

Dimensions Lost

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"Dimensions Lost" is an Greyhawk® adventure for 6th-level characters. Although set in the Greyhawk® campaign setting, the adventure can be transferred to the DM's own campaign. The adventure takes place about thirty miles north of the Gnomish Vale in the Yatils. Roughly sixty miles from the Forgotten Temple of Tharizdun. The DM can modify the adventure for characters of levels 2-10 by adjusting the encounters as described in the "Scaling the Adventure" sidebar.

Adventure Summary

This adventure takes place in a recently unearthed temple of Tharizdun trying to garner some favor from their god by abducting the local gnomes. The cult has secreted itself below and continues its raid on the gnomes, but now the heroes have been dispatched to arrive in time to rescue the enslaved denizens of the Gnomish Vale, and escort them home from the bastion of evil. The adventure begins when the PC's enter the Gnomish Vale. At which time they will be summoned to a private meeting with Laird Gwaylar.

Adventure Background

Fifteen years have passed since the exploration of the Forgotten Temple of Tharizdun in the Yatils. Now in 591 CY, buried underneath the earth for centuries, a new temple has been located some ninety miles away from the original. Recently, a group of archeological explorers disappeared while inspecting this temple.

Rumors in surrounding villages describe a cult of priests who worship a dark god abducting many villagers of the surrounding area, including those who hail from the Gnomish Vale. This cult of the dark god is whispered to have re-inhabited the recently discovered temple. Their belief is that at turn the millennium following the bimillennial of the Twin Cataclysms and the subsequent imprisonment of the dark god's early avatar, a new avatar will arise. In response, the cult is attempting to garner favor from the long lost dark god by abducting and perhaps sacrificing the areas inhabitants in hopes of becoming the one chosen to become the dark god's new avatar.

This cult is rumored to have formed pilgrimages from various points in the Flanaess. Some of the clerics are exiles from Rauxes, the Vesve Forest, and scattered the remnants of the Horned Society prior to the Blood Moon Festival of Molag.

The quiet, seclusive village of the gnomes has long been a way point for adventuring types in the Yatils. Fifteen years ago it served as a way point for adventurers on their way to the first temple of Tharizdun. Through the years the gnomes have developed many valuable services to entice adventurers to part with their hard-earned gold. Many of these services until recently were quite prosperous. The village had a few inns, taverns, a general store, a weaponsmith, an armorer, a few gemcutters, a spellcaster, and an order of priests among others. Now only few of these services remain open past dusk since the raids of the dark priests. Many of the folk of the vale have either retreated to safer lands or have secluded themselves from humanity. In response to this threat, Laird Gwaylar ordered tunnels to be constructed underground to ensure that travel after dark is safe for all, and that trade will continue. Time spent within the Gnomish Vale will

allow the PC's to restock with whatever the gnomes happen to have for sale at the time. Laird Gwaylar wishes that the party depart as quickly as possible, but he will not rush the party to leave immediately.

For the Players

While passing through the Yatils, you are summoned to a secret meeting with Laird Gwaylar of the Gnomish Vale. He asks that you investigate the rumors of the ancient temple and remove the source of the abductions which have plagued the vale for the last few weeks, while trying to rescue any of his people imprisoned there, should they still live. He explains that in the last two weeks twenty-five of his brethren have been abducted and more disappear every day. He then says, he has sent out patrols to locate the source and eliminate it, yet none of the patrols have returned. I offer you a regiment of gnomes to escort you safely to the temple as well as a reward of one-hundred gold pieces for each gnomish citizen you return with."

With that he hands you an ancient book with a rough-grey leather cover bearing a holy symbol (Tharizdun's holy symbol). He claims this book was brought to their village mere days before the disappearance of the explorers. Opening the book, you see that it has been inked in a strange mixture of blood and some shadowy substance that still radiates from the page. (The writing is completely illegible to any but a worshiper of Tharizdun.) With this passage read, you must come to the conclusion whether or not this cult must be stopped before they incur the favor of Tharizdun. Standing patiently nearby, Laird Gwaylar awaits your decision.

The Ancient Temple. After many days of travel, the destination lies ahead. Set into the cliff-face are the outlines of ancient pillars. The surrounding area is a huge excavation site surrounded on all sides by humongous piles of igneous rock. Dead bodies of stonemasons, laborers and engineers are lie rotting. Near to the entrance are abandoned carts of unworked metals, stone, and rough gems. The narrow path leading below is completely unlit. The ramp down is at a forty-five degree angle and leads roughly fifty-feet below ground.

Temple/ Dungeon Features: Unless otherwise noted, the following features are common throughout the temple and dungeon areas.

Passages/ Corridors: All surfaces are made of polished black stone unless stated otherwise. They may be climbed with a successful Climb skill check (DC 25). All ceilings are set 25 ft. high.

Doors: All doors are made of hard bronzewood reinforced with steel bands and are locked unless stated otherwise. All Doors typically open into rooms.

Secret Doors: Secret doors require a successful Search skill check (DC 20) to locate and open by placing the holy symbol of Tharizdun against them, unless stated otherwise.

Lighting: No area is lit, unless stated otherwise. The inhabitants of the temple have their own sources of light or possess darkvision.

Chests and Trunks: All chests and trunks are locked with good locks, only their owner possesses the key to open them. Wooden Chests are (DC 20) to Open Lock, Iron Trunks are (DC 25).

NPC's: All worshipers of Tharizdun will be granted darkvision within the temple. In addition, any priest of Tharizdun shall be granted up to sixth-level spells as long as they reside

within the temple one week out of every month. All NPC's in the dungeon bear the holy symbol and black robes of Tharizdun

Probable Domains for Clerics of Tharizdun: Destruction, Evil, Knowledge, Trickery. All domains have been taken into account and were added to the clerics spell lists of appropriate level. The DM may determine what is a domain spell and what is not.

Dungeon Level One

1. Entrance. *Ahead lies a staircase to the temple proper. Atop is a 20ft. by 30ft. platform littered with stone chunks and dust. Resting on this platform are two chipped black obsidian gargoyles that gaze at the huge 30ft. doors that loom ahead.*

Creatures (EL 9): As the PC's approach, Valdis will step thru the doors and asks the characters to leave or to drop their weapons and surrender. If they do neither of these two ogres will emerge from the shadows and attack while Valdis and his invisible companion Nwide cast spells.

Valdis, male human Clr7; CR 7; medium-size human (6 ft. tall); HD 7d8+7; hp 45; Init +5; Spd 20 ft.; AC 18; Atk +5 melee (1d8+2, +2 *heavy mace*); SQ divine spells, *protection from elements (fire)* precast; SV Fort +6, Ref +3, Will +7; AL CE; Str 10, Dex 13, Con 12, Int 14, Wis 14, Cha 14;

Skills and Feats: Concentration +8, Diplomacy +7, Heal +7, Knowledge Religion +8, Listen +5, Move Silently +4, Profession Scribe +7, Wilderness Lore +5; Feats: Combat Casting, Improved Initiative, Tracking, Scribe Scroll.

Spells Prepared (6, 4+1, 3+1, 2+1, 1+1): 0- detect magic (x2), guidance, inflict minor wounds (x2), read magic; 1st- chill touch, change self, command, doom, inflict light wounds; 2nd- chill metal, darkness, death knell, hold person; 3rd- deeper darkness, protection from elements, suggestion; 4th- confusion, poison.

Possessions: chainmail armor, large metal shield, +2 *heavy mace*, *potion of cure serious wounds* holy symbol, 63gp.

Nwide, male human Nec7; CR 7, medium-size human (5 ft. 11 in. tall); HD 7d4+7; hp 29; Init +4; Spd 30 ft.; AC 15; Atk +3 melee (1d4+1, +1 *dagger*); SQ arcane spells, *improved invisibility* precast; SV Fort +3, Ref +2, Will +6; AL CE; Str 10, Dex 11, Con 12, Int 17, Wis 13, Cha 10;

Skills and Feats: Concentration +10, Forgery +7, Hide +4, Knowledge Arcana +10, Knowledge Geography +10, Move Silently +5, Search +5, Spellcraft +10; Feats: Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus Necromancy, Spell Mastery.

Spells Prepared (5, 6, 5, 4, 2): 0- arcane mark, disrupt undead, prestidigitation, ray of frost (x2); 1st- magic missile (x4), shield, sleep; 2nd- flaming sphere, invisibility, scare, spectral hand; 3rd- fireball, lightning bolt, major image, vampiric touch; 4th- fear, improved invisibility.

Possessions: +1 *dagger*, *bracers of armor* +5 (-2 Con), *ring of invisibility (16)*, *boots of levitation*, *potion of fly*, scroll of *improved invisibility*, spellbook.

Ogres-shadow conjured (2): CR 2; large-size humanoid (9 ft. tall); HD 4d8+8; hp 26 (x2); Init -1 (Dex); Spd 30 ft.; AC 16; Atk greatclub +8 melee; Dmg huge greatclub 2d6+7; Face 5 ft. by 5 ft./ 10 ft.; SV Fort +6, Ref +0, Will +1; AL CE; Str 21, Dex 8, Con 15, Int 6, Wis 10,

Cha 7;

Skills and Feats: Climb +5, Listen +3, Spot +3; Feats: Weapon Focus (greatclub)
Possessions: greatclub, torches (3).

2. Grand Hall. *The air in this 50ft. odd-shaped pillared corridor feels much cooler on the skin compared to the outside. The corridor is dark except for the brief illumination that the open doors behind you cast.*

The pillars of this corridor have a shadowy appearance to them and emit an aura of chilling cold should someone step close to them. Sitting at the far end of the corridor are six black obsidian gargoyle statues.

Creatures (EL 6): Lying in wait here are two gargoyles. Once the party moves within thirty feet of these gargoyles they will attack until destroyed.

Gargoyles (2), CR 4; Medium-Size Magical Beast (Earth); HD 4d10+16, hp 38 (x2); Break DC 35; Init +2; Spd 45 ft., fly 75 ft.(avg); AC 15; Atk 2 claws +6 melee, bite +4 melee, gore +4 melee; Dmg Claw 1d4, Bite 1d6, Gore 1d6); SQ damage reduction 15/ +1, freeze; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7;

Skills and Feats: Hide +9/ +17 (concealed in worked stone), Listen +4, Spot +4; Feats: Multi-attack, Weapon Finesse (claw, bite, gore); MM/ 94

SQ- Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed a Spot check (DC 20) to notice the gargoyle is really alive.

Cold pillars: CR 1; 5-ft. cold aura (1d3 points of damage), Reflex save (DC 15) avoids; Search (DC25). These pillars are unnaturally cold and will inflict damage whenever anyone approaches within 5 ft. of them.

