

# Sundered Faith

by Kevin Wilson

## FOR PUBLIC POSTING:

Last week, several laborers who were working to clean up the damage to our sewer caused by the recent earthquake have been found brutally murdered. Until further notice, citizens should stay clear of any sewer gratings, openings, or tunnels for their own safety. Do not allow children to play unattended in areas where such openings are known to exist.

The governor is assembling a group of interested persons to investigate these murders. Each member of the investigation team will receive 500 gp up front, with an additional 2,000 gp to follow upon a thorough and satisfactory completion of the investigation, provided evidence that the matter has been dealt with is presented to the governor. If you desire to join this investigation, please apply at City Hall.

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Requires the use of the  
Dungeons & Dragons® Player's Handbook,  
Third Edition, published by  
Wizards of the Coast®

*Sundered Faith is a d20 System adventure booster designed for 4-6 characters levels 6-8. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.*



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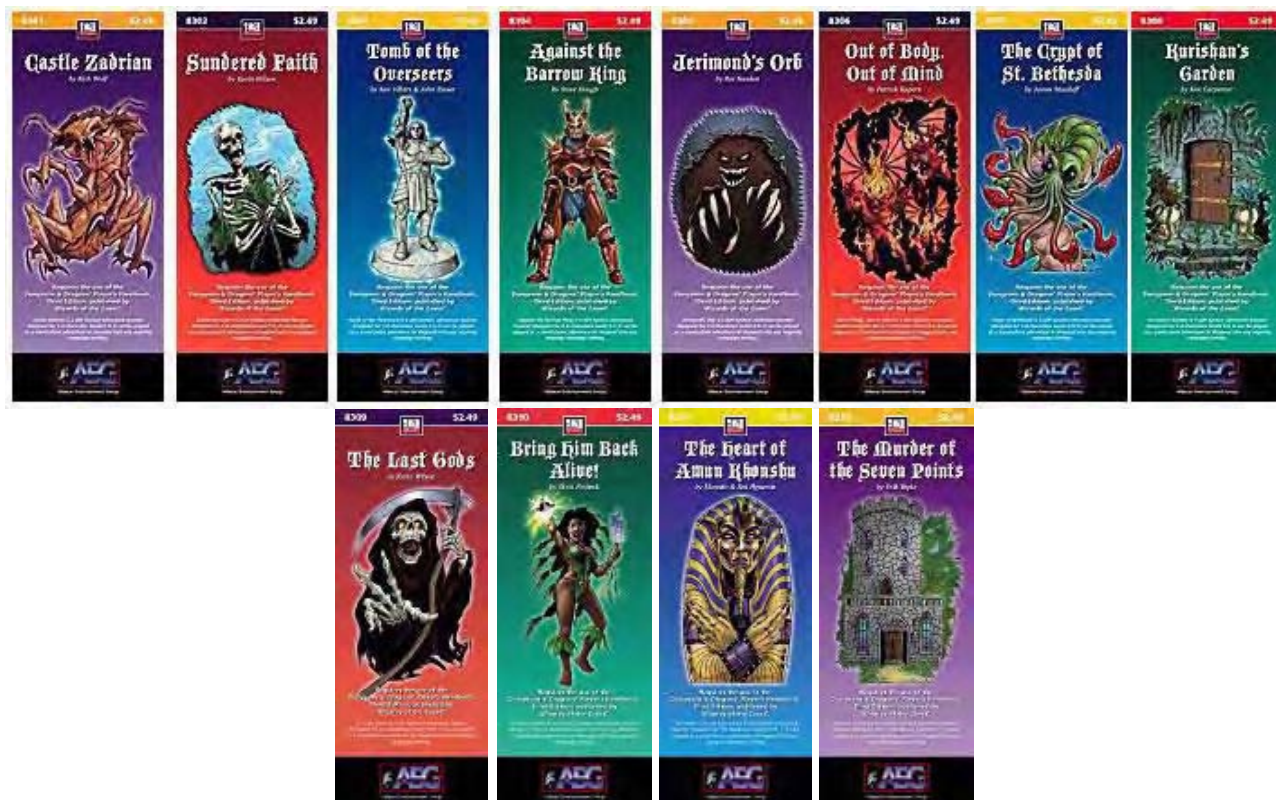


## how to Use This Product

This adventure is designed to be easily dropped into your existing 3rd edition D&D campaign. It can be run in a single session, and makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material, and you may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players in order to introduce them to the adventure. After that, you're ready to begin. Good luck!

