



Return to the Temple of Elemental Evil

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

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Evil Never Dies. The folk of the village of Hommllet fear that a new evil might be rising in the nearby temple, once a bastion of a cult dedicated to wicked elementalism.



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This is a RPGA Network scenario for the DUNGEONS & DRAGONS game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before the game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know, and you can communicate to your players, the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. Just about any home computer printer should do, but if for some reason yours doesn't see if you can borrow a friend's printer, or visit a copy center that has computer access. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

If possible, read this entire adventure at least once before you run your game. Each encounter has a sidebar entitled "Points" that presents a set of important things you should keep in mind during an encounter, but it is also good to use mark areas that you, the DM, find important, and want to find with ease when running this scenario.

When you run an RPGA D&D adventure we assume that you have access to the following books while running that adventure: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. Some LIVING campaigns may assume that you have access to other books as well (see the next page). We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20) some scrap paper, a pencil, an RPGA scoring packet and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures. Lastly, you will need a place where you, and up to seven other players, will be able to play, and a table to play at.

Next, unless you are playing a LIVING campaign tournament (Such as LIVING CITY, LIVING GREYHAWK, or LIVING FORCE), pass out the player characters record sheets based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game, unless you are running a LIVING event, in which case the maximum number can be seven players.

Once you are ready to play, it is handy to have each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the

DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM then score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2-*Partial scoring*: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3-*Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

After voting give the Voting Packet to your convention coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure, it is expected that players will bring their already generated characters with them. If characters do not have a LIVING GREYHAWK character generated either get a copies of the current LIVING GREYHAWK character generation guidelines, a character sheet and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically the challenges in this adventure are proportioned to the average character level of the character's participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the scenario. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Due to the limited time frame set aside for this adventure, play begins in the thick of things, with the PCs on their way from the town of Hommlet to the moathouse. In Hommlet, they met Elmo, the leader of the town militia, who mentioned that strangely garbed men had been seen in the vicinity of the old moathouse. The place was once an outpost for the infamous Horde of Elemental Evil, and while Elmo doubted it was anything serious, he asked the PCs to investigate and report their findings back to him at Hommlet's Inn of the Welcome Wench.

You'll need a copy of the *Monster Manual* as you judge the adventure. Though full stat blocks for unique or unusual creatures have been included in the Monster Appendix, standard creatures should be run as found in the *Monster Manual*. In all cases, hit points are provided in the text below.

There's no way your party will finish this entire adventure in four hours. They aren't supposed to. The entire moathouse has been included here in order to cover all bases and all approaches or dungeon crawling methods. Don't try to speed up play or extend play beyond four hours to ensure that the adventure is completed. Have fun for the full play period, and when time runs out, stop. Unless the PCs have been captured or are all bleeding to death, assume they got away and made their report to Elmo. It's not necessary to play out the PCs' report—once Elmo has an idea of what's going on in the moathouse, he'll get more powerful adventurers (not the PCs) to investigate further.

Introduction

When the Temple of Elemental Evil was built about 25 years ago, a small fortress arose at the point where the Horde's evil influence reached farthest west. Building the fortress was a great deal of work, because the area was wet and unstable. The builders had to drain the surrounding lands and dig down to the limestone to build a foundation (once they did, they allowed the water to return, channeling it into a moat around the fortress). The construction crews complained and whined, Why here?

The reason is that this fortress is over the site of an ancient shrine to the Dark God Tharizdun, the mysterious ancient god of pure destructive force, of cold, conclusive obliteration and utterly evil nihilism. In timelost days, clerics of the Dark God erected a great obelisk within a natural cave in an attempt to commune with their deity (see area 32). When Tharizdun was imprisoned, they sealed the cave and diverted a minor underground stream so that even if the top of the shaft leading down to the cave were discovered, it would appear to be a pool.

The original master of the fortress was a cultist of the Dark God named Noustan. Posing as a cleric of Zuggtmoy, Demon Queen of Fungi, he compelled the forces of Elemental Evil to build here. The moathouse served its purpose, but each time the forces of good struggled against Elemental Evil, this outpost was the first to fall. The first time, when the moathouse was still new, a pitched battle between two sizable forces tore gaping holes in the walls, destroying the mostly wooden second story of the main structure, and the place was looted and trashed. The second time, as the temple was rebuilding itself, a particularly devious and vile cleric named Lareth the Beautiful took control of the moathouse. Lareth commanded a small number of troops, mostly humans and bugbears, who occupied only the dungeon of the moathouse. Shrewd and opportunistic, Lareth professed to serve both Lolth

and Zuggtmoy at various times but was actually a cleric of Tharizdun. He and his servants were slain by the small band of heroes who helped defeat the temple, with the aid of locals such as Ydey and Elmo, who still live in nearby Hommlet.

Since then, the moathouse has fallen into even worse condition, and the dungeon has been relatively quiet—except for the ghouls and ghosts. These horrors seem to always be present, no matter how many are destroyed (this is due to the influence of Tharizdun's shrine, but no one knows that). Occasionally Elmo comes out to the place, just to make sure things are quiet, and a local wizard named Spugnoir explores a few rooms in the dungeon from time to time, looking for magical treasure rumored to belong to Lareth. Over the years, even a few groups of adventurers have stopped by, but they always report what everyone else does—nothing new stirs in the moathouse.

Until now.

On the Way to the Moathouse

On the road to the moathouse, the PCs eventually run into Delian Thornbush (male half-elf Com2, noncombatant). Delian, or "ol' Del" as he refers to himself, wanders the wilderness on his own, trapping small animals for food and occasionally going to Hommlet to sell the pelts. The PCs encounter him on his way to town if on the road, or checking his traps in the wilderness. He's a friendly old guy, grizzled and dirty, usually with a bag full of pelts or dead animals on his shoulder. He doesn't get to talk to people much, so he's quite willing to chat.

If the PCs say anything about the moathouse, Del responds with:

"There's a dragon in there! Don't wanna be going there."

Del saw Utreshimon, a blue dragon, about three days ago (the dragon took up residence in the moathouse the previous week). He has no idea if the dragon has anything to do with the clerics he saw (see below)—and in fact, it doesn't.

If pressed for more information about the moathouse other than the dragon, he says:

"Some folks been pokin' in and outa that old place. Look like holy men to me, 'cept they keep strange company."

What Del saw were the clerics of Tharizdun who have been exploring and excavating the site for the past three months. The "strange company" are gnolls, which Del can identify because there are enough in the area for him to be familiar with such creatures. Careful questioning brings out the fact that the gnolls with the clerics were "more like people" than most. (Their armor, weapons, and clothing are in good shape and fairly uniform, having been supplied by the clerics.)

Pressed even further, Del says:

"Even before, when that place was more quiet, I wouldn't go in there. It's haunted."

What Del saw were the ghouls that infest the moathouse. He doesn't know a ghoul from a zombie from a wight, but he can describe them as "like dead people still walkin' around."

The Dragon

Utreshimon, a young blue dragon, found the moathouse about a week ago and moved in. Although a young blue is a tough chal-

lenge for a low-level party, a few factors make the encounter a little less deadly. For one, the dragon's actions are limited because of the clerics and others in the dungeon below. It seems Utreshimon has them trapped, and he sadistically finds that very funny. He's also not terribly hungry, having already devoured a cleric or two.

Tier 1 Note: Remember that in Tier 1 runnings of this adventure, Utreshimon is not present (though many signs of draconic occupation most certainly are).

The Clerics

It's been two months or more now since clerics of the Elder Elemental Eye, the doomdreamer cult of Tharizdun's more presentable delegates, moved secretly into the area around Hommlet. Although the cult's plans require using the Temple of Elemental Evil eventually, they are currently concentrating their efforts in uncovering what their records show to be an important old temple of Tharizdun under the moathouse. Their operation here is almost finished. They've explored the obelisk chamber thoroughly (see area 32) and gathered relics they believe to be important.

When the dragon arrived, the clerics attempted to destroy him. That was a mistake that cost them dearly. Their leader is dead now, killed by Utreshimon. The other clerics are panicking—they've been trapped in the moathouse dungeon for three days.

