

Designed for use
with the **Basic Fantasy**
Role-Playing Game

THE FORGOTTEN TEMPLE



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 8TH TO 10TH LEVEL

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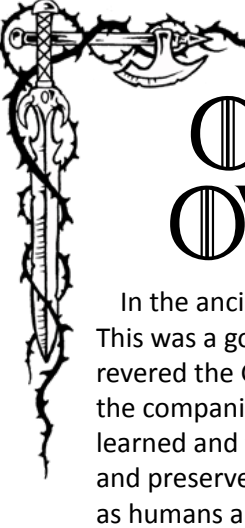
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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership. Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords**!



INTRODUCTION

This is an adventure for use with the **Odysseys & Overlords Role Playing Game**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** and a copy of the **Odysseys & Overlords Player's Guide**. The information within this book is intended for Game Master (GM) use only. This adventure is designed for 4-6 characters between level 8-10, set in an unspecified area of the Untamed Gauntlet of Odysseys & Overlords' world setting.

ABBREVIATIONS

During this adventure abbreviations may be noted for game play and reference.

GM: Game Master

GMG: Odysseys & Overlords Game Master's Guide

PG: Odysseys & Overlords Player's Guide

BOXED TEXT

Text blocked in the adventure should be read to the players assuming that they can see and/or their actions deem it appropriate.

BACKSTORY

Over a thousand years ago in the area that is now the Untamed Gauntlet, the Temple of Lorium performed blessings for the people from the gods. The Temple of Lorium was polytheistic and was never intended to be ruled by a single god. Prior to the Schism, individuals would travel for days to gain blessings from the priests that presided at the temple. As the war continued, those travelling for blessings diminished due to the heightened danger. With the gods being divided, this trickled down to the priests causing them to choose sides. With the priests waging their own war amongst themselves, the temple was destroyed with Pravus and the priests that fought by his side claiming victory.

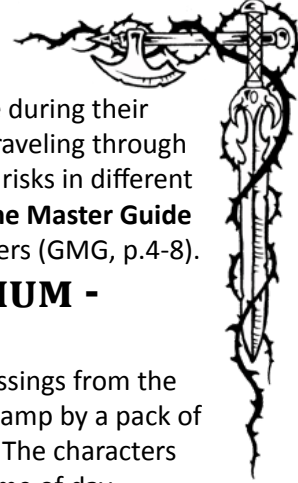
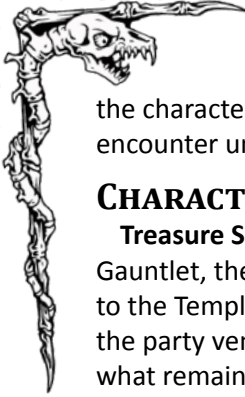
Pravus was a dedicated follower of Ragnar and decided to keep hold of the temple. Pravus and his fellow priests headed under the temple to wait out the war and maintain prayer to Ragnar. With continued dedication to Ragnar, the god bestowed upon Pravus the knowledge of a ritual called Everlife.

The Ritual of Everlife was a guarded secret that wasn't widely shared with mortals. This ritual grants priests that Ragnar deemed worthy the ability to gain an everlasting unlife to continue their worship.

ADVENTURE OVERVIEW

Part-1: Temple of Lorium – Ruins: The characters traveling through the Untamed Gauntlet making their way to the ruins of the temple. There they encounter a pack of **Gnolls** using the ruins as a camp.

Part-2: Temple of Lorium – Lower Level: The lower level of the temple was the location that Pravus and his fellow priests fled during the war. Searching the ruins,



the characters find a passageway to the lower level and encounter undead creatures waiting to be reawakened.

CHARACTER PLOT HOOKS

Treasure Seekers: While adventuring in the Untamed Gauntlet, the characters discover a map showing the way to the Temple of Lorium. In search of treasure and glory, the party ventures toward the ruins in hopes of plundering what remains.

Averting Risks: The location to a temple once lost to time has recently been identified. The Clerics of Chandra, knowing the lore behind the demise of the temple, employ the party to venture into the Untamed Gauntlet to reclaim treasures, relics and eliminate any risks that may be present. The clerics supply the party with a map and Writ of Salvage to venture forth.

Random Encounter: The characters stumble upon an abandoned temple within the Untamed Gauntlet as they explore the land collecting treasure and magic.

Traveling through the Untamed Gauntlet

While the players might have an idea of the location of the Temple, it is up to the GM to determine how long

and what kind of challenges the party face during their journey through the Untamed Gauntlet. Traveling through the Untamed Gauntlet always presents its risks in different forms and the **Odysseys & Overloads Game Master Guide** should be referenced for random encounters (GMG, p.4-8).