## Dungeons and Dragons®

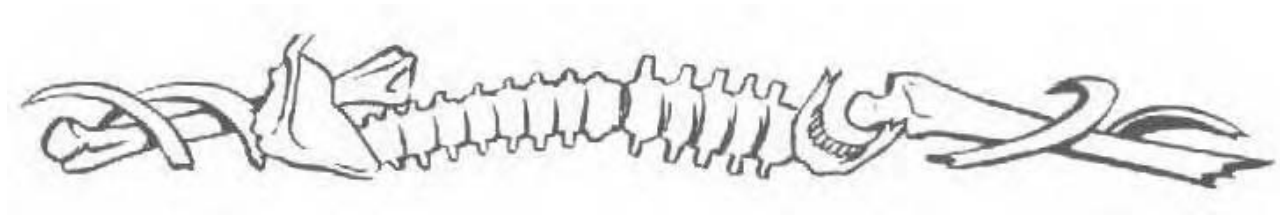
This module requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. You won't be able to run this adventure without it.



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## DM Background

This adventure is intended for a party of four to six heroes of levels 6-8 and can be inserted into any existing campaign. It takes place in a fairly large city, one large enough to have a complicated sewer system. Recently, some sewer workers have been torn apart beneath the city, and the governor of the city is in a panic, desperate to find out what's stalking the depths of his fair town.

The grim reality of the situation is that a small earthquake that recently hit the town opened up a connection between the sewers of the city and an old, abandoned temple. This temple, built deep beneath the earth, is dedicated to Azrael, a god worshipped by the undead. (Alternatively, you can use any other god of the undead that you like.) Undead are slowly but steadily pouring out of the temple and making their way into the sewers above. Unless something is done, they could eventually threaten the city itself.

The governor, although unaware of the undead, has offered a reward of 2,500 gp (500 up front and the rest upon delivery of proof that the problem has been handled) for each person willing to go into the sewers and deal with this situation. Characters who successfully complete this mission earn the governor's respect and may be hired to handle other tasks as well.

The adventure begins with a brief interview between the characters and the governor's aide, who simply assures himself of the characters' competence and advises them on how he feels they might best deal with the difficulties of adventuring in the city's sewers.

The next part of the adventure takes place in the sewers themselves. The cramped quarters of the sewers complicate the characters' progress as they fight off some undead before a collapsing floor dumps them into an underground lake.

In the lake is a cave wurm, an enormous undead snake that served as the guardian for the temple back when it was still in use. The characters are most likely forced to retreat into the temple proper.

With many of their light sources broken in the fall, the characters learn that magical light doesn't work in the temple, and magical healing is only barely effective. Worse, the undead that haunt the temple can't be turned or warded away. In the meantime, the heroes' few surviving sources of light are being used up at an alarming rate, and they must hurry to defeat the undead before they're left alone in the dark with them.

Eventually, the characters come to realize that the temple is creating more undead periodically, and they must seek out and destroy the temple's altar, which is the source of this plague. After doing so, they discover the way out, a narrow shaft leading back up to the sewers and out of this nightmare.

## Character hooks

Should the characters ignore the reward offered by the governor, have them witness firsthand the results of their inaction. When they are walking down the street, a ghoul charges into a nearby group of playing children and begins trying to carry off one of them: a little boy. If the characters do not act, the boy is pulled into the sewer, where he is loudly and horribly killed by the ghoul.

If the characters still do nothing, simply continue the sporadic attacks by the undead from the underground temple, possibly even having a wight accost one of the characters in her room at the inn. Eventually, they should take the hint.

## Scaling the Adventure

The easiest way to increase or decrease the difficulty of this adventure is to modify the effects of the Curse of Azrael. Allow healing magics to have a greater effect or no effect at all. In addition, increasing or decreasing the area affected by the curse can greatly alter the adventure. If even the entryway and the lake are affected by the curse, the adventure becomes much more difficult, while if it only affects the center wing of the temple, things become much easier.

To accommodate very low-level parties, send an NPC or two into the sewers with them, to provide needed backup and targets for the really powerful undead to attack other than the heroes.

## Part 1: The Interview and the Sewer

Wherever the players are in the city, a city official walks up nearby and posts a notice. When they examine it, show them the back cover of this adventure.

If the heroes go to City Hall, they find a noticeable lack of other volunteers (unless you've added an NPC or two to help them out). They don't have to wait long until they are quickly taken before the governor's right-hand man, his aide, one Johann Gold. Read the following text to the players aloud:

"It's a tragic thing, really. Some of those men who were killed were friends of my family. I helped one or two of them get their positions. Worse, the whole city's on alert until something's done about this. What the governor needs you to do is to go down into the sewers, find out what's been killing our men, and put an end to it, whatever it is. Just bring me back proof of your success, and I'll pay you the balance of your fee."

