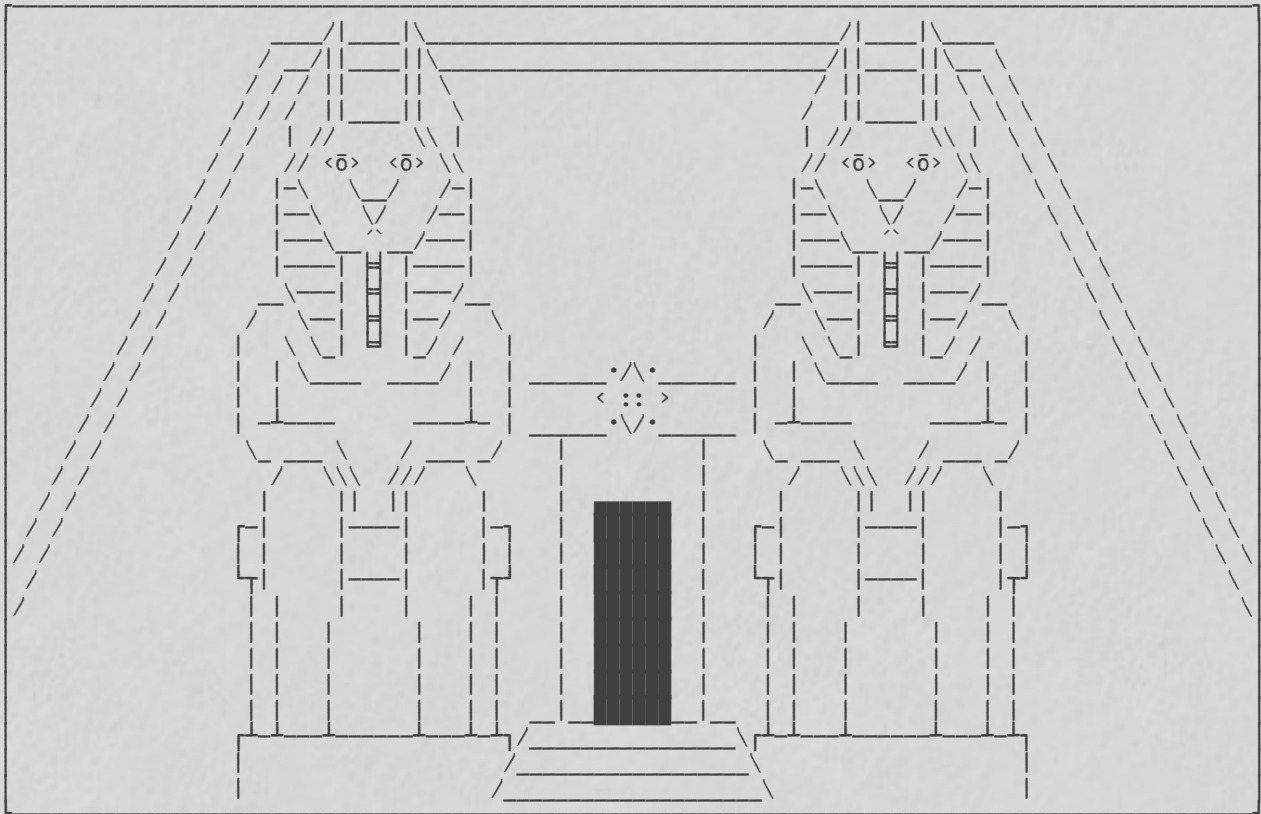


THE FORBIDDEN TEMPLE OF PFLARR



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vladar.bearblog.dev

Expert module for a party of 4-6 characters of 6-8 levels (~36 TPL).

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The Temple	7	Now, something dark has awakened there.
Monsters	11	Crawling through its dusty halls the evil force tries to escape outside.

WARNING!

The information in this booklet is for DM's eyes only!
The module also contains spoilers for *B10 Night's Dark Terror* since it is set in the aftermath of the events described there.

Writing and illustrations by Vladimir Arabadzhi.
Playtesters: Fairycatto, Ipslor, Kailes. Special thanks to Fritcher.
Made with **Retrotype** (<https://github.com/Vladar4/retrotype>).

THE VALLEYINFORMATION FOR THE DUNGEON MASTER**IN AGES PAST**

Long ago, at the highest point of the Hutaakan civilization, one of their high priests fell under the corrupting influence of Thanatos – the most hated enemy of Pflarr, immortal patron of the jackal-headed Hutaakans. The corruption was noticed in time. Hutaakan clergy captured the heretic and, lest Thanatos' servant rise as his undead minion, sealed him alive in a stone sarcophagus hidden in his own temple.

The story of the forbidden temple was lost during the decline of the Hutaakan culture. Not even the priests of Pflarr now remember the reason why the temple was abandoned.