PART 1: TEMPLE OF LORIUM - RUINS

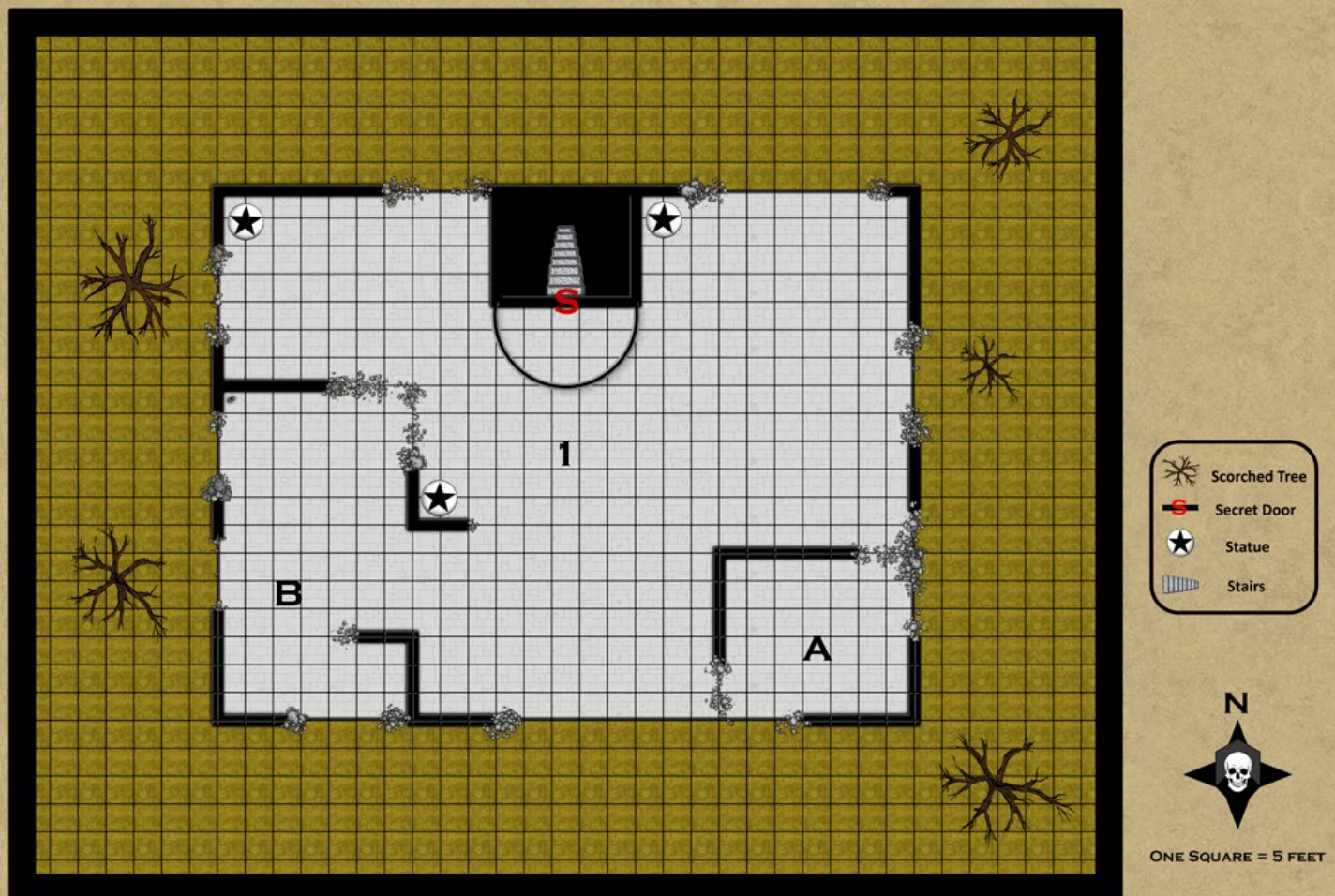
The temple once was a place to gain blessings from the gods. Now it lays in ruins being used as a camp by a pack of **Gnolls** with undead priests waiting below. The characters can arrive from any direction and at any time of day.

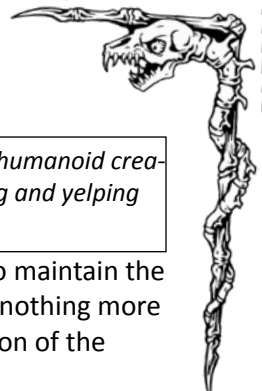
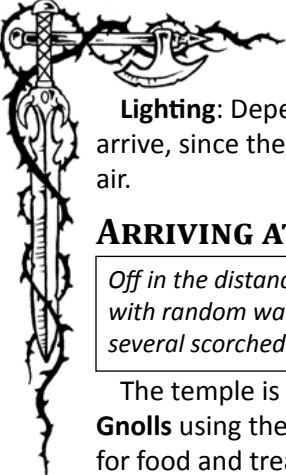
SETTING

Walls: The remaining temple walls are made of blocks of carved stone, standing between 10-15 feet tall and 2-3 feet thick. Portions of the walls have collapsed, and nothing remains of the roof.

Floor: The floor of the temple is made of individual flat stones, carefully placed to keep it smooth and flat. The construction of the floor has stood the test of time and war.

TEMPLE OF LORIUM - RUINS





Lighting: Dependent upon the time of day the characters arrive, since the temple no longer has a roof and is in open air.

ARRIVING AT THE TEMPLE RUINS

Off in the distance you see the remains of a large stone building with random walls still standing among the rubble. There are several scorched trees outside the walls, flanking the building.

The temple is currently occupied by a nomadic pack of **Gnolls** using the location as camp as they search the area for food and treasure. The characters can approach the ruins in any manner or direction to survey the area. The **Gnolls** are in 2 groups within the ruins of the temple but come together if combat erupts.

(1) CEREMONY CHAMBER -NAVE

This is the area where most of the ceremonies might have occurred with a priest presiding on a semi-circular dais. The dais has a backdrop of a faded fresco on the wall extending 30-feet tall and 25-feet wide. The faded and chipped fresco depicts humans and animals enjoying a summer day. There are three remaining statues of what might have been representing gods at one time but have now been defaced and mutilated beyond recognition.

Inspection of the fresco reveals that the faces of the animals have all been chipped away. Characters using a turn to inspect the wall roll 1d6. On a roll of 1 they find the cracks of a hidden doorway. Characters with an intelligence of 15 or higher roll 1d6, on a 1 or 2, find the cracks of a hidden doorway. Opening the door leads to descending stairs below the temple.

Sturdy stone stairs lead downward into darkness. A chilled breeze escaping from below can be felt against your skin, carrying the scent of dirt and mildew.

Following the steps down takes the characters below the temple to an ancient ossuary crypt. (See **Temple of Lorium – Lower Level map**)

(A) ACOLYTE ROOM - GNOLL CAMP

Four large humanoid creatures, with reddish brown fur and heads of a hyena, are resting in this section of the temple.

This portion of the temple was once a room that housed acolytes. It is currently being used by a pack of **Gnolls** (GMG, p.34).