Event Development

If the PCs defeat or drive off the dragon and then leave, the clerics are able to move about as they wish. However, they are without capable leadership. They assume that they have been discovered but fear punishment from their superiors if they do not wait for the wagon that has been sent to carry off whatever they've found. They become more watchful and move the gnolls from areas 28 and 29 (see below) into the upper moathouse, where they attempt to defend area 6, using the windows to fire arrows into the courtyard. Gren (see area 24) is sent to Master Dunrat in Hommlet to ask for aid.

If the PCs attack the clerics in the dungeon but eventually fall back, the clerics attempt to follow the above plan with whatever remains of their forces, with Geynor Ton (see area 32A) going to Hommlet if Gren is dead. In the very worst-case scenario, the remaining defenders hole up in the obelisk cave (area 32C) and fight to the death there.

About 24 hours after the clerics send for help, Chenashi and Chatrilon Unosh (see Appendix X: Cultist Reinforcements) arrive to help. Chenashi carries Master Dunrat's scroll of *animate dead*, and she uses it to animate the skeletons in area 25 if they were destroyed, or to turn any dead gnolls into zombies.

In any event, a wagon from the Temple of All-Consumption (a stronghold of the doomdreamer cult several miles away) arrives 72 hours after the PCs first come to the moathouse. The clerics, if alive, seal up the shaft to the obelisk (area 32B) once again. Then they and the gnolls travel back to the Temple of All-Consumption, stopping just outside of Hommlet to collect most of the clerics there; Chenashi stays behind as a permanent agent. They leave behind any remaining undead, as well as a grick sent with the wagon to guard the place against further intrusion. Further, the insane Festrath (see area 32E) refuses to leave and is sealed in the cave with the obelisk and the grell.

If Master Dunrat in Hommlet does not hear from the clerics at the moathouse after another 24 hours have passed, he sends Chatrilon or Chenashi to find out if everything is all right.

Moathouse Key

This small ruined fortress is little more than a stone manor and a walled courtyard with a tower, now collapsed. The upper story of the manor has fallen in entirely. It was apparently made mostly of wood, and only smashed and charred timbers remain. The condition of the manor's interior is questionable. All is quiet other than the buzzing of mosquitoes (which are thick), as little life makes its presence known around the moathouse.

Tracks are visible on the path to anyone making a successful Search check (DC 15). Anyone with the Track feat can attempt a Wilderness Lore check (DC 10) to determine that the tracks were made within the last few days.

All rooms and hallways in the aboveground level of the moathouse have 10-foot ceilings unless otherwise noted. The walls are masonry stone, and the doors are wooden.

▫ **Wall:** 1-ft. thick; Hard 8; hp 90; AC 4; Break DC 35.

▫ **Doors:** 1 1/2-in. thick; Hard 5; hp 15; AC 5; Break DC 18 (locked).

1. Frog (EL 3)

Something stirs in the reeds. A large green shape lurches, glistening, from the water.

The reeds are thick and treacherous; it's easy to slip and fall in the water. There's no real reason for the PCs to poke around, but if they do, they get a terrible surprise.

Creatures: A giant frog dwells here as it has for years. It attacks with its long tongue, attempting to grab and pull a victim toward its gaping mouth. It attacks if anyone gets within 10 feet; otherwise it remains hidden.

▫ **Giant Frog:** hp 28 (see Appendix 1).

2. Drawbridge

The path leads to a rotten, slightly bowed drawbridge that crosses the water. However, four new planks lie atop the rotted wood.

Ever since the clerics put the new planks down, the drawbridge is completely safe.

3. Gates

On the other side of the drawbridge are two gates leading into the moathouse. One stands open, and the other lies on the ground.

4. Tower

The interior of this old tower appears to have once sported a wooden staircase, an upper floor, and a roof. Now, each of these is mostly gone, leaving a hollow cylinder, blackened on the inside by a fire from long ago. The ground is covered in wooden, stone, and twisted iron debris, most of it also at least a little charred.

The tower is empty.

5. Courtyard

The wide courtyard is paved in cobblestones, although over the years grass and weeds have grown up throughout the area. Rubble from the collapsed wall and destroyed upper story still litter the open space. A brown smear spreads across the middle of the courtyard, up the stairs, and into the open doorway at their top. A curved dagger lies near where the smear begins.

The smear is sun-dried blood, spilled when the dragon (see area 6) first arrived and attacked the clerics here, chasing the survivors into the dungeon.

6. Great Hall (Dragon's Lair) (EL 5)

The stench of death is strong here. Shafts of daylight peek through the rotten and partially ruined ceiling timbers. In the center of the room lies the corpse of a man; it appears to be partially eaten. This man wore ochre-colored robes now shredded and smeared in dried blood. A heavy mace has been set atop the body. In the northwest corner lies the corpse of a woman wearing black studded leather armor, with a sword and a bow.

The body in the northwest corner was a rogue. The other was once the excavation's leader, a 6th-level cleric named Master Thaque.

Creatures: This is the lair of Utreshimon, a young blue dragon. He has not yet accumulated much treasure, but he does have what remains on his two most recent victims. Utreshimon is cruel and mischievous. He loves the fact that he has all of the inhabitants in the dungeon below trapped, and laughs about it to himself frequently. He knows about the secret entrance to the black chamber (see area 7), and so he made his lair here, successfully blocking both entrances into the dungeon.

♠ **Utreshimon:** Male young blue dragon; CR 5; Medium-size dragon; HD 12d12+24; hp 102; Init +4; Spd 40 ft., fly 150 ft. (poor), burrow 20 ft.; AC 21 (touch 10, flat-footed 21); Atk +15/+10/+10/+10/+10 melee (1d8+3 bite, 1d6+1 2 claws, 1d4+1 2 wings); SA Breath weapon, spell-like abilities; SQ Immunities, blindsight, keen senses, sound imitation; AL LE; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +13, Concentration +14, Diplomacy +13, Listen +13, Spot +13, Search +13 Sense Motive +13; Cleave, Flyby Attack, Hover, Power Attack.

Breath Weapon (Su): 60 ft. line of lightning, 6d8 lightning; Reflex save DC 18 for half.

Hover: Can attack with bite and 4 claws. Hemispherical cloud 90' radius snuffs small fires, obscures vision, blinds those inside and for 1 round after they exit. Concentration DC 16 to cast a spell inside.

Spell-like Abilities: 3/day—*create/destroy water* (Will DC 17).

Immunities (Ex): *sleep*, paralysis, electricity.

Blindsight (Ex): 90 ft. range.

Keen Senses (Ex): Quadruple normal vision range in bad light; double normal vision range in good light; 300 ft. darkvision.

Sound Imitation (Ex): Mimic any sound (Will DC 17).

NOTE: Utreshimon is not present in Tier 1 runnings of this adventure. Nor is the +1 *shrotbow*, +1 *heavy mace*, or *scroll of cure light wounds*.

Tactics: At first, Utreshimon is overconfident and fights intruders with straightforward ferocity. He attacks immediately,

preferably while his enemies are still in the courtyard. If possible, Utreshimon will hover near a cluster of them, filling the debris-filled courtyard with dust that will blind the whole party and make spellcasting difficult. Because the blinding effect lasts for one round after the hovering ends, Utreshimon has enough time to move around from opponent to opponent while keeping the party sightless. If hurt, however, he flies up to the top of the tower and uses his breath weapon against enemies in the courtyard.

Utreshimon is very protective of his lair and won't allow anyone inside. He particularly wants to continue blocking off the entrance to the dungeon. If the attackers retreat, the dragon does not follow. He is not hungry, and he does not wish to let the trapped clerics escape.

Treasure: The corpse of the rogue wears studded leather armor (dyed black) and bears a longsword, a +1 *shortbow*, 12 arrows, 13 gp, and 3 100-gp gems (jade). Around her neck dangles a black iron triangle with an upside-down yellow Y inscribed within (the symbol of the Elder Elemental Eye).

The dead cleric in the middle of the room wears chainmail, and bears a +1 heavy mace, a scroll of *cure light wounds*, 24 gp, and a lilac-colored stone mask worth 200 gp (from the excavation in area 32). He also wears a symbol of the Elder Elemental Eye.

