

SF 5

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— Adventure 5: Eclipse of the Hearth —

By Gary Schotter & Jeff Harkness

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This book is dedicated to the memory of Dustin “Lanky” Ray Cook, 1985-2009.

Special Thanks

Jeff would like to dedicate this book to Tammy, Kaitlyn and Alyssa. Gary would like to dedicate this work to Christina, Brooklyn, Kaden and Amberlyn. We also want to thank Greg Wilson for his wisdom and advice in solving many dilemmas and game mechanics issues.

And a special dedication to the 32 PCs who lost their lives during playtesting.



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**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Splinters of Faith

— Adventure 5: Eclipse of the Hearth —

By Gary Schotter & Jeff Harkness

PCs travel to a temple overrun by a gnomish army. Deep within the ziggurat's depths, a "demigoddess" awaits amid traps left by a cult of Set. This adventure is for PCs of 5th to 7th levels.

The desert sand burns with the midday heat, the land absorbing and radiating the sun like a furnace. Broken ruins rise out of the shifting dunes, stone skeletons of man's attempts to conquer this forsaken place. Paving stones decorated with symbols of the sun appear and vanish underfoot in the ever-swirling grit.

Rising tallest among the crumbling ruins is a true monument to faith and devotion. The six-sided pyramid rises 300 feet into the shimmering air, steep stone steps marking a path up its stone slopes. A dark globe sits atop the structure, a pinpoint of blight against the sky.

Even from here, the ziggurat looks worn down by the ages, its stones darkened with abuse and neglect.

One can only imagine the radiance of the ziggurat in its prime ...

Seraph

Location: Dry grasslands, savannah

Nicknames: The Sun Shrine, Ziggurat of Arden

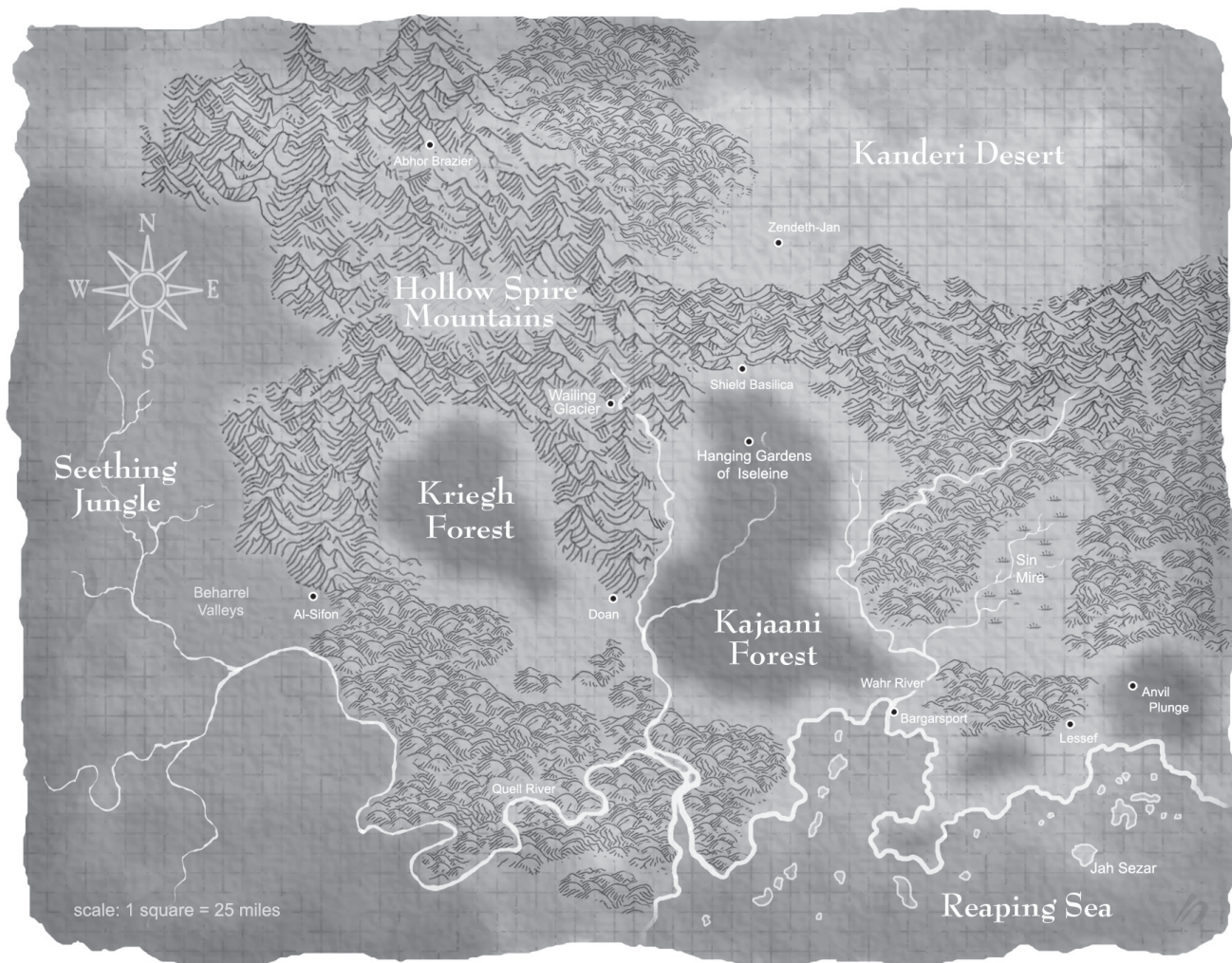
Deity: Arden, god of the rising sun

Leader: Shah Rasalt, Lawful Cleric 12

Servants: Sun priests (Cleric 6-7), Radiants (Cleric 3-5), Golden Followers (Cleric 1-2), Fires of Arden (Paladin 3-7)

Dress: Worshippers dress in loose silk robes, preferring golds, reds and oranges. Many wear elaborate headdresses of gold encrusted with jewels.

Unique characteristic: Seraph is a ziggurat rising from fertile grasslands. A crystal sphere atop the temple burns day and night with the light of the sun.



How to Use This Adventure

This adventure is part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy the reawakened death-priest Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*). In addition, some of the gods and deities mentioned in this adventure can be found in a free download at www.NecromancerGames.com.

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +1 adamantine heavy mace, with the ability to cast *bless* 3 times per day. It can also detect undead (30 ft. radius) and is able to locate creature (Akruel) with no range limits as long as the wielder and Akruel are on the same plane. The scepter bestows empathy on its wielder to travel toward Akruel.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. PCs playing the *Scepter of Faiths* campaign should be looking for Seraph to restore the Scepter. This adventure is slightly different from the past adventures in the series, however, in that it does not start at a "good" temple. PCs will need to find the ziggurat on their own and make their way inside. They must also determine how to carry out the ritual to power the scepter.

If you plan to run the adventure without the preceding ones, you'll need to devise a way to get the PCs started. In this adventure, one possible hook is a lost caravan that has been attacked by gnolls. The nomads need the PCs to find members of their group who were taken by the gnolls. An alternate idea is to have a priest contact PCs and seek their help him in finding an ancient temple in the middle of the Kanderi Desert.

Background

More than 3,000 years ago, the city-state of Zendeth-Jan thrived along the banks of the Kanderi River as a metropolis of free men. Its open gates welcomed all people seeking refuge from warlords and tyrants. The city followed the teachings of the sun god Arden and stood steadfast against foes for centuries.

The centerpiece of Zendeth-Jan was the magnificent sun temple Seraph, a shrine dedicated to defeating evil. The pyramid was visible for miles thanks to a crystal beacon that blazed like a small sun. Seraph served as a bastion of righteousness.

The Past . . . and the Present

Two versions of Seraph are presented for Gamemasters to use. The first details the temple at the height of its power before Akruel launched the War of Divine Discord. This version can be used as a fully realized temple in any timeframe.

The version in the adventure is much different, reflecting the toll of years on the once-proud ziggurat. With the god Arden's fall after Akruel's defeat, evil overran the temple. Inhabitants came and went as the temple fell into disrepair, each resident eroding the temple's once-proud heritage. Some of the more powerful residents left behind lasting dangers, and more than a few still reside there.

In the adventure, a powerful **lamia** named **Amdari** currently rules the upper levels as a quasi-deity to a tribe of **gnolls**. The gnolls excel at depravity under her merciless rule. The chaotic beasts are an organized and formidable force, coordinating assaults to bring down opponents.

Seraph, The Ziggurat of Arden

The Ziggurat during its glory days was a shining example of the sun god's faith. Use the following descriptions for the fully functioning

shrine.

Seraph's six sides rise nearly 300 feet to a golden dais upon which a gleaming 10-foot-diameter sphere of polished crystal sits. The crystal burns with the fires of the sun, its beacon visible for miles day and night. Steep stone stairs climb the ziggurat's 65-degree angled sides to upper doorways that lead into the pyramid.

Seraph, Level 1

The terrace and entrance are neat and clean. Normal cats lounge in the Morningtide Sphere's light.

Area 1-1: The Terrace

A 10-foot-diameter crystal sphere blazing with the sun's rays dominates the terrace. The Morningtide Sphere's facets trap light and burn even at night. The sphere is mounted on a hollow tube of *force* that descends through the ziggurat's interior. The column easily supports the 600-pound crystal.

Area 1-2: Dais Interior

Small urns filled with burning incense sit in the dais interior, filling the chamber with the smell of jasmine and sandalwood. Three staircases wind downward into the temple.

Seraph, Level 2

During Arden's golden years, the temple's second level welcomed visitors and was used to fend off invaders.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of perfectly fitted three-foot-square stone blocks. Doors are wooden, unless specified. Niches holding small statues, relics and urns line the colorful walls. Tile frescoes show aspects of Arden.

Glass globes filled with *continual flames* sit in niches, providing a soft radiance that flows like a golden cascade through the corridors. The air is cool and dry and smells of sandalwood and jasmine.

Area 2-1: Stairs

Three sets of staircases spiral 20 feet down to the ziggurat's entry chamber. The stairs wrap around the central glass core. Each step is covered in gold leaf and imprinted with the glories of Arden.

Areas 2-2 and 2-3: The Entry

Three spiral staircases enter the center of the room. The column continues downward through the floor. Columns with carved sun motifs support the 20-foot-high ceiling. Four three-foot-tall doors exit the room. Stairs descend into the temple.

Normal cats roam the room, rubbing against columns and visitors, and scratching at the stones and door.

Two greeters (human Cleric 3) welcome visitors. Each carries a bag of necklaces with golden seals visitors are asked to wear to mark them so priests may assist them.

Any disturbance brings **8 trained lions** from Areas 2-4 through 2-7.

GREETERS (LAWFUL HUMAN CLERIC 3): HD 3; AC 3[16]; Atk light mace (1d4+1); Move 9; Save 13; CL/XP 3/60; Special: spells (1—*cure light wounds*, *detect evil*). **Combat gear:** plate mail, light mace.

Areas 2-4 through 2-7: Cat Boxes

Two trained lions live in each of these 20-foot-tall rooms. Platforms allow the cats to leap from ledge to ledge. The lions obey temple priests and ignore anyone wearing a necklace of Arden. Openings allow the cats to leave and sun themselves on the temple's sides or to descend onto the grasslands to hunt elk. A foot of sand fills each room.

LIONS (8): HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

Seraph, Level 3

Visitors stay on this level.

Area 3-1: Sun Mural

The focal point of this chamber is the magical column running from the ceiling 30 feet overhead to the floor. The column glows brightly as it reflects the Morningtide Sphere's light and channels it downward into the pyramid. Four sets of stairs ascend to Area 2-1, while two descend to Level 4.

A mural of reddish-orange and gold tiles runs around the room, showing the sun rising and setting through the year. Elaborate scenes mark solstices and equinoxes. Around the room are 365 slots where priests mark the calendar by inserting a gold bar each day. (The Referee should adjust the number of days to fit his campaign's year.)

Each bar is worth 10 gp, but taking one comes with a price: Anyone leaving the temple with one suffers blindness within a month. Sight is restored if the bar is returned. The blindness can also be removed by a *remove curse* and a *light* spell cast simultaneously on the victim. Either way, it takes a week for the victim's eyesight to return. Some claim that an image of a fiery sun remains burned into the thief's vision.

Area 3-2 and 3-3: The Upper Vaults

Gold bars used in the mural (Area 3-1) are stored here. A **temple guardian** (male human paladin 5) stands watch.

TEMPLE GUARDIAN (LAWFUL HUMAN PALADIN 5): HD 5; AC 3[16]; Atk long sword (1d8); Move 9; Save 12; CL/XP 5/240; Special: Paladin abilities. **Combat gear:** plate mail, long sword.

Areas 3-4 through 3-7: Visitors Quarters

These spartan rooms house visitors. A communal chamber (3-4) leads to rooms for men (3-5), women (3-6) and children (3-7). Braziers provide light and heat, and priests provide food and drink.

Area 3-8: The Archivist's Chamber

Stucco murals of Arden giving the blessings of the sun decorate this room. Soft pelts serve as a bed, and a stone table covered with wet clay sits against the wall. The table has an indentation that allows wet clay to be formed into stone tablets. Sealed vats contain wet clay and water.

Anata Kali-Shar (Lawful human female Cleric 6), the Ziggurat's archivist, lives here. She records everyday events on clay tablets. Kali-Shar dresses in golden robes and wears a headdress containing 12 rubies. Golden hair falls to her waist, with strands of platinum and silver woven into the tresses. Kali-Shar hides her clay-covered hands in long sleeves. Kali-Shar speaks bluntly and expects immediate answers to her questions.

ANATA KALI-SHAR (LAWFUL HUMAN FEMALE CLERIC 6): HD 6; AC 9[10]; Atk light mace (1d4+1); Move 12; Save 10; CL/XP 6/400; Special: Spells (1—*cure light wounds*, *light*; 2—*silence 15 ft. radius*, *speak with animals*; 3—*speak with dead*; 4—*speak with plants*). **Other gear:** light mace, temple robe.

Area 3-9: Tablet Storage

Nearly 1,000 stone tablets fill this room. Kali-Shar places tablets recording daily occurrences here. The information is tedious, containing entries such as "No visitors; lion fought hyena pack and was killed." Each tablet contains a week's worth of information.

Area 3-10: The Secret Tablets

Tablets detailing aspects of Arden, the true names of the gods, and details of ceremonies held in the Sun Chamber are stored here behind a secret door.

Area 3-II: The Sun's Servant

A nine-foot-tall statue of a warrior dressed in flowing robes stands near the doorway, Arden's holy symbol inscribed on its chest.

Tablets recording world events are stored on recessed shelves that slide into the walls. The tablets detail wars, plagues and cataclysms, as well as important events.

PCs searching the tablets discover gaps. Events deemed too important for casual viewing — rituals and state secrets — are stored elsewhere.

The statue is a **stone golem** that transports the heavy tablets. The golem leaves visitors alone unless they attempt to remove the records. Kali-Shar uses the golem as a walking "notepad," pushing clay against its body and then writing "notes" until she can record the information. Patches of hardening clay decorate the golem's chest and back.

STONE GOLEM: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Seraph, Level 4

The temple's priests eat, study and sleep on this level.

Area 4-1: Dining Hall

Low-ranking priests of Arden eat here off three 15-foot-long stone tables. Stone benches provide seating. Food is carried in on wooden slabs.

Area 4-2: Kitchen

Meals are prepared here. Food consists of grains and vegetables, with occasional meat from an elk or herd animal. Utensils, spices and other cooking equipment are stored in a connecting pantry.

Area 4-3:

An initiate priest (Cleric 2) lives in this room. He is in charge of coordinating ceremonies for the lower priests.

INITIATE PRIEST (LAWFUL HUMAN CLERIC 2): HD 2; AC 3[16]; Atk heavy mace (1d6+1); Move 9; Save 14; CL/XP 2/30; Special: Spells (1—*cure light wounds*). **Combat gear:** plate mail, heavy mace

Area 4-4: Storage

Grains and other foodstuffs are stored here until needed. The rooms are otherwise empty.

Area 4-5:

Items used for various ceremonies are stored here.

Area 4-6:

Tile murals in this alcove exhort the lower priests to serve Arden faithfully. The artwork shows Arden stepping from the clouds in rays of golden light to heal withered crops and people.

Area 4-7: The Radiant Statue

A glowing lion-headed statue with feathery features stands nearly 12 feet tall in this room where the corridors converge. The marble statue gleams with a golden, inner light. Arden's holy symbol adorns the giant warrior.

Areas 4-8 through 4-10: Lesser Priests' Chambers

Low-ranking clerics (Cleric 1-2) live in these rooms. Each chamber has a bed, a desk and a recessed closet. Few priests keep personal effects, but small trinkets (feather tokens, cat statues, holy symbols to Arden, etc.) decorate some rooms.

INITIATE PRIEST (LAWFUL HUMAN CLERIC 1): HD 1; AC 4[15]; Atk heavy mace (1d6+1); Move 9; Save 15; CL/XP 1/15; Special: None. **Combat gear:** chain mail, heavy mace, shield

INITIATE PRIEST (LAWFUL HUMAN CLERIC 2): HD 2; AC 4[15]; Atk heavy mace (1d6+1); Move 9; Save 14; CL/XP 2/30; Special: Spells (1—*cure light wounds*). **Combat gear:** chain mail, heavy mace, shield

Area 4-11: Iseleine's Faction

This chamber belongs to Hamarab Natal (Lawful male human Cleric 6), who worships a goddess named Iseleine, a lesser aspect of the god Arden. Natal gathered like-believers and plans to build a temple to Iseleine.

Natal will eventually lead his followers to a stone pillar above a garden to build the Hanging Gardens of Iseleine. Iseleine's Prism is a larger version of Seraph's Morningtide Sphere. (See *Splinters of Faith 4: For Love of Chaos* for details of Natal's future temple.)

HAMARAB NATAL (LAWFUL HUMAN MALE CLERIC 6): HD 6; AC 3[16]; Atk heavy mace (1d6+1); Move 9; Save 10; CL/XP 6/400; Special: Spells (1—*cure light wounds*, *detect evil*; 2—*bless*, *hold person*; 3—*prayer*; 4—*speak with plants*). **Other gear:** heavy mace, plate mail, shield.

Area 4-12: Welcoming Chamber

Murals of gold and glass surround the room, and decorative pillars carved with images of Arden rise throughout the room. A 15-foot-tall stone statue of Arden sits in an alcove. The statue raises its arms outward and a halo of fire surrounds its head.

The room serves as a waypoint to the lower levels. Guests are not permitted beyond this room without an escort. Two **temple minders** (male human Pal6) wait on visitors and summon priests. The paladins rely on their lion pets (Area 4-14) to "deter" aggressive visitors.

