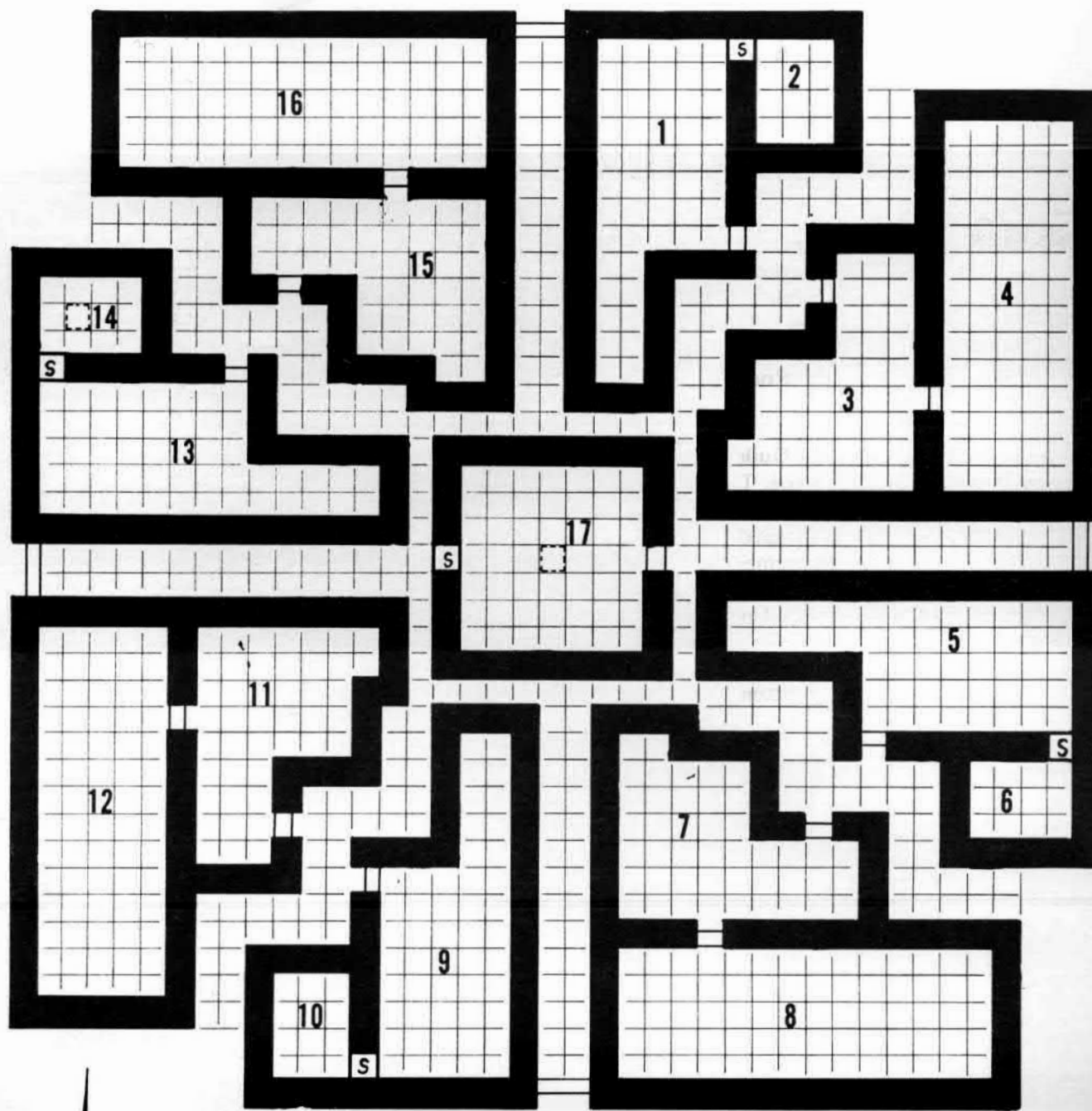


TEMPLE OF ABRAHAM



The Temple of RA Accursed by SET



S Secret Door

□ 3 1/8 foot (approximately 1 meter)

== Regular Door

□ Brix Blox

Temple of Ra

Accursed by Set

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Written by Thomas and Edward McCloud
Maps and Layout by Dave Sering
Cover and other Art by Bob Bingham
Typesetting by Penny Gooding
Printed in the United States of America

Building Block Dungeons

The idea of using toy building blocks to make a miniature dungeon is not new. We have done it in a small way to build rooms as they were encountered, and we know of others who have done the same. The logical extension is to prepare an entire level ahead of time, providing a beautiful background and speeding up the game. This takes a lot of blocks, but my son and I have done it, using up most of a set of 1000 **Brix Blox**™ (Sears and Roebuck, \$18.99).

Our standard 8-pin block is 5/8" wide, 1 1/4" long, and 1/2" high. We consider the 25mm figures used with **Advanced Dungeons & Dragons** to be scaled 1/5" to the foot. Thus the blocks at scale are 3 1/8' wide, 6 1/4' long, and 2 1/2' high. We have drawn the dungeon on graph paper so that a standard block is represented by two adjacent squares; each square is 3 1/8' by 3 1/8'. (Note that the graph paper is six squares to the inch, not five, simply because we built the model first, then found that it was too big for paper with five squares per inch.)

Walls two blocks high tend to obscure the figures, we made ours 1 1/2 blocks high. It is assumed that all walls are actually 10' high to the ceiling. Doorways are two blocks (5') high, we use arches to hold the structure together. Thin blocks, 5/16" thick = 1 9/16', make fine doors.

History of the Temple

Long ago in the land of Egypt, priests of the sun god Ra were building a temple when the tools of the workmen flew out of their hands and began working by themselves more rapidly than the eye could follow. In a trice the stones assembled themselves, and the temple was done. Shocked and amazed the priests stammered out a prayer to their god for the miracle and went home.

Earlier that day a little girl played with a collection of scarabs, and pouted. A young and handsome woman walked into the room.

"Little girl, you should not play with the scarabs, even if you are the daughter of a priest."

"I don't care if they are sacred symbols. I just don't care. Daddy's too busy building a dumb old temple to play with me, and he'll never be done, and I just don't care."

"We shall see," said the woman as she disappeared.

The scarabs were magic, and the woman was Isis, goddess of magic. No more need be said, except. . .

Set, god of darkness, fumed with jealousy seeing Ra's temple built so quick. But then he saw the mistake. The priests were thanking Ra for the temple, when Isis had built it for them! Night and darkness came. Set slipped in with his minions, wrenched the temple out of time and space, and put it where it is (which is anywhere the Judge wants it), and left behind a note that said: "Isis will not be slighted!"

Years passed in the temple's new place, years in which Set filled the temple with monsters* and evil creatures and deadly traps. But this was not enough to sate his lust for evil.

One day not long ago, the Princess Rukmini of Hindustan was traveling through the desert on her way to (anyplace the Judge wants) when a darkness came over the sun and giant cobra snakes with glowing red eyes slithered up out of the sand. The Sikh guards fought valiantly, but in the end they were killed by the poisonous bites of the snakes. Only one person of the entire entourage survived, a timid serving girl who had fainted. When she awoke among the dead bodies of men and snakes, she found herself naked with rude hieroglyphics branded on her belly. Terrified, she ran screaming aimlessly until she collapsed. She was found by the trader Aben ben Humadi who took her to (the Princess's original destination). There scholars of ancient lore were able to read the hieroglyphics:

"Bring one million talents of gold and one hundred slaves for sacrifice to the Temple of Ra Accursed by Set or we will KILL the one we have taken."

What happens next is up to you.

* The monsters in this temple are taken from TSR's excellent *Advanced Dungeons & Dragons Monster Manual*. The guards are minions of Set as described in TSR's *Gods, Demi-Gods & Heros*, (page 2). While we're at it, the Shape Change spell in Room 4 is in TSR's *The Players Handbook*; and the Robe of Eyes in Room 16 is from the *Dungeon Master's Guide*.

