

Q1



Swords
& Wizardry

LIGHT

The Screaming Temple



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The Screaming Temple

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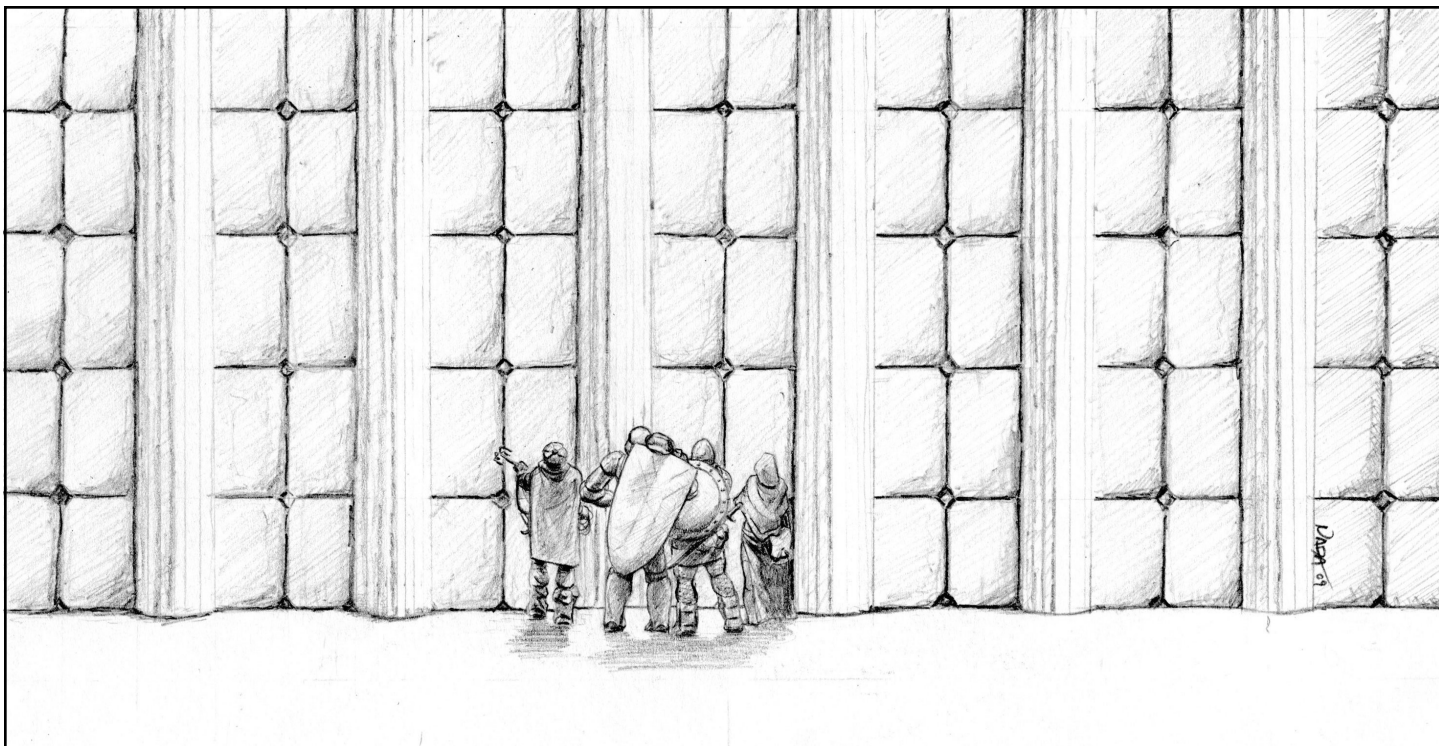
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This **Quick Play** adventure is designed for use with the *Sword's & Wizardry Light Game System*. Character levels should range from second to fourth level, with a total of ten total character levels (example: three – third level characters = nine character levels). No specific character class is required, but a thief would be of use.

There is only one map provided, that of the temple, and any peripheral maps may be originated by the DM. This scenario may take place in any urban or city environment.

DM's Introduction

The Screaming Temple is a relatively short scenario in which the adventuring party will investigate an enigmatic temple that literally surfaced over night. The temple is surrounded by 20' high stone wall, hiding the grounds within. The gate is wood. There are no structures close to the temple that offer a good vantage point to see beyond the wall. There are no markings or signs on the exterior wall or gate to identify the temple or its deity.

The temple complex is located in the middle of the poorest district in the city. In reality, the temple is a front for a massive fencing operation. A very powerful NPC in some other far off city has made arrangements with the local thieves' guild. The thieves' guild enjoys the arrangement, as stolen

goods are sold at the temple and then transported to other cities, virtually eliminating any chance of tracing stolen items back to its members. The temple operatives pay 'extra' taxes to the city authorities to avoid investigation. Additionally, vagrancy around the temple has been reduced.

