

(Pdf free) The Forgotten Temple of Tharizdun, Advanced Dungeon and Dragons Module Wg-4

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Gary Gygax

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Gary Gygax : The Forgotten Temple of Tharizdun, Advanced Dungeon and Dragons Module Wg-4 before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Forgotten Temple of Tharizdun, Advanced Dungeon and Dragons Module Wg-4:

4 of 4 people found the following review helpful. Possibly the darkest module of all time (even surpassing Tomb of Horrors). By Peter Faden This module always has a place in my campaigns. My primary campaign is centered around navigating the Passage of Slerotin in Greyhawk. It is actually a three part campaign, and this module is set in Act One. The overall menace and pervasive sense of evil in the temple is just flat out creepy. If played properly (at least, one way to play it properly), the mountain giant and his followers/henchmen, while defending their home, also live in fear of what lies beneath them. This can lead to many interesting scenarios for gameplay. I use this as an opportunity to present a few non-evil gnolls, two of which can become potential henchmen for the players in my group (and sometimes end up as backup characters as well). Additionally, this is where I introduce them to an overarching element of my campaign as a whole....Tharizdun. Later on, in act three of my campaign, the children of some of the PC's in act one end up coming back for Return to the Temple of Elemental Evil. Anyway, this book really does a great job of setting a mood, and the group can end up in some interesting situations, and having to make some critical decisions. Kind of a classic romp through a lost temple dedicated to evil. This is one you really should have in your collection. It converts easily to 3.5, and provides endless potential for your gaming experience. Enjoy! 5 of 5 people found the following review helpful. Great, dark, mysterious adventure By Kent David Kelly A well-named module...

WG4 is an excellent Greyhawk adventure written by Gary Gygax in 1982, but almost no one remembers it! Even better, it forms the epic prequel to the legendary S4, Lost Caverns of Tsojcanth. (Tharizdun - The Phantom Menace?) I personally believe this is Gygax's most bleak, mysterious, demonic, sinister, and gothic adventure, followed closely by T1-4. Oh yeah... it's a lot of fun at parties, too. :) 5 of 5 people found the following review helpful. Good Side Trek for the Lost Caverns

By A Customer
This module suffers from being basically an extended random encounter for the Lost Caverns of Tsojcanth. Given that, it's a very GOOD addition to that adventure. However, it lacks good art (actually, it almost lacks art, period) and doesn't have enough "personality" to make it a great module. In essence, this is a "hack'n'slash" adventure that is something of a war of attrition with humanoids that have set up housekeeping in a temple to an imprisoned evil power. It has the beginnings of some great atmosphere, but ultimately lacks luster. Get it if you have the Lost Caverns; then it is imbued with the added depth it sorely needs.

A combined wilderness and dungeon adventure scenario. Background information, referee's notes, encounter keys, outdoor and dungeon level maps, and new monsters and treasures. While designed to interface with THE LOST CAVERNS OF TSOJCANTH, this module is capable of standing alone.