3. The Dark Chantry. *This huge 90ft. odd-shaped vaulted chamber is arranged with a single line of pillars ten feet from the walls and another double row directly down the center. The floors and walls of this room are made of pure polished obsidian. The room has no torch brackets of any sort and the ceiling is decorated in a menagerie of swirling violet and inky tones. To the far north of the chamber is a platform covered with a purple fringed rug. On this platform is an altar made of jet and covered by a dark purple sheet adorned with several gems of variable value. Behind the altar on the north wall is a secret door. Tapping on the bottom part of the wall can open the door.*

Treasure: The six gems on the altar are a 500 gp gem (diamond), 200 gp gem (emerald), 100 gp gem (ruby), 100 gp gem (sapphire), and a 50 gp gem (topaz).

4. Refectory. *The door to this room is wide open and from the inside of the room you can hear a mild amount of insidious laughter. Faerie fire lanterns light the room. This room is 40ft. by 50ft. and well decorated with tapestries that portray the night sky when the new moon pervades. Others show scenes of the horizon being overcome by night. In the center of the room is a large table covered with black silk and set with plates of steaming food. Sitting at the table are three black robed priests and a female warrior dressed in black leather armor.*

On the back wall there is a fireplace which mantle is enhanced with black iron. The fire in the fireplace does not emit any light whatsoever, yet it appears to be heating the room. In the back corners of the room are sideboards stocked with silverware and porcelain plates. Characters

attempting to sneak by this room must make a successful Move Silently check (DC 12).

Creatures (EL 3): Should these characters be encountered they will question the party as to their intentions or orders. Should combat ensue one acolyte will attempt to flee and get help. If successful he will return with three more acolytes.

Acolytes (3), male human Clr 1; CR 1; medium-size human; HD 1d8+1; hp9 (x3); Init +4; Spd 20ft.; AC 14; Atk heavy mace +1 melee; Dmg heavy mace 1d8; SQ divine spells; SV Fort +3, Ref +0, Will +5; AL NE; Str 12, Dex 11, Con 12, Int 11, Wis 16, Cha 12;

Skills and Feats: Alchemy +1, Concentration +6, Knowledge Arcana +3, Knowledge Religion +3; Feats: Improved Initiative, Scribe Scroll.

Spells (3, 2+1): 0- detect magic, guidance, inflict minor wounds; 1st- chill touch, command, inflict light wounds.

Possessions: scale mail, holy symbol, heavy mace.

5. Kitchen. *This 30ft. by 30ft. grey stone room is lit by faerie fire lanterns.*

In the center of the room is a large table littered with food scraps and dishes. On the south wall, there is a large fireplace with a steaming pot hanging over the flames. Along the east wall, there are several barrels and sacks. Near the west wall, there is a small grindstone, a small cistern, and an alcove that has shelves filled with various kitchen utensils. The door is flanked by a pile of wood on one side and a cupboard stuffed with appointments on the other.

6. Antechamber. *The door to this chamber is locked.*

The chamber is 30ft. by 40ft. and is lined with chairs and decorated with many tapestries of shadowy beings attacking the sun. Along the west, north, and south walls of the chamber are large obsidian statues of dark clerics. All three statues look alike.

7. Baths. *The door to this room seems to hold an enormous amount of moisture.*

Behind the curtain is a 40ft. octagonal black marble room that contains more than twenty baths and washbasins. Lining the walls are dark oak shelves filled with clean linens, soaps, and buckets. Along the northeast corner of the wall is a pile of old musty towels, buckets of stagnant water.

8. Meditation Chamber. *The door to this chamber is locked.*

The chamber is a 50ft. octagonal black marble. The floor is covered with several prayer rugs and the smell of incense is almost suffocating. The chamber is furnished with a single altar along the northern wall, a large array of shelves on the east/ west walls, and small pedestals with platinum idols atop them rest in each corner.

Trap. The room is warded with a *deeper darkness* spell that activates whenever anyone attempts to move any of the idols.

Deeper darkness (ward): CR 1; 60 ft. *deeper darkness*, Search (DC 28); Disable (DC 28)

Treasure: The shelves contain four ivory scrollcases worth 100gp, a prayer book, and a few cones of incense. The scrollcases are labeled with four types of wax seals. One a violet skull, one a dark green snake, one a grey pillar, and one a black moon. The scrollcase with a violet skull contains a arcane scroll of *magic missile* and *sleet storm*. The dark green snake is a divine scroll of *resist elements*. The grey pillar is a divine scroll of *stone shape*. The black moon is a

scroll of *vampiric touch*. The idols are worth 100gp each.

9. Dormitory. *This odd-shaped 20ft. by 50ft. split grey chamber is well lit with faerie fire lanterns and smells of burnt incense. The ceiling of the chamber is made of clear crystal that reflects the blue light from the lanterns. The chamber is furnished with several bunks with a chest of drawers at the end of each bunk. Resting on the bunks are twelve priests.*

Creatures (EL 8): If the characters stumble upon this area the priests will attempt to discern what the party is doing here by parlaying with them. If attacked they will send two acolytes to get reinforcements which will arrive in five rounds, and will consist of a thirteen acolytes and seven 2nd level acolytes. Half the acolytes will attempt to use their *command* spells on the spellcasters of the party while another fourth attacks and the other casts their inflict wounds spells.

Acolytes (9): hp 9 (x9); see area 4 for complete statistics.

Acolytes, second (3), male human Clr 2; CR 2; medium-size human; HD 2d8+2; hp 16 (x3); Init +4; Spd 20ft.; AC 18; Atk heavy mace +3 melee; Dmg heavy mace 1d8+1; SQ divine spells; SV Fort +4, Ref +0, Will +6; AL NE; Str 12, Dex 11, Con 12, Int 11, Wis 16, Cha 12;

Skills and Feats: Concentration +6, Hide +4, Knowledge Arcana +3, Knowledge Religion +3; Feats: Improved Initiative, Scribe Scroll.

Spells Prepared (4, 3+1): 0- detect magic (x2), guidance, inflict minor wounds; 1st- chill touch, command, inflict light wounds (x2).

Possessions: masterwork splint mail, holy symbol, masterwork heavy mace, *potion of cure light wounds*.

10. Violet- Domed Study. *The door to this room is locked.*

The room is a 30ft. square violet- domed chamber. The vaulted ceiling seems to flow with a mystical essence. The floor is covered with a large elaborate violet rug. The room is furnished with a purple sofa, a few small black oak tables, a bookshelf filled with religious and metaphysiology books, and a glass case containing a golden drum positioned on a rough-grey stone block.

Locked Wooden Door: 1 in. thick; Hardness 5; hp 10; Break DC 18; Open Lock DC 20; This door to the room is warded with an *arcane lock* spell that activates whenever anyone attempts pick the lock or bash this door. *Arcane Lock:* CR 1; Search (DC 27);

Creatures (EL 7): Should a character attempt to enter the study and make off with its treasures, Remigeus will immediately attack, starting with a *unholy blight* spell and will continue the fight until reduced to 10hp or less. At which time he will either attempt to flee or barter with the party.

Remigeus Dunstan, male human; Clr 7; CR 7; medium-size human (6ft. 1 in. tall); HD 7d8+7; hp 45; Init +7; Spd 20ft.; AC 20; Atk *unholy mace* +9 melee; Dmg *unholy mace* 1d8+4; SQ divine spells, *invisibility* pre-cast; SV Fort +6, Ref +7, Will +9; AL NE; Str 15, Dex 16, Con 12, Int 15, Wis 18, Cha 14;

Skills and Feats: Appraise +4, Concentration +8, Craft Gemcutting +8, Heal +7, Innuendo +6, Knowledge Arcana +8, Knowledge Religion +8, Scry +6, Spellcraft +6, Spot +7; Craft Wondrous Item, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Spells Prepared (6, 5+1, 4+1, 3+1, 2+1): 0- detect magicx3, guidance, inflict minor

woundsx2; 1st- chill touch, command (x3), inflict light wounds (x2); 2nd- augury, darkness, death knell, inflict moderate wounds, invisibility; 3rd- deeper darkness, dispel magic, inflict serious wounds, suggestion; 4th- inflict critical wounds, poison.

Possessions: +1 large shield, unholy mace, potion of cure light wounds (2), masterwork banded mail, holy symbol, 60gp.

11. Secret Room. *This 30ft. square vaulted light-violet crystalline chamber. Several candles illuminate the chamber with a blue glow. These candles are held in bronze candelabums on the crystalline shelves lining the chamber. The floor is covered with a large frilled black rug.*

Creatures (EL 8): This chamber is guarded by six shadows, which will attack anyone who enters the room who is not accompanied by a priest of Tharizdun.

Shadow (6): CR 3; Medium-size undead (incorporeal); HD 3d12; hp 19 (x6); Init +2; Spd 30 ft; fly 40 ft. (good); AC 13; Atk incorporeal touch +1 melee; Dmg incorporeal touch 1d6 temporary Str damage; SA Str damage, create spawn; SQ Undead, incorporeal, turn resistance +2, 60 ft. darkvision; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha13; MM/ 161

Skills and Feats: Hide +8, Intuit Direction +5, Listen +7, Spot +7; Dodge.

SQ- Undead: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, and disease; not subject to critical hits, ability damage, ability drain, energy drain, or death from massive damage.

SQ- Incorporeal: Harmed only by other incorporeal creatures, +1 or better weapons, or by spells, spell-like effects, and supernatural effects; 50% chance to ignore damage from corporeal source; passes through solid objects at will; always moves silently.

12. Lounge. *The door to this room is locked.*

Once inside the 30ft. square onyx room you notice two bronze braziers flanking the doorway. The room faintly smells of rosemary and lavender. It is furnished with two purple sofas, a small green table, two black low tables, and a polished oak cabinet. In the northwest corner is a stone spiral stairwell leading down.

Trap: The door is guarded by a *glyph of warding* that releases a ray of magical cold if the holy symbol of Tharizdun is not placed against it.

Glyph of warding: CR 2; 10-ft. ray of cold (5d8 points of damage); Reflex save (DC 19) half-damage; Search (DC 28), Disable: (DC 28); see PH/ 210;

Treasure: Inside the cabinet is a platinum idol of Tharizdun's supposed avatar (90 gp), seven silver bells (60 gp), two black metal candelabums (30 gp), two bronze offertory bowls (25 gp), and two black robes.

Dungeon Level Two

13. Reception/ Guard Post. *The 30ft. square room at the end of stairs is made of black igneous rock. The room is furnished with a main desk, a bench, and a few padded armchairs. Sitting in a padded chair is a wizard examining some papers on the desk.*

Creatures (EL 9): If the characters are particularly stealthy they may be able to avoid this sentry, as she is deep in thought. However, all characters must succeed a Move Silently skill

check (DC 18). If they do not they will attract the attention of the wizard sentry who will sound the alarm warning any others on the level of the PC's intrusion. Should they fight Jallari she will begin by casting *globe of invulnerability* then attack with offensive spells.