The temple and complex were assembled in the dark of night by a huge force of laborers. The entire complex was pre-built in another location and simply moved to the current location for assembly. The walls, while appearing to be made of stone, are wood covered with plaster.

On seemingly random nights horrific screaming emanates from the temple and therefore the local inhabitants have named it *The Screaming Temple*. Conversely, the local inhabitants have little other information as they never see anyone enter or leave.

Currently a group of six mercenary soldiers and a thief (the Fence) operate within the temple walls. The Fence buys stolen goods from local thieves at pre-arranged locations throughout the city. He then returns to the temple via a secret sewer entrance. On prescheduled nights a huge bat under the command of a petty wizard arrives to pick up the stolen goods. The screaming sound is emanated from a huge bat. The captives are usually captured vagrants from the vicinity of the temple.

On occasion the captive may be a kidnap victim

whose ransom was not paid, or similar prisoner of some sort. There is even a remote possibility that a prisoner may be a PC.

PC Involvement

Typically this adventure will occur while the PCs are visiting a large city. The PCs will immediately hear rumors regarding the Screaming Temple that appeared “out of nowhere” several months earlier. Information, both true and false, is circulating throughout the city. Consult the rumor table below. Roll 1d6 for each character. (T) indicates the rumor is true and a (F) indicates it is false. The PCs will not be able to discern truth from fiction at this point.

Rumor Chart

1. Two men went over the wall and never came back. (T) [The lizard ate them].
2. A dragon lurks behind the walls. (F) [It is actually a giant chameleon.]
3. The Eye of Ag-Jir is in the temple. (F) [The Eye is a gem of enormous value.]
4. A strange creature flies into the temple after dark. (T) [The bat.]
5. Any who climb the wall explode when they reach the top. (F)
6. People have been disappearing since the temple has been built. (T)

Note: A thief character will learn that there is a new Fence in town but no connection to the temple will be made. This information will only be available from guild members.

The Temple Grounds

The temple is situated in the poorest district of the city, often referred to as the slums or thieves district. No one lives within a 100 yards of the temple, and few venture within that boundary. The temple complex was built on the grounds of a derelict warehouse that burned down under mysterious circumstances several weeks earlier. The outer wall is 20' high and appear to be solid stone. However, close inspection will reveal that the walls are stucco on timber framing and not particularly thick. The wall is scalable with a rope and grapnel. A thief may simply climb walls with no penalty.

The temple within the outer wall is T-shaped

(inverted) and approximately 30' tall. It is very plain and built out of the same material as the outer wall. It has few windows and the large double entry doors are made of plain wood. No markings or decorations are evident. Both the walls and temple have a wooden frame.

The temple is patrolled by 12 mercenaries who work in shifts. While on duty, six mercenaries are within the temple complex and the six off duty mercenaries are lodged in a nearby house. The mercenaries are on 48-hour shifts and sleep at the temple while on duty. The mercenaries change shifts at midnight (which may occur if the PCs choose to infiltrate the temple at night).

Patrolling the outer grounds, between the temple and wall, is a partially trained giant horned chameleon lizard. It hides in tall grasses (3' high) that have grown since the temple was constructed. The lizard will not attack the mercenaries but will challenge all other intruders. The entire courtyard area is not maintained and tall grass and other vegetation have grown unchecked.

There are three ways to enter the temple. The first is to use the large double doors which are never locked – and do not have a locking mechanism. The doors are usually open and the mercenaries frequently congregate just inside the doorway. The second is through a window or the roof which has a 30' diameter hole where the giant bat enters (see location 10). The third method of entry would be via the sewers which give access to location 10.

Primarily constructed of wood and plaster, the temple is not very structurally sound. A strong character (13 strength or more) can punch a hole in any wall without much problem. Characters with a lower strength score must use a weapon to make a hole. Additionally, the entire complex is susceptible to fire. If the structure is on fire, it will only take a few turns for the entire building to burn to the ground. The only solid portion of the structure is the temple floor which previously belonged to another building. The stone floor is thick and has a metal grate and tunnel that leads to the sewers below.

Several of the temple rooms have light sources that are lit at night. They give off very little light, forcing the mercenaries carry lanterns. During daylight hours, locations 1, 2, 5 and 10 have windows or



exterior doors and a light source is not necessary. locations 3, 4, 6, 7, and 8 do not have access to daylight and a light source is required. At night locations 1, 5 and 10 have artificial light sources.

There are several locked doors in the temple. The mercenary guards have keys to all of the rooms with the exception of Room #4. The Fence has keys to all rooms including Room #4.