4 Gnolls: AC 15, HD 2, #At 1, Dam 2d4 or by weapon, Mv 30', Sv. F2, MI 9, XP 75 each

HP:11:

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HP:10:

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HP:8:

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HP:8:

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Equipment: Each **Gnoll** is armed with a long sword (damage 1d8) and long bow (damage 1d8). Each of them carries a pouch with 15sp and 6gp.

(B) SUPPLY ROOM - GNOLL CAMP

This section has a campfire burning with 3 large humanoid creatures with reddish fur and dog like faces, grunting and yelping at each other.

This section of the temple was once used to maintain the supplies of the temple. Now it's in ruins with nothing more than rubble laying on the ground with a portion of the pack of **Gnolls** (GMG,p.34).

2 Gnolls: AC 15, HD 2, #At 1, Dam 2d4 or by weapon, Mv 30', Sv. F2, MI 9, XP 240

HP:10:

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HP:7:

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Equipment: Each Gnoll is armed with a long sword (damage 1d8) and long bow (damage 1d8). Each of them carries a pouch with 22sp and 10gp.

1 Gnoll (Hardened Warrior): AC 15, HD 4, #At 1, Dam 2d4+1 or by weapon+1, Mv 30', Sv. F4, MI 9, XP 240

HP:24:

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Equipment: Battle Axe (damage: 1d8), a pouch containing 50cp, 35sp and 75gp.

Stashed in the corner of wall is a large sack filled with the treasure the **Gnolls** have gathered during their journeys: 200cp, 50sp, 200gp and 2 potions (*Potion of Heroism* and *Potion of Healing*)

PART 2: TEMPLE OF LORIUM: LOWER LEVEL

When the temple wasn't in ruins, the lower level of the temple was used as an ossuary for patrons and a crypt for the priests.

SETTING

Walls: The walls are of natural stone, with many shelves carved into them for housing bones of those that wished to be buried here.

Floor: The floor is dirt, with little disturbance.

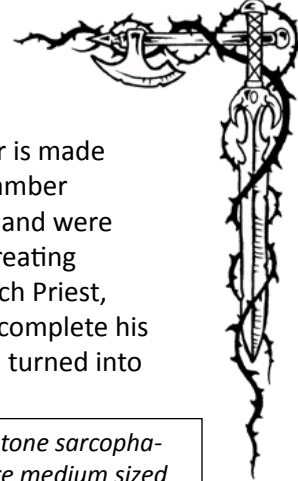
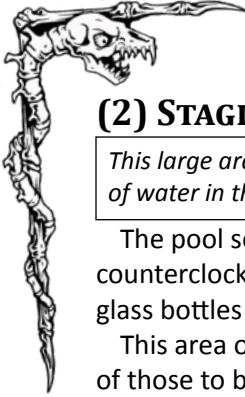
Ceiling: The height of the ceilings are 15-feet tall and smooth from being carved.

Lighting: There is no natural lighting unless noted. Characters need to supply light or utilize darkvision to navigate the passageways.

(1) OSSUARY

A long set of stairs leads below ground, continuing under the temple. Arriving at the base of the stairs reveals that the walls have multiple funerary shelves carved into them. Each shelf contains multiple types of humanoid and animal bones from long ago, stacked and undisturbed.

Below the temple is where the priests buried those that wished not to be cremated or didn't have their own personal cemeteries. When it was time for those to pass to the other side, rituals would have been held above ground in the nave of the temple and the body would have been placed here.



(2) STAGING AREA

This large area contains additional funerary shelves with a pool of water in the middle of the room.

The pool seems to have a slight circular motion, flowing counterclockwise. Scattered along the floor are multiple glass bottles and corroded tools.

This area once used as a staging area for prepping bones of those to be placed in the ossuary. The glass bottles (2d6 bottles) once held acid and the corroded tools comprised of saws and small knives. None of the tools have any worth and are corroded beyond use.

The pool of water is 5 feet deep and clear. The water is cool to the touch and clear (potable). The pool has a magical aura about it and is fed from a small spring from its bottom. This water was once used by the priests to cleanse the bones prior to them being placed on the funerary shelves. The current that flows counterclockwise is an unexplainable phenomenon and was believed to have been created by the gods.

Hiding near the pool is the **Specter** (GMG, p.42) of a deceased priest that was slain by its peers when the division of the temple occurred during the Schism. The **Specter** attacks the party at first sight.

1 Specter: AC 17½, HD 6**, #At 1 touch, **Dam** Energy drain 2 levels/touch, **Mv** fly 100', **Sv.** F6, **MI** 11, **XP** 610

HP:31:

(3) MEDITATION ROOM

This triangular room has 3 skeletal bodies dressed in tattered robes sitting on stone benches in a praying position. The skeletal bodies are all facing a 10-foot tall stone statue, that depicts a humanoid creature with large curled horns coming from its head and both arms raised with palms facing upward in an expression of praise. Two red gems gleam in the eyes of the statue.

This room was once used as a meditation room for the priests and has now been turned into a place of worship to Ragnar. The robed skeletal bodies are remains of the acolytes that turned to Ragnar during the war. The statue is a representation of perfection that Ragnar offered to the people of the world. The statue is an **Animated Statue** (See Appendix). Attempting to the touch or pry the gems or deface the statue in any way causes the statue to come alive and attack.

Animated Statue (Stone): AC 17, HD 8, #At 1 touch, **Dam** 2d6, **Mv** 20', **Sv.** F:4, **MI** 12, **XP** 945

HP:36:

(4) CRYPT CHAMBER

The double door leading to this chamber is made of metal and unlocked. Residing in this chamber are those that remained faithful to Pravus and were granted undeath. As part of the ritual of creating Pravus's phylactery for him to become a Lich Priest, the other priests' souls were fed into it to complete his transformation. In return, the priests were turned into wights.

This long chamber is lined on each wall with stone sarcophagi. Sitting on top of some of the sarcophagi are medium sized creatures with darkened leathered skin, wearing frayed clothes and claw like fingers.