Note: In Tier 2 runnings of this adventure, an additional piece of treasure can be found on the body of Master Thaque, the slain cleric. This scrap of paper (Handout 2) contains valuable information on a secret passage within the moathouse dungeons that, if discovered, will lead the party directly to the deadliest section of the catacombs.

7. Black Chamber

The door leading into this room is battered and broken, and was obviously once barred. Tattered and torn ebon-colored hangings cover the walls, while the floor is littered with the debris of smashed furniture. A broken shield, a weapon haft, and a skull or two lie amid the wreckage. The southeast corner of the room has collapsed, but heavy stone pieces from the collapse have been repositioned to block easy egress.

This was the site of a battle long ago.

The secret door leads to the hidden passageway leading from the large room in the dungeon (see area 24). It's hard to locate (Search check DC 25).

Treasure: Amid the wreckage, searchers can find a useable longsword, a gold chain worth 200 gp, 34 gp, and 3 pp (Search check DC 22).

8. Stairway Up

Halfway up, these stairs are completely choked with rubble from the collapse of the upper story.

9. Littered Room

Rat droppings, half a shattered wooden table, and an empty wooden wall case are all that can be seen in this relatively bare chamber.

10. Empty Bed Chamber

The bed has been hacked to pieces, and a large dead rat festers

amid the wreckage. A ripped portion of ochre-colored cloth hangs from a nail in the doorway.

11. Salon

A few bats flutter about the room. It is filled with wreckage, but the bits of furniture and tapestry that remain appear to have once been very fine indeed.

12. Gray Ooze (EL 4)

The southeast corner of the room has collapsed entirely. It is now nothing more than a pile of rubble within an opening to the outside—directly out into the moat, judging by the sound of running water. The room is damp and otherwise completely empty.

Creatures: A gray ooze has wandered into this room, seeping up from the river bed. It hides among the damp rocks (Spot check DC 17) and attacks anything that comes close, but otherwise remains unseen.

◊ **Gray Ooze:** hp 26; see *Monster Manual* page 145.

13. Stairway to Dungeon

A few shelves still cling to the walls here, but they are empty. This odd, narrow room lies at the top of a set of stone steps descending to an area beneath the moathouse.

14. Empty Trophy Room

Amid the wrecked and splintered wooden furniture here lie a few mangy pelts, the stuffed heads of a boar and a bear, and some broken antlers.

15. Empty Room

This room contains only blackened, charred bits of wood and stone, suggesting a fire long ago.

16. Deserted Kitchen

A wooden work table still stands in this room, and a few wooden cupboards hang on the walls. A shattered cask lies near the blackened stones of a fireplace. There is a rusted cleaver on the floor.

17. Collapsed Chamber

The ceiling in this chamber has completely collapsed. If there was anything underneath, it is now smashed and well-buried.

Rooting through the rubble here (Search check DC 20) can uncover the grand reward of 33 cp, a suit of scale mail, a light crossbow, and 24 crossbow bolts.

Moathouse Dungeon

All rooms and hallways have 12-foot ceilings unless otherwise noted. The walls are masonry stone and the doors are wooden, both identical to those above ground. Unless otherwise noted, the dungeon is dark, for the clerics carry their light with them.

18. Gnoll Guards (EL 2)

The narrow stairs drop to a landing, then turn and continue down. They end after about twenty steps, having descended into a dank and cool area with masonry walls. Black, wet slime collects

between the stones, making most surfaces slightly slick.

Creatures: Unless the PCs successfully move silently down the stairs, two gnolls (Listen +3) lunge out from around either side of the stair and attack with surprise. If the gnolls did not hear the party, they loiter in the western portion of the room.

The gnolls wear black scale armor and black capes. Each also has a small medallion bearing the symbol of the Elder Elemental Eye and a pouch with 2d10 gp.

◊ **Gnolls** (2): hp 10, 11; see *Monster Manual* page 105.

19. Old Storeroom

This room is filled with clutter, having been thoroughly ransacked. Broken barrels, splintered wood, and scraps of leather lie everywhere.

Three large wooden shields in moderate condition, as well as a single suit of leather armor, are scattered among the debris.

20. Old Armory

The remains of broken and splintered wood and a few torn black rags litter this small room. Water drips from the ceiling and collects in puddles amid the uneven stones of the floor.

The room has lots of trash and debris, much of it burned, but amid the clutter lie seven spears, nine glaives, and a single black cape with a yellow eye of fire sewn into it.

21. Prison (EL 3)

Littered with bones, broken stonework, and bits of rusty metal, this area appears to have at one time been the real crux of the dungeon. Cell doors—some hanging open, some closed—line the west wall. Wide pillars stretch up from floor to ceiling, with manacles dangling from them. You see a small wooden door in the north portion of the room and an archway in the eastern wall. There is a foul smell here.

Creatures: A ghost hides behind one of the pillars (Hide +10) waiting to leap out and attack as soon as possible. The stench of the horror might tip off wary adventurers, but most likely they'll think it's just a dungeon smell. Spawned by the utter corruption inherent in the obelisk's power (see area 32C), this creature obeys all commands from clerics of the Elder Elemental Eye, recognizing Tharizdun's authority within them. It in turn commands any ghouls found in the dungeon.

◊ **Ghost:** hp 25; see *Monster Manual* page 97.

Treasure: The cells hold nothing, and the debris and bones on the floor are quite old.

22. Torture Chamber (EL 3)

You see ruined devices of torture—a rack, an iron maiden, a brazier surrounded by discarded irons. The whole place is covered in cobwebs and dust.

Inside a pillar is a well-hidden secret shaft (Search check DC 25). The passage drops some 30 feet and has iron rungs set into the stonework for easy descent (Climb check DC 0). From there, a narrow tunnel leads to a hidden entrance into area 33.

Creatures: Three ghouls wait here, waiting for the ghost's orders. They move to attack if they hear sounds of combat or the horrid shriek of the ghost from area 21. Otherwise, they attack

any living creature that comes into the room, other than a cleric of the Elder Elemental Eye.

d **Ghouls** (3): hp 10, 13, 14; see *Monster Manual* page 97.

Treasure: One of the ghouls wears a gold ring worth 25 gp.

23. Empty Room

Debris and trash cover this room as well. There's not much else here other than a wooden door on the east wall.

A successful Search check (DC 18) reveals a path through the debris made by recent traffic.

24. Excavated Relics (EL 4)

This large room is mostly empty—in fact, it appears to have been swept clean. Some strange items lie on a white blanket spread out on the floor. Not far away, a lantern rests on the floor, lighting the room. A single door is in the south wall near where you came in.

Creatures: Gren, a cleric of the Elder Elemental Eye, waits here with two black-caped gnomish bodyguards. Her job is to watch over this collection of relics uncovered in the cavern below (see area 32). The importance of these objects has been impressed upon her, and she has sworn to defend them with her life if need be.

d **Gren:** Female human **Clr2**; CR 2; Medium-size humanoid; HD 2d8+2; hp 18; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +4 melee (1d8+1, morningstar), +0 ranged (1d8/19–20, crossbow); SQ *Insanity*; AL CE; SV Fort +4, Ref +0, Will +4; Str 12, Dex 10, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Concentration +6, Knowledge (religion) +7, Listen +3, Spellcraft +7 Spot +3; Alertness, Toughness.

Insanity (Ex): Insanity score 1. Wis 15 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

Possessions: Ochre robes, potion of sneak, potion of aid, potion of cure light wounds, masterwork morningstar, splint armor, large steel shield, light crossbow, 10 bolts, 12 gp, 20 sp, holy symbol (black iron triangle with an inverted yellow Y).

Spells Prepared (4/4; base DC = 12 + spell level): 0—*detect magic, light, read magic, resistance*; 1st—*bless, command, cure light wounds, random action*.*

*Domain Spell. Deity: Elder Elemental Eye. Domains: Fire (Turn or destroy water creatures, rebuke or command fire creatures); Chaos (casts chaos spells at +1 level).

d **Gnolls** (2): hp 10, 12; 2d10 gp; see *Monster Manual* page 105.

Tactics: Gren's most likely first move is to open the door into area 25 and command the skeletons there to attack. Although she fights to the death, the gnolls are not beyond trying to use the secret door to escape if things turn bad.