The players may be able to talk Gold into increasing their fee up to as much as 3,500 gp apiece, but he tries to keep most of the payment on the tail end, after they've completed the mission. Gold doesn't want them skipping town with a substantial portion of the city's treasury, after all. Once terms are agreed upon, and the characters are ready to go, Gold gives them their advance and this last bit of advice before turning them over to a page named Jeremy who takes them to the sewer entrance.

"Just so you know, the sewers are rather narrow, so I wouldn't take any weapons that need a great deal of room to be used. I would also stock up on torches and lanterns before you go. It's a terrible thing to be lost in the dark down in the sewers."

Jeremy then takes the heroes to a sewer opening just on the outskirts of town. Read the players the following text:

The page leads you to a foul-smelling opening on the edge of town. A 5-foot-diameter clay pipe leads into the side of a hill. The interior of the pipe is pitch black, and a stream of some unknown foulness trickles out of its mouth. The page bids you good luck and turns to leave.

The characters may stop Jeremy and chat with him, but he doesn't know much about what's going on. However, he's useful should they want someone to run errands for them before they go in, or if they need someone to meet them here at a prearranged time. Other than that, the heroes are now on their own.

## Dungeon Features

Adventurers who go into the sewers unprepared are in for a rude awakening. The sewers are narrow and circular, only 5 feet in diameter. This means that not only does the party have to travel in single file, but any tall members of the party must stoop over to walk too. Any character who has to fight while stooped over is at -1 to all attack rolls.

Because of the tight quarters, blunt or slashing weapons larger than Small size must be used as piercing weapons. When used in this manner, they only inflict half damage.

Lastly, there is no map provided for the sewers. Wandering through a maze can be particularly unexciting for players, so just allow them to make a few turns between each encounter — just enough to give them the feel of a maze without actually forcing them to navigate one. Proceed through the following three encounters in order, and after "The Temple Guards" (#3), the characters are dumped into the next segment of the adventure.

### 1. Small Chamber

As you squeeze through the narrow confines of the sewer tunnel, you hear splashing noises from around the corner up ahead to your right.

A group of four ghouls are feeding on an old rotting corpse in a small (10' by 10' square) chamber. They attack the players once they see them, and they position themselves to take advantage of the wider area the chamber provides them to fight in while they keep the characters penned in the narrow tunnel.

The corpse the ghouls were feeding on has two torches wrapped in oilcloth in its backpack. If left wrapped, these torches stay dry even if immersed in water. Up to three more torches can be added to the oilcloth bundle.

## 2. Pursuit

As you approach another small chamber, you hear loud splashing noises approaching you from behind.

As the characters reach another 10' by 10' square chamber, they are accosted by a gang of ghouls led (from the rear) by a ghast. The creatures have tracked the heroes from their previous encounter. They try to force their way into the chamber by brute force, the ghouls single out any elves in the party for its attacks.

One of the ghouls has a 60 gp black pearl in a rotting pouch dangling from its side.

**Ghouls (4):** CR 1; SZ M (undead); HD 2d12; hp 18, 16 (x3); Init +2 (Dex); Spd 30; AC 14 (+2 Dex, +2 natural); Atk: bite +3 (1d6+1, paralysis), 2 claws +0 (1d3, paralysis); SA paralysis (DC 14, 1d6+2 minutes, elves are immune), create spawn; SQ undead, +2 turn resistance; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16; AL CE. Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Feats: Multiattack, Weapon Finesse (bite).

**Ghast (2):** CR 3, SZ M (undead), HD 4d12; hp 28, 26; Init +2 (Dex); Spd 30; AC 16 (+2 Dex, +4 natural); Atk: Bite +4 (1d8+1, paralysis), 2 claws +1 (1d4, paralysis); SA stench (within 10', Fort save, DC 15, or -2 to attacks, saves, and skills for 1d6+4 minutes), paralysis (DC 15, 1d6+4 minutes, elves are not immune), create spawn; SQ undead, +2 turn resistance; SV Fort +1, Ref +3, Will +6; St 13, Dex 15, Con —, Int 13, Wis 14, Cha 16; AL CE. Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. Feats: Multiattack, Weapon Finesse (bite).

## 3. The Temple Guards

The corridor opens up ahead into a room with a wooden floor, revealing the scene of a slaughter. The corpses of several sewer workers are laying around the room, next to an overturned table and several broken chairs.