It is important that the DM keep track of the mercenaries. They patrol in pairs; two of the mercenaries will be sleeping in location 2 at the start of the scenario. The remaining four mercenaries will be patrolling the temple and grounds. One pair will always be around location 1, or in the courtyard. The other pair will be taunting the halfling in location 8, or leering at the girl in location 10. If combat occurs anywhere in the temple or grounds, the mercenaries will all be alerted and will rush to the scene. Also, the Fence will arrive to assist the mercenaries.

Mercenary Fighter (6) AC 7[12]; HD 1, hp 6 each; #AT 1, dmg 1d6 long sword or 1d6 javelin; MV 12'

Outer Courtyard – Player Description

Tall, green grass surrounds the temple on all sides. Within the field of green are several dead trees and a variety of scrub bushes. The grass and weeds reach an almost uniform three feet high and sway gently in the breeze. The courtyard is completely unkempt. The vegetation even threatens to

climb the short stairs that lead to the temple. At the top of the stair a pair of large wooden portals hang open.

DM Description: Hiding in the tall grass is a giant horned chameleon that has been partially trained to attack all intruders (other than the mercenaries or Fence). The lizard was spotted by a pair of boys who scaled the wall and spread their fantastic tale of the dragon guarding the temple. There is no treasure to be found in the courtyard.

Giant Lizard (1) AC 5[14]; HD 3+1, hp 26; #AT 1; Dmg bite 1d6 + 1; SA 2x damage on attack roll of 20; MV 15'

1. The First Clue

The temple's greeting chamber is relatively bare. A single brazier is set in the northwest corner and illuminates the room. A wall of multicolored glass beads, strung together by thin string, hangs from ceiling to floor across the 30' wide archway in the north wall.

DM's Description: The brazier barely illuminates the room and alternate light sources are needed to clearly see the room. If the PCs take time to investigate the room, they will notice that all the walls are constructed of thin wood covered on the exterior by equally thin stucco. A dwarf or gnome will quickly realize that the temple is not very solid and it was built in haste. A cleric may notice the absence of any holy (or unholy) decoration.

2. A Place of Rest

Six unkempt cots line the two outside walls of this sparsely furnished chamber. Lying at the foot of each cot is a pack. A long table and six chairs occupies the center of the room. A pile of dirty plates and mugs sit on the table, along with two fat candles that are almost completely burnt down.

DM's Description: Although the PCs may not notice immediately, two of the cots are occupied with sleeping mercenaries. They will not wake up unless

the party disturbs them or makes excessive noise. If combat erupts anywhere in the compound they will gather their weapons and join their comrades.

Each pack contains the personal equipment of one of the mercenaries. Inside are clothes, weapon cleaning tools, and other personal items. Each mercenary also has a pouch with 25 gp. See Temple Grounds for statistics.

3. Storage

Crates, some open, but most closed, cover nearly the entire floor of this otherwise unremarkable room. The open crates hold leather sacks and rope, some of which lie sprawled on the floor.

DM's Description: The crates, 20 in all, hold rope or large sacks. These supplies are used by the Fence to hold and transport stolen goods. A number has been sewn onto each sack to track inventory.