General Description

The temple is built of blocks of white, red, and blue limestone (matching the *Brix Blox* of course). The walls everywhere, except noted, are covered with Egyptian hieroglyphics praising the sun god Ra. Egyptian can be the language of Mummies and of Androsphinxes for those who play 'monster' languages. Each wall displays at least one map of the temple. This is to allow for the fact that the players can see all of the model dungeon. Covering the unexplored parts of the dungeon with a cloth is an alternative.

Normal doors are slabs of limestone which pivot on hidden bronze pins nine inches in diameter. As seen from the corridor, they pivot in and to the right (clockwise) stopping, after 90 degrees of rotation, when the door hits the door frame. There is a large, one foot diameter, ring attached to the center on each side. There is a keyhole and lock on each door, and all doors are kept locked. The keyhole is ½" in diameter and goes completely through the door. However, most rooms are dark. The lock and rings are bronze.

Secret doors, marked with an "S", are sections of wall, with hidden bronze wheels, which can easily be pushed or pulled out of place. Note that pulling one out requires somehow getting a hold on it.

Three of the temple's doors, namely the east entrance, the west entrance, and the east door of the central room, are glass. The temple is so oriented that the first light of sunrise at the Spring Equinox will shine all the way through the temple, provided the secret door on the west side of the central room is pulled out of the way.

Temple Routine

Set does not bother visiting the temple anymore, and has left it in charge of some evil priests. He will not appear unless the players bring in characters or magic too powerful for a second level dungeon. (We have tried to balance the contents of each room to the power of an expedition of eight second level characters using the formula:

$$P = L^2 N^3$$

where P is Power, L is Level, and N is Number. We assume a cautious group, with a reasonable amount of magic of their own.)

The priests in charge of the temple had the only keys to the rooms, except for the special Magic Ankh Keys to Room 17, however, these priests have just been killed. See Room 7 for details. They had several minions of Set under their command as guards and slave drivers. They also had 43 slaves. The temple guards patrol the corridors constantly in three shifts of three guards each. Off duty guards rest in Room 1. Guards on duty move together in and out each corridor, moving winderskins around the temple, checking each door as they come to it. They make a complete circuit once every ten minutes. They can be seen from without at the corners or near the glass doors. They are in-man form, armed with bronze broadswords, shields, and +4 plate mail.

The seven slave drivers and forty-three slaves do not concern the adventure much, they forage for food and haul water and wood to the temple, returning every three or four days. Right now they have been gone two days and will be back in two more. The slaves were captured from local villages.

The slave drivers are Set's "rejects" and very poor fighters.

Number	Type	Align	LVL	HTK	AC	S	I	W	C	D	CH	Size	Weapon
1 (day shift)	Guard	LE		34	-2							6' 4" & 172 lbs.	Sword
2 (day shift)	Guard	LE		35	-2							5' 3" & 170 lbs.	Sword
3 (day shift)	Guard	LE		51	-2							5' 10" & 180 lbs.	Sword
4 (swing)	Guard	LE		49	-2							6' 5" & 184 lbs.	Sword
5 (swing)	Guard	LE		60	-2							5' 6" & 111 lbs.	Sword
6 (swing)	Guard	LE		49	-2							5' 6" & 120 lbs.	Sword
7 (graveyard)	Guard	LE		44	-2							5' 8" & 135 lbs.	Sword
8 (graveyard)	Guard	LE		54	-2							6' & 177 lbs.	Sword
9 (graveyard)	Guard	LE		42	-2							5' 4" & 113 lbs.	Sword
10	Driver	LE	0	1	9	7	8	1	8	7	14		Whip
11	Driver	LE	0	1	9	10	8	1	8	6	6		Whip
12	Driver	LE	0	1	9	5	13	1	8	11	13		Whip
13	Driver	LE	0	1	9	9	9	1	9	13	14		Whip
14	Driver	LE	0	1	9	11	9	1	10	14	13		Whip
15	Driver	LE	0	1	9	9	9	1	6	6	12		Whip
16	Driver	LE	0	1	9	8	12	1	9	15	10		Whip
(All)	Slaves	N	-1	1	10	10	10	10	7	10	6		(none)


Comments: Size for minions has been given for those wearing magic armor. The whips have a range of 5' and do 1 to 2 points of damage per hit. We consider whips a kind of "missile" weapon, Strength bonuses do not apply, Dexterity bonuses do apply. Each slave driver also has a dagger. The slaves will not fight.

Handwritten signature or scribble at the bottom of the page.

Descriptions of the Rooms

- 1) All off-duty guards rest here. See Section 4, Temple Routine, for details. Three are asleep, the other three are drinking whiskey, but are not yet drunk. In fact they can't stand this whiskey and are about to spit it out. They have 14 more bottles, besides the one they opened.

Traps: The door to this room is protected by a guillotine. A large heavy bronze blade (3½' x 3½' x ½", 280 pounds) with a very sharp slanted cutting edge along the bottom fits into a slot in the doorway just in front of the door. It is supported by two small projections that rest on the top of the door, the main body of the blade is hidden in the slot above the door. If someone pushes the door open without precaution the blade will fall doing 1 - 100 points of damage. There is a rope through a hole in the top of the blade. The rope goes over a pulley and into the room, but is not tied down anywhere. When guards go in or out those inside hold on to the rope to hold up the guillotine. They use a password of: "Mastaba Giza Saqqara Illahun", but they have a 90% chance of recognizing the voice of any non-guard as being wrong.

Treasure: On a shelf on the north wall are three small (one pound each) gold and ivory statuettes of ancient Egyptians, total value: 600 GP. Much more important, hidden in the south wall is the Ankh Key for the south lock on the east door of Room 17. Each Magic Ankh Key is in the shape of an ankh:  The loop is 6" in diameter, the side arms are 3" long, the bottom is 6" long. They are made of brass rods ½" in diameter. Each Magic Ankh Key is hidden in a wall behind a painted ankh of the same size. Each is surrounded by hieroglyphics such as those on the wall of this room which say: "Here is the key of the south in the door of the east. Stretch out thy hand and say come." If anyone does so, the ankh key will float out of the wall into his grasp. If the characters don't read the hieroglyphics they may still find the key (by x-ray vision, metal detection, etc.) but they will have to dig it out of the limestone wall, they will not know that it is a key, and they will not know what lock it opens.

Miscellaneous: The guards have bed rolls, three 10 gallon pottery jars filled with potable water, a sack with 40 pounds of dates, and a string of 15 smoked partridges hanging from a hook in the north wall. There is a broom in the north west corner, and the room is fairly well swept and cleaned daily.

- 2) Five giant Egyptian Cobras, details below, sleep here. Their bite is fatal in 0 - 5 minutes if a saving throw vs. poison fails. Even if the throw is made, the bite still does 1 - 3 points physical damage. 1) **Quick-Strike:** Align: N, HD: 4 + 2, HP: 17, AC: 5, Sex: Male; 2) **Sharp-Fang:** Align: N, HD: 4 + 2, HP: 23, AC: 5; 3) **Broken-Tail:** Align: N, HD: 4 + 2, HP: 20, AC: 5, Sex: Male; 4) **Strong-One:** Align: N, HD: 4 + 2, HP: 22, AC: 5, Sex: Male; 5) **Pretty-Boy:** Align: N, HD: 4 + 2, HP: 17, AC: 5, Sex: Male.

Comments: Since these are animals, their names can only be discovered by use of the Speak with Animals spell or equivalent.

Traps: On a hook on the east wall is a string of 27 amethyst scarabs worth a total of 262 GP, but the hook is the trigger on a cyanide gas trap. Lifting the weight of this string from the hook releases a catch which allows a ten pound weight to drop which in turn pulls out the stopper on a large (1' x 10' x 10') copper vessel, hidden inside the wall, which contains 200 cu. ft. of hydrogen cyanide under pressure. The gas is invisible, odorless, and tasteless. The first symptoms are dizziness, nausea, staggering, and loss of consciousness. Death is rapid if a lethal dose is taken (failure to roll Constitution or under on a d20) but in non-fatal poisoning recovery is complete within 1 - 6 hours and there are no after effects. The gas enters the room through thousands of cracks between the stones of the wall.