TEMPLE GUARDIAN (LAWFUL HUMAN PALADIN 6): HD 6; AC 3[16]; Atk long sword (1d8); Move 9; Save 11; CL/XP 6/400; Special: Paladin abilities. **Combat gear:** plate mail, light mace.

Area 4-13: The Sanctuary

Traveling priests use this sanctuary to seek Arden's blessing before leaving the temple. Low stone benches decorated with Arden's glowing eye fill the chamber.

A glowing glass sphere floating around the gold-plated domed ceiling mimics the sun. The sphere contains a conduit to the Plane of Molten Skies. Breaking the glass causes jets of flame to fill the room (3d6 points of damage, save for half) before the portal seals itself.

Area 4-14: Lions' Den

This room is the lair of 6 lions that watch for intruders. The lions

come and go as they please.

LIONS (6): HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

Area 4-15: The Stairs

Wide stone stairs descend to the upper priests' level. Small urns filled with the ashes of the dead sit on each stair.

Area 4-16: The Spas

A sparkling spa of clear water fills this humid chamber. Condensation sparkles on the stone walls. Stairs descend into the water, which surrounds the central column. The sun's rays heat the water, providing a natural hot spring. Tropical plants grow in planters around the edges.

Temple priests (human Cleric 3) provide luxuriant togas for swimmers leaving the pool. Other priests fan coals to heat the air. Rushes in an alcove are used to scrub the skin.

TEMPLE PRIEST (LAWFUL HUMAN CLERIC 3): HD 3; AC 5[14]; Atk heavy mace (1d6+1); Move 9; Save 13; CL/XP 3/60; Special: Spells (1—*cure light wounds*, *detect evil*). **Combat gear:** ring mail, heavy mace, shield.

Area 4-17:

A metal breastplate revered as Arden's armor sits on a marble altar in this alcove. The relic gleams with an inner light but has no other magical properties. Priests say the armor's divine properties will be revealed when the full suit is collected.

Area 4-18: Conference Room

Visitors are asked to wait here on plush leather couches. Statues of men with hawk heads and leonine features stand around the room.

Priests meet travelers to hear tales of the road. A secret door leads to Area 5-4.

Area 4-19: Warrior Barracks

Arden's paladins sleep in these barracks. At any time, 1d4 guardians (Pal4) can be found here. Wall racks hold their weapons. The warriors, known as the Fires of Arden, are led by **Limat Jundalis** (See Area 5-12).

Area 4-20: The Library

While called a library, no actual documents are stored here. Divans sit beside low stone tables. A marble statue of a cat-headed human with feathery features stands near the door. Requests are made to the librarian (Cleric 8), who decides whether to grant the request. A **stone golem** recovers tablets containing the desired information. Visitors may spend as long as they like here, but they can only leave once a guide is summoned.

TEMPLE LIBRARIAN (LAWFUL HUMAN CLERIC 8): HD 8; AC 9[10]; Atk light mace (1d4+1); Move 9; Save 8; CL/XP 8/800; Special: Spells (1—*light*, *protection from evil*; 2—*bless*, *silence 15 ft. radius*; 3—*continual light*, *locate object*; 4—*create water*, *cure serious wounds*; 5—*commune*, *dispel evil*). **Combat gear:** light mace, temple robes.

STONE GOLEM: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Seraph, Level 5

Arden's high priests conduct services on this level. Many of the priests maintain shrines of their own devising to better commune with Arden. Light radiates from the central pillar throughout the level. Sun globes filled with magical fire rest on wall sconces. Thin sheets of hammered gold cover the walls and ceilings.

Area 5-1: Chamber of Answers

Three-foot-diameter glowing glass spheres filled with radiant fire drift about the 30-foot-tall domed room, lighting murals composed of tiny bits of glass. When a question is posed here, the beads skitter and flow to display answers. The murals also communicate Arden's wishes, displaying requests as elaborate scenes.

The murals answer any question posed by a true follower of Arden. For others, the murals may answer a single question. The Referee should determine if the wall provides answers or shows the PC a mural suggesting a "proper life."

Area 5-2: The Golden Promenade

This hallway's walls and ceiling are covered in a thin layer of gold. Gold-painted bricks line the floor, with darker bricks creating sunburst patterns.

Area 5-3: The Fiery God

A statue of Arden with its arms raised stands against the wall. At midday, cold flames sheath the 10-foot-tall statue for one hour.

Area 5-4: Secret Door

A sunburst mosaic conceals a secret door (1 in 6 chance to spot) hiding a staircase leading to Area 4-18.

Area 5-5: The Phoenix Mural

A mural depicting a fiery phoenix hovering above a glowing sphere covers this chamber's wall and ceiling. The glowing ball represents the Morningtide Sphere, and the phoenix has a feline appearance. A ziggurat sits beneath the glowing sphere. The temple's honored dead rest in state here for a day under the phoenix's watchful eye to prepare them for their journey into the afterlife.

Area 5-6: Serpent in the Walls

For many years, a follower of the evil god Set has worked to undermine Arden's temple. **Master Zillious** (Chaotic human male Cleric 7) poses as a faithful follower of Arden, but actually works to bring about the temple's downfall. Master Zillious is in charge of priests who roam the countryside spreading Arden's teachings. He is good at his job, which provides the perfect front for meeting with other Set worshippers.

Arden's symbols decorate Master Zillious' room, but these disguise his true beliefs. PCs examining the markings discover images of interlocking serpents hidden in the sun symbols.

Master Zillious eats alone in his room. Servants bring sides of elk for him to dine on at his leisure. Much of the meat actually goes to his companion, a **giant king cobra** living in a side room (Area 5-7). Occasionally, Master Zillious lures a new priest to the room and allows the snake to feed on "live prey." Master Zillious covers up missing priests by recording that they "left the temple to spread Arden's word."

MASTER ZILLIOUS (CHAOTIC HUMAN MALE CLERIC 7): HD 7; AC 2[17]; Atk heavy mace (1d6+2); Move 9; Save 9; CL/XP 7/600; Special: Spells (1—*cure light wounds, detect magic*; 2—*hold person, snake charm*; 3—*cure disease, locate object*; 4—*cure serious wounds*; 5—*finger of death*). **Combat gear:** plate mail, heavy mace, shield Other gear: potions of *gaseous form, invisibility,*

poison, extra healing, luckstone.

Area 5-7: Serpent's Lair

Master Zillious' companion, a **giant king cobra**, lairs in this chamber. Unused furnishings fill the room, giving the serpent many places to hide. Master Zillious has had a *permanent invisibility* spell placed upon the snake. The snake disposes of the bodies of priests who cross Master Zillious.

GIANT KING COBRA: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; CL/XP 6/400; Special: Lethal poison

Area 5-8: Master Zillious' Sleeping Chamber

The bronze door to this room is locked. A bed of piled furs fills the chamber. A locked desk protected by an acid trap contains missives Master Zillious writes to his true masters. Opening the drawer has a 2 in 6 chance of breaking a vial of caustic acid that pours over the letters to destroy them. Vapors billow from the desk, inflicting 1d6 points of damage on anyone within 5 feet of the desk.

Each letter is also written in code and backward (requiring a mirror to read). Master Zillious knows the priests might detect magically concealed letters so he relies on a substitution code to hide his intentions. PCs can decipher the letters (+6 Intelligence check) to discover that Master Zillious is plotting to overthrow the temple within the year. If the trap is set off, the letters dissolve within one round.

Area 5-9: Sanctum

These bronze doors are locked. Each door is etched with hieroglyphics and runes proclaiming Arden's greatness.

Area 5-10: Shah Rasalt's Lounge

Shah Rasalt uses this room to relax and unwind. A desk (1,000 gp), a table (750 gp) and four chairs (250 gp), all made of teak wood and gilded with gold leaf, adorn the room.

Area 5-11: The High Priest's Chambers

Shah Rasalt (Lawful human male Clr12) lives within this spartan chamber, sleeping in a bed of teak piled with soft elk furs. Shah Rasalt is a serious man, sizing up friends and foes with a glance. He lets visitors do the talking before he speaks in his booming voice. Rasalt's needs are provided for, so he keeps no items within his chambers.

SHAH RASALT (LAWFUL HUMAN MALE CLERIC 12): HD 9+6; AC -3[22]; Atk war hammer + (1d4+1); Move 9; Save 5; CL/XP 12/2,000; Special: Spells (1—*cure light wounds, detect evil, detect magic, purify food and drink*; 2—*bless, hold person, silence 15 ft radius, speak with animals*; 3—*continual light, cure disease, remove curse, speak with dead*; 4—*create water, cure serious wounds, neutralize poison, speak with plants*; 5—*commune, create food, dispel evil, raise dead*; 6—*word of recall*). **Combat gear:** +2 plate mail, +2 warhammer, +1 shield Other gear: ring of protection +2, potions of *flying, extra healing* (x2).

Area 5-12: The Brotherhood of Radiant Devotion

The Brotherhood of Radiant Devotion meets here. The 12 members of the brotherhood (all Paladin 5-7) direct the Fires of Arden, the paladins who live within the ziggurat's walls. The paladins are led by

ADVENTURE 5: ECLIPSE OF THE HEARTH

Limat Jundalis (Lawful human male Paladin 8).

LIMAT JUNDALIS (LAWFUL HUMAN MALE PALADIN 8): HD 8; AC -3 [22]; Atk +2 *flaming long sword* (1d8+8 plus 1d6 fire damage); Move 9; Save 9; CL/XP 8/800; Special: Paladin abilities. **Combat gear:** +3 *plate mail*, +2 *flaming long sword*, +2 *steel shield* Other gear: *girdle of giant strength*, potions of *extra healing*, *growth*.

BROTHERHOOD OF THE RADIANT DEVOTION (LAWFUL HUMAN PALADIN 5): HD 5; AC 3[16]; Atk long sword (1d8); Move 9; Save 12; CL/XP 5/240; Special: Paladin abilities. **Combat gear:** plate mail, long sword.

BROTHERHOOD OF THE RADIANT DEVOTION (LAWFUL HUMAN PALADIN 6): HD 6; AC 3[16]; Atk long sword (1d8); Move 9; Save 11; CL/XP 5/240; Special: Paladin abilities. **Combat gear:** plate mail, long sword.

BROTHERHOOD OF THE RADIANT DEVOTION (LAWFUL HUMAN PALADIN 7): HD 7; AC 3[16]; Atk long sword (1d8); Move 9; Save 10; CL/XP 5/240; Special: Paladin abilities. **Combat gear:** plate mail, long sword.

Area 5-13: Arden's Aspects

This shrine honors Arden's lesser aspects: air, goodness and war. Murals surround the central dais, and an immense mobile hangs from the ceiling detailing the sun's progress through the heavens. Shah Rasalt often sits in quiet meditation here to speak with his deity.

Area 5-14: Arden's Blessings

A 25-foot-tall pillar sits in the middle of the room. The column is carved with rising suns, hawks, lions and images of Arden. Around the edges of the room, elaborate murals show Seraph's creation.

Area 5-15: Hall of the Esteemed

Six niches house statues depicting aspects of Arden. Each 10-foot-tall marble statue shows the god in his various forms:

A: A muscular man with a glowing ball of fire resting on his shoulders in place of a head. The statue grasps a fiery javelin.

B: A lion standing on its back legs like a man. The head of the beast has a feathery mane that flows back along its neck.

C: A robed figure with the head of a hawk with feline features.

D: An elderly man bent at the waist and supporting himself with a staff. A ball of white light balances atop the carved staff.

E: A living flame with a humanoid shape. Fiery hands hold a glowing sphere of flame.

F: A giant hawk, with feathers of flame and feline features. The giant claws end in talons of blazing fire.

Area 5-16: Arden's Shrine

An altar of frozen elemental fire sits on a dais at the end of the hall. The flame is cool to the touch. The altar is said to be a portion of Arden's being, molded by the god into an altar.

Area 5-17: The Forum

Stairs at the end of the hall descend onto a lowered platform. Stone benches encircle a central speaker's platform. Priests congregate here to discuss their Arden's teachings and to deliberate how to spread his word.

Seraph, Level 6: The Crypts

The crypts' pristine halls are 25 feet tall and radiate the sun's light. Arden's priests hold solemn rites of passage for the dead here. Air is

pure and clean, filtered and refreshed down the central tube. Globes of magical fire sit on sconces set every 30 feet along the walls light the area.

Area 6-1: The Bronze Doors

Bronze double doors engraved with an image of Arden lifting a glowing sun are unlocked, but guarded by **2 paladins of Arden** (Paladin 5). The guards detain anyone not accompanied by a priest. Aggressive intruders are dealt with more severely.

PALADINS OF ARDEN (LAWFUL HUMAN PALADIN 5): HD 5; AC 3[16]; Atk long sword (1d8); Move 9; Save 12; CL/XP 5/240; Special: Paladin abilities. **Combat gear:** plate mail, long sword.

Area 6-2: The Lower Sanctum

This brightly lighted chamber's ceiling is a dome rising 25 feet overhead. A 10-foot-diameter hole is cut in the dome's center, directly above a white stone altar. The hole is the lower end of the pillar supporting the Morningtide Sphere.

Every midday, sunlight blasts into this chamber, radiating off the white altar and filling the room with a golden glow. Waves of positive, refreshing energy fill the room. The priests use the chamber for their greatest blessing: *The Convocation of Radiance*.

Area 6-3: The Ossuary

A marble staircase descends 10 feet into a lofty ossuary. Niches holding thousands of skeletal remains line the 35-foot-high walls. The ossuary contains citizens and commoners of Zendeth-Jan buried with a few meager possessions. The priests keep the bones clear of dust.

Area 6-4: The Shrine of Day's Radiance

A small free-floating golden sun illuminates this chamber. The elaborately decorated chamber contains painted murals depicting a shimmering sphere shining above Seraph's summit. Gold and silver embellishes the walls and fluted columns.

A white stone altar draped in silk sits atop a dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has a lion's mane and holds a golden staff above the altar.

Area 6-5: Tombs of the Virtuous

Priests and committed followers of Arden are buried within these tombs. The ceiling is a mosaic of glass tiles depicting Arden raising the temple from the grasslands.

A gold-painted river barge on a carved wooden stand dominates the room. Life-like wooden statues man the ship, which has a statue of Arden standing on the foredeck.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks. Each tomb holds eight niches on which lie the remains of Arden's faithful. Individual names and a eulogy detailing their deeds are engraved below each niche.

Area 6-6: Vaults of the Honored

Heroes and Arden's venerated servants are buried here. Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are sealed tightly with a one-way lock. An inscription containing the name and deeds of the deceased is embossed on each portal.

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround

ADVENTURE 5: ECLIPSE OF THE HEARTH

the dais and hold the deceased's immediate family members.

A: Ehrmandale the Devout: The inscription reads: "Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden."

B: Vandallia of the Sun Children: The inscription reads: "Vandallia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk."

C: Terhune the Penitent: The inscription reads: "Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."

D: Aymara the Meek: The inscription reads: "Aymara the Meek: Her Roar Sounded Loudest in Dire Days."

E: Empty Tomb

F: Vydessia the Diviner: The inscription reads: "Vydessia the Diviner, with wisdom beyond man her visions led the faithful to truth and redemption."

G: Ironton of Clan Ashenchisel: The inscription reads: "Ironton of Clan Ashenchisel, Master Architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and the Children of Arden."

H: Empty Tomb

The hall is easily passable and extends for nearly a half mile before ending at a narrow spiral staircase. Stairs ascend inside a massive pillar. A secret door (2 in 6) opens onto remote desert ruins.

Area 6-8: Shah Rasalt's Tomb

This burial chamber is being prepared for Shah Rasalt. The tomb's walls are decorated with murals and intricate mosaics. A gold-leaf sun dominates a celestial map on the blue ceiling. A portion of the wall is reserved for events Shah Rasalt may yet perform.

Area 6-7: Secret Escape Tunnel

The secret door (1 in 6) opens into a rubble-and-sand-strewn hall.

Adventure Background

In this adventure set hundreds of years after Seraph's glory days, PCs must take the *Scepter of Faiths* into the temple's deepest levels to receive Arden's blessing. However, Seraph's latest inhabitants have no intention of letting anyone just walk through the front doors ...

Lands of Zendeth-Jan

The land has changed dramatically from the once-fertile farmland and flowing Kanderi River of Seraph's heyday. When the god Arden disappeared, his priests' power dwindled to nothing. Warlords plundered the ziggurat and slew the few temple minders who stayed in the futile hope that their lost god would return.

As Seraph fell into ruin, Zendeth-Jan became a ghost city, dominated by ever-changing warlords. Without Arden's protection, the sun beat down, mercilessly scorching the ground and turning fertile plains into withered wasteland. As the lush terrain dwindled, the Kanderi River's life-sustaining waters dried up. Ironically, the Kanderi Desert takes the name of the river that once provided sustenance and life.

Zendeth-Jan currently is little more than cracked foundations, crumbling pillars and rubble fields in the middle of blistering desert badlands. Shifting sand dunes envelop and unearth ruins in a landscape forever changing with the searing winds.

Only Seraph remains unscathed. The once-grand temple suffered

the worst depredations inside its walls over the years, but the outer structure is otherwise secure.

