

Scenario

Temple of Chaos

By Frank Emanuel



“What in heck is going on here?”

-- Tordek the confused.

They were known as the Brotherhood of Chaos, and they created the teleport temple as the ultimate tribute to their unpredictability. Within the temple they placed eleven dimensionally linked portals. These portals could be used to jump from one position to another in the temple. That is what happens most of the time these portals are used -- but the brotherhood felt it was only appropriate to add a few surprises as well.

Temple of Madness is a very simple scenario played with normal warbands on the Teleport Temple map. The only difference is that each time a player uses a teleporter, he rolls 1d20 and consults the following chart:

- 1 **Fear:** Teleport fails but momentarily thrusts figure into the Abyss forcing a morale check.
- 2 **Discharge:** Teleport fails and the activated figure takes 30 electricity damage (DC 18)
- 3 **Flash:** Teleport functions normally and all figures occupying teleporter squares are stunned (DC 18).
- 4-18 **Teleport:** Teleporter functions normally.
- 19 **Haste:** Teleporter functions normally and the teleported figure can activate one extra time this round.
- 20 **Greater Teleport:** Teleported figure can appear on any legal, unoccupied square on the map.



There's nothing like a random element to make the playing field that much more interesting!

About the Author

Frank Emanuel is an avid gamer from the Great White North. He has been playing D&D and other RPGs since the early 80s and strategy games from long before that. When he is not rolling dice, Frank finds time to be a father, husband, student, and minister.