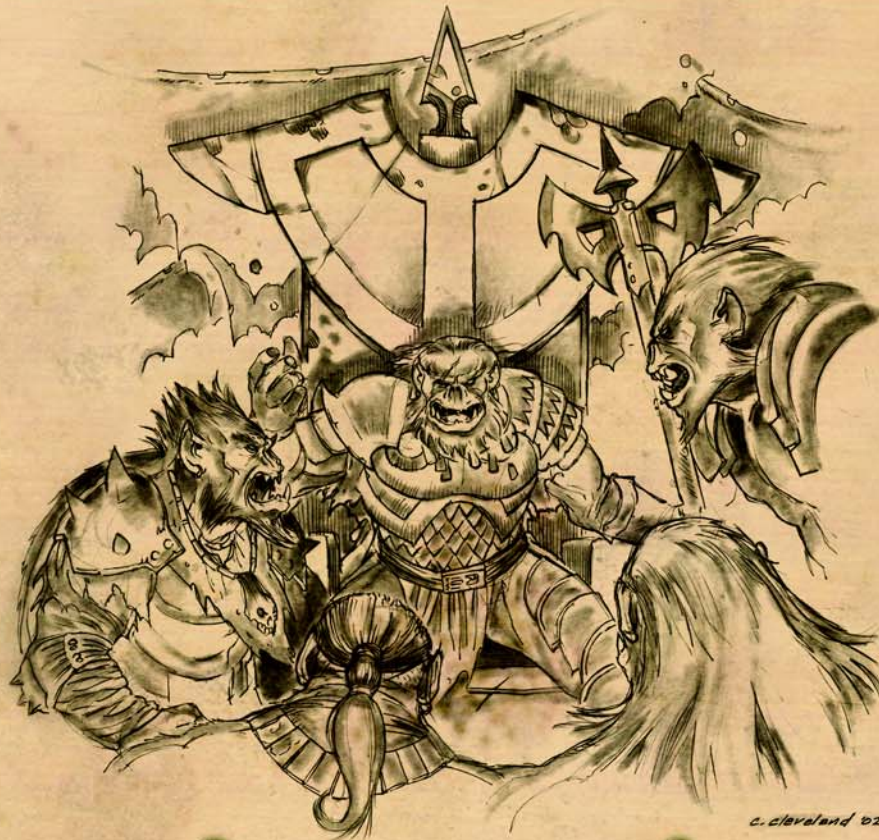


Kingdoms of Kalamar[®]

LOST TEMPLE OF THE VALIANT

An Adventure for 1st to 2nd level Characters



c. Cleveland '02

by Paul "Wiggy" Wade-Williams

LOST TEMPLE OF THE VALIANT

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A Brief Guide to the Sovereign Lands

The Kingdoms of Kalamar is a vibrant setting alive with rich cultures, imminent danger and complex intrigue. It is also a world rife with adventure, where fantastic creatures roam the wilderness, evil clerics worship deities hell-bent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids, and technology and industry come face to face with magic and the fantastic.

Combining all the elements of fantasy you've come to enjoy with a strong medieval world based on real geographical, social and political features, this dynamic world remains enjoyable long after the novelty of the "tourist bazaars" wears thin. Whether you dream of exploring the ruins of a lost civilization, warring with barbarian horselords for control of territory, guarding your elven home against the human threat or ridding the desert of undead abominations, the Kingdoms of Kalamar provides the where and how, without sacrificing continuity or common sense.

The setting is named after the great Kalamaran Empire, which once covered much of the continent of Tellene. But time weighs heavy upon all, and the empire's reach is not what it once was. Its provinces declare independence, hobgoblin kingdoms thrive and foreign empires expand, while the monsters of the land grow stronger than ever.

Many races of beings populate Tellene, including humans, elves, dwarves, gnomes, halflings, hobgoblins and a variety of monsters. The lands of Tellene are often referred to as the Sovereign Lands, and include the kingdoms of Brandobia, the Kalamaran Empire, the cities and city-states of Reanaaria Bay, the Isle of Svimohzia, the Wild Lands and the Young Kingdoms.

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This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

This adventure takes place within the Kingdom of Cosdol, in northern Brandobia. A temple dedicated to the Valiant (lawful good god of chivalry and valor) is situated in the Odril Hills, on the edges of the Broken Fang orc tribe's territory. It has been lost for several centuries and is not on any well-traveled routes. This adventure is designed for a party comprising about four characters of levels 1 to 2 with few to no magic items. Success will give the characters a base from which to conduct further raids against the orcs, as well as to explore the nearby Voldorwoods and the mysterious northern lands.