4. The Vault

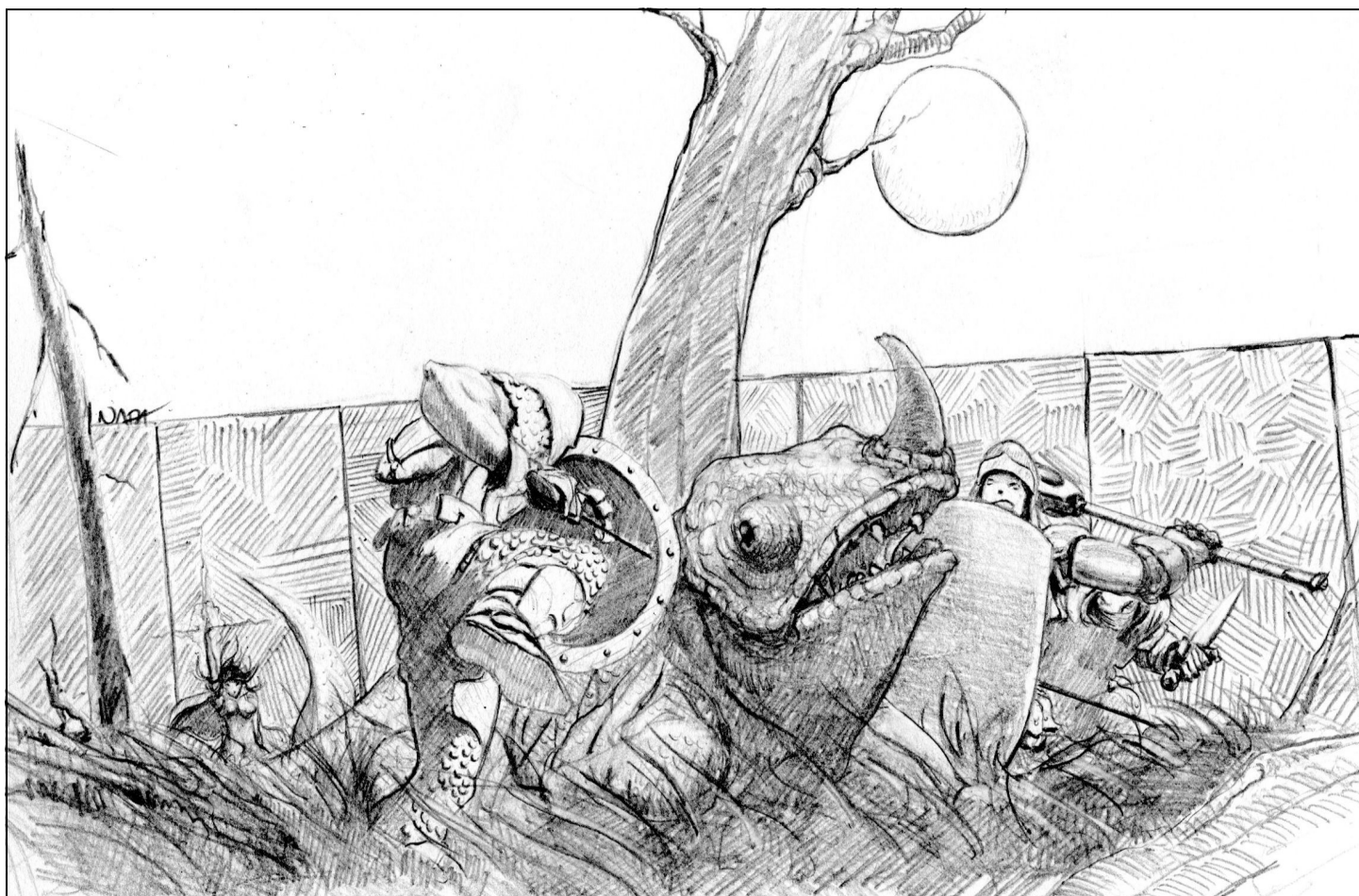
Four sacks are neatly placed against the west wall. The sacks have been fastened shut and each rope that is used to secure the sack has an extra length of cord tied into a loop. Another three sacks lie against the south wall, but these are not tied shut.

DM's Description: The slip-loops are used to secure the sacks to the giant bat that comes to carry away the Fenced goods. The sacks hold the following: Sack #1 – four gold goblets at 100 gp each; Sack #2 – a silver candelabra at 200 gp; Sack #3 – a gem embroidered tapestry at 350 gp; Sack #4 – a gem encrusted dagger at 400 gp and ten vials of holy water.

The three unsecured sacks hold rags and large pieces of cloth.

5. The Fence

DM's Note: Only read the following description if the Fence has not yet been encountered by the PCs.





Two small braziers burn at opposite ends of a long table set against the southern wall of this room. An uncomfortable looking cot and an open chest are the only other furnishings in the room. At the table, sitting with his back to the door, is a man in gray and black clothing, working over a pile of scrolls.

DM's Description: The man at the table is the Fence who actually runs the operation at the temple. He is currently going through his records, which he is not particularly good at maintaining. The scrolls contain tracking information for all (or most) of the items that he has purchased from his "suppliers" since the temple opened for business.

The chest contains clothing and a worn dagger in a fraying leather scabbard. The Fence keeps most of his personal belongings in a house on the edge of the city. The Fence is not very brave or loyal, and if he encounters significant danger, he will seek to flee.

He will not surrender as he knows the punishment from his employer would be severe. If possible, he will go to location 6 and initiate the doomsday device.

The Fence (4th Level Thief) (1) AC 3[16]; HD 4, hp 20; #AT 1; Dmg short sword 1d6 +1 ; MV 9'; Thief abilities, *short sword* +2, *ring of protection* +2, leather armor, *potion of invisibility* (for escape or setting off doomsday device).

