The Great Flanaess River Adventure

Chapter 10: Iron Wood

By The Oliver Brothers

A CAMPAIGN ADVENTURE TAKING CHARACTERS FROM LEVELS 1-10+

Once again, into the woods! This time the adventuring party find themselves not only in the middle of Greyhawk’s Iron Wood which lies just north of the Iron Hills and west of Verbobonc, but they will also find themselves in the middle of one of the greatest endeavors to overthrow all of Oerth. What secrets lie in the Iron Wood, beneath the waters of the hidden lake, or underneath the unnatural hill where lies the Ancient Temple of Karaan? Find out in the player characters’ greatest challenge of the River Campaign in these very pages: Chapter 10 of the Great Flanaess River Adventure!

Get ready to return to the greatest world in all of modern role playing for some old school, classic, first edition Advanced Dungeons & Dragons.

Greyhawk Campaign Set in 580-581 CY
Chapter 10 - Iron Wood

“When camping in such a wilderness as this, you are prepared to hear sounds from some of its inhabitants which will give voice to its wildness. Some idea of bears, wolves, or panthers runs in your head naturally, and when this note is first heard very far off at midnight ... you conclude that it is a pack of wolves baying the moon.”

-Henry David Thoreau, Canoeing in the Wilderness

Introduction

Iron Wood

The Iron Wood is an aptly named forest that marks the boundary between the Viscounty of Verbobonc and the Archclericy of Veluna. While iron wood is both a tree and a term to mark a forest that is filled with various forms of hardwoods, in this case, both are correct for the Iron Wood is filled not only with iron-wood, but many other hardwood trees as well. Many recall the Iron Wood to be “a very dense forest, known primarily for its abundant deklo treet which grow to heights of over 100 feet” and that there are “quite a few tracts of poplar and hickory trees,” while others recall the forest as being “a fog-cloaked collection of roanwood, yarpick, and ipp trees.” The height and density of the trees creates an almost underworld effect and when combined with the thick undergrowth vegetation and the fog induced by the evaporation of the leaves, it is truly a thieves’ haven.

This latter statement is factual for thieves and bands of cutthroats often use the woods as a hideout in-between their raids, thefts, and murders. In fact, it has been noted that while “a trade road passes through from Verbobonc to Devamish,” only a fool would take such a risk to life and limb as “most merchants prefer to travel by river than enter here.” It is the Velverdyva by which most pass through the forest as it lies on the northern end of the wood and is a mere 20 mile stretch to gain the other side. The alternative, of course, is to skirt the forest edge.

One reason that many men choose to skirt the forest is not out of fear of thieves or robbers, but rather out of terror of the half-man, half-beasts that are said to roam the forest. The Iron Wood, you see, is believed “to be haunted by lycanthropes.” Those stories of such hauntings comes from ancient lore, but in recent months those words have seemingly become true for with each passing day, lycanthropes from all over Oerth having been migrating to this small forest that lies near the center of the known world.

Chapter Overview

What attracts the lycanthropes of Oerth -- a group that has long been marginalized and living on the fringes of this world -- is the reopening of the Temple of Karaan, a temple dedicated to the lesser god of lycanthropes. Built in ancient times, it was long ago abandoned and covered with the detritus of the forest. Although known to many lycanthropes by way of the ancient lore - much known only to them - it has seldom been visited and was only recently reopened by several werewolves who had more recently been in the service of luz.

When the Temple of Elemental Evil was felled by a party of interfering adventurers, the werewolves managed to escape. Realizing the plans to overthrow Oerth had failed and angered over their continued marginalization in the process, they put out a clarion call to all lycanthropes across the land to journey to the Temple of Karaan, where they are planning to no longer be agents in the designs of others, but to become their own conquering people. They see themselves as the chosen ones to rule both man and beast for they see themselves as the true embodiment of both.

Upon returning to the location of the Temple of Karaan, they found someone had changed the geography in the vicinity of the temple but had not entered the temple itself. That someone was the aristocratic thief, Bennal Tyneman of Caronis. After one of his more successful and brazen thefts, he earned the equivalent of several hundred thousand gold pieces and the wrath of several noblemen. Hiding in the Iron Wood until things cooled off, he came across a large hill, north of the Velverdyva River, overlooking a large depression. He began dreaming of a chateau on the hill, overlooking a lake that would fill the depression, filled by water from the Velverdyva. All he needed was a group of secretive workers to make it happen, and since it was unlikely anyone would find the location, he could build freely, and thus, several years later, work was begun.
Supplies and workers were transported from Caronis, down the river, to the secret location. The depression was then worked to further deepen the eventual lake which was then filled by the digging of a canal from the river to the depression. Soon, Heron Lake was born, named because he had also dreamed of importing those birds one day to roost in the lake. Next came the laying of the foundation of the chateau, and that was as far as construction was able to develop before the werewolves killed or imprisoned the workers and reopened the Temple of Karaan.

As the adventuring party enters the Iron Wood, they will experience the darkness, immensity, and fog of the forest, but little else. It is not until they approach the location of the canal, which is camouflaged by vegetation, that they will be attacked. In this case, it will be from a group of seawolfs (greater) who have answered the call and now guard the canal entrance by patrolling the Velverdyva. They will capture the party and be aided by a group of werebears on land. In order for the game to proceed, it is imperative that the party is captured.

The seawolfs and werebears will then take the party to the far end of the lake where, in the side of the hill, is the now exposed iron bars that serve as the main entrance to the Temple. Because of the elevation of the lake, the Temple is now partially filled with water. The highest level, which is also the smallest, remains above the water line, the second level, where the entrance is now located, has locations that are submerged, while the third and lowest level is partially submerged in water.

The player characters will be stripped of their equipment and thrown into one of the iron barred rooms on the second level. Their gear will be stored in another room where man-items are being stored to be forgotten. The lycanthropes plan is to rule naturally, without the aid of man’s tools or his magic.

The adventuring party will discover that the werewolves are in charge and have established themselves as the lords over all lycanthropes with the weredire the de facto leader of the werewolves. Although this is not satisfactory to all present in the temple, those in disagreement quietly bide their time. This is especially the case for the werelions and others of the feline category who have a revulsion to the werewolves. If any opportunity presents itself that they can overthrow the werewolves either because they are being attacked or distracted, they will put their plans into action and take out the wererats, then target the weredire, hence cutting off the head and claws, so to speak. The timing of the attack is left up to the Dungeon Master.

The player characters will also discover that nearly every lycanthrope is represented in the Temple of Karaan, with especially large populations of four kinds: werewolves, wererats, wereboars, and werebears. The werewolves are the leaders and the wererats the common soldiers. The wereboars, alongside the velanti (wild boars), roam the forest north and south of the river as guards on land, while the seawolfs control the lake, canal, and river. Finally, the werebears are prevalent, but standoffish. Most of the lycanthropes believe this is because of both their nature and their prowess, but in reality, it is because they are against the entire plan. They are sympathetic to the adventuring party and it is they who will help them to escape.

**Key to Iron Wood**

```
Hex70 (R4-97)
```

“I read on the trunk of a fir tree blazed by an axe an inscription in charcoal . . . it was surmounted by a drawing of a bear paddling a canoe.”

-Henry David Thoreau,
*Canoeing in the Wilderness*

**1. INTO THE WOODS, AGAIN**

Due south, rising majestically out of the grass plains, is another forest. The river disappears into the woods, swallowed up by both the immensity and density of the forest. Many of the trees reach over
100' in height, including deklo, poplar, and hickory trees. There is an abundant second lair of trees as well - roanwood, yarpick, and ipp - but it is the heavy undergrowth that makes the forest so dense. As the player characters are just about to enter the woods, they should also notice that there is a misty fog hanging over the river where it enters the forest. This is not because of the river itself, but is rather induced by the evaporation coming from the thick undergrowth of vegetation. The river does appear to disappear into the woods because of the mist, the tall trees, and thick undergrowth, but also because the river begins to bend eastward on its journey.

2. BEWARE THE WEREBEAR

Just as your canoes enter the woods, you can see on the east side of the river a very small clearing on the riverbank before a giant fir tree. Someone clearly took an axe to the tree to cut away the bark so as to reveal the wood underneath, and upon that wood they inscribed a message in charcoal. It says, “Beware the Werebear.” Above the inscription is a charcoal drawing depicting a bear paddling a canoe. A humorous picture to say the least.

Werebears have long roamed the Iron Wood and people have forever lived in fear of them because of the stories long told of their might and savagery against man. While their presence in the woods is real, the stories of human killings are a myth for werebears are one of the few lycanthropes that are good by nature. Chaotic in their goodness, but good nonetheless.

3. DEER

As the river bends more toward the east, you see not far ahead in the distance along what is becoming the southern riverbank a small shore upon which stand 5 deer, drinking from the river. Behind the deer there is a cut into the riverbank and what looks to be an animal trail leading into the forest.

The area here is still safe and most of the activity of the lycanthropes covers the northeast portion of the woods, hence it is safe for the deer to come to the river in this location. The deer do, however, present a potential meal for the player characters if their food supplies are low. All five of the deer are does.

Deer (5):  AC 8; MV 15”; HD 1; hp 5 each; #AT 1; Dmg 1-2.

4. SEE WOLF/SEAWOLF

As you paddle on the river in a southeasterly, something catches your eye on the northeast shore. More deer is a possibility, or was until you see movement in the underbrush and spy some sort of four-footed furred animal moving along the riverbank.

This is a werewolf in wolf form who is meant to distract the party from what is in the river, namely four greater seawolfs and six lesser seawolfs. There is a heavy net lying at the bottom of the river which they will raise up to capture the party, canoes and all. The werewolf will return to the Temple of Karaan and can alert for reinforcements in order to ensure that the party is captured.

While this plot scheme does in fact intend to railroad the player characters, it is imperative that the party is captured in order for the game to proceed. The player characters will be taken through the hidden canal (See area #5), across the lake (See area #6), through the iron bars at the base of the hill which hides the temple (See area #15), and then thrown equipment-less into the dungeon cell (See area #25). Their canoes will be cast down into the dungeon (See area #75) with any gear left in the canoe, while their personal possessions will be thrown into the room designated for human things (See area #28).

The seawolfs will capture the party by casting the large heavy net that lies at the bottom of the river where they wait patiently for any boat to pass over them. They will bring the net up and over the party and their canoes, immediately dragging them underwater, thus creating another difficulty to hinder their escape. They will then immediately swim through the canal and into the lake, dragging the party behind them. The seawolfs can obtain additional assistance if they are having difficulty subduing the adventuring party by way of the
werewolf alerting other seawolfs in the lake and dungeon, wereboars on the shore, as well as the werebears that patrol the temple area.

**Seawolf, greater (4):** AC 5; MV 9”/27”; HD 9+2; hp 71, 69, 67, 62; #AT 1 or 2; Dmg 3-12 or 1-2 and by weapon type; SA: lycanthropy disease SD: hit only by silver, cold iron, or +1 or better magic weapons.

**Seawolf, lesser (6):** AC 6 (7); MV 30”/12”; HD 2+2; hp 16 each; #AT 1 (3); Dmg 2-8 (1-2/1-2/1-4); SA: lycanthropy disease if human takes 50% damage + from bites; SD: can assume humanwolf form temporarily, statistics in parentheses.

5. **CANAL**

The canal was dug by laborers after the depression in the ground was made wider and cleared of any trees. The depth was dug down to 20’ so as to maintain the level of the lake even when the river was low. While underwater there are no obstructions, above the water the canal is camouflaged by a thick undergrowth of bushes that conceal the canal and the lake to which it leads.

6. **LAKE**

Several hundred feet north of the Velverdyva River, beyond the camouflaged canal, lies an oasis in the middle of the dense forest. The oasis reveals a large lake, slightly more than ½ mile in diameter beyond which rises a large hill at least 80’ tall, but not tall enough to clear the tallest of the deklo trees. Just to the west of the hill is a crude makeshift path that leads up and behind the hill, and just beyond that sits a small building flanked by several small shacks.

Tyneman, with his newly obtained riches, hired a crew of nearly 50 men to sail down the Velverdyva River, enter the Iron Wood, and begin work on establishing his future chateau. The workers were paid very well out of his stolen funds, so it was not hard to find men willing to do such hard and secret work. They first built a small building to live in and to hold the supplies that routinely came from Caronis. As the supplies increased for building purposes, the laborers began to build small shacks in which to live in order to make room for more supplies. Next they cleared the depression, making it wider, dug the canal, and then flooded the depression with water from the river to create the lake. Once the lake was finished and the canal well camouflaged, they began to work on a path and future road to take supplies to the top of the hill where they began work on the foundation of the future chateau. They arrived nearly a year ago, but began running into problems approximately eight weeks ago.

It was about eight weeks ago that the first member of the construction crew disappeared. He was followed by several more. At first it was believed they tired of the work and left. Then, after more workers disappeared, it was believed to be some mental sickness. Then others disappeared and fear settled in. Many working on top of the hill simply vanished. Others disappeared when they ventured into the woods to either hunt the local game, mostly velanti (wild boars), or simply to relieve themselves. Pretty soon, the men began to panic and many fled on foot to the north in the hopes of clearing the woods as quickly as possible. None of the workers ever made it out of the Iron Wood. All were killed and eaten or they contracted lycanthropy and are now in the service of the temple. A few are still experiencing the transformation, having avoided the lycanthropes as long as they could hold out, but once captured and bitten, they are now awaiting the disease to fully manifest as they wait it out in the holding cell located inside the temple (See area #25).

