will flow on and then into the chair. It will seem like the chair has veins as the blood runs down and around into the bowl on the right-hand side of the chair. Once the bowl is filled, the ruby will appear sparking inside of it. This chair will inflict 3d6 worth of damage to the player. You may raise or lower the intensity level depending on who offers themselves. There is a door leading to the north; however, a cave-in has caused this to lead nowhere.

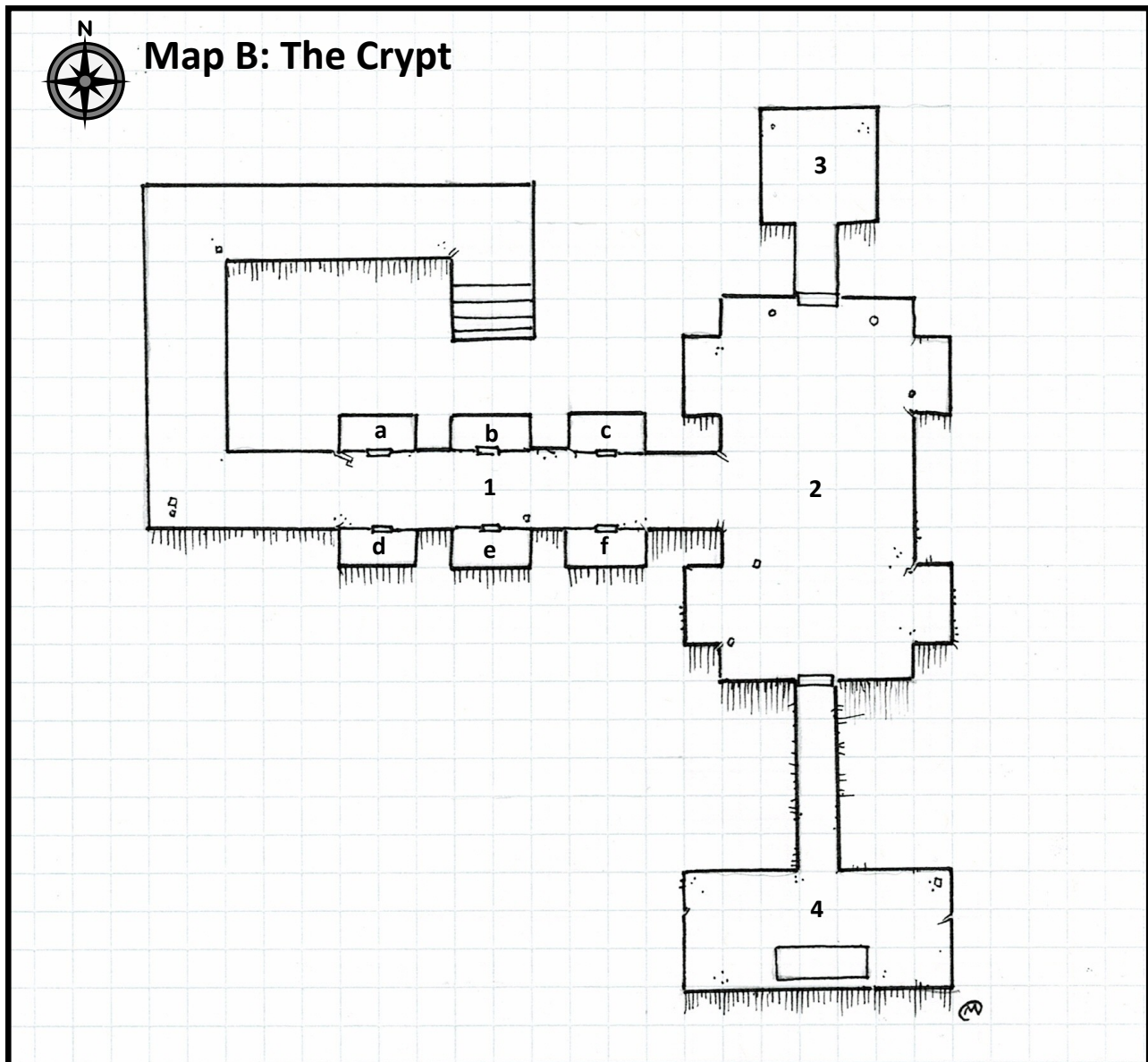


The Temple of Mercy

The Conclusion

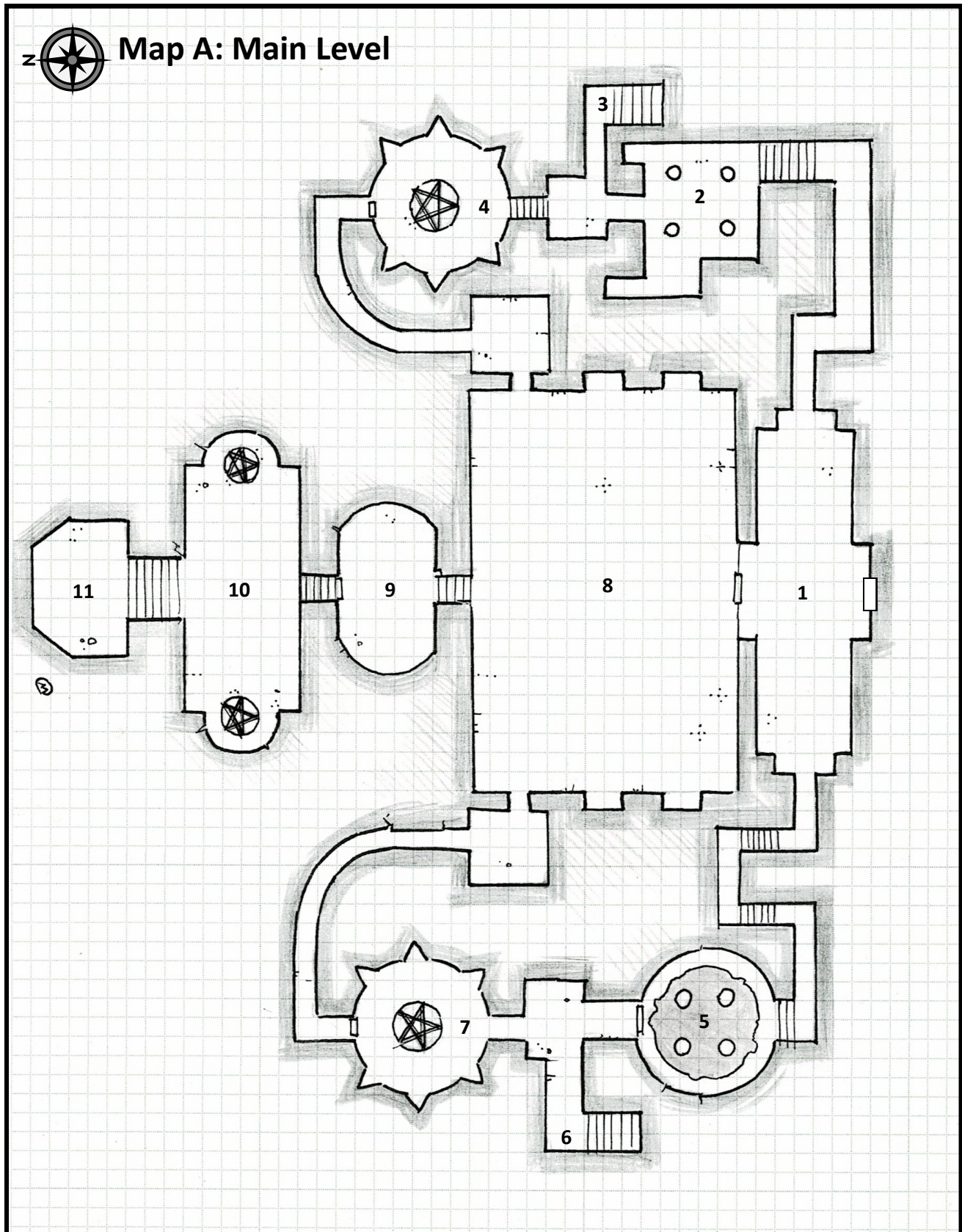
Once all the evils from the Temple of Mercy are taken care of, the PCs are free to return to Traveler's Respite and collect their reward. High Priestess Karina and The Ancient Protectors will be extremely grateful for their assistance. They will be paid in full for their efforts. They will also always have a free bed to use at the Silvery Tay Inn or the Temple of Mercy. From here, the PCs may adven-

ture to wherever they please. Perhaps you can add in an NPC that will give them their next mission. Maybe the innkeeper has some leads on other adventures to go on. Wherever their next adventure takes them, the players will know they always have a home in Traveler's Respite.