BRIEF BACKGROUND

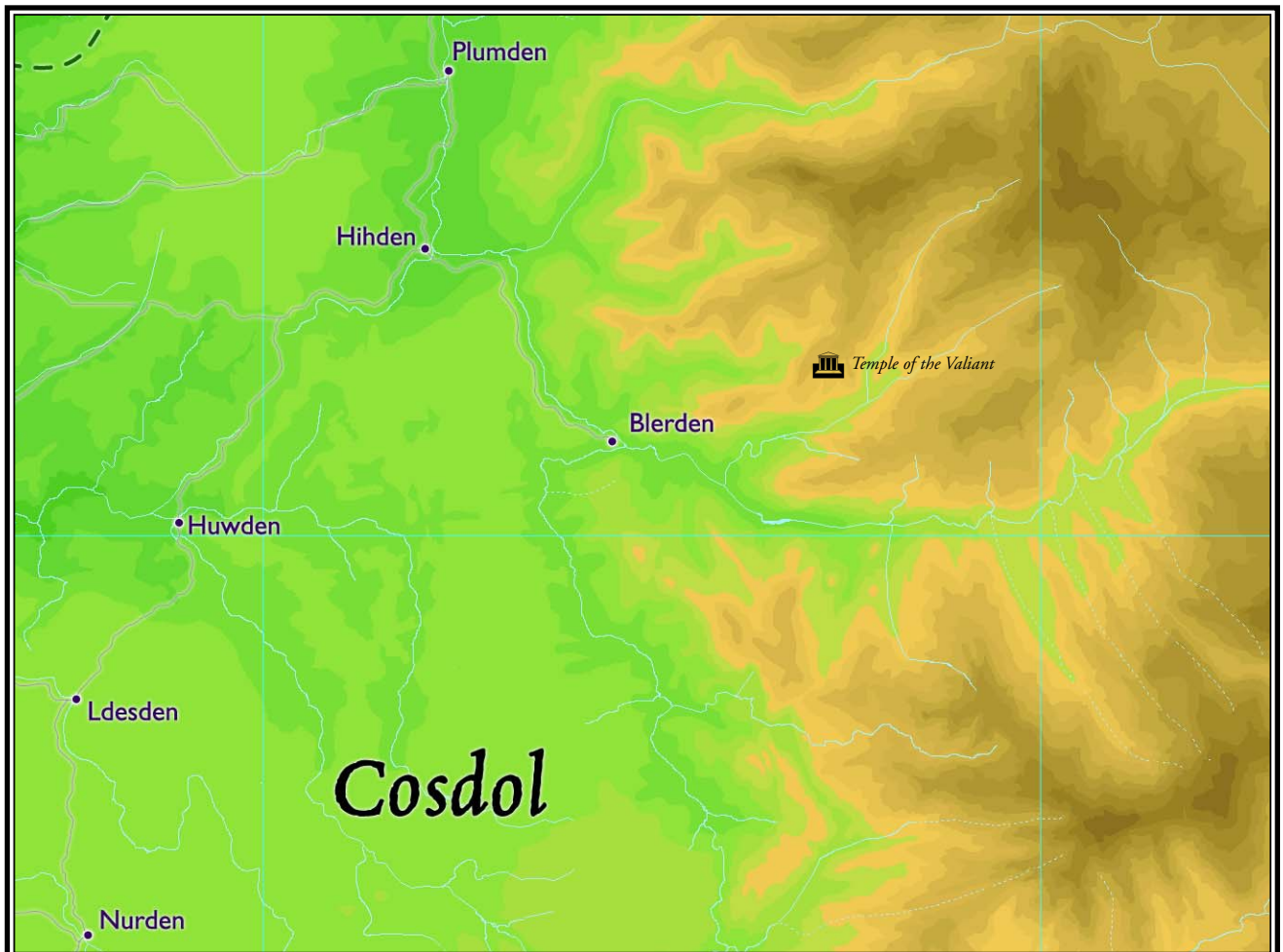
Many centuries ago, clerics of the Valiant (whom the Brandobians call Brovadol) constructed the temple to honor their god and to spread the faith among the peoples of what is now northern Cosdol. Paladins of the Swift Sword used the temple as a meeting point and as a fort from which to launch crusades against the creatures of the Kronnd Heights mountain range. The range was little explored, and remains so to this day, though all sorts of giants, goblins and orcs were known to dwell herein. In time, the temple grew in prestige and the thorp of Blerden sprang up nearby.

Yet all was not well in paradise, for one of the paladins, Sir Peligras, succumbed to temptation by the darker forces of the universe and became their willing servant. Acting alongside a cleric of the Seller of Souls, they attacked the temple from

within, slaying all within its walls and re-animating them as undead. The Valiant, in his rage, slew the cleric on the spot, turning him to dust, but made Sir Peligras suffer by turning him into a wight and forcing him to remain locked within the temple walls, eternally seeing his holy symbol everywhere he looked. Several paladins tried to clear the site but met their death at the hands of Sir Peligras and his undead legion. After the villagers packed up and left, in a few years the temple was all but forgotten, and nature retook the upper temple.

Several centuries passed before an orc warband discovered the ruins of the temple on the edge of their territory, and investigated. The wight slew many of their number before it was eventually destroyed. Seeing the strategic value of the locale, the orcs claimed the temple for themselves and began raiding deeper into human territory than before. Believing themselves secure, they are rebuilding the fortifications.

The nearest settlement to the temple is the village of Blerden, some twenty miles away. It currently contains a cleric of the Valiant, Guardian Gandal Strond. Although advanced in years, he is an astute scholar and whilst searching through temple archives discovered the location of the temple. It was not long before he learned of the orcs living in the temple and resolved to do something about the matter. His order, busy elsewhere with humanoid invasions, could ill afford to spare men to reclaim a temple in the middle of nowhere and refused his request for a force to be sent to clear it out. Gandal took matters into his own hands.



THE JOB OFFER

The villagers can hear of the cleric's request in any manner you choose, depending on your campaign and where you have located the temple. The Guardian is offering a bounty of 10 gp per orc head to any group of adventures that can drive a band of orcs from a disused temple belonging to his faith.

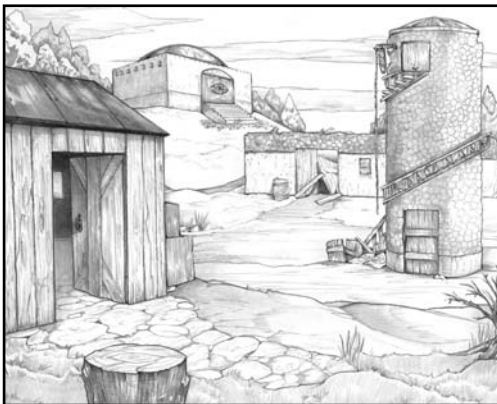
Convinced that the site has long since been looted he is willing to let the characters take whatever booty they find in the temple itself. His only request is that he is given first chance to buy any items found in the temple that the party plans to sell afterwards. He has a total of 1500 gp at his disposal for this purpose. Characters that accept a lower value than an item is really worth will gain the friendship of Gandal, who is still a useful ally to a band of adventurers. Other members of his order trust his word concerning the adventurers.

THE TEMPLE OF THE VALIANT

All the doors within the main temple are assumed to be strong wooden doors (hardness 5, hit points 20, stuck 20, locked 22) and, unless otherwise stated, are unlocked and easily opened. Each has a locking bar on the inside, although it has succumbed somewhat to old age. The outer doors are made from bronze (hardness 8, hit points 60, stuck 28, locked 28) and can be barred from the inside given two rounds (one to close and one to place the locking bar).

Outside the Temple

As the PCs approach the temple area read the following and DISPLAY ILLUSTRATION #1 ON PAGE 12 NOW.



From the outside, the temple is nothing more than a square building with a polished bronze dome in the center of the roof. The bronze is now badly tarnished and the walls are crumbling with age and neglect. The main doors, clearly visible from the approaching trail, are tarnished bronze and are marked with the symbol of the Valiant, destroyer of evil.

Orc Tactics if Attacked

The orcs have been *in situ* long enough to develop a plan of defense. Any alarm given, although most notably a shout of warning, results in the orcs on the gallery level of the main temple moving to stand above the main doors, javelins poised, while the two in the main temple below pretend they are merely on guard duty. When foes enter and extend beyond the concealment of the gallery all hell breaks loose as javelins are hurled downwards before the orcs leap off the top and engage in melee using their greataxes.

Three small outbuildings stand within the confines of the temple boundary but appear dilapidated and abandoned.

Approaching characters seeking lookouts or signs of life spot nothing unusual.