At any given time, there will be two greater seawolfs and four lesser seawolfs in the lake. They can be summoned to assist those in the Velverdyva River (See area #4) and lair in the dungeon level of the temple when not in the lake or river.

**Seawolf, greater (2):** AC 5; MV 9”/27”; HD 9+2; hp 70, 64; #AT 1 or 2; Dmg 3-12 or 1-2 and by weapon type; SA: lycanthropy disease SD: hit only by silver, cold iron, or +1 or better magic weapons.

**Seawolf, lesser (4):** AC 6 (7); MV 30”/12”; HD 2+2; hp 16 each; #AT 1 (3); Dmg 2-8 (1-2/1-2/1-4); SA: lycanthropy disease if human takes 50% damage + from bites; SD: can assume humanwolf form temporarily, statistics in parentheses.
7. STORAGE BUILDING

Just west of the large hills is a long building. The building is 60’ long and 20’ wide and features a double door entryway on the south end, closest to the lake. The right door has been knocked off its hinges and is canted to one side. The interior is dark and features items piled to the left and the right against the wall, approximately 5’ wide. The items to the left appear to be building materials including wood, saws, rope, and tackle. To the right are several broken carts, spare wheels, and an assortment of barrels, boxes, and crates. The boxes and crates are also stacked across the rear of the building leaving only a small entryway into the last 20’ of the building.

The boats that brought the men and supplies never stayed. They dropped their loads and returned to Caronis, repeating the process every two weeks. Approximately four weeks ago, the boats did not return to Caronis. Figuring something happened along the way, another set of supply boats were sent, but they too never returned. There are plans to send another supply team to the Iron Wood, but finding a crew willing to make the journey now that rumors have spread about what happened to the supply boats has become near impossible.

The supplies include all manner of building materials, equipment, and food and water. There is plenty of dried food, water, and ale to supply a large party of men for weeks. Some of the fresher foods, however, have spoiled. The empty boxes and crates were used to divide the living area of the building from the supply area and were also used for bedding. As the number of workers increased, many, rather than living in the supply building, built their own shacks to live in and moved out (See area #8).

The back area is a sleeping area for the workers. There are, however, no workers remaining, only a group of wererats that have taken over the building for their own lair. These wererats are currently in their large rat form with their weapons hidden in the pallets. The werewolves want all lycanthropes to eschew human weapons and to embrace the animal side of their nature, only permitting wooden clubs at most, but these wererats were reluctant to get rid of their swords and so they remain outside of the temple. In addition, the werewolves have banned ownership of silver by lycanthropes, which is also why these wererats have been hoarding the silver pieces.

Wererat (5): AC 6; MV 12”; HD 3+1; hp 21, 15, 13, 9, 8; #AT1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: Also hidden in the pallets are 2,124 sp,

8. SHACKS

Just west of the storage building are five small crude shacks. They are small, crudely constructed shelters measuring no more than 8’ by 8’. They were obviously constructed with empty boxes and crates and other detritus from the construction site. They do not have doors, only crates to block the door. The floors are covered with pallets.

The occupants of the five shacks were attacked by the wereboars that roam the woods protecting the temple area from intruders and have themselves become wereboars. Out of habit, they still return to the shacks to rest when not roaming the woods. There is a 50% chance that a wereboar will be present in each shack.

Wereboar: AC 4; MV 12”; HD 5+2; hp 31 each; #AT 1; Dmg 2-12; SD: only hit with silver or +1 or better magic weapons.

Treasure: Shack #1: 1,123 sp, 850 ep, +2 scimitar; Shack #2: 1,097 sp, 645 ep, potion of longevity, potion of flying; Shack #3: 1,245 sp, 956 ep, potion of super-heroism; Shack #4: 988 sp, 759 ep, oil of timelessness, potion of fire breath; Shack #5: 1,042 sp, 833 ep, elixir of life.

9. HANDCART

A large handcart rests in the center of a wide trail that leads up the backside of the hill. It was obviously abandoned and the contents of the back of the cart dug through for several containers are ripped to shreds and a powdery substance spread on the cart and the ground. The only item
remaining of any serviceable use is 150’ of rope in three 50’ coils that were erratically uncoiled.

The werewolves rifled through the cart and its supplies after all of the workers had been dealt with one way or the other. One of the 50’ of rope has a slash through it from the claw of a werewolf and unless inspected, it will not be noticed and could prove hazardous if used. There is a 50% chance the rope will break if used.

10. TRAIL

A wide swath of the hillside has been leveled with a well-used trail leading up and behind the larger hill. The ruts left behind by the handcarts are several inches deep and cover a 6’ wide area. On the backside of the hill, the elevation has risen to approximately 50’ higher than the lake and largely levels off, only rising another 10’ in height before arcing around to the top of the hill. Even at the top of the hill, it is still hidden by the tall trees of the Iron Wood.

The only point at which the trail provides the player characters with any perspective of the terrain is when they first start going up the hill, they overlook the storage building, shacks, and clearing, and if they turn around, they will have a good view of the lake. The trail itself is heavily rutted, but wide enough to provide two handcarts the ability to pass each other.

11. HANDCART

At the top of the hill is another handcart that has been abandoned. There is a tarp over the back of the cart with what appear to be boxes and crates underneath.

There are boxes and crates underneath the tarp, but two wererats have also made the handcart their home. They are two of the wererats that do not like the idea of abandoning their weapons, hence they have chosen to live outside of the temple.

Wererat (2): AC 6; MV 12”; HD 3+1; hp 18, 16; #AT 1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: a gold paperweight featuring the head of a ram worth 650 gp, a tara broach worth 1,200 gp, and an amber ring worth 150 gp.

12. TRAIL TURN-AROUND

The trail at the top of the hill has a turn-around in front of the foundation, and just beyond it there is a large rock protruding from the ground.

The turn-around is deeply rutted with some as deep as 8” and filled with water from recent rain showers.

13. GORILLA-MAN STATUE

The large rock reaches upward of 15’ above the ground from which it protrudes. The side you can see from the path is mostly smooth, but the edges appear to be carved.

If the player characters move to observe the opposite side:

Moving around to the opposite side, you are looking at a large stone carving of a man’s torso with a gorilla head and gorilla shaped arms.

When the Temple of Karaan was not covered over by the detritus of the forest, it featured numerous stone carvings around the temple of various lycanthropes. The statues were placed on the roof of what is now the main level, surrounding the temple level. Each of the statues were 25’ tall so that their heads were above the temple level’s roof. This statue was of a lycanthrope that no one has ever seen before, nor is it known whether it ever even existed, the weregorilla.

14. FOUNDATION

The top of the hill has been cleared and leveled in order to create the foundation of a very large building. The length of the area is approximately 1500’ and the width is nearly 400’. While there are some posts in the ground, some areas dug up, and bracing material in place around the lake side slope, the foundation is clearly not that far along in construction.
Due to the construction of the lake, the path, and the supply building, the foundation was only just starting to be worked on and before the workers began disappearing. The reason for their disappearance lies at the center of the foundation for it is the location of the very top of the Temple of Karaan where only a thin layer of forest debris covers it over. In that location there is a trap door that opens to reveal a large round mirror (See area #100). As the trap door opens with a large round mirror, another trap door below it is lowered, angling a similar mirror downward. The purpose was to reflect the light of a full moon onto the Temple’s wall above the altar. When the foundation was being laid and the work so close to the temple roof, the werewolves found they could open the trap door, capture an unsuspecting worker, and drag them into the temple for either food or to convert them into a werewolf.

15. WOLFMAN STATUE

In the southwest corner of the foundation, there is a large hole from which protrudes a large stone. The earth around the base of the stone has been cleared away and then dug downwards approximately 10’ revealing a good portion of what appears to be a statue. The rock is covered in black and green moss, but the statue’s head can be discerned as that of a wolf, yet below it, in the pit, the statue looks like the carving of a man’s body.

This is one of the statues situated on the roof of the main level of the temple. The head reaches above the temple level’s roof. The workmen initially thought it was a large rock they could dig out and roll down into the lake. As they dug out around it, they realized it was a statue. Then, by the time they dug downward revealing the statue to be that of a werewolf, workmen began disappearing. This spread a rumor that by exposing the statue of the werewolf, they had unleashed an evil curse which was picking off the workers one by one. Fear spread and many then tried to flee through the forest to either become food for the wereboars or wereboars themselves (See area #16).

16. WEREBOAR/BOAR PATROLS

As you move through the woods, you hear the sound of rustling and movement through the dense forest. It is hard to tell from what direction it is coming, but it is nearby.

The wereboars have been assigned the task of protecting the Temple of Karaan from any outside invaders coming through the forest. They are also reminded that their job is also to keep anyone from leaving the temple as well. Although most of the wereboars are reluctant to work with their own kind, they have solicited help from the velanti, the local wild boar. Therefore, there is the possibility that a wereboar patrol will be accompanied by a sounder of wild boar. The range of the wereboar is limited. They patrol from the river, along the lake shore, and around the temple, never going deeper than 300 yards into the forest. The parameters were orders given to them by the werewolves so that they would be close enough to hear the call to return to the temple.

Each patrol will consist of 1-3 wereboar and there is a 50% chance that 1-3 velanti (wild boar) will also be patrolling alongside the wereboar.

**Wereboar:** AC 4; MV 12”; HD 5+2; hp 31 each; #AT 1; Dmg 2-12; SD: only hit with silver or +1 or better magic weapons.

**Velanti (wild boar):** AC 7; MV 15”; HD 3+3; hp 18 each; #AT 1; Dmg 3-12; SA: the boar will fight for 2-5 melee rounds after reaching 0 to -6 hit points, but dies at -7 or greater.

17. BEARS

As you move through the woods, you hear a guttural sound coming from up ahead. Something quite large is moving through the forest.

Starting at about 500 yards out from the lake and hill, surrounding the Temple of Karaan, and staying several hundred yards from the wereboar patrols, are bears. The werebears have been summoning bears to assist them, but having them remain on the periphery, only to come when and if the time comes that they are necessary. They remain on the outskirts of where the boars/wereboars roam, but
tracking their movements. There are already two dozen bears in the woods with more arriving each day.

Player characters moving through the woods beyond the werebears and velanti are most likely to meet a bear patrolling through the woods. They move about the woods as individuals, but they are aware of each other’s presence. If the player characters and werebears have befriended each other, as long as the werebears are present, they can control the actions of the bears. Otherwise, they will act according to their nature. There is a 60% chance the bear will be a black bear, otherwise it is a brown bear the player characters will encounter.

**Bear, black:** AC 7; MV 12”; HD 3+3; hp 20 each; #AT 3; Dmg 1-3/1-3/1-6; SA: Hugs for 2-8 hit points of damage if a paw hits with an 18 or better.

**Bear, brown:** AC 6; MV 12”; HD 5+5; hp 35 each; #AT 3; Dmg 1-6/1-6/1-8; SA: Hugs for 2-12 hit points of damage if a paw hits with an 18 or better; will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points, but is killed at -9 or greater.

**18. Iron Bars**

In the side of the hill, at the level of the lake, is a freshly dug opening that has exposed an iron bar gate set into stone recessed into the hillside. Further back in the recess is a heavy iron door that stands open. The floor of the recess is covered by several inches of water.

When the werewolves returned to the Temple of Karaan, they found it completely buried by hundreds of years of falling foliage. They also found the makeshift lake that had never been there before. Late at night, after the workers had all retired, they dug until they found the old entrance. When they opened it, water from the lake poured into the temple, flooding the dungeon level. The fact that the entryway was half underwater, however, made it easier to conceal. The werewolves took the temple level, allowed all other lycanthropes to secure the main level, and they gave the dungeon level, which is not completely submerged, to the seawolfs. Once the werewolves discovered the old trap door allowed them access to the top of the hill, they began capturing workers and earlier on, eating them, but later on, turning them into werewolves. They imprisoned them in area #25 until the transformation was complete. Once they were rid of the workers, they no longer felt they needed to conceal the entrance into the temple, so they dug away the earth all around the iron-gate and door, leaving it exposed. Due to the creation of the lake, the entryway is slightly below the waterline, thus the hallway beyond is covered in several inches of water which then travels down the stairs (See area #20) causing flooding in the dungeon.

**19. Stone Stairs Up to the Temple**

A 20’ wide set of stone stairs leads steeply upward into the darkness.

These stairs lead into the temple level of the Temple of Karaan.

**20. Stone Stairs Down to the Dungeon**

A 10’ wide set of stone stairs leads down into the darkness. Water from the entrance of the tunnel runs across the hallway and travels down the stairs. The stairs are steep and slippery due to the water. The last 6’ of the stairs are underwater, as is all of the dungeon level. There is a 2 in 6 chance that anyone descending or ascending the stairs will slip and fall and a 50% chance they will take 1-6 hit points of damage if doing so.

**21. Water Covered Hallway**

The hallway is 10’ wide and 10’ in height and is made of worked stone. The floor is covered in several inches of water and it makes walking on the stone surface hazardous.