S 10, I 13, W 11, D 17; C 13, Ch 12

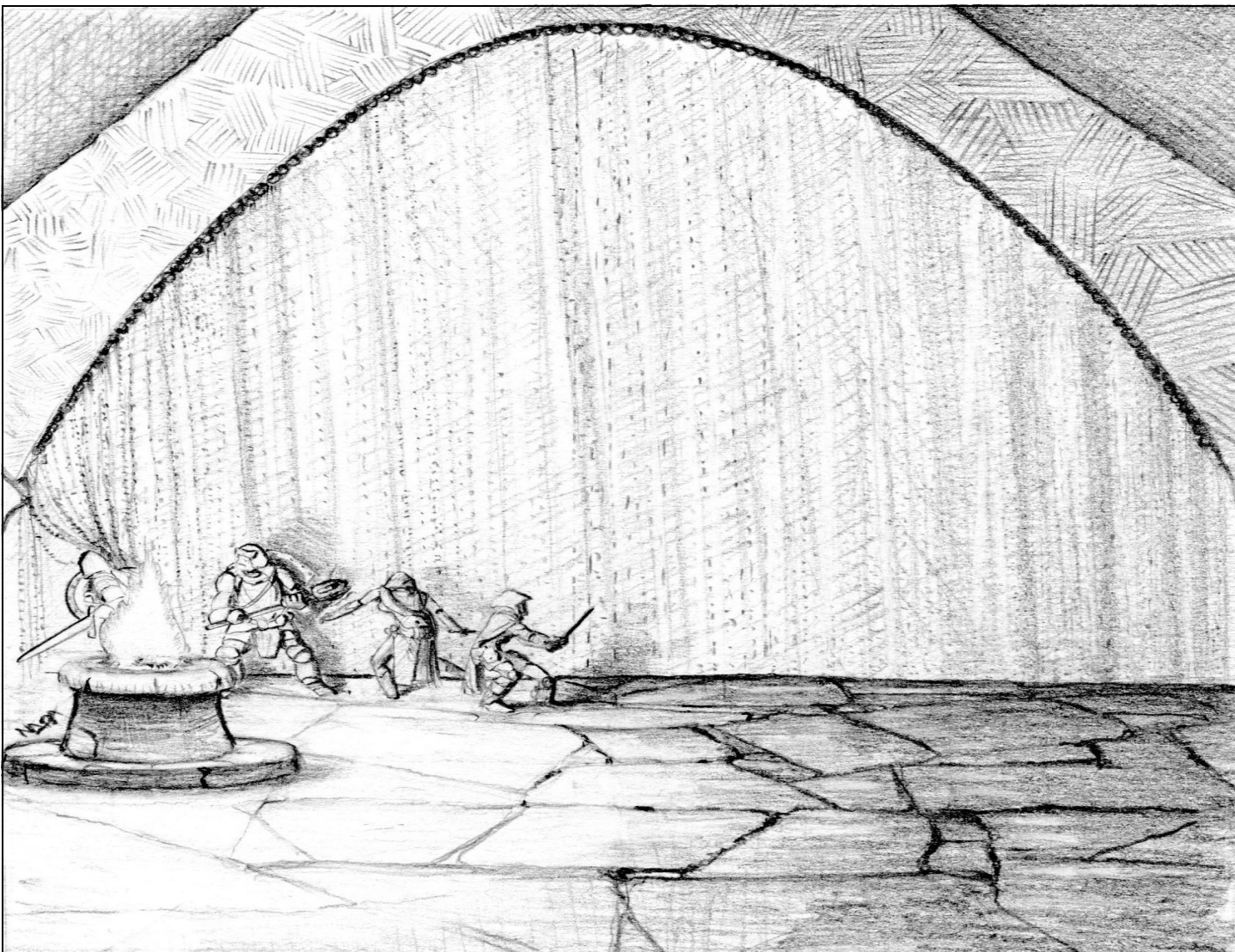
6. Doomsday Device

Six small barrels are all that occupy this small room. The barrels are neatly stacked and have no markings. Leaning against the barrels are two hand axes. A shelf over the barrels holds a flint and stone.

DM's Description: The Fence and mercenaries have been instructed that in case of imminent capture or defeat, the temple is to be burned to the ground. To expedite this fail-safe the six barrels are filled with highly flammable oil. The axes are to be used to break them open. The oil can be spread about the temple, if time permits, or lit in place. If spread about, the temple will burn to the ground in three turns. If the barrels are lit in place it will take five turns to fully engulf the structure. The oil has a value of 50 gp per barrel. The Fence or mercenaries will take a barrel to the entrance / brazier if they can and trap the PCs inside the burning temple.

7. Empty Cell

This small chamber is bare and completely empty. The door is noticeably thick and a small panel has been cut in its center.



DM's Description: This is a holding cell for kidnap victims, either for ransom or bat food. There is nothing of interest in the chamber. If the PCs are captured, they will be placed in this room, and their equipment will be taken by the mercenaries.

8. Occupied Cell

A young halfling female clad in tattered leather armor lies motionless on the floor of this otherwise empty cell.

