

The Trials of Orthane – IRPG Adventure

By Veriax

The Trials of Orthane is a quest for liosia Role Playing Game (IRPG). It is designed to be used as an introduction to IRPG and role-playing in general. Thus, it is a good quest to use to teach players the rules of the game.

It is assumed that the GM will have a good grasp of the rules of the game, even if the Players do not. It is somewhat light on role-playing as this is something of a “dungeon” crawl based adventure. Thus, there are few NPCs for the Players to interact with (there is one, however, towards the end).

What You Will Need

Aside from a copy of the IRPG rules and a set of Character Sheets with pencils and paper, this adventure assumes that you’ll have some way to plot the dungeon out, with graph paper or some other method. The author’s preferred method is to use imperial graph paper laid under a sheet of clear plastic like Perspex, upon which you can draw out the dungeon as the Players explore it with a dry-wipe marker pen. Each Player will also need a D10 (ten-sided dice).

Players

This is a dungeon-based adventure designed to be played with a group of between two and five Players.

Time

The adventure should take about three to four hours to play through. Additional time should be added for making characters and allocating equipment, if this is not done beforehand.

GM ONLY!!

From this point, only read onwards if you are planning on running this quest as the Games Master. If you are planning on being a Player, then reading on will only spoil the quest and what surprises await for yourself and potentially the rest of the group, also. So, if you’re not going to be the Games Master and run the game, then **stop reading now!**

Plot Summary

The Players, while travelling in northern Magador, are caught in a ferocious storm which forces them to find shelter. Taking refuge in what they think is a small cave; they become trapped within an ancient temple which is the prison of a minor demon lord. This demon, Orthane, demands that the adventurers free him by finding three gems hidden within the temple, and in return he will in turn release them from temple.

N.B. The plot is somewhat underdeveloped, in that there is no back-story to be had. There is a scattering of written dwarvern language etched in areas around this dungeon, so it can be assumed that the dwarves imprisoned Orthane. Why they might have done this, and, indeed, why they included a way to free him, is indeed a mystery. If you plan to continue this adventure, then perhaps you can think of a reason for this. Maybe Orthane was being used by the Dwarves in some way, and they kept the methods of his release close at hand to tempt him into helping them, or something similar? However, if you do not intend to continue playing the campaign after this game, or if the Player's don't ask, then don't worry about it. It was only designed to be a one-off adventure.

Text Key

The pages below are written with differing types of text. This is to help you identify and find the information you need quickly while playing the game. Differing types of text are:

Descriptive

"Your torches illuminate a large, ancient chamber which looks to be built out of the living rock..." (Bold Italic)

This is descriptive text which describes to the Players what is happening, where they are, and what their surroundings look like. It should be read out or at least summarised to the Players as and when appropriate as the quest progresses.

Informative

Informative text describes to you all the things within an area that the players are not aware of. It includes things such as hidden items, traps, monster statistics, and other notes which are of use to you. Important information points are underlined, so you can easily pick out key points while playing the game.

Terminology

Within the description you'll see reference to certain Tests that the characters have to make in order to successfully complete certain actions. For example: "Also, have the Players take an Awareness Test (14) to find a pouch of 16 coins wedged under a loose rock."

This means that the Players must make an Awareness Test (D10 + Intellect + Awareness Skill Rank) and get 14 or more in order to find the coins.

Fate Points and Equipment

The number of Fate points characters begin with are as follows:

Number of Players	Fate Points:
2	16
3	13
4	11
5+	10

Give the Players 45 coin each to spend on their character's equipment. It's up to you whether they can divide this gold up among themselves as they wish, or strictly only have 45 each. Once the adventure starts there'll be no chance to buy more equipment, though they will be able to find some within the dungeon (the Players, of course, do not know this)

If you'd rather get stuck right in and set the scene in order to get your Players into the mood, then go right ahead. You can make characters after the introduction, if you want.