All of the hallways through the area, until they reach a staircase that leads up, are covered in water.

**22. Staircase**

A stone staircase leads upward, out of the water covered hallway to a drier environment.
The hallway, however, is still slick, because the stones are worn smooth and the player characters' feet/shoes/boots are most likely wet from the water covered hallway.

23. DEADEND #1

The way the stone passages have been worked with striations in the wall, it makes it appear that the hallway is a funnel leading into the darkness.

This is somewhat an optical illusion caused by the striations in the hallway angling into the recessed hallway. The striations come closer together as they reach the entrance of the hallway. The hallways were actually never completed and work on them abandoned. A group of wererats has found the darkness and solitude to their liking and have roosted there for several months.

Wererat (4): AC 6; MV 12”; HD 3+1; hp 20, 18 (x2), 11; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fights barehanded.

Treasure: none, their stash was recently stolen by the wererat who dens in area #24.

24. DEADEND #2

Another stone passage with the strange striations in the wall leads into the darkness.

This is another unfinished hallway that is the den of a wererat.

Wererat: AC 6; MV 12”; HD 3+1; hp 25; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: this wererat was forced to give up his swords and now fights barehanded.

Treasure: 5,434 sp, a flawed pearl worth 10 gp, a peridot worth 500 gp, a chrysoberyl worth 100 gp, a piece of jade worth 100 gp, a moonstone worth 50 gp, a silver pin that has an inscribed message which reads “For the wolf who is pure of heart;” a coral stone necklace with 20 stones dangling from a silver chain worth 250 gp, and a gold ankle bracelet worth 100 gp.

25. PRISON

You come to a large chamber that is dimly lit by the two torches set in sconces before the iron bar door. The room is 30’ wide and 40’ deep then disappears into the darkness. There is a man in the middle of the chamber who is looking into the darkness and holding something wrapped around his hand. There is movement in the darkness.

The player characters should have been captured by the seawolfs in area #6 and brought here by a combination of the seawolfs, werebears, and wereboars (or whatever else was needed). Their items should have been stripped from them and will be place in area #28 with the rest of the human items, while their canoes with any equipment stowed in the canoe will be tossed down into the dungeon, by pushing it down the water covered stairs (See area #20).

The player characters might recognize the man in the center of the chamber. He is the good Cleric of St. Cuthbert, Radulfo of Mitrik, whom they met in Veluna (See Chapter 8). He was chasing after the werewolves and apparently found them. He followed them into the forest to the outskirts of the temple where the wereboars surrounded him, killed (and later ate) his horse, and then took him before the werewolves. They were curious about him and threw him into this prison chamber. They have been torturing him for information ever since, but never causing enough damage to turn him into a werewolf; at least not yet.

Radulfo is currently facing a threat, which he has been facing ever since he was imprisoned, and that is the workers who have been undergoing the transformation to become werewolves. Many of the workers were killed and eaten, but some were reduced in hit points so as to become werewolves. For some, they had not been reduced enough, so while they were diseased, they were not infected with lycanthropy. Little by little, however, Radulfo has witnessed the workers eventually transform into werewolves. Because he helped them when they were still men by using what few spells he could
cast, they have not outright attacked him, but they have certainly not been friendly. Every time one transforms, he has to fend them off until the werewolves take the new werewolf upstairs into the temple.

Radulfo, from talking with the workers before they transformed, knows their entire story and what is largely happening in this buried temple. He grasps that the werewolves are in charge, the wererats act as soldiers, and the wereboars protect the perimeter. The fact that there are multiple lycanthropes appearing together in one location, suggests that something evil is afoot in Oerth, but he is unsure of their specific designs on the world.

He does not know of the seawolfs guarding the river, nor does he know that the werebears are sympathetic to his plight. However, before they can learn any of this, the player characters and Radulfo are going to have to deal with the attack of the newly transformed werewolf and the two humans who are still transforming who are hiding in the recess located at the north end of the chamber. The wereboars/seawolfs/werebears that brought the player characters to the chamber will be notifying the werewolves in the temple about the new captives and that one of the humans in the prison chamber is now a werewolf. A werewolf from the temple will then be dispatched to remove the imprisoned werewolf from this chamber, however, that will take some time.

After the werewolf is taken care by either dispatching him with their bare-hands or keeping him at bay, and dealing with the two humans infected with lycanthropy, the player characters should be given time to stew, contemplate escape, and search their cell. They may find the belladonna and wolfsbane secreted in a small cavity behind a loose stone in the north alcove wall. Beyond the herbs and stone itself, there is little to help them affect an escape as the iron bars are solid.

The following day, however, three werebears from area #27 will arrive about mid-day, open the gate, and wordlessly motion for the player characters to follow them. As they lead them down the hall, one takes a rock and smashes it against the iron bar's lock. They will then lead the player characters through area #26 and into area #28. There, the player characters will find all of the weapons, armor, and other equipment they were wearing and carrying at the time of their capture. The werebears will then show them the secret door to area #29 where they will find food and water awaiting them. The werebears believe that the best hope of ending the werewolves designs on conquering Oerth to be found in the adventuring party thwarting the werewolves' plans. By doing so, the werebears can save face with the lycanthropes, while still stopping the werewolves' evil designs. Or, so they hope.

How the player characters go about this is left up to them. They could escape the place entirely by retrieving their canoes from the dungeons. They could move directly to the temple and try to cut off the head by taking out the werewolves. Alternatively, they could try to clear out the facility room by room. Still, yet another option is to try and get the werebears to fight with them. That is a possibility left up to the Dungeon Master, however, remember, in some way the werebears must be convinced that they will save face with the other lycanthropes. Although they are of good alignment, they are chaotic good, and want to know how they will benefit from aligning with the party. Remember also, they can always change their mind.

Werewolf: AC 5; HD 4+3; hp 19; #AT 1; Dmg 2-8; SA: Surprise on a 1-3 lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Humans, infected with lycanthropy (2): AC 8; HD 1; hp 6, 4; #AT 1; Dmg 1-6. These two are running high fevers, are sweating profusely, and are still hours or days away from turning into werewolves. Each hour, there is a 10% chance they will finish their transformation, in which case, use the same werewolf statistics as above.

Radulfo (6th level Cleric, LG human): AC 3; MV 12”; HD 6; hp 30 (currently 16); #AT 1; Dmg 1-6 or by weapon type. Radulfo wears a soiled white robe, but his armor and mace have been taken from him, along with his other items. He does have the
continued use of the following spells which is what has kept him alive: 1st level, cure light wounds, light; 2nd level: know alignment, silence 15’ radius; 3rd level: create food and water, cure disease.

26. SIDE CHAPEL

You enter a large room with a double row of columns to the south, and a single row to the north. The southern portion of the room is 40’ wide and 70’ in length, while the northern portion narrows to only 20’ wide and 50’ in length. On the southern wall is a raised altar area, although nothing is currently situated there, and at the far northern end of the room is an alcove. In the main portion of the chamber there are 8 doors that enter the room, each spaced approximately 15’ apart.

This once served as a side chapel for the Temple of Karaan where the followers of Karaan could conduct their daily obeisance to their god. The altar table has long been gone from the raised dias and the painting of the full moon faded with time. The werebears have commandeered this area of the temple for themselves, so primarily only the werebears are located in this area, and one has taken over the alcove to the north as his den.

*Werebear:* AC 2; MV 9”; HD 7+3; hp 31; #AT 3; Dmg 1-3/1-3/2-8; SA: if both claws strike, the werebear can place the person in a bear hug for an additional 2-16 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

27. CLERIC CHAMBERS

You enter a 10’ by 10’ chamber that has evidently become the den of a werebear.

These small chambers were the rooms of the Clerics of Karaan who long ago served their chaotic god. The chambers have been turned into dens for 6 of the werebears that command this area of the temple’s main level. There is one in each room when they are present. The bears sleep off-and-on around the clock, but any assistance to the player characters is typically given during the day, when many of the other lycanthropes are asleep.

*Werebear (6):* AC 2; MV 9”; HD 7+3; hp 45, 43, 31, 30, 28, 23; #AT 3; Dmg 1-3/1-3/2-8; SA: if both claws strike, the werebear can place the person in a bear hug for an additional 2-16 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

28. EQUIPMENT ROOM

A long hallway leads to a 30’ wide and 70’ long chamber that has a number of piles spread throughout the room. They appear to consist of everything from clothing to armor, and weapons to equipment. Closest to the entry into the room is a pile which you instantly recognize as your own equipment.

The room was originally a similar type of room in that it stored equipment for the temple, ranging from candles to furniture. Now, it has become a dumping ground for the man-made equipment that the werewolves decreed are no longer acceptable for lycanthropes to wear or yield. The werebears volunteered to dispose of these items and have done so by dumping them in this room. Since no other lycanthrope is allowed in the werebears’ domain, they felt it was safe to store the items here. However, in the back pile, there is a tarp, under which are several candelabra that serve as a frame, and two wererats that have found the secret location to their liking. They will listen and observe the interactions between the player characters and werebears, and will only attack if their hiding place is about to be discovered.

*Wererat (2):* AC 6; MV 12”; HD 3+1; hp 16, 15; #AT 1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these two keep their swords in this room whenever they venture through the temple, but any encounter in this room they will have them at their disposal.

Treasure: In addition to the player characters equipment that was on their physical persons when captured, there are several dozen sets of clothing, boots, belts, etc. There are 15 daggers of which
one is a +1 dagger, 7 short swords of which one is a +1 short sword, 9 military picks, and 156 gp, 232 sp, 97 ep, and 23 pp scattered amongst the piles. Under the tarp, the two candelabra are made of gold and are worth 350 gp each, 1,132 sp in a large leather satchel.

29. SECRET CHAMBER

The secret chamber is 20' wide and 30' long and in the center of the room is a rectangular table, upon which rests several flagons, cups, and plates full of nuts and berries. There are 7 chairs around the table.

The original use of this room was to serve as a secret hiding place for any valuable equipment such as the two gold candelabra found in area #28. The clerics of Karaan stored those items in this location and few knew of the secret room. The werebears discovered it because of their height, allowing them to move a rock protrusion that is the locking mechanism for the secret door in the stone wall. The door is also extremely heavy so it takes two men or one werebear to move it.

The werebears have set this location up for the player characters to be able to eat and drink (water) to recover their strength, sleep (if needed), and to come up with a plan for how to deal with the werewolves. The werebears can explain that the werewolves are plotting against Oerth and with the fall of the Temple of Elemental Evil, they believe it is their opportunity, with the Temple of Karaan, to achieve where Iuz failed. The werewolves are in charge with the wererats, wereboar, and seawolfs to do their bidding. The feline lycanthropes are following along, but are plotting to overthrow the werewolves when they have the chance. They have not done so because there is much infighting among the various kinds. The werebears want to prevent all of this from happening, but they are still lycanthropes and do not want to lose face among their own kind. Therefore, they are hoping the adventurers can thwart the plans of the werewolves. How, they have no idea.

The player characters can stay here for several days if need be for they are the only ones who know of the secret room, unless, however, the two were rats in area #28 were not discovered and they have managed to inform the werewolves located on the temple level.

30. MEETING ROOM

The chamber is 40' in diameter and features a large round table at the center of the room surrounded by six chairs.

The chamber was a meeting room for the temple clerics in days past, and now serves as a meeting room for the werebears. They meet very rarely and no werebear dens in here, so the room is generally empty.

31. SECRET CHAMBER

This secret chamber measures 20' by 20', in the center of which lies a small pile of treasure.

This was another secret chamber of the clerics of Karaan, but was discovered by the werebears and has been used to hold their collective hoard. The werebears, if they think any of these items will help bring about the downfall of the werewolves evil designs, they will share these items with the player characters. They will not, however, bring them to the secret room. Rather, they will fetch items from it that they think will be helpful.

The secret door opens by pressing a center stone in the wall, which releases the locking mechanism so that the secret door can swing open. The door opens inward.

Treasure: 3,450 gp, 5,304 pp, 29 moonstones each worth 100 gp, one silver necklace worth 50 gp, an emerald broach worth 50 gp, a gold ankle bracelet worth 75 gp, a set of gold covered bones worth 850 gp, potion of invulnerability, potion of polymorph self, potion of extra-healing, ropes of climbing, Bucknard's Everful purse, Keoghtom's ointment, and 8 scrolls: Scroll #1: protection from evil 10' radius; Scroll #2: Augury; Scroll #3: Find the Path; Scroll #4: protection from devils; Scroll #5: protection from demons; Scroll #6: resist cold, protection from evil, tongues, insect plague, speak with monsters; Scroll #7: cure light wounds, create water, speak with dead, detect lie, animate object, conjure animals;
Scroll #8: cure serious wounds, dispel magic, fire seeds, reincarnate.

32. WEREBEAR LAIR

The hallway ends in a 20' by 20' room that has become the lair of a werebear for the northwest corner is filled with a mixture of material and shredded tree bark.

This werebear is the guardian of the werebears collective treasure. Since they are of a good alignment, they collectively felt it would be safer to locate all of their individual treasure in the secret room (See area #31), but they also felt someone should be around to guard it just in case. Anyone trying to access the secret door will have this werebear to contend with.