DM's Description: This halfling, Niri, let her curiosity get the better of her. She heard a rumor that the temple held the fabulous Eye of Ag-Jir and could not resist the temptation to steal the gem. Niri posed as a member of the thieves guild and sold some items to the Fence. She then followed him through the sewers and into the temple but was then cap-



Night Description

This vast room obviously takes up most of the temple's space. Two rows of wooden pillars support the ceiling which has a 30' diameter hole at its center. The moon's weak rays pass through the hole illuminating a small stone altar and an unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer cover waits rain water directly beneath the hole in the ceiling. The floor, in a 40' diameter, is sloped beneath the hole to collect the rain water and funnel it to the drain.

Day Description

This vast room obviously takes up most of the temple's space. Two rows of wooden pillars support the ceiling which has a 30' diameter hole at its center. The sun's strong rays pass through the hole illuminating a small stone altar and an unconscious girl. The girl's right leg is shackled to the base of the altar.

A five foot square metal sewer cover waits rain water directly beneath the hole in the ceiling. The floor, in a 40' diameter, is sloped beneath the hole to collect the rain water and funnel it to the drain.

tured by the wary Fence. Niri is feigning death in a hopeless attempt to trick the mercenaries into opening her cell.

Niri will aid the PCs in the temple if asked. She will assist in any way she can, but needs equipment. If the PCs dismiss her, she may stick around looking for an opportunity to steal some loot.

Niri, Halfling 2nd Level Fighter (1) AC 4[15]; HD 2, hp 10 (4); #AT 1 by weapon; Dmg by weapon; MV 9'; She has no equipment other than her leather armor.

S 13, I 12, W 9; D 18; C 11; Ch 11

9. Empty Cell

This small chamber is bare and completely empty. The door is notably thick and a small panel has been cut in its center.

DM's Description: This is a holding cell for kidnap victims, either for ransom or bat food. There is nothing of interest in the chamber. The door to this cell is locked and the mercenaries have lost the key.

10. Mock Chapel

DM's Note: There are two descriptions for this room. The first description assumes a night encounter and the second during daylight hours.

DM Description: The girl on the altar looks to be in her young teens. She has fainted from fright and exhaustion. The PCs can awaken her without much problem. The chain holding her is not particularly strong and can be broken with sufficient force. The girl is Kally and she is simply a kidnap victim whose ransom was not paid.

If the PCs have come at night, read the following:

Kally continues to thank you for her rescue but then her gaze turns toward the open roof of the chapel. She screams in horror and faints. Looking skyward you see a huge bat enter the chamber. Riding the bat is a man in flowing purple robes. He leaps off the bat as it swoops in your direction.

The man is a young wizard and has come to collect this week's takings. The wizard will command

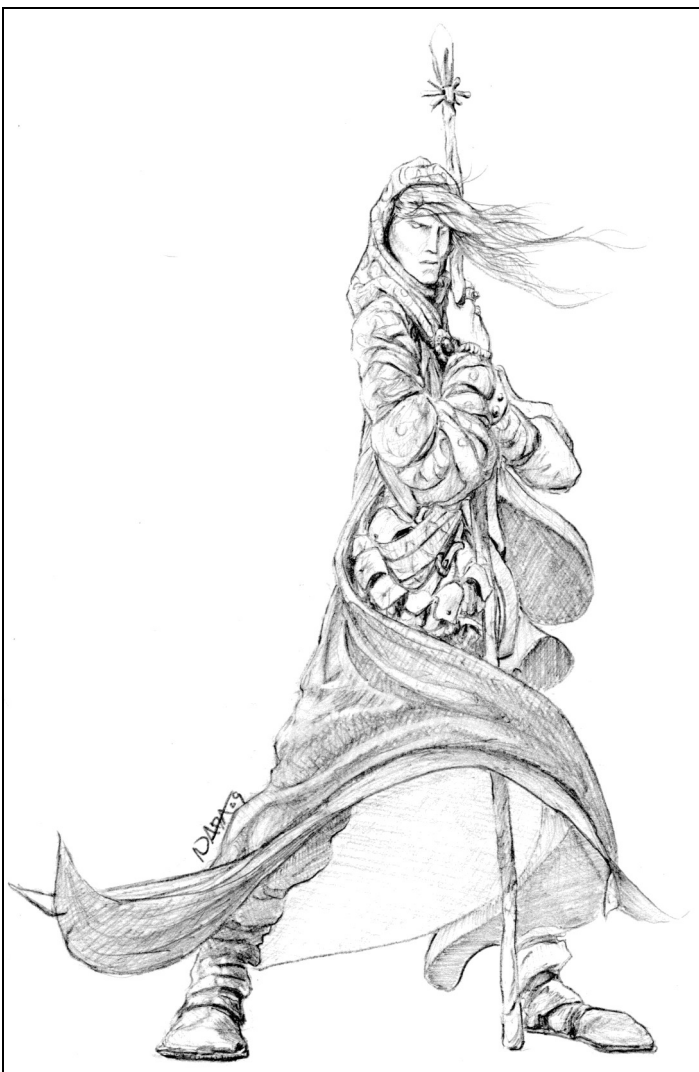
the bat to attack and will immediately cast spells. He will first cast a *sleep* spell (the girl is 1 HD, 3 hp, AC 10[9]) and then target remaining PCs with his *magic missile*. If the battle goes badly, he will cast *invisibility* and flee. **Note:** the wizard can also use his *ring of animal control* to command the chameleon in the courtyard should the opportunity present itself.