Treasure: The string of 27 amethyst scarabs worth a total of 262 GP has already been mentioned. The only other thing of any value here is the cyanide gas trap. The copper vessel has ¼" thick walls and weighs 2858.4 pounds. Assuming 1 CP = 50 GP, 20% seigniorage, 1% minting expense, and 1/10 pound coins, the bullion value works out to about 451 GP. (I don't know about you, but I wouldn't want to bother lugging home two thousand pounds of metal for that small a profit.) The value of the cyanide is purely problematical.

Miscellaneous: There is a steel chisel on the floor. It is meant for metal cutting, but if someone is desperate enough to use it as a weapon, it will do 1 - 8 points of damage, but hits like a -8 dagger. Trash here consists of old bones, feathers, and snake dung. There is a big crockery dish in the north west corner with a gallon of muddy water in it.

- 3) Three Criosphinxes, detailed below, live here. They are supposed to be helping patrol the corridors but right now they are discussing the recent appearance in their room of three Gynosphinxes with human hands.

"Well, well," said Herkhut, eyeing the females delightedly, "What do we have here?"

"Riddle me this, . . ." began the first Gynosphinx.

"Hey," said Dahsur, "What we want is not a game of riddles!"

"If you haven't the intelligence to solve our simple riddle, then we have no interest in you," retorted the second Gynosphinx.

"Yes, now riddle me this," said the third impatiently, "Pokers, stabbers, pointers, jabbers, made to hold, worth more than gold: what are they?"

As the three sheepish heads looked baffled at one another, the females slipped out the door.

"Wait!" cried Khnum, "Come back!" But they were gone.

What the Criosphinxes do not know is that the Gynosphinxes were illusions cast by the guardian naga in Room 6 to distract them from patrolling. 1) **Khnum**: Align: N, HD: 10, HP: 30, AC: 0; 2) **Dahshur**: Align: N, HD: 10, HP: 32; 3) **Herkhut**: Align: N, HD: 10, HP: 35.

Traps: There are none in this room.

Treasure: In a pile in the southwest corner are 1500 SP, and ten empty alabaster ungent jars inlaid with colored glass. Specifically, there are:

Form	Weight	Value	Form	Weight	Value
An Ibex	5 lbs.	748 GP	A Coiled Snake	9 lbs.	689 GP
A Lion	6 lbs.	976 GP	A Hippopotamus	5 lbs.	120 GP
A Sphinx	8 lbs.	118 GP	A Cheetah	6 lbs.	437 GP
A Dog	6 lbs.	297 GP	A Reed Boat	11 lbs.	1070 GP
A Crocodile	3 lbs.	259 GP	A Cylinder	7 lbs.	482 GP

Total weight of these jars is 66 pounds, total value is 5176 GP.

Miscellaneous: Criosphinxes eat both grass and meat. At the moment they have only the remains about ¼, of a bale of hay in the southwest corner beside their treasure pile. In the southwest corner is a watering trough with 10 gallons of reasonably clean water. The Criosphinxes are supposed to keep their room clean, and there is a brand new broom, with cobwebs on it, standing against the center of the south wall. Trash here consists of old bones, potsherds, wisps of hay and straw, and Criosphinx dung.

The answer to the riddle is: "fingers".

- 4) Three Fire Lizards sleep here. These are 15' lizards: 1) **Boss**: Align: N, HD: 10, HP: 55, AC: 3, Sex: Female; 2) **Pokey**: Align: N, HD: 10, HP: 44, AC: 3, Sex: Male; 3) **Thinker**: Align: N, HD: 10, HP: 52, AC: 3, Sex: Male.

Comments: These are a fully mature "dwarf" variety, so are still 10 Hit Dice in spite of being ½ normal size for fire lizards.

Traps: The only thing like a trap here is the Altar of the Sun described under "Treasure". We do not consider it a trap as it was not meant to be one.

Treasure: There is a scroll of Shape Change on a shelf on the south wall, and the lizards have 17 sparkling "stones" scattered on the floor (the lizards like to play with them).

Gem	Wt.	Value	Color
1) Glass	8 c.	6 CP	Purple
2) Glass	1 c.	2 CP	Orange
3) Glass	7 c.	5 CP	Blue
4) Glass	8 c.	4 CP	Orange
5) Glass	1 c.	3 CP	Blue
6) Glass	12 c.	2 CP	White
7) Glass	9 c.	1 CP	White
8) Glass	7 c.	1 CP	Orange
9) Glass	6 c.	5 CP	Red
10) Glass	5 c.	4 CP	Yellow
11) Zircon	1 c.	100 GP	White
12) Demantoid Garnet	1 c.	125 GP	Deep Red
13) Rutile	20 c.	200 GP	Reddish Brown
14) Amethyst	2 c.	300 GP	Violet
15) Ruby	4 c.	800 GP	Red
16) Aquamarine	300 c.	900 GP	Aquamarine
17) Chrysoberyl	5 c.	1000 GP	Green

Total value: 3425 GP and 33 CP.

Against the east wall of this room is one of the four Altars of the Sun. If a proper offering is placed on an Altar of the Sun, a Servant of Ra will appear and take the offering. If he is very pleased with it, he may do a favor for the one who made the offering. Refer to Gods, Demi-Gods, & Heros by Kuntz and Ward for details on Ra's powers. As Ra is "king" of the Egyptian gods, we assume he can summon servants of any of the others.

Proper offerings include (minimum of 1000 GP are necessary) gold, gems, and any magic related to light or the sun. If anything evil is placed upon an Altar of the Sun, the altar will destroy it. If a human sacrifice is made, the Servant of Ra will appear, resurrect the victim, and destroy those who made the offering. Animal sacrifices are burned up and then ignored.

Ra has talked with Isis about this temple and knows everthing about its construction, the Magic Ankh Keys, etc., but nothing about the monsters in the rooms, and nothing about the traps.

On the wall above each Altar of the Sun are hieroglyphics which say: "Here is an Altar of the Sun, a piece of the dwelling place of Ra, KING of the Gods, God of the Sun. Praise be to Ra, giver of life, giver of light. Give that ye may be given to."

Miscellaneous: The fire lizards tend to incinerate their trash and dung, so the floor here is clean, except for lots of scorches. The walls have been blackened by smoke, but the hieroglyphics are still readable. There is no food or water in this room.

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- 5) Four Tigers lie in repose, guarding the guardian Naga in Room Six. 1) **Bright-Eyes**: Align: N, HD: 5 + 5, HP: 24, AC: 6, Sex: Female; 2) **Smooth-Fur**: Align: N, HD: 5 + 5, HP: 27, AC: 6, Sex: Female; 3) **Wise-Ears**: Align: N, HD: 5 + 5, HP: 28, AC: 6, Sex: Female; 4) **Hero**: Align: N, HD: 5 + 5, HP: 33, AC: 6, Sex: Male.

Traps: In the northeast corner is a bag of Foo-Yap. Foo-Yap was an ancient (imaginary) Chinese alchemist who discovered how to distil a special essence from petroleum, to which he gave his name. The modern world calls this stuff gasoline. Any mixture of about 1% to 5% gasoline in air is explosive. The bag here is made of leather sealed with bitumen and holds five gallons of Foo-Yap. It is pierced at the bottom by a spike which is jammed into the floor. A string has been tied around the spike inside the bag so as to seal the bag to the spike. Lifting the bag will release all five gallons all over the floor. Cutting or stabbing the bag will also let the Foo-Yap out. Once the Foo-Yap is dumped it will dry in one hour. But if at any time within that hour it is exposed to an open flame, such as a torch, candle, or lantern, it will explode. If the doors of the room are kept closed, the Foo-Yap will still be in the air, and extremely explosive. Damage done will vary complexly with circumstances, so to keep things simple: if the gasoline-air mixture explodes it does 1 - 20 six-sided dice of damage to those within the room, and half that to those in the room's doorways if the relevant door is open.