Treasure: Laid out carefully on the white blanket are the following items:

- an iron torch and three black cones
- a black scepter with violet gems
- a small black sphere
- a black metal tube

The torch is a *torch of revealing* and the cones are its fuel (see *Treasure Summary*). The scepter is nonmagical but is worth 1,000 gp. The sphere is a bead of force. The tube holds a worm-ridden scroll covered with unfamiliar writing, and only a *comprehend languages* spell can decipher it. The scroll provides information for

accessing an extraplanar node of utter darkness called the Black Cyst. This ritual requires multiple *wish* spells, living sacrifices, and all manner of other grisly components, as well as years of work.

25. Skeletons! (EL 3)

Beyond the heavy oak door lies a smaller chamber containing little other than dust and cobwebs. The north wall bears a scrawled carving in Common: "Death to all ogres."

Creatures: The skeletons of six humans and a single massive ogre wait here on the commands of the clerics who animated them. They attack anyone not wearing the triangle symbol of the Elder Elemental Eye. The human skeletons are still wearing tattered leather armor—one also wears an old black cloak with a flaming eye symbol.

d **Medium-Size Skeletons** (6): hp 4, 5, 6, 6, 9, 10; see *Monster Manual* page 165.

d **Large Skeleton:** hp 22; see *Monster Manual* page 165.

26. Portcullis

There is an iron portcullis flush with the ceiling in the middle of the northwest-southeast hallway. Anyone making a successful Search check (DC 20) finds it. A character standing under the portcullis when it drops (see area 27) must succeed at a Reflex save (DC 15) or take 4d6 points of piercing damage. The character is pinned and must make a successful Escape Artist or Strength check (DC 27) to get free.

s **Portcullis:** 2 in. thick; Hard 10; hp 60; AC 4; Lift DC 27.

26A. Secret Winch

A winch behind the secret door raises the portcullis once dropped (see area 27).

27. Trap (EL 1)

The middle of the three doors here is false and causes the portcullis in area 26 to fall if opened. All of the current inhabitants know about this trap as well as the winch in area 26A that raises the portcullis. In fact, if they know powerful intruders are on their way, they trigger the trap intentionally.

a **Portcullis Trap:** CR 1; no attack roll required (drops portcullis in area 26); Search (DC 20); Disable Device (DC 20).

28. Gnomish Lair (EL 5)

This strangely shaped room has six very old-looking beds made of wood and padded with mattresses of straw. Clothes, armor pieces, and weapons lie about the floor mixed with bones, fruit rinds, and other waste. It has the smell of wet fur.

Creatures: Six gnolls rest here. Whether asleep or relaxing, they are not particularly attentive. Assume that the gnolls suffer a –10 penalty to Listen checks for their inattention. For example, if the PCs talk and make a lot of noise in the middle of area 27, just to the south, the DC for the Listen check would be 5 (0 base, +5 for distance). Since gnolls have Listen +3, they would get a result of 3 (average roll of 10 – 10 + 3), which would not be enough to detect the party's approach.

If surprised in this lair, three of the gnolls are asleep and not wearing armor (and thus are AC 11). They are not ready to fight on the first round of combat. The other three are armored and attempt to fight off intruders while their companions awaken.

d **Gnolls** (6): hp 9, 10, 11, 11, 12, 14; 2d10 gp; see *Monster*

Manual page 105.

Development: If the dragon in area 6 is slain, and they get the chance, four of the gnolls here occupy the great hall in the upper moathouse. The two that remain here remain ready for battle and alert.

If the clerics are able to leave, the gnolls go with them.

29. Gnoll Leader (EL 3)

Odd in shape, this chamber's walls are stained and scored with signs of fire long ago. A wooden bed with a mattress of straw is against the western wall, and a small iron box sits next to it. On top of the box is a pipe and some tobacco, a whetstone, and a stoneware cup full of some dark liquid.

The liquid in the cup is very old, cold coffee. Inside the box, which is not locked, are a few bits of clothing and some personal gear (nothing of value). Tucked in the northernmost portion of the room is a black cloak with a flaming eye symbol, fairly dirty but otherwise in good shape.

Creatures: The leader of the gnolls dwells here, a ranger whose favored enemy is humans. This gnoll is practically without fear. He's willing to take on an entire group of foes, although he gladly accepts the aid of his troops (see area 28) or the clerics, should it come.

D Garrik: Male gnoll Rgr2; CR 3; Medium-size humanoid; HD 2d8+2 plus 2d10+2; hp 28; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +6 melee (1d8+2, longsword) or +4/4 melee (1d8+2/19–20, longsword; 1d6+1/19–20 short sword) or +4 ranged (1d6/[TS]3, shortbow); SA Favored enemy (humans); AL NE; SV Fort +6, Ref +3, Will +0; Str 15, Dex 12, Con 12, Int 9, Wis 10, Cha 9.

Skills and Feats: Listen +4, Spot +4, Wilderness Lore +2; Power Attack, Quick Draw, Track.

Favored Enemy: +1 damage, +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks against humans.

Possessions: +1 studded leather, brooch of shielding, masterwork longsword, masterwork short sword, shortbow, 20 arrows.

Development: If the gnoll leader learns that there are intruders in the moathouse, he joins the gnolls in area 28 and moves to defend the clerics. If the clerics leave, he and the remaining gnolls go with them.

30. Clerics' Quarters (EL 2)

Six old wooden beds with straw mattresses are arranged haphazardly in this room. Each has a bag or satchel of a different sort next to it, and there is a small iron box upon one bed. A stand with a brazier, currently unlit, and another with a lantern, also currently unlit, are against the middle portions of the east and west walls.

This is the room where the clerics have been staying during their excavation.

Trap: The box is locked (Open Lock check DC 20) and trapped with a *glyph of warding* activated when it is opened without saying "Praise the Elder Elemental Eye." The cleric Geynor Ton (see area 32A) has the key.

a *Glyph of Warding:* CR2; 5-ft. acid spray (3d8); Reflex save halves damage (DC 15); Disable Device (DC 28).

Treasure: The box contains potions of *cure light wounds* and *water breathing*, scrolls of *animal messenger* and *stone shape*, six tindertwigs, and a curved ceremonial dagger with gold inlay (worth

50 gp). There is also a sheaf of papers that serves as Geynor Ton's personal journal. When the PCs discover this, show them Handout 1: Journal of Geynor Ton. Feel free to photocopy this sheet ahead of time.

Development: If the clerics leave, they take everything with them but the beds—and those they push into area 29.

31. Ambush (EL 3)

The stairs here go down into darkness, from which a foul stench arises.

Creatures: A ghaist waits in ambush on the stairs. Spawned by the utter corruption inherent in the obelisk's power (see area 32C), this creature obeys all clerics of the Elder Elemental Eye.

Ghaist: hp 30; see *Monster Manual* page 97.

Development: The clerics in area 32C hear the sounds of combat here (unless a *silence* spell covers the battle or the PCs otherwise deal with the ghaist quietly) and arrive to help in 2 rounds.

32. Excavation Site

This complex area requires the side view diagram (Map 3) to understand.

32A. Old Well Room (EL 4)

This place is very cold, and even the most insensitive can tell that the unnatural chill is a corruption in the air. A wide pit in the center dominates the room, its sides slick with moisture. A pulley has been affixed to the ceiling, and a rope depends from it connected to four ropes. These in turn are tied to the edge of a 10-foot-wide wooden platform, circular in shape, in four different places to provide stability. A lantern sitting atop a stool in the southwestern corner illuminates the chamber. Scattered about the pit edge are picks and shovels, and a strange statue rests in the corner farthest from the entrance. Against the north wall stands a large, round, flat stone about the diameter of the pit

The platform, rope, and pulley all look fairly new.

Creatures: Two clerics work in this room studying the statue, which was brought up recently from below. One is a human, Geynor Ton. The other is a troglodyte named Ysslansh.

Ysslansh is the leader of the clerics stationed at the moathouse now that Festrath (see area 32E) has become irretrievably insane. The troglodyte is ruthless and utterly evil, with no concern for the welfare of the humans or gnolls in his command. All the human clerics hate him and resent his power.