(A) OUTBUILDING - STABLES

The walls of this simple stone building have weathered the passage of time well, but the roof, probably thatched at one time, has disappeared, leaving the inside open to the elements. Two large, wooden double doors mark the only access to the interior. The wood looks rotten.

Inside there are ten stalls, two of which contain long-dead horses with most of their bones missing (taken by scavengers). At the far end, hanging from hooks, are six rotten leather saddles complete with bags, and a collection of wooden buckets. The hay and straw that once filled the stalls has long since rotted to nothing, although the room still has a musty smell to it.

(B) OUTBUILDING - WORKSHOPS (EL 1)

Although constructed of wooden beams, the building looks sturdy. Gray slates, damp with recent rain, glisten in the sunlight from the sloping roof. The front door stands open and faint, guttural voices can be heard from within.

Inside, the building is spilt into four separate areas that were once used as workshops. The first was a blacksmith's and still contains a forge and anvil; the second housed a carpenter, and third a masons' workshop. The rear area served as a storage

room. There are a large number of suitable tools, although rust and woodworm have taken their toll on them all.

The storage area still contains raw materials, but only the stone for the masons is in any fit state to be used immediately. In total, there are 50 bars of rusted iron (can be recycled to half that number through smelting), 100 planks of wood now worm-eaten and warped by the weather, and 20 blocks of cut stone.

Creatures: Characters that speak Orcish automatically recognize the language, and the nature of the conversation involves repairing the building. Two orcs are in here trying to determine if the workshops can be re-used when the orcs move in permanently. A quiet party may be able to surprise them, as they are fairly busy with their appointed task (-4 circumstance bonus to Listen checks).

Orcs (2): hp 2, 8

(C) OUTBUILDING - GRAIN SILO

This round building is constructed from stone but has been badly damaged by the elements. A wooden door marks the entrance. Running around the outside of the wall to the top is a set of wooden steps, where a small access hatch can be seen. A pulley mechanism is attached to the roof just to one side of the hatch.

Once serving as the grain silo for the small hamlet nearby, the door has been unopened for years. Over the centuries it has swollen and is jammed inside the frame. The pulley was used for hauling sacks of grain to the top for pouring into the silo itself and, if fitted with a new rope, can be used to haul heavy objects to the level of the hatch.

Trap: Inside there are roughly fifty sackfuls of grain left in the silo, but it is badly rotten and infected by fungus. Any character entering the inner silo and touching the grain has a chance of catching a mutation of the orc shingles disease (see the *Player's Guide to the Sovereign Lands* PDF).

Orc Shingles (variant): Fortitude save (DC 12), incubation 1 day, damage 1d4 Charisma per failed roll (causes the character to suffer an expanding rash and itchiness; when damaged, the character must succeed at another saving throw or 1 point of the temporary Charisma damage is a permanent loss).

Upper Temple Level

The level above ground contains what lay members saw as the main part of the temple. It is here that they would come to pray, to talk to the clerics or paladins, or to make donations. It was also here that sanctuary could be sought in times of crisis.

(I) THE MAIN TEMPLE (EL I)

Approaching the stairs that lead into the temple, you cannot help but notice the pile of rotten body parts and skeletal bones piled outside the main doors. Nearby, the main temple doors stand slightly ajar, allowing easy access to the main floor of the temple structure.

The corpses are the remnants of the undead guardians that once inhabited the upper and lower temples that were killed by the orcs and dragged out here to avoid "littering" the inside.

Peering inside, you can clearly see a series of one-foot-high statues of the Valiant standing in niches along both walls. All have been defaced and many lie smashed on the floor. Torch sconces line the walls in between the niches, although all of the torches have long-since been burnt down to stubs. At the far end upon a dais stands half of a blue marble statue of a muscular knight with long wavy hair in plate armor. The other half lies in front of it smashed to pieces. Flanking the dais at the far end of the room is a double set of stairs rising to a higher-level gallery that encircles the outer wall, leaving a large open space in the ceiling through which the bronze dome is visible.

Behind the statue is a set of stairs, disappearing down into the darkness below. There is no door to the stairwell, just open sides. Anyone falling off the highest part will take 1d6 damage as he tumbles 10 feet to the stairs below. This will also make quite a noise, alerting the orcs at the foot of these stairs to trouble in the main temple.

The bronze dome, as tarnished on the inside as it is on the outside, cannot be easily reached from any part of the temple, including the upper levels. There are no pews or seats for the masses; they stood to listen to the sermons and sing their hymns of praise. Neither are there any prayer books or similar items, as these were not used. The cleric would bring up a book of prayers from the lower levels when he came to preach.

The orcs have defaced much of the statuary, seeing the Valiant as a symbol of all they detest.

Creatures: Two orcs sit at the far end of the room on guard duty, watching the doors. Upon detecting intruders, they bellow forth a fierce war cry before launching a javelin attack followed by a full-blooded charge. The cry automatically summons other orcs from the upper level to their aid and has a 30% chance of alerting the orcs in the lower level to the attack. They are easy to distract and do not alert others if they move to investigate a noise outside.

Orcs (2): hp 4, 7

(2) CONFESSIONALS

As you near the top of the stairs to the upper gallery you spy a small wooden booth standing against the back wall of the temple in between the two staircases. Two simple curtains act as a door, giving the impression that two separate parts are contained within.

Each part has a curtain giving access into the booth and has a wooden seat within. A small wooden grill allows communication between the two booths. Once used for confessionals, the orcs have not found a use for it yet.

(3) INFIRMARY

Seven wooden cots stand against the back wall, two against the front wall, all of their bedding now rotten with dampness and mildew. A table to the left of the entrance contains a collection of jars and bottles full of pastes, liquids and powders. A mortar and pestle can be seen nestled amongst the containers.

The infirmary was used to house wounded paladins and lay members. The jars and bottles hold the decayed remains of unguents, poultices, and healing salves. Using any of the contents of these jars, whether orally or through an open wound, causes severe illness in the foolish imbibers. The mortar and pestle remains usable, and the twenty or so jars and pots can be re-used if very well cleaned.

Unknown poison: Fortitude save (DC 15), incubation 1d2 days, primary damage 1d3 temporary Constitution, secondary damage 1d3 temporary Strength.

(4) HALL OF SCROLLS (EL 1)

Stack after stack of books and scrolls rest on wooden shelves, as well as lying scattered on the stone floor. Every wall is lined with shelves, extending from the floor to the ceiling.

This hall once housed hundreds of scrolls on accounts, crop yields, and tax records. Now it holds barely half that number and most are crumbling and water-stained.

Creatures: Two orcs are here retrieving armfuls of scrolls to burn for warmth. If they hear anyone outside, they think it is one or more of their comrades unless the alarm has been given.