The **Wights** (GMG, p.45) stand and ready for combat once the doors are opened.

8 Wight*: AC 15+, HD 3*, #At 1 touch, **Dam** Energy drain 1 level/touch, **Mv** 30', **Sv.** F3, **MI** 12, **XP** 175

HP:18:

HP:15:

HP:13:

HP:13:

HP:13:

HP:13:

There are 14 sarcophagi with stone lids, removing the lids reveal a body of humanoid wrapped in burial cloth and mummified. Each sarcophagus contains a small amount of treasure that was buried with the body to be remembered by:

Gold necklace, with a jade pendent (57gp)

Copper chalice (100cp) and a large golden belt buckle (25gp)

Golden mask shaped as a goat, set with two bloodstone gems in its eyes (225gp)

An ivory comb, with copper filigree inlay (75gp)

2 golden bracelets (25gp each) and an empty glass bottle

Small bamboo birdcage, containing an iron key (the key is to room #6- Vault Chamber) It was hidden here for safe keeping.

A metal shield with a symbol of a 7-pointed starburst engraved on its front. (Shield +2)

A metal scroll case containing 2 cleric spells (Resist Fire and Continual Light)

3 copper ingots (100 cp each)

Gold necklace (25gp), with a silver pendant (25sp)

Small leather sack with 10 amethyst gems (85gp each)

Silvered scepter with Silvered statuette of a centaur (325sp)

Large copper bowl (35cp), gold brooch with a diamond (225gp)

(5) PASSAGEWAY TRAP

When the priests fled underground, they created a trap to deter trespassers. 5-foot stone acts as a pressure plate releasing 4 spears, 2 from each side of the wall to shoot out in each direction. Each attack gets an AB +1 and 1d6 damage. Anyone searching for traps is able to locate these by rolling a 1 on a 1d6. If there is a Thief in the party, they can attempt to find and disable the trap with the **Remove Traps Ability** (PG, p.14).

(6) VAULT CHAMBER

Once used as the vault of the temple to hold valued possessions, it has now become Pravus' lair. He sits in his chair waiting for the right opportunity to begin rebuilding the temple in the name of Ragnar.

The plain metal double-doors that stands before the party has a single keyhole located in the middle where the two doors meet. The doors are cold and made of solid metal.

The door to this chamber is made of 5-inch-thick metal and is locked. The key to the door can be found in room 4 with the wights. The lock can be picked by a character of the Thief class (PG, p-14).

The metal double-doors open to a large room with a skeleton sitting on an oversized throne, surrounded by skulls and bones of various creatures. A large concave disc acts as the back of his makeshift throne. The skeleton is dressed in red tattered robes. A slight red glow grows from its eyes as the head raises to look at what has approached through the doors.

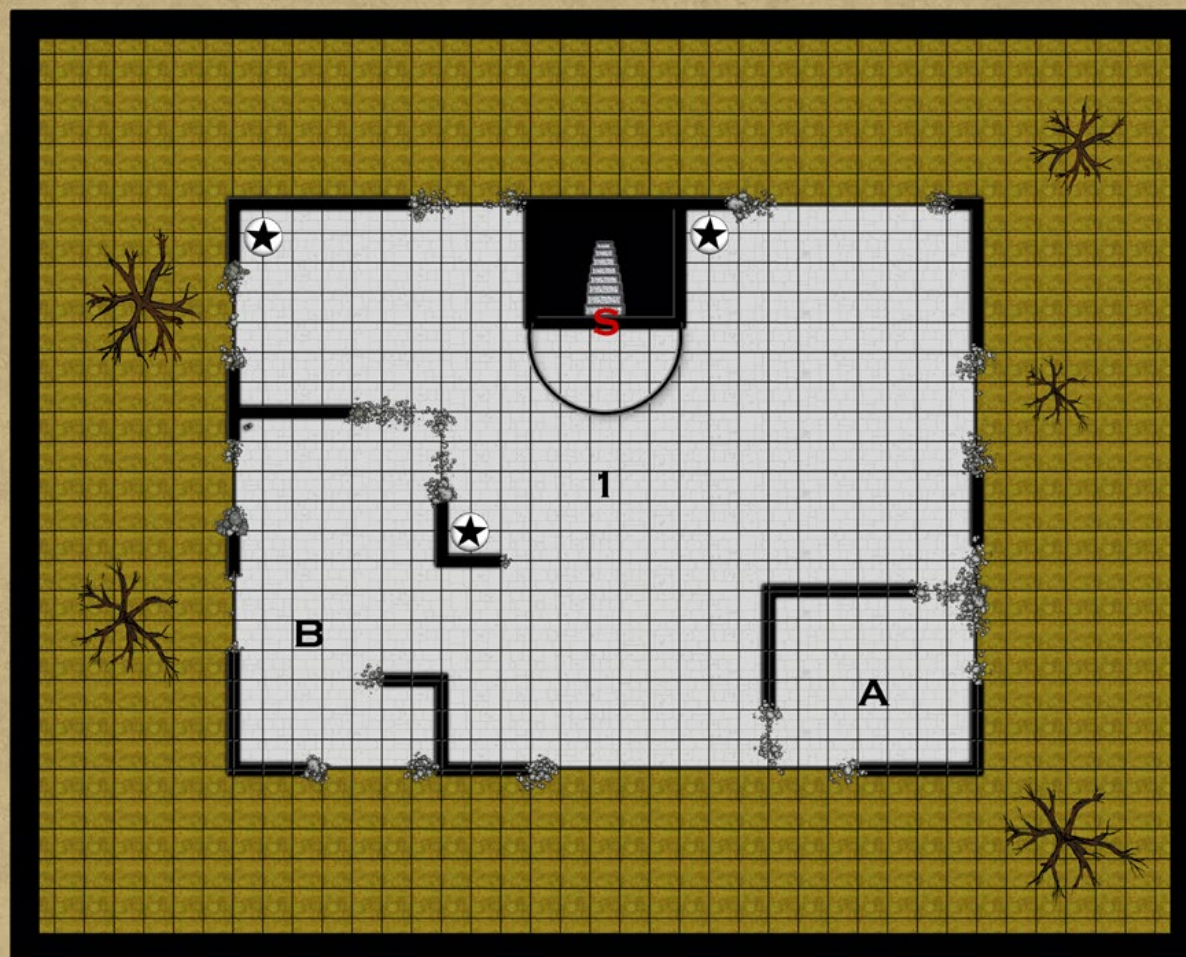
Pravus had transformed into a Lich Priest (See Appendix), through the guarded secrets held by Ragnar and the other gods. His Phylactery was delivered to an Abyss-kissed messenger shortly after his transformation and the location of it is unknown, even to Pravus himself.