Werebear: AC 2; MV 9"; HD 7+3; hp 53; #AT 3; Dmg 1-3/1-3/2-8; SA: if both claws strike, the werebear can place the person in a bear hug for an additional 2-16 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

33. DISSECTION ROOM

This oddly shaped room is 40' by 50' at its widest and has doors both west and east. The chamber features a number of tables and stools that are pushed off to the north and south walls and are mostly dry rotted. In the northeast corner of the room, there is a small pile of the dry rotted wood that has been spread out in a circle.

This room was used for dissecting human sacrifices and preparing them for a multitude of purposes, the least of which was dinner. Sometimes body parts, especially organs, were used in rituals by the followers of Karaan. Now, the room serves as a lair for one of the werebears.

Werebear: AC 2; MV 9"; HD 7+3; hp 39 #AT 3; Dmg 1-3/1-3/2-8; SA: if both claws strike, the werebear can place the person in a bear hug for an additional 2-16 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

34. CLERICS WORK ROOM

This oddly shaped room is 40' by 50' at its widest and has doors both west and east. The chamber has a number of rectangular tables, tall single-person desks, and high stools on both the north and south walls. All of the wood is ancient and dry rotted. Underneath one of the rectangular tables is a thick lair of the dry rotted wood.

This room was used by the clerics of Karaan to create magical spells and potions to try and counteract the effects of such things as belladonna and wolfsbane or to find immunities to silver and magic items. They were unsuccessful. A werebear currently nests under the rectangular table.

Werebear: AC 2; MV 9"; HD 7+3; hp 47; #AT 3; Dmg 1-3/1-3/2-8; SA: if both claws strike, the werebear can place the person in a bear hug for an additional 2-16 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

35. TORTURE ROOM #1

This oddly shaped room features a door to the east and a door to the north. The northern door is set into a wooden wall, rather than a stone wall like the rest of this ancient temple. The wood appears to be largely rotted. There are a number of dry rotted tables that have all been smashed in the western portion of the room.

The room was originally one large torture chamber as the northern wood wall and door were not there. They were added nearly at about the time the temple was falling into disuse. There is a 50% chance that anyone going through the door will have the entire wall collapse on them, causing 3-18 hit points of damage. The lycanthropes do not use the northern door for passage.

Located amongst the smashed dry rotted table is a foxwoman (werefox) that has established her nest there. She only uses the eastern door due to the instability of the northern door and she does not know about the secret door in the southern wall. The werebears know of this secret door and often
move to the door to listen in on any conversations coming from this room.

When she came to the temple, she had brought along her male minions, mostly humans and half-elves, but the werewolves felt that no creatures should live among the lycanthropes other than lycanthropes. She fought against this, but lost. Most of her minions were eaten, but a few became werewolves. Having lost her followers, she spends much of her time trying to charm the other lycanthrope species without much success. As a result, she has become very isolated. So, if given the opportunity to have some new humanoid followers, she will take every chance she can get to charm them (the player characters). She will not, however, try to charm dwarves, gnomes, or halflings. They are too ugly for her.

She has the capacity to appear in three forms: silver fox, vixen, or elven woman (her statistics below appear in that order). She will try to charm the party as an elven woman, she will fight as a vixen, and will flee if reduced to less than 20 hit points as a silver fox.

**Foxwoman (werefox):** AC 2/4/6; MV 24”/18”/12”; HD 8+1; hp 39; #AT 1; Dmg 1-2, 2-12, 1-6 or by weapon type; SA: nas vixen she has the ability to inflict lycanthropy, while as elven woman she gains a +1 with bow and sword, and can charm males with 13 wisdom or less; SD: can only be hit by silver of +1 or better magic weapons, as silver fox can pass without trace (like the spell) and is 90% undetectable under natural cover, while as an elven woman she is 90% resistant to sleep and charm spells. As an elven woman she also has the following spells: 1st level: faerie fire, entangle, predict weather, purify water; 2nd level: cure light wounds, feign death, warp wood; 3rd level: call lightning, protection from fire; 4th level: dispel magic.

Treasure: In and amongst the smashed tables where she lairs she has a +1 bow, 2 dozen +1 arrows, a jewel encrusted short sword worth 1,000 gp (but still functional as a weapon), 12 red rubies worth 100 gp each, 7 blue sapphires worth 500 gp each, and one green emerald worth 1,000 gp.

### 36. TORTURE ROOM #2

This oddly shaped room features a door to the north and another to the south. The northern door is propped open, while the southern door is set into a wooden wall, rather than a stone wall like the rest of this ancient temple. The wood appears to be largely rotted. There are a number of dry rotted tables along the western and eastern portions of the room. By the northern wall, just west of the door, there is a pile of bones and fur with a large bloodstain on the wall above it. Standing in the middle of the room is one big hairy cow with a really big head.

The room was originally one large torture chamber as the southern wood wall and door were not there. They were added nearly at about the time the temple was falling into disuse. There is a 50% chance that anyone going through the door will have the entire wall collapse on them, causing 3-18 hit points of damage. The lycanthropes do not use this southern door for passage.

The large hairy cow is a werebison and he is not happy. He prefers the open prairies to the temple and fresh grass to what is being brought to him. So far, he is the only werebison to respond to the werewolves’ call, so he is lonely. In addition, the wererats were tasked with bringing him his feed, but they don’t like the old cranky werebison. One confronted him and he smashed him against the northern wall. That ended the taunts, but they still don’t like him and often skimp on the amount of feed they bring him. Hence, he’s cranky.

**Werebison:** AC 3; MV 12”; HD 6+3; hp 25; #AT 1; Dmg 4-10; SA: can bite for 1-6 hit points of damage, thus causing lycanthropy disease when human is reduced by 50% of hit points from the bites although it rarely uses the bite; SD: only hit with silver or +1 or better magic weapons.

### 37. HALL OF COLUMNS

This open area is 100’ long with four columns down the center of the room. There are four open
hallways exiting from the area, two west and two east. There are alcoves both north and south of the room.

The hall was originally going to be another small temple, but it was never finished. 5 wererats have created a nest in the northern alcove, while another set of 3 have nested in the southern alcove.

North alcove:

**Wererat (5):** AC 6; MV 12""; HD 3+1; hp 20, 18, 17, 15, 11; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: 1 gold armband with gold coin decorations valued at 500 gp and hidden under their nesting material is a [javelin +2].

South alcove:

**Wererat (3):** AC 6; MV 12""; HD 3+1; hp 20, 12, 9; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: hidden underneath their nesting material is a [wand of magic detection] and a [ +2 dagger, +3 versus creatures larger than man-sized].

### 38. TEMPLE SECRET STORAGE

This room was a secret storage facility for the Clerics of the Temple of Karaan. Access to the room is gained by the release of four latches, two at the bottom and two at the top of this 10' section of stone wall. A slim 3’ wide and 8’ tall section then slides inward to allow access to the room. The room is an octagon-shaped room and 7 sides are covered with shelving. Many of the shelves have dry rotted and the contents spilled and smashed on the stone floor.

There are many items that are still intact. Many of these are bottles of organs and others are filled with herbs, but all of them have lost their potency. There is a small lockbox that contains several vials of wolfsbane and belladonna (these were used for experiments).

The items in the room that are of most value includes a scroll tube with a cure disease spell, a potion of extra healing, a ring of regeneration (standard), a bowl of watery death, pipes of the sewer, and a talisman of ultimate evil.

### 39. POP GOES THE WEASEL

You enter a 30' by 40' room that features nothing more than the stone floor and walls. At several locations around the room, stone blocks have been removed and tunnels have been dug into the earth.

Anyone entering this room will discover the reason for the holes: wereweasels. They responded to the lycanthropy call and moved into the temple. Not liking the environment, they removed many of the stones in the wall and dug out warrens where they can live. The wereweasels, however, are fully aware when either of the doors open and they move into position to attack. They are extremely bloodthirsty with insatiable appetites. If the wereweasel comes its prey and gains the upper hand in combat, it will take one combat round to do a silly war dance before going in for the kill. If, however, they are the ones cornered, they will use their musk spray on the enemy.

**Wereweasel (5):** AC 6; MV 15""; HD 4+2; hp 28, 25, 19, 16, 13; #AT 1; Dmg 2-8; SA: A successful bite causes blood drain for additional 1-4 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons, once-per-day musk spray treated like the spell stinking cloud.

Treasure: Located in the warren holes, assuming a player character is small enough and willing to climb through the tunnels, are the following: a piece of turquoise worth 20 gp, a citrine gem worth 50 gp, one black pearl worth 500 gp, and one coral gem worth 90 gp.
40. WHERE RATS? IN THE ALCOVE

The hallway has two alcoves, one north and one south. In each of these alcoves is a round granite base that is 4’ in height with a statue that is both broken and worn with time. What the statues were once of is lost to the vestiges of time.

What is not lost to time is the fact two wererats have made the alcoves their nest. Each is located behind the granite base.

Wererat (2): AC 6; MV 12”; HD 3+1; hp 20, 12, 9; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: in the nest of the wererat in the north alcove is a necklace of dangling pearls worth 1600 gp, and in the nest of the wererat in the south alcove are a diamond pendant of some bird of prey worth 900 gp and a multicolored jewel studded head wrap worth 250 gp.

41. LAIR OF THE WEREBADGERS

You enter a round chamber that is 40’ in diameter. There is an extremely offensive odor in the room which looks (smells) to be coming from a trench along the southern portion of the room. On the northern end of the room is a 3’ thick log lying on the floor with its bark completely missing and the wood raggedly cut. There are 6 holes in the floor of this room, each one measuring about 3’ in diameter.

To date, three werebadgers have responded to the lycanthropy call and they have set up their own sett in the floor of this room. Down the holes are the tunnels and lair of the three werebadgers. The log on the north end of the room was brought in to keep their claws sharp, and the trench to the south is their communal bathroom, hence the stench in the room. Anyone opening one of the two doors in this room will draw the attention of the three werebadgers and if anyone enters the room they will attack.

Werebadger (3): AC 6; MV 9”; HD 3+2; hp 22, 14, 13; #AT 3; Dmg 1-6/1-3/1-3; SA: lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: Located in the sett are 4,707 cp, 5,942 sp, and 4,552 ep.

42. NO LAUGHING MATTER

The door at the end of the corridor opens into a room 30’ by 30’ square and the foul odor of carrion immediately strikes you. Then, from the darkest corners of the room, comes a very disturbing laugh.

This room has been taken over by the werehyenas who have responded to the lycanthrope call. As both the werebadgers (See area #40) and the wereweasels (See area #39) are intimidated by the werehyenas, the location of the lair is not a problem for the werehyenas as they can pass by without suffering an attack.

This is the lair of 11 werehyenas who have heard the lycanthropy call, however, they are growing dissatisfied with the progress of the way things are developing and have taken to killing only lycanthropic creatures for a meal. They currently have the carcasses of two wereweasels, one werebadger, and a wererat in this room, hence the smell. The prospect of another meal will set them upon the player characters immediately. Also, they are pack hunters, so all 11 of the hyenas will attack at once.

Werehyena (11): AC 5; MV 15”; HD 4+1; hp 14 each; #AT 1; Dmg 1-6; SA: Surprises on 1-2, : lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: 2,356 gp, a silver signet ring featuring a red wolf head worth 450 gp, a black opal broach worth 500 gp, a bone carved pendant featuring the likeness of a two wolf headed human worth 175 gp, and a gold tooth (canine) necklace on a silver chain worth 300 gp.
43. ALCOVE

The south side of the hallway features an alcove that drops back into darkness.

The alcove serves as the lair of two wererats. There is only a 50% chance that they will be located in their lair as they are often tasked with missions by the werewolves.

Wererat: AC 6; MV 12’; HD 3+1; hp 14, 13; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: hidden in the back corner under the nesting material are 754 cp in one alcove.

44. 2 SETS OF DOUBLE DOORS

You enter a chamber that is lined with three columns down the middle of the room and features two sets of double-doors, one to the north and one to the south. There are two 10’ wide stairways exiting the room, one to the east and one to the west.

The room is currently empty. The double doors to the south are unlocked and open into area #45. The double doors to the north appear to be unlocked, however, the doors will not budge no matter what is attempted to open them because on the other side is thousands of pounds of dirt. The hill under which the temple currently finds itself has barricaded the door.

45. TEMPLE GUARDS

You enter a large chamber that features a double door to the north and a grand staircase to the south that is flanked by two smaller staircases. The center staircase ascends upward, while the two smaller ones descend downward. There are five pillars in the room, one at the very center and four more at each cardinal point. Each of the pillars feature a bas-relief. Sitting on the stairs at the bottom of the grand staircase are three rat-men.

The grand staircase ascends up to the temple level, while the two smaller staircases descend down into the water logged dungeon. The central pillar features a bas-relief of a large werewolf looking creature wrapped around the pillar, covered in fur with vicious claws, with a pile of gnawed bones at its feet. This is a depiction of the lycanthrope’s god Karaan.

The other four pillars all appear to be the same and they feature bas-reliefs of a mass of depraved humanity, ranging from the naked to those covered in furs, all featuring violent visages with teeth bared all of which have been filed down into points. These are the followers, the “clergy,” of Karaan, who used to worship here.

The three wererats are supposed to be on guard in this location to protect the werewolves, but nothing has ever ventured to the temple level, they are typically found sleeping at the bottom of the stairs.