Jallari; female human; Ill9; CR 9; medium-size human (5 ft. 9 in. tall); HD 9d4+27; hp 55; Init +7; Spd 30ft.; AC 15/ 22 (*shield* spell); Atk *staff of fire* +6 melee/ dagger +7 ranged; Dmg 1d6+2, *staff of fire*/ 1d6+3, dagger 1d4+2; SQ arcane spells, *shield* and *protection from elements (fire)* precast; SV Fort +6, Ref +6, Will +8; AL LE; Str 15, Dex 16, Con 16, Int 18, Wis 15, Cha 15;

Skills and Feats: Alchemy +10, Concentration +10, Hide +7, Knowledge Arcana +14, Knowledge Geography +10, Knowledge Nature +10, Knowledge Religion +10, Listen +5, Move Silently +6, Search +6, Spellcraft +12, Spot +5; Combat Casting, Improved Initiative, Quicken Spell, Spell Focus: Illusion, Spell Mastery, Spell Penetration, Scribe Scroll.

Spells Prepared (5, 6, 6, 5, 4, 2): 0- arcane mark, daze, prestidigitation, ray of frost (x2); 1st- color spray, magic missile, ray of enfeeblement, shield, silent image, true strike; 2nd- darkvision, invisibility, minor image (x2), mirror image (x2); 3rd- dispel magic (x2), displacement, major image, protection from elements; 4th- improved invisibility, minor globe of invulnerability, phantasmal killer, stonewall; 5th- persistent image, shadow evocation (or quickened magic missile)..

Possessions: *amulet of natural armor* +2, *ring of counterspells (lightning bolt)*, *staff of fire (13)*, dagger, spellbook, spell component pouch.

Treasure: Inside are several sheets of parchment detailing arms movements, supply runs, and other general costs to maintaining the temple. Inside the desk drawers are a writing utensils and a scroll (arcane) of *darkvision* and *detect thoughts*.

14. Armory. *The archway to this room is filled by a violet-blue aura that chills the air surrounding it.*

Inside the 30ft. square smoke-stained grey octagonal room is a forge, an anvil, a fire pit, a trough of still water, two cresses filled with armaments, and a few stone worktables. The worktables are littered with small parchment notes, iron tongs, and other smithy tools. In the southern corner is a pile of scrap metal.

Should anyone disturb the forge a *magic mouth* will call out the following.

"Come no further, mortal, for thou hast interfered in the affairs of Tharizdun's appointed effigy. Cower in fear mortals, flee to thy shanties, for the hand of Tharizdun shall surely crush thee."

Trap. Electromagnetic Archway: CR 1; 5ft. radius of archway; Strength check (DC 15) to repel, Balance check (DC 10) or fall prone; Search (DC 20); Disable (DC 20); This archway is protected by an electromagnetic aura that prevents any metal item from entering the armory. Anyone wearing a metal item that passes through this aura must make a Strength checks or become entrapped in the energy field. Those who pass through are merely repelled.

15. Violet Antechamber. *This 30ft. octagonal amethyst chamber is lined with sofas, small end tables, and shelves. Blue-violet lanterns that dance about their glass shrouds crisply light the chamber. The floor is covered with several woven rugs depicting lunar eclipses. Many unknown idols are set on dusty stone stands in front of several mirrors that do not reflect. These same mirrors also seem to draw any light approaching them, making the room all the more gloomy.*

The ceiling is designed in an ethereal-looking swirling pattern. The huge cold black iron door ahead is engraved with what appears to be an almost eerie red glow that resembles the holy symbol of Tharizdun seen earlier.

16. Shrine of Bitter Chill. *This 50ft. circular white marble room has a large obelisk made of malachite, obsidian, and amethyst jutting out of the center.*

The room is really a 50 ft. circular chamber made entirely out of jet. In the center of the room is a pit, jutting out of which is the jeweled obelisk. Dwelling somewhere in the pit area is a beholder.

Creatures (EL 13): Should someone move within ten feet of the jeweled obelisk, the beholder will rise from the pit and attack. The priests bring slaves to supplicate the creature.

Beholder, Large aberration; CR 13; large-size aberration; HD 11d8+11; hp 60; Init +4, Spd 5 ft., Fl 20 ft. (good maneuverability); AC 20, Atk eye rays +7 ranged touch, bite +2 melee; Dmg bite 2d4; SA eye rays; SQ All-around vision, anti-magic cone, fly; SV Fort +4, Ref +3, Will +11; AL LE; Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 15;

Skills and Feats: Hide +7, Knowledge (Arcana) +10; Listen +15, Search +18, Spot +20; Feats: Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run; MM/ 25-25.

Trap: Freezing Open Pit: CR 2; 30 feet deep (3d6 points of damage) + (freezing water) 1d6 cold damage/ round; Reflex save (DC 15) to avoid; Search (DC 20); This pit is open and any who move within ten feet of the obelisk may fall in. The pit creates a 20 ft. circle around the obelisk.

17. Divination Chamber. *The large polished cold iron door to this room is latched shut. This 40ft. circular azure chamber has a large engraved obsidian and white crystal circle in the middle. By the doors are two blackened brass braziers that appear to have been used recently. Along the east wall are a few shelves of books and scrolls. On the north wall are a few sconces.*

Treasure: The bookshelf holds about seventy-two books on various summoning procedures and notes on planar knowledge. Among the books is a *tome of understanding* +1 and a spellbook with eight first-level spells, six second-level, four third-level, and two fourth-level spells. On the sconces are a three scrollcases each with one scroll inside. The spells on the scrolls are *deeper darkness*, *command*, and *levitate*.

Trap: The spellbook is protected with the following spells. An *explosive runes* spell on the binding and a *sepia snake sigil*, on the title page.

Explosive runes / *Sepia snake sigil*; None (or within 10ft.) Reflex save (DC 19) avoids/ Reflex save (DC 19) negates; Search (DC 28); Disable (DC 28);

18. Gloomy Corridor. *This hazy unlit corridor seems somewhat peculiar to you as you pass through. Above you notice a black crystal chandelier. The walls are decorated with murals of peasants being dragged off by a sect of black robed priests to who knows what ends. On the floor ahead are two blood-stained carpets. Along the east wall is a small table covered by a violet and green trimmed cloth. On this table are two blue candles.*

19. Barracks. *This 40ft. square black stone chamber is furnished with thirty bunks, thirty chests, and a small table surrounded by chairs. Resting in the bunks are several mercenaries.*

Creatures (EL 8): Should the PCs' enter this area they will be attacked if they are not wearing the holy symbol or black robes of Tharizdun.

Mercenaries (12), male human; Ftr 1; CR 1; medium-size human; HD 1d10+3; hp 13 (x12); Init +1, Spd 20ft.; AC 18; Atk longsword or dagger +4 melee/ +2 ranged heavy crossbow; Dmg longsword 1d8+3, dagger 1d4+3, heavy crossbow 1d10; SV Fort +5, Ref +1, Will +1; AL LE; Str 17, Dex 12, Con 16, Int 14, Wis 12, Cha 11; Skills and Feats: Climb -2, Craft Trapmaking +6, Jump +0, Ride +4, Spot +3, Swim -9; Feats: Blind-Fight, Cleave, Power Attack. Possessions: chainmail, large shield, longsword, dagger, heavy crossbow, crossbow bolts (30).

Treasure: On the table are a set of cards, dice, and 100gp in a sandstone bowl.

20. Hallway Gallery. *This small 20ft. hexagonal corridor is filled with many paintings of ancient priests. The very walls of this room are even sculpted in archaic runic form that has worn away through the centuries. Silver idols rest on grey stone stands along the walls, and a mural on the ceiling is decorated with all manner of colors depicting some kind of prehistoric ritual. Many of the artworks in this corridor are marred by time and even emit a shadowy substance.*

21. Lesser Vault. *This 30ft. square room is extremely dusty. Tracks crisscross each other throughout the room. In the center of the room is a vaulted stone stairwell leading down. Along the east wall is are several shelves lined with books of various bindings. On the north wall is a large table with a large chest on it. In the southeast corner is a painting of an unknown priest bearing symbols from the Suel house of Schnai. In the southwest corner is a small pile of junk*

Creatures (EL 7): Guarding this room is an invisible stalker that attacks anyone entering this room that does not reveal themselves by name.

Invisible Stalker: CR 7; Large Elemental (Air); HD 8d8+16; hp 52; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 17; Atk slam +10/ +5; Dmg slam 2d6+6; Face/ Reach 5ft. by 5ft./ 10 ft.; SQ Elemental, natural invisibility, improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11; MM/ 123

Skills and Feats: Listen +11, Move Silently +15, Search +11, Spot +13; Feats: Combat Reflexes, Improved Initiative, Weapon Focus (slam).

SQ- Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ- Natural invisibility (Su): This ability is constant, allowing the stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

SQ- Improved Tracking (Ex): Invisible stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

Treasure: In the chest is a *scroll of magic missile*, a *potion of detect thoughts*, and 245gp. On the shelves are several books on Suel law, magical theory, priestly doctrine, and a *wand of magic missiles* (12).

22. Chamber of Final Rites. *This 30ft. square black and silver tinted chamber is dimly lit. Several sarcophagi rest on the floor. Leaning against the walls are several old bronzewood*

coffins. On the north wall is a huge tapestry displaying the holy symbol of the dark god. The tapestry has a pitch black background and crimson detailing. Below this tapestry is a small altar made of violet-flecked obsidian. Covering it is a gold-trimmed velvet covering and adorned with gems of immeasurable value.

The altar gives off a slight chill to anyone passing near it. Among the many sapphires, amethysts, emeralds, rubies, black and blue diamonds is an ancient holy symbol made of an unknown metal.

Trap: *Magic Jar:* CR 2; *magic jar* spell, Willpower save (DC 22) negates; Search (DC 30); Disable (DC 30); Any who attempt to pry up the gems from the altar must make a Willpower save or have their life force transmitted to the corresponding gem.

Treasure: Any gem removed from the altar will be worth 1d10x50gp.