Orcs (2): hp 2, 6

Treasure: In total, the scrolls can be sold for 250 gp to a sage specializing in that field of study, although they weigh a collective total of 80 pounds (assume each scroll weighs 1/2 pound).

(5) TEMPLE GUARD BARRACKS (EL 2)

Eight wooden cots stand against the back wall, six against the front wall, all of their bedding now rotten with dampness and mildew. This crowded room also contains a weapon rack on the south wall holding twenty lances and five short swords. There is a door on the north wall.

Although the paladins had quarters below the main temple, the common temple guard was barracked within the upper structure. A small series of interconnected rooms once housed double bunks for thirty men, as well as a small kitchen and storeroom. Everything has gone rotten, although the orcs are happily using it as a barracks for the moment.

Creatures: Three orcs are in here playing dice instead of preparing it for the new influx of warriors that are to be stationed here permanently. The orcs respond quickly to cries of battle, charging into melee after pausing briefly to throw their javelins (into melee if necessary).

Orcs (3): hp 1, 5, 8

Treasure: A pile of 35 cp rests in the pot and each orc has a further 3d10 cp of personal cash for gambling. There is a pair of 6-sided dice carved from bone.

(6) OFFICES (EL 1/2)

This small room holds the remnants of a wooden desk, a small table with four chairs and a small cabinet, most of which have been reduced to kindling. Papers lie strewn across the floor and clearly show the muddy prints of large boots.

This series of small rooms was used as the administrative center of the temple, housing paymasters and the like. Mildew and dirty footprints have made all of the paperwork worthless, although some of it can still be read. It is, however, very boring!

Creatures: One bored orc is in the center room gathering wood and paper to burn for warmth. Like the other orcs, he attacks foes by hurling his javelin at them before launching into melee with his greataxe.

Orc (1): hp 4

(7) WORK CARRELS

There are four small tables on the north wall, and four on the south wall. These look like they might have been used as temporary work areas for various functionaries. The room is a shambles and looks as if it has been well and truly ransacked. Muddy bootprints and scraps of used and mildewed paper cover the floor. There is a door on the wall opposite the one you entered.

There is nothing of interest in this room.

(8) PRIVATE ROOM

There is a desk along the west wall of this room, it has been severely damaged, but looks like it might be repairable given enough time and effort. Along the north wall are the remains of a cabinet and in the southeast corner is what is left of another cabinet. This cabinet is missing its doors and looks to have been emptied out of anything valuable.

There is nothing of interest in this room.

Lower Temple Level

This was once the innermost area of the temple and restricted to clerics and paladins. There are only a few rooms, which should cause the characters to look for secret doors. It was in here that the clerics and paladins, using it effectively as their private temple, said prayers to the Valiant.

(9) ENTRY STAIRWELL

The entry stairs are devoid of dust across the middle section and show clear marks of heavy boots having trampled them recently. The walls are covered with mosaics of a muscular knight in golden plate armor destroying undead and goblinoid hordes with bright flashes of holy light. The mosaics are faded with age and damaged by molds and lichens.

(10) ANTE-CHAMBER (EL 2)

This rectangular room has an exit in the south wall and another in the west, through which the sound of running water can be heard.

Creatures: A fairly bare room, it now houses three orc guards, positioned here to make sure that intruders stay away and that orcs do not try to carry off valuables before the leaders have examined them. If a fight with intruders should start in here or be heard above, one of the orcs attempts to flee into the main temple (area 14) to alert his superiors.

Orcs (3): hp 7, 8, 2

(11) WELL ROOM (EL 1/2)

The well room is a roughly carved chamber and contains a small pool fed by a spring. A small hole in the bottom of the west wall allows the water to trickle away. Two small copper ladles, now green with oxidation, hang from rusty nails driven into the north wall.

The water is from a natural spring and is cold to the touch. The curse that befell the temple so many years ago has tainted the water, making it taste foul (although it has no side effects).

Creatures: One orc is generally in here collecting water. He automatically hears any commotion in Room 10, coming to investigate and prepared for a fight.

Orc (1): hp 5

(12) PRAYER ROOM (EL 1)

Through the opening to this room you can see three rows of wooden benches and a small reading lectern. There is an alcove on the east wall.

Woodworm and age have damaged the wooden pews. Clerics preached to the faithful from texts that rested on the lectern.

Creatures: There are normally two orcs in here, resting on the pews or carving graffiti on them. They hear any commotion in Rooms 10 or 11 and hide behind the pews, leaping up and using their javelins when foes enter (Spot check DC 20 to see the orcs).

Orcs (2): hp 7, 4



Treasure: A badly damaged copy of "To Serve" (the holy book of the faithful), a set of scrolls describing the canon of the faith for the Halls of the Valiant rests on a nearby lectern stand (50 gp to a sage or a member of the Halls because of its age. It would be worth twice that in better condition).

(13) CLERICS' ROBING ROOM

This small room contains around a dozen pegs, each holding a set of cleric's robes decorated with the symbol of the Valiant.

Treasure: The robes comfortably fit any creature of medium size and, although musty with age, each can be sold back to the Halls for 5 gp. The fifth set contains a small silver key in an inner pocket (which fits the lock in Room 18).

(14) INNER TEMPLE TO THE VALIANT (EL 4)

Make Listen checks (DC 15) on behalf of all characters who approach this room. Those who succeed can hear the sounds of raised guttural voices from behind the door. For those who speak Orcish, the voices are arguing over whether the orcs should move into the temple permanently or not and what to do about "the accursed light."

A bright light emanates forth as you open the door, illuminating everything in the room as if it were day. Eight yellow marble pillars, carved in the form of the Valiant with arms outstretched support the ceiling high above. The altar, also of blue marble, has been badly smashed. The walls, now faded with the passage of time, show images of the Valiant performing great quests to destroy evil and bring his light to the world. Two orcs stand near the north wall, arguing loudly.

This huge expanse is the only lit area, much to the orcs chagrin. The light is equivalent to a *daylight* spell, giving any orcs in the room a -1 attack penalty. The light comes from a massive golden eye suspended over the altar (it weighs over 2000 pounds, so the characters will have a hard time stealing it, even though it is worth 7000 gp).

Inscribed in large golden letters in the center of the floor are words written in Merchant's Tongue. They read as follows.

*"The murdered son looks to his widowed mother in sorrow
The widowed mother casts her gaze upon her son's murderer
The murderer looks sorrowfully at his victim
The past is cleared and death negated"*

Characters making a successful Knowledge (religion) check at DC 20 know that, in legend, the first high priest of the Valiant (whose title actually was "Valiant") was the son of a widow woman, apparently born of no earthly father, and murdered by his original clerical master, who eventually grew jealous of his later power and popularity. (This is only a DC 10 check for followers or clerics of the Valiant.)