Area A: Smooth Sand

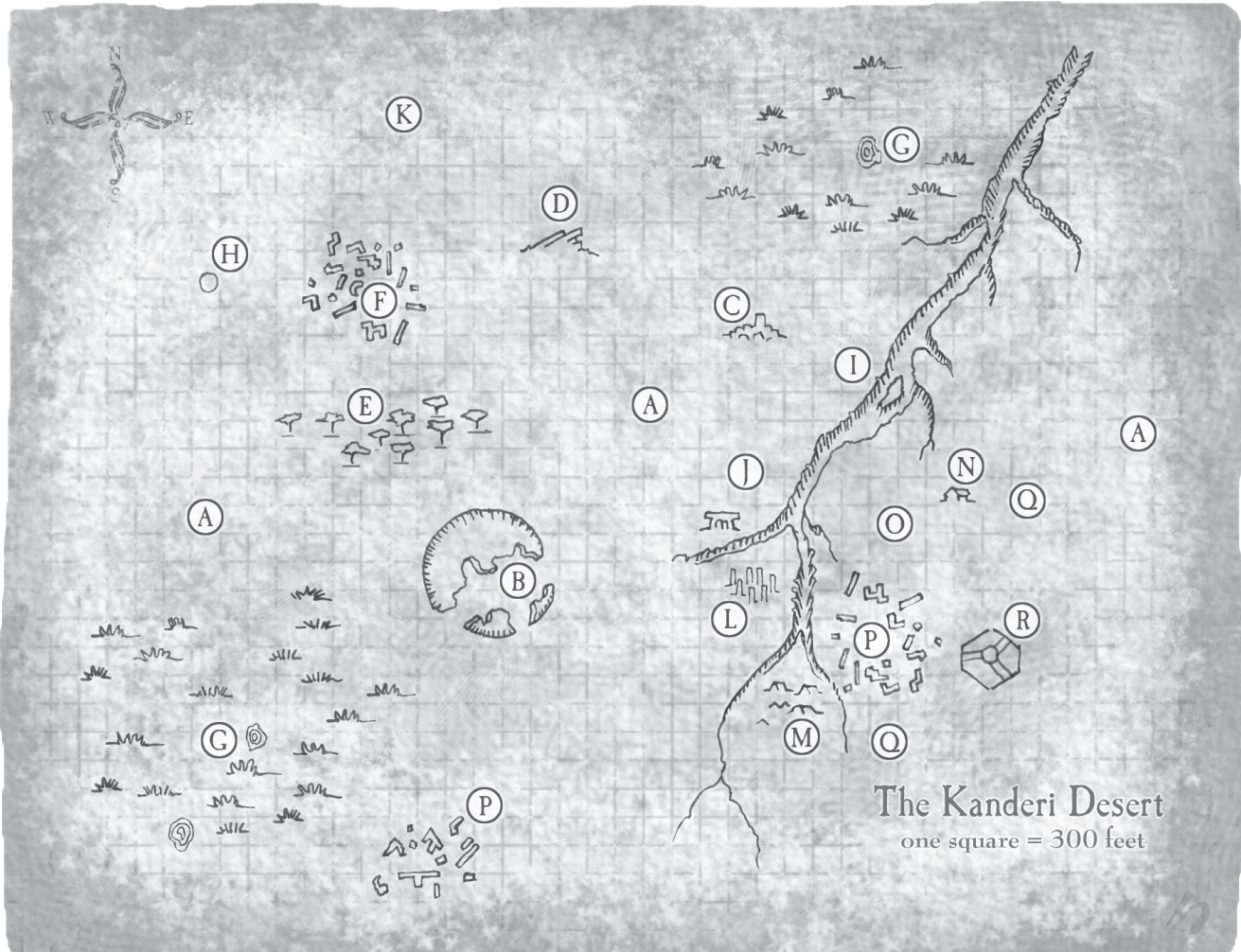
These patches of smooth sand are the abodes of 2 **dust diggers**. They flourish in the ruins and are a common hazard in modern-day Zendeth-Jan.

DUST DIGGER (2): HD 4; AC 4[14]; Atk 5 tentacles (1d6) and bite (1d8); Move 10, burrow 10; Save 16; CL/XP 7/600; Special: create sinkhole, swallow whole, earth glide.

Area B: The Forum

The half dome and top rim of a colossal arena protrudes 30 feet out of the shifting sand. The dome provides welcome shade from the sun. A **giant scorpion** lives in the dome's shadows but aggressively protects its lair. It hides just under the sand beneath the dome.

GIANT SCORPION: HD 6; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; CL/XP 8/800; Special: Lethal poison sting.



New Monster: Dust Digger

Armor Class: 4 [14]

Hit Dice: 4

Attacks: 5 tentacles (1d6) and bite (1d8)

Saving Throw: 13

Special: Create sinkhole, swallow whole, earth glide

Move: 10, burrow 10.

Alignment: Neutrality

Challenge Level/XP: 7/600.

Dust Diggers are nocturnal desert carnivores that resemble 10-foot diameter sandy brown starfish with five 5-foot tentacles around a central mouth. A dust digger spends most of its time buried under the sand or dirt. Dust diggers inflate their bodies with air and wait under the sand for prey to pass over them. They then rapidly deflate, folding the victim into its mouth as the sand collapses. A creature within 5 feet of a dust digger's mouth when the sinkhole collapses can only move at half speed.

Dust diggers swallow their prey whole on a roll 4 higher than the needed number, or if the creature rolls double the number required to hit. They can swallow anything the size of a horse or smaller. The creature can glide effortlessly through the earth in a motion similar to flying but leaves no evidence of its passing. It doubles its normal movement when using this earth glide ability.



Area C: The Protector's Tower

A granite tower juts from the sand. Four windows 60 feet up the rounded wall allow entrance. The tower is the lair of a desert druid named **Waely Tangaen** (Neutral human female Druid6). She takes great pride in Zendeth-Jan and presides over the animals reclaiming the ruined civilization. She views the desert creatures as her wards and becomes enraged if they are harmed. She is living peacefully with the gnolls — mainly because they are unaware of her existence.

Waely is young, untamed and beautiful to behold. Long coal-black hair hangs in huge curls over her lithe frame. Her pale blue eyes reflect her passion for the desert. She favors the forms of desert mammals such as pumas, coyotes or bats. She defends her domain using *control winds* to envelop opponents in blinding clouds of dust and sand.

Waely detests civilization. Despite her loner nature, however, she is quite lonely and desires companionship. She watches outsiders cautiously. If her animals are treated with respect, she befriends visitors. She understands self-defense, but killing even vermin causes her anger to boil over in a blinding rage.

Waely's tower consists of two levels of one room each. The upper level houses her companion creature, a **huge rattlesnake**. It guards

Wandering Encounters

Many dangers lurk in the desert. Sandstorms, lack of water, and intense heat are just a few dangers. Check for a wandering encounter every five hours PCs spend in the desert. Roll 1d20:

d20 Encounter

- 1-4 **HYENA (2D4):** HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.
- 5-7 **BABOON (1D12):** HD 1; AC 7[12]; Atk 1 bite (1d4); Move 12; Save 17; CL/XP 1/15; Special: None.
- 8 **LIONS (1D6):** HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.
- 9 **GARGOYLE (1):** HD 4; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.
- 10-11 **2D4 DEER (2D4)*:** These deer are skittish and flee.
- 12-13 **GNOLL (5):** HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.
- 14-20 No encounter

her lair while she roams the desert. The snake rarely leaves the cool lair during the day unless searching for food or accompanying Waely.

A ladder and a trap door in the floor access the lower level, which contains barrels of water, dried foods and a bedroll. She carries her valuables with her.

WAELY TANGAEN (NEUTRAL HUMAN FEMALE DRUID 8): HD 6+1; 32 hp; AC 7 [12]; Atk +3 spear (1d6+3); Save 6; Move 12. Special: fire resistance, initiate powers, shape change, charm immunity, spells (1—*know weather, detect snares & pits*; 2—*cure wounds I, obscuring mist*; 3—*call lightning, plant growth*; 4—*insect plague, dispel magic*; 5—*animal growth, control winds*) **Combat Gear** +3 spear, leather armor, *potion of extra healing, potion of animal control* **Other Gear** pouch of dried prunes.

GIANT RATTLESNAKE: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; CL/XP 6/400; Special: Lethal poison

Area D: The Lizard

A 20-foot rock outcropping juts from a sand dune. The rocks form alcoves that provide shade. Finches, doves and brown thrashers nest among the rocks' upper reaches, while **10 giant blood-spitter lizards** lair at the base. A mutated giant lizard, these nasty desert dwellers can spit a 20-foot stream of blood from ducts beneath their eyes three times per day. The caustic blood deals 2d8 points of acid damage to a single target (save for half).

The lizards move slowly and generally don't attack unless provoked. They feed on herd animals and large herbivores that wander into their clutches.

GIANT BLOOD-SPITTER LIZARD (10): HD 3; AC 5[14]; Atk 1 bite (1d8), blood stream; Move 12; Save 14; CL/XP 3/60; Special: Blood stream

Area E: Scrub Brush (CR 8)

Low bristly brush and gnarled trees grow here. Roadrunners, horned lizards and woodpeckers thrive in the vegetation. Also hunting here are **2 giant phase spiders**. They are new to the area and have not yet encountered the druid Waely Tangaen or the gnolls.

GIANT PHASE SPIDER (2): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

Area F: Gnoll Outpost (CR 9)

Lean-tos fill these ruins, providing shelter for **10 gnolls** and **4 hyenas**. The largest gnoll carries an ox-horn bugle to alert nearby outposts and the ziggurat. Each gnoll carries a battleaxe, a short bow and 2d10 gp.

GNOLL (10): HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

HYENA (4): HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

Area G: Grassy Area (CR 9)

This section of Zendeth-Jan remains fertile, which isn't saying much. Water collects in the rainy season and grasses keep some moisture from escaping. A few watering holes lie scattered throughout the grass, but these are little more than large mud puddles. Deer, zebra, gazelles, wildebeests and other herd animals graze here, but flee outsiders. A pride of lions roams at the field's far end. They attack hyenas and gnolls on sight, but otherwise avoid outsiders. The lions are descendants of those that once defended the ziggurat.

LION (9): HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

Area H: Scorched Ground (CR 4)

Blackened flagstones line the ground in a 25-foot area around a hole from which a 10-inch blue flame erupts. The flame is an ancient monument fed by an underground natural gas reserve. Anyone touching the flame suffers 10 points of fire damage per round.

Water and air won't extinguish the flame. Sand snuffs it but still allows the volatile gas to bubble forth and quickly fill the area around the dais. Breathing the gas deals 1d6 points of damage. Furthermore, the gas is flammable and explodes into a *fireball* dealing 6d6 points of fire damage (save for half) if a flame is brought within five feet once the flame is extinguished.

A **pyrolisk** forages in the scrub surrounding the dais. It uses its pyrotechnics ability on the flame to blind PCs and picks off anyone not affected with its conflagration gaze. Scavengers carry off creatures slain by this cockatrice-like bird, leaving little clue to the danger.

The hole from which the flame erupts holds a treasure hidden for nearly 3,000 years. A leather bag sits in a niche two feet down the pipe. The *bag of holding* was specially crafted to resist fire and contains a *ring of fire resistance*, a *figurine of the onyx dog* and a +2 *long sword*. PCs may find the bag by looking into the hole but getting to it requires dealing with the flame.

PYROLISK: HD 5; AC 6[13]; Atk 1 bite (1d3); Move 6 (Fly 18); Save 12; CL/XP 7/600; Special: conflagration gaze, pyrotechnics, fire immunity.

Area I: Trench and Island (CR 6)

Spring rains eroded a 15-foot-deep dry trench that runs through the devastated city. The trench cuts through the sand and has an earthen

New Monster: Pyrolisk

Armor Class: 6 [13]

Hit Dice: 5

Attacks: 1 bite (1d3)

Saving Throw: 12

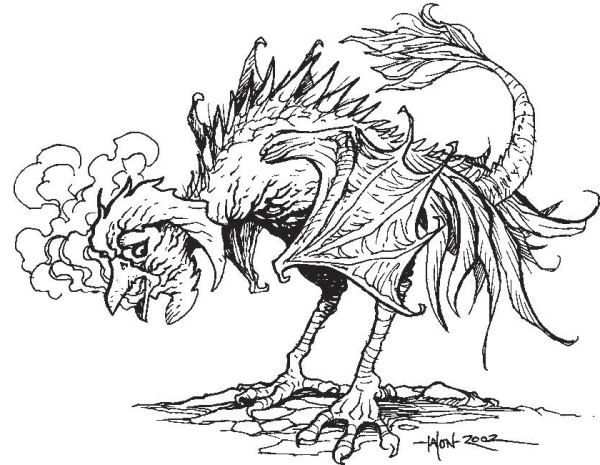
Special: Conflagration gaze, pyrotechnics, fire immunity

Move: 6, Fly 18

Alignment: Neutrality

Challenge Level/XP: 7/600

A pyrolisk resembles a cockatrice, although it has a single red feather in its tail and a reddish tinge to its wings. Once per round, pyrolisks can cause any fire source within 30 feet to explode in a flash that blinds all creatures within 300 feet (save to avoid). A pyrolisk can also cause any creature within 30 feet that meets its gaze to burst into flame. This conflagration gaze deals 4d4 points of damage (save for half). A creature that successfully saves cannot be affected by the gaze of that pyrolisk for one day. Pyrolisks are immune to fire.



lip hanging over each side. Unsuspecting PCs may fall to the bottom of the trench, suffering 1d6 points of damage, if they approach the ledge (saving throw to avoid). Loose and brittle dirt make climbing out difficult. The trench averages 20 feet wide, and uncovered buildings jut from the ground along its length.

A 45-foot-tall acacia tree grows upon an island pillar in the center of the trench. The tree's roots hold the earth together, forming a 15-foot-tall pillar base. The tangled root system makes for easy climbing. Nesting within the tree's branches are **2 harpies**. They watch for new victims and attempt to lure PCs into the trench using their song. Captivated PCs are allowed a second save when approaching the trench drop-off.

Rodents infest the trench, living off the harpies' leftovers. The many rodents have attracted **30 rattlesnakes**.

Some treasure lies scattered at the base of the tree. Scattered among the corpses of humanoids and animals are 4 battleaxes; 4 shields; 2 daggers; breast plate armor; a pouch containing 36 pp, 98 gp and 124 sp; six sets of old useable boots (one has a false heel hiding a 250 gp ruby); and a small box of 6 potions: *extra healing*, *plant control*, *gaseous form*, *invisibility*, *levitation* and *fire resistance*.

HARPY (2): HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

RATTLESNAKES (30): HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; CL/XP 2/30; Special: Lethal poison (+2 save).

Area J: Ruetul Ka' Mhet's Prison

Recent rains have uncovered the wall of a building with a rusted, iron door. The door is stuck and has not been opened in more than a year. An iron bar is wedged against the portal's exterior.

The door opens into a makeshift two-room tomb.

When Amdari's gnolls claimed Seraph, they found **RueTul Ka'Mhet, a blood minotaur**, within the lower tombs. A harem guard, Ruetul is one of the last of Seraph's Set worshippers. When the gnolls invaded, Ruetul fought them, but was finally forced from the pyramid and trapped in this uncovered tomb. The gnolls entombed the minotaur by sealing the chamber. Ruetul survived on the blood of desert creatures that made their way into his prison at night, and eventually dug himself a tunnel through the hard-packed sand to escape and hunt freely. He enjoys killing the gnolls by the light of the desert moon, but desires softer, sweeter flesh.

A short descending 15-foot entrance hall opens into a 20-foot-diameter room that has strange symbols scratched into the limestone walls. Another sloping passages leads into Ruetul's current lair. Shallow scars cover the walls and ceiling of Ruetul's room. The 30-foot-diameter room has a domed ceiling rising 25 feet. The top of the chamber is only 5 feet below the desert surface. A dwarf can reveal this information. The stone ceiling of the dome is three feet thick.

If the door is opened, Ruetul waits to pounce on his "rescuers." He uses his massive claws to climb above the corridor leading into his chamber and reaches down to attack those entering the room.

Ruetul is a massive onyx black minotaur with ivory horns tipped in gold leaf.

RUETUL KA'MHET (BLOOD MINOTAUR): HD 6+4; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3 plus 1d6 blood drain) and 1 weapon (1d10); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.

Combat Gear large greataxe (1d10), **Other Gear** wand of light (7 charges), jade and gold collar (250 gp), 7 gold earrings (25 gp each).

Area K: The Pack

A pack of **34 hyenas** attacks wanderers crossing their territory. The feral beasts are untamable and don't get along with their domesticated cousins raised by the gnolls.

HYENA (34): HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

Area L: Cloister

A colonnade of fluted stone pillars stands in this sandy glade. Dried brush and grass sprout between the flagstones. Six sun-baked corpses of human dervishes hang from chains attached to the top of the columns. Gnolls captured the dervishes, who proved too rebellious to make decent slaves.

Area M: Residential Vestiges

Stone foundations and half walls of buried homes emerge from the sand. A troop of **21 baboons** lives in the sand-filled cellars. Recently, **5 gargoyles** moved into the area and delight in terrorizing the primates. Several dead and flayed baboons lie about the sand. Waely Tangaen appreciates any aid offered to the baboons.



ADVENTURE BACKGROUND

The baboons collect shiny items in their burrows. They trade these for food if communication is established. In their burrows are a silver hand mirror (50 gp), 95 sp, 136 gp, a large steel shield, 75 quartz crystals and an ornate silver scroll tube (75 gp) containing a *spell scroll* (*lightning bolt*, *monster summoning I*, *hold person* and *knock*).

GARGOYLE (5): HD 4; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

BABOONS (21): HD 1; AC 7[12]; Atk 1 bite (1d4); Move 12; Save 17; CL/XP 1/15; Special: None.

Area N: Winds of Appeal

A mostly intact building juts from the sand. Its stone walls, ceramic-tiled roof and hard-packed earthen floor have outlasted most of the crumbling structures remaining in Zendeth-Jan. A hole in the center of the floor is the lair of a **sand stalker**, although the creature currently resides in the dark recesses of the rafters in the cool space beneath the roof. It drapes its hollow forelegs through holes in the ceiling to use its attraction ability to lure prey. If a victim enters the open floor beneath it, the sand stalker leaps into melee.

The burrow contains the sand stalker's past meals. Decaying flesh and bone litter a crude 20-foot-diameter room located at the end of a 10-foot-long passage that twists under the sand. Digging into the "leftovers" uncovers 376 sp, 342 gp, 67 pp, a +2 *crossbow*, full plate armor (human-sized), a large heavy mace, and a barrel of pickled herrings.

SAND STALKER: HD 7; AC 4[15]; Atk 1 bite (1d6+2 plus poison); Move 15, burrow 12; Save 9; CL/XP 9/1,100; Special: paralytic poison, sound lure

New Monster: Sand Stalker

Armor Class: 4 [15]

Hit Dice: 7

Attacks: 1 bite (1d6+2 plus poison)

Saving Throw: 9

Special: Paralytic poison, sound lure

Move: 15, burrow 12

Alignment: Neutrality

Challenge Level/XP: 9/1,100

Sand stalkers are aggressive 12-foot-long hunting spiders with light gray underbellies. Desert dwellers, sand stalkers burrow just beneath the sand, leaving only their front forelegs exposed. The wind plays over their forelegs, producing an eerie flute-like sound that attracts and hypnotizes prey into approaching the creature. A sand stalker's bite delivers a poison that paralyzes its prey (save avoids) so they can be consumed at the creature's leisure.



Area O: Gnoll Commander's Camp

A canvas roof covering the missing wall of this building provides protection from the heat and blowing sand. Gnolls use this tent as a command post. A **gnoll commander** oversees guards patrolling the ruins. Within the camp are **13 gnolls** and **6 hyenas**. The gnoll commander rides a **giant hyena**.

The commander blows an ox-horn bugle to alert outlying camps if danger threatens.