CURRENT TIMES

The tribe with which the characters had allied during the events of *B10 Night's Dark Terror* now fully controls the western half of the Lost Valley, but Eastern Hutaaka is still uninhabited since neither Hutaakans nor Traldar have the numbers to resettle here. The other tribe is scattered and nearly extinct by this point.

Not long ago, a lone group of Traldar discovered the temple and entered it, unknowingly freeing the high priest, who immediately rewarded them with a quick and painful death. Still confined by the holy walls of the temple, the high priest now sends his ghouls to bring him new victims, while attempting to perform a dark ritual that will set him free.

RUMORS FOR THE PLAYER CHARACTERS

It is said, that the forested mountains to the north-east of the central lake hide an ancient temple of Pflarr – one of the oldest structures in the valley. It was abandoned so long ago that even the Hutaakans themselves don't remember the reason why.

Each character also knows a single random rumor about the temple:

d10 Rumors

1. Forests near the northern road are teeming with the undead. **(True)**
2. There is an ancient secluded colony of Hutaakans living in the northern mountains. **(False)**
3. The temple was nearly destroyed in a large earthquake hundreds of years ago. **(False)**
4. You must approach the temple on all fours, lest the monuments of Pflarr at the entrance smite you dead right there. **(False)**
5. Statues of Hutaakan priests can come alive to smite intruders. **(True)**
6. The temple is full of precious objects of the ancient Hutaakan culture. **(True)**
7. If you listen carefully, you can hear ancient mummified priests whispering prayers to Pflarr. **(False)**
8. Anyone staying in the temple for a night, turns into a jackal-headed monstrosity. **(False)**
9. The temple is said to be carved right into the cliff face. **(True)**
10. The temple is full of deadly traps and hidden passages. **(True)**

HUTAAKANS

In ancient times these tall and slender jackal-headed humanoids were a civilized race obsessed with cultural and religious pursuits, crafts, and trade. Now the fading remains of their people live in isolated communities in the western part of the Lost Valley of Hutaaka.

TRALDAR

Former Hutaakan slaves, they are cruel and embittered people, often aggressive and bloodthirsty in battle. Traldar are mostly short, muscular, and almost hairless, except for the backs of their large, strong hands.

ANCIENT RUINS**Villages**

A dozen of single-storey stone domiciles of a few rooms each. Some are free-standing, and others are built into the rock.

Other Structures

Stone shrines of Pflarr, fountains, and decorated arches are scattered throughout the valley. Since the time of the Traldar uprising, nearly all decorations have been smashed and erased, leaving almost no trace of the Hutaakan craftsmanship.

<u>d20</u>	<u>Ruin Inhabitants</u>	<u>Treasure</u>
1-5	Deserted	
6-8	Harmless mammals or reptiles	
9-10	3d6 stirges	L
11	2d4 hellhounds	C
12-13	1 insect swarm	
14	1d4 mountain lions	U
15-16	1d4 footpad lizards	
17-20	1d6 ghouls (Traldar)	R

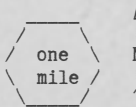
RANDOM ENCOUNTERS

In the wilderness, check for a random encounter once per day and twice per night by rolling a d12 die on the appropriate table.