The room is 20' by 30', with an overturned table, some broken chairs, and 10 corpses. This area is relatively clean, and it probably served as a headquarters for the sewer workers. If the characters enter the room, the corpses of the sewer workers animate and attack them, the rickety wooden floor creaking under their feet. There is no treasure here.

Sometime during this encounter, when it seems the party has won, the floor pops ominously and then gives way (Dexterity check, DC 30, to leap clear), dumping everyone in the room into a tight tunnel filled with roaring water. They are shot along and dumped into the lake (see #4).

Should the heroes escape the temple without destroying the altar, the next time they pass this way the zombies have been replaced.

**Zombies (10):** CR 1/2, SZ M (undead), HD 2d12+3, hp 16 (all); Init 1 (Dex); Spd 30; AC 11 (-1 Dex, +2 natural); Atk: Slam +2 (1d6+1); Face 5 ft. x 5 ft.; Reach 5 ft; SQ undead, partial actions only; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1; AL CE. Feats: Toughness.

## Part 2: The Lake & the Temple of Azrael

The heroes find themselves unceremoniously dumped into an underground lake. If only a few of the heroes fell into the watery chute, the rest have to determine how much they value their lives of their friends. There is no chance of the heroes following their friends by any other way than leaping into the chute, which is several hundred feet long.

### Dungeon Features

The Temple of Azrael has been specially corrupted to be more attractive to undead. This has several effects on magic used within its confines (locations #6-17, and #5, past the seal), particularly priest magic.

- 1) All healing spells, potions, items, and so on used here automatically have the least possible effect. For example, a spell that heals 1d8+1 hp only heals 2 hp.

- 2) All forms of magical light or illumination that enter or are cast within the temple are automatically extinguished and dispelled.
- 3) All effects that specifically target evil or undead creatures, such as protection from evil, detect evil, or invisibility to undead, are negated within the temple.
- 4) All attempts to turn undead automatically fail. Instead, each undead facing the character trying to turn it suffers damage equal to the maximum level of undead affected by the turning. Thus, if a cleric's turning check determines that she can turn undead of up to 5 Hit Dice with this attempt, each undead facing her suffers 5 hp of damage.

#### 4. The Lake

This enormous lake is dimly lit from above by glowworms clinging to the ceiling, which is at least 50' above you. A waterfall of filth is pouring into the lake from the hole in the ceiling you fell from, and off to one side you can just make out a sandy shore and a narrow opening leading into darkness.

This cavern is mostly filled with an underground lake, averaging 20' in depth. The ceiling is 60' up, and the walls are smooth limestone, slick from the waterfall (Climb check at DC 30 to scale). However, even if the characters reach the hole they came out of, the force of the sewage shooting out of it makes it impossible to go back the way they came. A character who manages to gather some of the glowworms can use them as a very poor lightsource that illuminates a 5' area.

When the characters are first dumped into the lake, the water cushions their fall, but any light sources they are carrying have a 5 in 6 chance of breaking or becoming fouled in the process (unless wrapped in oilcloth or similarly protected). In addition, the characters may need to dump armor and other heavy objects in order to avoid drowning. Roused by their struggles in the water, the cave wyrm will rise out of the water and begin attacking, starting first with any zombies that are still moving, thus giving the characters a chance to make it to shore.

Once the characters are inside the Temple, the cave wyrm will not attempt to follow them unless they enrage it, in which case it will bash through, and ride a wave of sewage into #11, where it will enter the fissure and leave the area.

There is a suit of *+1 full plate armor* (worth 2,650 gp) and a rotting leather pouch containing 400 gp lying at the bottom of the lake where "X" is marked on the map. Both are covered in algae, so a Spot check (DC 15) is needed to see them through the murk, assuming the characters have some sort of light and the time to leisurely search the lake. See Appendix for complete **cave wyrm** statistics.

#### 5. The Entryway

This hallway stretches on as far as you can see. It is clearly man-made, with smoothed walls and a cobbled floor. The floor has a huge bronze seal depicting a scythe set into it.

This area is the only entrance to the Temple of Azrael. The Seal (hardness 10, hp 120) marks the borders of the Temple, and once the characters step on or past the seal, they are subject to the curse's effects while inside. If you are using a god other than Azrael, you should replace the scythe on the seal with your god's symbol.

If the characters somehow lead the gray ooze from location 9 to the Seal, it consumes the metal, breaking the curse, but setting off a 4d6 fireball centered on its location.