Treasure: The only treasure here is a very special magic item inside the bag of Foo-Yap in a sealed bag of its own. This is a Candle of Gentle Light. It appears as a simple white beeswax candle. When it is lit it sheds a light, equal to lantern light, which only the gentle can see. Determining who is gentle must be left to the Judge's discretion, but in general Fighters, Thieves, Magic Users who use spells in combat, Clerics who carry weapons, Monks, and Assassins are not gentle. In fact it may be very hard to find a character who can see this light. This light can pierce darkness up to that cast by a 24th level evil Cleric, and also shields those within its range as if they wore Robes of Blending, provided they are gentle enough to see it. Range is 30 feet. This candle does not interfere with the infravision of Elves and Dwarves even if they can see its light.

The Candle of Gentle Light is 12" long, 1" in diameter, and dripless. It will burn for a total of 24 hours.

The candle and Foo-Yap trap were placed in this room by Set. He did not know anything about the candle, except that he didn't like it.

Miscellaneous: This room is fairly clean, it was used by the slave-drivers. They are going to be very surprised if they come back and find the tigers here. There is no food or water in this room.

- 6) One Guardian Naga is blessing the four crossbow bolts in the trap here, hoping somehow to find a way to use them against the Rakshasa in Room 13. **Parendi:** Align: LG, HD: 12, HP: 51, AC: 3, Sex: Male.

Comments: Parendi came from India, with his tigers, to try to rescue the Princess Rukmini. He has explored everywhere in the temple except Room 17 and under it. He knows almost everything there is to know about the temple except what the hieroglyphics say (he can't read Egyptian), what the Ankh Keys are (see Room 1), what the Altars of the Sun are (see Room 4), and where the princess is. He has been unable to get into Room 17, despite having the following powers given to him by Brahma over and above the usual powers of a Guarding Naga: *The ability to go into etherial or astral forms, the ability to cast Knock, Dimension Door*, Teleport*, Telekinesis, Pass-Wall, Phase Door*, and Wind Walk.* He can use up to four spells per day and has tried them all to get into Room 17 without success (*used today).

Parendi speaks Sanskrit (= Guardian Naga), Hindi (= Rakshasa), Persian (= Djinn), Chinese (= Gold Dragon), Greek (= Centaur, Dryad, Harpy, Minotaur, Gynosphinx, Nymph, Pegasus, Satyr, Titan, etc.), Tamil (= Type V Demon), Bengali (= Weretiger), and Tibetan (= Yeti). He does not speak English (= Common), nor any alignment language.

Traps: There are four loaded crossbows here, set to fire along the length of their trip wires. Each has been hidden in a wall, 4' from the ground. The trip wires are level and attached to hooks at the other end. The crossbows are hidden behind thin slabs of stone, easily removed. The wires are: 1) East - West placed 3 1/8 feet North of the South wall, bolt fires East; 2) North - South placed 3 1/8 feet East of the West wall, bolt fires North; 3) North - South placed 6 1/4 feet East of the West wall, bolt fires South; 4) North - South placed 9 3/8 feet East of the West wall, bolt fires North. The wires are about 0.006" in diameter copper wire painted black and have a tensile strength of about one pound. Parendi is under the wires.

Treasure: The only treasure here is Parendi himself and the crossbows with their blessed bolts. These are standard heavy crossbows.

Miscellaneous: This is a clean room with no former occupant.

- 7) Five Jackalweres roll dice to see who gets the magic Scimitar they took from one of the guards they killed. This room was the headquarters of the temple, housing four evil priests and four guards. The Jackalweres wandered in from the desert two days ago looking for a meal, put the people to sleep, then killed them. The Jackalweres are still eating the rotting flesh, but not much remains. **Barak:** Align: CE, HD: 4, HP: 17, AC: 4, Weapon: Two-Handed Sword; **Caliban:** Align: CE, HD: 4, HP: 18, AC: 4, Weapon: Flail; **Frash:** Align: CE, HD: 4, HP: 12, AC: 4, Weapon: Hammer; **Lunt:** Align: CE, HD: 4, HP: 26, AC: 4, Weapon: Dagger and Short Bow; **Podagra:** Align: CE, HD: 4, HP: 16, AC: 4, Weapon: Spear.

Comments: Note that Jackalweres are hurt only by **iron** or magic weapons. The Jackalweres are in man form. Barak speaks English (= Common), Egyptian (= Androsphinx, Mummy), and Swahili (= Jackalwere). Barak is cheating, he has a pair of fair six-sided dice he lets the others use, and a pair of loaded dice which always come up six and one which he uses when appropriate. He has not yet been caught.

Traps: There are no traps here.

Treasure: On a table lies a large brass ring with the keys to Rooms 1, 3, 4, 5, 7, 8, 9, 11, 12, 13, 15, and 16. Piled on a bed are the pieces of the four suits of armor which the guards here wore. The suits are the +4 bronze plate mail standard for Minions of Set. Sizes are: 6' 8" and 210 lbs., 6' 8" and 220 lbs., 4' 8" and 180 lbs., 5' 0" and 120 lbs. Three bronze swords and four shields lie on a second bed.

The magic Scimitar is a +2 magic Sword. It is 3' 6" long (3' 2" blade, 4" handle) made of beryllium carbide and weighs 2 pounds. Its blade is razor sharp and always keeps its edge no matter how abused. The blade is very strong and a force of more than 825 pounds is required to break it. It is stiff, a force of more than 215 pounds is required to bend it appreciably, and elastic enough to recover completely from any bending which does not break it. The handle is plain ivory, and the sword comes with a plain ivory sheath. This sword does 1 - 12 points of damage against any opponent, large or small. Adjustment for armor class and +2 magic bonus combined are:

AC: 9	8	7	6	5	4	3	2	Quick Moving Target
+4	+4	+5	+5	+4	+4	+3	+3	+5

Hidden in the east wall of this room is the Magic Ankh Key for the north lock on the west door of Room 17. See Room 1 for details.

Miscellaneous: There are four beds (5' x 3' x 2') along the west wall, with feather mattresses, and cotton sheets. There are four bed rolls (cheap goats' hair blankets) along the southeast wall. The table (4' x 4' x 4') with four chairs is in the center of the room. There are two large pottery jars with 30 gallons of potable water against the northwest wall, with a long handled brass dipper hanging from a hook on the wall to the east. The dead bodies have been hidden under the beds, two to a bed, and the sheets hang to the floor, but the place reeks of carrion, a smell of which the Jackalweres are unaware. The Jackalweres are dicing on the table, but have their weapons handy. Lunt has a quiver with 12 arrows. None of the Jackalweres' weapons are iron, all are bronze. There is a broom against the west wall, but this room is a dirty mess, trash consisting of dirt, potshards, dust, bird bones, bread crumbs and crusts, and Jackal hair (the habit of Jackalweres is to defecate and urinate away from their lair, so there is no dung here).

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- 8) Four Lions are starving here, often scratching the door, trying to get out. They have not been fed in seven days. 1) **Roughtongue**: Align: N, HD: 5 + 2, HP: 22, AC: 6, Sex: Female; 2) **Stud**: Align: N, HD: 5 + 2, HP: 13, AC: 5/6, Sex: Male; 3) **Walkalot**: Align: N, HD: 5 + 2, HP: 26, AC: 6, Sex: Female; 4) **Clawpusher**: Align: N, HD: 5 + 2, HP: 23, AC: 6, Sex: Female.

Traps: There are no traps as such in this room, but see data on the Altar of the Sun.

Treasure: Against the south wall is one of the four Altars of the Sun. See Room 4 for detail.

On a shelf on the west wall is a Camel Cameo. The Camel Cameo is a magic talisman which when touched and the person touching it utters someone's name, the person named is changed into a camel unless he or she saves vs. polymorph. The person so changed retains intelligence, memory, etc. and is able to speak, but in all other respects including hit dice is fully a camel. To change a person back, the Camel Cameo is touched and the person's name uttered backwards. One may use it on oneself, on one's friends, or on monsters encountered provided their names are known. Only those who Speak with Animals can use it on animals. In appearance, it looks like a cameo about 1" in diameter and ¼" thick with a camel carved in relief in brown stone with a white background on one side, and a mirror image camel carved in intaglio in white stone from a brown surface on the other side. If not seen to be magic, it will seem to be a gem worth 500 GP as the artistry of the work is extremely good. The stone appears to be sardonyx.