Lich-Priest*: AC 19+ $\frac{1}{2}$, HD 11+8, #At 1, Dam 1d8+ energy drain, by weapon or spell, Mv 30', Sv. C:10, MI 8, XP 1,480

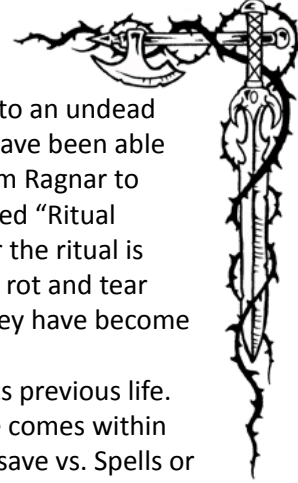
HP:62:

Spells Prepared:

TEMPLE OF LORIUM - RUINS



ONE SQUARE = 5 FEET



1st Level: Cause Fear, Darkness, Protection from Good, Resist Cold

2nd Level: Bane, Hold person, Spiritual Hammer

3rd Level: Bestow Curse, Continual Darkness, Striking

4th Level: Animate Dead, Sticks to Snakes

5th Level: Insect Plague, Wall of Fire

Equipment/ Treasure: Coins are scattered around 2 large chests.

Loose Coins: scattered around the two chests are 5,525gp and 250pp.

Chest 1: This wooden chest with metal bands contains a cloth sack containing 1,000gp and 500pp. A dried and cracked leather pouch containing an assortment of gold rings (25 rings worth 30gp each). Two golden bracelets set with emeralds (worth 225gp each). Silver necklace (worth 200sp). Rolled up tightly is a red silk rug (Flying Carpet, GMG, p.58).

Chest 2: This wooden chest, missing its lid contains 5,000gp in loose coin. Buried under the coins is a mace (Mace of Radiance, see Appendix).

APPENDIX: NEW CREATURES

ANIMATED STATUE

Animated Statues are created with magic that brings them to life obeying the commands of its creator. They can be found in places that require a high-level of security to maintain a faithful watch. These statues can be created from different materials with the most common being stone. It has been known for animated statues to survive long past their creators, remaining still until an action triggers their last known command. Once the statue reaches 0 hit points, the magic that animated it is dispelled and it crumbles to pieces.

Construct Nature: An Animated Statue doesn't require air, food, drink or sleep.

ANIMATED STATUE (STONE)

Armor Class:	17
Hit Dice:	8
No. of Attacks:	1
Damage:	2d6
Movement:	20'
No. Appearing:	1
Save As:	Fighter:4
Morale:	12
Treasure Type:	None
XP:	945

LICH-PRIEST OF RAGNAR

A Lich-Priest is a former Cleric (of at least 10th level or with all spells and powers intact) that has performed a

ritual granting magic to extend their life into an undead state. This guarded secret ritual that few have been able to obtain, is usually presented as a gift from Ragnar to his most dedicated priests as a reward called "Ritual of Everlife". It is usually not until days after the ritual is performed that the priest's flesh begins to rot and tear away from their bones that they realize they have become of undead nature.

Spells: The lich knows spells it knew in its previous life.

Terrifying Aura: The first time a creature comes within 30 feet and sees the Lich, the target must save vs. Spells or be paralyzed in fright for 2d4 rounds.

Life Drain: A Lich is not one to be in melee range for combat, but when they are forced, they attack with their clawed hands doing 1d8 damage + 1d4 levels of **energy drain** (PG, p.52). If the character's hit points are reduced to zero or less by means of energy drain, the victim immediately dies, rising the following round as a **Wight** (GMG, p.45). Those who were drained are permanently dead and cannot be **raised** (but may still be **reincarnated** or brought back by a **wish**).

A lich can only be hit by magical weapons or spells. They take half damage from edged weapons and a single point of damage from arrows, bolts or sling stones (plus any magical bonus if applicable). As with all undead, it can be Turned by a Cleric (as vampire, but with a -6 penalty on the check), and is immune to **sleep**, **charm**, or **hold** spells.

LICH-PRIEST

Armor Class:	19+†
Hit Dice:	11+8 (AB+9)
No. of Attacks:	1
Damage:	1d8 + Energy Drain, by weapon or spell
Movement:	30'
No. Appearing:	1
Save As:	Cleric:11
Morale:	8
Treasure Type:	G
XP:	1,480