Wererat (3): AC 6; MV 12’; HD 3+1; hp 12 each; #AT 3; Dmg 1-3/1-3/1-4; SA: lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

46. GRAND HALLWAY

You come to a long 20’ wide hall that features 5 pillars down the center, each carved in bas-reliefs. On the eastern wall hang large 4’ by 8’ paintings that have all faded to dark, while the western portion of the hallway features two 10’ staircases ascending upward. The entire hallway is covered in water.

The paintings once told the story of Karaan, but they are so ancient that the depictions have completely faded with time. The bas-reliefs on each of the pillars feature a mass horde of 5 different types of lycanthropes. From south to north they are: werewolves, wererats, wereboars, weretigers, and werebears.

47. WEREYLENX

The door to this room stands slightly ajar and peering through the crack, you see a round room, perhaps 20 to 30’ in diameter.
The door opens inward and behind the door is the lair of a werelynx. The werelynx is a very rare lycanthrope and so far, it is the only one to answer the werewolves call, hence it has chosen to isolate itself in this room. The werelynx appears as either a giant lynx or a human with the upper-body and head of a giant lynx. Even in human form, because the feet remain claw-like, it still has its raking ability. The werelynx is willing to support the werelions in their overthrow of the werewolves.

One note: if anyone looks around the room and above the door, they will see a large ledge. It is empty.

Werelynx: AC 6; MV 12"; HD 4+4; hp 23; #AT 3; Dmg 1-3/1-3/1-6; SA: if both front claws strikes it can then rake by clawing with both back claws for an additional 1-4/1-4 raking damage, surprise on 1-5 out of 6, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons, can leap 15' high and swim reasonably well.

Treasure: 2,300 sp, 20 gems: 10 tiger's eyes worth 5 gp each, 4 onyx worth 50 gp each, 3 peridots worth 500 gp each, 2 fire opals worth 1,000 gp, and one star ruby worth 5,000 gp, and two small bags of catnip.

48. RATS, RATS, & MORE RATS

The four connected rooms located in this section of the dungeon have become the lairs of many of the wererat servants. At any given time there will be 3-12 in each room. The rooms are all stone-worked with various forms of refuse and vegetation on the floor that the rats use to nest in. The werewolves keep them busy, hence the variation in numbers at any given time. Although the wererats leave the doors to the hallways closed, the interior doors that connect room to room remain open. This means that once the first room of wererats is attacked, the wererats from each of the other rooms will follow-on, one room of rats per combat round.

Wererat (3-12 per room): AC 6; MV 12"; HD 3+1; hp 15 each; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: The rats in each room have secreted their treasure in their nesting material and the items that may be found in each of the rooms are as follows:

a. 3,671 ep, one vial oil of slipperiness, and one vial oil of etherealness.

b. 3,060 ep, a set of human sized plate mail +3 (one of the wererats has been sleeping in it), one potion of giant (frost) strength, one potion of levitation.

c. 5,452 cp, 3,402 sp, 1 bloodstone worth 50 gp, one potion of delusion (extra-healing).

d. A silver necklace with a teardrop pendant featuring a green emerald worth 1,000 gp and a ring set with an aquamarine gemstone worth 550 gp.

49. HERE KITTY, KITTY

The door opens to reveal a round room, 30' in diameter, which has been overtaken by cats, all of which are giving you a glassy-eyed stare.

The room is full of 47 werecats. Werecats are lycanthropes, but in their animal state, they look like typical house cats. In their shape-change form they appear as a half-gnome, half-cat creature. They remain small, but their attack is vicious and they can swarm a party very quickly. Several of the werecats are located above the door, on a large ledge, but they are sprawled out and high on catnip, so they will be the last to attack. The werecats are sympathetic to the werelions call to overthrow the werewolves, but when the time comes, they will be too doped up to be much help.

Werecat (47): AC 9; MV 12"; HD 2+1; hp 9 each; #AT 3; Dmg 1-2/1-2/1-4; SA: if both claws strike, they can rake with both rear claws for an additional 1-3/1-3 hit points of damage, lycanthropy can only be passed if the victim sustains damage equal to or greater than 90% of their total hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: 4,320 cp and 23 bags of catnip (hence the glassy-eyed stare).
50. LEAPING WEREPUMA!

You enter a round chamber that is 30' in diameter. The first thing you notice is a strong smell in the room, similar to vinegar. The room, however, appears to be empty, at least that was until a small piece of straw falls on the floor at your feet.

Look up! Above the door is a large ledge where the werepuma has made her nest. Currently, she is the only werepuma that has answered the call, but she would not lair with any other lycanthrope, even another werepuma, being a solitary figure. She is not inclined to join the werelions in their overthrow of the werewolves, for one dictatorial group is no different from another, she believes, so better to remain independent. She will let out a high shrill scream and leap down on the party.

**Werepuma:** AC 6; MV 15”; HD 5+2; hp 33; #AT 3; Dmg 1-3/1-3/1-8; SA: If both front claws strikes it can then rake by clawing with both back claws for an additional 2-5/2-5 raking damage, surprise on 1-5 out of 6, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons, can leap 15' high and can swim reasonably well.

Treasure: On the ledge, underneath the dried grass, is a +1 spear.

51. MORE WEASELS TO POP

The room you enter is a ziggurat configuration with the entry being 10' by 40', the second section of the room only 20' wide, and the back portion of the room only 10' wide. At several locations along the wall, stone blocks have been removed and tunnels have been dug into the earth. The back portion of this room is littered with pieces and splinters of dry rotted wood.

The room originally served as a sort of court room where judgements were made and sentences issued by the lycanthrope leadership. There was a raised wooden platform in the last two sections, all of which has dry rotted and crumbled. A pack of weasels have overtaken the room, dug away some of the stone blocks and then generated a series of tunnels in the room which lead to their lairs. Anyone entering the room will be detected and when having fully entered the room, the wereweasels will attack. They are extremely bloodthirsty with insatiable appetites. If the wereweasel comes its prey and gains the upper hand in combat, it will take one combat round to do a silly war dance before going in for the kill. If, however, they are the ones comered, they will use their musk spray on the enemy.

**Wereweasel (7):** AC 6; MV 15”; HD 4+2; hp 29, 27, 24, 19, 18, 15, 11; #AT1; Dmg 2-8; SA: A successful bite causes blood drain for additional 1-4 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons, once-per-day musk spray treated like the spell stinking cloud.

Treasure: Located in the warren holes, assuming a player character is small enough and willing to climb through the tunnels are the following: 3,334 ep, a multi-stranded necklace with small bits of diamonds worth 275 gp, a shiny diamond tiara worth 1,250 gp, and a multi-colored gem butterfly pendant worth 750 gp, potion of growth, ring of shooting stars.

52. A PLAGUE OF RATS

The door opens to reveal a triangular shaped room with all manner of refuse and an odor that is offensive. The room is swarming with giant rats!

These wererats are currently in their giant rat shape. They have been assigned by the werewolves to lair in this room primarily because they are suspicious of the werelions and their kindred felines and are using the wererats to spy on them. The werelions, weretigers, and werenesabre living quarters are surrounded by the wererats so that their coming and goings can be monitored by the werewolves.

The rats will assume their human-rat shape and go into combat if intruders enter the room.

**Wererat (17):** AC 6; MV 12”; HD 3+1; hp 14 each; #AT3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fights barehanded.
Treasure: 1,492 cp, 3 tiger's eyes worth 500 gp each, 1 gold necklace of human teeth worth 50 gp, a silver ring topped by the face of a troll worth 175 gp, and a silver haircomb topped with a dead rat (normal) worth 25 gp.

53. PRIDE OF LIONS

The door opens to reveal a chamber that is 30' wide and 40' deep with a door to the south. A powerful lion and three lionesses - a pride of lions - are looking at you intently from across the room.

This was originally a living chamber and is still being used for the same purpose by this pride of werelions. They do not attack immediately, but rather, wait to see what the intentions of the player characters are. The male werelion is in full agreement that the werewolves need to be removed as the leaders and he is working reluctantly on behalf of the weresabre to install him as the new leader. The lionesses simply follow the werelion.

The door to the south served as a private study for the occupant of this chamber, but now serves as the treasury for the pride.

Werelion: AC 5; MV 15”; HD 6+3; hp 37; #AT 3; Dmg 1-10/1-4/1-4: SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 2-7/2-7 hit points of damage, they can leap 20’ from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Werelioness (3): AC 5; MV 15”; HD 6+3; hp 28, 21, 17; #AT 3; Dmg 1-10/1-4/1-4: SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 2-7/2-7 hit points of damage, they can leap 20’ from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Treasure: Located in the northeast corner are 1,341 ep, potion of speed, scroll of protection-weapons, magical missiles, philter of persuasiveness, +2 shield depicting two lions leaping out of the shield.

54. A SAULT OF LIONS

The chamber is 30’ wide and 40’ deep with a door to the south, and opposite the door are two male lions and two lionesses staring at you. All four move into a crouching position.

This was originally a living chamber and is still being used for the same purposes by this sault of werelions. These werelions will immediately move into a crouching position, pause, and leap. Unless there is some reason not to attack immediately, they will do so. All four of these werelions, 2 males and 2 lionesses have all supported the overthrow of the werewolves and are reluctantly following the weresabre.

There is a secret door on the east side of the room that is opened by pushing on the lowest stone in the center of the wall.

Werelion (2): AC 5; MV 15”; HD 6+3; hp 36, 31; #AT 3; Dmg 1-10/1-4/1-4: SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 2-7/2-7 hit points of damage, they can leap 20’ from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Werelioness (2): AC 5; MV 15”; HD 6+3; hp 24, 19; #AT 3; Dmg 1-10/1-4/1-4: SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 2-7/2-7 hit points of damage, they can leap 20’ from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Treasure: Located in the northeast corner are 1,341 ep, potion of speed, scroll of protection-weapons, magical missiles, philter of persuasiveness, +2 shield depicting two lions leaping out of the shield.

55. SECRET MEETING ROOM

The room located behind these two secret doors is generally empty, but there is always a 10% chance that the lycanthropes of the feline type will be meeting in here. The wererats have surrounded their living quarters in order to report to the werewolves the comings and goings of all feline lycanthropes. However, the werelions, weretigers,
and wereasabres, are all aware of the secret doors by which they can travel in order to avoid the wererats. They must pass through the ancient worship area (See area #56), but it is usually free of wererats, so it is the only point at which their secret meetings to overthrow the werewolves are at risk. Since they do move with the stealth of a cat, they have so far remained undetected.

56. OLD WORSHIP AREA

You enter an octagon-shaped room with two doors, one east and one west. The center of the room is surrounded by large columns and from these columns the floor slopes slightly downward toward a small 1' grate in the floor.

This room was a small worship area for those living on the west side of the temple complex. Most of the rooms surrounding it were living quarters. The drain was used for the blood of the occasional sacrifice. The columns are extra wide and create a shadowing effect between the walls and the columns themselves. There are two secret doors, one to the northwest of the room and the other to the southwest. None of the lycanthropes have taken over this area for their living quarters. The werelions and weretigers, along with the wereasabres, use the secret doors to bypass the rat guards that they know the werewolves have placed strategically around their living quarters to spy on them.

57. RATS

The 10' wide stone corridor travels for 40' before coming to a door and there are two sets of alcoves north and south of the hallway.

The werewolves wanted wererats stationed around the complex to be able to monitor the coming and going of the other lycanthropes, so the wererats located here have set up their nests in their assigned posts. There are two wererats living in each alcove. Any lycanthrope passing through the hallway, the wererats will make note and report their passing to the werewolves. Any other creature moving along the hallway will be attacked, captured or killed, and brought to the werewolves.

If combat takes too long or becomes too loud, the wererats in area #58 will open the door to the hallway and join in the fight.

Wererat (6): AC 6; MV 12"; HD 3+1; hp 14 each; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

58. RATS

You enter a 20' by 30' room that is strewn with all manner of refuse, dried vegetation, and waste material. Out of the dark, 5 sets of beady eyes stare at you.

These wererats were told to guard the area, but they have made a lair for themselves with everything they could scrounge. They are not so much interested in the guarding, watching, and serving aspects of the call to the temple, so much as making a nice living area for themselves. They abhor when anyone disrupts them in their reverie.

Wererat (5): AC 6; MV 12"; HD 3+1; hp 22 each; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: scattered about the room are 4,176 cp, 4,310 sp, 2,096 ep, one piece of amber worth 50 gp, an amethyst worth 500 gp, and an alexandrite worth 1,000 gp, a rose quartz jewelry box worth 750 gp inside of which are a set of pearl earrings worth 500 gp, a scroll with the spell knock, and wrapped in cloths and buried under a lot of refuse is a +5 sword, holy avenger.

59. AND MORE

This 20' by 30' room has two doors, one to the west, and one set in an alcove to the east. The room has some refuse scattered about the room, but it is the wooden crates along the north and south walls that attract your attention. The sides facing toward the center of the room all have holes in them as if they were chewed through.
That’s because they were. The wererats ventured down to the storage building (See area #7) and brought back these wooden crates as nests. They then chewed and clawed through them to create openings and then set up their nests. There are six wererats located in this room. They are all equally-minded and lazy and could care less about attacking intruders. They will watch the player characters from their wooden crates and if they pass peacefully through the room, they will go back to sleep. If attacked, they will fight back.