GNOLL COMMANDER: HD 4; hp 22; AC 4[15]; Atk 1 bite (2d4) or battle axe (1d8) or spear (1d6); Move 9; Save 11; CL/XP 4/120; Special: None.

Combat Gear chain mail, battle axe; **Other Gear** *potion of invulnerability*, *potion of extra healing*, 4d10 gp

GNOLL (13): HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

HYENA (6): HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

GIANT HYENA: HD 5; AC 6[13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.

Area P: Gnoll Sentries

Posted at these guard posts are **6 gnolls**. The posts are camouflaged and difficult to see or identify as anything other than ruins.

GNOLL (6): HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Area Q: Covered Wells

The gnolls cover these wells with thin reeds and grasses, then apply a coating of sand to trap meals (1 in 6 chance of falling into the pit). The 30-foot-deep wells contain two feet of murky water. Creatures that fall into the well suffer 3d6 points of damage (Dexterity save for half).

Area R: Seraph, The Ziggurat of Arden

Seraph's outer surface suffered various indignities over the years, from assaults by Set's worshippers to hyenas and gnolls scrambling over its sides.

The ancient temple has six sloping sides that rise 300 feet to a dais. Three sets of incredibly steep stairs climb the 65-degree incline. See the sidebar on climbing the stairways for more information.

Sand-worn statues stand at the bottom of the staircases. The statues at one time represented images of the sun god, Arden. Time, sandstorms and vandals have worn away details, leaving amorphous humanoid shapes.

Climbing the Stairs

Seraph's steep stairs provide some protection for the temple's inhabitants. Climbing the stairs is strenuous and requires 2 successful Constitution checks to avoid complete exhaustion (one at the midway point, the second at the top). The first failed check results in half movement, a second results in quarter movement.

Creatures that fall down the steps roll down the steep incline, taking 1d6 points of damage for every 10 feet fallen. A PC can attempt to catch the stairs with a Dexterity check to break his fall.

ADVENTURE BACKGROUND

The stairs end at a terrace encircling the top of the six-sided pyramid. Archways on the 10-foot-tall dais lead into the ziggurat. A grime-encrusted 10-foot-diameter quartz sphere sits upon a pedestal at the summit of the dais. Layers of dust and sand coat the sphere. Seraph's past inhabitants also added a layer of tar and oily sludge to the crystal to block any light from reaching the Morningtide Sphere and reflecting downward into the temple. The amount of grime and the desert sun make cleaning the sphere a daunting and boring task. Cleaning the quartz sphere requires 15 man-hours and a great amount of water.

Once cleansed, the Morningtide Sphere absorbs the sun's rays, reflecting the light so it can be seen for miles away. At night, the sphere releases the absorbed sunlight and bathes the temple in unearthly radiance.

The Morningtide Sphere

The Morningtide Sphere sits on an unbreakable magical tube that descends through the temple's levels to the Lower Sanctum (Area 6-2). The Morningtide Sphere collects light and filters it into every room through which the tube passes. The sphere radiates strong divination magic and good aura.

Unfortunately, the tube is now the hunting ground of a **kamarupa** (See Area 6-2), an undead creature whose gaze kills. The creature floats in the tube, unable to escape, targeting any creature that meets its gaze. The inhabitants of Seraph's upper levels neutralized the threat by caking the tube's surface with mud and clay. The kamarupa now impotently ascends and descends, unable to use its gaze attack unless someone foolishly clears the grime from the tube's outer surface.

Cleaning the tube allows the kamarupa to again hunt freely. The

kamarupa cannot escape the hollow pillar, but its ranged gaze attacks remain unaffected. If it can see out, the kamarupa uses its frightful gaze attacks and can generate nightmares in its victims.

To bless the *Scepter of Faiths*, PCs must cleanse the Morningtide Sphere to allow sunlight to reach the Lower Sanctum (Area 6-2). Once cleansed, the Morningtide Sphere collects sunlight and blasts it downward through the tube, obliterating the kamarupa and permanently ending the darkness aura within the Forbidden Temple of Set (Level 5).

Cleaning the pillar's surfaces is not required for the blessing. The Morningtide Sphere is the key element in restoring the scepter, and PCs who clean the sphere early may save themselves time — not to mention eliminate a dangerous foe by getting rid of the kamarupa and the darkness effects in the lower levels.

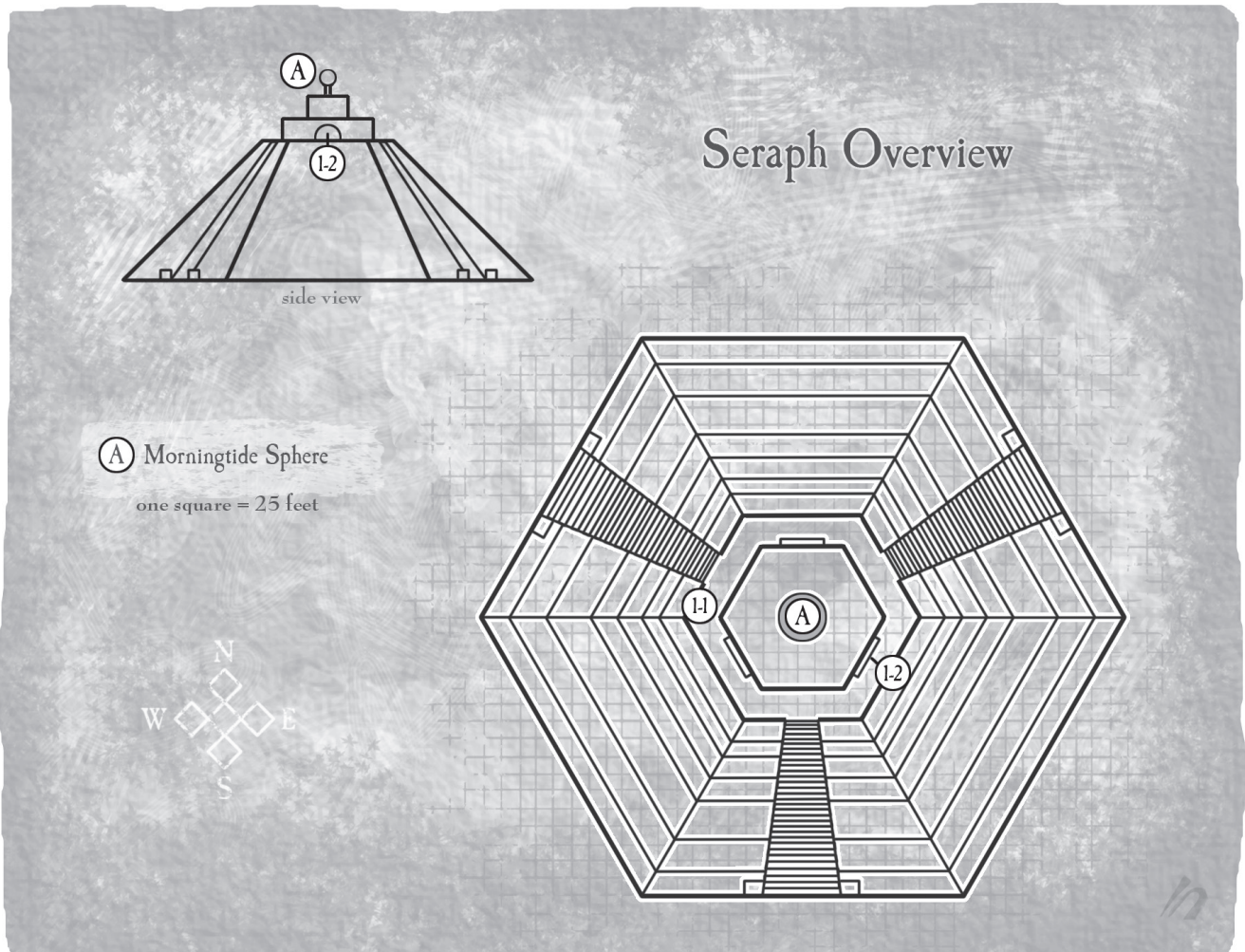
Seraph, Level 1

The Morningtide Sphere dominates this outer terrace. Stairs lead inside.

Area 1-1: Terrace and Boulder Plinko

The terrace is guarded by 4 **gnolls** that watch for sandstorms and other dangers.

If Seraph is attacked, the gnolls sound a warning, then roll 30-pound boulders down upon climbing attackers (2d6 points of damage). The boulders deal double damage to anyone past the halfway point (above the 150 foot mark). PCs hit by a bouncing boulder must make a Dexterity check (Dexterity + damage suffered) due to the steep



ADVENTURE BACKGROUND

incline, or fall down the side of the pyramid. Creatures that fall roll down the steps, taking 1d6 points of damage for every 10 feet fallen. PCs can attempt to catch the stairs if they make a Dexterity check to break their fall.

Climbing PCs lose any shield bonuses. There are 50 boulders stored atop the pyramid.

The gnolls' attack bonus or penalty depends on the location of the PCs below them (Descending AC system numbers in brackets): 0-20 ft.: +4; 21-40 ft.: +2; 41-60 ft.: +0; 61-80 ft.: -2; 81-100 ft.: -4; 101-120 ft.: -6; 121-140 ft.: -8; 141-160 ft.: -10. The gnolls wait to roll boulders until attackers are at least halfway up the stairs (a -10 penalty).

GNOLL (4): HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 1-2: The Dais Interior

The gnoll lookouts use the area inside the three archways to escape the heat. Three sets of stairs wind downward into the temple. An ox-horn bugle sits on a wooden frame inside the south entrance. Piles of large round boulders are stacked in the corners, ready to be tossed at invaders. If the horn sounds, gnolls from Area 2-3 equip themselves with battleaxes and arrive two rounds later.

Seraph, Level 2

Gnolls claim Seraph's first level. The tribe is led by a lamia and is an effective fighting force if challenged.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of three-foot-square stone blocks. Doors are wooden, unless otherwise specified. Niches that once held statues, relics and urns line the walls.

The halls are lit every 30 feet by torches set in sconces. Most rooms also contain chain-linked chandeliers suspended from the ceiling holding battered lanterns or torches.

The entire gnoll-infested area reeks of wet animals and pungent urine. The abundance of fleas and lice are matched only by the piles

of shed hair and carrion. The alabaster walls and ceiling are covered in soot from years of neglect and burning torches.

Area 2-1: Stairs

These stairs lead to the temple's third level. If an alarm sounds, 4 **gnoll guards** from Area 2-3 watch each set of steps.

Area 2-2: East Gathering Room

Gnolls gather in this room. Tables and chairs are scattered about, creating a tavern-like atmosphere. Female gnolls from Areas 2-6 and 2-7 are readily available for companionship. Piles of rotting meat and strong brew sit on battered tables.

GNOLLS (12): HD 2; hp 9; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 2-3: West Gathering Room

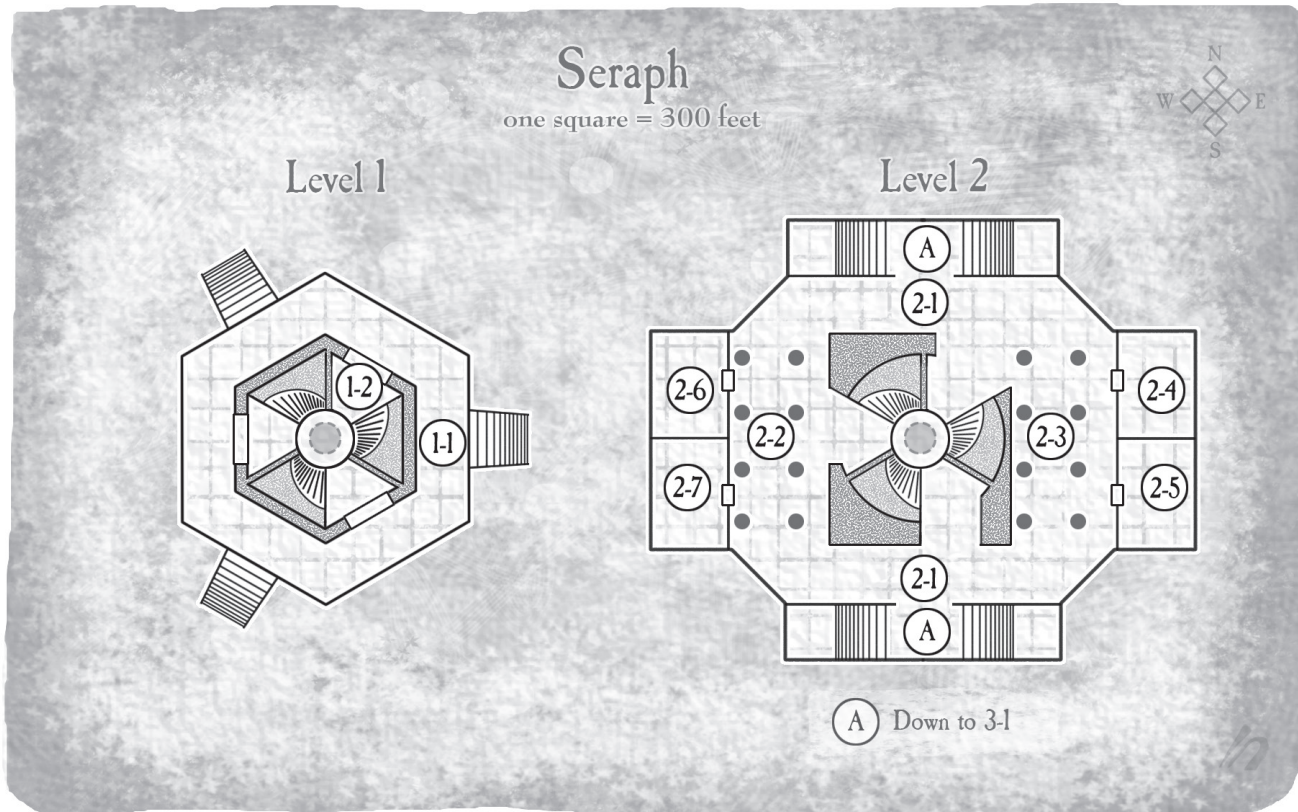
Gnolls relax in this common room. Firepits line the floors, creating a smoky atmosphere. Heaps of trash are piled in the corners. Murals once covered the walls, but they are flaking and heavily scratched. Tallow and grime cover every surface.

GNOLLS (8): HD 2; hp 14; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 2-4: Barracks

When not patrolling, 6 **gnolls** live here. The room is knee-deep in filth. The entry is broken and chipped from where the gnolls "extended" a low doorway by bashing the stones apart. The gnolls keep belongings in leather bags hanging above their hide beds. Each bag contains 2d6 sp, 2d6 gp and miscellaneous gnoll snacks.

GNOLLS (6): HD 2; hp 14; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.



Wandering Encounters

Many creatures wander through Seraph's upper halls. Check for an encounter every 2 hours. Roll 1d20:

d20	Encounter
1-3	HYENAS (1D6): HD 1; hp 6; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.
4-7	GNOLLS (1D6): HD 2; hp 12; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.
8-9	Leucrotta (1D4): HD 6; hp 41; AC 4[15]; Atk 1 bite (3d6); Move 18; Save 11; CL/XP 6/400; Special: None.
10-11	ETTIN (1): HD 10; hp 67; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.
12-13	KRUUK WITH GNOLL GUARDS (1D6): KRUUK, CHAOTIC GNOLL SUB-CHIEFTAIN (FIGHTER 7): HD 7; hp 36; AC 5[14]; Atk bite (2d4) or +2 flaming heavy mace (1d6+3 plus 1d6 fire damage) or spear (1d6); Save 8; Move 6; CL/XP 9/1,100 XP. Special: none Combat Gear +2 flaming heavy mace, +1 ring mail, large steel shield, spear. See Area 4-8 for more on Kruuk. GNOLLS: HD 2; hp 12; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.
14	PACKMASTER AND GIANT HYENAS (1D4): GNOLL PACKMASTER (2): HD 4; hp 21; AC 6[13]; Atk 1 bite (2d4) or long sword (1d8) or lance (2d4+1); Move 9; Save 13; CL/XP 4/120; Special: Track as 6th-level ranger. See Area 3-9 for more on the packmasters. GIANT HYENAS: HD 5; AC 6[13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.
15-20	No encounter

Area 2-5: Barracks

This room is almost identical to Area 2-4 except that a half-eaten boar hangs from an ancient chain-link chandelier. Living here are 6 gnolls. A crude ladder is used to access a secret compartment near the ceiling that holds the "boys' party fund:" a bag with 345 gp, a ruby encrusted gold necklace (750 gp) and a silver hand mirror (75 gp).

GNOLLS (6): HD 2; hp 14; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 2-6: Female Gnolls Room

These quarters are the "boudoirs" of 12 female gnolls. Other than getting separate sleeping quarters, the female gnolls are otherwise on equal footing in gnoll society. The females often can be found on guard, slave and patrol duty. Their personal effects hang in bags from pegs driven into the walls. Each bag holds 3d6 sp, 2d12 gp and 1d4 pieces of jewelry (3d10 gp). The males frequently give "gifts" to their female counterparts.

GNOLL (12): HD 2; hp 11; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 2-7: Matron Gnoll Quarters

Lychyaena, the dominating gnoll matron, and her 4 gnoll consorts reside here. She is never without her loyal pets, 2 hyenas. Lychyaena leads the gnolls and is loyal to Kruuk. She fears and distrusts Amdari.

The room contains 4 large sacks hanging from pegs above bedrolls. Each bag holds 10d6 sp, 5d6 gp and 2d6 pieces of jewelry (5d10 gp). A locked chest sits near a pile of reeking furs. The chest holds the matron's possessions: 695 sp, 453 gp, 27 pp, 8 pieces of jewelry (50 gp each), 6 bottles of fine wine (25 gp each), and potions of *extra healing* and *invisibility*.

GNOLLS (4): HD 2; hp14; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

HYENA (2): HD 1; hp 7; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

LYCHYAENA, MATRON GNOLL: HD 6; AC 3[16]; Atk 1 bite (2d4) or battle axe (1d8) or spear (1d6); Move 9; Save 9; CL/XP 6/400; Special: None.

Combat Gear +2 chain mail, battle axe; **Other Gear** *potion of animal control*, *potion of extra healing*, 4d10 gp

Seraph, Level 3

Gnolls also control Seraph's third level.

Area 3-1: Worship Chamber

Ceremonies celebrating the sun were held here, but vile rituals long ago replaced those grand events. The central pillar supporting the Morningtide Sphere is coated with a layer of hardened clay and sand. The gnolls covered the pillar for fear of the **kamarupa** (Area 6-2). The gnolls attack anyone cleaning the pillar.

The room is a worship chamber for the lamia gnoll queen **Amdari**. She is rarely encountered here, preferring to stay on Level 4.