D Geynor Ton: Male human Clr2; CR 2; Medium-size humanoid; HD 2d8+4; hp 16; Init -1; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +4 melee (1d8+1 masterwork morningstar) or +0 ranged (1d8/19–20 crossbow); SQ *Insanity*; AL CE; SV Fort +5, Ref +2, Will +5; Str 10, Dex 11, Con 14, Int 9, Wis 15, Cha 10.

Skills and Feats: Concentration +7, Listen +4, Spot +4; Alertness, Lightning Reflexes.

Insanity (Ex): Insanity score 1. Wis 16 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Possessions: Ochre robes, journal, *potion of cure moderate wounds*, *divine scroll of bless and cure light wounds*, masterwork morningstar, half plate armor, large steel shield, light crossbow, 10 bolts, 53 gp, 2 sp, holy symbol (black iron triangle with an inverted yellow Y).

Spells Prepared (4/4; base DC = 13 + spell level): 0—*detect magic*, *light*, *read magic*, *resistance*; 1st—*bless*, *command*, *protection from good**, *random action*.

*Domain Spell. *Deity*: Elder Elemental Eye. Domains: Air (Turn or destroy earth creatures, rebuke or command air creatures); Evil (casts evil spells at +1 level).

D Ysslansh: Male troglodyte Clr2; CR 3; Medium-size humanoid; HD 4d8+8; hp 28; Init +0; Spd 20 ft.; AC 24 (touch 9, flat-footed 24); Atk +6 melee (1d8+1 masterwork morningstar); SA Stench; SQ Darkvision; AL CE; SV Fort +8, Ref -1, Will +3; Str 12, Dex 9, Con 14, Int 9, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Hide +5 (+9 in rocky or subterranean settings), Knowledge (religion) +7, Listen +2; Multiattack, Weapon Focus (morningstar), Brew Potion.

Insanity (Ex): Insanity score 1. Wis 13 for bonus spells and DCs; Wis 11 for all other Wis-based checks.

Possessions: Black robes, *potion of levitate*, *potion of cure moderate wounds*, *cloak of resistance* +1, masterwork morningstar, half plate armor, large steel shield, light crossbow, 10 bolts, curved knife, 8 gp, 12 sp, holy symbol (obex).

Spells Prepared (4/4; base DC = 11 + spell level): 0—*detect magic*, *light*, *read magic*, *resistance*; 1st—*obscuring mist*, *protection from good**, *summon monster I*, *random action*.

*Domain Spell. *Deity*: Elder Elemental Eye. Domains: Evil (casts evil spells at +1 level); Chaos (casts chaos spells at +1 level).

Tactics: If the clerics hear a fight with the ghost in area 3I, they move to investigate, arriving in 2 rounds.

Statue: This is actually a rectangular block 3 feet high and 2 feet on a side. Each side has a distinct statue carved into it.

- The first is jet black and depicts a tall, muscular man in full plate with unfamiliar flanges and fluting. He wears a cape and holds a wavy-bladed sword.
- The second side is dark green, carved into a man swathed in a flowing robe with long sleeves and a high collar. Covering the face is a mask resembling the one that the dead Master Thaque possessed (see area 6).
- The third side is deep blood-red and depicts a man in high boots, a doublet, and gauntlets of twisting design. His head is covered by a hood drawn tight round the face.
- The fourth side is a statue of a man colored deep indigo. The figure is clothed in a many-pleated robe with a sash covered in strange sigils (impossible to decipher). His head is cowed and he cradles a scepter in his folded arms.

Platform: The platform can be easily raised or lowered by someone either beside the shaft or on the platform itself. At any point, as a full-round action, the operator can tie off the rope to the platform so that it no longer moves down. Using the pulley, a character can lift or lower twice the amount he or she could normally drag. Six Medium-size characters easily fit on the platform; ten can crowd aboard if necessary. However, the rope-and-platform assembly breaks if more than 2,000 pounds are placed on it.

If the rope is released, the platform falls along with everything on it. Characters aboard the platform can attempt Reflex saves (DC 20) to grab the rope. If successful, the character must succeed at a Strength check (DC 15, +1/100 pounds of load) to stop the platform. Failure, in addition to the normal damage from falling, inflicts severe rope burn that deals 1 point of subdual damage.

Characters taking violent or reckless actions on the platform must succeed at a Balance check (DC 13) to stay on. Those who fall can attempt to grab hold of the edge by making Reflex saves (DC 20).

Development: If the clerics are able to leave, they reveal the

shaft. They insert the round, flat stone about 15 feet down and then use the *potion of water breathing* and the *scroll of stone shape* (both in the iron box in area 30) to seal it. The shaft fills up with water again, forming a pool, and the room returns to “normal.”

The clerics take the statue with them when they leave and abandon the wooden platform (but not the rope), which they stand on end against the north wall.

32B. Shaft

Roughly 15 feet from the top of the shaft, there are indications that a stone plug was once placed here, then carefully mortared and sealed. Just above that point, a 4-foot-wide tunnel carrying an underground stream empties into the shaft, the water spilling down into the darkness below. A 2-foot-wide opening is visible just below the top of the shaft.

Once, when the seal was intact, the water filled the shaft up to the top and formed a pool. Excess water drained out through the opening just below the top of the shaft and into a pipe that returned it to the underground stream.

32C. Ancient Obelisk (EL 5)

Use this description as the PCs descend the shaft.

The water pouring down beside the descending platform creates a mist below, deepening the chill that you feel as you get deeper. Through that mist, you can see that the floor below is just over 60 feet from the top of the shaft. It appears very smooth and black, with veins of deep violet. The shaft walls spread out into the darkness, opening onto a vast cavern.

The whole area below the shaft is unholy, as the result of an *unhallow* spell. The site has a permanent *protection from good* effect, and the unholy aura confers a -4 profane penalty to turning undead (+4 to rebuke undead). The ancient *unhallow* spell no longer has any other effects attached to it, however.

The unnatural cold intensifies as depth increases: By the time characters descend to the “floor” (which in fact is the top of the obelisk), it is so cold that they risk hypothermia. They must make Fortitude saves (DC 15, +1 for every previous check) every 10 minutes or suffer 1d6 points of subdual damage. Characters wearing warm, winter clothing need only make checks once per hour. A character rendered unconscious begins to take normal damage from the cold. Those who take any subdual damage from the cold become fatigued, suffering a -2 penalty to Strength and Dexterity, and cannot run or charge. Subdual damage and fatigue penalties go away when the character is removed from the cold.

Once the characters reach the top of the obelisk, use the following descriptive text:

The floor resembles black marble but has no luster, while the veins of purple are thick and jagged. The entire surface, however, appears to be slightly convex, with sides lower than the center. Stranger still, the floor does not extend to the cave walls around it, as though it were merely a large platform itself. It is about 30 feet across—the cave is much larger than that in every direction. Beyond the floor edge, the cave walls plummet farther down into darkness. At the western rim of the black floor, another circular wooden platform hangs suspended over the darkness, another rope and pulley system pounded into the rock above it.

Obelisk (EL 3): The obelisk is dangerous to touch. It feels

exceedingly cold, and as soon as a living being comes into contact with it, even while wearing boots or gloves, the veins begin to writhe like tentacles and move toward that figure. After 1 round, the veins reach the character, who must succeed at a Fortitude save (DC 22) or suffer 1d6 points of temporary Strength damage. The character must make a save every round he continues to touch the obelisk. Victims who lose all of their Strength are pulled down into the obelisk by the veins, their soul forever destroyed. As the clerics discovered, however, it is possible to lower oneself down by the first platform, scurry quickly across the top of the obelisk, and get to the other platform without incurring any adverse effects.

Creature (EL 4): Hiding in the dark roof of the cave is a grell, a horrible creature resembling a floating brain with tentacles. It was summoned earlier by the cleric Festrath using the extraplanar archway (area 32G). The grell quietly lowers itself over a party descending to the bottom of the cave and attacks a single, random foe. It can attack with only one tentacle on the first round because it cannot both move and make a full attack. If it can paralyze and grab hold of the victim with two tentacles, it flies away with its prey the next round.

◊ **Grell:** hp 23 of 32; wounded (see Appendix 1).