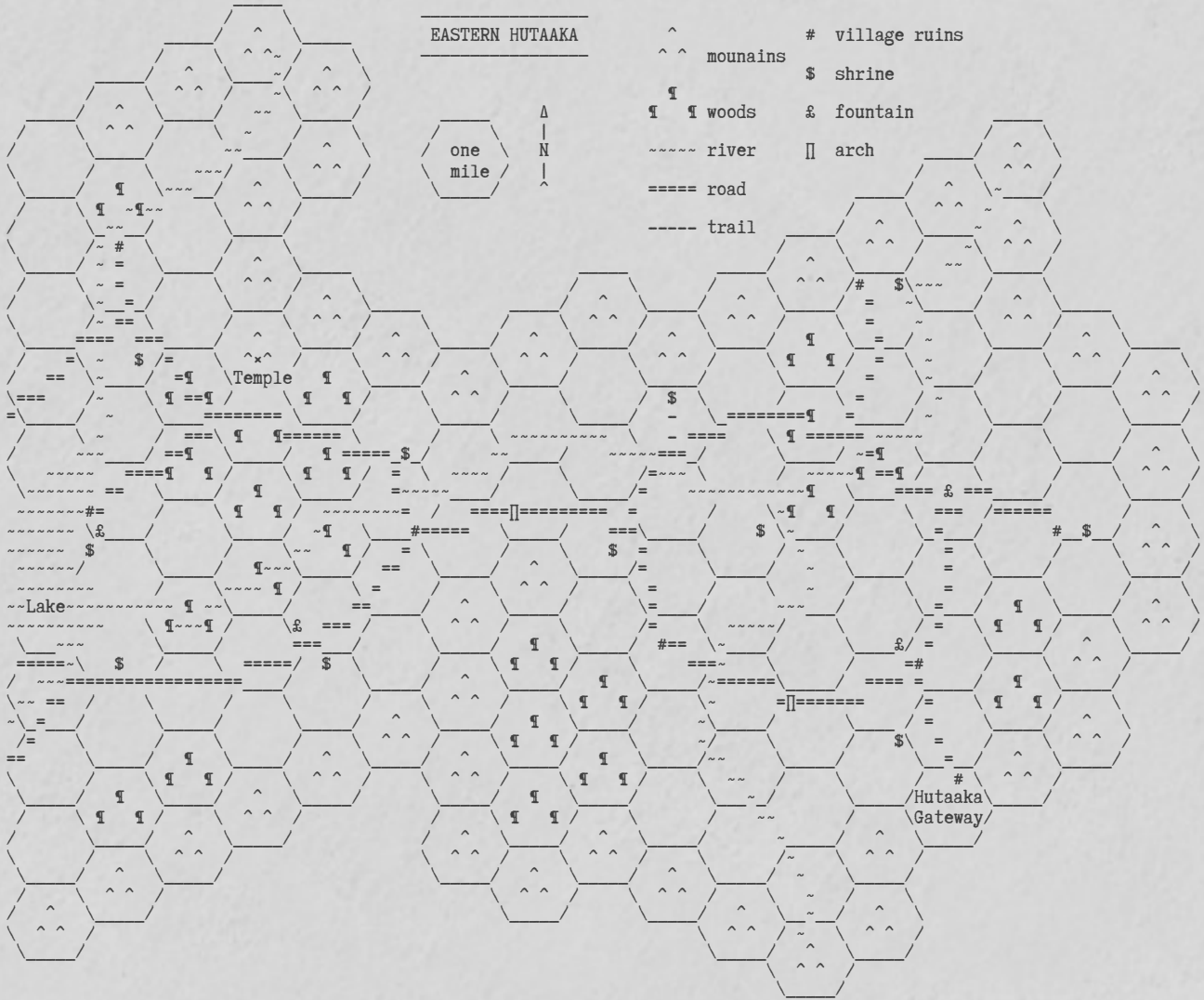
<u>d12</u>	<u>Day Encounter</u>	<u>Treasure</u>
1-3	no encounter	
4-5	1d4 footpad lizards	
6	1 insect swarm	
7	1d6 rock rattlers	
8	2d4 hellhounds	
9	1d4 mountain lions	U
10-12	1d10 stirges	