A mated pair of **ettins** guards the room. The ettins agreed to work with the gnolls in exchange for food. The gnolls got the raw end of the deal, as they didn't realize how much the four heads consume. The ettins are unhappy with the meals and grumble constantly but they do enjoy Seraph's cool and protective environment.

ETTINS (2): HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; CL/XP 10/1400; Special: None.

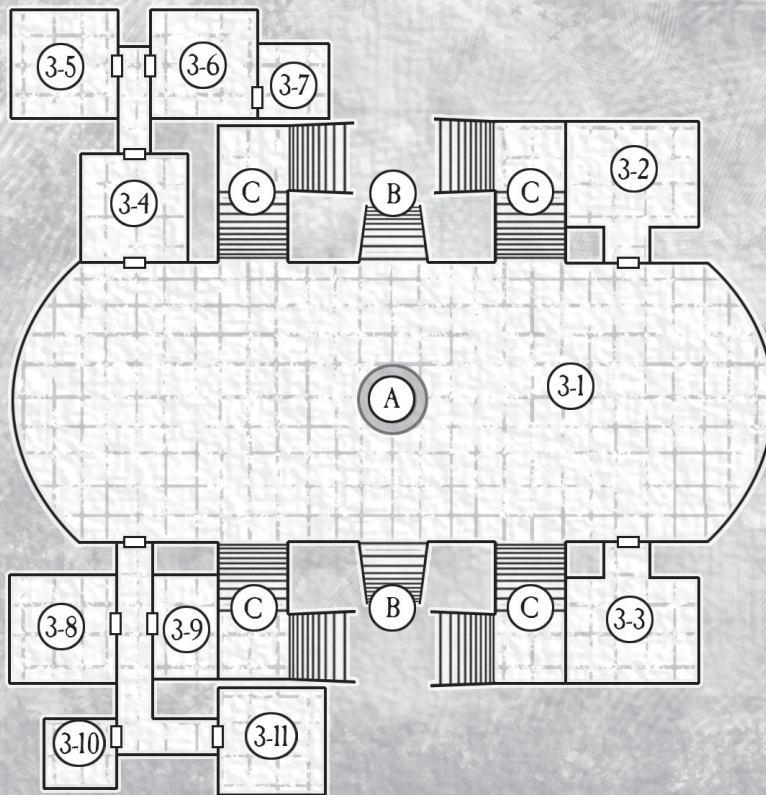
Area 3-2: The Ettins' Lair

Waste and other refuse cover the floor. A table and two chairs sit in the room's center. On the table, a decaying hyena sits on a +2 *large steel shield* used as a plate. The shield is foul and tarnished, but if cleaned it displays a bronze sun on a blue background, the herald of Arden. A huge dilapidated chest sits under a pile of old furs and skins. The lid does not have hinges, but the chest is locked. Anyone looking at the chest notices that the hinges are missing and that chest can be opened without unlocking it. The chest holds the ettins' valuables: a goat skull, a harpsichord, 6 throwing stars, a huge wooden mallet, a bag of 564 sp, 34 gp and 4 pp, a silver masterwork halberd, a bag of corncocks, 50 feet of hemp rope, a dead vulture puppet, and a *wand of magic missiles* (9 charges left) used as a toothpick. The wand has a 10% chance per use of exploding in a blast that detonates any remaining spells because of the abuse it has suffered in the ettin's hands.

Area 3-3: Gnoll Youth Gone Wild

This room houses 25 gnoll youth. The place is a shambles of broken furniture and rubbish. Two small barricades of furniture sit along opposite walls. The gnoll youth form into teams behind the makeshift forts to launch javelins at one another. The gnolls have 8

Seraph
Level 3



- (A) Glass Pillar
- (B) Down to level 4
- (C) Up to 2-1

one square = 5 feet

javelins apiece and happily turn on intruders before fleeing.

GNOLL (25): HD 2; hp 3; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None. The young gnolls have small hide armor, small spear, small wooden shield, crude elf and gnoll action figures, and baboon jerky.

Area 3-4: Gnoll Guards

The room is much cleaner than the common gnoll chambers. Stationed here are **4 gnoll guards** and **Tungurictis**, the turnkey who watches over the slaves (Areas 3-5 and 3-6). Tungurictis and his posse suffer from mange. Large patches of missing fur reveal cracked and peeling skin. The heavy wooden door is barred from the inside. The gnolls do not open the door if a warning horn sounds. The keys hang from a rib bone jammed into a seam in the wall.

The gnolls often play knucklebones at the table. Five cots line the walls. Bags under each hold their goodies. Each holds 2d20 sp, 2d20 gp, and 4 gold nuggets (20 gp each).

GNOLLS (4): HD 2; hp14; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

TUNGURICTIS THE TURNKEY, GNOLL FIGHTER 4: HD 4; hp 19; AC 4[15]; Atk 1 bite (2d4) or long sword (1d8) or spear (1d6); Move 9; Save 11; CL/XP 4/120; Special: None.

Combat Gear long sword, spear, chainmail, large steel shield

Other Gear 2d10 gp

Area 3-5: East Slave Pen

This windowless cell door opens into a room containing **37 goblin**

slaves. The goblins attempt to overrun any non-gnoll opening the door in their desperate bid to escape. They have no treasure.

GOBLINS (37): HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

Area 3-6: Slave Pen, West

The windowless heavy wooden cell door holds more-powerful slaves. A large iron bar adds extra strength to the door. Crammed in the chamber are **4 ogres** and **10 goblins**. They are weaponless, but extremely hostile toward any non-gnoll opening the door. Each slave has a manacled iron ball attached to one ankle that allows half movements only. During combat, the ogres grab the goblins and use their bodies and manacled legs as crude morningstars (-4 penalty to melee attacks, 1d6+7 damage). The remaining goblin slaves use their manacle chains to trip opponents (-4 melee penalty).

GOBLIN SLAVES (10): HD 1d6hp; hp 3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

OGRE SLAVES (4): HD 4+1; hp 28; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

Area 3-7: Special Slave Pen

This locked iron door is behind the ogre pen for extra security. More intelligent and rebellious slaves are kept here to torture. The room contains **3 humans**, a **halfling** and an **orc**.

The humans are desert nomads who were captured when their caravan was attacked. They gladly thank PCs if freed and try to escape to reunite with their nomadic brethren.

ADVENTURE BACKGROUND

The orc is **Tungul Oxbeef**, a chieftain. His tribe was slain and devoured by the gnolls. He assists PCs, but requires a fair share of bloody revenge and treasure.

The halfling goes by the name **Koeval of Shale Mountain**. He is actually a scout from the Nether Sepulcher temple sent by Akruel to investigate Seraph's status. Unfortunately, Koeval fell into a dry well and broke his leg. He was in the well a day before the gnolls found him. His leg is still broken, and he is in a lot of pain. A healing spell that restores at least 10 hit points mends the bone.

He gladly helps PCs in hopes of completing his reconnaissance. He does not make a move against the PCs, and stays out of combat. He intentionally fumbles his thief skills to hide his abilities. If able, he reports to Akruel any information regarding the PCs and their quest to restore the *Scepter of Faiths*.

TUNGUL OXBEEF (CHAOTIC MALE ORC): HD 5; hp 27; AC 4 [15]; Atk scimitar (1d8); Save 10; Move 9; CL/XP5/240 XP. Special: None.

KOEVAL OF SHALE MOUNTAIN (CHAOTIC HALFLING THIEF): HD 4+1; hp 29; AC 7[12]; Atk short sword (1d6); Save 7; Move 9; CL/XP 11/1,700 XP. Special: OL 1-15, RT 1-13, PP/MS 1-14, HS 1-13, HN 1-15, thief abilities, halfling racial abilities

Area 3-8: Hyena Den

The door to this pen is locked, and the packmaster holds the key. The overcrowded room houses **12 hyenas** awaiting additional training. They already know basic commands such as "attack." If warned, the packmaster releases the animals to attack intruders.

HYENAS (12): HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

Area 3-9: Packmaster's Chamber

The **2 female gnoll packmasters** and their **2 gnoll mates** live in this room. The room reeks of musk. Whips, long spears and nets hang from the walls, and a grass nest serves as bedding. Bones lie scattered across the floor and a quarter of a wildebeest hangs from the chandelier chain. A huge knife sticks in the wildebeest's flank.

If on alert, the packmasters release their hyenas (Area 3-8), then mount giant hyenas (Area 3-11) and ride into combat. The packmasters can track with the same abilities as a 6th-level ranger, as long as they have even one gnoll to assist them.

GNOLLS (2): HD 2; hp14; AC 5[14]; Atk 1 bite (2d4) or battle axe (1d8) or spear (1d6); Move 9; Save 16; CL/XP 2/30; Special: None.

GNOLL PACKMASTERS (2): HD 4; hp 21; AC 6[13]; Atk 1 bite (2d4) or long sword (1d8) or lance (2d4+1); Move 9; Save 13; CL/XP 4/120; Special: Track as 6th-level ranger

Gear long sword, lance, +1 *leather armor*; 2d10 gp

One packmaster has 2 potions labeled *extra healing* and *invulnerability*; and another potion labeled *heroism* that actually contains hyena musk.

Area 3-10: Quarantine

In this room are **2 rabid hyenas**. The animals attack anyone entering the pen. PCs bitten by one of the rabid animals must make a save or contract rabies (1d3 Constitution damage per week until cured or death).

HYENA (RABID) (2): HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: Rabies.

Area 3-11: Giant Hyena Pen

These **4 giant hyenas** are highly trained and loyal to the packmaster.

The largest hyena is the dominant female and the packmaster's mount.

GIANT HYENA (4): HD 5; hp 34; AC 6[13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.

Seraph, Level 4

Gnolls and their leader control this level.

Area 4-1: The Feast Hall

This room is a feast hall and brewery. Shabby tables sit haphazardly, their benches toppled nearby. Utensils and wooden plates covered in leftover food sit on the tables. A crude still sits the western corner, belching vapors and smelling strongly of yeast. Scraping the plates are **4 human slaves**. Sipping tankards of ale from carved tankards as they relax are **9 gnoll guards**.

The slaves are nomads captured during recent raids. They are hungry and scared, and avoid combat. They thank PCs profusely if rescued, then try to make their way out of the pyramid.

GNOLLS (9): HD 2; hp14; AC 5[14]; Atk 1 bite (2d4) or battle axe (1d8) or spear (1d6); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 4-2: The Kitchen

Putrid meat hangs from hooks driven into the ceiling of this sloppy kitchen. A fire pit warms a boiling cauldron of stew. Foods prepared here are simple and consist mainly of stews and cooked slabs of meat. Tending the stew are **2 human slaves** (Neutral human). The cook, a grossly overweight **gnoll** with lard matted into his hair, hacks at a slab of rotting zebra ribs. He investigates any sound of fighting coming from the feast hall.

An attached pantry (A) holds a jumble of cooking equipment and mundane spices. Aside from 13 large kitchen knives and a large cleaver, there is little else of interest.

GNOLL COOK: HD 4; hp 19; AC 7[12]; Atk bite (2d4) or +2 giant cleaver (1d12); Save 11; Move 6; CL/XP 4/120 XP. Special: none

Combat Gear +2 *giant cleaver*, leather armor, *potion of giant strength* and *fire resistance* **Other Gear** 2d10 gp

Area 4-3: Cook's Chambers

The cook's private chambers contain his personal food stock and ale of significantly higher quality than he serves the other gnolls. A wide bed lumped with greasy skins and linens sits in the corner. Goat hocks and dried meats hang from ceiling hooks. Small kegs of poor quality ale and mead sit along the back wall. A stout chest sits between the barrels.

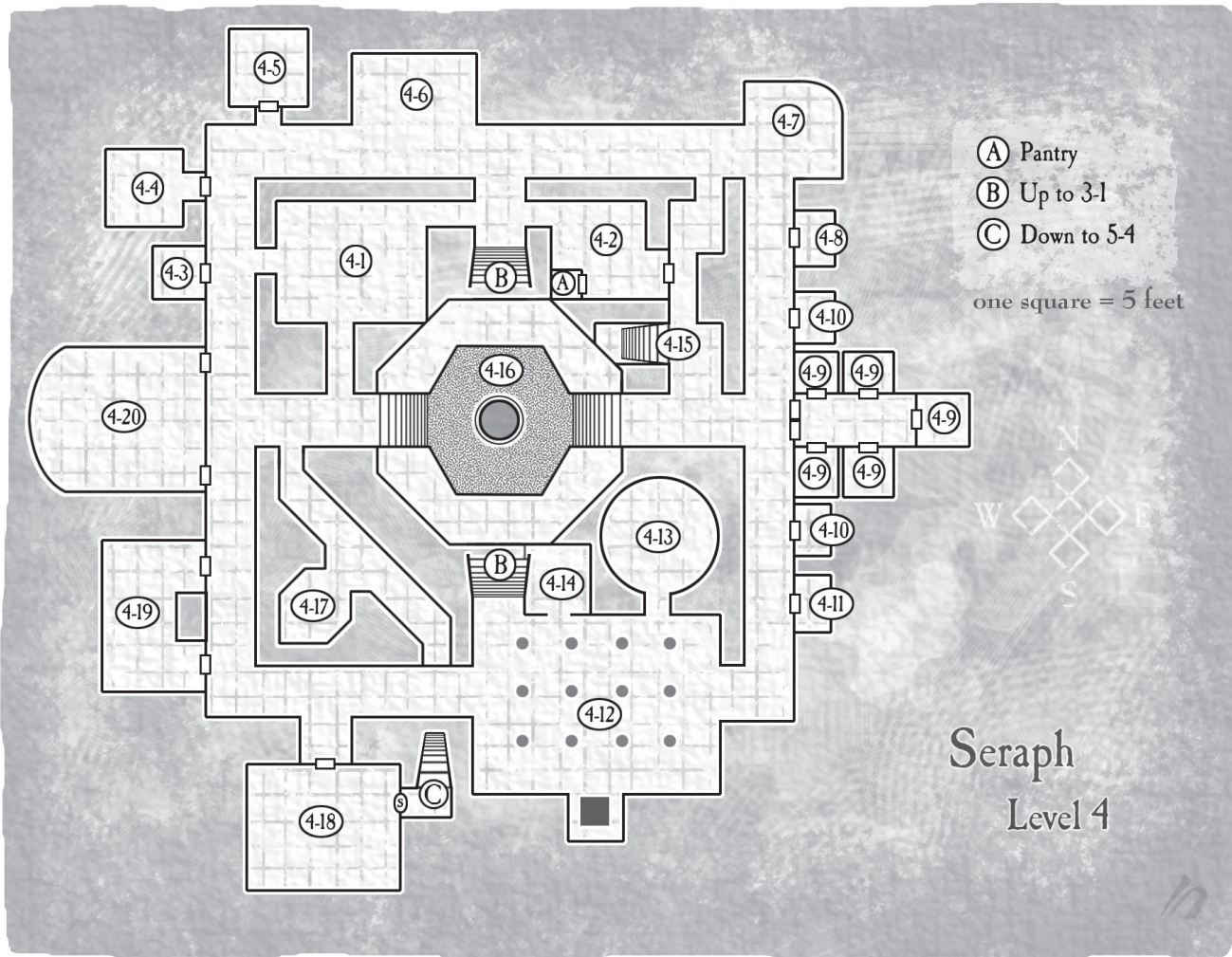
The cook (Area 4-2) is well fed for his efforts. Besides the better-quality food, he stores his valuables here. The chest contains 1,687 sp, 675 gp, 78 pp, 6 sapphires (50 gp each), a silvered and jeweled dagger (350 gp), a beat-up battle axe, +1 *warhammer* (used to tenderize meat), a *potion of diminution*, a *potion of slipperiness*, 3 *potions of poison* (arsenic, oil of taggit and striped toadstool), and 3 vials of acid. The cook uses the poisons to control his subordinates; he threatens to put them in their meals.

A locked pantry contains hanging meats, barrels of grain and dried roots. Shelves hold blocks of salt and bottles of vinegar, wine and spices. One box holds 24 pheasant eggs, four of which are unfertilized cockatrice eggs.

Area 4-4: Storage

The locked door opens onto a storeroom filled with hanging meats.

ADVENTURE BACKGROUND



Area 4-5: Storage

The locked room contains barrels of cheap ale.

Area 4-6: Training Area

Five sun-dried, battered corpses of captured nomads are lashed to bloody wooden stands and used as battled dummies. The preserved bodies resemble leathery mannequins.

Area 4-7: Leucrotta's Abode

In this room are 6 **leucrotta** that have an uneasy but lasting pact with the gnoll queen for shelter if they help defend Seraph. The leucrottas' surefootedness makes them especially dangerous on Seraph's exterior steps and sides.

The leucrotta hide their treasure in heaps of shed hair and decaying flesh. They have collected 3 *potions of animal control*, a *potion of heroism*, 2 *potions of treasure finding*, a *potion of levitation* and 3 *potions of undead control*.

Leucrotta (6): HD 6; AC 4[15]; Atk 1 bite (3d6); Move 18; Save 11; CL/XP 6/400; Special: None.

Area 4-8: Kruuk, Gnoll Sub-Chieftain

This wooden door is always locked. **Kruuk**, the gnolls' subchieftain, is rarely found in his quarters (10% chance). He makes rounds within Seraph to ensure his guards are at their posts and

sober. Kruuk is very strong and unusually adept at fighting, deriving a malicious pleasure from "cracking skulls" of intruders and gnolls alike. The room contains a wooden bed and footlocker. The unlocked footlocker contains a pair of bone dice, a silver holy symbol of Arden (25 gp), a scorpion in a glass hemisphere, a book of illustrated poetry (Kruuk likes the pictures), a dwarf-sized metal skull on a three-foot chain, an out-of-tune mandolin, a *potion of extra healing*, a raggedy stuffed hyena pup (his childhood friend) and a bag containing 412 sp, 298 pg and 13 gems (25 gp each).

Among Kruuk's prized possessions is a bronze nozzle to a bellows he uses as a codpiece. The "family heirloom" is the *Breath of Dargath* that was stolen from Anvil Plunge's Homage to Air temple during a gnoll invasion of the dwarven city. The nozzle provides a constant stream of air when the command engraved on the rim is spoken. The dwarves would greatly appreciate anyone returning the minor relic. It's up to PCs whether they tell the dwarves how the gnoll was using it. (See *Splinters of Faith 2: Burning Desires* for more about Anvil Plunge and the missing relic.)

