

THE ABANDONED TEMPLE OF THE HOWLING OBEISK

In the Moonstone Tavern the adventurers over hear rumors of activity by an old temple complex called Rug Vorden to the north. They decided to set off the following day...

After a lengthy walk, through the woods along the northern path, the adventurers catch a glimpse of something green jumping into a hollow in a clearing up ahead. A few more steps and they could see a sunken doorway in the ground.

Long abandoned, the Temple Of The Howling Obelisk is a dark and forboding structure. It's wall were thick and darkened by ages at nature's peril; along with unwanted visits...

1.Store room

This room is full of cobwebs, boxes, barrels and chests.
Spiders x4 (2)

2.Entrance Hall

A large pool dominates the centre of this room. Benches surround the pool. Anyone searching the area must avoid the tentacles that rise from the pool (TN 7)
40gp

3.Librarian's Office

This room is empty but it was clearly an office.

4.Gallery

This long hall served as a gallery in it's day. Three startled Orcs turn to see you come through the door.
Orcs x3 (3)

5.Bursary

Once the bursary and finance office of the temple now a tattered velvet room.
Healing Potion x2

6.Reading room

A round room onced used as a reading room for more volatile arcane texts.
Demonic Book (4)

7.Arcane Study Area

A sign reads..."do not disturb". As the PC's enter the room a tiny winged man appears with sparkles coming from his fingers!
Imp Mage (4)
holds the key to the Library

8.Library

The dusty shelves are lined with arcane books and scrolls, some chained up and some encased in booksized iron maidens. inbetween the two bookcase is a goblin shaman.

Goblin Shaman (5)

Holds Key to Magick Workshop
Obelisk Rune (Search TN11)

9a.Lower Entrnce

The PCs decend into a torch lit hall...

9b.The Conviscation Room

This room used to house the items conviscated before entering the great hall.
Sword +1 and Mages Robe +1
120gp

9c.The Vaulted Tower

This tower has a huge metal door at least 1 foot thick. It's all just dust and debris inside.

10.Dining Room

This is the dining room with a goblin watch playing cards at the table!
Goblins x4 (3)
Healing potions (1 per PC),
80gp

11.Magick Workshop

The room looks like an old laboratory.
Obelisk Rune (Search TN11)

12.Great Hall

At the end of hte great hall is the Howling Obelisk. **Drefl the Orc Warlord (5)** sits on the top step of the Obelisk as it howls it's low but enchanting tune...

...On the Obelisk there are 3 carved cavities?
Obelisk Rune (Search TN14)...

...A **Red Dragon (6)** will burst through from **18** on a roll of a 6 or if the PC's find and place all 3 runes in the Obelisk thus opening the **Ruined Catacombs** anyway!

13.Holy Well

the holy well heals to full health once per visit Rug Vorden.

14.Crypt

This stone room houses the crypts of the sacred.

15.Lesser Alter

This small room of worship has beautiful carved columns and alter.
On the alter is the key to the Cell Block.

16.Zoological Study

A large pitted animal enclosure decends from the study area. The enclosures contain nothing but bones but their is a small chest on the lower level.
Chest is locked (TN 18) 1d6 damage if failed.
Contains 100gp (per PC)

17.Cell Block

As you enter the block you hear a femine gasp as a huge Ratman lunges from the room on the far right...

...**Orlaf the Rat Jailer (6)** growls as you rage into combat...

...Orlaf has the keys to the cells. The prisoner is **Elivin (4)** she is the daughter of the mayor of the next village to the north!

18.Ruined Catacombs

The way out!