Dungeon Level Three

23. Mural Hall. *This 40ft. by 60ft. dark-green marble corridor with pillars of snow-flecked obsidian is adorned with murals all along the walls and ceiling areas. These murals seem to blend in with the surrounding marble. These murals depict many different scenes but the subject always appears dark and mysterious. One depicts a lone peasant in a field defending his crops from an army of knights in black armor. Another depicts dark thunderclouds surrounding thousands of people who kneel before a nefarious figure, while the one on the ceiling illustrates a dark hand over the sun and a lunar eclipse both surrounded by rusty mists.*

24. Laboratory. *The door to this chamber is locked and seems glow with an azure incandescence.*

Inside the 60ft. circular chamber appears hazy and smells of metallic oils. Dripping can heard coming from a pipette that runs into a beaker upon a cluttered oak table. Along the north wall are two large tables covered with all kinds of alchemical tools. In the center of the chamber is large mithral cauldron that even now boils with some unknown substance. Along the south wall are two bookshelves overloaded with several tomes and odd-looking books. Along the east wall are several sconces chocked full of jars of spell components and peculiar jar filled with powdered and petrified bones. Along the west wall are sconces filled with strange-looking bottles of various liquid content, as well as a single lead box.

Locked Wooden Door: 1 in. thick; Hardness 5; hp 10; Break DC 18; This door to the room is warded with an *arcane lock* spell that activates whenever anyone attempts pick the lock or bash this door; *Arcane Lock:* CR 1; Search (DC 27).

Creatures (EL 9): Should anyone disturb this room four trolls will emerge from the shadows and engage the party. Note: No XP will be gained from fighting *conjured* monsters.

Trolls (*shadow conjured*) (4); CR 5; Large Giant (9 ft. tall); HD 6d8+36, hp 63 (x4); Init +2; Spd 30 ft; AC 18; Atk 2 claws +9, bite +4 melee; Dmg claws 1d6+6, bite 1d6+3); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; SR 13; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; MM/ 180

Skills and Feats: Listen +5, Spot +5; Feats: Alertness, Iron Will

SA- Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

SQ- Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Trap. Once the lead box is opened this trap is activated.

Poisoned Needle: CR 2; +8 ranged (1, plus shadow essence DMG/ 80); Search (DC 25); Disable Device (DC 25).

Treasure: On the shelves are a *potion of flying*, a *potion of cure serious wounds*, a *potion of poison*, and a *potion of delusion*. Inside the lead box are a pearl (100gp), a small pouch containing diamond dust (100gp), and a bloodstone (50gp).

25. Cyril's Quarters. *The carved iron door to this chamber is decorated with all kinds of signs and symbols. The knocker for the door is that of a small gargoyle's head which has a brass ring in its teeth.*

Inside the 30ft. square violet-speckled black chamber is a plain bed with a small round table next to it. The east wall is decorated with a tapestry of a blood moon. In front of the tapestry are a few prayer rugs, a small wooden incense box, and a small incense burner. The north wall is illuminated with a red faerie fire symbol. Underneath this symbol is a bronzewood trunk.

Trap: *Glyph of warding*: CR 2; 10-ft. bolt of lightning (6d6 points of damage); Reflex save (DC 19) half-damage; Search (DC 28), Disable: (DC 28); see PH/ 210; The door is guarded by a *glyph of warding* that releases a bolt of lightning at anyone but Cyril.

Treasure. The trunk contains clothing and a belt with a silver and hematite buckle (50gp). Underneath the secret panel in the trunk is an amethyst (150gp), a sapphire (100gp), and a black opal (50gp).

26. Y'hytrin "Lil Og'elend's" "the Traitor's" quarters. *The door to this room is locked. Faerie fire lanterns light this 30ft. square lapis lazuli chamber. The floor is covered with a deep blue carpet and the ceiling has a crystalline appearance. Along the west wall is a covered azure-tinted bed. Beside the bed are a small nightstand and a screen. Hanging on the south wall is a large tapestry of an underground city lit by light blue torches and lanterns. Walking through the streets are several merchant and rogue types, along with many high-ranking female officials. It is impossible to distinguish for certain, but you believe they may be elven. Beneath the tapestry is a violet-blue sofa covered with pillows. Along the north wall is a large chest and a chest of drawers.*

Inscribed Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; This door to the room is warded with an *arcane lock* spell that activates whenever anyone but Y'hytrin tries to open it; *Arcane Lock*: CR 1; Search (DC 27).

Creatures (EL 13): Hiding in the room is Y'hytrin who has pre-cast *improved invisibility* upon himself. He will wait to see what the PC's do and will then attack from the doorway on the first round. On the second round he will use his cloak's *spider climb* ability and climb onto the ceiling and attack. On the third round he will climb down behind the party and attack then climb back up the next round. Repeat this cycle until the party succumbs or until Y'hytrin's teleport activates.

Y'hytrin Lil Og'elend; male elf (drow) Ill11: CR 12; medium-size drow (5 ft. 3 in. tall);

HD 11d4+11; hp 53; Init +8; Spd 30ft.; AC 25; Atk +3 *dagger of throwing* +9 melee/ +12 ranged; Dmg +3 *dagger of throwing* 1d4+4; SQ arcane spells, *stoneskin*, *contingency* (15hp *teleport*), *improved invisibility* pre-cast; SV Fort +6, Ref +7, Will +9; AL LE; Str 13, Dex 18, Con 12, Int 18, Wis 14, Cha 10;

Skills and Feats: Concentration +9, Craft Sculpture +10, Disguise +4, Gather Information +4, Hide +8, Knowledge History +9, Knowledge Arcana +12, Move Silently +6, Search +6, Spellcraft +12, Spot +7, Tumble +7; Combat Casting, Craft Staff, Great Fortitude, Improved Initiative, Spell Penetration, Scribe Scroll, Weapon Finesse: Dagger.

Spells (5, 6, 6, 6, 4, 3, 2): 0- arcane mark (x2), prestidigitation, ray of frost (x2); 1st- change self, charm person, hypnotism, identify, magic missile, silent image; 2nd- arcane lock, detect thoughts, invisibility, minor image; 3rd- dispel magic, lightning bolt, major image, suggestion; 4th- dimension door, improved invisibility, Rary's mnemonic enhancer, *stoneskin*; 5th- dominate person, false vision, persistent image, teleport.

Possessions: *rod of withering*, *cloak of arachnida*, *bracers of armor* +8, +3 *dagger of throwing*, *pearl of power* (1st), spellbook, 30pp

Treasure: Inside the chest of drawers are several fashionable types of clothing. Inside the chest are a several changes of common clothing, a few blue robes, pair of silver engraved emerald set bracers (800gp), *incense of meditation*, an *ioun stone* (*dusty rose prism*), and a *wand of enlarge* (20). The nightstand has a small bag of 200gp in the top drawer.

27. Furnace. *The heavy iron door to this chamber is warm to the touch and is locked. The interior of this 30ft. square charred black chamber is filled with piles of ash, slag, and other powdery substances. The chamber has several vents along all surfaces. The temperature in this chamber is slightly warmer than the others and a warm breeze seems to emanate from the ceiling. Below the floor grates you can see several mounted black crystals that glimmer even in the brownish-orange haze that lingers through the vents.*

Dark fire embers power this furnace initially. These embers are used to raise the temperature in the chamber. Enough to make the chamber habitable for a fire elemental, who is summoned at the end of the second round which door is closed.

Creatures (EL 5): Should the PC's not escape this room by the end of the second round a fire elemental will be summoned and will attack and attempt to destroy anything in its path.

Fire Elemental, Large: CR 5; Large-size Elemental; 8d8+24; hp 60; Init +9; Spd 50 ft.; AC 18; Atk slam +10/ +5 melee; Dmg slam 2d6+3+ 2d6 fire; Face/ Reach 5ft. by 5ft., 10 ft.; SA burn; SQ elemental, damage reduction 10/ +1, fire subtype; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11; MM/ 83

Skills and Feats: Listen +11, Spot +11; Feats: Improved Initiative, Weapon Finesse: (slam).

SA-Burn (Ex): Those hit by the elemental's attack must make succeed at a Reflex save (DC 17) or catch fire. The flame burns 1d4 rounds and inflicts 1d6 points of damage per round. A burning creature can make a move-equivalent action to put out the flame.

SQ- Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ- Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Trap: Heat blast: CR1; *heat metal* spell; Search (DC 27); Disable (DC 27); Once the characters have entered the room the large door will close and lock in this chamber every round thereafter they will suffer the effects equal to a *heat metal* spell.

28. Prison. *The door to this room is guarded by two red-skinned half-fiends who seem discontent with their current position.*

The door is locked and barred from the inside.

Inside this 70ft. dark-grey circular room contains three cells made of iron with the front opening shielded by a shimmering force. The room is dimly lit by faerie fire lanterns and lacks any decoration of any sort. In the middle of the room is a round table surrounded by several padded stools. On the table are seven mugs, a set of keys, and pieces for a knucklebones game. Beside the north end of the door is a built in wall cresses filled with a few swords and shields. Beside the south side of the door is a large alcove filled with a few kegs of ale and a few wooden pegs for holding keys. The cells of this room are filled with straw, buckets of water, and food scraps. In the cells are the gnomish and human slaves.

Creatures (EL 8): Guarding this door are two guards who will immediately question anyone approaching them. Should the PC's attempt to bluff the guards they must make a successful Bluff skill check (DC 20). If they do not they will be immediately attacked. Should the PC's go in and free the slaves both guards will immediately sound the alarm warning any others on this level of the intrusion.

Zhig, male half-fiend/ half-human; Ftr4; CR 6; medium-size outsider (5 ft. 11 in. tall); HD 4d10+4; hp 35; Init +6; Spd 20ft.; AC 24; Atk +1 *bastard sword* +9 melee/ heavy crossbow +6 ranged; Dmg +1 *bastard sword* 1d10+6, heavy crossbow 1d10; SA spell-like abilities; SQ darkvision 60 ft., fiendish resistances; SV Fort +5, Ref +3, Will +3; AL CE; Str 17, Dex 14, Con 12, Int 14, Wis 10, Cha 12;

Skills and Feats: Climb +3, Craft Armorsmithing +9, Jump +4, Ride +7, Sense Motive +2, Spot +3; Feats: Blind-Fight, Exotic Weapon: Bastard Sword, Improved Initiative, Iron Will, Weapon Focus & Specialization: Bastard Sword.

SA- Spell-like abilities (Sp): Zhig can use the following spell-like abilities at 5th level: darkness 3/ day, desecrate 1 / day, and unholy blight 1/ day.

SQ- Fiendish Resistances (Su): Zhig is immune to poison and has acid, cold, electricity, and fire resistance of 20 (meaning that the first 20 points of damage dealt by these sources is ignored).

Possessions: +1 *half-plate*, +1 *bastard sword*, +1 *large shield*, heavy crossbow, crossbow bolts (30).

Zhag, male half-fiend/ half-human; Sor4; CR 6; medium-size outsider (5 ft. 7 in. tall); HD 4d4+8; hp 21; Init +7; Spd 30ft.; AC 16; Atk +1 *quarterstaff* +3 melee/ dagger +5 ranged; Dmg +1 *quarterstaff* 1d6+1, dagger 1d4; SA spell-like abilities; SQ arcane spells, darkvision 60 ft., fiendish resistances; SV Fort +3, Ref +4, Will +4; AL CE; Str 11, Dex 16, Con 14, Int 16, Wis 11, Cha 17;

Skills and Feats: Concentration +9, Knowledge History +5, Knowledge Arcana +10, Move Silently +6, Search +6, Spellcraft +9; Feats: Combat Casting, Improved Initiative, Scribe Scroll.