KRUUK, CHAOTIC GNOLL SUB-CHIEFTAIN (FIGHTER 7): HD 7; hp 36; AC 5[14]; Atk bite (2d4) or +2 *heavy mace* (1d6+3 plus 1d6 fire damage) or spear (1d6); Save 8; Move 6; CL/XP 9/1,100 XP. Special: none

Combat Gear +2 *flaming heavy mace*, +1 *ring mail*, large steel shield, spear; **Other Gear** bronze nozzle, master keys to all doors to Level 3 and above, 8d10 gp

Personality Kruuk outlived many of his tribesmen thanks to his combat skills. Kruuk is the former chief who lost a challenge fight with Crocuta years ago. Kruuk is wise enough to barter with strong PCs to dethrone his rival. His loyalty to Amdari dissolved when she chose Crocuta as the gnolls' chieftain.

Area 4-9: Barracks

These barracks hold five wooden beds and footlockers. Inside each room are **5 gnolls**. The gnolls react to nearby combat. Each footlocker holds personal items and 5d10 sp, 3d12 gp and 3d4 pp.

One of the barracks has **4 gnolls** awaiting the return of a companion for a surprise party in recognition of a recent elf kill. They sit in the dark room with crude instruments, and yell when the door is opened. Their weapons sit near the beds. A raw meat pie with candles sits on a table.

GNOLLS: HD 2; hp12; AC 5[14]; Atk 1 bite (2d4) or battle axe (1d8); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 4-10: Slave Quarters

This room holds **10 slaves** (Neutral humans) who work in the kitchen and clean up after the gnolls. These slaves are stronger and better fed than the others. If armed, they help fight the gnolls as best they can, although they won't foolishly charge a room of the creatures.

Area 4-11: Choice Slaves

This room contains a man and two women (Neutral humans) destined to be meals for Crocuta and Amdari. These captured nomads are well fed and bathe frequently, but otherwise never leave this chamber and know nothing of their fate.

Area 4-12: The Goddess's Chamber

This chamber once hosted parties and welcomed visitors to Seraph. Murals on the walls are chipped and scratched, and decorative pillars are gouged. A wooden throne sits in an alcove. Leather straps lace the throne together with bones and skins of various humanoids. The blood of countless creatures stains the stone-block floors. A kettledrum and several large horns sit in a corner.

Amdari uses the chamber as her throne room. From here, she creates bizarre rituals for the gnolls to perform in her honor. The chamber doubles as a command center if warning horns sound throughout Seraph. If Amdari is present, she is accompanied by **2d10 gnolls**. (See Area 4-18 for more on Amdari.)

Area 4-13: Dung Heap

This chamber is a latrine. The reek of mounds of offal makes PCs' eyes water and sting. Slaves occasionally carry refuse into the desert in buckets. Nothing of value can be found in the disgusting heaps.

Area 4-14: Crocuta's Den

The gnoll chieftain **Crocuta** resides in this wrecked chamber. Furniture lies in shambles, and the broken bed is little more than a heap of furs. The room smells strongly of animals and blood. Crocuta is a gnoll werehyena who rules the tribe with cruelty and intimidation. At one time, he attempted to overthrow Amdari, but her intellect allowed her to outthink the raging werehyena. Amdari spared the chieftain, realizing that his uniqueness made him a powerful ally. Still, their partnership is tenuous.

Crocuta does not aid Amdari in combat in the hopes that a strong party will slay the lamia. He prefers to lure foes in close by engaging them first with his sword, then dropping the weapon and shield and changing to his werehyena hybrid form to continue the battle. He takes full advantage of the confusion his change brings.

CROCUTA, CHAOTIC GNOLL WEREHYENA: HD 7; hp 49; AC 6 [13]; Atk bite (1d6) or bastard sword (1d8); Save 9; Move 9; CL/XP 10/1,400 XP. Special: Lycanthropy.

Combat Gear bastard sword, leather armor, heavy steel shield;

Other Gear *boots of leaping, potion of extra healing, 2d10 gp*

New Monster: Werehyena

Armor Class: 6 [15]

Hit Dice: 3+3

Attacks: 1 bite (1d6)

Saving Throw: 14

Special: Lycanthropy

Move: 12

Alignment: Chaos

Challenge Level/XP: 4/120

Werehyenas can assume the form of a hyena, a human or a hyena-man hybrid of the two forms. Some werehyenas, perhaps those infected with prehistoric or giant forms of lycanthropy, might have as many as 8HD (as is the case with Crocuta in this module)."

Area 4-15: The Stairs

Guarding this barricaded staircase are **2 gnolls**. They watch for intruders as well as disturbances from beyond the barrier. The barricade consists of broken furniture, boulders and other items. The blockage requires 5 hours to create a passage large enough for a medium-sized creature to pass. The stairs lead down to Area 5-1. An Intelligence check reveals that the gnolls blocked this stairwell with debris to guard against whatever lairs on the level below.

GNOLLS (2): HD 2; hp14; AC 5[14]; Atk 1 bite (2d4) or battle axe (1d8) or spear (1d6); Move 9; Save 16; CL/XP 2/30; Special: None.

Area 4-16: The Bath Gardens

Shallow stone planter boxes containing dark soil surround a cold pool of stagnant water. Luxuriant vegetation once surrounded this spa, but now only barren soil dotted with multicolored fungi remains. The water is foul and undrinkable. The small mushrooms are used to breed lard grubs. The grubs are harmless, but the gnolls consider them a delicacy.

A mildew and slime-covered pillar stands in the center of the stagnant water. The pillar is the tube that extends throughout the levels of Seraph and supports the Morningtide Sphere. The tube is also the haunting area of the **kamarupa** in Area 6-2. The kamarupa can only use its frightful gaze or nightmare ability if the layers of mildew are scraped off the pillar. If the Morningtide Sphere is cleaned, the mildew dissolves within 24 hours on its own. The room then again fills with sunlight and the water heats up.

Area 4-17: The Reliquary

A relic of Arden once stood in this alcove. The relic has long since been destroyed, leaving behind nothing but a marble stand.

Area 4-18: Amdari's Chamber

This is **Amdari the lamia's** resting chamber. She is likely to be here if Seraph is not alerted to intruders. Elegant but worn furniture decorates her bedchamber. A dining table and three chairs covered in red velvet sit near the door. Fine silverware (75 gp) and four tarnished silver serving platters (25 gp each) filled with food sit upon the table. A wardrobe sits against the west wall, while a bookshelf lined with trinkets, treasures and oddities lines the east wall. A locked ornate chest of white oak and brass sits adjacent to the shelves. A bed piled with furs and silks sits against the south wall. Silver chains and manacles are piled at the foot of the bed.

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The shelves hold souvenirs from Amdari's victories. Among the various trinkets are humanoid skulls, necklaces made of teeth, jars of eyeballs in preservative fluid, 2 longswords, 4 daggers, a bastard sword, a set of very elaborate chainmail, +3 *dwarven-sized leather armor*, thieves picks, a mithral short sword, a +2 *dagger*, 7 bottles of fine wine (5 gp each), -1 *cursed bracers*, 4 *potions of healing*, *potion of levitation*, and 3 *potions of growth*.

The locked chest is also valuable as an antique. If intact, the chest fetches 1,500 gp from a collector. Within the chest are 4 bolts of silk (50 gp), an albino zebra pelt (350 gp), and a silver ceremonial helm shaped like a turtle (50 gp).

The wardrobe holds fine garments and robes (20 sets of fine clothing worth 15 gp each). All of the garments are feminine: scarves, silk wraps and furs.

AMDARI (LAMIA): HD 9; AC 3[16]; Atk 2 claws (1d6); Move 24; Save 6; CL/XP 12/2000; Special: Spells, touch drains wisdom.

Area 4-19: The Torture Chamber

A rack, a brazier of burning coals, buckets of water and a chair with bloody, leather straps sit in this room. Wall pegs hold whips, ropes, thumbscrews, pokers and various blades, and three sets of manacles and chains hang from the ceiling. A barely clothed man hangs by his arms from a chain. Another man lies strapped to a corner table. A baboon sits contorted in a small cage.

Gragrel, Seraph's torturer, enjoys the coveted position of head torturer and the prestige the post brings. The sadistic gnoll extracts information from nomad captives to allow the gnoll clan to better plan its raids.

Elwren Kitchel, a halfling interpreter, is Gragrel's assistant.

Gragrel and Elwren use whips to trip opponents, then attack prone opponents. Elwren targets weaker-looking opponents such as spellcasters. After many years together, the pair has learned to fight as a team, often attacking the same opponent to the maximum of their abilities before moving on to another foe.

The 2 **nomads** on the torture devices are at the brink of death. (Neutral humans). They know nothing about the gnolls' plans. The third victim is a common baboon. Gragrel loves hearing the animal scream in pain.

GRAGREL, THE TORTURER (CHAOTIC MALE GNOLL): HD 5; hp 27; AC 7 [12]; Atk bite (1d6) or whip +2, +4 damage vs. humans (1d4) or heavy mace (1d6+1); Save 12; Move 9; CL/XP 7/600 XP. Special: Abilities of a 7th-level thief.

Combat Gear +2 *whip of wounding* (succeed at a Dex check or fall prone), heavy mace, leather armor **Other Gear** *potion of invulnerability*.

ELWREN KITCHEL (CHAOTIC HALFLING THIEF 5): HD 5; hp 15; AC 7 [12]; Atk silver dagger (1d4) or whip (1d4); Save 10; Move 6; CL/XP 5/240 XP. Special: Halfling traits, OL 1-10, RT 1-8, PP&MS 1-10, HS 1-9, HN 1-12.

Combat gear leather armor, silver dagger, whip **Other gear** *potions of slipperiness* and *heroism*, thieves' tools

Description Elwren Kitchel is the gnolls' interpreter and Gragrel's assistant. Elwren did not start off as evil, but long years as the torturer's personal slave have twisted his soul. Elwren enjoys his position and the tortures he inflicts. Even though he is technically a slave, Elwren enjoys unlimited freedom within Seraph. With weeks of priestly guidance, Elwren can revert to his original alignment (Neutral). Afterward, he will be wracked with guilt and seek a new life away from thievery to redeem his spirit.

Area 4-20: The Shaman

Bouda, a gnoll tribal shaman, her two **gnoll assistants** and her **alpha male baboon** pet live in this vaulted room. Although Bouda's influence has diminished since Amdari arrived, the shaman still is quite respected. She worships and leads a secretive faction dedicated to the demon lord of gnolls. The silver-haired shaman rarely ventures

from her ancient library and does not get along with the other gnolls because of their subservience to Amdari. She especially dislikes the torturer Gragrel and his toady assistant.

Mostly empty wooden and stone shelves dominate the room. Skulls, vials, bottles, bowls, and mortar and pestles line the shelves within easy reach of the hunched shaman. A collection of simple alchemical components fills the tables in the center of the room.

BOUDA, CHAOTIC GNOLL SHAMAN: HD 6; hp 30; AC 7 [12]; Atk bite (1d6) or staff (1d6); Save 7; Move 9; CL/XP 8/800 XP. Special: Can cast druid spells; spells (1—*detect magic*, *locate animals*; 2—*heat metal*, *produce flames*; 3—*plant growth*, *pyrotechnics*; 4—*dispel magic*; 5—*wall of fire*) **Combat Gear** staff; **Other Gear** *wand of serious wounds* (8 charges), *potions of animal skin*, *invulnerability*, *plant control*

CHACMA (ALPHA MALE BABOON): HD 2; AC 7[12]; Atk 1 bite (1d6); Move 12; Save 16; CL/XP 2/30; Special: None.

GNOLLS (2): HD 2; hp14; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Seraph, Level 5: The Forbidden Temple of Set

After Arden's fall and the splintering of his priesthood, the forces of darkness overran Seraph. For centuries, Set's cult ruled the temple's depths until crusaders brought vengeance to the evildoers. After Set's forces were vanquished, various tomb robbers and adventurers looted the upper levels of any vestiges of the evil cult. But the lower levels proved more difficult to master, and the malevolence crafted by Set's minions remains. The gnolls, including Amdari and Crocuta, fear the denizens and traps located one level beneath them and do not venture to this level.

An unnatural and powerful aura of *darkness* also blankets this level. The light radiuses of normal, magical and supernatural light sources are halved. The *darkness* cannot be *dispelled* or overcome, even spells or magic that can see in absolute blackness cannot penetrate the lightless depths. This *darkness* remains until the Morningtide Sphere is cleansed and the level's pillar (Area 5-1) is cleared of the **fleshewn** covering it.

Brass lanterns with four blood-red panes light the level. The lanterns hang from the ceiling every 30 feet and are illuminated from within by continual flames, although the light only illuminates 10 feet around each light source. The red shadowy light fosters a sense of foreboding and ever-present evil.

The walls, floors and ceilings are painted with thick, black paint unless otherwise noted, adding to the oppressive feeling.

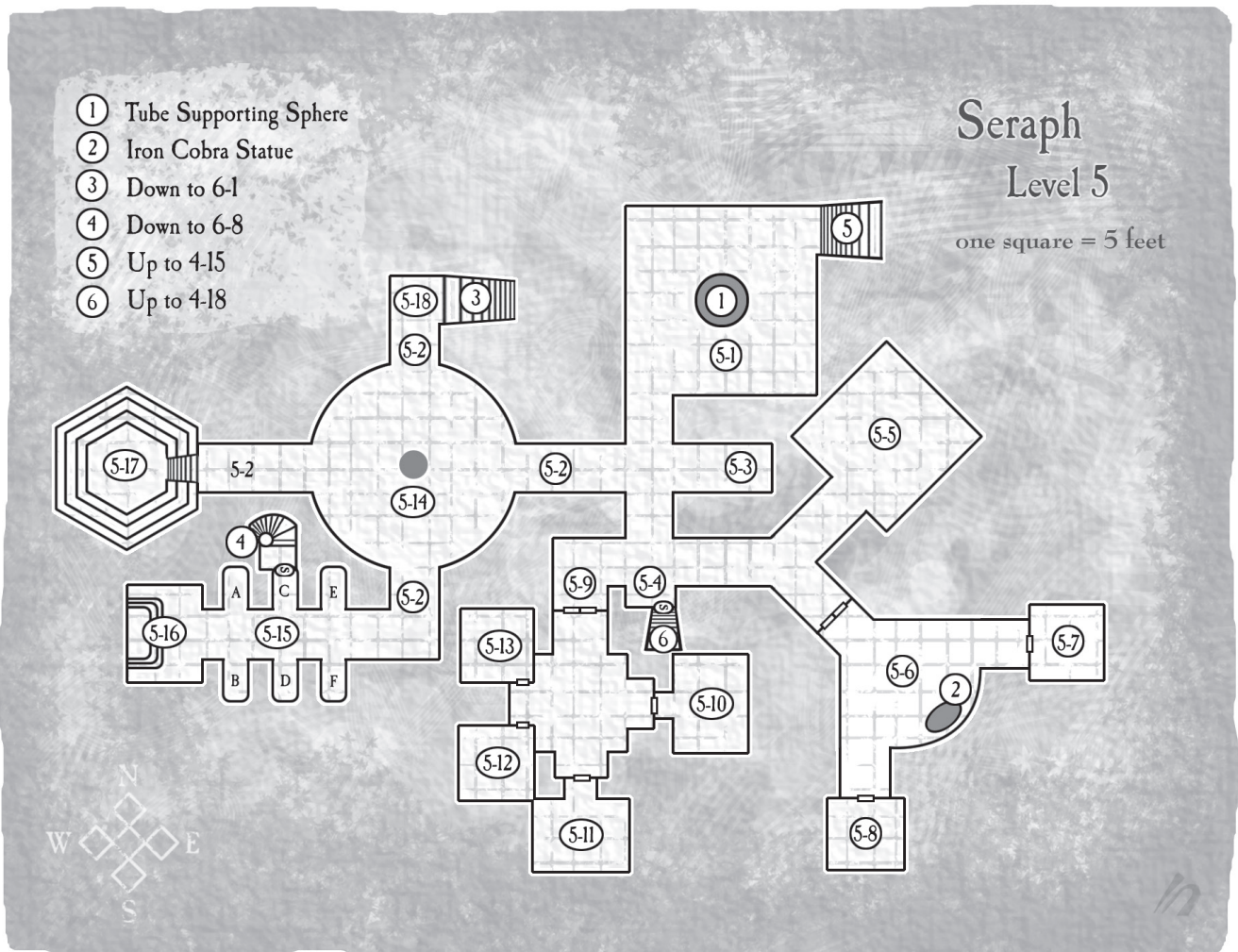
Area 5-1: The Chamber of Eyes

Lying at the base of the stairs are the desiccated and skeletal remains of several gnolls. A few of the skeletons look like they were trying to claw their way back to the stairs before they died. A stone overhang presents PCs from seeing into the room below until they are standing on the bottom step. Leaving the safety of the stairs opens PCs up to attacks from the room's sole denizen. The gnolls found this out the hard way.

A blackened pillar sits in the center of the room. Scattered across the stone floor are hundreds of shattered bone fragments. The air is stagnant and thick with dust. Sinewy, brown flesh coats the walls and the central pillar. Thousands of unblinking eyes move on the pulpy walls as the flesh writhes with twisting muscle. The eyes follow intruders with an unnerving stare; a few even extend on tentacle-like stalks. A mouth filled with serrated teeth opens and closes in endless hunger near the southwestern corner.

Set's disciples created a **fleshewn wall of eyes** in this chamber. Only a 10-foot section of the wall diagonally opposite the stairs is the actual fleshewn. The other three walls and the central glass pillar are

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merely coated with flesh similar to the fleshewn's body. Only damage done to the 10-foot section of the wall actually harms the creature. It may take PCs a while to learn this, however, as the creature over the years has exuded tendrils that let it control the extra flesh and eyes scattered throughout the room.

The majority of eyes are harmless, derived from humanoid and animal corpses, but those clustered around the 10-foot-patch of the creature's body can employ spell-like abilities. The positioning of the eyes allows the fleshewn to use each of its ray attacks once per round. The wall has the following rays remaining: *cause serious wounds*, *telekinesis*, *fear*, *slow*, *sleep* and *finger of death*. The fleshewn wall of eyes casts spells as a 10th-level magic-user, with a range of 150 feet.

PCs may take cover behind the pillar in the center of the room to hide from the rays, but only two creatures may benefit from the protection. PCs on the stairs are out of sight of the dangerous eyes, but also can't see to attack the fleshewn.

If the fleshewn kills or cripples a PC, it uses *telekinesis* to drag the victim into its grinding mouth. Creatures gnawed by the mouth (2d8 points of damage) are ejected into the hallway behind the wall. A Wisdom check reveals that the corridor continues behind the mouth on the wall. Creatures "eaten" by the mouth are considered out of range of the fleshewn's eye beams.