Fate Points

I have not included pointers on where to award Fate points within this adventure. You should award them at your own pace to Players who show great ingenuity and daring. The pace of how you award these is entirely your own, and it is not for me to dictate. You could award one for every room cleared or every gem collected – it's up to you.

The adventure is somewhat designed so that the characters do not receive many Fate points during its course.

Further Notes

You will likely have an easier time of things if you read through this adventure at least once before you start playing with your friends. Even though I have done my best to make things as clear as I can, it would still be advantageous if you have an idea about what to expect in the dungeon. After all, it's the Players who are supposed to be surprised by things, not you!

Also, this dungeon has quite a few nice loot items stashed within it – more than I feel a typical game of IRPG would typically include. I did this to spice things up for the groups of Players I was playing with, and kept them in because I thought other GMs could do with the same kinda thing. If you feel that an item is not needed, then just don't include it.

Indeed, if you feel that you want to add or change certain things within the adventure, then please do feel free to alter things and make it your own!

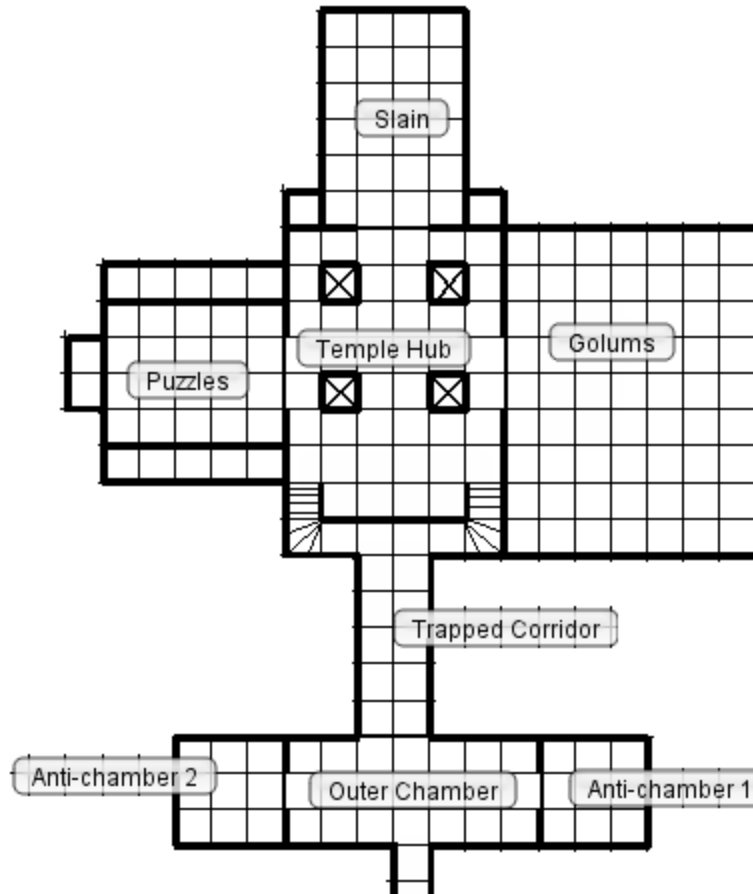
The Adventure Begins!

Introduction

The wilds are a dangerous place to be within the land of Magador. In a land of lawlessness and strife, one might easily fall prey to roaming groups of bandits, slavers, and predatory monsters. Therefore, whilst you trek northwards within the Chasmcairn Mountains, you find it wise to band together with other travelers you meet. Whys and wherefores of your reasons for being there and where your destinations lie are set aside for the sake of survival, as a group would stand a better chance against an ambush than anyone standing alone. Thus you form a small band with other individuals you meet on your way, and form a bond with them; for allies are hard to find in a place such as this.

