

# TEMPLE OF THE MOON PRIESTS

A JEWEL OF PECULIAR POWER - THE "SKY SHARD" - LIES BURIED DEEP WITHIN THE LOST TEMPLE OF THE MOON PRIESTS. WHEN THE KING'S DYING WORDS HINT AT THE TEMPLE'S LOCATION, ADVENTURERS FROM FAR AND WIDE STRIKE OUT IN SEARCH OF THE STONE...

A CRUMBLING STATUE RISES FROM THE MISTY WATERS. ITS CRESCENT BLADE IS ETCHED WITH THE NAMES OF SIX LONGDEAD MOON PRIESTS.

A MOON HAG HAUNTS THE RIVERSIDE BENEATH THE STATUE. THOSE WHO LISTEN TO HER EERIE RHYMES ARE DRIVEN MAD!

STONE WINDOWS CHISELED IN THE HILLSIDE PROVIDE EGRESS TO THE FLOODED CHANCEL...

A RIVAL ADVENTURING COMPANY - THE "KNUCKLEBONES" - HAS STAKED OUT THE TEMPLE. TWO OF THEM SEARCH THE LAKESHORE, BICKERING LOUDLY ABOUT THE COLD.

THE SPECTERS OF THE MOON PRIESTS HAUNT THE FLOODED CHANCEL. CREATURES DRAINED BY THEM ARISE AS UNDEAD LYCANTHROPES. TO UNLOCK THE TREASURY, MOONLIGHT MUST BE REDIRECTED ONTO THE STATUE OF THE PRIEST "ARTEMUR" (SEE THE LIBRARY, BELOW). HIS STATUE CAN BE IDENTIFIED BY MATCHING THE NAMES ON THE GIANT STATUE'S CRESCENT BLADE WITH THE STATUES ON THE CRESCENT LEDGE IN HERE.

A FRAIL ROPE SCALES THE CLIFFSIDE, LEFT BY LONG DEAD PRIESTS...

TWO OF THE "KNUCKLEBONES" ARE TRYING TO RAISE THE PORTCULLIS IN THIS RUINED DORMITORY. THE COINS IN THE TREASURE CHEST BEYOND VANISH IN SUNLIGHT AND REAPPEAR IN MOONLIGHT.

A PIT TRAP IN THIS CORRIDOR PITCHES INTRUDERS ONTO SILVERED SPIKES!

SKELETONS LURK IN THESE ANTECHAMBERS. THE FIRE BURNING IN THE CAULDRON COUNTS AS MAGICAL SUNLIGHT: ANY LYCANTHROPES IT BURNS ARE CURED OF THEIR AFFLICTIONS.

← TO TOWN

THE SKY SHARD!

A FOUL WERESPIDER SQUATS INSIDE THIS CHAMBER. THE WATERS OF THE MOON FONT TRANSFORM THE DRINKER INTO A RANDOM LYCANTHROPE UNTIL THE NEXT DARK OF THE MOON: 1) WOLF 2) BOAR 3) RAT 4) STAG 5) BEAR 6) SPIDER

A SICKLY WIZARD WAITS AT THE "KNUCKLEBONES" CAMPSITE, PRACTICING HIS ILLUSIONS.

A PARLIAMENT OF SNOWY OWLS NESTS IN THE FLOODED NAVE - DESCENDANTS OF THE MOON PRIESTS' MESSENGER BIRDS. AN ANCIENT OWL CALLED "NOKOMIS" RULES THEM - KEPT ALIVE AND GRANTED SENTIENCE BY MOON MAGIC. IF APPEASED, HE CAN HELP THE GROUP BY SPYING ON THE "KNUCKLEBONES".

## THE SKY SHARD

WHOEVER HOLDS THIS SHARD OF MOON-STUFF IS GRANTED IMMORTALITY, BUT IS PLAGUED BY NIGHTMARES THAT COME TO LIFE AND BREED AS "MOONLINGS". THE SHARD COULD SAVE THE DYING KING, BUT USHER IN AN AGE OF HORROR!