SA- Spell-like abilities (Sp): Zhag can use the following spell-like abilities at 5th level:

darkness 3/ day, desecrate 1 / day, and unholy blight 1/ day.

SQ- Fiendish Resistances (Su): Zhag is immune to poison and has acid, cold, electricity, and fire resistance of 20 (meaning that the first 20 points of damage dealt by these sources is ignored).

Spells Known(6, 7, 4): 0- arcane mark, daze, detect magic, prestidigitation, read magic, resistance (x2); 1st- magic missile (x4), shield, sleep; 2nd- flaming sphere, invisibility.

Possessions: *bracers of armor* +2, +1 *quarterstaff*, *potion of alter self*, *potion of haste*, throwing daggers (16), 3gp

Cell Forcefields: CR 1; Search (DC 25); Disable Device (DC 28); the guards know the somatic gesture to disable temporarily.

29. Freezing Corridor. *This odd-shaped corridor is unnaturally quiet and deathly cold. Strong gusts of chilly air emanate from vents in the ceiling and floor. The smell of ozone burns through your nostrils as you take in a deep breath. Along the walls are bags of grain, shelves filled with fruits, vegetables, preserved meats, spell components, and other perishable items.*

Creatures (EL 5): Guarding this corridor is an ice para-elemental who remains on guard continually. Should an attempt be made to pass him he will demand fire be made in his stead for him to feed upon. Should this not be done to his satisfaction (i.e. a torch is not enough) he will attack the blasphemers, until destroyed.

Ice Paraelemental, Large: CR 5; Large Elemental (10 ft. tall); 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 19; Atk Icicles +10/ +5 melee; Dmg Icicle 2d6+2 and 2d6 cold; SA chill metal; SQ damage reduction 10/ +1, Elemental, cold sub-type; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +12, Spot +12; Feats: Combat Reflexes, Dodge, Weapon Focus: (Icicle).

SA- Chill Metal (Su): The ice paraelemental's *chill metal* power functions exactly like the druid spell of the same name, except it affects everything within the listed radius. Like the spell, it takes 3 rounds for the *chill metal* to reach the freezing stage. Once it does, it remains at that stage until the ice paraelemental takes a standard action to end the effect, with chill metal ending 2 rounds later, just as the spell.

SQ- Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

SQ- Cold subtype (Ex): Cold immunity, double damage from fire except on a successful save.

30. Guard Lounge. *This large septagonal green-flecked black marble corridor has two large tables surrounded by chairs on all sides. Sitting in the chairs are several priests debating over their last raid. Many of them seem discontent and almost unsatisfied with the failed raid attempt. Hanging from the ceiling along the west wall are two hammocks. Along the east wall is a small bar filled with a few kegs of ale, wine, and beer. Behind it is a small mirror decorated with a small silver dragon wrapped around it.*

Underneath the bar is a locked metal box. The bartender knows nothing of the temple as he was blind-folded and led here from the lower cells. The bartender is actually one of the prisoners the guards let out because he could brew alcohol.

Creatures (EL 3): Should a PC enter this area without the holy symbol of Tharizdun, the guards will attack. If combat breaks out the bartender will duck under the bar until the fighting is over.

Acolytes (8): hp 9 (x8); see area 4 for complete statistics.

Bartender, human (1): (male human Exp3; Appraise +5, Gather Information +5, Innuendo +5, Profession Brewer + 8, Ride +3, Read Lips +5, Sense Motive +5.)

Treasure: Inside the metal box are 35gp, 23sp, and 67cp

31. Guards Office. *This 30ft. square blue-flecked marble chamber is unlit. The floor is covered with a blue-violet carpet. In the center of the room is a long table with chairs. On either side of the doorway are two black bronze braziers that spit out a haze of sweet smelling herbs. On the far wall is a desk covered with scrolled parchment, ink pots, carving pens, quills, candles, and wax stamps. Beside the desk is a padlocked large chest. Along the north wall is a crimson-colored couch.*

Treasure: Inside the desk are several more scrolled parchment pieces, a bag with 25gp, a few ink pots, and a silver dagger. Inside the chest are a few black robes, a suit of masterwork chain mail, a scroll of (*mage armor, shield, invisibility, mirror image, blur, and stonework*), and a sheathed +1 bastard sword of wounding.

32. Scriptorium. *Upon viewing the archway to this room, you notice platinum chimes slightly concealed in the room beyond. This trapezoidal 40ft. lapis lazuli room is lit by faerie fire lanterns and adorned with flowing tapestries of the open night sky. In the center of the room are thirteen black oak writing tables covered with scrolls, texts, and ink pots. On the west wall is an indigo and violet hued dais. On the dais is small altar covered with a translucent violet sheet and a font both made of jet. On the east wall is a small black table with a few glass jars of food scraps in them. On the south and north walls are several wooden pegs covered with black robes and wall sconces that contain eight urns each.*

Creatures (EL 7): Should someone strike the chimes six clerics and two fighters will immediately respond to investigate. Documents on the writing tables are contain runes, glyphs, and three scrolls of *dispel magic* 9th (x2) and 13th level ability. The altar cloth is enchanted to repel all but Tharizdun's holy items. Inside the urns are ashes.

Acolytes (6): hp 9 (x6); see area 4 for complete statistics.

Mercenaries (2): hp 16 (x2); see area 26 for complete statistics.

33. Darkness Chamber. *This pitch black odd-hexagonal 30ft. chamber has no torches or brackets of any sort. Upon further inspection it also seems to be quite dusty and rarely used. On the walls are a few wall sconces covered with bronze and gemstone tablets.*

The tablets may once been fully legible, but now their esoteric runes remain but a mystery for another time.

Creatures (EL 7): Hiding in this room are a pair of wraiths that will attack the last character to leaving the room, or those with the least light around them. After doing so they will lurk back into the shadows to wait and see if the PC's give chase. If they do not it will attack them should they rest anytime within the next twenty-four hours.

Wraiths (2); CR 5; Medium-Size Undead (Incorporeal); HD 5d12; hp 32 (x2); Init +7;

Spd 30 ft., fly 60 ft. (good); AC 15; Atk incorporeal touch +5 melee; Dmg incorporeal touch 1d4+1d6 permanent Con. drain; SA Con drain, create spawn; SQ undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15; MM/ 185

Skills and Feats: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

SA - Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Con. drain.

SA- Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

SQ- Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

SQ- Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. It always moves silently.

SQ- Day Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

34. Torture Chamber. *The door to this room is open. The area smells of burnt leather, torches, and brazier coals. Inside the grey smoke-stained 20ft.by 30ft. room are eight ogres testing their greatclubs on a dying gnomish slave.*

Upon further examination of this room you notice a rusted iron maiden, a bronzewood chair covered in leather straps, a fire pit with a pair of glowing tongs and branding iron along the west wall. Along the east wall are two pairs of slimy rust-stained iron boots as well as a black iron vice, and two barrels filled with kerosene. On the north wall is a bronzewood bench, a cresset filled with rusted weaponry, and a wall sconce filled with torture instruments. Along the south wall are a pair of manacled skeletons covered in an oily reddish-brown substance.

Creatures (EL 8): Should the PC's enter the room the ogres will finish the gnome, and will then engage the party. If the ogres are hard-pressed they will knock over the kerosene barrels and toss their torches into the room while one of them closes and bolt the door.

Ogres (8): CR 2; large-size humanoid (9 ft. tall); HD 4d8+8; hp 26 (x8); Init -1 (Dex); Spd 30 ft.; AC 16; Atk greatclub +8 melee; Dmg huge greatclub 2d6+7; Face 5 ft. by 5 ft./ 10 ft.; SV Fort +6, Ref +0, Will +1; AL CE; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7; Skills and Feats: Climb +5, Listen +3, Spot +3; Feats: Weapon Focus (greatclub) Possessions: greatclub, torches (3).

Trap. Should the kerosene barrels be tipped over they will coat the room in less than one round. If any form of fire is used at such time it will provoke a hazard to the party.

Kerosene fire: CR 1; 20 ft. by 30 ft. fire (2d4 points of damage/ round), Fortitude save for half damage (DC 16), *Disable:* Water or Ice-based spells may slow the advance of the fire, a *gust of wind* spell will only fuel the fire with more fumes.

35. Illusory Chamber. *The archway to this chamber is filled with a chilling inky mist.*

Inside this 30ft. square frost-covered black stone chamber are four carved black marble pillars with facial sculptures on them. The facial shapes depicted are a solemn old man's face, a blind-folded young man's face, an angry old woman's face, and a disheartened young woman's face. Each of the faces have a magic mouth cast on it. The faces will activate if the characters walk within five feet of them. They will each ask the party a single question each. Then they have five game time minutes to respond to each question. Should they refuse to answer or give two incorrect answers, a pre-programmed shadow evocation spell will be activated.

The questions are as follows.

Q1: What is the name of our Dark Lord?

Q2: What is our most holy pursuit?

Q3: From what nation dost thou hail?

Q4: To what extent would you go to achieve our holy pursuit?

Answers: Tharizdun, To bring our master forth upon this world., Any true answer will do. (Ex. Greyhawk), I would sacrifice all.

Trap. Should a character pass through the archway without wearing one of the black robes they will suffer be chilled until they leave this chamber or take other protective measures.

Cold Archway: CR 1; cold aura, (1d4 damage/ round); Find: Search (DC 25), Disable: *dispel magic* will negate, any protection from cold will negate or halve damage.

Trap. Should the PC's answer the questions wrong or refuse a shadow evocation spell will be activated that mimics a *fireball* spell.

Shadow evocation: CR 2; *shadow evocation* spell mimics the 3rd level spell *fireball*, Willpower save to disbelieve (DC 17) 1/5 damage, if interacted with Reflex save for half damage (DC 17).

Dungeon Level Four

36. Swirled Purple domed Chamber. *At the bottom of the stone staircase is a covered with some esoteric pictograms of a language long forgotten.*

The writing on the door says, Beware that thy actions will have dire consequences. For there is no day that does not end in night."

Inside this 20ft. by 30ft. vaulted dark-purple chamber is filled with bookshelves full of various books. These books appear to be centuries old yet are still unblemished. In the center of the chamber is a large table surrounded by several padded chairs. On the table is a soft violet cloth covering and a single candelabrum. Along the west wall is a plain gold embroidered black tapestry.