If defeated, the fleshewn dissolves into a rubbery pile of blubber that slithers off the walls and pillar supporting the Morningtide Sphere high above. If the tube is uncovered, the **kamarupa** (Area 6-2) is free to use its frightful gaze or nightmare ability on those within the room. If the Morningtide Sphere is cleansed, the fleshewn remains unharmed, but its blubbery mass still blocks the light. Once the fleshewn is defeated and the sphere cleaned, the room is bathed in sunlight that negates Level 5's decreased lighting effects.

Once the fleshewn dissolves, the walls glitter with colors. Thousands of glass tiles hidden beneath the fleshewn shift and move

in complex patterns to create mosaic pictures and images of Arden and his followers. Shah Rasalt can be seen wielding the *Scepter of Faiths*.

While active, the moving murals answer any question posed by a follower of Arden or a deity of light/sun. For all others (good-aligned only), the murals answer a single, worthy question. The murals act as a divination spell with 90% accuracy. The answers are given in mosaic picture form and not spoken. The Game Referee should determine if the wall provides a specific answer or displays a mural suggesting a "proper life" as a follower of Arden.

If asked about Akruel, the murals relate the history of the War of Divine Discord and the creation of the *Scepter of Faiths*. If questioned about recharging the scepter, the murals show the *Convocation of Radiance* ceremony from start to finish: the sun shining on the Morningtide Sphere and casting a ray of light through the temple to the inner sanctum and onto the scepter. The murals can also reveal the steps needed for the other ceremonies if asked.

See the sidebar on new monsters for details on the fleshewn wall of eyes.

Area 5-2: Serpent Halls

The front halves of thousands of poisonous **snakes** line the walls, floors and ceilings of these halls. The snakes are attached with an unyielding adhesive. The snakes are merely diminutive zombies, but the sheer number of swaying serpents creates a hellish image.

A "safe" path winds through the middle of the halls. PCs following the path stay out of reach of the striking snakes. Venturing from the path allows the snakes to attack. The serpents' poison dried centuries ago, but each bite still inflicts 1 point of damage. Anyone stepping off the path is automatically attacked by 1d20 serpents (no attack roll needed).

New Monster: Fleshewn

A fleshewn is a macabre construct made from corpses, usually trolls because of their vitality, although virtually any corporeal living creature can be fashioned into whatever shape the creator desires. Normally, these constructs are built to guard treasure or to act as servants. Some of the horrid examples of fleshewns include trolls fashioned into moving thrones or a wall of eyes spread over the interior of a room. Fleshewns cannot speak but obey their creator to the best of their ability. They can be given fairly complex instructions, up to 4 or 5 sentences.

Fleshewn Wall of Eyes: HD 10; hp 71; AC 3[16]; Atk 1 bite (2d8); Move 0; Save 5; CL/XP 12/2,000; Special: Spells (*cause serious wounds, telekinesis, fear, slow, sleep* and *finger of death*, cast as a 10th-level magic-user, with a range of 150 feet).

A wall of eyes normally has eyestalks, blubbery skin and a giant mouth. It relies on spells to attack and draw creatures to its mouth.

Fleshewn Troll Throne: HD 6+3; hp 42; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 12/2,000; Special: Regenerate 3 hp/round.

A troll throne is a normal throne crafted from two trolls. One troll's arms serve as the arms of the chair, and the chairs legs are made from the legs of the two trolls. It can grab and rend a victim with its claws, while running. A mouth is often hidden in the seat or back of the chair.

Other fleshewn variations can be created based off of the original creature stats.

PCs do not gain experience for turning or destroying these helpless zombie serpents. Every 10 points of damage done to the snakes via slashing weapons or area-effect spells "kills" 2d20 of the zombies.

Area 5-3: The False Door

A locked ornate bronze door opens onto a blank wall, triggering a **wall scythe**. Two blades spring from the walls along the last 20 feet of the hall leading to the door. The 20-foot-long blades spring from each wall and meet in the middle. The slicing blades deal 2d4 points of damage.

Area 5-4: Secret Door

A squirming mass of snake zombies conceals this door. Destroying the snakes makes the door easier to spot.

Area 5-5: Scaled Guardian

Undisturbed dust covers the shrine's black floor. An altar of dark reflective stone sits against the wall, while a brazier on a six-foot stand sits beside the altar. Another brazier lies on the floor, burnt coals scattered around it. Disintegrated tapestries lie in heaps, gold chains and rods still anchored into the walls. A bronze gong and mallet dangle from an iron stand behind the altar. Suspended by chains from the ceiling is a 25-foot-long stone cobra. The featureless statue hangs 30 feet above the floor and is harmless.

A delicate metal stand on the altar holds a fist-sized ruby (2,500 gp). The room's guardian, a modified **flesh golem**, stands in an alcove behind sliding secret doors (1 in 6 chance to spot) to the right of the altar. The golem is a large, nearly humanoid shape with scaly skin. The right arm is the fore-body of a large poisonous serpent while the left arm is the tail of a large constrictor snake. The golem has distinctly reptilian features. The golem attacks using a bite with its right arm while grappling and constricting with the left. The golem



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attacks anyone who approaches the altar.

FLESH GOLEM (MODIFIED): HD 10 (45hp); AC 9[10]; Atk slam (2d8 plus constrict) and bite (2d8 plus poison); Move 8; Save 5; CL/XP 13/2,300; Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

Area 5-6: The Great Idol of Set

Thick, undisturbed dust covers this area. Four bronze braziers sit in the corners, and against the far wall is a huge iron statue of a cobra poised to strike.

The bronze braziers erupt in flame if visible beings enter the room. A booming voice speaks in an ancient dialect: "Infidels! Bow before the almighty Set, and embrace the darkness shadowing your soul!" Smoke also rolls from the iron statue's gaping maw and a soft, reddish light glows from its crystal eyes. The flames illuminate the room in dancing shadows, and the voice continues in a trailing echo before fading to silence. The image lasts for 18 rounds and resets in 24 hours.

The brazier's roaring flames, smoke, shadows and the voice are a programmed illusion set off when PCs enter the room.

The statue is a **huge iron cobra mechanism** designed to attack anyone entering the chamber who is not wearing garments of the priesthood of Set (Area 5-7).

IRON COBRA: HD 10; AC 1[18]; Atk 1 bite (2d8 plus poison); Move 9; Save 5; CL/XP 11/1,700; Special: Poison.

Area 5-7: Preparation Chambers

The room's bronze door is locked. Tall vertical shelves filled with censers, burial shrouds, linens, bottles of oil and casks of incense line the walls. Sitting on one shelf are 2 meditation candles. Some of the taller shelves also hold dusty black robes trimmed in red. A desk at the back of the room holds scattered papers. A **skeleton**, its bones etched with yellow runes and symbols, stands in the center of the room holding a bronze crooked scepter (a *wand of fear*, 7 charges) in one hand and a gold censer (350 gp) on a chain in the other. The skeleton waits for orders. Despite the designs, the skeleton is nothing more than an assistant to Set's priests. The skeleton attacks only to defend itself.

Eight robes hang on the hooks. Each radiates a cold chill and detects as evil. The robes bestow 1 negative level on any non-evil creature donning the garments. The negative level remains as long as the robe is worn and disappears once removed. This negative level can never become permanent, but cannot be overcome in anyway while wearing the robe. However, the robes do allow safe passage by this level's remaining non-intelligent guardians (the fleshew, snake golem, iron cobra, serpent hall, column of the entwined, and zombies). This protection is negated, however, if a robed individual attacks one of the guardians. The robes also allow beings to see normally in the magical darkness on this level. The robes burst into flame in sunlight or when the Morningtide Sphere is cleansed, dealing 1d6 points of damage to the wearer.

On the desk is a stack of seven yellowed, brittle scrolls. Each must be handled carefully or the scroll disintegrates at the first touch. The scrolls may be cast from the desk without touching the paper, but they must be cast in order before the scroll beneath can be viewed: 1—*cause serious wound, sticks to snakes*; 2—*insect plague, commune*; 3—*speak with monsters, dispel magic, speak with dead*; 4—*finger of death, raise dead*; 5—*fear, symbol of stunning, cause serious wounds*; 6—*remove curse, remove curse, invisibility, insect plague*; 7—*raise dead, prayer, monster summoning V*.

SKELETON: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.

Area 5-8: Set's Disciples

The bronze door is locked. Ghostly red figures dance in rhythmic patterns along the walls. The figures are transparent, but their features are visible. The images are a *phantasmal force* and represent priests of Set performing hedonistic rituals. Haunting the area are **6 shadows** that attack using the distraction that the images of the dancing priests provide.

SHADOWS (6): HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

Area 5-9: Sanctum

The bronze doors are locked and trapped with a trap that causes a bolt of negative energy to ricochet among nearby PCs. The bolt strikes the first person to open the door, then jumps randomly to the nearest PC. The bolt deals 1d4 negative levels to the first person in the line, then 1 negative level to up to 5 others within 30 feet. A save avoids the negative level.

Each of the four intricate doors is etched with ancient hieroglyphics.

Inside the room, three coiled, gold cobras (350 gp) support a stone sphere on their raised heads. A black silk sheet covers the sphere. The stone appears as a solid piece of granite unless peered into for 2 rounds. The stone is actually a cursed *crystal ball* that slows the bearer's movement by half. The crystal ball cannot be gotten rid of by normal means once touched, and even reappears in the PC's possessions if smashed or thrown away. A remove curse is required to get rid of the cursed item.

Area 5-10:

Naleshwar the Abiding

The room's bronze doors are locked. The chamber belongs to the last-remaining high priest of Set who survived the crusaders' assaults on Seraph. **Naleshwar, a lich**, was a high-ranking priest of Set during the cult's reign in Seraph.

Extravagant furniture decorates this bedchamber. A desk (1,000 gp), a table (750 gp), four chairs (250 gp) and a bed (2,500 gp), all made of teak wood and gilded with gold leaf, adorn the room. A floor rug (2,500 gp) of woven elf hair and silk covers the floor. Four tapestries (200 gp) of gold thread and snakeskin display surrealistic scenes of large snakes swallowing living beings.

Shelves of books hang on the walls above the furniture. The books cover topics such as creating phylacteries, poisons and the proper sacrificial rituals to the god of night. A *manual of intelligence* sits among the nonmagical books. The collection of 345 books brings 5,000 gp if a suitable buyer, such as an evil priest or scholar of ancient religions, can be found.

A secret compartment in the floor holds a small cache of treasure. A small bag of diamonds (500 gp), miniature gold cobra statue with ruby eyes (150 gp), a broken masterwork sword, a large ruby (1,000 gp) and a small, elegant wooden box. The box contains strips of papyrus with ancient text in hieroglyphics. The box and paper are enchanted with a magical aura and in all respects appears to be a phylactery, but it is just a red herring.

Naleshwar created a *ring of protection +4* as his true phylactery. If slain, he reforms in 1d10 days within 300 feet of the ring. Naleshwar can only be slain if the ring is completely destroyed. Naleshwar appears more as a mummy rather than a lich. He keeps his burial linens clean and his armor polished. His leathery skin gleams through his wrappings and he adorns his body in ceremonial burial jewelry.

NALESHWAR, LICH: HD 12; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Spells: 1—*charm person, magic missile (x2), sleep*; 2—*detect*

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invisibility, invisibility, mirror image, web; 3—*fireball, fly, haste, lightning bolt*; 4—*dimension door, fear, ice storm, wall of fire*; 5—*cloudkill, feebleshield, teleport, transmute rock to mud*; 6—*disintegrate*.

Gear bronze breastplate, *ring of protection +4* (phylactery), staff, priest robes of Set

Area 5-II:

The High Priest's Chambers

Heaps of ashes fill every nook and cranny of the room except for a 10-foot-diameter circle covered in scripted glyphs written in charcoal. Searching the circle reveals that this area used to be a summoning circle. Naleshwar long ago destroyed the possessions of a superior who lived in this chamber.

Area 5-12: The Mummies

Congregating here are 12 **zombies** wrapped in thick linens and leathery viscera. If the door is opened or Naleshwar is attacked, the undead attack. A **wraith** hides in one zombie and emerges after the zombie attacks.

ZOMBIES (12): HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

WRAITH: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

Area 5-13: Shrine

Naleshwar converted this chamber into a shrine to Set so he could practice his dark rituals. Tattered linens adorn a basalt altar in the center of the room. Hanging tapestries decorated with hieroglyphs and runes depicting bloody sacrifices cover the walls. Ochre candles made of human fat burn with magical flames that dimly illuminate the room. A dagger with an ornate bronze handle and a blade of serrated obsidian sits on the altar. The blade is ancient, although the bronze handle was added later. The +2 *dagger* is several thousand years old, and radiates strong evil. Any Lawful being that holds the dagger suffers severe illness as long as it is in their possession.

Area 5-14:

Column of the Entwined

A 25-foot-tall pillar in the middle of the room is carved with the likeness of a mass of climbing and dancing serpents. Anyone peering at the pillar for more than 2 rounds sees the serpents begin to slither and writhe. Those seeing this image must make a saving throw or become dazed for 1d4+1 rounds, unable to pull away from the pillar's hypnotic dance.

Four rounds after PCs enter the room, 1d4+7 black tentacles erupt from the pillar to attack anyone within 20 feet of the pillar. Up to six tentacles can strike one target. The tentacles take the form of giant constrictor snakes and last for 10 rounds before retreating back into the pillar. Dazed PCs grappled by a snake are allowed a second save to break the mesmerizing effects. The pillar resets after 30 minutes.

Area 5-15: Hall of the Esteemed

Sculptures of Arden once filled the alcoves in this hall. Set's followers replaced the original effigies with jackal-headed figures adorned with gold-leaf robes. Each holds a black spear and flail. The 12-foot-tall statues radiate enchantment and evil. Serpentine arm-bands and gold-plated bracers gild their arms. Passing between the statues requires a saving throw (with a -5 penalty) or the PC becomes shaken for 20 minutes. Additionally, the hall has a *silence* spell tied

to the area.

A secret door lies behind the middle idol. The door opens onto stairs descending to the crypts (Area 6-5).

Area 5-16: High Altar

Arden's high priests' private altar lies desecrated after years of repudiations by Set's cult. The altar rests on a small three-foot-tall dais and is coated in layers of greasy wax made from human lard after years of evil ceremonies. Several bones and skulls of sacrifices are still buried in the oily glaze. The entire altar is coated in 6 inches of the viscous, pallid wax. Four extinguished black candles sit on the altar's corners.

The area is covered with a permanent *silence* spell.

Within the altar hides **Anc-salmara**, a **spectre** and former priest of Set. The spirit loathes the living and patiently waits until PCs are comfortably searching the room before emerging from the altar to drain their life force.

Buried under the thick layer of tallow is an adamantite ceremonial dagger, a *wand of cold* (16 charges), a gold decanter (250 gp) containing *potion of fire resistance* and 2 sets of locking manacles.

Once the altar is cleansed of the fetid wax, the *silence* effects dissipate from this room and Area 5-15. Award the PCs 500 experience points as a bonus if they laboriously scrape the altar clean or figure out another way to clean it.

Beneath the wax is an altar carved and painted to resemble a lion with a mane of flames. A secret compartment at the base (only found if the altar is completely cleansed) holds a *gem of seeing* left over from Arden's priesthood.

ANC-SALMARA (SPECTRE): HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Area 5-17: Forum

A short flight of stairs at the end of the hall descends onto a lowered platform situated between three rows of wide stone steps used as benches. The speaker's platform is nestled amid the bowl-shaped seats. Hundreds of skulls covered in thick dust line the benches, each facing the platform at the room's center. Black spears sit between each skull, also pointing toward the platform. Sitting upon the platform is a bronze death-mask encrusted with semiprecious stones (250 gp) and a *short spear +1*.

Originally used for rational debates, the forum more recently served as an arena of depravity for Set's followers. The entire floor is littered with papers, brittle cloth, bone fragments and splintered furniture.

Haunting the forum are 6 **poltergeists** that are bound to this level.

New Monster: Poltergeist

Armor Class: 6 [13]

Hit Dice: 2

Attacks: thrown object (1d6)

Saving Throw: 16

Special: Invisible, throw objects, fear

Move: fly 15

Challenge Level/XP: 3/60

Poltergeists are invisible spirits intent on causing chaos around them. These ghostly spirits remain invisible even while attacking, and use any nearby object (up to 150 pounds) to hurl at PCs. Poltergeists also have a fear aura that affects anyone they touch (save avoids). Animals can sense the unnatural presence of these ghosts and refuse to come within 30 feet.

They have scoured the tombs for centuries to bring trinkets to their haunt. When PCs enter the forum, two poltergeists throw flasks of flammable oil while a third targets the PCs immediately with flaming torch. The spirits then wait for PCs to reach the speaker's platform before flinging the skulls (1d2 damage) and spears (1d6 damage).

POLTERGEISTS (6): HD 2; AC 6[13]; Atk throw object (1d6); Move Fly 15; Save 16; CL/XP 3/60; Special: Throw objects, fear, invisible.

Area 5-18: The Crypt Stairs

Wide steps descend into the crypts (Area 6-1 on Level 6). Foul air wafts up the stone staircase.

Seraph, Level 6: The Crypts

The crypts halls reach heights of 25 feet. Set's followers entered the ossuary and altar room, but never penetrated the protections of Arden's priests' burial vaults.

Stagnant air fills the crypts. While on this level, characters grow fatigued quickly because of the stale air. A saving throw is required every 10 minutes to maintain normal movement. A failed save means the PC is reduced to half movement for 1 hour. Combat requires a separate save; failure means the PCs' attacks suffer a -3 penalty for the remainder of that encounter.

If the doors of the lower sanctum (Area 6-2) are opened and the Morningtide Sphere cleansed, the stale air quickly refreshes.

The crypts are made of ancient stone, and lit with glass globes filled with burning flames resting on wall sconces every 30 feet.