But it is not bandits which you fall prey to, nor monsters, or roaming beasts, but the elements themselves. As you trek along a narrow mountain pass you are suddenly assailed by a ferocious mountain storm. The wind quickly picks up, and brings with it freezing temperatures and swirling, thick snowfall. You try to endure the conditions, but it is too harsh, and eventually you lose your way in the blizzard. Rather than continue on lost and frost-bitten, you set about trying to find some form of shelter to escape the freeze.

You stumble upon a cave-like entrance leading into the side of the mountain. You don't know what awaits you inside, but it does not matter as the cold is biting deep, and have no choice but to venture inside in the hopes of waiting out the storm.



1 square = five feet

The Outer Chamber

You venture a few feet into the cave entrance. It is narrow and you barely manage to squeeze through, but after a few feet it widens out. You hear the wind howling outside, and while a cold draught still chills your bones, the brunt of the cold is kept outside. However, along with the cold, you leave the light behind you also. This chamber is black as pitch, and you can't see more than a few feet into it.

Pitch blackness – dwarves can see what is described below. For any character who is not a dwarf, someone must light a torch for them to be able to see.

Before you, you are surprised to see ancient stonework, built within the rock of the mountain. You are stood in a roughly rectangular room which appears to have been here a long, long time. The walls are covered in dirt and cobwebs, and you sense that no one has stepped foot in this chamber for a very long time.

Three doors lead from it. Two of them, to your left and right, are made out of wood, and you can see that they are all but rotten away. Before you, though, a much larger set of double, heavy, stone doors stand impassively in your way.

If you have not already done do, you should make the characters now.

The Players must at first take an Awareness Test, though this is a dummy test and there is nothing useful to be found regardless of what the results might be. The stone doors cannot be opened, but feel free to let the characters try if they want with Forcing checks and the like.

Eventually the Players have to be trapped in here. If they insist on sitting around and waiting for the storm to pass, then have it happen soon. If they explore around, then it will happen when they reach the Temple Hub. Regardless, they will become trapped by the narrow entrance they entered through closing shut. It will do this quickly and loudly, so they know it's happening, but they will be unable to stop it.

Anti-chamber One

The wooden door leading to this chamber has clearly been here many years, and has succumbed to the damp and the cold. It has a handle, but when you pull it, the handle comes free of the sodden wood, and you are forced to move the door aside by hand.

Beyond is a small anti-chamber, similar in design to the previous room but about half the size. You see no exits leading from this room. Instead, what you do see is a large, writing shape in the darkness, and you hear an odd, insect-like chittering. You realize that you have stumbled into the lair of a giant millipede and have disturbed it with your trouble of opening the door! Rearing four feet into the air, it arches up menacingly at you, the chittering intensifying as it regards you menacingly in the gloom.

The millipede is adopting a defensive, territorial stance here and it will not attack unless one of the characters enters the room. A Lore Check 14 will tell one of the Players this.

If they decide to attack, treat this as a practice combat session, even though it is unlikely to last very long.

The characters can then search this room after the millipede is dead. They will find a small tunnel, through which the millipede obviously moved in and out of this chamber, and some strips of cloth which they can fashion into 4 bandages. Also, have the Players take an Awareness Test (14) to find a pouch of 16 coins wedged under a loose rock.

Giant Rock Millipede

AS: 8	Strength: 6
DS:8	Agility: 6
Attacks: 1	Willpower: 2
Parries: 1	Intellect: 3
Damage: D10	Vi: 0
Sight: Night	Size: Medium
R/W:	Reagents: 1 (15)
Notes:	

Anti-chamber Two

The door almost comes off its hinges as you pull it open, and becomes stuck in the floor before you can open it fully. You open it enough to enter, however, and find yourself looking at a chamber half the size of the one you came from. It seems empty of life forms. Instead you see a lever embedded into the wall, along with some odd writing carved within the wall over it.

The writing is in Dwarven. A Dwarven speaker, or a general Lore Test (14) will reveal that it “Orchist lies within”. Pulling the lever will open the stone doors but also cause the entrance to the cavern to magically close shut, locking the characters within the dungeon!