The bat will use its sonic attack on the first round. It will then attack the nearest PC. The bat will fight until destroyed or until the wizard flees.

Gargantuan Bat (1) AC 5[14]; HD 6, hp 29; #AT 1; Dmg bite 1d6 +2; SA Sonic attack; SD None; MV 3'/18'

Riderin, Wizard 3rd Level (1) AC 8[11]; HD 3, hp 10; #AT 1; Dmg 1d6-1 dagger; MV 12'

Spells: *sleep*, *magic missile*, *invisibility*. He carries a *ring of animal control* and a *bag of holding* (500 gp inside).



The Silent Temple

The conclusion of the adventure may be anything but final. After the PCs have cleared the temple, they may occupy it as a base, if it is still standing. They may also wish to investigate who funded the temple. It is also possible they will be marked men as the NPC who built The Screaming Temple will likely seek revenge. A bounty may be placed on their heads.

If either the Fence or the magic-user have survived, they may seek retribution. In any case, it is likely that the PCs have gained the attention, possibly unwanted, of a nefarious villain with a long memory.

New Monsters

Gargantuan Bat (Screamer)

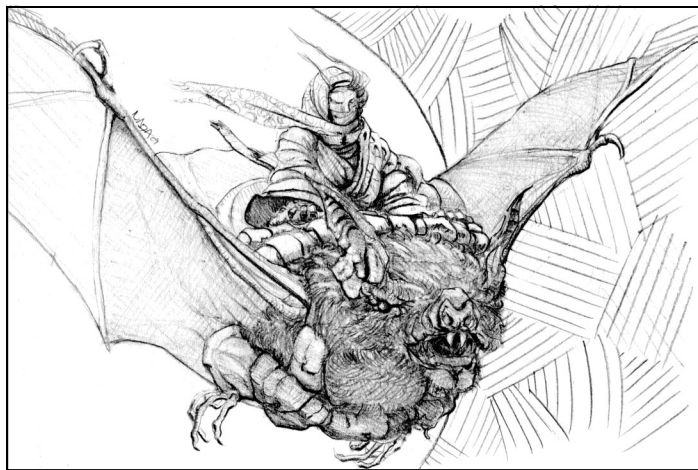
Frequency	Rare
No. Encountered	1d6
Move	3' crawl or 18' flying
AC	5[14]
Hit Dice	6
Attacks	1
Damage	1d6 +2 bite
No. Appearing	1
Special Attack	Sonic Scream
Lair Probability	50%

Gargantuan Bats, also known as Screamers, are massive creatures with some limited intelligence. They are sometimes used as beasts of burden or servants by powerful wizards and druids. They are not aggressive by nature and like other bats are generally nocturnal. They hunt at night and prefer prey such as birds, small mammals or large insects.

These bats can fly so quietly that they can surprise their victims 50% of the time. Also called Screamers, these bats can emit a violent sonic attack—which sounds like a high-pitched scream—that can stun and damage its victims. Gargantuan Bats may use their sonic attack once every turn. The sonic attack affects all creatures within a 15' radius of the bat. Creatures within the area of affect must make a saving throw at +2 or be stunned for 1-2 rounds and suffer 1d6-1 damage. Those that successfully make their save suffer 1-2 damage (no stun).

Gargantuan Bats are large creatures that are 8-10' long with a wingspan of more than 20'. They are capable of carrying a single rider as well as a 1,000 coin load.

Terrain: Caverns, Jungle, Forest



New Magic Item

Ring of Animal Control

These magical rings are always made of jade and inscribed with illustrations of the animal or animal type they control. The wearer can automatically control a single animal of the appropriate type (see below). The control lasts for 2d4 turns. However, once the animal is released from control, it has a 50% chance of turning on its former master; it will attack furiously and without fear.