32D. Obex

On what appears to be the true bottom of the colossal cavern, the stone is worked and smooth. Two symbols are carved into the floor on the western side of the cave: a two-tiered, inverted zigurat, black in color, and a flaming sun, also jet black. Rising from the middle of the cave, a pillar supports the black-and-violet mass of the enormous obelisk on whose surface you recently stood. On the other side of the cave, water spilling from above collects into a pool.

The upside-down pyramid is a symbol of Tharizdun, called an *obex*. Standing on the obex is safe (although it creates an unsettling feeling in any creature that does not worship the Dark God), unless the character speaks the name of Tharizdun. If this happens, he is instantly drained to -1 hp (no save) and rendered unconscious and dying (Heal check DC 22 to stabilize).

While unconscious, the character has an evil vision: a man formed of darkness that is hazy and insubstantial. Each round in which the character is not stabilized, he loses 1 additional hit point while seeing and experiencing something new:

- 2 hp: The dark form moves close.
- 3 hp: The dark form says, "Your soul is now at the very edge of my prison."
- 4 hp: The dark form says, "Do you seek to free me?"
- 5 hp: If the character says "Yes," he is restored to full hit points and consciousness, and finds a curved +1 dagger at his feet, engraved with his name. If he says anything else, or nothing at all, he continues to lose hit points.
- 6 hp: The dark form says, "Do you seek to free me?"
- 7 hp: If the character says "Yes," he is restored to full hit points and consciousness. If he says anything else, or nothing at all, he continues to lose hit points.
- 8 hp: The dark form says, "It does not matter what you seek. I am all. You are nothing."
- 9 hp: The dark form says, "You serve me now, whether you wish it or not." The character is restored to full hit points and consciousness but is cursed by the Dark God. He now suffers a -2 penalty on saving throws to resist spells cast by cler-

ics of Tharizdun or the Elder Elemental Eye. This curse cannot be removed with anything less than a *wish* or *miracle*.

32E. Black Sun (EL 5)

This symbol seems an evil perversion of some otherwise good sign of light and life.

The strange symbol radiates insanity and mental disharmony. Even those nearby or looking at it from afar are disturbed and on edge. Anyone standing within its circle for more than 1 round must succeed at a Will saving throw (DC 15) or suffer 1d6 points of temporary Wisdom damage. The character must make a save every round she continues to touch the symbol.

Creatures: Festrath, a cleric of Tharizdun who is now completely insane, is hidden among the rocks at the cavern's edge near the black sun. When Master Thaque was killed by the dragon (see area 6), Festrath was next in the chain of command. However, he was already close to madness from spending time in the chamber and foolishly experimenting with the black sun. He has since lost what remained of his mind, although being wrapped in a winter cloak, he has managed to stave off the effects of the cold for the most part. (His statistics have already been modified to reflect subdual damage and fatigue penalties.)

From his vantage point, the mad Festrath watches what the party does, waiting for an opportune time to attack. He is afraid of the grell, however, and avoids allowing the creature to know where he is. (Festrath was attacked by the grell when he summoned it, wounding it and driving it off temporarily so that he could hide.) Once he has committed to the attack, he does not hesitate to use his *potion of fly* to get at enemies on a platform or the pillar, or just to attack from above. He laughs and howls maniacally all the while.

Festrath carries a piece of paper that bears this message:

"The Water Temple will soon make its move against the forces of Fire. Return quickly, Festrath, for we need your aid. Together, we shall win the favor of the Doomdreamers and the Triad itself."

D Festrath: Male human Clr5; CR 5; Medium-size humanoid; HD 5d8+5; hp 32 (currently 24); Init -1; Spd 20 ft.; AC 19 (touch 9, flat-footed 19); Atk +6 melee (1d6+1/19-20, curved +1 short sword) or +2 ranged (1d8/19-20 crossbow); SQ Insanity; AL CE; SV Fort +6, Ref +0, Will +6; Str 10, Dex 9, Con 12, Int 11, Wis 16, Cha 10.

Skills and Feats: Knowledge (religion) +8, Concentration +9; Weapon Proficiency (short sword), Weapon focus (short sword), Expertise.

Insanity (Ex): Insanity score 2. Wis 18 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Possessions: Ochre robes, message (see area 32E in the Moathouse), *pearl of power* (1st level), *potion of fly*, curved +1 short sword, full plate armor, large steel shield, light crossbow, 10 bolts, 23 gp, 20 gp gem, holy symbol (black iron triangle with an inverted yellow Y).

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic*, *light*, *mending*, *resistance*; 1st—*bane*, *command*, *cure light wounds*, *protection from good*, *random action**; 2nd—*bull's strength*, *death knell*, *hold person*, *Tharizdun's touch**; 3rd—*contagion*, *summon monster III*, *rage**.

*Domain Spell. **Deity:** Tharizdun. **Domains:** Madness (add Insanity score to Wisdom-based roll once per day); Water (turn or destroy fire creatures, rebuke or command water creatures).

32F. Pillar

Impossible though it seems, the huge obelisk comes to a very narrow point that is balanced atop this 30-foot-high pillar. The pillar has been carved from the rock itself and appears to be quite solid. Iron rungs, mostly free of corrosion, have been hammered into it, allowing someone to climb to the point where pillar meets obelisk.

The pinpoint tip of the obelisk, if viewed in the light of a *torch of revealing* (see Appendix 1), is actually a purple-colored gem of unknown make. Touching the gem teleports a character (and all her gear, but not the torch) into a perfectly spherical room of black walls with purple veins. There is no light, but even characters without darkvision find that they can “see” within the darkness here. Immediately upon arrival, the character hears a voice boom in a low, hollow voice:

“SEEK THE HEART OF EACH OF THE FOUR MOONS. TOGETHER, THEY CAN SUNDER THE WALLS OF MY PRISON. FOR NOW, EAT OF MY FRUIT AND BE BLESSED.”

The mysterious voice is a message from Tharizdun to his faithful. It refers to the elemental nodes that can be used to fulfil the doomdreamers’ ultimate plans.

After the voice speaks, a lustrous black fruit suddenly appears in the character’s hands. Each character who enters the chamber thus and eats the fruit gains a permanent +1 inherent bonus to a random ability score. Three rounds after the fruit appears, the character is transported to area 32B.

Anyone who attempts to go through this process more than once, or who eats a fruit given to another, suffers a 2-point permanent drain from a random ability score. A character who attempts to eat a third fruit in this manner must make a successful Fortitude save (DC 18) or be obliterated, leaving nothing but gray mist (only *true resurrection* can bring the character back). Even on a success, another 2 points of a random ability score are permanently drained. Attempting to eat a fourth fruit results in obliteration with no saving throw allowed.

32G. Horrific Summons (EL variable)

An archway is carved out of the stone in such a way that it seems to be nothing but a curved mass of writhing tentacles and serpents. Beyond the opening is a smooth, black wall.

Creatures: Touching the wall beyond this apparent dead end is a huge mistake. As soon as it is touched, tentacles push through the blackness as if it were a curtain (although nothing from this side can reach through to the other). They belong to a grell—and one tentacle immediately attacks the character touching the wall.

▫ **Grell:** hp 32; see Appendix 1.

Tactics: Whether the initial attack is successful or not, the grell comes through the archway on the following round and attacks until it has paralyzed and grasped one character. Then it flies upward to devour its victim in peace.

Development: Grells come from some distant, horrible plane, to which the archway is a one-way gate. A new grell is summoned every time the blackness beyond the archway is touched.

32H. Corrupted Pool (EL 5)

The water that pours down from above, splattering across the top

of the obelisk, finally collects in a pool at the bottom of the cavern. About 10 feet across and perhaps 2 inches deep, it fills an imperfection in the floor’s otherwise smooth surface. The water runs in a rivulet across the floor through a large crack in the cave wall, disappearing into the earth.

Merely touching this water, befouled by its contact with the obelisk, is deadly. The character must succeed at a Fortitude save (DC 15) or suffer initial and secondary damage of 2d6 temporary Constitution. Those drinking the corrupted water get no saving throw. Anyone slain by interaction with the water is immediately transformed into a ghast.