Searching this chamber will reveal nothing of value. However, don't forget to have the Players take a dummy Awareness check for their search anyway

Trapped Corridor

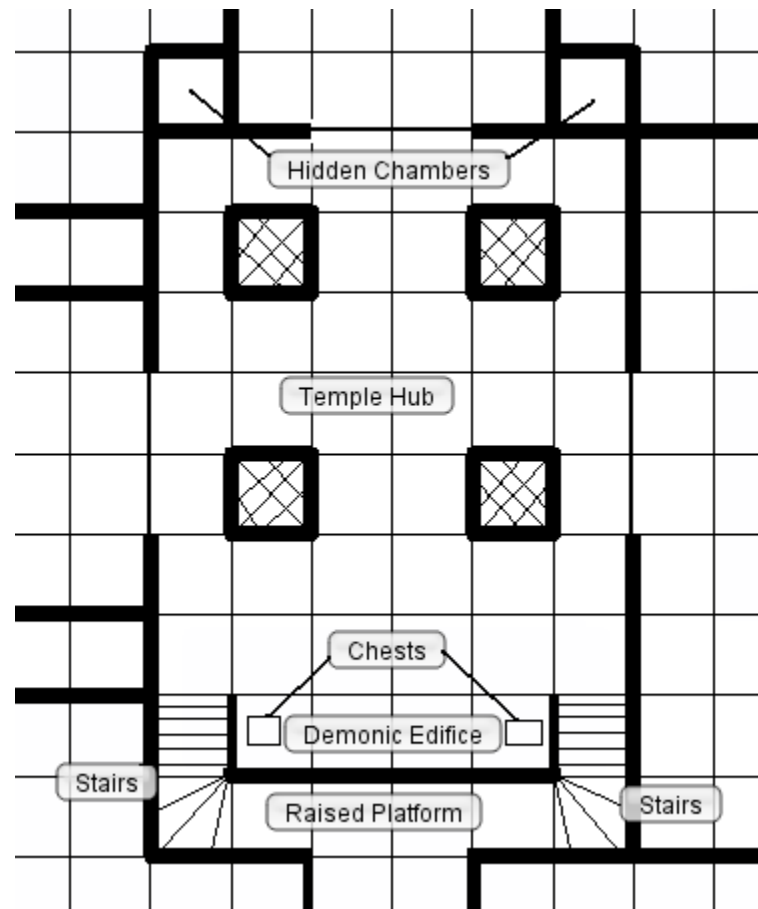
Before you a narrow corridor stretches out into the gloom. At the end of it you see that it seems to open out into a large chamber, but it is hard for you to see from this distance

A successful Awareness Test (14) will reveal a hidden trap in this area. A spring loaded spear is mounted into the wall and will be triggered by anyone stepping on a certain flagstone. If anyone rolled a result of 16+ on this test, then they will find the disabling mechanism in a small crevice nearby, and be able to disable the trap by pulling on a small lever. If the trap is not spotted then it will be sprung by the first character to walk down the corridor, and will do D10+3 damage unless a successful Athletics Test (15) is made to avoid it.

The Temple Hub

Your torches illuminate a large, ancient chamber, carved from the rock within the mountain, which looks to have been an important place at some point in history. You stand upon a raised platform, from which two sets of elegant stairs wind down the sides of the chamber and lead into the larger part of the cavern. It looks to be like some kind of temple, with strange writings and glyphs etched into the walls, ceiling and floor. Four huge pillars support the ceiling high above you. Below you, you can see that three doors lead away from this room, deeper into the earth. There is also some kind of strange edifice in the floor below you – a demonic face, with three empty eyes. Beside it stand two large, elaborate and ancient-looking chests.

By your feet is the skeleton of what looks to have been a human. The armour they wore now rusted and useless, this poor soul has been here for a very, very long time.