37. Thar and Izdun's Quarters. *This 30ft. by 50ft. inky-hued pillared chamber is decorated with many violet silk drapes. The pillars of this chamber are decorated with gold runes at their bases. Along the north wall are two elaborate purple canopy beds, separated by a thick displacer beast hide as a drape. On either side of these beds are a chest of drawers. Currently sitting at a table along the east wall are two men dressed in black robes. One is wearing armor the other is not. Many maps are strewn about the table.*

Creatures (EL 12): As soon as the party enters the room both men jump from their chairs and demand an explanation for this intrusion. Should the PC's have a good excuse they

will be permitted to leave, if not they will be attacked immediately. If questioned the brothers will not talk unless extreme methods are taken, if so then they will say that they were planning to gather forces to take the secluded Gnomish Vale.

Thar, male human; Clr 10; CR 10; medium-size human (5ft. 10 in. tall); HD 10d8+10; hp 83; Init +3, Spd 20ft.; AC 24; Atk *heavy mace of frost* +10/ +5 melee, *heavy crossbow of frost* +6 ranged ; Dmg *heavy mace of frost* 1d8+4, *heavy crossbow of frost* 1d10+1; SQ divine spells, *resist elements (fire)*, *stoneskin*, *spell immunity (magic missile, lightning bolt)* precast; SV Fort +6, Ref +7, Will +9; SR 13; AL NE; Str 15, Dex 16, Con 12, Int 15, Wis 18, Cha 14;

Skills and Feats: Appraise +4, Concentration +8, Craft Gemcutting +8, Heal +7, Innuendo +6, Knowledge Arcana +8, Knowledge Religion +8, Scry +6, Spellcraft +6, Spot +7; Feats: Craft Wondrous Item, Improved Initiative, Lightning Reflexes, Scribe Scroll. Spells (6, 5+1, 5+1, 4+1, 4+1, 2+1): 0- detect magic, detect poison, guidance, inflict minor wounds, resistance (x2); 1st- chill touch, command, doom, inflict light wounds (x2), obscuring mist; 2nd- augury, darkness, death knell, inflict moderate wounds, invisibility; 3rd- deeper darkness, dispel magic, inflict serious wounds, non-detection, prayer, suggestion; 4th- confusion, inflict critical wounds (x2), sending, spell immunity; 5th- cone of cold, greater command, plane shift.

Possessions: *plate of spell resistance (SR13)*, *heavy mace of frost*, *heavy crossbow of frost*, *potion of cure serious wounds (2)*, scroll of (*command*, *spell immunity*, *slay living*), crossbow bolts mw (30), holy symbol.

Izdun, male human; Nec10; CR 10; medium-size human (5 ft. 7in. tall); HD 10d4+20; hp 61; Init +7; Spd 30ft.; AC 19; Atk +1 *dagger* +7 melee/ +9 ranged; Dmg +1 *dagger* 1d4+1; SQ arcane spells, *stoneskin*, *resist elements (fire)* pre-cast; SV Fort +7, Ref +8, Will +10; AL NE; Str 10, Dex 16, Con 14, Int 17, Wis 13, Cha 14;

Skills and Feats: Alchemy +7, Concentration +7, Hide +7, Knowledge History +13, Knowledge Arcana +13, Move Silently +3, Profession Herbalist +6, Search +6, Spellcraft +13, Spot +4, Tumble +6; Feats: Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Improved Initiative, Spell Mastery, Scribe Scroll. Spells (5, 6, 6, 5, 4, 3): 0- arcane mark, daze, disrupt undead, prestidigitation, ray of frost; 1st- cause fear, charm person, chill touch, magic missile, ray of enfeeblement, true strike; 2nd- invisibility (x2), mirror image, scare (x2), spectral hand; 3rd- displacement, lightning bolt (x2), major image, vampiric touch; 4th- enervation, fear, phantasmal killer, stoneskin; 5th- magic jar, persistent image.

Possessions: *cloak of the bat*, *ring of protection +4*, *rod of cancellation (10)*, *wand of detect secret doors (7)*, +1 *dagger*, scroll of (*dispel magic*, *improved invisibility*, *mage armor*, *phantasmal killer*, *teleport*), silver-rune embroidered robe, spellbook, 30pp

Treasure: Besides the personal items within the chests of drawers there is a secret drawer that must be opened by removing the bottom drawer and unlocked with a dagger. Search (DC 18). Inside these drawers are two *potions of cure light wounds*, an arcane scroll of *fireball* (10th level), and a *potion of flying*. The maps on the table show a plotted route to the Gnomish Vale, as well as other routes to Perrenland and Veluna.

38. Crypt. *The huge iron door to this room is locked with a complex lock. Inside this 60ft. domed circular igneous stone room is filled with cobwebs. Only a single path from the center of*

the room to the door remains, where four black stones lie. Each of these stones is about five feet away from the others. Seven ancient mausoleums line the perimeter of the room. These grey marble mausoleums are decorated with immense sculptures from ages past. Most of these sculptures are all but undistinguishable underneath the dust and cobwebs.

Large Balor-etched Iron Door: 4 in. thick; Hardness 15; hp 90; Break DC 28; Open Lock DC 30; Engraved into the door is an image of a red-faced demon with wings kneeling.

Creatures (EL 10): Upon entering this room the party will be confronted by a bodak. It will point towards the door with one hand and then point to an offertory tray with another. If the party continues without paying tribute to the dead, the bodak will summon six shadows dwelling in this room to attack. All of these creatures will fight until destroyed.

Bodak: CR 8; Medium-size undead; HD 9d12; hp 58; Init +6; Spd 20 ft; AC 13; Atk Slam +6 melee; Dmg Slam 1d8+1; SA Death gaze; SQ Damage reduction 15/ silver, fire and acid resistance 20, electrical immunity, sunlight vulnerability, flashbacks; AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con -, Int 6, Wis 12, Cha 12;

Skills and Feats: Listen +11, Move Silently +14, Spot +13; Feats: Dodge, Improved Initiative, Weapon Focus (slam); MM/ 27

SA- Death Gaze (Su): Death, range 30 feet, Fortitude negates DC 15. Humanoids who die from this attack are transformed into bodaks in one day.

SQ- Sunlight Vulnerability (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

SQ- Flashbacks (Ex): From time to time, a bodak sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the bodak takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Shadows (6): CR 3; Medium-size undead (incorporeal); HD 3d12; hp 19 (x6); Init +2; Spd 30 ft; fly 40 ft. (good); AC 13; Atk Incorporeal touch +1 melee; Dmg Incorporeal touch 1d6 temporary Str damage; SA Str damage, create spawn; SQ Undead, incorporeal, turn resistance +2, 60 ft. darkvision; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13; MM/ 161

Skills and Feats: Hide +8, Intuit Direction +5, Listen +7, Spot +7; Feats: Dodge; SQ- Undead: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, and disease; not subject to critical hits, ability damage, ability drain, energy drain, or death from massive damage.

SQ- Incorporeal: Harmed only by other incorporeal creatures, +1 or better weapons, or by spells, spell-like effects, and supernatural effects; 50% chance to ignore damage from corporeal source; passes through solid objects at will; always moves silently.

Treasure: Should the cobwebs be removed from the sculptures each will be found to each hold a gem worth 500gp. Each sculpture portrays the ancient clerics as they were in life. Buried in the center of the room is an ancient mithral coffer containing a *wand of magic missiles* (20), an *scroll of identify* (x2) and *dispel magic* (12th level), a cleric scroll of *cure light wounds*

(x3), a +2 dagger, a ring of delusion, a jeweled gold crown (1,000gp). There are 54pp, 88gp, 43sp, and 47cp. All the money is either minted in ancient Suloise or Old Oeridian. These coins are worth five times as much if sold to a collector of ancient merchandise, but are otherwise useless on the open market unless they are reminted.)

39. Icy Antechamber. *This 30ft. by 40ft. odd-shaped vaulted chamber has a line of three jagged basalt rectangular pillars down the center. The walls of this chamber are covered with a thin veneer of ice. The ceiling is covered with stalactites and the floor is blanketed with rough patches of rock-hard ice.*

Anyone moving through this room must do so at one-half movement. Otherwise they make a successful Balance check (DC 15) or fall down for every 10ft. passed.

40. The Underground Prison. *The iron door to this room is unlocked but through the bars you can see several guardsmen patrolling the halls and watching over the exhausted prisoners in the room. There are twenty-seven humans and approximately sixteen gnomes occupying in cells. Inside the irregular octagonal 70ft. by 40ft. grey-stone room is littered with straw and buckets of stagnant water. The rancid stench of decay seems to permeate the air. In the southeast cell are the bodies of deceased prisoners some of them human, others gnomish. The cells themselves have rusted iron bars, straw mats, a bucket or two, and stone plates. Along the west wall is a bench made of bronzed wood. Above it are a few pegs holding a few key rings. In the center of the room is a large table covered with burning candle stubs, playing cards, dice, plates with food scraps covering them, and cheap silverware.*

Creatures (EL 8/10): Once the PC's approach within 10ft. of this room the overseer will set off an alarm and the other priests will attempt to hold off the characters. The prisoners will scream and plead for help, making anyone attacking in this room unaccustomed to suffering -2 morale penalty to all attacks. Within three rounds twelve more priests will enter melee with the PC's.

Acolyte, third, male human Clr 3; CR 3; medium-size human; HD 3d8+6; hp 24; Init +5; Spd 20ft.; AC 16; Atk +1 heavy mace +4 melee/ heavy crossbow +3 ranged; Dmg +1 heavy mace 1d8+2, heavy crossbow 1d10; SQ divine spells; SV Fort +5, Ref +2, Will +6; AL NE; Str 12, Dex 14, Con 15, Int 12, Wis 16, Cha 13;

Skills and Feats: Concentration +8, Heal +9, Knowledge Arcana +7, Knowledge Religion +7; Feats: Blind-Fight, Improved Initiative, Scribe Scroll.

Spells (4, 3+1, 2+1): 0- detect magic, guidance, inflict minor wounds, resistance; 1st- chill touch, command, doom, inflict light wounds; 2nd- darkness, hold person, invisibility.

Possessions: +1 splint mail, +1 large shield, +1 heavy mace, potion of cure light wounds, holy symbol, heavy crossbow, crossbow bolts (30).

Acolytes (12): hp 9 (x12); see area 4 for complete statistics.

Acolytes, Reinforcements (12): hp 9 (x12); see area 4 for complete statistics.

41. The Stone Quarry. *This huge 80ft. by 100ft. rough black stone cavern is where the majority of the material has been quarried from to rebuild the ruined temple. Many of the slaves are at work here. There are about fifteen humans and thirty-two gnomes surrounded by several guards. The slaves are all wearing rags and many are barefoot. Each carries a pick, shovel, or*

wheelbarrow. In the center of the cavern is a large black iron device that appears to shape the stone into the owners desire yet no man runs the arcane device.