33. Crypt (EL 4)

Dismal and cold, this dusty, cobweb-filled chamber has all the trappings of a crypt. Sarcophagi are stored in dark, shadow-filled alcoves along the walls.

This area is also unholy, as the result of an *unhallow* spell. The site has a permanent protection from good effect, and the unholy aura confers a –4 profane penalty to turning undead (+4 to rebuke undead). The ancient spell no longer has any other effects attached to it.

A secret door slides to one side within the tiny alcove to the north and opens into a cramped tunnel, only about 3 feet high and wide, that leads to the hollow column in area 22. The back of one crypt to the south is broken out and leads through a cramped earthen tunnel, thick with the reek of decay. The tunnel ceiling is barely 5 feet high.

Creatures: Four ghouls dwell here, lurking among the crypts. Their hiding places are marked with dots on the map. They stagger out of the crypts one at a time, one per round.

▫ **Ghouls** (4): hp 10, 12, 13, 14; see *Monster Manual* page 97.

34. Ghoul Caves

The passage is rough, as if burrowed from the earth. The walls seem to close in, making the narrow tunnel seem even narrower. Bits of earth fall from the ceiling and walls as you pass by them. The place stinks of death.

This warren of tunnels was clawed out over the ages by the ever-present ghouls and is filled with their leavings.

34A. Undisturbed Secret Shrine (EL 5)

This cave seems cut at strange angles, creating disturbing shadows and weird, seemingly impossible bends and curves. The stone is a cloudy purple color. Rising from floor to ceiling is a tall, four-sided column, natural but extensively carved so that each side sports a different graven image. Before the column is an altar made of dull, porous, slightly corroded black rock, sitting atop a 1-foot-high platform of black stone speckled and streaked with violet. The room is cold—a soul-numbing chill that grips one’s very heart, as well as one’s sanity. It is a fact, rather than a judgment, that this is an evil place.

The clerics of the Elder Elemental Eye never found this ancient shrine, a companion to the room with the obelisk. The ghouls know of it, but they are too stupid and single-minded to tell their masters.

Four-Sided Column: This is very similar to the statue found in area 32A but is three times the size. Each side has a small secret

compartment that hides some important treasure.

- The first is jet black and depicts a tall, muscular man in plate armor with unfamiliar flanges and fluting. He wears a cape and holds a wavy-bladed sword. The secret compartment contains a *bead of force*.
- The second side is dark green, carved into a man swathed in a flowing robe with long sleeves and a high collar. Covering the face is a mask resembling the one that the dead Master Thaque possessed (see area 6). The secret compartment holds a skin-covered black drum.
- The third side is deep blood-red and depicts a man in high boots, a doublet, and gauntlets of twisting design. His head is covered by a hood drawn tight round the face. The secret compartment has a set of silver chimes (worth 200 gp).
- The fourth side is a statue of a man colored deep indigo. The figure is clothed in a many-pleated robe with a sash covered in strange sigils (impossible to decipher). His head is cowed and he cradles a scepter in his folded arms. In the compartment is a bronze brazier and three chunks of incense.

Altar (EL 5): If the altar is touched by living flesh or struck with force, it begins to fade. In 3 rounds its color transforms into translucent amethyst with a black, amorphous center. Anyone touching the altar further must succeed at a Fortitude save (DC 18) or be paralyzed for 1d4 hours.

If the PCs search the four-sided column and discover the objects inside, they risk producing a different—and much more dangerous—effect. On beating the drum, ringing the chimes, and lighting the brazier, a glowing golden eye swims into view from the stone's writhing center. All creatures viewing the eye must make Will saves (DC 20). Failure results in a random effect as described below.

Roll (d%)	Result
01–05	Death
06–20	1d2 negative levels
21–40	Insanity (as if permanently affected by confusion)
41–60	1d3 permanent Wisdom drain
61–80	2d6 temporary Strength damage
81–00	1d6 temporary Constitution damage

The altar's greatest effect requires the presence of a *tentacle rod* (found in area 120 of the Crater Ridge Mines, area 19 of the Outer Fane, and Level 8 of the Inner Fane) when the eye appears. In this case, the altar becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle comes out of the altar and grabs the nearest living creature, pulling it into the stone (+15 attack, +10 Strength bonus, treat as Large). A creature drawn into the altar is completely destroyed, while the stone returns to its black, opaque state. Atop the altar appears a single magical item wished for by those in the shrine, worth up to 50,000 gp (if multiple items are wished for, determine which one appears randomly).

In the Fire Temple complex of the Crater Ridge Mines (see area 122 in Chapter 5) there resides the *Book of the Dark Eye*. This tome, which deals with worship of the Elder Elemental Eye, describes in detail the process of activating the altar.

35. Wall of Stone

Use this description only if a character examines the end of this dead-end passage very carefully.

A wall of solid stone, clearly different from the masonry around it, forms the end of the passage. It seems somehow fused with the stone of the side walls, as well as the floor and ceiling.

This is the result of a *wall of stone* spell cast long ago. The clerics of the Elder Elemental Eye have no idea what's on the other side, nor do they care, having discovered the black obelisk that they were sent to find.

36. Secret Passage

The stone passage heads east for some 40 feet before narrowing to a rough-hewn tunnel a mere 5 feet wide. It gradually slopes up as it continues eastward another 400 yards, then opens into a small, natural cave. Hidden among boulders, the cave mouth lies by the river bank about a quarter-mile east of the moathouse.

The clerics of the Elder Elemental Eye do not know about this passage, but a few others do, including Spugnoir and Elmo (see Chapter 1: The Town of Hommlet).

37. Cockatrice Lair (EL 5)

This sour-smelling room contains three nests made of black cloth, river reeds, and bits of wood. Each nest is about 3 feet across. A stone just inside the southern entrance looks very much like half a gigantic rat, the other half smashed to bits around it.

The stone is what remains of a dire rat, petrified by the cockatrices here.

Creatures: Three cockatrices nest here, but only two are present. Vicious and foul-tempered, they immediately attack anyone they see, hissing and snarling.

◦ **Cockatrices** (2): hp 25, 30; see *Monster Manual* page 38.

Treasure: Within each nest, a searcher can find a mostly intact black cloak with a gold eye of fire embroidered on the back, along with numerous scraps of others.

38. Old Barracks (EL 3)

Smashed wooden beds—at least a dozen—lie haphazardly about in this ruined chamber. A handaxe and the aged remains of the figure who wielded it, still clad in rusted plate armor, lie in the middle of the floor.

The area to the south is likewise filled with debris, mostly from broken crates and casks. It was once a storage area.

Creatures: Another cockatrice wanders about this room poking about the ruins. It attacks immediately. It is so stupid that it does not come to the aid of its kin in area 37, even if it hears fighting.

◦ **Cockatrice:** hp 27; see *Monster Manual* page 38.

Treasure: Searchers can locate twelve 100-gp gems, fallen between two loose stones on the floor along the west wall.

39. Old Bedchamber

This room obviously once was lavish in its appointment. Now, its once-fine wall hangings, soft chairs, thick rugs, and plush couch are all in tatters. A wooden table, a single chair, and a bed make up the rest of the room's furnishings. Dust-covered, moth-eaten bedclothes lie in a heap next to the bed, whose mattress has been cut open and the stuffing scattered about. A skeleton clothed in tattered dark robes lies on the floor near the table.

Most people who have been in this chamber believe that the skeleton is that of Lareth the Beautiful. That is exactly what they are meant to think. That dark cleric, who called himself the “New Master,” began fortifying the moathouse a few years ago when the Temple of Elemental Evil attempted to rise again. While Lareth was indeed slain by adventurers in this room, an even more powerful cleric of the Elder Elemental Eye, named Hedrack, raised him from the dead soon afterward and spirited him away. Now Lareth lives as a recluse in the nearby village of Nulb (see Chapter 3: Ghost Town and Ruined Temple).

Characters with the Heal skill who examine the body and make a successful skill check (DC 15) notice that the remains bear marks of disease and no signs of violence (a plague victim’s body was substituted for Lareth’s). This is the only clue at this point that Lareth is alive.

Treasure: A successful Search check (DC 15) uncovers a small spider medallion on the skeleton, as well as a *wand of doom* with 1 charge remaining. A successful Knowledge (religion) check (DC 15) identifies the spider symbol as one of Lolth, the demon goddess of drow and spiders.