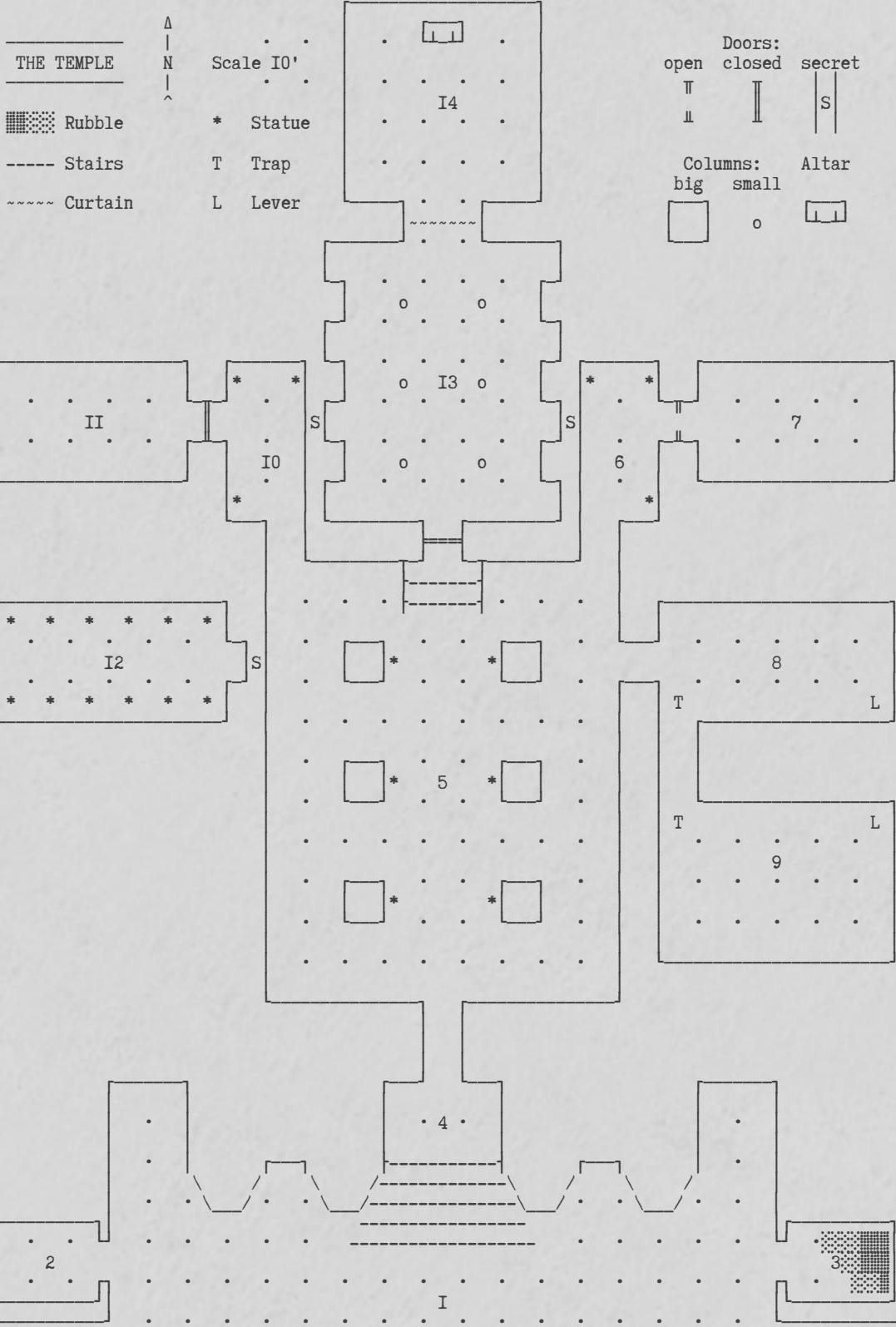
<u>d12</u>	<u>Night Encounter</u>	<u>Treasure</u>
1	no encounter	
2	1d4 footpad lizards	
3-4	1d10 giant bats	
5	1d8 giant fire beetles	
6-7	2d4 hellhounds	
8	1d4 mountain lions	U
9	1d10 stirges	
10-12	1d6 ghouls (Traldar)	R