**Zombies (7):** CR 1/2; SZ M (undead); HD 2d12+3; hp 16 (all); Init -1 (Dex); Spd 30; AC 11 (-1 Dex, +2 natural); Atk: Slam +2 (1d6+1); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ undead, partial actions only; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1; AL CE. Feats: Toughness.

The zombies advance slowly towards the characters, making sure to stay within the protective barrier of the Temple's Seal. If the characters explore the left or right wings for more than an hour or so, then when they return, the zombies here will have been replaced by the Temple's altar.

#### 6. The Crossroads

The passage ends in a three-way intersection here. To your left and straight ahead are sets of bronze double doors, each held closed by a smaller version of the seal you saw earlier. To your right, the earth has sagged down about 10 feet, and there is another set of bronze double doors down in the depression.

Treat the bronze doors as if they were made of iron (Hardness: 10, hp 60, Break DC 28). The seals on them keep the doors magically closed, but they are easily destroyed with a little brute force. One wight is hiding down each of the left and right passages. When the heroes enter intersection, the wights attack.

## Section A: The Left Wing

The far end of this wing has collapsed, and no amount of digging or searching reveals anything of use there. The monsters in this wing ignore fights in other rooms.

### 7. Enchanted Sword Room

This 20' by 20' room contains a large, magical circle inscribed into the floor. A short sword lies in the center of the circle, glowing faintly. A large, wooden table and a chair can also be seen near the circle. The table is covered in sheets of vellum with some writing on them.

**Wights (2):** CR 3; SZ M (undead); HD 4d12; hp 30, 26; Init +1 (Dex), Spd 30; AC 15 (+1 Dex, +4 natural); Atk: Slam +3 (1d4+1 and energy drain); Face 5 ft. x 5 ft.; Reach 5 ft.; SA energy drain (living creatures make Fort save (DC 14) or lose 1 level), create spawn (in 1d4 rounds, humanoid killed by wight becomes a wight controlled by killer); SQ undead; SV Fort +1, Ref +2, Will +5, Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 14; AL LE. Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8. Feats: Blind-Fight.

This room was once used for magical research, but it was abandoned suddenly when the inhabitants fled the city years ago. The wizard working here has left behind his research notes on the table, and a Spellcraft check (DC 15) made while examining them explains how to finish the sword's enchantment, as described below. The notes also warn against touching the sword before the enchantment is completed.

Sitting on the table is an arcane scroll of *shocking grasp* (at 1st level), while concealed inside one of the table legs (Search check, DC 20) is a *wand of shocking grasp* with 16 charges. The command word, "Tempus," is carved into the bottom of the table.

In addition, the sword in the protective circle is an almost-finished *+1 short sword*. To complete it, a 0- or 1st-level arcane spell with a target of "You" or "One Creature" must be cast while standing in the circle, and then the caster must name the blade. The sword then not only acquires its full +1 enchantment, it also gains the ability to cast the spell cast into it, once per day. If the spell's target was "You," the sword-cast spell automatically affects the wielder when used, otherwise it affects the next creature touched with the sword's blade. Touching the blade before this procedure is performed destroys the enchantment on the sword.

### 8. Ghoul Pen

The walls of this room are stained with blood and gore, and there is a pile of well-chewed bones in one corner.

The priests of the temple used to keep ghouls in this room for use in repelling invaders. They would feed the remains of their sacrifices to the beasts to keep them docile. Three **ghouls (hp 19, 15, 12)** have managed to survive to the present day, although they are quite hungry and fierce, attacking anyone who opens the door.

One of the ghouls is wearing a 90 gp cloak made of golden cloth. It's currently filthy, but it could be cleaned up. If sold as-is, it's only worth 5 sp. Hidden under the pile of bones is a small (unlocked and untrapped) chest containing 200 gp.

### 9. Natural Crevice

This room looks to have been damaged recently. There is a small hole in the ceiling here, about 4 feet in diameter, that leads upwards. Water has pooled at the base of the opening, apparently draining down from above. Rubbish lays scattered around the room.

The opening in the ceiling narrows to a mere 6 inches in diameter after climbing for 15 feet, making escape via this route impossible without the ability to shrink in size. Even if the characters possess that ability, the opening leads into a maze of tunnels that could disorient anyone.

The puddle of water is oddly free of any debris (Spot, DC 15). It is, in fact, not water at all. Instead, it's a gray ooze that entered the temple through the hole in the ceiling. The creature is fairly docile for its species and happily follows a trail of metal to another location, such as the entryway (#5). However, the characters shouldn't get too comfortable with it, as the ooze eagerly devours anything placed near it.