Matter Transmuter (Arcane Device): This large carriage-looking iron device allows for the reshaping and purification of stone. It adds +4 to any stonemasonry check. It can be used to create large stone wall pieces well fitted for dungeons. The matter transmuter can fashion any shape, size, or dimension of stonework. Once programmed it will function as long as raw materials are supplied, or until is triggered to cease operation.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, stone shape, transmute mud to rock, transmute rock to mud; Market Price: 64,000 gp; Weight: 1,000lbs.

Creatures (EL 9): As you enter the cavern the Slave master orders his minions to attack without impunity, but orders them to keep your hearty backs alive so you too may join his slaves. Half of the mercenaries will launch a volley of arrows at the party while the other half wades into melee. The Slave master will wade into combat on the second round after quaffing his *potion of haste*.

Slave master, male human; Ftr 6; CR 6; medium-size human (6 ft. 6in. tall); HD 6d10+18; hp 78; Init +6; Spd 30ft.; AC 18; Atk +2 *greatsword* +13, +8 melee; Dmg +2 *greatsword* 2d6+10, whip 1d2+4; SV Fort +8, Ref +4, Will +5; AL CE; Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 10;

Skills and Feats: Climb +11, Craft Stonemasonry +6, Jump +9, Profession Teamster +4, Ride +5, Use Rope +5; Feats: Alertness, Blind-Fight, Endurance, Exotic Weapon: Whip, Improved Initiative, Iron Will, Weapon Focus & Specialization: Greatsword.

Possessions: +2 *chain shirt*, +2 *greatsword*, *potion of haste*, whip, 9gp.

Mercenaries (12): hp 13 (x12); see area 19 for complete statistics.

Slaves, gnomes (32); (male gnome Com1-3; variable skills)

Slaves, humans (15); (male human Com1-3; variable skills)

42. Sealed Cave. *A hazy white glow emanates from this huge black metal door. The cracks surrounding the door are covered with frost. Engraved on the door are several runes for insanity and a warning to avoid what lies beyond the door for fear of losing your soul. The door is locked with a good lock and a catch that opens the door.*

Inside the floor and ceiling of this 70ft. rough cavern is covered with stalactites and stalagmites. A small inky stream runs through the southwest corner of the cavern, while globules of viscous ichor smack the limestone draperies. In the center of the cavern is a large 20 ft. circle engraved into the floor with platinum runes. Within this circle is a 20-foot-tall dark giant.

Large Black Metal Doors: 6 in. thick; Hardness 18; hp 120; a *symbol* will be triggered by anyone attempting to open this door.

Symbol of Insanity: CR 5; closest creatures first, *symbol* (insanity) affects 150hp max worth of creatures (42hp remaining), Willpower save (DC 27); Search (DC 33), Disable Device (DC 33).

Creatures (EL 14): Inside is a nightwalker, summoned here ages ago by an ancient cleric prior to Tharizdun's imprisonment. The creature is currently within the magical circle that holds it in stasis. If released, it will immediately attack until its perpetrators leave the room or until it is destroyed. Once released the creature will be weak and will not have access to its *Spell-*

like abilities, *Summon Undead*, *Spell Immunity*, or *Evil Gaze* abilities. Even so, it is highly recommended that the party rest before this encounter.

Nightshade, Nightwalker; Huge Undead; CR 16; Huge Undead (20 ft. tall); HD 21d12; hp 136; Init +6, Spd 40 ft., Fl 20ft. (poor); AC 26, Atk 2 slams +20 melee; Dmg slam 2d6+12; Face/ Reach 10ft. by 10 ft/ 15ft.; SA nightshade abilities, crush item, evil gaze; SQ undead, nightshade abilities; SV Fort +7, Ref +9, Will +17; AL CE; Str 35, Dex 14, Con -, Int 20, Wis 20, Cha 18; MM/ 141-142.

Skills and Feats: Concentration +19, Hide +12*, Listen +22, Move Silently +20, Spellcraft +19, Spot +22; Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder
SA/ SQ- Nightshade Abilities: (see MM/ 142)

SA- Crush Item (Su): A nightcrawler can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. This is a standard action. The nightshade must make a successful disarm attack to grab an item held by an opponent.

SA-Evil Gaze (Su): Curse, 30 feet, Willpower save (DC 24). Cursed opponents suffer a -4 morale penalty to all attack rolls, checks, and saves. *Dispel evil* or *remove curse* eliminates the effect.

SQ- Undead: Immune to cold-based attacks, mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub-dual, ability damage, energy drain, or death from massive damage.

43. The Infinite Temple. *The black door to this chamber is locked with a huge lock in which one can actually reach inside the keyhole.*

Once inside this 40ft. circular hazy black stone chamber chanting will be heard. At the head of the room is a black altar on a large dais. Surrounding this altar are five priests and the bodies of several slain prisoners. As you step forward they begin to chant in unison and a black haze fills the chamber, sweeping over you and into the bodies of the dead, decomposing them instantly. As you watch in horror the priests then step forward into the haze as a single priest holds an amulet on high. In one solemn turn they chant the name, "Tharizdun".

Black Stone Door: 6 in. thick; Hardness 10; hp 90; Open Lock (DC 25); Handclasps: CR 1; -2 to all actions while handclasps remain, Reflex save to avoid (DC 18); Find: Search (DC 28), Disable: Disable Device (DC 28); The formal way to unlock the door is to speak aloud Tharizdun's name.

Creatures (EL 12): As soon as the PC's enter this room they will be attacked. Cyril will begin by casting *slay living* at the first character through the door. He will then cast *cone of cold* or greater command upon the party. If engaged in melee he will fight until reduced to 15hp, at which time he will begin casting *word of recall*. The priests will begin by casting *command* on the party then engaging for melee. Should over half of their number fall or if Cyril falls they will cast *invisibility* and flee.

Cyril, male human; Clr 12; CR 12; medium-size human (5ft. 9 in. tall); HD 12d8+24; hp 99; Init +2; Spd 20ft.; AC 23; Atk *heavy mace of spell storing* +10 melee/ +5, heavy crossbow +12 ranged; Dmg *heavy mace of spell storing* 1d8+1, heavy crossbow 1d10; SQ divine spells, *resist elements (fire)*, *stoneskin*, *spell immunity (magic missile, lightning bolt)* precast; SV Fort

+10, Ref +8, Will +12; AL NE; Str 12, Dex 15, Con 15, Int 14, Wis 18, Cha 15;

Skills and Feats: Concentration +10, Craft Gemcutting +10, Diplomacy +10, Disguise +8, Heal +10, Hide +10, Knowledge Arcana +10, Knowledge Religion +10, Scry +10, Spellcraft +9; Feats: Craft Staff, Forge Ring, Improved Critical: Heavy Mace, Leadership, Lightning Reflexes, Scribe Scroll.

Spells Prepared: (6, 6+1, 5+1, 5+1, 5+1, 4+1, 3+1, 2+1): 0- detect magic, detect poison, guidance, inflict minor wounds, resistance (x2); 1st- chill touch, command (x2), doom, inflict light wounds (x2), obscuring mist; 2nd- augury, darkness, death knell, inflict moderate wounds, invisibility (x2); 3rd- deeper darkness, dispel magic, inflict serious wounds, non-detection, prayer, suggestion; 4th- confusion, greater magic weapon, inflict critical wounds (x2), sending, spell immunity; 5th- cone of cold (x2), greater command, plane shift, slay living; 6th- harm, mislead, word of recall.

Possessions: *book of vile darkness*, +2 *chainmail*, +2 *large shield*, *amulet of the planes*, *heavy mace of spell storing (inflict serious wounds)*, *potion of cure serious wounds*, masterwork heavy crossbow, masterwork crossbow bolts, holy symbol, 60gp.

Acolytes, third (3): hp 24 (x4); see area 40 for complete statistics.

Trap. Should a character attempt to pick the lock of the door by placing their hands within the keyhole, a clasp will be released and he will have his hands trapped. He may remove his hands from the keyhole but the handclasps will remain. The handclasps are made of adamantite and are razor-lined as to stop anyone from breaking the iron chain. To free the rogue from these clasps they must place his hands on an altar of Tharizdun and unlock them with a sacrificial dagger. Without this the only way to remove them is to cast a *remove curse* or *dispel magic* cast outside the temple.

Trap: The altar is trapped and any who are not true worshipers of Tharizdun.

Slay Living: CR 2; *slay living*; Fortitude save (DC 17) or die, otherwise target suffers 3d6+18 points of damage.

44. Ancient Vault. *The basalt door to this room is locked and barred with an good lock. Inside this 30ft. by 40ft. black basalt room is torn to shambles. The floor is covered with char marks and piles of blackened bones. Piles of ancient equipment are piled along the southern wall. The western wall is covered with runes and what appears to be a vacant tunnel mouth. On the northern wall are two ancient lanterns made of brass. In between these lanterns is a large locked iron trunk.*

Creatures (EL 5): Should a character enter this room two allips will be summoned and will immediately attack until the party moves ninety yards from the room, or until destroyed. The allips will enter through the tunnel mouth.

Allip (2): CR 3; Medium-size undead (incorporeal); HD 4d12; hp 26 (x2); Init +5; Spd fly 30 ft. (perfect); AC 15; Atk incorporeal touch +3 melee; Dmg incorporeal touch 1d4 permanent Wis. drain; SA babble, wisdom drain, madness; SQ undead, incorporeal, turn resistance +2; AL NE; SV Fort +1, Ref +2, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18; MM/ 16

Skills and Feats: Hide +8, Intimidate +11, Intuit Direction +4, Listen +7, Search +7, Spot +7; Improved Initiative;

SA- Babble (Su): An allip constantly mutters and whines to itself, causing a hypnotic

effect. All sane creatures within 60 feet of the allip must succeed a Willpower save (DC 16) or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic, mind-affecting compulsion. Opponents who successfully save cannot be affected by the same allip's babble for one day.

SA- Wisdom Drain (Su): Those whose Wisdom is reduced to 0 by the allip become helpless until at least one point of Wisdom is restored.

SA- Madness (Su): Anyone targeting the allip with a mind-control or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of temporary Wisdom damage.

SQ- Undead: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, and disease; not subject to critical hits, ability damage, ability drain, energy drain, or death from massive damage.

SQ- Incorporeal: Harmed only by other incorporeal creatures, +1 or better weapons, or by spells, spell-like effects, and supernatural effects; 50% chance to ignore damage from corporeal source; passes through solid objects at will; always moves silently.

Treasure: Inside the large iron chest is a *wand of lightning bolt* (20), a *ring of protection* +2, a +1 *scimitar*, +1 *heavy crossbow quarrels* (9), a *scarab of death*, a +1 *small shield*, a +2 *throwing axe*, a suit of +2 *chainmail*, 1,009sp, and 59pp.