When the Players first enter this area, they will hear a disembodied voice ring out around the temple; booming and powerful:

“Muhwhahaahaha! Trapped, yes, trapped you are. Just as I have been for the past thousand years! Oh, but we can help one another, we can. For in the chambers beyond lie three gems. Retrieve them

and restore my sight. Do this, and I, Orthane, shall not only let you go, but reward you with valuable gifts which are so revered by your kind. Or stay here, and rot, mortals, as the fool at your feed decided to do.”

After this the temple will fall silent, and the voice will not sound out again to answer any questions the Players may ask it.

Any Awareness tests (12+) taken to look around the cavern will reveal that on the northern wall there are two ancient sarcophagi which have been eroded by water running over them so that they have almost entirely been worn away and look like parts of the wall. They have been sealed shut and can be opened with a Forcing Check of 16. Inside each is a Skeleton Warrior or Skeleton Mage, who will attack the characters if encountered. These creatures are used for the main battle with Orchist towards the end of the game – taking them out now will make the fight easier! Their profiles are found below.

Skeletal Warrior Guardian

AS: 11	Strength: 9
DS: 10	Agility: 6
Attacks: 2	Willpower: 0
Parries: 2	Intellect: 0
Damage: D10+2	Vi: 25
Sight: Pitch	Size: Large
R/W: Physical 2	Reagents: 1 (12)
Notes: Carries a Shield with a DS of 9.	

Skeletal Mage Guardian

AS: 5	Strength: 6
DS: 6	Agility: 6
Attacks: 1	Willpower: 8
Parries: 1	Intellect: 0
Damage: D10	Vi: 16
Sight: Pitch	Size: Large
R/W:	Reagents: 2 (13)
Notes: Fire Arc 5 Witchcraft Arc 7	

The characters will have difficulty opening the chests within the room. Both are made of stone, and are large and ornate with delicate carvings etched upon them. They are both sealed shut by large locks and have large metal hinges – they are impossible to break open save as described below.

Opening the Chests:

The right-hand side chest has sat under a steady drip of water falling from the roof above for several decades, and as such the lock and hinges have rusted shut. The chest can be forced open with a Forcing Test 14, otherwise the Players will not be able to open the chest unless they come up with some ingenious method which you as the GM think deserves for them to get into it.

The left-hand side chest is both locked and trapped. An Awareness Check 13 on the chest will tell the Players that the chest looks like it is trapped. The Chest can be forced open with a Forcing 14 test. The lock can be picked via a Sleight of Hand 13 test. The trap can also be disarmed, if it has been detected, with a successful roll on Sleight of Hand 12.

The trap will be triggered if the chest is opened without disarming the trap first. The trap takes the form of a cloud of noxious gas, which acts as a poison. The character opening the chest must take a Strength (Endurance) 16 test or be affected by the poison and take D10 damage this turn and for two further turns.

Inside the Chests:

Inside the first chest the characters open (regardless of if it's the left or right one), they will find a magical Amulet of Healing (Lore Test 13 to identify), which grants the wearer the ability to cast Healing Magic as if they are rank 1. If the character already has Healing magic, then that character gains +2 to their Healing rank while wearing the amulet. There is also a Potion of Healing, 3 alchemical reagents, and two empty vials.

(N.B. This Amulet of Healing is included so that the characters have another way to defeat a creature called the Slain, found in another area. If one of the characters has healing magic, and/or you feel it unnecessary, then feel free not to include it in the game).

Inside the second chest is a stash of finely crafted weapons. There is a mace, a short sword, and a board axe. Each of these weapons does +2 extra damage, on top of the usual damage described in their profiles.

The Left Hand Room – Puzzle Room

Upon opening the door, you find yourselves in a small room with no exits. Just across from you stand three pedestals, each with an inscription beneath them in several different languages. One of them, thankfully, is in Common. They read, "Hides in Daylight", "Runs While Still" and "Truth-bringer". You notice there are several objects scattered around the room, and will have to gather them up in order to examine what they all are.