Three gems lay hidden in the rubbish around the room: a 12 gp polished agate, a 30 gp cut rose quartz, and a 50 gp polished onyx.

## Section B: The Right Wing

This portion of the temple has settled and flooded due to the recent earthquake. Characters without water breathing capabilities may find themselves in a great deal of trouble if they attempt to explore this area.

### 10. Recessed Doors

The bronze double doors here seem to be bowed outward, and a tiny trickle of water has seeped out from underneath.

These doors are under tremendous strain from the water on their other side. The magical seal on the doors is the only thing preventing them from bursting open.

Trap: If opened, the doors disgorge a blast of water, slamming anyone in this location up against the wall. If the doors are opened, the recessed area is filled with 8 feet of water.

### 11. Main Underwater Chamber and Fissure

This chamber is mostly underwater, except for a small gap at the surface where some air has been caught. Under the surface, you can see a black fissure that descends deep into the earth. In addition, there is a small opening in one wall that appears to lead to another room.

**Gray Ooze (1):** SZ M (ooze), HD 3d10+10; hp 20; Init 5 (Dex); Spd 10; AC 5 (-5 Dex); Atk: Slam +3 (1d6+1 and 1d6 acid); Face 5 ft. x 5 ft.; Reach 5 ft.; SA improved grab (hit with slam permits constrict), acid (1d6 damage with hit), corrosion (with hit, 40 points of damage to wood and metal; Reflex save (DC 19) or armor and clothing or metal or wooden weapon destroyed, stone unharmed), constrict (does automatic slam and acid damage with a grapple check; victim's armor and clothing now makes the Reflex save at DC 23); SQ blindsight, cold and fire immunity, ooze, camouflage (Spot check, DC 15); SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16; AL CE. Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7. Feats: Multiattack, Weapon Finesse (Bite). CR 1.

**Water Trap:** CR 5; no attack roll necessary (6d6); Search (DC 20); no way to disable.

This water here is 10 feet deep at the edges of the room, with the fissure descending another 200 feet before opening up into the water table. Characters attempting to escape this way should be prepared to travel underwater for several days. There is 1 foot of air caught at the top of the room, enough to breathe for 60 man-minutes. The opening leading into the underwater skeleton room (#12) used to have a door, but it was torn from its hinges by the flooding water.

There is an 80 gp chunk of polished pink coral lying on the floor of the room near the fissure. It requires a Spot check (DC 15) to notice.

If the cave wyrm enters, it dives through the fissure, only to emerge later in a major body of water. The governor, if he later hears the characters describe the wyrm, will want them to do something about the monster they "released."

### 12. Underwater Skeleton Room

It appears some poor souls were left here to die when the area flooded. Now reduced to mere skeletons, they are shackled to the floor with heavy chains, although several of them are wearing jewelry. There are only a few inches of air caught at the top of this area.

This room was a prisoner holding area. The victims-to-be were allowed to keep their jewelry because the priests simply didn't care about it until the prisoners were sacrificed. When the cell flooded, the prisoners drowned. Now they have become skeletons who exist only to drag others into this watery grave. There is enough air at the top of this room to breathe for 15 man-minutes, but anyone doing so is dangling her legs within reach of the skeletons below.

The **six skeletons (hp 6 each)** here attempt to grapple any character foolish enough to come near them, such as a character attempting to remove the jewelry they are wearing. The skeletons then attempt to hold and drown the character.



The skeletons are wearing the following jewelry: a silver *ring of jumping*, a 50 gp polished bloodstone and silver neck lace, a 60 gp pearl and silver ring, and a 500 gp large black pearl and gold ring. Concealed beneath its tattered clothing, one of the skeletons has a pouch containing 230 gp.

## Section C: The Center Wing

This is the main area of the temple. There are a number of doors down this corridor, which ends in one big set of double doors. The undead in these rooms (#13-17) ignore combat going on in other rooms. However, opening the double doors, or triggering the shrieker in the shrieker closet (#15) causes all of them to come out of their rooms and attack en masse.

### 13. Place of Worship

Wooden pews are scattered around this room, and a small offering chest sits on a pedestal at its far end.

**Skeletons (6):** CR 1/3, SZ M (undead), HD 1d12, hp 11 (x3), 9 (x3); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 natural); Atk: 2 claws +0 (1d4); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ undead, immunities (cold, half damage from piercing and slashing); SV Fort +0, Ref +1 Will +2; Str 10 Dex 12, Con —, Int —, Wis 10, Cha 11; AL N. Feats: Improved initiative.