**Wererat (6):** AC 6; MV 12”; HD 3+1; hp 15 each; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: 6,345 cp.

### 60 RATS!

The long hallway features two alcoves; one to the north and one to the south.

These alcoves are the home of two young and very skittish wererats. They constantly worry about the werewolves finding them lacking in their duties to watch over and report the comings and goings of the other lycanthropes, so they are always on edge. If any intruders enter the hallway they will sound an alarm for the wererats in area #59 to come to their aide (which they won’t) and then they will engage in combat. Each wererat has one treasure item, but neither has any clue what their treasures do. Still, they are proud to own them.

**Wererat (2):** AC 6; MV 12”; HD 3+1; hp 25, 20; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: The wererat in the north alcove has a **potion of poison** while the one in the south alcove has a **scroll tube with a scroll containing the following spells:** pyrotechnics, lightning bolt, fire trap, rope trick, and monster summoning V.

### 61. WERETIGERS

You enter a 30’ wide and 40’ deep room. The scene hits two of your senses immediately. The smell of carrion strikes your olfactory senses, while you witness three tigers feasting on the carcass of a dead boar.

The three tigers are a male and two female weretigers. The two females left the temple the previous day, hunted down the boar, and drugged it back to the Temple for the male to feast upon. It is getting a bit ripe, hence the smell.

The weretigers are instrumental to the plot for the feline types to overthrow the werewolves in lycanthropy leadership. Out of all the feline lycanthropes, the weretiger can communicate with most of the species, hence they are critical to the plan. While the werelions are the ones who want to be in charge after the coup, most feline lycanthropes (and many others) defer to the weresabre, simply because of his raw power and rarity (he is after all extinct). The weretigers are the ones who act as the go-between of these two power seeking felines.

The weretigers will not see the player characters as a threat, so they will not be quick to attack for they are a neutral lycanthrope. They can set up a meeting with the weresabre and werelions if the party is willing to play the felines against the canines.

**Weretiger (3):** AC 3; MV 12”; HD 6+2; hp 28 (male), 22, 20; #AT 3; Dmg 1-4/1-4/1-12; SA: lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 2-5/2-5 hit points of damage; SD: only hit with silver or +1 or better magic weapons.

Treasure: 12,112 cp, 3 tigers eye gems worth 250 gp each.

### 62. MEETING ROOM

The room located behind these two secret doors is generally empty, but there is always a 10% chance that the lycanthropes of the feline type will be meeting in here. The wererats have surrounded
their living quarters in order to report to the werewolves the comings and goings of all feline lycanthropes. However, the werelions, weretigers, and weresabre are all aware of the secret doors by which they can travel in order to avoid the wererats. They must pass through the ancient worship area (See area #56), but it is usually free of wererats, so it is the only point at which their secret meetings to overthrow the werewolves are at risk. Since they do move with the stealth of a cat, they have so far remained undetected.

63. WERESABRE

This 30' wide and 40' deep room is empty, but there is a door on the north wall that stands open.

The room is that of the not-so-extinct weresabre who has chosen to use the 10' by 10' room as his lair, rather than the larger room. The weresabre, as far as he knows, is the only one of his kind, a rarity of lycanthropy, just like his not lycanthropic counterpart, the sabretooth, is a rare specimen throughout Oerth. The weresabre is the most powerful of the lycanthropes, and while he does not seek out the leadership role among the feline lycanthropes, it has naturally fallen to him. All of the feline types, except for the werelions, blindly follow him, while all of the canine types greatly fear him. He is self-assured and will not immediately attack, but can be reasoned with, assuming it is to his advantage.

Werestre: AC 4; MV 18"; HD 7-2; hp 51; #AT 3; Dmg 2-12/1-6/1-6: SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 1-6/1-6 hit points of damage, they can leap 20' from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Treasure: 5,421 cp, 2067 sp, 7,456 ep, 13,308 gp, 6 cat’s eye gemstones worth 100 gp each, two necklaces each bearing one gold plate sabre tooth on a gold chain worth 250 gp each, potion of fire resistance, oil of elemental invulnerability, potion of water breathing, oil of etherealness, potion of levitation, philter of stammering and stuttering, oil of impact, elixir of life, dagger +1/2 versus creatures smaller than man, and a buckler +1.

64. A MISCHIEF OF RATS

The door opens to reveal a triangular shaped room with all manner of refuse and an odor that is offensive. The room is swarming with giant rats!

These wererats are currently in their giant rat shape. They have been assigned by the werewolves to lair in this room primarily because they are suspicious of the werelions and their kindred felines and are using the wererats to spy on them. The werelions, weretigers, and weresabre living quarters are surrounded by the wererats so that their coming and goings can be monitored by the werewolves.

The rats will assume their human-rat shape and go into combat if intruders enter the room.

Wererat (15): AC 6; MV 12"; HD 3+1; hp 14 each; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fights barehanded.

Treasure: 3,421 sp.

65. ANTECHAMBER

Ten feet across from you is another door, but the room extends 12' to your left and your right. There is movement coming from both ends of the room.

When the Temple of Karaan was young, this was an antechamber for the guards of one of the clerics of Karaan. It is now the home of some rats who have taken refuge from the obnoxious werewolves. They are extremely independent and do not like the werewolves demanding they forgo human magical items. They have retained items that were banned.

Wererat (2): AC 6; MV 12"; HD 3+1; hp 25 each; #AT 1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. One yields a +2 sword and the other a +1 sword (+3 vs. lycanthropes & shape changers).
Treasure: 2,342 cp, 4,343 sp, potion of extra-healing.

66. A GANG OF WEASELS

You enter a 20' by 30' room that features nothing more than the stone floor and walls. At several locations around the room, there are holes in the wall where stone blocks have been removed and tunnels have been dug into the earth.

Anyone entering this room will discover the reason for the holes: wereweasels. They responded to the lycanthropy call and moved into the temple. Not liking the environment, they removed many of the stones in the wall and dug out warrens where they can live. The wereweasels located here, like the wererats in area #65, are not happy with the werewolves dictates and they have chosen to hide in this location, rather than participate or try to leave just yet. They are aware of the designs of the weretigers/weresabre because their warrens abut against the meeting room located in area #62, so they have overheard their plans.

The wereweasels are extremely bloodthirsty with insatiable appetites and so they will immediately attack the party as a group in the hopes of making them a meal. If a wereweasel comes its prey and gains the upper hand in combat, it will take one combat round to do a silly war dance before going in for the kill. If, however, they are the ones cornered, they will use their musk spray on the enemy.

Wereweasel (7): AC 6; MV 15"; HD 4+2; hp 28, 24, 21, 19, 17, 15, 11; #AT 1; Dmg 2-8; SA: A successful bite causes blood drain for additional 1-4 hit points of damage, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: Located in the warren holes, assuming a player character is small enough and willing to climb through the tunnels are the following: one peridot worth 10 gp, one ruby worth 100 gp, one smoked topaz worth 500 gp, one fireopal worth 1,000 gp, one sapphire worth 1,500 gp, and a palace green opal worth 2,500 gp.

67. WEREJAGUAR

You enter a 30' wide and 40' deep room with a door on the southernmost wall. Propped up in the southeast corner of the room is the trunk of a tree with its many branches and dried leaf foliage.

There is a 60% chance the werejaguar will be present in the room. When present, he lives in the foliage of the dead tree. When he is not present, he is out swimming in the lake, catching fish. The werejaguar, unlike his feline counterparts, loves the water. The werejaguar is the only one of his kind to hear the call, having come up out of the Amedio Jungle. He is a loner and takes no orders from anyone in the temple, feline, canine, or otherwise. He is simply waiting and watching to see what happens. He is neutral to the werewolves' scheme. He will not immediately attack, but wait to see what the player characters do. The werejaguar's treasure is kept in the small room located through the door at the south end of the room.

Werejaguar: AC 6; MV 15"; HD 5+2, hp 17; #AT 3; Dmg 1-8/1-3/1-3; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 2-5/2-5 hit points of damage, they can leap 15' from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Treasure: There is a set of +2 plate armor lying on the floor with bits and pieces of the original owner still in it, and a 60' length coil of vine (which is a vine version of a rope of entanglement).

68. EMPTY ROOM #1

You enter a 20' square room that is mostly empty except for some dried straw in the northeast corner. There are a number of tracks leading through the room from one door to the other.

Several wererats tried making their nest here, but the foot traffic through the room was too much for them.
69. EMPTY ROOM #2
You enter a 20' square room that appears empty. There is a door to the south.

The wererats from area #68 moved here next, but found there was still too much foot traffic through the room from creatures roaming the complex. They moved to the last room in this series of three (See area #70).

70. AW RATS!
The door to the room appears to be stuck.

That is because the wererats want it that way. They were tired of other lycanthropes barging in on them when they lived in areas #68 and #69. Now that they have found a secure hide-away that dead-ends, other wererats have come to join them. They now number 14. There is a stick propped up against their side of the door.

Wererat (14): AC 6; MV 12"; HD 3+1; hp 15 each; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: tucked underneath some of the wererat’s nesting material are a trident of fish command and a potion of ventriloquism.

71. LONG HALLWAY
You enter a 10’ wide hallway that expands to 20’ wide. There are two doors to the south and one to the north of which the north door has a hole in it at floor level about 3’ in diameter.

The hallway is currently empty.

72. HALL OF RATS
The door to this room is barricaded on the other side with rocks, so the only means for entering the room is through the hole in the door. The two wererats that live in this narrow room, which used to serve as the servants’ quarters for those staying in the two rooms across the hall, felt it would deter most of the other lycanthropes from entering their nesting area. These two wererats just simply convert to their giant rat shape and enter their room via the hole in the door. If encountered in their room, they will have their swords, otherwise they will fight with claws and a bite.

Wererat (2): AC 6; MV 12”; HD 3+1; hp 18, 16; #AT 1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: 1,234 cp, 2,342 sp.

73. SINGLE WERELEOPARD
You enter a long room that is 20' wide and 50' deep. At the far end of the room is a solitary cat creature with numerous spots. It stands and stretches, then you see its hind quarters begin to settle down into a crouch.

This wereleopard is normally a neutral type, but the werewolves and their rules are beginning to affect his disposition. The player characters look like something he can take out his frustrations on. He is readying his leap. He will, however, wait to see what the player characters do. If they enter, he will wait until they are within 15’ before he leaps; if they attack or retreat, he will charge.

Wereleopard: AC 6; MV 12”; HD 4+2, hp 31; #AT 3; Dmg 1-6/1-3/1-3; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 1-4/1-4 hit points of damage, they can leap 15' from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Treasure: one malachite worth 100 gp, a blood stone worth 500 gp, a smokey quartz worth 100 gp, five yellow leopard skin gems worth 1,000 gp each, two tiger eyes each worth 500 gp, a red jasper worth 750 gp, one red aventurine worth 75 gp, a garnet worth 50 gp, and a yellow topaz worth 150 gp.
74. WERELEOPARD COUPLE

You enter a long room that is 20' wide and 50' deep. At the far end of the room are two creatures of the feline type, both with numerous spots. They watch you intently and slowly move their hind quarters underneat their body.

This is a male and female wereleopard couple. They are neutral and keep to themselves for the most part. They are siding with the weresabre in regard to the coup being plotted against the canine types, but they are mostly ambivalent about the whole matter. They will only attack if threatened.

Wereleopard: AC 6; MV 12”; HD 4+2, hp 26, 19; #AT 3; Dmg 1-6/1-3/1-3; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points, if both claws hit, they can rake with their back claws for an additional 1-4/1-4 hit points of damage, they can leap 15’ from a standing or crouched position; SD: only hit with silver or +1 or better magic weapons.

Treasure: they have 6 bits of turquoise worth 50 gp each, one garnet worth 50 gp, one purple amethyst worth 100 gp, a yellow topaz worth 150 gp, an opal worth 500 gp, and a lapis lazuli worth 2,500 gp.

75. LOST CANOES

As you descend the stairs, the stone steps disappear into the water. Assuming the height of the ceiling from the water covered floor to the ceiling is 10’, you estimate that the depth of the water is about 6’ deep. At an angle, you can see a wide hallway and at the beginning of the hallway there is a pile of rocks jutting up out of the water.

The water is in fact 6’ deep for the ceiling is, like the rest of the dungeon level, 10’ in height. Once the player characters round the corner, they will discover a recess underneat the upper stairs (See area #19), in which they will find their canoes and all of their equipment. Their personal items taken from them will be found in area #28, but their canoes, paddles, and any equipment outside of their personal equipment will be found here. The wererats located in the dungeon usually use the opposite staircase (See area #86), so they have not found the canoes yet to pilferage them.

76. SECRETROOM #1

The door to this secret room is completely underwater, so the player characters will have to search underwater to find the secret door which is sealed tight. The door pushes inward, but since there is no water on the opposite side, this will create a flushing effect into the room for which there is a 50% chance it will cause 1-6 hit points of damage, slamming them against the far wall. The room is empty.