EASTERN HUTAACA



- ^ mounains
- ^ ^ mounains
- ¶ ¶ woods
- ~~~~ river
- ==== road
- trail
- # village ruins
- \$ shrine
- & fountain
- || arch





THE TEMPLEGENERAL NOTES

- * All lesser undead are of Traldar origin, warriors turned into elder ghouls, vocals – into agarats, and others – into ghouls.
- * The whole interior (from room 5 and on) is completely **devoid of light**.
- * **Halls** are 30' high, **chambers** – 20', **corridors** and **doorways** – 15' high.
- * **Living Statues** stood dormant for millennia and were reanimated just recently by the high priest's will.
- * No random encounters happen in the temple, but ghouls from the nearby rooms can hear loud noises and come out to investigate.
- * At night, the high priest comes out, accompanied by his servants (see room 14), and travels to **room 9** to animate new undead servants if the dead bodies are available.

1. ENTRANCE

A pair of colossal jackal-headed sculptures of Pflarr sit on both sides of an open dark entrance. Just like the whole temple, they are sculpted out of the rock face.

2. TRALDAR CAMP

Abandoned campsite, old fire pit, dirty and tattered lizard skins lying around. If the camp is searched thoroughly, a small leather bag with **20 ep** can be found.

3. COLLAPSED BUILDING

A skeleton of a Hutaakan priest is buried under the rubble. Any noise will attract **2d4 ghouls** skulking nearby, who will try to ambush the party.

Buried Treasure

- * thin silver bracelets (2 × 50 gp)
- * silver star symbol of Pflarr (100 gp)

2d4 ghouls: AC 6; HD 2*; hp 9 each; MV 90' (30'); #AT 2 claws/1 bite; D 1d3/1d3/1d3 + paralysis; Save F2; ML 9; Int 3; AL C; XP 25; THACO 18.

4. THE SEAL OF PFLARR

An ancient star-shaped holy symbol carved on the floor in front of the entrance still works, blocking undead over 4 HD from leaving the temple.

5. OUTER HALL

Stucco reliefs that were once covering the walls now lie broken and smashed on the floor. It would take a great amount of time and effort to reassemble some of them back together. If it is done, the characters will see scenes depicting the Hutaakan creation myth: Pflarr sculpting his jackal-headed Hutaakan children out of dust and gifting them with the breath of life.

6 square 10'-wide **columns** adorned with masterful reliefs of jackal-headed figures engaged in various forms of arts and crafts.

6 **jade living statues** 10' tall, each one standing near a column, will attack any intruders on sight.

Loud noises have a 2-in-6 chance (check each combat round) of attracting the inhabitants of **room 8**.

6 jade living statues: AC 4; HD 3+1**; hp 16 each; MV 60' (20'); #AT 2 hands; D 1d6/1d6; Save F10; ML 12; Int 7; AL N; XP 100; THACO 16.

6. RIGHT-HAND CORRIDOR

3 **rock/ooze living statues** stand in corners, camouflaged as parts of bas-reliefs covering stone walls, and will attack once anyone walks to the center of the room, having a normal chance of ambushing the party, if no such statues were encountered before.

Loud noises have a 2-in-6 chance (check each combat round) of attracting the inhabitants of **room 8**.

The door to **room 7** stands open.

A **secret door** leading to **room 13** is hidden as a part of the bas-relief on the wall opposing the opened door.

3 rock/ooze living statues: AC 4; HD 5**; hp 23 each; MV 60' (20'); #AT 2 squirts of gray ooze; Save Dw5; ML 11; Int 7; AL N; XP 425; THACO 15.
Gray ooze blobs: AC 8; HD 1/2; hp 4; MV 10' (3'); #AT 1; D 2d4 + dissolve metal; Save F1; ML 12; Int 0; AL N; XP 25; THACO 19.

7. DEFILED BURIAL CHAMBER

Three open sarcophagi lie open, their lids scattered on the floor.

Half-smashed reliefs on the walls tell a story of Hutaakan clerics defeating the corrupted high priest and burying him alive in this sacred place to stop the spread of evil.

When the Traldar broke into the temple, they first came here, unknowingly breaking the sacred seals that kept the high priest confined. The other two sarcophagi were of his apprentices, now serving their undead master in **room 14**.

Treasure

* jackal-headed porcelain figurines with tiny opal eyes (3 × 1200 gp) (If the opals are gouged out, they will cost 300 gp each, while the figurine's value drops to 400 gp.)

8. SIDE CHAMBER

The chamber is empty except for shards of bones scattered over the floor and gnawed upon by 8 **ghouls** and 1 **agarat**.

Loud noises in neighboring rooms (5, 6, 9) have a 2-in-6 chance (check each combat round) of attracting the ghouls to investigate the disturbance.

A defective **rock/ooze statue** is suspended by ropes over the entrance to the corridor leading to **room 9** — see the **Statue Trap** section below.

8 ghouls: AC 6; HD 2*; hp 2×14, 2×9, 12, 10, 2×4; MV 90' (30'); #AT 2 claws/1 bite; D 1d3/1d3/1d3 + paralysis; Save F2; ML 9; Int 3; AL C; XP 25; THACO 18.

1 agarat: AC 4; HD 4+3*; hp 23; MV 90' (30'); #AT 2 claws/1 bite; D 1d3/1d3/1d3 + scream; Save F5; ML 11; Int 4; AL C; XP 200; THACO 15.

9. PREPARATION CHAMBER

4 **ghouls**, 2 **agarats**, and 1 **elder ghoul** prepare the bodies of other slain Traldar to be raised as undead by the high priest later.

