

THE ROCKLANDS BENEATH THE TEMPLE RUIN

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Long ago, a temple was built to the forgotten elven goddess Kalianis. A cataclysm struck and the temple was cast into ruins. A sacred statue to Kalianis sunk below the ground and was lost. The cataclysm also created a series of rocky tunnels beneath the ruin and in the fullness of time, an evil lamia named Xavi came to inhabit them. She gathered loyal followers to her and she uses these "rocklands" as a staging area for her raids upon civilization.

This entire adventure can be mapped using the excellent Rocklands Dungeon Tiles Sets 1 and 2 from Kev's Lounge (keyslounge.blogspot.com) Thanks Kevin Berry!

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Wandering Monsters

Appear 1 in 8

Each entry can only appear once. If rolled twice, move to next entry on table.

1. Corrupted kobolds (1d8) (see rm. 2)
2. Corrupted kobold scouts (1d3)
3. Dead adventurer; killed in rockfall
4. Chalk warning - "drink not or perish"
5. Stirges (2d6)
6. Strange shrieking and wailing from the distance
7. Black puddings (1d3)
8. Rock fall; roll randomly to see who is injured

Legend

- Red Star – Statue of Kalianis (see rm. 3)
- Large red box near #3 – Rockslide trap – May kill, injure or trap characters (roll randomly to determine)
- Large red box near #1 – Net Trap (see rm. 1)
- Large red box near #5 – Spike Trap (see rm. 5)
- Small red boxes near #6 – Bear traps (see rm. 6)
- Large red box near #7 – Gaping Maw (see rm. 7)

Random Pool Effects

Roll: Good - 1d6+6, Neutral 1d6+3, Evil 1d6
Effects may be canceled by Remove Curse

1. acts as extremely deadly poison
2. lose health permanently
3. stripped of the ability to cast spells
4. decrease prime attribute permanently
5. hideous appearance
6. limb becomes twisted and useless
7. gain temporary health
8. gain resistance to disease
9. increase prime attribute permanently
10. regain a forgotten spell or gain the ability to cast a simple spell 1/month
11. gain health permanently
12. healed of all damage



Room Key

The Rocklands are generally very dry and dusty. The walls are of rough stone and the floor is of packed earth. Small loose stones fall from the ceiling from time to time. Violent magic spells might bring the roof down if used.

1. **Lure and Net** - Covered by loose dirt and sand, a strong net trap has been concealed by the kobolds. Gold coins are strewn on the floor beyond the trap and will glitter in torchlight. The second creature to wander into the area will trigger the trap. Boulders and counterweights will ensnare the victims. The noise will attract kobolds from 2, 6 and the troll from 4.

2. **Corrupted Kobolds** - Kobolds who have sipped from the Pool of Kalianis fare better than most. They double in size and strength. 1 in 3 gain the use of a fiery breath weapon. They will set up an ambush if possible, 6 corrupted kobolds, 1d6 EP each

3. **Pool of Kalianis** - A marble statue of the forgotten elf goddess Kalianis is found in the corner of the room. It sunk into the ground during an ancient cataclysm, but it never lost its power. A magical pool blessed by her to favor good erupts from the earth. Creatures who drink from the pool roll on the table according to their alignment. Affects a creature one time only. **Use this bonus tile for the statue --->**

4. **Troll Cave** - Reeks of excrement and rotten meat, Large Troll, loyal to Xavi the Lamia, Gems (5): Amethyst-500 gp, Sardonyx-75 gp, Smoky Quartz-250 gp, Zircon-75 gp, Smoky Quartz-100gp. Total Gem Value: 1000 gp., CP: 8000

5. **Spike Trap** - Covered by a flimsy mat of grass and weeds, a large pit of sharpened wooden stakes awaits those foolish enough to step before looking.

6. **Kobold Lair** - Chock full of nests and kobold refuse, this lair is protected by the pit at #5 and by a series of buried bear traps. Anyone larger than a kobold who enters the area of a trap will set it off on a 1 in 4, 8 corrupted male kobolds, 12 females, 4 young, 800 EP

7. **Dwellers Beneath** - The earthy floor in this tunnel is strangely soft and loosely packed. Giant gaping maws of teeth will attack anything that doesn't smell like kobold or naga. If their attacks are critically effective, the gaping maws will swallow their target whole., 3 Gaping Maws, no treasure.

8. **Naga Chamber** - The walls are shrouded in dusty, moldy tapestries in an imitation of opulence, Xavi the naga enchantress holds court here. She has a poison sting and can cast spells as a wizard. The kobolds and troll are fiercely loyal to her., Black Sapphire-1000 gp, Azurite-25 gp, Azurite-10 gp, Amber-750 gp, Carnelian-250 gp, Sardonyx-100gp. Total Gem Value: 2135 GP., EP: 4000, PP: 100, Magic: Potion of Healing, Sword vs. Giants, Scroll: Ward against Elementals

9. **Shrieker Grove** - A fungal farm is tended by the kobolds here. The shriekers are hidden among the larger mushroom crops. They will alert the entire complex if disturbed, 3 Shriekers, no treasure, some fungal varieties can be used as food.



1PD Format created by Chgowiz (chgowiz@gmail.com) <http://oldguyrpg.blogspot.com>

Treasure Generation by Mark Hassman – www.moosh.net

Rocklands Tiles created by Kev's Lounge <http://keyslounge.blogspot.com/2009/10/modular-battle-tiles-rocklands.html>

<http://keyslounge.blogspot.com/2011/03/modular-outdoor-battle-tiles-rocklands.html>