77. SECRETROOM #2

The secret door to this room is underwater, but any player character diving underneat the water and inspecting the wall will see the outline of the door as it has been compromised, leaking water into the room. The room is covered in 6’ of water like the rest of the dungeon complex. At the very southern portion of the room, underwater, are two odd constructions that have lain hidden in this secret room for centuries.

Chest #1: The first construction is in the shape of a 2’ by 3’ chest and is made of gnawed and broken bones. The top of the chest is a desiccated wolf’s head and skin that serves as the top of the chest. The skin ends three inches down and is squared off with the bones. The wolf’s head is open and reveals a short stubby tongue and bloody sharp teeth.

The chest is wizard locked, but can be opened by pulling on the tongue. Pulling on the tongue, however, causes the wolf’s mouth to clamp shut causing 2-8 hit points of damage and delivers a poisonous bite. The wearing of thick leather gloves cuts the damage in half and any gloves made of metal causes no damage.

Inside the chest are 1,500 dark black “coins.” Etched into the face of each coin is the visage of a huge humanoid covered in fur. It is a vile looking creature. Each coin is made of black obsidian and is worth 1 g.p. To a collector, however, these coins would be worth 5 to 10 gp each.
Chest #2: The second construction is also wizard locked and in the shape of a 2’ by 3’ chest, but this one appears to be made entirely of teeth, particularly long sharp canine teeth. On the top of the chest, in the shape of a pawprint, are sharp teeth, but not the long pointy canine teeth either.

The chest is simply opened by firmly pressing on the pawprint with a paw shaped hand (not usually a problem for a lycanthrope). If a human hand is placed on the pawprint, the surrounding canine teeth snapped inward causing 2-12 hit points of damage. The chest can be tricked in that if a beast with a paw had their leg cut off and the pawprint placed on top, the chest would open.

Inside the chest is a simple (sodden) black cloak. This cloak was known long ago as the “cloak of the werebat,” long before the vampires began converting all of the werebats into vampires. The cloak acts in the same manner as a cloak of the bat when worn.

78. PRISONER

This 10’ square cell contains the skeletal remains of a human and little else.

As the various clerics of Karaan began to abandon the temple long ago, they killed some of the prisoners they held in these cells, but some they just simply abandoned, leaving them to starve to death. Each of these six cells contains a human skeleton, some with missing bones, while others have evidence of something having cut through some of the bones.

79. ROCKY RATROOSTS

This 10’ square cell has a pile of rocks protruding from the water, evidently the fallout from a partially collapsed ceiling. Two beady eyes stare at you from the darkness.

In these prison cells the ceiling did partially collapse and some of the wererats found living on the rocky pile to their liking; it provides them a good place to hide from the werewolves. They will, however, attack the player characters. There is one wererat on each of the three rock piles and all three of these have retained their swords.

Wererat (3): AC 6; MV 12”; HD 3+1; hp 17 each; #AT 1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: #1 has 2,045 gp, #2 has 1,040 sp, and #3 has 2,578 sp.

80. EMPTY ROOMS

The door pushes open against the water to reveal a 20’ by 30’ room. The room is flooded, but appears to be empty.

These rooms are empty.

81. LESSER SEAWOLF

The entryway into this room, which lacks a door, reveals a 20’ by 30’ room. The room is flooded, but appears to be empty.

The room is not empty for there are three lesser seawolves lurking underneath the water in each of these rooms. When not out on the lake or river, they use these rooms as their lair. As the player characters approach the sound of them moving through the water, as well as the movement of the water itself, alerts them to their presence and they dive under the water to attack.

Seawolf, lesser (6): AC 6 (7); MV 30”/12”; HD 2+2; hp 16 each; #AT 1 (3); Dmg 2-8 (1-2/1-2/1-4); SA: lycanthropy disease if human takes 50% damage+ from bites; SD: can assume human-wolf form temporarily, statistics in parentheses.

82. SMALL EMPTY ROOMS

The door pushes open to reveal a 10’ by 20’ room. The room is flooded, but appears to be empty.

These three rooms are currently empty.

83. COLLAPSED CEILING

The door to this room is missing and the entryway and the 10’ by 20’ room both feature rocks protruding from the water. As you peer into the room, numerous sets of eyes stare back at you.
The ceiling collapsed long ago and took out the door. Seven wererats have taken up the rocky protrusions in this room as their lair. They will attack the player characters and they have retained their swords.

Wererat (7): AC 6; MV 12"; HD 3+1; hp 16 each; #AT 1; Dmg 1-8 (sword); SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: 2 diamonds, each worth 500 gp, one ruby worth 500 gp, three pearls, each worth 100 gp, one broach featuring a ruby throated hummingbird in red rubies worth 750 gp, a set of diamond earrings worth 600 gp, a gold ankle bracelet worth 100 gp, and a big chunk of pyrite worth 10 gp.

84. WATERY HALLWAY

You come to a 20' wide hallway that stretches off into the darkness. The hallway remains flooded with the 6' deep water and several passages intersect the long corridor.

The water is 6' deep, so any character under 7' tall is going to have to devise a method of swimming or floating down the hallway. Any loud noise or excessive splashing may alert the greater and lesser seawolves in areas #81 and #85.

85. GREATER SEAWOLF

The entryway into this room, which lacks a door, reveals a 20' by 30' room. The room is flooded, but appears to be empty.

This room is not empty as there is currently one greater seawolf using the room as its lairs. Other greater seawolves lair here, but typically they are out on the lake or the river patrolling. Any movement through the water will alert the greater seawolf to the player characters presence, at which point it will submerge under water and wait to surprise attack whatever comes to the entrance of the room.

Seawolf, greater: AC 5; MV 9'/27'; HD9+2; hp 67; #AT 1 or 2; Dmg 3-12 or 1-2 and by weapon type; SA: lycanthropy disease SD: hit only by silver, cold iron, or +1 or better magic weapons.

86. ROCKS & STAIRS

The hallway ends in a 20' square area where the ceiling has partially collapsed and rocks and rubble protrude from the water. There are two 10' wide staircases leading upward. The water in this area appears to be moving slightly, pulling in the direction of the eastern wall.

Both of the staircases lead up to area #45. The reason for the pull of the water is because the secret door leading into area #88 is not well sealed anymore and water is flowing into the room.

87. SECRET ROOM #3

The secret door to this room is underwater. The room is well sealed and it will require an elf or dwarf to find the hidden door. Alternatively, if the player characters suspect there is a secret door in this location, there is the possibility they could smash it down.

The room is so well sealed, it remains free of water. Once the door is opened, however, water will rush into the room and fill to 6' of water like the rest of the dungeon complex. As this will create a flushing effect into the room, there is a 50% chance it will cause 1-6 hit points of damage, slamming the player character against the far wall.

In the northwest corner of this room, submerged underwater after the door is opened, is a large chest made of an odd material. Very quickly, the player characters will realize that the chest is constructed from human bones. If touched in any manner whatsoever, even with a polearm from a distance, the chest will unfold its limbs as if unpacking itself, eventually standing upright. The creature is a bone golem. Located in its chest cavity is a leather satchel that appears to be tied to the collarbones. The skeletal creature is nearly 10' tall and appears to be constructed of multiple human bones, not necessarily all in the right place.

Bone colossus: AC 0; MV 12"; HD 10; hp 45; #AT1; Dmg 4-14 (bone club that acts as a rod of smiting); SD: regenerates 3 hp per round, immune to cold,
sleep, charm and hold spells, edged weapons do ½ damage, fire and acid deal permanent damage. Total dismemberment will not destroy the colossus as the bones can rejoin its bones. Once the colossus is reduced to 0 hps, 10 rounds are required for it to reform. A cleric may turn the creature as a “special” class of undead.

Treasure: Inside the leather satchel are two smaller leather satchels. In one is a talisman of the sphere while in the other is a sphere of annihilation.

88. NOT SO SECRET ROOM #4

Opening the door reveals a 20’ square room. The northeastern portion of the room appears to have completely collapsed in on itself, and the water is pulling in that direction.

The secret door can be easily detected underwater in area #86. The door is still difficult to open, but once opened, the water will pull even harder into the room as there is now more space for the water to travel. The collapsed corner has a small hole, filled with a lot of sediment, where water leaks out of the temple and into the groundwater. Otherwise, the room is empty.

89. GRAND CHAMBER

As you reach the top of the stairs you see to your right a curtain covering a 10’ wide hallway, while to your left, you see an enormous open room that is dimly lit by only a select few torches placed in sconces along the wall. The center of the room features a double row of columns holding up the roof 25’ overhead. On the western portion of the room are numerous doors, while on the eastern side is a large curtain flanked by two open stairs leading upward.

This was a large multi-purpose hall for the Temple of Karaan and the doors all led to the various chambers of the clerics of Karaan and their servants. Now, it is used by the weredire and the werewolves who rule the Temple level. The room is dimly lit so as to provide enough light for any of the werewolves in their human form, but so as not to ruin the nightvision of those in werewolf form.

There is a 50% chance that the werewolves from area #90 and #93 will be present in this chamber. On a successful roll, roll 1-10 to determine how many from these two rooms are present in the grand chamber.

Any disturbance in this chamber will bring the werewolves from areas #90, #91, #92, and #93 into the chamber. Any major sound of combat will also bring the wererats from area #98 and #103 into this chamber as well.

The open stairs lead up to areas #98 and #99.

90. SERVANT’S CHAMBER #1

This small triangular room reeks of the stench of wet fur and in the corner opposite the door is a pile of torn materials.

The room originally served as a servant’s chamber in the old days of the temple, when servants were employed for the clerics of Karaan. It is now used by two of the werewolves, who will either be found resting here in their lair in their wolf form or lurking in the grand hall (50% chance; See area #89). The torn material serves as their bedding.

If the werewolves are located in this chamber, any outside disturbance will bring them out of the chamber and into the grand chamber.

Werewolf (2): AC 5; MV 15”; HD 4+3; hp 23, 19; #AT 1; Dmg 2-8; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: Underneath the material in the corner are 1,512 gp, one gold chain with gold wolf pendant worth 400 gp, a set of gold earrings with small diamond-outlines of full moons worth 500 gp, and a gold wolf head ring (note: anyone not cursed with lycanthropy putting on this ring will suffer a bite to the finger by the wolf head once and only once per person, creating a 50% chance the wearer will contract lycanthropy). The ring is worth 1,000 gp.

91. LIVING QUARTERS #1

The door opens to reveal a 20’ by 30’ chamber. On the floor, across the room, curled up into balls are four men wearing nothing more than tattered
pants. At your intrusion, they roll over onto hands and knees and you witness a grotesque, but fascinating metamorphosis of humans turning into wolves.

These four werewolves will most likely be found in this former bedchamber which now serves as their lair. They will morph into the traditional werewolf form and attack.

If there is any disturbance in area #89, these werewolves will investigate.

**Werewolf (4):** AC 5; MV 15"; HD 4+3; hp 27, 23, 18, 16; #AT 1; Dmg 2-8; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: In the northeast corner of the room is a burlap sack containing 3,261 gp.

### 92. LIVING QUARTERS #2

Opening the door to this 20’ by 30’ chamber reveals the lair of four wolves curled together on the floor. They immediately rise and attack.

These four werewolves will attack initially in their wolf form, but then metamorphosize into the traditional werewolf form.

There is a secret door into area #94 located on the western wall of this chamber. The werewolves are familiar with the secret doors, but are under orders by the weredire not to enter the room or allow anyone else to do so.

**Werewolf (8):** AC 5; MV 15"; HD 4+3; hp 30, 28, 26, 23, 18, 17, 14, 12; #AT 1; Dmg 2-8; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: Scattered throughout the room in the various piles of material that serve as bedding are 3,054 cp, 1,232 ep, 3,346 gp, 4 rubies each worth 100 gp, a skull mask worth 50 gp, a gold necklace with a withered hand pendant with the hand wearing a gold ring (worth 150 gp) valued at 250 gp.

### 93. BARRACKS

Through the double doors you find a long 20’ wide hallway. There is a table in the center of the room, just beyond the doors with all manner of objects that look to serve as chairs, such as crates and tree logs. To the north and south of the room, along the walls are various objects and materials ranging from wood planks, to tattered materials, as well as dirt and leaves.

There is a 50% chance that some of the werewolves located in this chamber are currently in area #89 (see area #89). If there is any disturbance coming from area #89, these werewolves will spill into the grand chamber to investigate.

There are two secret doors in the western wall, one to the north and one to the south. They enter area #94.

**Werewolf (8):** AC 5; MV 15"; HD 4+3; hp 30, 28, 26, 23, 18, 17, 14, 12; #AT 1; Dmg 2-8; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

Treasure: In the northeast corner of the room is a burlap sack containing 3,261 gp.

### 94. SECRET CHAMBER

The secret door opens to reveal a long 10’ wide corridor running north and south. The floor is dusty, but there are numerous paw prints along the center of the hallway. In the middle of this corridor is a small pile of items.

In ancient days, this was a secret retreat for the clerics of Karaan in times of emergencies, and it allowed them to move between the four rooms which served as the living quarters for the clerics (area #92 and #95) and the new initiates (area #93).