Loud noises in **room 8** have a 2-in-6 chance (check each combat round) of attracting the ghouls to investigate the disturbance.

A defective **rock/ooze statue** is suspended by ropes over the entrance to the corridor leading to **room 8** — see the **Statue Trap** section below.

Treasure

- * jackal-headed porcelain figurines
(2 × 500 gp)
- * golden anklet (500 gp)

4 **ghouls**: AC 6; HD 2*; hp 14, 2×8, 2; MV 90' (30'); #AT 2 claws/1 bite; D 1d3/1d3/1d3 + paralysis; Save F2; ML 9; Int 3; AL C; XP 25; THACO 18.

2 **agarats**: AC 4; HD 4+3*; hp 23, 15; MV 90' (30'); #AT 2 claws/1 bite; D 1d3/1d3/1d3 + scream; Save F5; ML 11; Int 4; AL C; XP 200; THACO 15.

1 **elder ghoul**: AC 5; HD 5**; hp 25; MV 90' (30'); #AT 2 claws/1 bite + special; D 1d4/1d4/1d6 + paralysis; Save F4; ML 11; Int 12; AL C; XP 175; THACO 15.

Every night the high priest comes here to animate new undead servants:

d6	Undead Reinforcements
1	1 elder ghoul
2-3	1 agarat and 1 ghoul
4-6	5 ghouls

STATUE TRAP

A defective **rock/ooze statue** is suspended by ropes under the ceiling:

- * The trap is triggered by the lever in the farthest adjacent corner or by cutting the rope leading to it. Agarats and elder ghouls will surely try to use it against the intruders.
- * Anyone standing below the statue must Save vs. Wands or take 2d6 damage from the statue falling over them. Noticing the trap in advance grants a +4 bonus to this saving throw.
- * Those who failed this Save are pinned under until making an open doors check (with a +1 bonus per helper).
- * On the next round, **gray ooze** starts seeping out of the cracked statue, attacking the closest character.

1 **gray ooze (trap)**: AC 8; HD 3*; hp 15; MV 10' (3'); #AT 1; D 2d8 + dissolve metal; Save F2; ML 12; Int 0; AL N; XP 50; THACO 17.

10. LEFT-HAND CORRIDOR

3 **rock/ooze living statues** stand in corners, camouflaged as parts of bas-reliefs covering stone walls, and will attack once anyone walks to the center of the room, having a normal chance of ambushing the party, if no such statues were encountered before.

The door to **room 11** is still sealed and intact.

A **secret door** leading to **room 13** is hidden as a part of the bas-relief on the wall opposing the sealed door.

3 **rock/ooze living statues**: AC 4; HD 5**; hp 23 each; MV 60' (20'); #AT 2 squirts of gray ooze; Save Dw5; ML 11; Int 7; AL N; XP 425; THACO 15.

Blobs of gray ooze: AC 8; HD 1/2; hp 4 each; MV 10' (3'); #AT 1; D 2d4 + dissolve metal; Save F1; ML 12; Int 0; AL N; XP 25; THACO 19.

11. SEALED BURIAL CHAMBER

The seal can be broken by an open doors check with a +1 bonus to the roll.

The whole room is **trapped**, releasing a cloud of rotting gas the moment the door is opened. Everyone standing around must immediately Save vs. Poison or contract a mummy **disease**: this hideous rotting affliction prevents all magical healing and slows normal healing to 10% of the normal rate. The disease lasts until magically cured.

(Continued on the following page)

There are six untouched sarcophagi in the room containing mummified bodies of lesser Hutaakan priests.

Treasure

- * jackal-headed porcelain figurines with tiny opal eyes (6 × 1200 gp)
(If the opals are gouged out, they will cost 300 gp each, while the figurine's value drops to 400 gp.)

12. HIDDEN CHAMBER

12 **silver living statues** standing on shelves will attack the intruders if any treasure is disturbed.

Treasure

- * 11,000 sp and 3,000 pp
- * golden star symbols of Pflarr (12 × 1,000 gp)¹
- * hutaakan tapestries (3 × 350 gp, 2,000 cn each)
- * potions of gaseous form, heroism, and invulnerability
- * scroll of illumination
- * bronze shield +2

Additionally, each silver statue, if destroyed, is worth 50 gp in silver.

12 silver living statues: AC 4; HD 1+1**; hp 6 each; MV 120' (40'); #AT 1 bite; D 2d4; Save F2; ML 12; Int 7; AL N; XP 19; THACO 18.

13. INNER HALL

The barred door can be broken by an open doors check with a -1 penalty to the roll, alerting the high priest, who

¹ Golden stars are set into the chests of the statues. Physical destruction of a statue lowers the value of each star to 1d8 × 10% of its full cost.

will then attempt to ambush the party from behind the curtain.

Vile visages and symbols of Thanatos are drawn over the fine mosaics on the walls and floor of this hall with some foul-smelling black substance.

If examined by an alchemist, the black substance can be identified as ancient embalming oils.

The mosaics depict the Hutaakan history, the discovery of the Traldar, the golden age of their alliance, and finally, the gnoll invasion that forced the Hutaakans to retreat back to their isolated valley.

14. RITUAL CHAMBER

Behind the heavy curtain, the **Mummy of the High Priest** kneels before the desecrated altar, performing a foul ritual of Thanatos. Mummies of two corrupted Hutaakan priests stand around (2 **death leeches** in disguise).

High Priest's Carried Treasure

- * star ruby eyes (2 × 10,000 gp)
- * golden bracelets (2 × 3,000 gp)
- * bejeweled golden necklace (5,000 gp)
- * potion of poison
- * ring of fire resistance
- * staff of harming