An awareness Test (15) will show that, save from the wall with the door in where they entered, all of the walls appear to be fake walls and could be rigged to collapse or some other such action.

The characters will find miniatures of the following items; a sword, a shield, a tankard, a mirror, a ruby (fake), a star, an hourglass, a skull, a candle, a cat, and a demon. These items serve no practical purpose.

The characters should place the star on “Hides in Daylight”, the hourglass on “Runs While Still”, and the mirror on “Truth-bringer. If they do this, then the west wall will slide away, revealing one of the gems.

If they get the answer wrong, then either the north or south will collapse, and Shades will attack the Players. If they get the answer wrong a second time, then the other wall will collapse and more shades will attack. Further failures to obtain the correct answer will not result in further consequences, but the Players must get the answer right in order to proceed. If they’re really stuck, have them make Lore checks for their characters, and have the highest roll work out the correct answer.

Shade (one per character)

AS: 10	Strength: 6
DS: 8	Agility: 6
Attacks: 1	Willpower: 0
Parries: 1	Intellect: 0
Damage: D10	Vi: 10
Sight: Pitch	Size: Large
R/W:	Reagents: 0
Notes:	

Once the Players get the answer right, the far wall will collapse downwards revealing the gem they need, which they are free to take. If they also search this area, they will find a key. This key both unlocks and disarms the trapped chest found in the temple hub.

The Center Room – The Slain

The door opens with a long and audible groan as you push, revealing a long, narrow chamber beyond it. At the far end you can see a gem upon a simple altar, but it seems to be held behind some sort of shimmering magical field. Upon the chamber floor three corpses lie, all long dead. Even as you look upon this, something happens within the room. The shadows which clung to the crevices within the walls and ceiling come together, forming into a shape before you in the center of the chamber. It takes shape, remaining dark but turning into a swirling mass of arms, hands, and faces. The area is suddenly filled with a horrific wailing as the tormented voices of the thing before you sound out. They speak in unison, saying: “we are the slain of Orthane, sent to torment, such pain... such agony... it must end... with you...!” before drifting towards you...!

Throughout this encounter, you should ensure that you press the fact that the creature they battle continues to wail about pain, agony, and torment, in order to hint to them the easier path to take in this encounter.

The Slain of Orthane

AS: 10	Strength: 8
DS: 10	Agility: 1
Attacks: 1	Willpower: 10

Parries: 1	Intellect: 10
Damage: D10	Vi: special
Sight: Pitch	Size: Large
R/W: Healing -1000	Reagents: 3(14)
Notes: Each time the creature is struck in combat, it will gain +1 AS and DS. The creature is impervious to all damage sustained, <u>though it will be pushed back one square every time it is hit.</u> The only way to kill it is to cast a healing spell at it, splash a healing potion over it, or to push it back into the barrier	

The magical field is a shimmering layer of fog which bares the way to the end of the corridor. It is quite deadly – anyone touching the fog will take 2D10 vitality damage and be knocked back 5’. If a character were to fire a missile, or throw an object or weapon into the field, then that item is destroyed. If they decide to touch the field with a weapon or other item, then they only take 1D10 damage and keep the item, though they are still pushed back 5’.

The only way to disable the field is to dispose of the Slain, which can be done by either healing it or by pushing it back into the field itself. When either of these two things occur, then the field will dissipate.

Beyond the field lies a simple, ornate pedestal, upon which is a gem which is one of the three needed to help free Orthane. Along with the gem, a character will find a Ring of Fate (Lore Test 13 to identify), which grants that character an instant Fate Point when they put it on. After which time the ring is useless. It can only be used once.

The Right Hand Room – The Automatons.

This door opens easily, allowing access to the room beyond. This chamber is large and has a simple altar on the opposite wall, resting upon which a gem casts a dull red light. Between you and it, however, are several automatons. Composed of large, empty suits of armour, they stand tall and impassive and unmoving before you. In place of hands, each of the golems has serrated blades, some five feet in length. They appear to be fastened down to the floor where they stand and, while it appears that they can’t move, you are dubious that the fastenings would hold the creatures if they were struck in combat. They regard you with small, red eyes.