Currently, the weredire is using the secret corridor as a location for any items that may cause harm to the lycanthropes and any magical items made by man. The weredire has ordered the lycanthropes to eschew mans’ weapons and to live and fight as their nature intended.
Treasure: The pile includes 16,408 sp (because silver could be melted down and crafted into silver weapons), piles of dried wolfsbane, dozens of sprigs of mistletoe, 6 silver necklaces (each worth 100 gp), a silver mirror worth 150 gp, an iron cage (which would fit a human) valued at 250 gp, 27 swords, 2 vials of quicksilver, 7 +2 silver bullets and a sling, potion of animal control (x3), potion of polymorph self (2), potion of healing (x3), potion of extra healing (x2), 4 scroll tubes each containing one scroll of protection from lycanthropes (note; one of the scroll tubes is made of ivory with intricate carvings of various lycanthropes and is worth 1,250 gp), ring of mammal control, wand of mineral and metal detection, Libram of silver magic, +2 shield, +2 spear, +1 sword/+3 versus lycanthropes and shape changers, +1 crossbow, 8 +2 bolts, +1 flail, +1 sword, 3 silver swords, silver scimitar, silver battle axe, 5 pouches of belladonna, and 7 silver daggers.

95. LAIR OF THE WEREWOLF LORDS

The door opens to reveal a 20’ by 30’ chamber that features two pallets on the floor, but is otherwise empty.

This chamber originally served as the living quarters for the clerics of Karaan and now serves as the living quarters of the two werewolf lords, the key servants of the weredire. They are rarely located in this room, other than at odd times to sleep. They are currently located in area #103 with the weredire.

There is a secret door in the far west wall that leads to area #94.

Treasure: located underneath the pallet #1 is a sack containing 1,243 gp, while under pallet #2 is a sack containing 1,823 gp.

96. THE WEREDIRE’S LAIR

The door opens to reveal a 20’ by 30’ chamber with a pallet on the floor in the northeast corner, covered in a pile of rags. Otherwise, it appears empty.

This is the lair of the weredire who is currently the leader of the werewolves and, he believes, all of the lycanthropes. He is rarely located here, but is typically in the temple proper (See area #103).

Treasure: under the pallet are a sack of 1,823 gp and three potions of extra-healing.

97. SERVANT’S CHAMBER #2

This small triangular room has evidently become the lair of a pair of wolves.

The room originally served as a servant’s chamber in the old days of the temple, when servants were employed for the clerics of Karaan. It is now used by two of the werewolves who are charged with guarding the weredire. They will only be found here resting in the lair if the weredire is in his lair (See area #96), which is rare. They are currently in the temple proper (See area #103).

Treasure: None (the wererats located in area #98 pilfered their treasure).

98. LAIR OF THE WERERAT SERVANTS #1

At the top of the stairs, you come to a 20’ wide hallway that stretches south into the darkness. Several sets of beady red eyes stare back at you from the northeast corner of the hallway.

This area of the Temple of Karaan was the very top of the temple ages ago and served as a means of opening the temple to the sky, especially when there was a full moon (See area #100). This area of the hallway serves as the lair of three wererats currently located in area #103.

Treasure: 4,326 cp, 1,324 ep, 2,309 gp, 2 diamonds each worth 250 gp, three red rubies worth 100 gp each, and a green emerald worth 500 gp (this includes the items stolen from the werewolves located in area #97).

99. LAIR OF THE WERERAT SERVANTS #2

At the top of the stairs, you come to a 20’ wide hallway that stretches north into the darkness. Located in the southeast corner of the hallway are two sets of red beady eyes staring back at you.

This area of the Temple of Karaan was the very top of the temple ages ago and served as a means of
opening the temple to the sky, especially when there was a full moon (See area #100). This area of the hallway serves as a lair for two wererat servants currently resting here.

Wererat (2): AC 6; MV 12”; HD 3+1; hp 14, 10; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fight barehanded.

Treasure: 4,234 cp.

100. TRAP DOOR MIRROR

The floor, located in the center of this strange hallway, is not made of stone, but rather of glass. As you look down, it reflects back, and you realize it is a large, round, mirror set in the floor. On the western wall, there is a crank with several chains leading up into the ceiling. The ceiling in the center of the hallway appears to be made of some strange metal alloy.

The hallway is 10’ wide and 10’ in height, and is 80’ in length. The hallway is actually the uppermost portion of the Temple of Karaan. The trapdoor is in the ceiling and is 20’ by 20’ with a chain and pulley system connected to a crank on the western wall of the corridor.

If the crank is turned, the trapdoor in the ceiling opens upward on the eastern end, while the same side of the mirror begins to drop. As it does so, an opening in the eastern wall also begins to open up, peering into the Temple of Karaan (See area #103). When fully opened, the trapdoor will be open to the sky, the mirror will be angled downward, and a 20’ square opening in the eastern wall will overlook the temple floor.

Currently, there are two inches of dirt on top of the trap floor necessitating an 18+ strength to turn the crank and open the trapdoor. If a player character turns the crank while others find some means by which to push open the trapdoor in the 10’ ceiling, then normal strength will allow the trapdoor to be opened.

This device was used for ceremonies on nights when the moon was full in order that an image of the full moon would shine on the back wall of the temple.

101. STAIRS

A wide set of stone stairs descend downward. These steps lead into area #45.

102. GRAND PASSAGE

Pulling the curtain aside reveals a 20’ wide hallway. The north and south walls appear to have once been covered in frescoes, but only vague outlines remain today.

The frescoes were once of the lycanthrope god Karaan. If any player character observes the ceiling, they will notice a square cut into the ceiling in the center of the passage closest to the temple proper (See area #102). This is the trapdoor device located in area #100.

103. THE TEMPLE OF KARAAN

You enter a vast temple, dimly lit by torches set into sconces around the room. You see a number of benches located on the outer walls, while numerous pillars stand in the center of the room stretching upwards into the darkness above, which seems oddly dotted with stars as if the chamber was simply opened up to the night sky. In the eastern portion of the room are stone steps rising up to a translucent surface set into the stone floor with an altar made of the same material. The wall behind the altar is also set with the same material in the shape of a full moon, visible because of the four lit braziers surrounding the altar. There is writing on the image of the moon, but from this distance it is too small to read. The altar is flanked by two identical 30’ tall statutes in the corners of the room that depict a robed human creature with some vile creatures head, a cross between a wolf and a lion. Standing along the northern wall are three wererats, while up at the altar are what appear to be five werewolves, one wearing a robe.

The ceiling is 60’ in height and is studded with small diamonds to appear as if it were the night sky.
Anyone willing to climb the ceiling and dig the diamonds out with find themselves with 350 small diamond chips each valued at 10 gp each.

The two statutes, both 30' high, depict the lycanthrope god Karaan. The statutes are in many ways priceless, as there are few existing images of the god, thus increasing their value greatly.

Set into the stone steps and creating the back wall full moon, as well as the altar, is the gem Celestine which shines like a celestial star when the light of the full moon strikes it. The trapdoor device to expose the very top of the temple to the night sky is designed to be opened when the moon is full so that the light will shine on the back wall and reflect downward onto the altar. The clerics of Karaan performed their most evil ritual when their altar was bathed in moonlight. The ritual was to cut a human on the altar so he or she was covered in blood, then to sacrifice an animal, and mix their blood. Then calling on Karaan, the human would become a lycanthrope of the animal type sacrificed, thus starting the chain of lycanthropes. The writing in the moon on the far wall is written an archaic form of common, but its words reflect the ritual:

Even a man who is pure of heart,
And says his prayers by night,
Can become a wolf when the wolfbane blooms,
And the moon is full and bright.

The three wererats are used mostly as gophers for the weredire, but they will enter into combat with the player characters. The five werewolves around the altar are the weredire, the two werewolf lords, and two werewolf guards. The weredire and lords are currently planning how to commence their attack after the lycanthropes have assembled and their first target, at least indicated by the map on the altar, is the city of Verbobonc. It then shows the lycanthropes sweeping into the Gnarley Forest, before moving on to Dyvers. Based on the direction of the markings on the map, it appears the ultimate destination is Greyhawk.

The weredire and lords are more than willing to engage in combat, but they will also try to summon the other lycanthropes to assist. They will send the wererats for help and they will let the werewolf guards engage first. If other lycanthropes enter the temple, those of the feline type may hang back to see if the canines are going to be defeated before taking over. The werebears, however, may see this as an opportunity to end the farce, drive out the werewolves, and restore some semblance of order.

**Weredire:** AC 5; MV 15"; HD 5+5; hp 45; #AT 1; Dmg 1-8 (bite); SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

**Werewolf, lord (2):** AC 5; MV 15"; HD 4+3; hp 35 each; #AT 1; Dmg 2-8; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

**Werewolf, guard (2):** AC 5; MV 15"; HD 4+3; hp 26, 20; #AT 1; Dmg 2-8; SA: Surprise on 1-3, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons.

**Wererat (3):** AC 6; MV 12"; HD 3+1; hp 17, 16, 12; #AT 3; Dmg 1-3/1-3/1-4; SA: Surprise on 1-4, lycanthropy disease when human is reduced by 50% of hit points; SD: only hit with silver or +1 or better magic weapons. Note: these wererats were forced to give up their swords and now fights barehanded.

104. DEPARTURE

Depending on how things develop in the Temple of Karaan, this will alter the potential scenario for the player characters leaving. If they defeat the werewolves, the werebears will side with them and scatter the lycanthropes. If the were-felines overthrow the werewolves, they may not be much better than the werewolves, unless of course the player characters helped overthrow them. There is the potential that if they befriended the werebears (or vice versa), they will help the player characters with safe passage back to the river. Do not forget, there may still be seawolfs in the lake and river (See areas #34 and #6).
105. TO CAMP OR NOT TO CAMP?

Depending upon the timing of their departure, the player characters may or may not need to camp. If they depart the Temple of Karaan, they can make Hex71 and area #106 by dusk. If, however, they leave around mid-day, they will need to camp, and just outside of the woods makes the most sense, based on their encounter in the Iron Wood. However, remain flexible based on the desire of the players.

Hex71 (Q4-97)

I was struck by the gem-like, changeable, greenish reflections from the eyes... so glassy that you never saw the surface of the eye. They were quite demonic.

-Henry David Thoreau, Journal

106. A SPEC AT DUSK

As dusk begins to settle on Oerth, you see far off in the distance, a tiny spec rise out of the grass plains in close proximity to the river; a city on the river a half day's journey away.

Verbobonc, chapter 11 of the Great Flanaess River Adventure!

107. WOLVES

Nigh on midnight, you hear a sound outside of your camp. Padding paws moving through the grassland, then silence. Out of the darkness you see three sets of glassy eyes with a greenish reflection, gem-like, and changeable. They look quite demonic.

Three wolves have come to pay a visit to the player characters. They walk to the edge of the camp, then sit down and simply observe. If attacked, they will retreat to a safer distance, then resume sitting and watching. Only if chased back to the Iron Wood with they leave entirely. If they are not pursued, they will leave just before dawn.

The wolves are simply curious and nothing else, but use the scenario to suggest that the player characters may not be done with the werewolves.

Wolf (3): AC 7; MV 18”; HD 2+2; hp 15, 13, 12; #AT 1; Dmg 2-5.
Random Encounters

As previously mentioned, this campaign includes all encounters for the party within each chapter. However, if DMs feel that there should be additional random encounters, the following random encounter tables are provided for the Iron Wood and for the plains between the woods and Verbobonc.

Iron Wood:

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>00-50</td>
<td>Wild boar (1-12)</td>
</tr>
<tr>
<td>51-60</td>
<td>Wereboar (1-4)</td>
</tr>
<tr>
<td>61-70</td>
<td>Werewolf</td>
</tr>
<tr>
<td>71-80</td>
<td>Bugbear (1-4)</td>
</tr>
<tr>
<td>81-90</td>
<td>Gnoll (2-12)</td>
</tr>
<tr>
<td>91-00</td>
<td>Brigands (11-20: leader level 4-5)</td>
</tr>
</tbody>
</table>

Grass Plains:

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Encounter</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>Boar, wild (1-6)</td>
</tr>
<tr>
<td>06-10</td>
<td>Weasel, giant</td>
</tr>
<tr>
<td>11-15</td>
<td>Raven, giant</td>
</tr>
<tr>
<td>16-20</td>
<td>Porcupine, giant</td>
</tr>
<tr>
<td>21-25</td>
<td>Dragonflies, giant</td>
</tr>
<tr>
<td>26-30</td>
<td>Wasps, giant</td>
</tr>
<tr>
<td>31-35</td>
<td>Blood hawks</td>
</tr>
<tr>
<td>36-40</td>
<td>Hobgoblins</td>
</tr>
<tr>
<td>41-50</td>
<td>Wemics</td>
</tr>
<tr>
<td>51-60</td>
<td>Ant, giant</td>
</tr>
<tr>
<td>61-70</td>
<td>Lions</td>
</tr>
<tr>
<td>71-80</td>
<td>Men, Bandits</td>
</tr>
<tr>
<td>81-90</td>
<td>Men, Nomads</td>
</tr>
<tr>
<td>91-00</td>
<td>Werewolf (2-3)</td>
</tr>
</tbody>
</table>

Endnotes


Temple of Karaan

Main Level (West)
Temple of Karaan
Main Level (East)
Temple of Karaan
Dungeon Level

Up to #45

Up to #18

= 10'
Temple of Karaan

Temple Level

Upper level/Chateau Foundation

= 10’