Creatures: Grishnôk, the leader of the orc band, and his 'lieutenant' can normally be found here. The orc leaders are by the altar arguing about whether the temple would make a good base and how to remove the light that shines in the temple.

Grishnôk (3rd level barbarian): hp 30

Orc (1): hp 8

Treasure: Grishnôk wields a +1 *greatsword* and carries a flask with two doses of *potion of enlarge person*. He uses the potions if he gets the opportunity.

(15) CLERICS' CHAMBERS (EL 1)

Formerly some sort of sleeping chamber, the room contains ten beds with rotten sheets and pillows, some woodworm eaten tables and chairs, and a large wooden chest. The walls are carved with the holy symbol of the Valiant at frequent intervals, for a total of 42 symbols.

This room once held all the temple's clerics. Some beds show signs of having been slept in recently; they were used by orcs.

Creatures: Two orcs are resting here, but respond to sounds of battle in the main temple (area 14) in five rounds.

Orcs (2): hp 4, 4

Treasure: The chest is locked (DC 13 for an Open Lock check) and contains old robes (worth 5 gp each to a member of the Halls) and a holy symbol of the Valiant (a small figurine representing a golden eye on a blue and white diamond pattern, worth 25 gp). There is nothing else of value here.

(16) CHAPEL OF CONTEMPLATION

A room with a floor of white marble dotted with simple marble pedestals lies before you. On the east wall is painted a gilded eye on a blue and white diamond background. The north wall is a mosaic of a shining knight in gold plate armor standing before the door to paradise. The south wall contains a mosaic of the same knight jousting with a terrible green dragon.



When the temple was fully functional, those in contemplation were supposed to stare at the symbol until a vision came to them. Until the main holy symbol is returned, or a suitable substitute, the power of the Valiant cannot reach the temple and so no revelations can be received.

Characters that pass a Knowledge (religion) check at DC 15 recognize the symbol on the east wall as the holy symbol of the Valiant. Clerics or followers of the Valiant automatically recognize the symbol.

The secret door is hidden in a mosaic of the Valiant standing before the door to paradise. The keyhole to the door is a real keyhole (Search DC 15 to notice, if studying the mosaic). Although detectable as easily as any other secret door, it can only be opened by using the silver key in the clerics' robes (Room 13). Picking the lock is a DC 25 Open Lock check and will take at least 10 rounds.

(17) FALSE DOOR TRAP (EL 1)

From the south only.

An intersection lies ahead of you. The walls are adorned with faded mosaics of a knight in golden armor in battle with several goblinoids. The three passageways that lead from this junction all end in doors. Dabbed on the floor just before the intersection is a large 'X'. It appears to be newly marked with green paint but looks dry.

Trap: The east-west corridor in this room is a well-concealed pit trap and is activated if the handles on either of the two false doors at the end of the corridor are tried. The bottom of the pit is fairly clean.

Pit Trap (20 feet deep): CR 1; no attack roll necessary, damage 2d6; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20)

17A) FAKE TREASURY

Past the door lies a chamber with a low ceiling, full of fragments of wood. A cursory glance quickly reveals that the wood is all that remains of several chests.

The small room at the end is a false treasury and it houses chests designed to look like they have already been robbed. The door has a lock but it is not engaged.

Treasure: A total of 25 sp can be found by digging through the wood fragments.

(18) SUB-TREASURY

This room is carved in white marble and is decorated with the now familiar golden eye on a blue and white diamond pattern. Four large, wooden chests sit in the center of the room.

Inside are four large chests (Open Lock check DC 15 for each, DC 12 Strength check to bash open).

Treasure: Each chest holds 500 sp minted with the golden eye symbol on one side and the head of a long dead king on the other, and a large collection of historical scrolls (worth a total of 300 gp to sages or members of the Halls).

(19) SACRED STATUES (EL 4)

If the PCs enter this area **DISPLAY ILLUSTRATION #2 ON PAGE 13 NOW.**



Two doors are visible in the southern wall and one in the northern wall; none are open. At the far end is a large iron maiden, a tall metal coffin in the stylized shape of a woman and full of retractable spikes. In front of these you see three orcs standing, apparently studying the device.

Behind each of the doors labeled (a), (b) and (c) are man-sized statues. Behind door (a) is the statue of a young man with a gash across his forehead, door (b) houses the figure of an old woman, and door (c) has the statue of a man who is undoubtedly a paladin. The heads of the statues swivel, although there is no way of knowing this by casual examination. A Search check (DC 20) reveals their movement.

By using the clue in the main temple (Room 14), the characters will hopefully be able to solve the puzzle to open the secret door behind the iron maiden (d). In order to solve the riddle the head of the young man must be turned to face his mother, the mother to face the paladin and the paladin to face the young

man. When this is done the characters hear an audible click, but nothing else happens.

In order to progress further the party must enter room (d), which is an iron maiden. A character must stand in the iron maiden and close the door on himself. When he does so, the back of the device opens just before the spikes hit him, allowing him safe passage. On the other side, pulling a simple and obvious lever can open the secret door.

Trying to enter the iron maiden before the secret door has been opened causes 1d8 damage (no attack roll necessary) and a further 1d2 damage per round from the spikes pressing further in. Noticing the secret door requires a DC 25 Search check, but it cannot be opened until the puzzle has been solved.

Creatures: The orc adept T'frakhr is here with two bodyguards trying to determine how to enter the secret passageway. If sounds of fighting reach them they each hide in one of the alcoves, waiting for the enemy to approach their position rather than risking their skin in open combat.

T'frakhr (3rd level adept): hp 9

Orcs (2): hp 8, 6

Treasure: T'frakhr carries two scrolls, each inscribed with a *magic missile* spell (by a 1st-level caster)

(20) COUNCIL CHAMBER (EL 5)

A long rectangular table, carved from white marble, fills much of the room. Engraved in the center is the ever-watchful eye of the Valiant, although a huge gouge runs across it. There are a total of twelve places, marked by now rotten wooden chairs. Six skeletons lie around the room. Four are dressed in rotten clerical robes and two wear the armor of warriors. In the northern wall is an archway and to the east a short passageway that ends in a wall bearing the mark of the golden eye in bas-relief.

This room once served as the temple's council chamber, where clerics and paladins would hold council to discuss secular matters. In here are also the lever to open the secret door on the back of the iron maiden (Room 19d) and a secret door leading to the main treasury (Room 25, via Room 24). The former is obvious to anyone in the room, whilst the latter is not.