THE LEADER OF THE "KNUCKLEBONES" - NOW A WERESTAG AFTER DRINKING FROM THE MOON FONT - IS VAINLY TRYING TO OPEN THE MAGICALLY-LOCKED TREASURY DOOR IN THIS RUINED COUNCIL CHAMBER. THE JEWEL CHAMBER ONLY UNLOCKS WHEN MOONLIGHT SHINES ONTO THE CORRECT STATUE IN THE FLOODED CHANCEL (SEE ABOVE).

THIS DOOR IS MAGICALLY LOCKED, BUT CAN BE OPENED FROM INSIDE THE LIBRARY.

THE LIBRARY OF STARS CONTAINS THE WEIRD WISDOM OF THE MOON CULT. AN OPEN BOOK HINTS THAT "WHEN ARTEMUR IS DROWNED IN MOONLIGHT, THE TREASURY SHALL OPEN." ARTEMUR IS ONE OF THE MOON PRIESTS LISTED ON THE GIANT STATUE'S CRESCENT BLADE...

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### "KNUCKLEBONES" LEADER (WERESTAG)

AGI 2	Move 19
TOU 2	Health 12
AWA 2	Initiative 12
WIL 2	Spirit 12

**Skills:** Stealth 1, Unarmed Strike 2, Weapon Mastery (axe, bow) 1, Armored Combat 1, Senses 1, Battle Rage 1

**Immunity:** Non-magical attacks except silver weapons.

**Infection:** Anyone damaged via Unarmed Strike must make a TOU vs. DIF 2 roll or be afflicted with lycanthropy (see below).

**Weapons:** Knife (TOU-1), Axe (TOU) and Bow (Range 40, DAM 1)

**Gambeson:** Padded Jacket (ARM 1)

**Adventuring Gear:** Rations, rope, torches, 6d6 gp

### "KNUCKLEBONES" REGULAR MEMBER

AGI 1	Move 10
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

**Skills:** Stealth 1, Weapon Mastery (axe or bow) 1, Armored Combat 1

**Weapons:** Knife (TOU-1) and either Axe (TOU) or Bow (Range 40, DAM 1)

**Gambeson:** Padded Jacket (ARM 1)

**Adventuring Gear:** Rations, rope, torches, 3d6 gp

### "KNUCKLEBONES" SICK WIZARD

AGI 1	Move 10
TOU 1	Health 10
AWA 2	Initiative 12
WIL 1	Spirit 10

**Skills:** Arcane Lore 1

**Spells:** Minor Illusion 1, Smokeshape 1, Witch Glow 1, Phantasm 1

**Sick:** Slightly Impaired (-1 to rolls)

**Weapons:** Knife (TOU-1)

**Adventuring Gear:** Rations, rope, torches, 3d6 gp

Philstin only wants to rest and is unwilling to fight the PCs. He covets the Shard and is willing to betray the other Knucklebones in order to get it.

### LYCANTHROPY

When a PC or NPC is stricken with lycanthropy, they are changed in the following ways:

- They assume a beast/human hybrid appearance as long as they are near the Temple.
- They become immune to non-magical attacks except silver weapons.
- They gain Unarmed Strike 2 (claws and fangs), Senses 1, Battle Rage 1 and another ability depending on the form:
  1. Wolf: Intimidation (Fear) 1
  2. Boar: Charge 2
  3. Rat: Stealth 2
  4. Stag: Move as per AGI higher by 2.
  5. Bear: TOU increased by 1.
  6. Spider: Grappling 2
- Undead lycanthropes also gain Unlife 2.
- Anyone bitten by the character (using Unarmed Strike) must make a TOU vs. DIF 2 roll or be afflicted with lycanthropy, becoming a similar werebeast.
- The player keeps control of the character as long as they succumb to the beast's natural urges. The GM can step in if the player tries to do something that's contrary to its nature, or if a more appropriate course of action suggests itself (by requiring a WIL roll, for example).

### MOON HAG

AGI 2	Move 12
TOU 4	Health 19
AWA 2	Initiative 12
WIL 2	Spirit 12

**Skills:** Grappling 1, Stealth 2, Resistance (non-magical attacks except silver weapons) 1, Nightvision 1, Trickery 1

**Drown:** A victim grappled by the Hag or maddened by the Eerie Rhymes (see below) suffers a DAM 0 roll each round.

**Moon Skin:** Blends in the shadows at night, gaining +1 to defense rolls.

**Eerie Rhymes:** All within 30 yards must roll WIL+Focus vs. DIF 2 or follow the voice and submit to her will. An unaffected character can attempt a WIL+Persuasion vs. DIF 2 roll to shake a victim free of the spell.