Miscellaneous: There is a trough with 14 gallons of water left in it in front of the altar. There is a sack of rice on the altar which has been there four years, 100 pounds. There is no other food here. Trash consists of old bones, very thoroughly chewed, about ¼ bale of very dirty straw, and lion dung.

- 9) Six Crocodiles with parched skin move restlessly and noisily about, looking for water. 1) **Slither**: Align: N, HD: 3, HP: 10, AC: 5, Sex: Male; 2) **Crunch**: Align: N, HD: 3, HP: 11, AC: 5, Sex: Male; 3) **Belch**: Align: N, HD: 3, HP: 10, AC: 5, Sex: Male; 4) **Croak**: Align: N, HD: 3, HP: 19, AC: 5, Sex: Male; 5) **Brak**: Align: N, HD: 3, HP: 13, AC: 5, Sex: Male; 6) **Chonk**: Align: N, HD: 3, HP: 9, AC: 5, Sex: Male.

Comments: These Crocodiles are not yet parched enough to be in distress.

Traps: This room contains a sun lens set as a trap. The entire roof here is a "magnifying glass", actually a Fresnel lens. The ceiling is a set of long wooden slats arranged like a venetian blind. In the day time a small amount of light leaks around the edges even though the blind is closed. This light is harmless. But if the blind is opened and the sun is out its rays will be focused into a very small and very hot area. The position of this focal point will depend on the time of day. It begins in the morning three feet above the ground on the west wall at the south edge of the main door. It then proceeds to move east as the sun moves west, reaching a place midway across the room by noon, and ending in the evening at the east wall.

In appearance the focal point area will only look like a blinding* bright spot on the wall or floor, about one foot in diameter. Anyone who blunders in takes 2 - 40 points of damage. Note that the rest of the room will be in the "shadow" of the lens, although far from dark.

There is a loop of rope, 23' in total length, hanging near the door on the wall to the north which goes around a wooden wheel in the ceiling, which in turn is connected to cords which turn the slats of the blind. The slats themselves are 1 by 8's which run east-west across the ceiling.

Note that the sun lens does not work as a trap at night, nor does it work when the sky is overcast or the sun otherwise obscured. In a way this trap is unreliable, but Set was fond of it as it used the sun for an evil purpose.

Treasure: On a shelf on the south wall is a gold and silver game of Senet, worth 1500 GP. It weighs 15 lbs., and is 12" long, 8" high, and 6" wide.

Miscellaneous: There is a trough with no water in it by the south wall. There is no food here. Trash consists of a little dirty sand, a few old dried bulrushes, and Crocodile dung (which the sun lens will set on fire).

*Literally blinding for 2 - 8 turns those who actually look at it.

- 10) Five giant Indian Cobras slither over the floor in a bizarre dance. Their bite is fatal in 1 - 6 minutes if a saving throw vs. poison fails. Even if the save is made, the bite still does 2 - 4 points physical damage. 1) **Widehood**: Align: N, HD: 4 + 2, HP: 18, AC: 5, Sex: Female; 2) **Bluebelly**: Align: N, HD: 4 + 2, HP: 19, AC: 5, Sex: Male; 3) **Charmer**: Align: N, HD: 4 + 2, HP: 23, AC: 5, Sex: Male; 4) **Slinky**: Align: N, HD: 4 + 2, HP: 26, AC: 5, Sex: Female; 5) **Scaley**: Align: N, HD: 4 + 2, HP: 19, AC: 5, Sex: Female.

Traps: On a hook on the west wall hangs a string of onyx scarabs, but the hook is the trigger on a floor of knives trap. Lifting the weight of this string from the hook releases a catch which allows 39 sharp bronze knife blades to spring up out of the floor. They are spaced evenly in staggered rows, about 6" apart, over the entire floor. Each blade is 8" long, 2" wide, and does 1 - 4 points of damage. We consider each person in the room to have a 30% chance of getting stabbed per foot on the ground, reduced by 10% for leather or chain armor, and reduced by 25% for full plate armor. Magic armor also helps, 5% per point: +2 magic armor, for example, would reduce the chance of taking damage by 10%. Roll separately for each foot.

Anyone who takes damage has a 1% chance of falling. Those who do may take damage, roll as if in melee the character were attacked the number of times shown below with a dagger.

Size S: 3 - 18 attacks

Size M: 6 - 36 attacks

Size L: 6 - 36 + 3 attacks

The blades are perfectly good dagger blades and may be pulled out, but they do not have handles, just tangs (anyone who has tried to use a file with a tang and no handle will realize what that means). The trap is spring loaded, one spring per blade, but the springs are under the floor and hard to get out.

Treasure: The string of onyx scarabs holds 10 of them. They seem to be worth about 10 GP each, and will fetch that in the market place, but they are very ancient and if a collector of antiquities can be found to buy them, they are worth 1000 GP each!

Miscellaneous: There is a large crockery bowl with five gallons of water in the northwest corner. The floor is covered by dirty straw mixed with Cobra dung.

- 11) Three giant Crocodiles lie in wait in the shadows of this room. There are bulrushes growing in this room, and an inch of fetid water on the floor, helping conceal the Crocodiles. On the other hand the roof here is glass, letting in the sunlight (there is a "venetian blind" ceiling here, just like the one in Room 9, but these are open and the glass roof is not a lens so this is not a trap). The Crocodiles will wait until at least three people have entered the room before attacking. They have a 5% chance of achieving surprise in daylight, 50% chance at night. These Crocodiles are so large that their movements are restricted and they take 10 - 60 seconds to make any turn. 1) **Remsad**: Align: N, HD: 7, HP: 24, AC: 4, Sex: Male; 2) **Kahnti**: Align: N, HD: 7, HP: 25, AC: 4, Sex: Female; 3) **Fhomlebor**: Align: N, HD: 7, HP: 29, AC: 4, Sex: Female.

Comments: These Crocodiles were pets long ago, and the names shown are the pet names given to them. Because of this, these Crocodiles will be very friendly toward anyone who uses the Speak with Animals spell and treats them kindly. Anybody else they will try to eat.

Traps: There are no traps here.

Treasure: There is no treasure here (you can't win them all).

Miscellaneous: The glass roof, bulrushes, and water have already been mentioned.

- 12) Two Narnian Elephants are fighting each other. Narnian Elephants are small (about 5' high) but fully intelligent (read the chronicles of Narnia, *The Lion, the Witch, and the Wardrobe*, by C. S. Lewis, for background on Narnians). They use the same five attacks as full size Elephants, but at ½ the damage. 1) **Stang**: Align: LE, HD: 10, HP: 45, AC: 6, Sex: Male; 2) **Nesselrode**: Align: LG, HD: 10, HP: 60, Sex: Male.

Comments: Stang is a very evil African recruited by Set as part of the temple's monsters. Stang likes to kill. Nesselrode is a very good Indian brought in by Parendi to oppose Stang. Stang speaks Swahili (= Jackalwere), Nesselrode speaks Bengali (= Weretiger), each being the the Elephant's native tongue.

Traps: There are no traps in this room.

Treasure: Against the west wall is one of the four Altars of the Sun. See Room 4 for details.

One real treasure here is the Elephants themselves. If one or both are killed they do have ivory tusks (1/8 usual Elephant tusk value), but more important either one could easily become a faithful companion of a persuasive person of matched alignment (Note: they can get through the doors. This has been tested with a scale model Elephant in the scale model temple.).

In the north wall is the Magic Ankh Key for the south lock on the west door of Room 17. See Room 1 for details.

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- 13) One Rakshasa plots to take over the temple. **Tajik Taiz:** Align: LE, HD: 7, HP: 47, AC: -4, Weapon: Poisoned Dagger.