NEW MAGIC ITEM

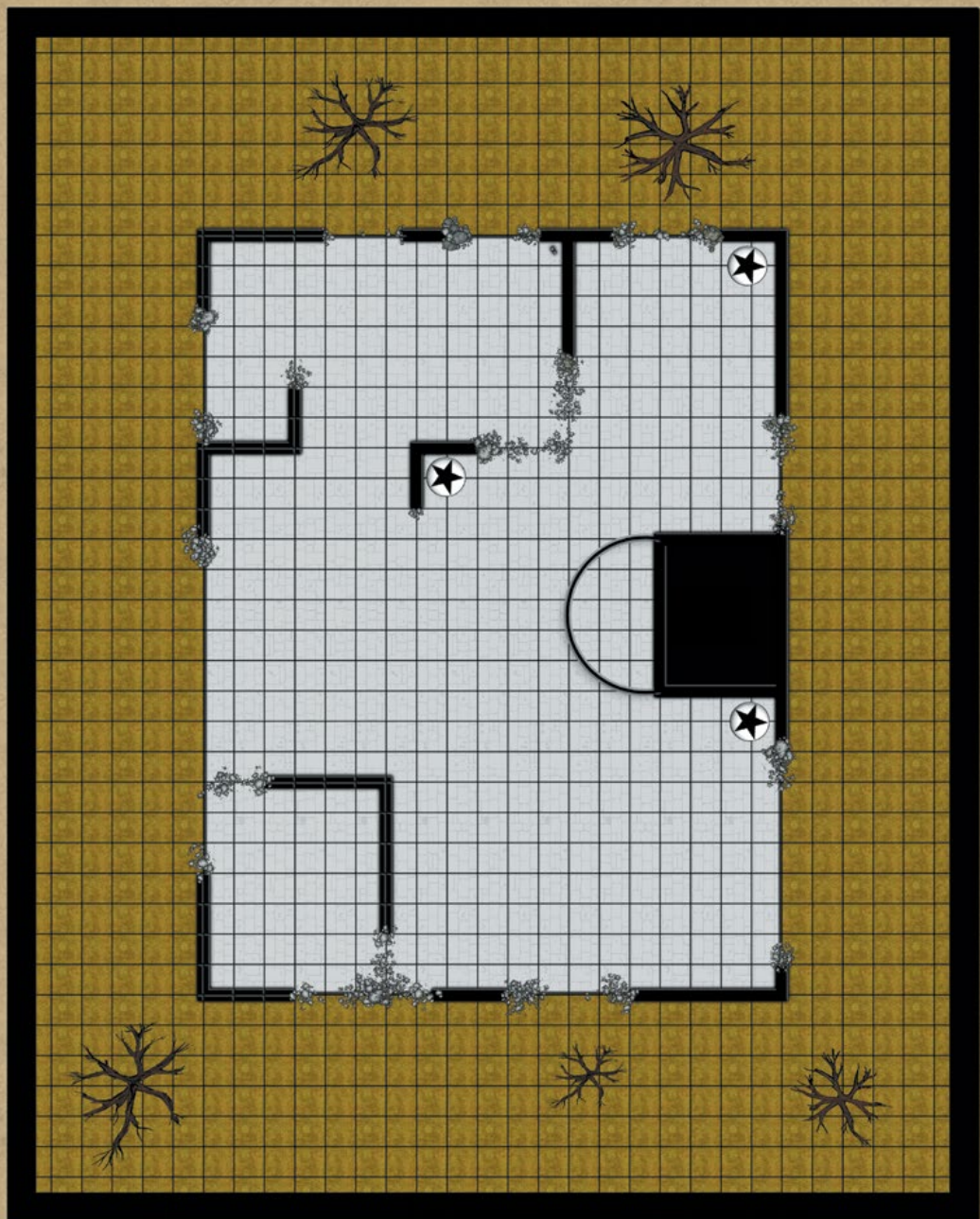
Mace of Radiance: This blunt weapon with a metal shaft and head has "Shine" engraved on the shaft. Utter the command word, causes the weapon to glow and shed light in a 30' radius and dim light for an additional 20' radius. The weapon also grants the wielder a +1 to all attack and damage rolls, +3 to all attack and damage rolls against undead creatures.