				GEM				
	X						X	
			X	X	X			
	X						X	

The Golums are always counted as being in a Guard action. They will always make Glancing Strikes against any character which gets within range. In addition, if they take damage, then the blow will stagger then and break them free from the pedestals that support them. After this occurs, the golums can move and attack as normal.

A successful Lore Check (13) will tell a Player that the Armour Golems, while very strong, are likely to be slow and cumbersome. Advise the Players that it an especially agile character might be possible to dodge passed them. Equally, a character could try to sneak passed them. A Sneak Test (14) is needed for this for each turn the character wishes to sneak. They can gain a +2 bonus to this roll if other characters are trying to distract the golums in some way.

Armour Golems

AS: 15	Strength: 9
DS: 15	Agility: 2
Attacks: 1	Willpower: 0
Parries: 2	Intellect: 0
Damage: D10+2	Vi: 20
Sight: Pitch	Size: Large
R/W: Physical 2	Reagents: 0
Notes: May not move until damage is sustained. Always Guarding.	

The Gem the Players are seeking is on the pedestal marked on the map. Along with the gem, however, the character reaching the pedestal will also find a magically honed sword which has the following specific statistics

<u>Weapon Name</u>	<u>Type</u>	<u>Damage</u>	<u>Size</u>	<u>Stat</u>	<u>Requirements</u>	<u>Notes</u>	<u>Cost</u>
Honed Blade	Melee	D10+1	M	S	6 Strength	+1 attack	80

Temple Hub – The Three Gems Collected

Once the characters return to the main hub with three gems, they must place them in the edifice in order for the game to continue.

Nothing happens for several moments after you step away from the face in the floor. Then, a rumbling stirs, seeming to come from the very depths of the mountains. The temple starts to shake and tremble, and you are thrown to the ground as violent tremors suddenly throw you off balance. Debris falls from the ceiling, and in several places the floor cracks slightly. Then, as the rumbling fades, it is replaced by a deep and maniacal laugh. Recovering, you get to your feet and see a figure before you. The demonic sculpture has cracked down the centre, and now, standing upon the raised platform where you entered, it is a masculine humanoid creature. As the dust settles, you see that he is an extremely handsome young man with chiseled features and a thick mane of dark hair. Only his eyes give him away, which glow with a demonic aura, and his teeth, for when he smiles at you, you can see they are sharp and animalistic.

“Thank you,” he says. His voice deep and measured “You have freed me. Succeeded where so many others failed. Yes, thank you. And so we turn to your reward. First, your release from this temple... this tomb.”

He gestures behind him, and sure enough you hear a grinding and scraping of rock, and feel a chill wind blow into the temple – the entrance has re-opened.

“And now your reward. As promised.” He extends his palm, within which he holds three gems. They were the gems you used to free him. Each must be worth a small fortune. “I give these to you... but for a small boon. All I ask... is that you allow me to devour (character name).”

Orthane appears on one of the squares on the raised platform. He cannot be attacked in melee combat from the area beneath him in the chamber, but nor can he attack down there, either. Either a character must climb the steps, or Orthane will need to come down them, in order for close combat to be possible. Ranged Spells and Ranged attacks will be able to be made, though.

Ahead of time, decide which character Orthane will choose to want to eat here. It should preferably be a likable character, perhaps one who has helped a lot, or aided their friends in battle by healing them. Regardless, it doesn't matter too much who you choose.

The Players can indeed volunteer the character to be killed and devoured by Orthane. If this occurs, then Orthane will attack that character. It is unlikely that the character will be able to stand against Orthane one on one, and once he loses the battle Orthane will begin to eat his raw flesh. The other characters are quite able to leave during this time.