Activating the second secret door requires that the character place a holy symbol of the Valiant into an indentation carved into the wall and successfully focus positive divine energy as if turning 3 HD undead. The wall is blank but for the indentation.

Creatures: The bodies are members of the former ruling council, slain by the fallen paladin Sir Peligras. They animate 5

rounds after anyone enters the room, even if the intruder leaves before the 5 rounds are over.

Skeletons (6): hp 5, 3, 9, 6, 1, 10

(21) PURIFICATION ROOM

This room is of pure white marble, although it is now dirtied with lichens and dust. A pool of clear water, apparently untouched by age, stands in the center of the room. Around the edge of the pool are inscribed the words "only the pure may venture onwards into the light of The Swift Sword". Two huge bronze doors stand closed on the north wall.

No amount of brute force, ignorance or magic can open these doors until a character has first washed himself in the pool. Washing the hands and face is enough to purify oneself. Once a character has done so the doors open automatically, revealing a shimmering light filling the gap. Only cleansed characters can pass through, the light forces all others back, gently. No evil character, cleansed or not, can pass through the light. This unusual effect was created many years ago with a miracle spell.

(22) INNER SANCTUM OF THE VALIANT

Within the barrier everything is carved from yellow and blue marble. The main part of the northern wall is taken up with a twelve feet tall statue of a longhaired muscular knight in plate armor, standing holding a two-handed greatsword by its hilt with its point resting on the floor. Although the walls are of polished marble, they are covered in part with heavy drapes, also yellow, that have become moldy and moth-eaten over time.

The inner sanctum is the only room within the temple that the characters can safely rest in without disturbance. None of the undead or orcs can enter through the barrier of light because of their unnatural or evil natures. Any healing spells cast within the sanctuary automatically work at full benefit.

There is a 25% that any good-aligned character receives a vision from the Valiant the first time he enters the room. There is a +10% bonus if he follows the god, +35% bonus if he is a paladin of the god, and a +50% bonus if he is a cleric of the god. No other character has a chance of receiving such a vision. Any such character that receives a vision, which takes the form of a bright, peaceful light, has all his current damage healed.

(23) PALADINS' QUARTERS (EL 4)

These chambers once belonged to the warriors, possibly paladins, of the temple. There are six beds with rotten sheets and pillows, some woodworm eaten tables and chairs, and a wooden chest. Standing on armor racks are four suits of chainmail, now rusted beyond repair. Three rusted longswords remain in a weapon stand. There are also two bodies on beds, both wearing chain armor.

Creatures: The bodies rise 1 round after a living being enters the room. Like the chainmail on the racks, the armor on the zombies is in disrepair and affords no protection.

Zombies (2): hp 8, 15

Treasure: The chest (DC 13 Open Lock check) contains only robes worth 5 gp each to a member of the Halls of the Valiant.

(24) TRAP (EL 2)

Stairs descend down into inky blackness for as far as your lantern light reaches. The faint stench of decay reaches your nostrils from whatever rests beyond.

The stairs descend into darkness for over 100 feet. A lever on the north wall lets the secret door to be opened from this side.

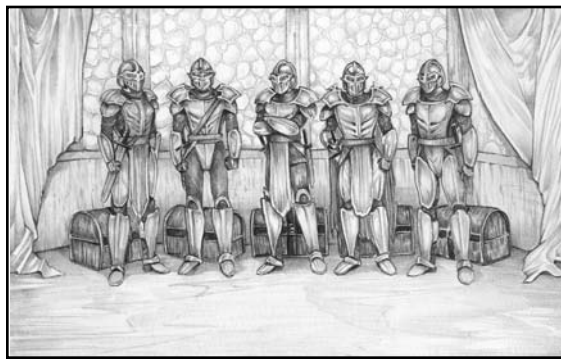
Trap: The middle 30' section is trapped. Any weight over 60 pounds causes spears to shoot out along the entire length, down from the roof. Only by actively looking up can the 1-inch holes be noticed. The disarming mechanism is in the secret door; if the door is open, the trap is disarmed. Players that close the secret door activate the trap themselves.

Spear Trap: CR 2; +12 ranged attack, damage 1d8 (x3 Crit); Search (DC 20); Disable Device (DC 20)

(25) MAIN TREASURY (EL 7)

If the PCs enter this chamber **DISPLAY ILLUSTRATION #3** ON **PAGE 14** NOW and read the following text.

Five large, banded chests lie against the far wall of this sparsely unadorned chamber. In front of each chest stands a figure in half-plate, his face covered by a full helm. The smell of death pervades the air. Tattered curtains hang on the east and west walls of the room.



Creatures: Sadly, the treasure cannot be taken freely as five undead paladin guards still perform their duties, attacking any living being in sight lest they be ordained clerics of the Valiant (they still attack his companions). All are wearing half-plate armor in good condition, so increase their standard AC by 7.

Zombies (5): hp 20, 9, 16, 16, 12

Treasure: The main treasury contains five chests each holding 250 gp in coins (minted on one side with the symbol of the golden eye and on the other with the head of a former high priest), a gilded statue of a stallion worth 200 gp (but weighing 60 pounds), a map of the kingdom in ancient times (50 gp to a sage), two masterwork longswords (150 gp each), and a suit of gilded scale mail (normal AC bonus but weighs 15 pounds more; worth 1,000 gp).

MAGIC ITEMS

+1 GREATSWORD ("ELFBANE")

While the blade is razor sharp and in immaculate condition, the hilt was replaced with part of an elf thighbone, crudely wrapped in leather for a better grip. Crafted centuries ago by a mighty orc wizard, to be wielded against the hated elves, it was used to slay elves for many generations, though the blade has no *bane* properties. Its name is poorly engraved on the blade in the Hobgoblin language (of which Orcish is a dialect).

POTION OF ENLARGE PERSON

The potion is unlabelled and kept in a small clay pot, sealed with a cork bung. The liquid itself is bright violet in color and smells faintly of oranges. There is enough for two draughts.

SCROLL OF MAGIC MISSILE (TWO)

Although written in Merchant's Tongue, the words are magical and thus impossible to read without first using a *read magic* spell or Spellcraft check (DC 21). The scrolls are made of elf skin (DC 20 Heal check to determine).