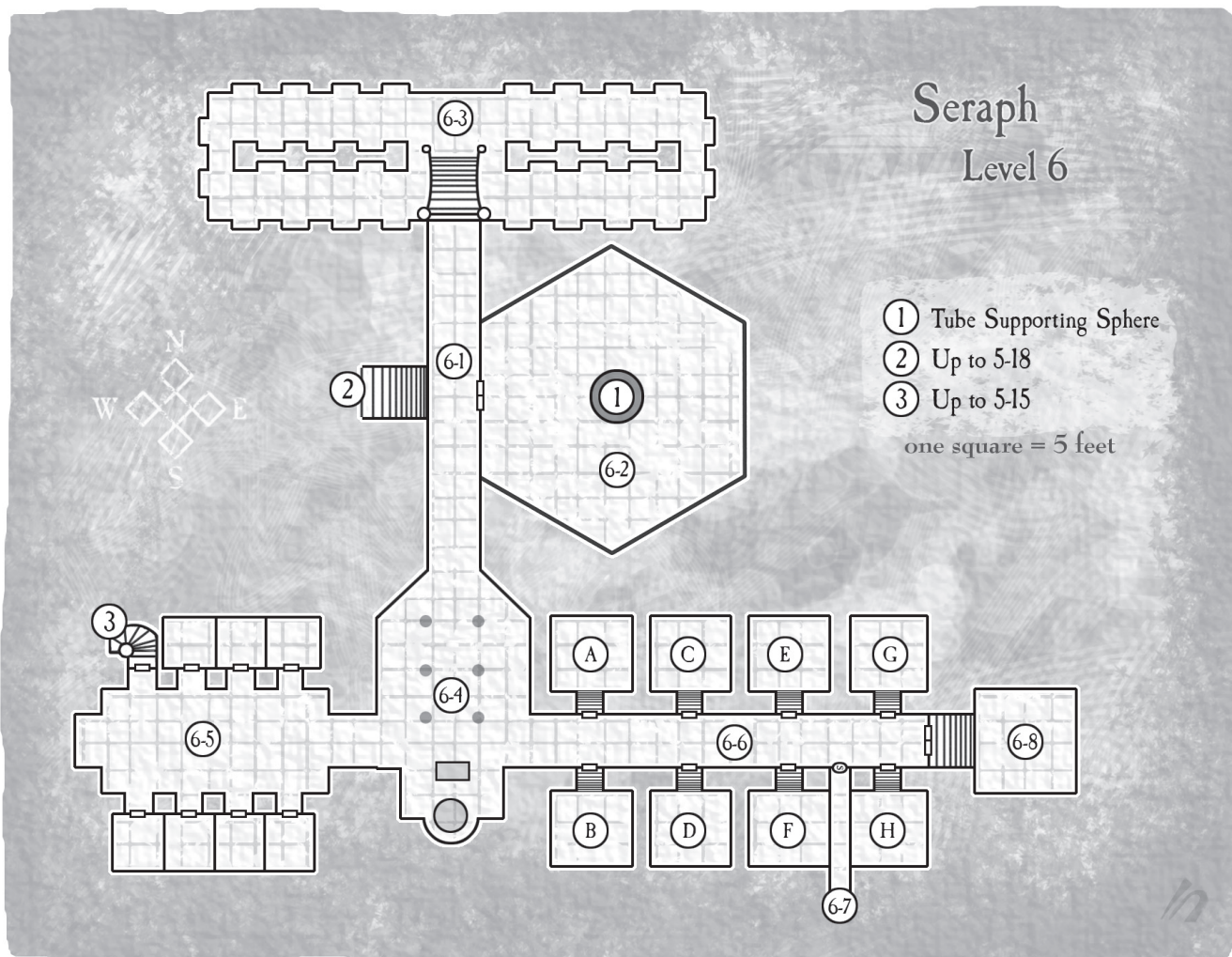
Area 6-1: The Bronze Doors of the Lower Sanctum

Double bronze doors remain closed, and a thick wax paste seals the portal. One downfall of belonging to Set's priesthood was the occasional sacrifice of the high priest. Naleshwar and his faction usurped control from the high priest Kirolansh and sacrificed him in the lower sanctum (Area 6-2). His vengeful spirit haunts the chamber and the glass tube leading to the Morningtide Sphere high above. Stairs outside the door rise to Area 5-18 on Level 5.

Area 6-2: The Lower Sanctum

This darkened chamber seems to absorb light. An expansive dome covers the room. A white stone altar directly beneath a 10-foot-diameter hole in the ceiling is the only object in the room. The hole is the lowest end of the hollow pillar supporting the Morningtide Sphere. The mostly disintegrated remains of a skeletal figure wearing tattered robes of Set's priesthood lie face down on the altar. A tarnished ceremonial +2 *hand axe* is imbedded in the figure's cracked skull. A *ring of protection* +2 still encircles a finger bone discarded on the floor. A severed hand lies near the altar, still gripping Set's unholy symbol. The leathery hand tightly clasps the amulet in a lasting plea to the dark god.

Naleshwar and his followers sacrificed **Kirolansh**, a high priest of Set, to the god of darkness. Kirolansh's enraged spirit returned as a **kamarupa**, but was unable to cross the seals Naleshwar used to protect the room. Kirolansh haunts this room and the hollow transparent tube running throughout the center of Seraph. For years, the kamarupa has roamed the tube seeking clear spots through which it used its



gaze and nightmare abilities on Seraph's ever-changing inhabitants.

The room is under Set's dark blessing against good. Any Lawful PC entering the room takes 3d6 points of damage (save for half) from the dark blessing that keeps the kamarupa from escaping.

If the Morningtide Sphere atop Seraph is cleaned, however, the sun ray's blast into this chamber, destroying the kamarupa. Light cascades over the altar, restoring its former glory. The room comes alive with positive and refreshing energy, and waves of heat wash away the gloomy atmosphere of the lower halls. Fresh air again fills the chamber.

Once the Morningtide Sphere is cleansed, the *Scepter of Faiths* can receive the blessing of the *Convocation of Radiance* by placing the item on the altar during the midday sun.

New Monster: Kamarupa

Armor Class: 3 [16]

Hit Dice: 10

Attacks: incorporeal touch (2d6 plus death touch)

Saving Throw: 5

Special: Death touch, frightful gaze, nightmare

Move: Fly 15

Challenge Level/XP: 12/2,000

A kamarupa appears as a mockery of its former flesh-bound life. Its hollow eyes and mouth are black voids, and its facial features twist and stretch into a nightmarish appearance. Kamarupas are the distorted souls of evil priests betrayed and sacrificed to their deity. Kamarupas are highly intelligent and communicate in voices similar to the screaming wind. They hate life and light. A kamarupa is roughly human-sized and weightless. They are made powerless in sunlight, and can be destroyed if caught in natural daylight.

A creature touched by a kamarupa feels the unnatural aura of the creature as it penetrates to his very soul. The chill can kill the PC unless a successful saving throw is made. The kamarupa's gaze can also instill fear in living beings up to 30 ft. Beings meeting the creature's gaze must make a save or become panicked for 3d4 rounds and try to flee blindly from the creature.

Once per night, a kamarupa can place a nightmare on any creature it has encountered. The target can resist the nightmare with a successful saving throw (at a -4 penalty). Any creature that succumbs to the incredibly vivid dreams suffers 1d10 points of damage.



Area 6-3: The Ossuary

A marble staircase descends 10 feet into a lofty ossuary. Shallow niches holding the dust-covered, skeletal remains of thousands of individuals line the 35-foot-tall walls. The floors are littered with scores of bones and cloth fragments. The majority of the skeletons remain on carved shelves. But those niches below 10 feet are mostly empty, the bones scraped out and littering the floor. Thick webs heavy with dust drape from the walls and ceiling in long strands.

Set's priesthood entered this chamber long ago, but found little of use in the crypts. The ossuary contains citizens and commoners of Zendeth-Jan, people who were buried with few possessions.

Set's followers created a cursed individual guardian to oversee the supply of skeletal corpses. A **crypt protector** still meanders through the bones. Through dark rituals, Set's priests imbued the crypt thing with sentience and magical abilities. It wears robes of Set's priesthood. It has no treasure and immediately attacks anyone who enters the ossuary.

The crypt protector waits to use its teleport ability until it can target as many PCs as possible. Roll 1d4 to determine where the crypt thing randomly teleports each PC: 1—The Lower Sanctum (Area 6-2); 2—The Sending Shrine (Area 6-4); 3—The Vaults of the Honored (Area 6-6); 4—Shah Rasalt's Tomb (Area 6-7).

CRYPT PROTECTOR: HD 7; hp 51; AC 4[15]; Atk 2 claws (1d6); Move 12; Save 9; CL/XP 9/1,100; Special: teleport other, immune to magic, bludgeoning weapons

New Monster: Crypt Protector

Armor Class: 4 [15]

Hit Dice: 7

Attacks: 2 claws (1d6)

Saving Throw: 9

Special: Teleport other, immune to magic, bludgeoning weapons

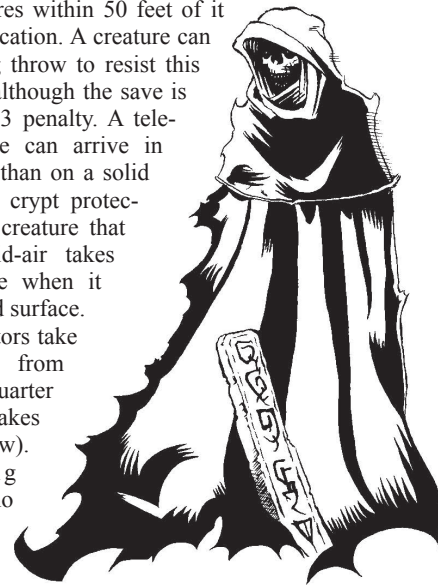
Move: 12

Challenge Level/XP: 9/1,100

Crypt protectors are undead guards left in tombs and other burial chambers. Usually tied to a specific area, crypt protectors wander freely within their environment, protecting the dead and buried. Once per day, a crypt protector can teleport all creatures within 50 feet of it

to a random location. A creature can make a saving throw to resist this teleportation, although the save is made with a -3 penalty. A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt protector wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface.

Crypt protectors take half damage from spells (or quarter damage if it makes its saving throw). Bludgeoning weapons do no damage.



Area 6-4: The Sending Shrine

Protective traps guard this shrine's sanctity. The entire chamber is under a Lawful blessing that inflicts 6d6 points of damage to Neutral and Chaotic creatures that enter the room (save for half).

A golden burning sun illuminates the room. The ornate chamber is a ghost of its former glory. Faded murals depict a shimmering sphere shining above Seraph's summit. The sphere brilliantly reflects the room's light. Gold and silver embellish the walls and fluted columns. Thick dust covers the floor, hiding the disintegrating remains of many men. Fragments of clothing are all that remain.

A white stone altar draped in ash silk sits atop a raised dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has the mane of a lion and holds a golden staff with blue striping high above the altar, pointing toward the shrine's entrance. Once per round, the statue fires a bolt of white light (as a 9th level fighter; 2d8 points of damage, or 5d6 points of damage versus undead) at any non-Lawful creature entering the room. This attack targets *invisible* creatures normally, but is not triggered by those passing ethereally. The statue ceases only if a command word is given or if it is destroyed.

Resting on the altar is a kopesh (curved short sword) in a gold sheath encrusted with sapphires. The +2 *sword* is intelligent and named **Pashora**. The talking sword is energetic and enthusiastic. She has an insatiable desire to rid the world of undead and insists that Arden is still a viable god. If convinced otherwise, she demands that the wielder do everything in his power to re-establish Arden's teachings. Pashora detests evil and views Neutral beings as borderline evildoers lacking commitment or responsibility. Only Lawful PCs may wield her powers. The sword speaks an ancient, but understandable form of Common. Once per day, the sword can cast *bless* and *cure light wounds*. She emits light in a 30 foot radius and detects undead up to 60 feet away.

Pashora knows the command words for the chamber's protections, including how to stop the statue's bolts of light. She has no compassion for tomb robbers and does not condone such actions. Pashora also knows about the *Convocation of Radiance* ritual to restore the *Scepter of Faiths*, as the sword was present at the original scepter's creation.

Area 6-5: Tombs of the Virtuous

Priests and Arden's committed followers are buried in these tombs. A blessing against Neutral and Chaotic creatures (6d6 points of damage, save for half) begins halfway down the short hallway and abuts the blessing in Area 6-4. Non-Lawful PCs may find themselves in a world of hurt crossing the borders of these rooms.

Unlike the Sending Shrine, this room's ceiling is a mosaic of glass tiles. The mural depicts the ziggurat's former glory with the Morningtide Sphere shining brightly as hundreds of Arden's followers kneel reverently around the ziggurat. One figure holds the *Scepter of Faiths* high over his head. The scene portrays Shah Rasalt presenting the blessed scepter to Arden's faithful during the War of Divine Discord.

A gold-painted river barge on a carved wooden stand dominates the room. Life-like wooden statues man the ship, which has a statue of Arden on the foredeck. This funeral barge is valuable (12,000 gp) if an interested buyer can be found, but removing the 25-foot boat intact should be challenging. The sword Pashora views the attempt as an evil act if present.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks. Each door summons 4 lions when opened. Each tomb holds eight niches on which lie the remains of Arden's faithful. The bodies are adorned in disintegrating finery and 1d4 pieces of jewelry (50 gp each). Individual names and a eulogy detailing deeds are engraved below each niche.

LION (4): HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

Area 6-6 Vaults of the Honored

Heroes and Arden's venerated servants are buried here. Arden's blessing (6d6 points of damage to non-Lawful creatures; save for half) begins halfway down the short hallway and abuts the blessing in Area 6-4.

Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are tightly sealed with one-way locks. An inscription containing the name and deeds of the deceased embosses each portal.

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround the dais and hold the deceased's immediate family members.

Mummified corpses in the lesser sarcophagi have 1d4 pieces of jewelry (500 gp each). Moving the heavy lid is arduous. The main sarcophagus holds a mummified body adorned with 1d4 pieces of jewelry (1,000 gp each).

Each door here also summons 4 lions when opened.

LION (4): HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

A: Ehrmandale the Devout: The inscription reads: "Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden. Turn to the sun, and the shadows of life fall in the past." The second half of the inscription is carved by a different stonemason, and looks rushed.

B: Vandallia of the Sun Children: The inscription reads: "Vandallia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk." The inscription has been defaced to read "Vandallia ... the ... Child."

C: Terhune the Penitent: The inscription reads: "Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."

D: Aymara the Meek: The inscription reads: "Aymara the Meek: Her Roar Resounded Loudest in Dire Days."

E: Daemilian, Champion of the Divine Discord: The inscription reads: "Daemilian the Champion of the Divine Discord, son of Shah Rasalt, with sword and shield he erased Akruel's name from history." Divots of stone have been taken from beneath the inscription by worshippers who sought to carry off a piece of the champion's virtue. If a small stone chip is chiseled out of the wall, it bestows a +1 bonus to saving throws for a full week. One chip can be taken per person in a lifetime. Anyone who takes more than one relic receives a -1 penalty to saving throws for one year or until the PC atones for his greed.

F: Vydessia the Diviner: The inscription reads: "Vydessia the Diviner, With wisdom beyond mortal man her visions led the faithful to truth and redemption."

G: Ironton of Clan Ashenchisel: The inscription reads: "Ironton of Clan Ashenchisel, Master architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and the Children of Arden." A second inscription of an elaborate dwarven rune has been carved beneath the words. It was added by a contingent of dwarves from Anvil Plunge during a pilgrimage to celebrate the master architect.

H: Bram Kaal: The inscription reads: "Bram Kaal, Paladin of Penance and sword-bearer of Angkor-Saln during the Uprising of Seven Atrocities."

Area 6-7: Secret Escape

The secret door opens into a rubble-and-sand-strewn hall. The hall is easily passable and extends for nearly half a mile before ending at a narrow spiral staircase. The stairs ascend inside a massive pillar. Another secret door opens onto a remote section of desert ruins.

Area 6-8: Shah Rasalt's Tomb

These bronze double doors are more elaborate than the other tombs, and a low hum of electricity emanates from them. The pulsating

ADVENTURE BACKGROUND

drone is a *phantasmal force* to thwart tomb robbers.

A golden tablet across the top of the doors bear the inscription: “The Tomb of Shah Rasalt, Founder of Seraph, Blessed Son of the Radiant Arden, Slayer of Akruel, Beloved of the Free Cities.

“Disturb not the most sanctified of spirits, for he has earned his rest. During times of tyranny when the dead rose against living, when the land was governed by dissent and iniquity, He rose from the slavery of life to bring the light into the disheartened souls of mortals. With the united earthly faiths and the blessings of the gods themselves, he struck at the heart of Akruel and sundered him to hell.”

The doors are locked but not trapped.

Murals and intricate mosaics decorate the tomb’s interior. A brilliant gold-leaf sun dominates a celestial map on the blue mosaic ceiling.

A huge sarcophagus sits on a raised dais. An effigy of **Shah Rasalt**, the high priest of Arden and slayer of Akruel, lies upon the lid. The sarcophagus is incredibly detailed and carved with stunning ornamentation. The eastern wall depicts the climax of the War of Divine Discord against Akruel’s cult, when Shah Rasalt drove the *Scepter of Faiths* into Akruel’s chest. Legions of undead and armies of evil cower in disbelief and fear as the tyrant falls to Arden’s priest.

The effigy of Shah Rasalt is a **stone golem** that protects the sarcophagus on which it lies. It remains dormant unless the sarcophagus is disturbed.

Once the golem animates, the golden sun overhead glows brilliantly and radiates heat. All metal within the room begins to heat up while the sun glows, dealing 1d6 points of damage per round to PCs touching it. The heat effect lasts until the item is removed from the tomb *level*, not just Shah Rasalt’s tomb.

The stone casket holds Shah Rasalt and his wife, **Nashala**. Both bodies are miraculously preserved and mummified, and each is adorned in funeral attire and bejeweled with precious adornments. Each wears gold funeral masks (7,500gp), broad-collared bead necklaces (2,500 gp), 4 gold-and-platinum rings (750 gp each), and beetle scarabs (1,000 gp). In addition, Nashala wears a gold navel ring and belt (1,500 gp), and Rasalt wears a platinum circlet (4,500 gp). The mummies must be painstakingly unwrapped to reveal these treasures.

STONE GOLEM: HD 15; hp 60; AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Concluding the Adventure

To receive the *Convocation of Radiance* blessing for the *Scepter of Faiths*, the Morningtide Sphere must be cleaned and the lower sanctum accessed (Area 6-2). Once sunlight fills the sphere, it sends a beam of light through the temple’s levels to the sanctum and illuminates the white altar located there.

The *Scepter of Faiths* must be placed on this altar for the duration of the high midday sun (approximately one hour) for four consecutive days. This ceremony does not require a priest of Arden, only that the scepter be placed on the altar while the midday sun beams through the temple’s Morningtide Sphere. The scepter must remain on the altar for the noon hour for four consecutive days.

Once the ritual is completed, the scepter gains an additional +1 enchantment bonus to attack and damage rolls (for a total +2 bonus on the weapon). Further, the scepter grants the ability of *protection from evil 10 ft. radius* (at will).

From the blistering heat of the desert, the PCs next travel to the icy wastes of the Wailing Glacier in *Splinters of Faith 6: Morning of Tears*. Inside the melting glacier, they’ll have to find a massive statue and return it to the temple from which it was stolen.

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