Hopefully, the Players will band together and refuse this sacrifice. If this occurs, read the following:

“Then you have chosen the way of damnation for all of you!” Orthane cries, “By defying me, you have only succeeded in bringing about your collective doom!”

Combat will then break out as normal.

If the characters lay a trap for Orthane, saying he can devour their fellow and then attacking him when he's off guard, then let them do so to gain initiative on him. Encourage this sort of clever thinking!

Orthane

AS: 16	Strength: 9
DS: 12	Agility: 7
Attacks: 2	Willpower: 7
Parries: 2	Intellect: 7
Damage: D10+2	Vi: 47
Sight: Night	Size: Huge
R/W: Fire 10, Physical 2	Reagents: 0
Notes: Fire rank 10 Demonic rank 8	

Upon Orthane's Body the characters will find:

3 Gems worth 400 gold each

(Optional) If you have a lot of Players in this quest and you feel that Orthane needs a bit of backup, then when the fight breaks out you can have Skeletal Guardians appear from the sarcophagi within the north wall on Orthane's first turn.

Skeletal Warrior Guardian

AS: 11	Strength: 9
DS: 10	Agility: 6
Attacks: 2	Willpower: 0
Parries: 2	Intellect: 0
Damage: D10+2	Vi: 25
Sight: Pitch	Size: Large
R/W: Physical 2	Reagents: 1 (12)
Notes: Carries a Shield with a DS of 9.	

Skeletal Mage Guardian

AS: 5	Strength: 6
DS: 6	Agility: 6
Attacks: 1	Willpower: 8
Parries: 1	Intellect: 0
Damage: D10	Vi: 16
Sight: Pitch	Size: Large
R/W:	Reagents: 2 (13)
Notes: Fire Arc 5 Witchcraft Arc 7	

If you think the Guardians are a bit too tough, or have already been killed earlier, then Ulthin can appear at random points in the area on Orthane's first turn instead. They will move last in the initiative order, but should serve to spice the combat up and distract the Players so that they don't trounce over Othane.

Ulthin (as many as there are characters)

AS: 8	Strength: 6
DS:7	Agility: 4
Attacks: 1	Willpower: 2
Parries: 1	Intellect: 3
Damage: D10	Vi: 5
Sight: Night	Size: Medium
R/W: Fire 8	Reagents: 2 (12)
Notes:	

Ending the Quest

This adventure is now at an end – there is nothing to do here. The characters will eventually leave, in which case, we should wrap up the adventure.

You have a choice now. If you intend to continue this campaign, then read Ending One, which will lead you nicely into your next adventure for your Players to contend with next time. If you don't like this ending, but still want to keep playing another time, then read Ending Two.

If you are playing this as a one-off game, and do not intend to use this group of Players/Characters again, then read Ending Two, which will round things off nicely and give you and upbeat and happy ending.

Ending One (leading to new adventures)

You emerge from the accursed temple, glad to finally have escaped the prison of the demon held within. You are glad to see that the storm has passed, and the weather has cleared now. Your trek across the mountains will be easier now.

As you leave, questions still burn in your minds: Who was Orthane? Why was he imprisoned here?

The wind blows about your ears on the mountain, and for an instant you are sure you can hear the evil laughter of Orthane carried upon it. Then, a sudden burning sensation upon your left hand makes you cry out in pain. You look, seeing to your horror that a mark has been branded there. You saw its design in the tomb. You have all been marked in this way, though why, and what effect it might have, you know not...

Ending Two (rounding things off)

You emerge from the accursed temple, glad to finally have escaped the prison of the demon held within. You are glad to see that the storm has passed, and the weather has cleared now. Your trek across the mountains will be easier now.

As you leave, questions still burn in your minds: Who was Orthane? Why was he imprisoned here?

You shrug off the questions. It matters not. You have riches on you now, and you can't wait to reach a town or city in which to spend your new found wealth, and take a well earned reward for your efforts within that accursed Temple of Orthane.