NPCs AND MONSTERS

GLANDAL STROND

Male Brandobian cleric 3
LG Medium humanoid

Attack and Movement

Init +2
Melee +3 greatsword (2d6)
Base Atk +2; **Grp** +2
Speed 30 ft. (6 squares)

Defense

hp 23
AC 17, touch 12, flat-footed 15
Fort +5, **Ref** +3, **Will** +6
SQ cast good spells at +1 caster level (from Good domain; PHB)

Cleric Spells (DC 13 + spell level)

0 (4/day) - *cure minor wounds, detect magic, guidance, read magic*
1st (4/day) - *bane, cause fear, detect evil, divine favor* (domain)
2nd (3/day) - *bull's strength, cure moderate wounds, aid* (domain)

Traits

Abilities Str 10, Dex 14, Con 15, Int 12, Wis 16, Cha 10
Skills Concentration +4, Diplomacy +2, Heal +5, Knowledge (history) +5, Knowledge (religion) +5, Listen +4, Ride +3, Search +3, Spellcraft +3, Spot +5
Feats Combat Reflexes, Endurance, Improved Turning, Martial Weapon Proficiency (greatsword only)*, Weapon Focus (greatsword only)*
*bonus feats (from Valiant domain; see the *Player's Guide to the Sovereign Lands*)
Languages Brandobian, Merchant's Tongue
Deity Worshipped Brovadol the Valiant

Equipment

chainmail armor, greatsword, holy symbol

GRISHNOK

Male orc barbarian 3
CE Medium humanoid (HD 3d12+3)

Attack and Movement

Init +1
Melee +9 greatsword (2d6+7)
Ranged +4 javelin (1d6+2)
Base Atk +3; **Grp** +7
SA rage 1/day
Speed 30 ft. (6 squares)

Defense

hp 30
AC 15, touch 11, flat-footed 14
Fort +4, **Ref** +2, **Will** +3

SQ fast movement, uncanny dodge

Traits

Racial darkvision (60 ft.), light sensitivity (-1 attack in sunlight or under *daylight* spell)
Abilities Str 20, Dex 13, Con 12, Int 13, Wis 9, Cha 14
Skills Bluff +3, Craft (alchemy) +3, Disguise +1, Hide +1, Intimidate +7, Knowledge (religion) +2, Listen +4, Move Silently +1, Open Lock +3, Spot +4, Survival +8, Swim +11, Use Rope +3
Feats Alertness, Power Attack
Languages Brandobian, Orcish
Deity Worshipped Grag the Battle Rager

Equipment

+1 *greatsword* ("Elfbane"); *potion of enlarge* [+2 Strength]

T'FRAKHR

Male orc adept 3 (CR 3)
CE Medium humanoid (HD 3d6-3)

Attack and Movement

Init +0
Melee +4 battle axe (1d8+3)
Ranged +1 javelin (1d6+1)
Base Atk +1; **Grp** +4
Speed 30 ft. (6 squares)

Defense

hp 12
AC 10, touch 10, flat-footed 10
Fort +0, **Ref** +1, **Will** +4
SQ summon familiar

Adept Spells (DC 11 + spell level)

0 (3/day) - *detect magic, ghost sound, read magic*
1st (2/day) - *cause fear, cure light wounds*

Traits

Racial darkvision (60 ft.), light sensitivity (-1 attack in sunlight or under *daylight* spell)
Abilities Str 16, Dex 10, Con 9, Int 11, Wis 12, Cha 15
Skills Heal +5, Knowledge (religion) +5, Listen +3, Spellcraft +4, Spot +3
Feats Alertness, Toughness
Languages Merchant's Tongue, Orcish
Deity Worshipped Bugdush the Emperor of Scorn

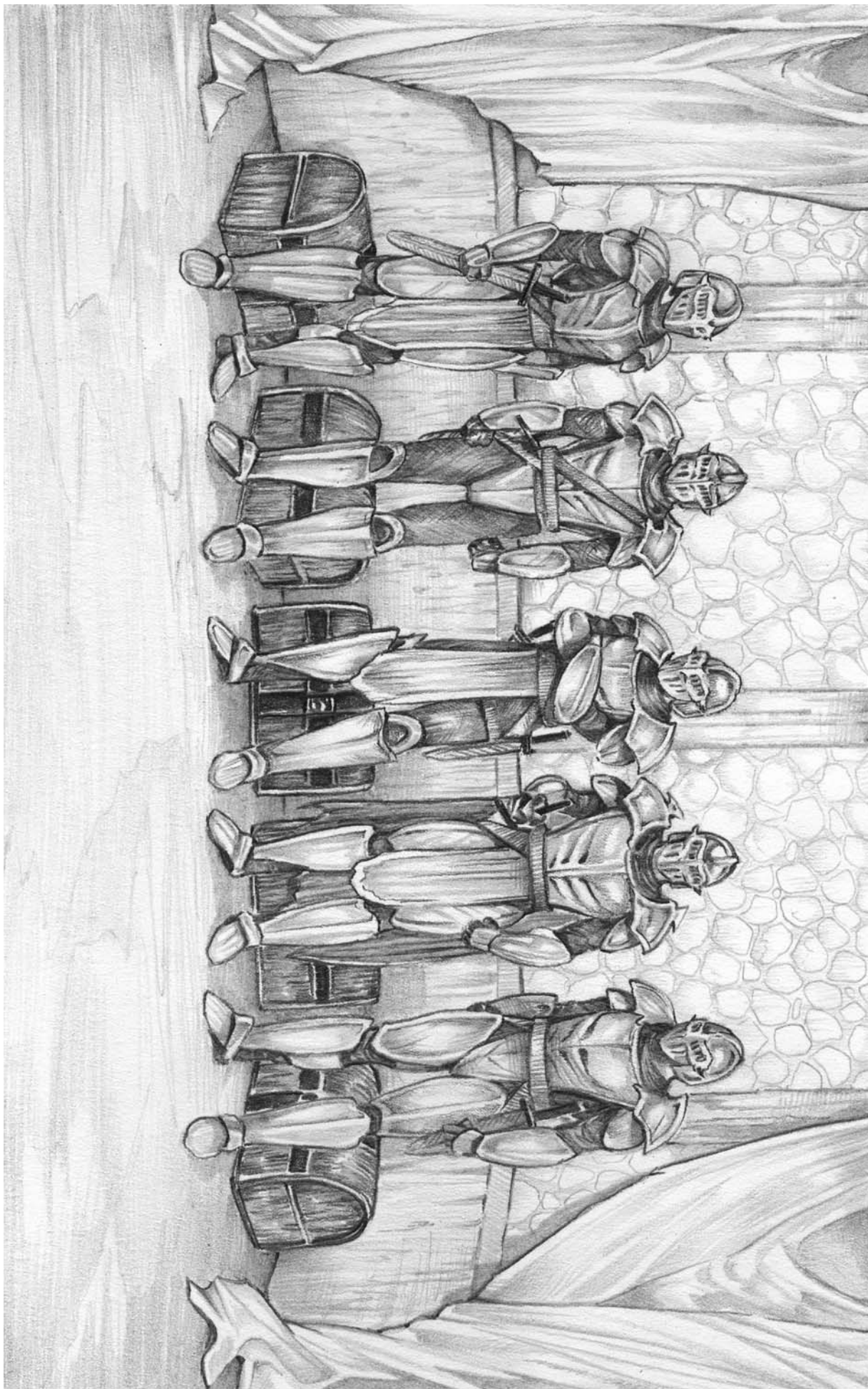
Equipment

2 scrolls of *magic missile* (CL 1), bone necklace

The ImageQuest™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. The maps at the end of the section are for DM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be printed separately and given to the players as circumstances dictate.