Finale. Should the characters escape the temple they will have to journey back to the Gnomish Vale to claim their reward. Along the way any escaped villains may be encountered, the DM should feel fit to detail these in any way he/ she feels fit. Laird Gwaylar will be overjoyed to see the return of the characters and any of their brethren. The folk of the Gnomish Vale will be incredibly shocked to learn of yet another dark temple within such dangerous proximity to their village. The gnomes may ask the PC's to stay and establish defenses in case of further attacks. If the PC's were particularly successful Laird Gwaylar may grant them a small grant of land outside the village with the possibility of future mining prospects. Each of the PC's will receive their full reward in gems, equipment upgrades, or enchantments. If any perished in battle then the remainder of the party is fit to distribute these funds as they will. Further adventure locales of interest in the area are the Forgotten Temple of Tharizdun and the Lost Caverns of Tsojcanth. Each of these adventures will have to be updated by the DM. Villains from this adventure may be used to further build upon these two classics. Perhaps a link between the two temples has been found. Perhaps they are the original collection points to the lost *Keys* of the *Artifact of All Evil*, an artifact said to release the imprisoned Dark God, or maybe the *Keys* are combined through the placement in separate temples. That once combined through these three thaumaturgic-triangle placed temples will invoke the Dark God to again wreck havoc upon Oerth.

Scaling the Adventure

Although this adventure is designed for 5th - 7th level PCs, the module can be modified other levels by increasing or decreasing the number of opponents and modifying the main villains. Here are a few general suggestions:

3rd to 5th level PCs: Run the adventure as written. Although 3rd - 5th level PCs will find the adventure more challenging than 6th-level PCs. Consider dropping the overall level of the NPC's and encounters between two thru five levels below the stated listing. Remove the bodak from

area 38 and replace the nightshade in area 42 with a bodak. Replace all trolls and ogres to orcs or goblins.

7th to 8th level PCs: Run the adventure as written.

9th to 10th level PC's: Run the adventure as written. Although 9th-10th level PCs will find the adventure slightly less challenging than 6th level PCs. Consider adding more ogres as well as upping the respective levels of the clerics and mercenaries to 3rd-level or above.. It is also recommended to increase the level of the major NPC's at least a level each to insure that they are up to par with the PC's added abilities. In addition, the nightshade from area 42 should have full access to all its abilities after the first round and will chase the PC's as far as area 36.

References: WGA4 The Forgotten Temple of Tharizdun, Artifact of Evil, World of Greyhawk box set, From the Ashes, Living Greyhawk Gazetteer, and Maldin's Map of the Yatils region.

The Ancient Temple

Gnome Vale

Yatils

Temple of Tharizdun

Craggy Dells

Vesve

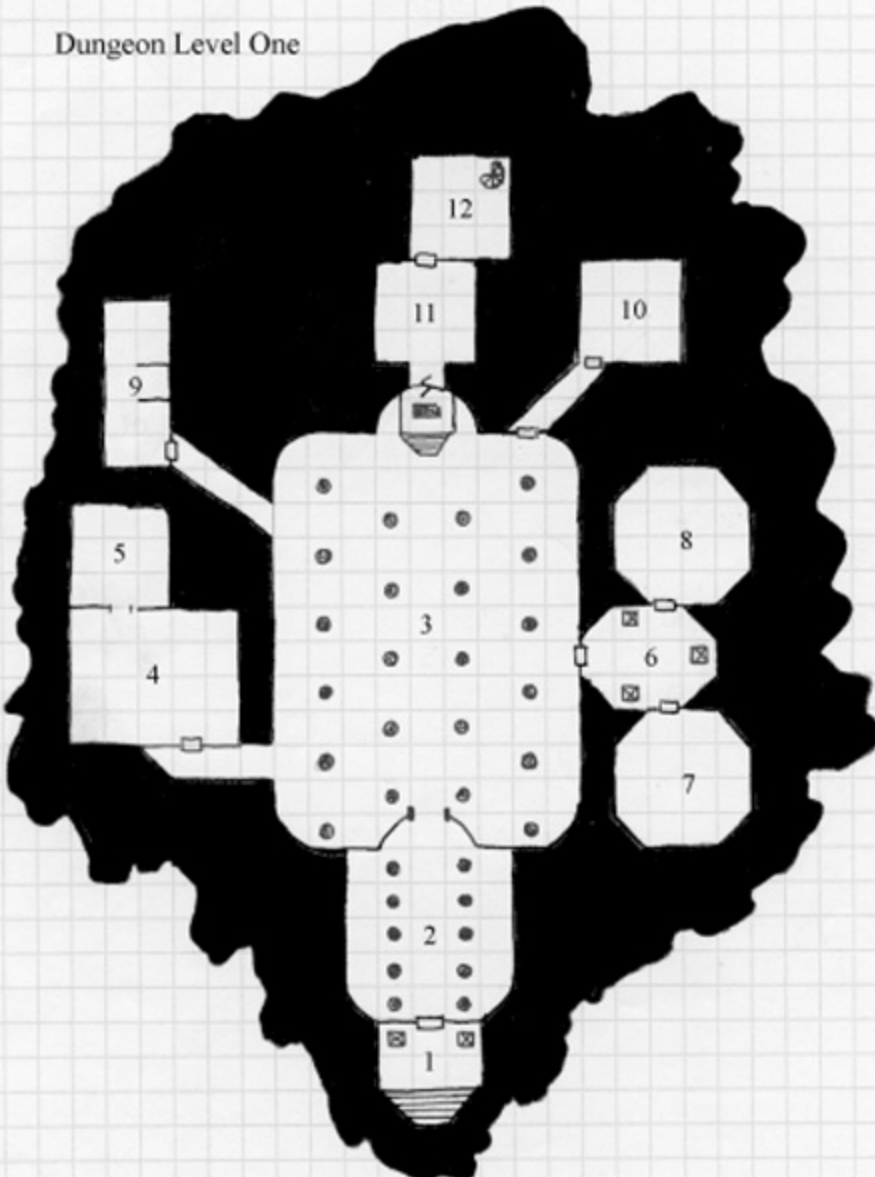
Forest

Caverns of Isojcanth

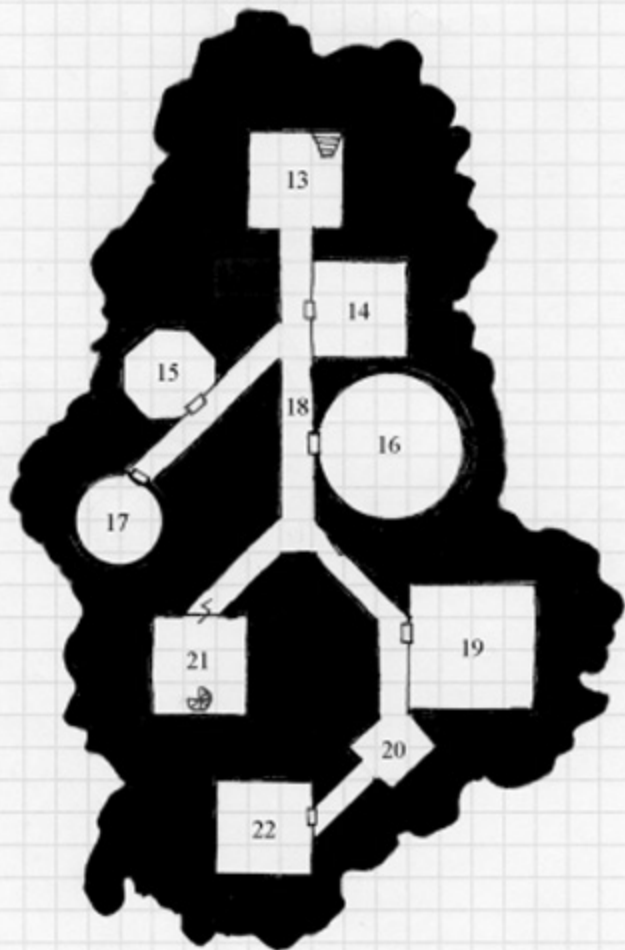
Ket

Highfolk

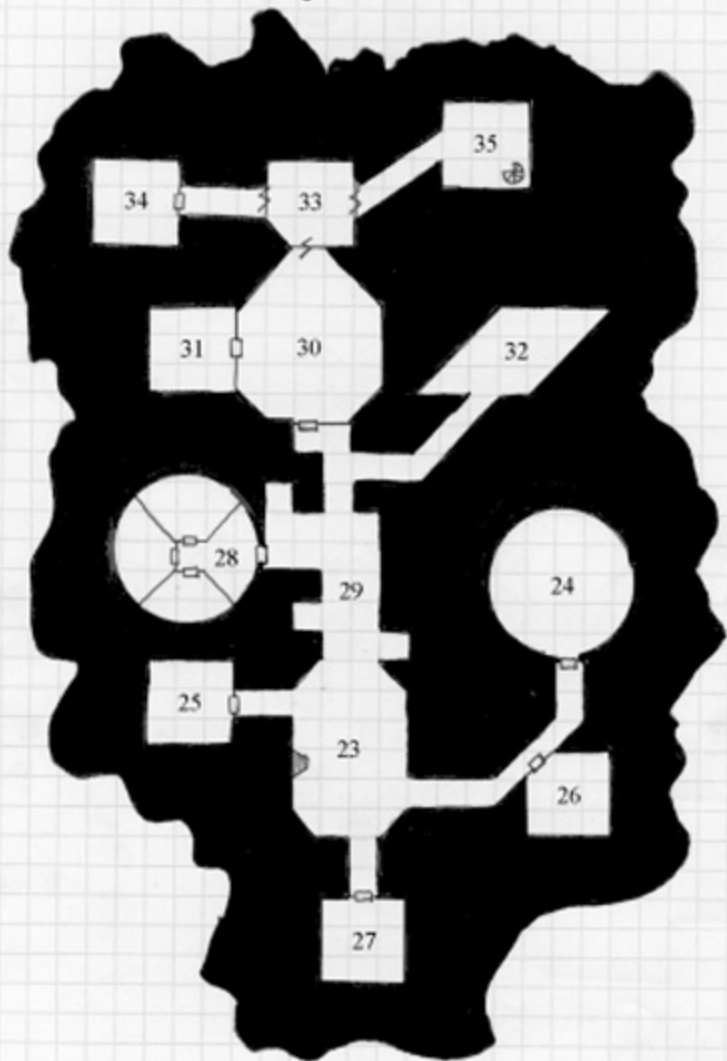
Dungeon Level One



Dungeon Level Two



Dungeon Level Three



Dungeon Level Four