Roll 1d6 to determine animal type:

- 1 Big Cats (lions, tigers, etc.)
- 2 Snakes
- 3 Amphibians
- 4 Wolves
- 5 Bears
- 6 Birds (any type)

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The Screaming Temple



Altar



Pillar, Wood



Open to Sky



Floor Grate



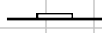
Wall of Beads

S

Door, Secret



Door, Locked



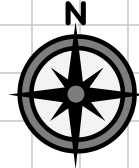
Window



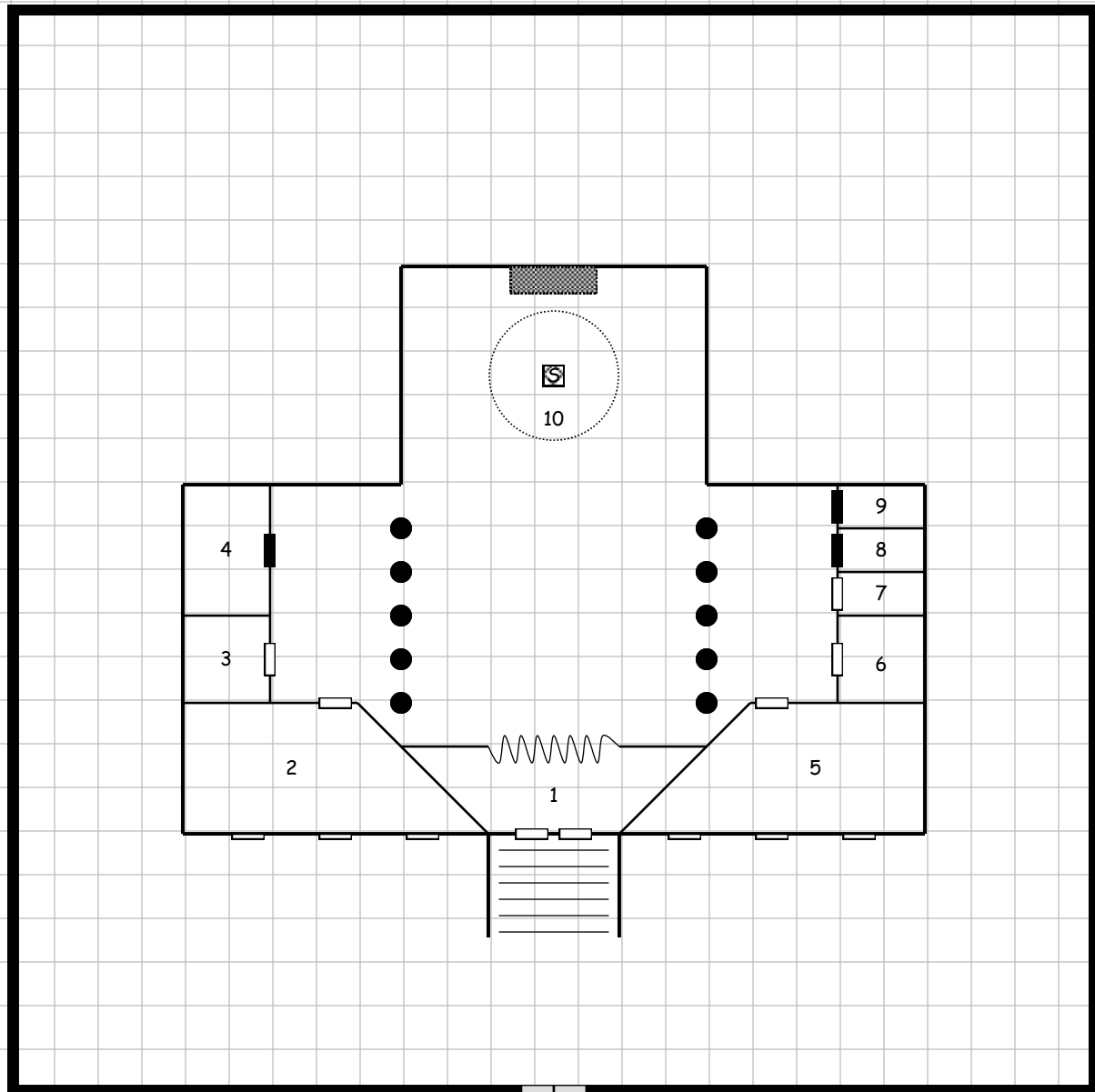
Door, Unlocked



Front Gate & Wall, Locked



Each square = 10'





The Screaming Temple: The temple arose in the span of a single night! Tall walls hide a mysterious temple steeped in obscurity. Rumors of incredible wealth, abhorrent evil, and dark magic swirl about its secretive walls. The authorities have shown no interest, yet rumors persist. No priests have been seen, no markings adorn its walls...in fact no person has come out or gone in. The only signs of life are the occasional nightmarish screams that shatter the night.

This Quick Play™ adventure is designed for 4 to 8 characters of 2nd to 4th level. The scenario requires the use of the Swords & Wizardry Light rules system. Quick Play adventures are designed for a single game session and come complete with everything you need to play including monster reference charts for ease of use for the DM.