This was once a place of worship for the followers of Azrael, where they would gather to hear the words of the lesser priests. When the temple fell, many believers chose to stay and take poison rather than flee. Azrael rewarded their loyalty by transforming them into undead. There are eight **zombies (hp 16 each)** and six **skeletons (hp 7 each)** here.

Inside the chest are 500 gp and three potions: a *potion of enlarge* (at 5th level), a *potion of aid*, and a *potion of blur*.

### 14. Priest's Quarters

Two rotting beds dominate this room. There are also two old trunks, one at the foot of each bed.

The beds are rotten to the core, and any weight placed upon them causes them to collapse. As for the trunks, they contain some old, black robes and some coarse linens. There are also two wights here, crouched behind the bed. They leap to the attack as soon as someone enters the room.

Concealed in a hidden compartment (Search, DC 20) in the floor underneath the eastern trunk are 600 gp and a divine scroll of *aid* (at 3rd level) and *inflict moderate wounds* (at 3rd level).

### 15. Shrieker Closet

This small room turns out to be little more than a closet, mostly filled with a large, purplish fungus.

The outside of the door to this room is crudely engraved with a drawing of a candle. As soon as the door is opened, if the party is using any source of light, the shrieker inside begins to shriek, attracting all the undead remaining in the entire wing (#13-17). Originally, the shrieker was used as an alarm system for the temple, and the undead have provided it with enough sustenance to carry on in this capacity.

### 16. Monk's Cells

This large stone room is barren and divided into smaller rooms, each devoid of even the most basic comforts. These were probably used as meditation chambers originally.

Kneeling in Cell A is a **wight (hp 31)** wearing *+1 studded leather armor* (worth 1,175 gp). When anyone disturbs the creature's "meditation," it attacks, followed by five **skeletons (hp 8 each)** who pour out of the other cells here. In addition, it has 70 gp and an 80 gp piece of carved amber in a rotting, leather pouch it is wearing.

## 17. The Altar Room

This large, circular room is sloped upwards towards the middle, where a large dias displays an elaborate altar made of onyx. Pinned to the altar with a sword is a desiccated corpse. Beyond the altar, a fissure in the wall can be seen leading upwards.

As soon as the characters enter this room they are attacked by the spectre of the Temple's old priest. When it fell, the priest cried out to Azrael to protect the Temple, and drove a sword through his body and into the altar, sacrificing him self and pinning his corpse in place.

The fissure leads back to the sewers below the city. Here, after a turn or two, the characters find themselves back where they fought the second group of ghouls (#2). From there, they can follow their own map back to the surface.

The altar takes the form of a large onyx chest, and is the source of the undead plaguing the sewers. Every hour, either 1d8 zombies (50% chance), 1d4 ghouls (40%), or 1 ghastr (10%) is generated by it. These undead appear on the dias, then either go out to take up guard positions in the Temple or climb up the fissure to roam the sewers above.

In order to destroy the altar, the characters must first slay the spectre, then remove his corpse from its current position. Next, a character of at least 5th-level must first *bless* and then direct a turn undead attempt at the altar. When this is completed, the altar will split down the middle and cease to function. Any remaining undead in the area (except the cave wyrm) will crumble to dust.

If the characters leave without first destroying the altar, the plague of undead will continue. Should they return to try again, restock the temple with a new assortment of undead appropriate to the party's level.

Opening the altar triggers a glyph of death. The glyph only affects the character who opened the altar.

There is a golden scythe sitting on top of the altar worth 1,100 gp, while inside the altar itself is 1,350 pp, 2,000 gp, and *Perditor Mortua*, a silvery maul (see the Appendix).

**Shrieker:** CR 1; SZ M (plant); HD 2d8+2; hp 11; Init -5; Spd 0; AC 13 (+3 natural); Atk: —; Face 5 ft. x 5 ft.; Reach 5 ft.; SA shriek (Move or light within 10 feet causes shrieking for 1d3 rounds); SQ plant; SV Fort + 4, Ref —, Will -4; Str —, Dex —, Con 13, Int 1, Wis 2, Cha 1; AL N.

**Glyph of Death:** CR 10; no attack roll required (Death); Fortitude Save (DC 18) reduces to 3d6+15 damage; Search (DC 30); Disable Device (DC 30).