Comments: Taiz uses a false name of "Sir Rubindranath Tagore". He will claim to be an illusionist from India, part of Princess Rukmini's entourage overlooked by the Minions of Set. Note that he can read minds and thereby speak any language. He is not able to read Egyptian (= Mummy, Androsphinx) since those in the temple who speak that language are illiterate (the priests in Room 7 were literate, but they are dead). "Sir Rubin" actually came to the temple following his arch-enemy, Parendi, the Guardian Naga in Room 6. He will claim that Parendi is an evil Spirit Naga with illusionist powers who followed him from India. "Sir Rubin" will promise help to those who agree to help him kill Parendi. He will not keep his promise. In fact he will later murder anyone foolish enough to help him.

"Sir Rubin" has only intermittent ability to read Parendi's mind, and then only surface thoughts. He is not aware of Parendi's current location or activity, but does know where Parendi's tigers are. He knows little about the temple and in the one day he has been there he has only visited Rooms 13, 14, and 15.

Note that neither "Sir Rubin" nor Parendi is in any way immune to the illusions of the other, but both are always suspicious of anything they perceive.

Note that "Sir Rubin" has one bite and 2 claw attacks, or may use his poisoned dagger.

Traps: "Sir Rubin" has a leather purse hanging from his belt at his left hip, and a leather knife sheath hanging from his belt at his right hip. The purse contains his money and a small copper box: 3/4" cube. In the copper box is a six-sided copper die with the standard arrangements of pips, but these pips are inset jewels which look like diamonds (actually they are rhinestones). The die's edges are exceedingly sharp. The die has been coated with pure nicotine. Nicotine is a very strong poison which can be absorbed through the skin as well as taken in through tiny cuts or pinpricks in lethal amounts. Anyone who handles this die with bare hands must save vs. poison or die within 1 - 2 minutes (a heavy smoker may live 1 - 4 minutes). Symptoms will be first tingling pain in the place poisoned, then nausea, and finally heart failure. The die appears to be coated with yellow oil.

"Sir Rubin's" dagger is also coated with pure nicotine. Anyone actually hit with it must save vs. poison, and symptoms and death proceed as above. Carelessness with this dagger could also result in poisoning, but handled properly it is safe. The dagger is made of copper, has a wavy "oriental" design, and a teakwood handle.

Treasure: "Sir Rubin's" purse holds 600 platimun pieces. His dagger is worth about 20 GP, poison included. The poisoned die and its box are worth about 30 GP, poison included. In "Sir Rubin's" pack is a vial of 5 oz. of pure nicotine, worth about 50 GP.

Another treasure in this room hangs from a hook on the north wall by the door. This is a magic Whip of Fear used by the slave drivers to cow the animal monsters so that they could safely feed all of them. It is a leather whip, 8' long, with 4' of that length being the handle. As a weapon it hits at -5 regardless of armor class, and never does more than one point of damage. All of the non-intelligent monsters brought in to the temple by Set or his agents are terrified of this whip, and it will freeze them into immobility for 8 - 16 minutes. After that those monsters affected become very angry. No monster other than those in this temple is affected.

Miscellaneous: This room contains a table, 9 3/8' long, 3 1/8' wide, 2 1/2' high, against the west wall in the north west corner, thus blocking the secret door into Room 14. "Sir Rubin's" pack is on the table. There are three chairs by the table. "Sir Rubin's" pack contains a flask of **tari**, an intoxicating Indian drink also called "toddy". The flask holds one quart and is half full. The pack also holds a canteen with 1/2 gallon of water, a sack with 2 pounds of dates, 50' of hemp rope, a complete change of clothing for "Sir Rubin", a manicure set, five oranges, a sack with 10 pounds of dried beef, and a tightly covered bowl with 1/2 pound of **ghi**, which is clarified butter.

- 14) Four Mummies rest in their sarcophagi. They will not attack unless their coffins are disturbed, then all will emerge to attack. 1) **Tuthmosis**: Align: LE, HD: 6 + 3, HP: 37, AC: 3; 2) **Amenhotep**: Align: LE, HD: 6 + 3, HP: 23, AC: 3; 3) **Senusret**: Align: LE, HD: 6 + 3, HP: 25, AC: 3; 4) **Mentuhotep**: Align: LE, HD: 6 + 3, HP: 16, AC: 3.

Traps: The floor of this room contains a loose stone slab which is only half supported, the other half is suspended over a pit 3 1/8' wide, 3 1/8' long, and 500' deep. If five or more pounds of weight are placed onto this slab it will tip and fall into the pit, with obvious consequences. If a man should fall in, he will take 20d6 points of damage. This trap is located near the center of this small room, the Mummy cases surround it. At the bottom of this pit is a passageway leading to Room 18. See Room 18 for details.

Treasure: In each Mummy case are 1000 GP. Hanging from a hook on the north wall is a bag of one pound of Magic Sandstorm Sand. If anyone tosses an ounce of this sand in some direction, it immediately creates a blinding sandstorm blowing in that direction. Those facing the storm take 1 - 4 points of damage if their eyes are unprotected, have a 70% chance of choking on the sand and/or having their hide abraded by the sand for 1 - 4 points of damage and have a 3% chance of being buried in 3 - 8 feet of sand. If actually buried, they take another 1 - 8 points of damage. Those facing away from the direction of the sandstorm take only the 3% chance of being buried, with its consequent damage. The area affected is everywhere in sight when the sand is tossed, up to a maximum of one square mile.

The sand of the storm is teleported from the nearest desert and is in no way magic. The ounce originally tossed is lost forever. The sandstorm lasts 1 - 2 turns. Note: Camels are immune to the effects of sandstorms including those from this Magic Sandstorm Sand.

Miscellaneous: There is no food or water here. The room is dusty, but there is no trash.

- 15) Four giant Scorpions lurk here waiting for something to eat. 1) Align: N, HD: 5 + 5, HP: 25, AC: 3, Sex: Male; 2) Align: N, HD: 5 + 5, HP: 37, AC: 3, Sex: Male; 3) Align: N, HD: 5 + 5, HP: 27, AC: 3, Sex: Male; 4) Align: N, HD: 5 + 5, HP: 25, AC: 3, Sex: Male.

Traps: There are no traps here.

Treasure: In a pile of bones (mostly bird bones) and trash (dirty straw and potshards) in the southeast corner are 2000 SP.

In the southernmost west wall is the Magic Ankh Key to the north lock on the east door of Room 17. See Room 1 for details.

Miscellaneous: There is no food or water here. Trash consists of the aforementioned pile in the southeast corner, and scorpion droppings.

- 16) Three Type V Demons weave a Robe of Eyes for which they are still collecting eyes. 1) **Hexada**: Align: CE, HD: 7 + 7, HP: 40, AC: 7/5, Weapons: +2 Whip, 5 Swords; 2) **Kra**: Align: CE, HD: 7 + 7, HP: 34, AC: 7/5, Weapons: +2 Spear, 5 Swords; 3) **Ayan**: Align: CE, HD: 7 + 7, HP: 38, AC: 7/5, Weapons: 6 Swords.

Comments: Note that the innate Read Languages ability of these demons allows them to speak any language (their 80% magic resistance will probably block any attempts to telepathy by the Rakshasa in Room 13).

Traps: There are no traps in this room.

Treasure: Against the north wall is an Altar of the Sun. See Room 4 for details.

Hexada wears a string of 14 diamonds, total value 700 GP.

The Robe of Eyes is still on the loom, but is complete enough to be effective if taken from the loom carefully. Note: This is a standard **Dungeon Master's Guide** magic item, but we do not allow those with good alignment to use it, since to make a Robe of Eyes, a person must be murdered by the robe's weavers for each pair of eyes sewn into the robe. There are 40 pair of eyes on the robe here.

The 16 non-magic swords which these Demons have close at hand are ordinary broadswords made of bronze. The +2 spear is also a standard +2 magic spear, made of bronze. The +2 whip is a leather bullwhip, 15' overall with a 1' handle. Its damage is computed by rolling three six-sided dice and looking for matched numbers. If all are different, the target takes one point of damage. If two and only two match, the target takes two points of damage. If all three are the same, the target takes as many points of damage as the total number of pips on top of the dice. The following table shows the combined weapon type and magic bonus adjustment for this whip against the various types of armor.