1 mummy of the high priest: AC 3; HD 5+1**; hp 33; MV 60' (20'); #AT 1 touch or staff; D 1d12 + disease or 1d6+1 or spell; Save C5; ML 12; Int 6; AL C; XP 925; THACO 14.

2 death leeches: AC 7; HD 8*; hp 48, 24; MV 240' (80'); #AT 1 touch; D 1d10/round; Save F8; ML 10; Int 4; AL C; XP 1200; THACO 12.

MONSTERS

References to Rule Books: The following abbreviations are used when referring to specific pages in the rule books: **BD** - Basic Dungeon Masters Book, **CC** - Creature Catalogue, **EX** - Expert Rule Book, **RC** - Rules Cyclopedia.

ANIMALS AND MONSTERS

Giant Bat (BD25/RC159)
AC HD MV #AT Damage Save ML Int AL XP THACO
 6 2 30'(10') fly 180'(60') 1 bite 1d4 F1 8 2 N 20 18
 5'-long bat with a wingspan over 25'.
 • Drinks blood and may attack humans if extremely hungry.

Giant Fire Beetle (BD26/RC160)
AC HD MV #AT Damage Save ML Int AL XP THACO
 4 1+2 120'(40') 1 bite 2d4 F1 7 0 N 15 18
 2¹/₂'-long beetle with two glowing glands above the eyes and one near the back of the abdomen. These glands give off light in a 10' radius and will continue to glow for 1d6 days after they are removed.

Giant Footpad Lizard (CC16)
AC HD MV #AT Damage Save ML Int AL XP THACO
 6 2+1 120'(40') climb 60'(20') 1 bite d6 F2 7 2 N 25 17
 Slender giant lizards with long spindly legs with toes flattened out to form round sticky pads, making the lizards excellent climbers.

Hellhound (EX51/RC184)
AC HD MV #AT Damage Save ML Int AL XP THACO
 4 3** 120'(40') d6 roll: 1 target: F3 9 12 C 65 17
 1-2: 1 breath 3d6 (Save vs. Breath for half)
 3-6: 1 bite 1d6
 Reddish-brown doglike monster as big as a small pony.
 • Immune to normal fire.
 • Can **detect invisible** at 75% chance per round, range 60'.

<u>Save</u>	<u>D</u>	<u>W</u>	<u>P</u>	<u>B</u>	<u>S</u>	<u>Save</u>	<u>D</u>	<u>W</u>	<u>P</u>	<u>B</u>	<u>S</u>
F1-2	12	13	14	15	16	F3-4	11	12	13	14	15

Insect Swarm

(EX52/RC187)

Roll a d6 for the swarm size: 1-3 Small, 4-5 Medium, 6 Large.

Size	AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP
Small	7	2*	30'(10') fly 60'(20')	1 area	special	NM	11	0	N	25
Medium	7	3*	30'(10') fly 60'(20')	1 area	special	NM	11	0	N	50
Large	7	4*	30'(10') fly 60'(20')	1 area	special	NM	11	0	N	125

A group of small insects filling a 10'x10'x30' area or more.

- **Armored** victims (and monsters with AC 5 or better) within the area take **2 damage per round automatically**. **Unarmored** victims (and monsters with AC 6 or worse) take **4 damage per round automatically**.
- Anyone running out of the swarm or swatting the insects (a weapon or a torch must be used) takes only **1 damage per round**.
- A victim can escape by disappearing from sight or diving under water (the swarm dies in one round, during which normal damage is done).

Mountain Lion

(BD27/RC163)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
6	3+2	150'(50')	2 claws/1 bite	1d3/1d3/1d6	F2	8	2	N	50	16

Tawny-furred feline predator.

Rock Rattler

(CC16)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
7	1*	90'(30')	1 bite	1 + poison	F1	7	1	N	13	19

2'-long gray rattlesnake.

- Anyone bitten must **Save vs. Poison** or take **extra 1d4+1 damage**.

Stirge

(BD38/RC208)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
7	1*	30'(10') fly 180'(60')	1 sting	1d3 + 1d3 round	F2	9	1	N	13	19/17

A birdlike creature with a long nose.

diving attack↑

- **+2 on the first attack roll** due to its speedy diving attack.
- On successful hit it attaches itself to the victim, sucking for **1d3 damage per round automatically** until the victim is dead.

Save	D	W	P	B	S	Save	D	W	P	B	S
NM	13	14	15	16	17	F1-2	12	13	14	15	16

HUTAAKAN LIVING STATUES

(CC28)

Jackal-headed living statues of the ancient Hutaakan civilization.
 All are immune to **sleep**, **charm**, and **hold** spells.

	AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
Silver	4	1+1*	120'(40')	1 bite	2d4	F2	12	7	N	19	18
Rock/Ooze	4	5**	60'(20')	2 squirts	special	Dw5	11	7	N	425	15
Jade*	4	3+1**	60'(20')	2 hands	1d6/1d6	F10	12	7	N	100	16

Silver Living Statue

- 1'-tall; 50 gp cost in silver if killed.
- Immune to non-metal weapons and non-magical fire.
- Half damage from edged weapons.

Rock/Ooze Living Statue

- 11'-tall.
- Can conceal itself by merging into rock surfaces.
- Filled with **gray ooze** and can squirt two **blobs** per round from fingertips.

Jade Living Statue*

- 7'-tall; when destroyed, crumble to worthless powder.
- Immune to non-magical weapons.
- Magical weapons have no bonuses to hit or damage rolls.

Gray Ooze

(BD31/RC181)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
8	3*	10'(3')	1	2d8 + dissolve metal	F2	12	0	N	50	17

This seeping horror looks like wet stone – usually a patch about 8' in diameter, or a boulder about 4' in diameter – and is difficult to see.

- Cannot be harmed by cold or fire, but can be harmed by weapons and lightning.
- Acid does **2d8 damage** if it touches bare skin and will dissolve and destroy normal armor or weapons in 1 round, and magical items in 1 turn.
- After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict **2d8 damage per round**.

Gray Ooze Blob

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
8	1/2(4 hp)	10'(3')	1	2d4 + dissolve metal	F1	12	0	N	25	19