**Spectre (1):** CR 7, SZ M (undead, incorporeal), HD 7d12; 60 hp; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40; fly 80; AC 15 (+3 Dex, +2 deflection); Atk: incorporeal touch +6 (1d8 and energy drain); SA energy drain (living creatures lose 1 level, make Fort save (DC 15) or lose another level); create spawn (in 1d4 rounds, humanoid killed by spectre becomes a spectre controlled by killer); SQ undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; SV Fort + 2, Ref + 5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15; AL LE. Skills: Hide + 13, Intimidate + 12, Intuit Direction + 10, Listen + 13, Search + 10, Spot + 13. Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

## Concluding the Adventure

When the characters return to the Governor's Aide, he will demand proof of their success. A convincing story along with showing him an item from the Altar Room (*Perditor Mortua*) will convince him and he will pay them the balance of their fee.

If the characters fail to destroy the altar the first time around, then they may need to arrange a return trip to do so. On the other hand, if they let the cave wyrm escape, then the Governor may rope them into a naval expedition to kill the beast.

## New Magic Item

### *Perditor Mortua*

This +1 silvery mithril maul is embossed sigils on the head that translate to its literal name: "Destroyer of the Dead." The maul is only usable by a non-evil character who can turn undead. No other character can pick it up or wield it. It is unusual in that its powers are dependent upon its wielder's level. As its wielder gains power, so does the maul.

The wrappings around the maul's handle are made from mummy wrappings, and the loop of hair tied to the base of the handle was taken from a necromancer. The process used to create the maul has been lost to antiquity.

**Burn Undead:** The maul has a +2 bonus to attacks and damage when used to attack undead. In addition, undead killed by this weapon burst into flames and burn to ashes, never to rise again.

**Detect Undead:** Twice per day, the wielder can cast the spell detect undead.

**Invisibility to Undead:** Upon reaching 10th level, the wielder of the maul may cast invisibility to undead on himself, once per day. +3 vs. undead.

**Immunity to Energy Drain:** Upon reaching 15th level, the wielder of the maul is immune to level loss due to energy draining effects from undead. +4 vs. undead.

## New Monster

### Cave Wyrms

#### *Gargantuan Undead*

A cave wyrm resembles an enormous (80 to 100-foot long) albino snake. Its eyes are permanently sealed shut by flaps of skin that have grown over them. Its fangs drip with a green poison that reeks of rotting flesh and hisses where it strikes the ground.

Cave wyrms are created by placing the blood of at least 200 sentient creatures inside an enormous iron vat. The creator then prays to Azrael, using several foul, nearly forgotten rites. The cave wyrm then rises up out of the vat, absorbing the blood into its body as it does so. The cave wyrm always obey its creator's commands until the orders are countermanded by the creator. Otherwise, the cave wyrm continues following its last orders until destroyed.

### Combat

Cave wyrms are not particularly intelligent, but they have a terrifying bite that delivers a magical poison that rots the victim from the inside out.

**Poison (Su):** Anyone bitten by a cave wyrm must make a Fortitude saving throw (DC 18) or take 1d4 points of permanent Constitution damage as the poison races through his system, rotting away at his internal organs. A victim who dies from this poison seems to turn into a rotted corpse and collapse right before his friends' eyes. This poison loses its potency upon the cave wyrm's death.

**Damage Reduction (Ex):** 15/+3. A Cave Wyrms ignores the first 15 points of damage dealt from weapons of +2 enchantment or less.

**Undead:** A cave wyrm is immune to poison, sleep, paralyzation, stunning, disease, and necromantic effects. It is also immune to charms, compulsions, phantasms, morale effects, and critical hits. Attacks that require a Fortitude save have no effect on a cave wyrm unless the attack affects objects.

**Skills:** Cave wyrms have a +7 racial bonus to Listen checks.

Hit Dice: 16d12 (104 hp) Initiative: -2 (-2 Dex) Speed: 30 ft., swim 30 ft. AC: 12 (-2 Dex, -4 Size, +8 natural)  
Attacks: Bite melee +15 Damage: Bite 2d8+ 15 plus poison Face/Reach: 10 ft. by 10 ft./10 ft. Special Attacks: Poison  
Special Qualities: Blindsight (120 ft.), damage reduction 15/+3, undead Saves: Fort +4, Ref +2, Will +7  
Abilities: Str 32, Dex 7, Con —, Int 2, Wis 7, Cha 15 Skills: Intimidate +8, Listen +9 Feats: Power Attack  
Climate/Terrain: Underground Organization: Solitary Challenge Rating: 9 (12 in the conditions it's encountered under in this adventure) Treasure: None Alignment: Always chaotic evil Advancement Range: 17—30 HD (Gargantuan)

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# The Temple of Azrael