### NAMES ON THE CRESCENT BLADE

Faramar, Obsidar, **Artemur**, Caditur, Remur, Kalitar.

### PIT TRAP

Requires AWA+Locks & Traps\* vs. DIF 3 to detect (if searched for) or disable. If activated, PC(s) in the lead roll AGI+Athletics vs. DIF 3 to jump away in time. Otherwise, spikes deliver a DAM 3 roll.

### SECRET DOOR

Requires AWA+Observation vs. DIF 2 to find.

### THE SKY SHARD

See **Predator Saint** (available from DriveThruRPG) for inspiration regarding the effects. ARM 6.

### SKELETON

AGI 2	Move 12
TOU 1	Health 10
AWA 0	Initiative 9
WIL 0	Spirit 9

**Skills:** Unlife 1, Nightvision 1, Intimidation 1

**Flaw:** Vulnerability (bludgeoning) 1

**Undead:** ARM 1

**Number Encountered:** 1 per PC.

### SNOWY OWL

AGI 2	Move fly 24
TOU 0	Health 9
AWA 1	Initiative 10
WIL 1	Spirit 10

**Skills:** Senses 2, Stealth 1, Nightvision 2, Unlife 1 (leader only; animated by moon magic).

### SPECTER, MOON PRIEST

AGI 2	Move 19
TOU 1	Health 10
AWA 1	Initiative 10
WIL 1	Spirit 10

**Skills:** Resistance (acid, cold, fire, lightning, nonmagical attacks) 3, Nightvision 1

**Flaw:** Sunlight Sensitivity 2

**Insubstantial:** Can move through physical objects or creatures; cannot be knocked prone, grappled or restrained physically.

**Life Drain:** A victim reduced to 0 Health is drained of life, rising again as an undead lycanthrope (see "Lycanthropy" above; roll 1d6 or choose beast type most appropriate to the victim).

The six priests. They understand but do not speak.

### WANDERING MONSTERS

Roll as desired, especially if the PCs linger (d6):

1-2. 1d6 Skeletons; 3-4. 1d3 Snowy Owls (watching the party); 5-6. 1 Undead Lycanthrope (former Knucklebone).

### WERESPIDER

AGI 3	Move 12 (climb 12)
TOU 2	Health 12
AWA 1	Initiative 10
WIL 1	Spirit 10

**Skills:** Grappling 2, Nightvision 1, Senses 1, Battle Rage 1

**Innate Spell:** Beast Form (spider or spider/human hybrid) 1

**Immunity:** Non-magical attacks except silver weapons.

**Lycanthropy:** The werebeast normally appears in its original humanoid form, though it can cast Beast Form if it wishes. When the full moon rises, the curse cannot be resisted and it will automatically transform, remaining in beast form for the full duration of the spell.

**Poison Bite:** If a victim is bitten by the werespider, it must roll TOU+Resistance (poison) vs. POT 2 or become Paralyzed: no actions, -3 to defense rolls, +3 to damage received from melee attacks; the victim can attempt a 2d Health check every following minute to shake off the effect. Furthermore, if it fell prey to the poison, the victim is afflicted with lycanthropy, becoming a werespider at the next full moon.

**Web:** Can shoot a sticky strand at one creature (Base Range 6); if it hits, the victim is Severely Impaired (Move 0, -3 to rolls). The victim can either be freed by someone else (taking one round) or it must use an action and make a TOU+Strength vs. DIF 2 roll.

Werespiders are aggressive lycanthropes that like ambushing and poisoning victims, striking with daggers or their own razor-sharp claws.

**Original Scenario:** Will Doyle and Stacey Allan

**Printer-Friendly Map and Additional Material:** Dismaster FraNe

**Elemental Adaptation and PCs:** Gildor Games

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Requires the **ELEMENTAL Complete Guide**.