AC: 9	8	7	6	5	4	3	2	Quick Moving Target
+5	+6	+3	+4	0	+1	-3	-2	-3

Note that this is based on our use of the following table for bullwhip vs. armor class. The higher bonus on shielded opponents is to adjust down the benefit conferred by a shield as the bullwhip can wrap around the shield and still do damage. Note that this does not apply where the armor class is tough hide or magic armor. Thus against a green dragon which has "AC: 2" a non-magic bullwhip has a hit penalty of -5, not -4, as the armor type is not really "plate and shield".

AC: 9	8	7	6	5	4	3	2	Quick Moving Target
+3	+4	+1	+2	-2	-1	-5	-4	-5

Miscellaneous: The loom is made of oak, and is not magic. It is 8' high, 5' wide, and 8' long, and stands in the center of the room. There is no food or water here. There is no trash here, but the room has a sulphurous smell.

17) There are no monsters in this room.

This room can be entered by opening one of its two doors with the proper pair of Magic Ankh Keys. The keyholes are ½" in diameter, each 3' above the floor and 2" in from its side of the door. The keyholes in the secret door in the west wall cannot be found until the secret door is detected (In fact they will usually be the means by which the door is found). Each of the magic keys is in a different room:

Hole	Door	Room Where Key is Hidden
North	East	15
South	East	1
North	West	7
South	West	12

Inserting a Magic Ankh Key into its correct keyhole unlocks that lock with an audible click. Inserting one into an incorrect keyhole locks that lock, also with an audible click. In either case, the Magic Ankh Key disappears and returns to its hiding place.

Getting in by any other means will be difficult as the doors, portals, walls, ceiling, and floor of this room have been enchanted by Isis so as to be unaffected by any spell, device, or monster listed in *Greyhawk*. However, they have not been enchanted against the NEW spells listed in the *Advanced Dungeons & Dragons Players Handbook*. Note that the enchantment against monsters is such that sheer strength cannot force open the doors unless the force involved is greater than that of a Mattock of the Titans wielded by the strongest of Titans. Note also that no thief can pick the magic locks.

Traps: There are no traps here.

Treasure: In a niche in the north side of the western secret doorway, so hidden that it can be found only if this secret door is opened, is the Rod of Ra.

This is a very powerful lawful good magic artifact. It appears as an ankh made of 1" diameter rods of golden sunlight, 2' tall, 4" wide, with a 5" high loop. It has no weight and no substance, but it is easily grasped and carried by any lawful good Cleric who is not hostile to Ra (Such Clerics may also put it down). If anyone else tries to touch the Rod of Ra they will find that they cannot, and will take damage from pain equal to one third of their remaining hit points.

The Rod of Ra gives the Cleric who holds it two immediate benefits: 98% magic resistance, and the ability to travel anywhere at the speed of light. These powers are activated by the desire of the user, no word or rite is necessary. The Rod of Ra has two more special abilities as described below, which can only be activated by the proper words. These words can only be learned from Ra.

1) By raising the Rod of Ra and saying: "In the name of Ra I bid you rise," in Egyptian (=Mummy, Androsphinx) the user can raise the dead to first level (zero experience points) and by adding the words "...to your full glory", to the same level (no loss of experience points) as when the resurrectee died. Each level resurrected uses one charge of this power.

2) By Lifting the Rod of Ra and saying: "By the power of Ra thou shalt die", in Egyptian the user can call forth from the rod a beam of sunlight strong enough to kill the monster at which the user is looking. This ray of light inflicts exactly enough damage to kill--no more, no less. Those watching may be blinded for 1 - 6 seconds, but the Cleric using the rod is never affected. Each level killed drains a charge of this power from the rod.

The Rod of Ra when fully charged holds 20 charges each of the two last named powers. It may be fully recharged by exposing it to the first light of sunrise at the Spring Equinox.

Miscellaneous: This room is clean and empty except for a pulley block hanging from a hook in the center of the ceiling, and ring in the center of the floor. The ring is attached to a block of stone 3 1/8' x 3 1/8' x 9 1/2", which weighs 1250 pounds. If the block is lifted, it will reveal a hole, 3' x 3', leading straight down. The hole goes down 500' to a passage leading to Room 18. The ring, hook, and pulley block are steel, 2" thick, quite capable of holding up the block of limestone from the floor. The ring and hook are 1' in diameter, the pulley block is in proportion. Note, however, that there is no rope here, and we assume the standard rope carried by adventurers can carry a safe load of up to 500 pounds. Above that there is a 1% chance per pound of the rope breaking. The pulley block is wide enough for 12 ropes to go through it, we assume 5/8" rope.

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- 18) Here lies the Princess Rukmini, guarded by one Gorgriffspidrascorp, named Quab. **Princess Rukmini:** Align: N, HD: 6, HP: 20, AC: 6, STR: 17, INT: 14, WIS: 15, CON: 17, DEX: 15, CHAR: 9, Sex: Female; **Quab:** Align: CE, HD: 9, HP: 30, AC: 2/1, Sex: Male.

Comments: Princess Rukmini speaks Sanskrit (=Guardian Naga), Hindi (= Rakshasa), Bengali (= Weretiger), and English (= Common). A Gorgriffspidrascorp description follows this room description. Quap speaks Greek (= Gorgon, Centaur, Dryad, Gynosphinx, Pegasus, etc.).

Traps: The underground river here is not an artificial trap, but it is very swift and dangerous. It moves at 10 knots, which works out to a "melee movement rate of 101". It can be outrun, but not easily out walked. There are fish in the water. The up- and down-stream entrances to the river will depend upon where the temple has been placed. In our world it flows into the sea, still underground, five miles to the north. Its sources are hundred of miles to the south, with no usable exits in that direction. The ceiling of the cave over the river is 0 - 5 feet high, except for a 18 3/4' hemisphere over the pit of deep water which surrounds the island on which the Princess lies.

Treasure: The Princess is the main treasure here. Her father and mother are dead, her only brother, who does not like her very much, is Maharaja. His name is Narthasida. He will pay 3000 - 18000 GP reward for his sister's return, according to the Charisma of the one who returns her.

Princess Rukmini is a 6th level Monk. She is now in a trance (induced by Set) and has been in it since she was captured. She will recover in 38 seconds if rescue seems likely.

Princess Rukmini is not beautiful, being too muscular for most tastes.

The bed on which the Princess "sleeps" is a Magic Travel Bed. Anyone asleep in the bed is protected from physical harm so long as they are asleep. Furthermore the bed can walk in whatever direction is best for its occupant(s), provided they do not instruct it otherwise each day. (It understands Sanskrit (= Guardian Naga), but does not speak.) The bed cannot swim, so right now it is stuck. Nor can it climb a slope steeper than 45 degrees. The bed is 3' wide, 6' long, 3' high, weighs 100 pounds, and is made entirely of brass tubing. There is a non-magic mattress of silk stuffed with goose down on the bed. The bed belongs to the Princess. She will not give it away or sell it.

Miscellaneous: There is no food here, except fish in the river, but plenty of good clean water, also in the river. The river's temperature is 68 degrees F. The stone here is limestone. Passages, etc. are dank. There is no trash here. The river bottom is gravel. The river is 4' deep, except for the circular pit 500' deep around the island. Passageways are 3 1/8' wide, 10' high.