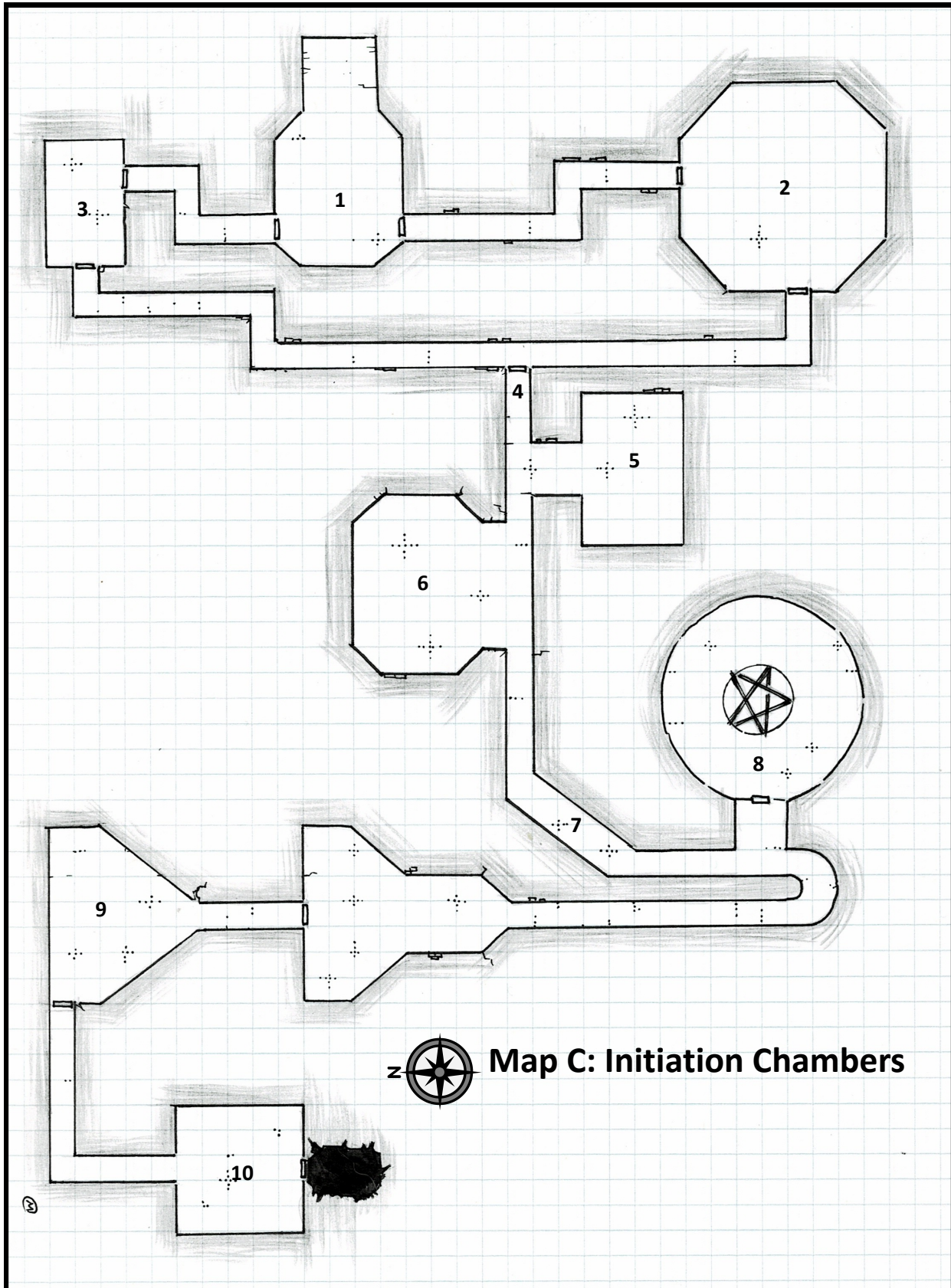


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The Temple of Mercy



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Many years ago, a fanatic cult claimed a sanctuary as a base for plotting their wicked ways. They named their redoubt the Temple of Mercy because it is where new followers would journey to repent of their sins and be granted mercy. It is unclear how the cult was defeated, but they vanished nearly 120 years ago. The temple has been quite since the disappearance of the vile clan. Recently, a religious order of holy priests has been interested in claiming the temple as their own. They are looking for bold adventurers to slay sinister monsters, evade treacherous traps, and bring glory to the forgotten Temple of Mercy!

The Temple of Mercy is an adventure designed for eight characters of second to third level using the **BX RPG** system.



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