TEMPLE OF LORIUM RUINS PLAYER MAP



TEMPLE OF LORIUM - RUINS



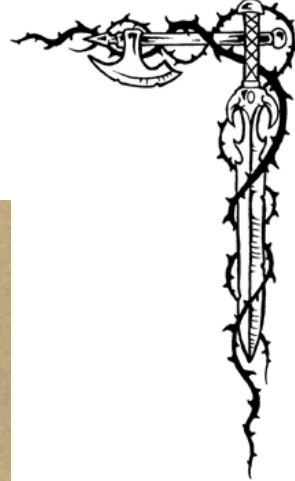
ONE SQUARE = 5 FEET



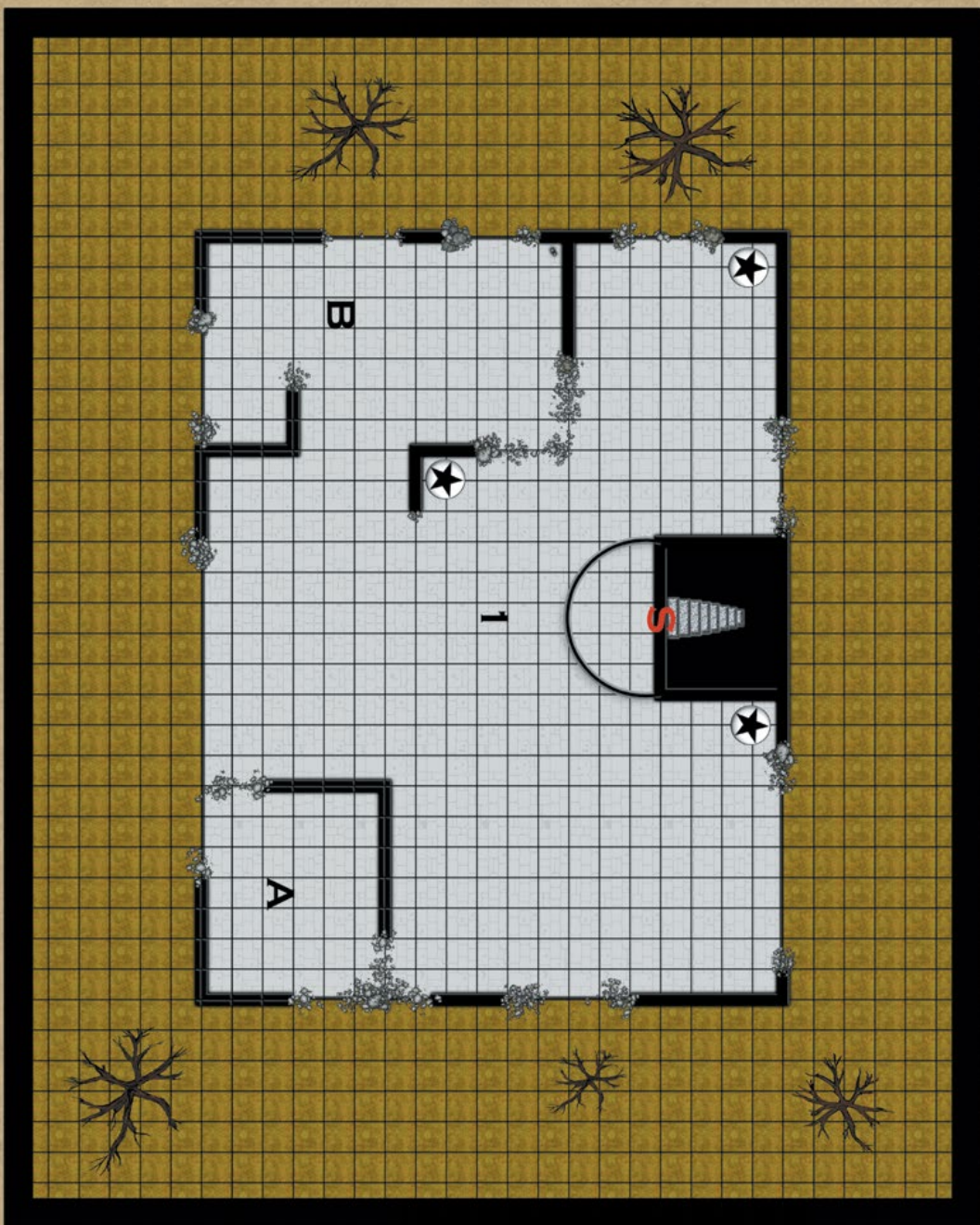


TEMPLE OF LORIUM RUINS

GMS MAP

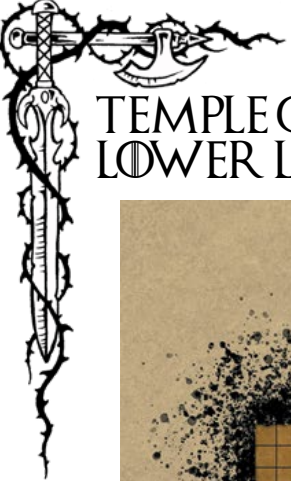


TEMPLE OF LORIUM - RUINS



ONE SQUARE = 5 FEET

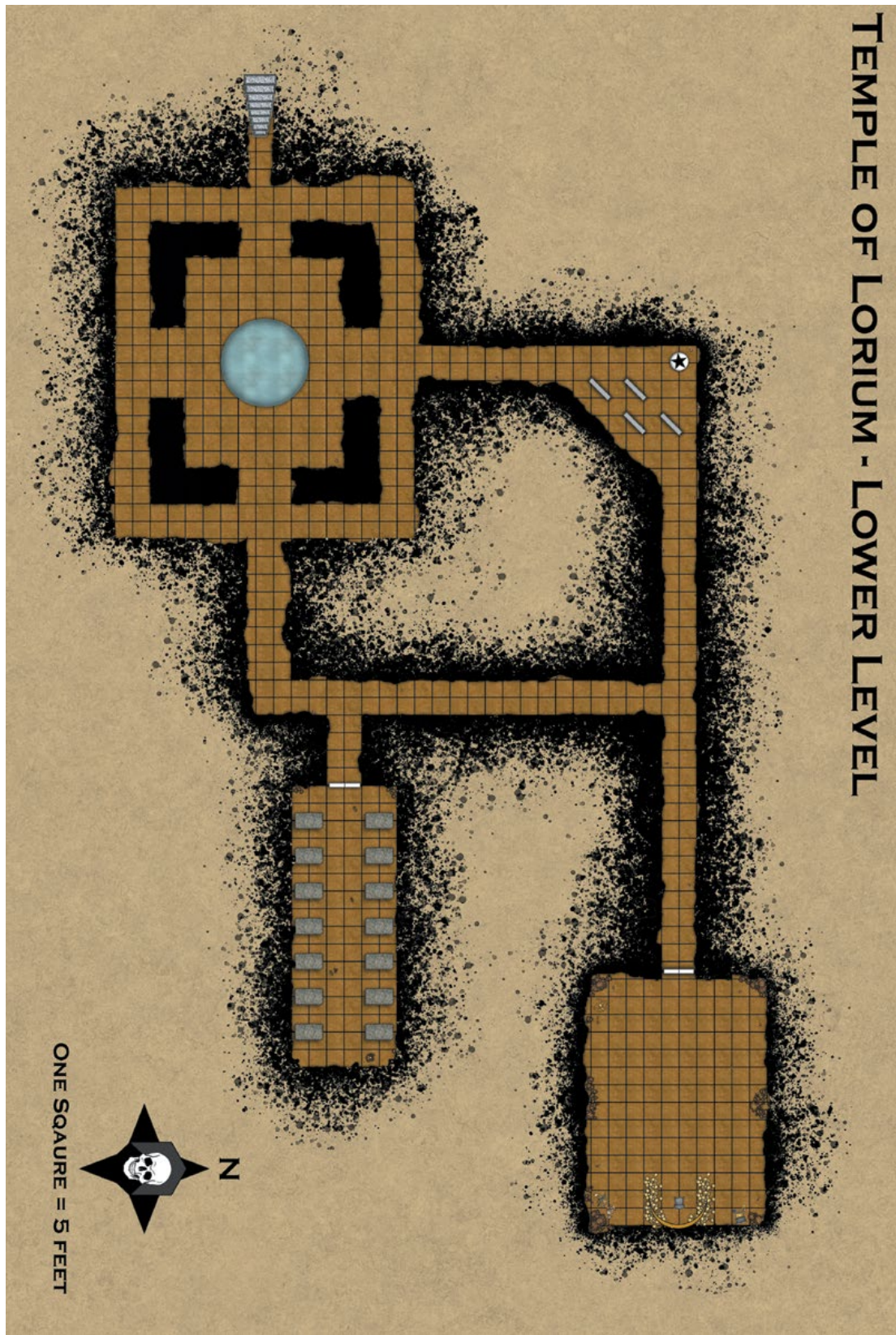




TEMPLE OF LORIUM LOWER LEVEL PLAYER MAP



TEMPLE OF LORIUM - LOWER LEVEL