Gorgriffspidrascorp

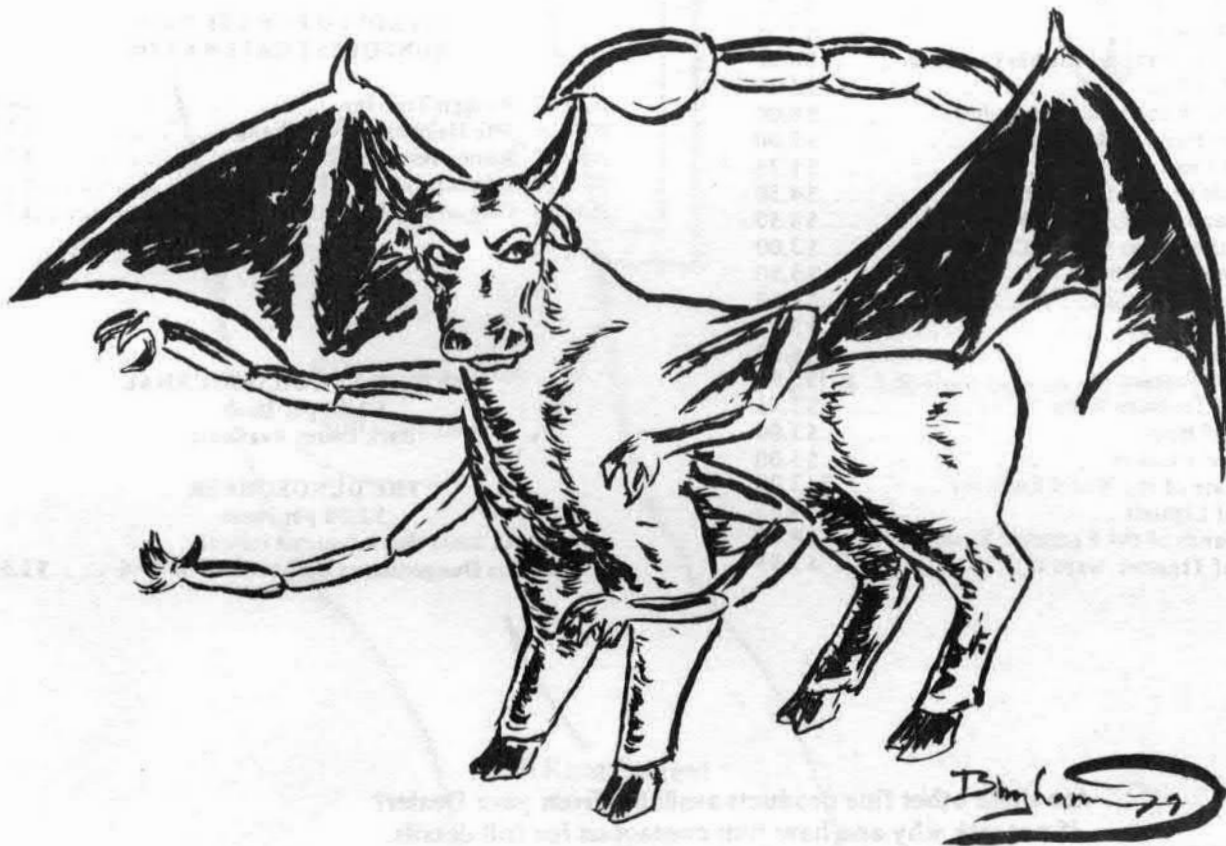
Frequency	Very Rare
Number Appearing	1
Armor Class	2/1
Move	18"/18
Hit Dice	9
% in Lair	0%
Treasure Type	O, P, Q
Number of Attacks	7 + 3 Special
Damage/Attack	Claws: 1 - 4/1 - 4/1 - 4/1 - 4 Horns: 1 - 6/1 - 6 Stinger: 1 - 4
Special Attacks	Breath of a Gorgon Sting of a Scorpion Webs of a Web Spell
Magic Resistance	Standard, but immune to Flesh to Stone and Polymorph
Intelligence	Very
Alignment	Chaotic Evil
Size	L (10')

The Gorgriffspidrascorp is a conglomerate monster created in the ancient and traditional fashion by combining parts of other beasts. Specifically the Gorgriffspidrascorp has the head of a Gorgon, the body of a Dragonne (which itself is a blend of Lion and Dragon), four legs and the web gland of a giant Spider—these legs ending in the talons of a Hippogriff (which are those of an Eagle), four legs of a Lion—these legs ending in the cloven hooves of a herd animal, the tail of a giant Scorpion, and the wings of a Dragon (which are those of a giant Bat).

The Gorgriffspidrascorp likes to attack by flying over its victims, entangling them with webs and using its Gorgon's breath to turn them to stone. After four such passes, it will descend to rend, gore, and sting.

Its awareness, and breath, extend into the astral and etherial planes.

treasure in a sack, but when it finds a good place for an ambush it puts the treasure into an obvious glittering pile to attract more victims.



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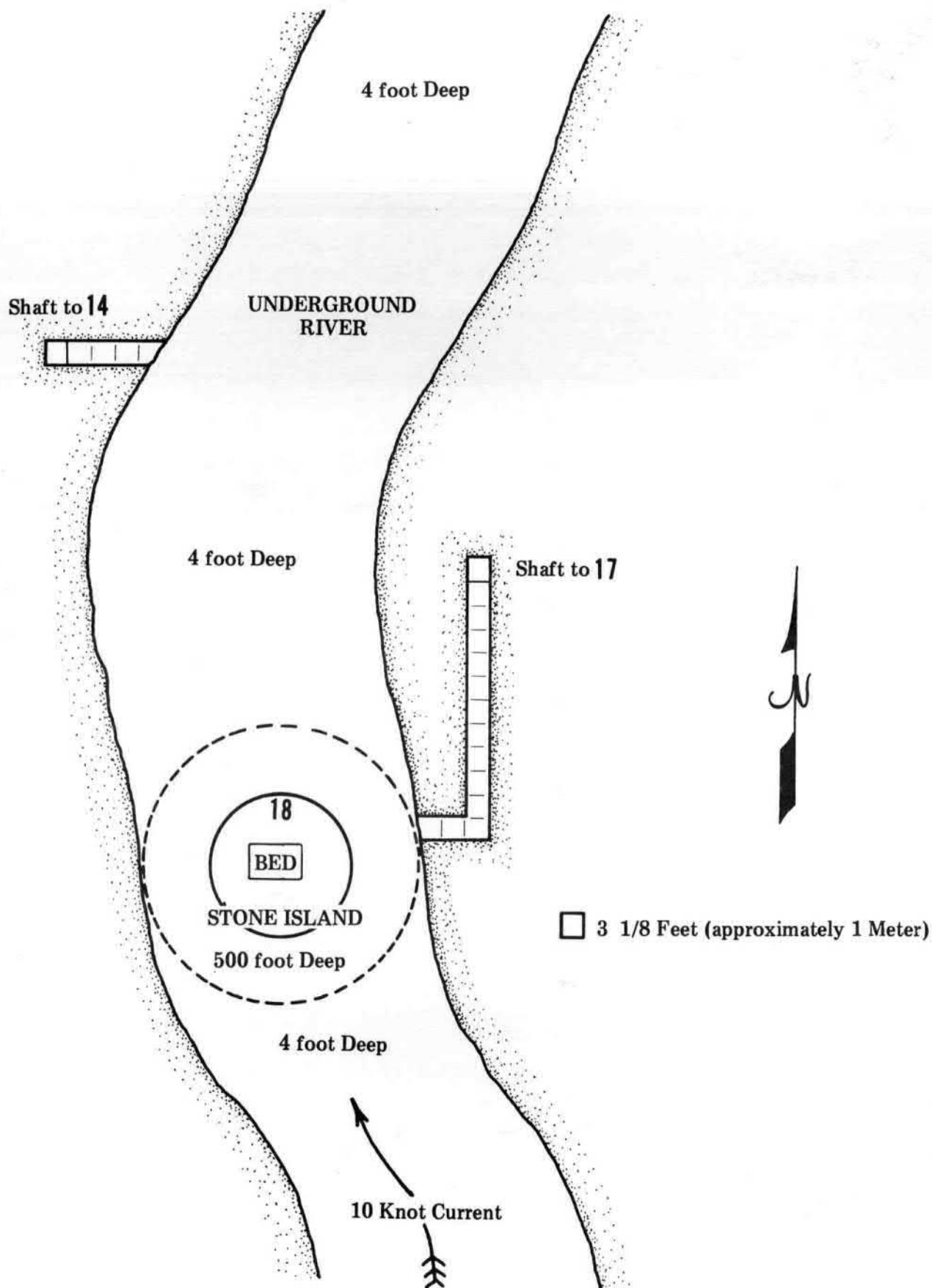
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