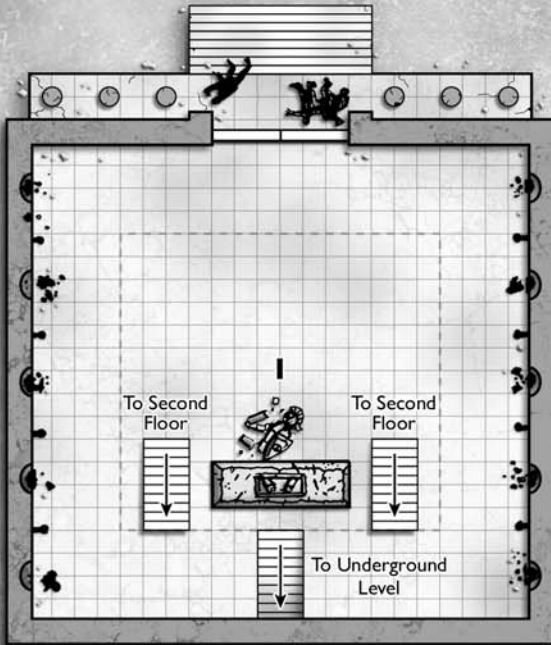




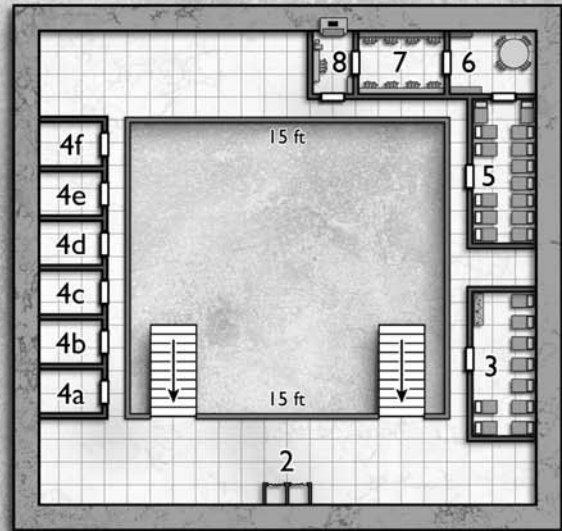


LOST TEMPLE OF THE VALIANT

Ground Floor



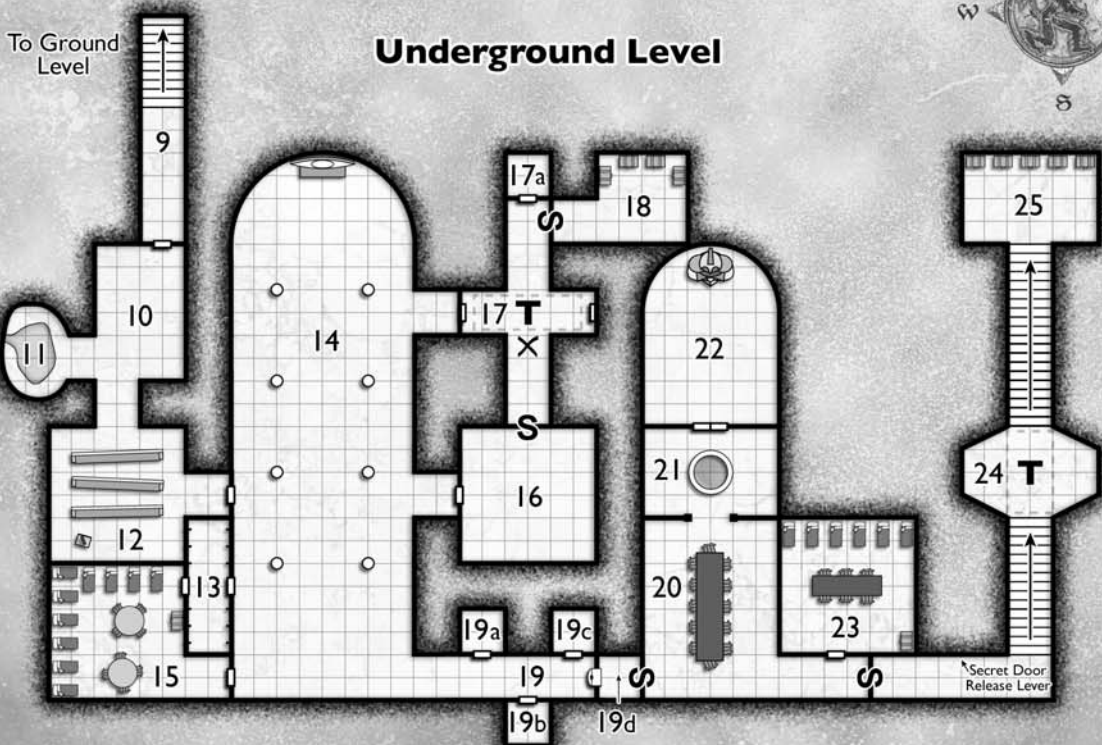
Second Floor



1 Square = 5 feet



Underground Level



Kingdoms of Kalamar

LOST TEMPLE OF THE VALIANT

A LOST TEMPLE IN A SAVAGE LAND...

In the northern Kingdom of Cosdol, an ancient temple of Brovadol the Valiant lies forgotten by the outside world. Only one lone cleric suspects the temple's existence, but he cannot reach it alone. It will take a special group of heroes to find the temple, for it lies somewhere within territory claimed by the Broken Fang orc tribe. And the Broken Fang orcs do not care much for trespassers...

Like all Kenzer and Company products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! Here's some of what you get:

- 15 pages of useful background, maps, artwork and adventure details; no useless fluff!
- Magic items and NPCs!
- ImageQUEST Adventure Illustrator: "Because a picture is worth 1,000 words." ImageQUEST is the picture book that gamers love. Now DMs can not only read the boxed text, they can actually show it to the players.

Although easily converted for use in any campaign setting, this book is designed for the official Dungeons & Dragons campaign setting, the Kingdoms of Kalamar - a realistic, dynamic world where complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come faces to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