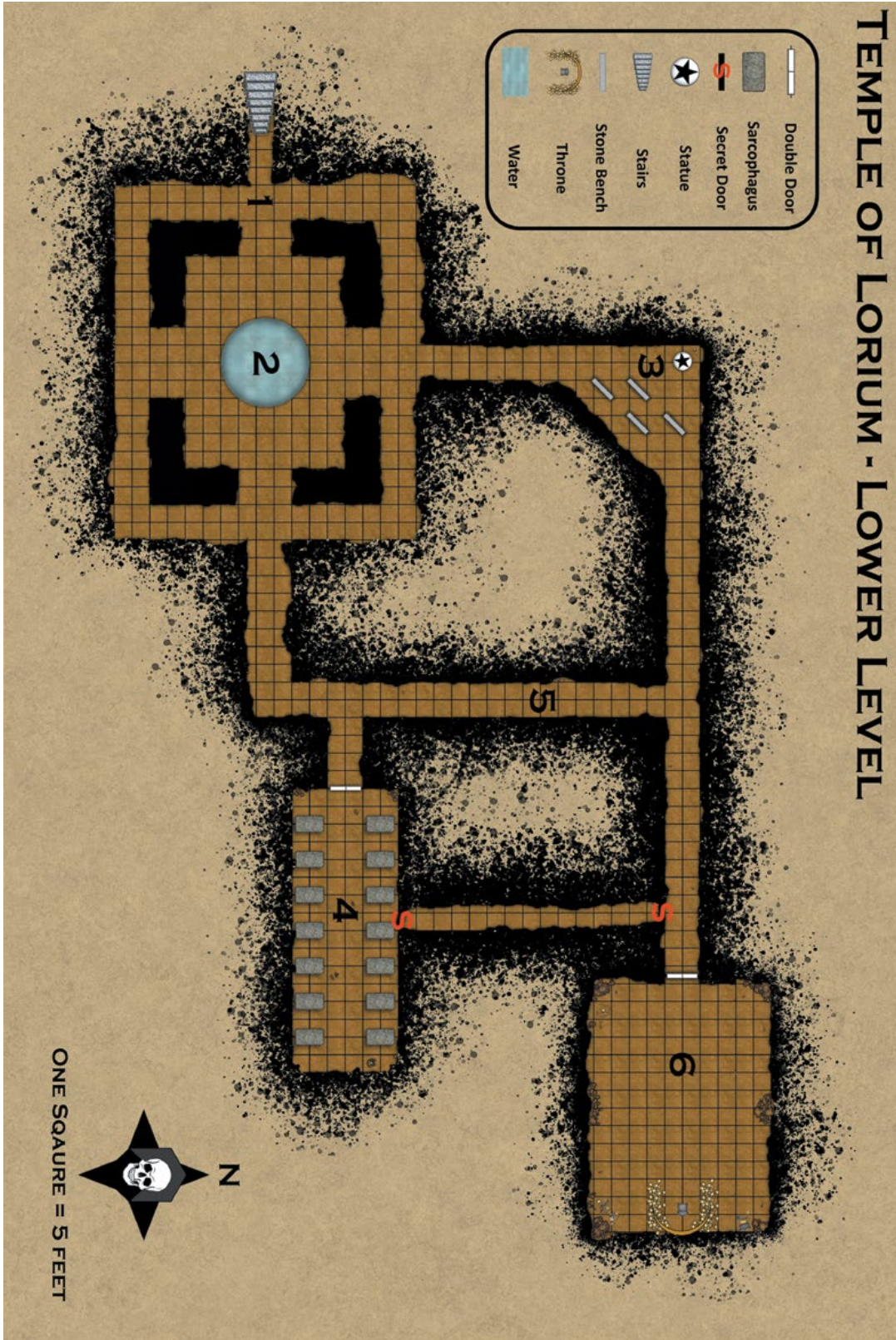
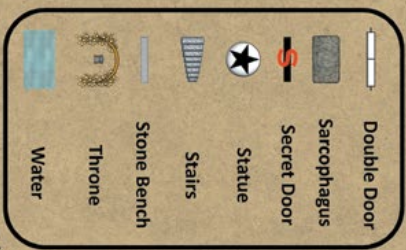




TEMPLE OF LORIUM LOWER LEVEL GMS MAP



TEMPLE OF LORIUM - LOWER LEVEL



ONE SQUARE = 5 FEET





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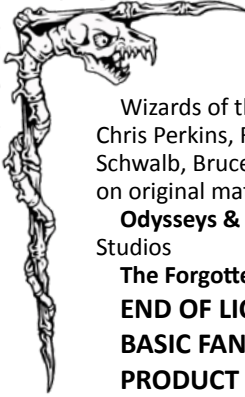
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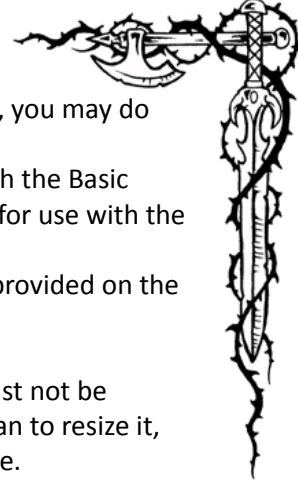
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