- Cannot be harmed by cold or fire, but can be harmed by weapons and lightning.
- Acid does **2d4 damage** if it touches bare skin and will dissolve and destroy normal armor or weapons in 2 rounds, and magical items in 2 turns.
- After the first hit, the ooze sticks to its victim, automatically destroying any normal armor and continuing to inflict **2d4 damage per round**.

Save	D	W	P	B	S	Save	D	W	P	B	S	Save	D	W	P	B	S
F1-2	12	13	14	15	16	F10	7	8	9	10	11	Dw5	6	7	8	10	9

UNDEAD

All undead are not affected by special attacks that affect only living creatures (such as poison) or by spells that affect the mind.

Agarat* (CC83)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
4	4+3*	90'(30')	2 claws/1 bite	1d3/1d3/1d3	F5	11	4	C	200	15

Can only be distinguished from + scream
ghouls by their blood-curdling screams and their inability to paralyze victims.

- Can only be hit by silver or magical weapons.
- Immune to **sleep**, **charm**, and **hold** spells.
- **Turned** as spectres.
- **Scream (1/turn)**: All within 20' must Save vs. Spells (adjusted by Wisdom) or suffer a temporary 1 level energy drain for 1d4 turns. This effect is cumulative: any creature temporarily drained of all life energy will fall unconscious and cannot be woken for 2d6 turns.

Elder Ghoul (CC95)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
5	5**	90'(30')	2 claws/1 bite	1d4/1d4/1d6	F4	11	12	C	175	15
			+ special	+ paralysis						

- Immune to **sleep**, **charm**, and **hold** spells.
- **Turned** as wraiths.
- When attacked, a sphere of eerie green light forms around its head, expanding at a rate of 5'/round up to a maximum radius of 25'. Anyone in the area must Save vs. Spells (adjusted by Wisdom) or suffer a chilling weakness and a -2 penalty to their hit and damage rolls.
- Any hit from an elder ghoul will **paralyze** any creature of ogre-size or smaller (except elves) for 2d4 turns unless Save vs. Paralysis is made successfully. Once an opponent is paralyzed, the ghoul will target another opponent.

Ghoul (BD30/RC178)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
6	2*	90'(30')	2 claws/1 bite	1d3/1d3/1d3	F2	9	3	C	25	18
				+ paralysis						

Hideous beastlike creatures who will attack and eat any living thing. They have no real memories of their former lives, do not talk, and have little more than animal intelligence.

- Immune to **sleep** and **charm** spells.
- Any hit from a ghoul will **paralyze** any creature of ogre-size or smaller (except elves) for 2d4 turns unless Save vs. Paralysis is made successfully. Once an opponent is paralyzed, the ghoul will target another opponent.

<u>Save</u>	<u>D</u>	<u>W</u>	<u>P</u>	<u>B</u>	<u>S</u>	<u>Save</u>	<u>D</u>	<u>W</u>	<u>P</u>	<u>B</u>	<u>S</u>	<u>Save</u>	<u>D</u>	<u>W</u>	<u>P</u>	<u>B</u>	<u>S</u>
F1-2	12	13	14	15	16	F3-4	11	12	13	14	15	F5	10	11	12	13	14

Death Leech

(CC84)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
7	8*	240'(80')	1 touch	1d10/round	F8	10	4	C	1200	12

A large flat and translucent amoeba that shimmers with a variety of pale colors. 8 writhing 3'-long whip-like tendrils extend from the sides of its body.

- **Turned** as special.
- Can **polymorph** itself to appear as any undead (of vampire strength or weaker). This mimicry is not detected as magical.
- When moving to attack, changes to its natural form, writhing forth horribly at half-speed this round, and at full speed once it has metamorphosed.
- Attacks as though its victims have AC 9 (adjusted by magical armor bonuses but not Dexterity). On hit, the victim is immobilized and automatically drained for 1d10 hp/round. Victims who Save vs. Spells take half damage that round.
- Half of the damage inflicted on a death leech is also suffered by the victim it is currently wrapped around.
- If killed in its polymorphed state, retains that form until touched, then crumples to its natural form and immediately rots away.

Mummy of the High Priest*

(New monster)

AC	HD	MV	#AT	Damage	Save	ML	Int	AL	XP	THACO
3	5+1****	60'(20')	1 touch	1d12 + disease	C5	12	6	C	925	14
			or staff	1d6+1 or spell						

- Everyone seeing a mummy must Save vs. Paralysis or stop, paralyzed with **fear**, until the mummy is out of sight.
- Immune to **sleep**, **charm**, and **hold** spells.
- **Turned** as special.
- Can be damaged only by spells, fire, or magical weapons, all of which only do half damage + ring of fire resistance.
- **Ring of Fire Resistance:**
 - Immunity to normal fires.
 - +2 bonus on saving throws vs. fire spells and red dragon breath.
 - Subtract 1 point from each die of fire damage to the wearer (minimum of 1 damage per die).
- In addition to damage, the touch also causes **disease** (no save). This hideous rotting affliction prevents all magical healing and slows normal healing to 10% of the normal rate. The disease lasts until magically cured.
- **Staff of Harming:** clerics only, 13 charges left:
 - 1 charge - 1d6+1 damage in melee (normal attack roll, no save),
 - 2 charges - cause blindness,
 - 2 charges - cause disease,
 - 3 charges - cause serious wounds,
 - 4 charges - create poison.

Save	D	W	P	B	S	Save	D	W	P	B	S
F8	8	9	10	11	12	C5	10	11	13	15	14