Conclusion

The adventure concludes when time runs out. Chances are this will be in the thick of things, deep in the tunnels beneath the moathouse. That’s ok. Don’t worry about how the PCs escape. If they’re still conscious when time runs out, they manage to get out alive. Don’t worry about playing out the PCs’ report to Elmo back in Hommllet. Let the players know that Elmo appreciates the report, and that now that he knows what sort of threat is posed by the moathouse and the cult of Tharizdun, he’ll be sure to send a different group of adventurers to deal with any remaining cultists, and to track them back to their profane lair.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

1. Frog	
Defeating frog	130 xp
6. Great Hall (Tier 2 Only!)	
Defeating Utreshimon	260 xp
12. Gray Ooze	
Defeating ooze	190 xp
18. Gnoll Guards	
Defeating Gnolls	80 xp
21. Prison	
Defeating Ghast	130 xp
24. Excavated Relics	
Defeating Gren and gnolls	170 xp
25. Skeletons!	
Defeating Skeletons 1	30 xp
27. Trap	
Disarming, avoiding, or surviving	40 xp
28. Gnoll Lair	
Defeating gnolls	250 xp
30. Clerics' Quarters	
Disarming, avoiding, or surviving glyph	90 xp
31. Ambush	
Defeating ghastr	130 xp
32A. Old Well Room	
Defeating clerics	190 xp
32C. Ancient Obelisk	
Defeating grell	260 xp
Note: No additional award for additional summoned grell.	
32E. Black Sun	
Defeating Festrath	260 xp
32H. Corrupted Pool	
Surviving touch	260 xp
No award for ignoring or avoiding	
33. Crypt	
Defeating ghouls	190 xp
37. Cockatrice Lair	
Defeating cockatrices	260 xp
Appendix Two	
Defeating Chatrilon and Chenashi	380 xp

Total experience for objectives 3	400 xp
Discretionary roleplaying award	0-100 xp

Note: It is more or less impossible to score "maximum" experience in this adventure in the time allotted. The following number is included for completely and comparison purposes only.

Total possible experience 3500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

- The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

6. Great Hall (Dragon's Lair)

All items here available only in Tier 2.

- +1 *Shortbow*
- +1 *Heavy Mace*
- *Divine Scroll: Cure Light Wounds*

24. Excavated Relics

- *Potion of Sneaking*
- *Potion of Aid*
- *Potion of Cure Light Wounds*
- *Masterwork Morningstar*
- *Torch of Revealing*
- *Bead of Force*

29. Gnoll Leader

- +1 *Studded Leather Armor*
- *Brooch of Shielding*
- *Masterwork Longsword*
- *Masterwork Short Sword*

30. Clerics' Quarters

- *Potion of Cure Light Wounds*
- *Potion of Water Breathing*
- *Scroll: Animal Messenger*
- *Scroll: Stone Shape*

32A. Old Well Room

- *Potion of Cure Moderate Wounds*
- *Divine Scroll: Bless*
- *Divine Scroll: Cure Light Wounds*
- *Masterwork Morningstar*

- *Potion of Levitate*
- *Potion of Cure Moderate Wounds*
- *Cloak of Resistance +1*
- *Masterwork Morningstar*

32E. Black Sun

- *Pearl of Power (1st-level)*
- *Potion of Fly*
- *Curved +1 Short Sword*

32F. Pillar

- *Blessed Gift of Dread Tharizdun (up to one per PC)*

34. Ghoul Caves

- *Bead of Force*

39. Old Bedchamber

- *Wand of Doom*

Appendix 3: Cult Reinforcements

If Chatrilon and Chenashi are defeated, contact convention HQ for certificates for their equipment.

Appendix I: New Monsters

Giant Frog

Medium-Size Beast

Hit Dice: 3d10+12 (28 hp)

Initiative: +0

Speed: 20 ft.

AC: 14 (+4 natural)

Attacks: Tongue +7 melee, Bite +2 melee

Damage: Tongue grapple, Bite 2d6+4

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with tongue)

Special Attacks: Improved grab, swallow whole

Special Qualities: Darkvision

Saves: Fort +7, Ref +3, Will +0,

Abilities: Str 18, Dex 11, Con 18, Int 2, Wis 9, Cha 6

Skills: Hide +5, Spot +1

Climate/Terrain: Temperate or warm land, aquatic or underground

Organization: Solitary, or pack (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium-sized), 7-9 HD (Large)

Giant frogs are massive amphibious predators that feed on whatever they can get their tongues on. Unlike smaller frogs, they have large, sharp teeth in their mouths.

They are no more intelligent than the smaller cousins, and live in the same sorts of environments.

Combat

Improved Grab: To use this ability, the giant frog must hit with its tongue. Grabbed victims of medium-size or smaller are pulled into its mouth on the same round for a bite attack.

Swallow Whole: The giant frog can swallow creatures of small size or smaller the round after a victim is grabbed. A swallowed creature can climb out of the frog with a successful grapple check, returning it to the frog's mouth where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 10 points of damage to the frog's interior (AC 14). The frog can only swallow one small creature at a time, four tiny creatures, sixteen diminutive creatures, or thirty two fine creatures.

Grell

Medium-Size Aberration

Hit Dice: 5d8+10 (32 hp)

Initiative: +2 (Dex)

Speed: 5 ft., fly 30 ft. (Perfect)

AC: 16 (+2 Dex, +4 natural)

Attacks: 10 tentacles +4 melee; Bite -1 melee

Damage: Tentacles 1d4+1 and paralyzation; Bite 2d4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, Paralyzation

Special Qualities: Blindsight, electricity immunity, paralysis immunity, tentacle regeneration, fly

Saves: Fort +4, Ref +3, Will +4,

Abilities: Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 8

Skills: Hide +12, Move Silently +12, Spot +8

Feats: Fly By Attack

Climate/Terrain: Any land or underground

Organization: Solitary, or pack (2-7)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral evil

Advancement: 4-6 HD (Medium-sized), 7-9 HD (Large)

Grell are horrible, misshapen creatures that remind most creatures of giant floating brains with tentacles. The vicious predators have a large, bulbous body of wrinkled light gray flesh, with a sharp beak but no other visible features. Ten, long spiny tentacles hang down from the bottom of the body. The grell floats in the air of its own volition, usually quite slowly, but it is capable of impressive speeds.

Combat

A grell prefers to wait in ambush, using its tentacles to paralyze a foe, then escape with that victim to its lair to eat. They are cunning, and avoid direct confrontation with large groups. It can attack with all its tentacles, at any number of foes, each round. It will only bite paralyzed prey or as a last resort. It has a 10' reach with its tentacles.

Blindsight (Ex): The grell senses through scent and vibration out to 60 feet.

Grab (Ex): When a grell hits with a tentacle attack, it attempts a grapple as a free action. This does not provoke an attack of opportunity. If it gets a hold, it automatically inflicts 1d4+1 damage each round until the opponent breaks free. If the grell succeeds with grapples of two tentacles on one opponent and succeeds with its paralyzation attack (see below), the grell will attempt to carry the victim away and eat it.

Paralysis (Ex): A grell's tentacles have small barbs much like a squid (though this is clearly a classic case of convergent evolution). When a grell succeeds with a Grab, the opponent must make a Fort save (DC 14) or be paralyzed for 4 rounds.

Tentacle regeneration (Ex): A grell can regenerate lost tentacles in a day.

Flight (Ex): A grell's body is magically buoyant. This buoyancy allows it to fly as the spell at a speed of 30 feet. This buoyancy also grants it a permanently feather fall effect with personal range.

Appendix 2: The Worship of Tharizdun

The religion of the cult of Tharizdun is one of madness, nihilism, human sacrifice and evil acts too hideous to describe. It revels in suffering and all things unpleasant and hates goodness, light and mercy. In fact, the cultists of Tharizdun hate existence itself and seek to further the will of their destructive, evil deity to bring it all to an end.

No greater threat exists in all the world than these deranged, darkhearted fanatics. Unfortunately, or perhaps fortunately, few people today even know that the ancient god that the cultists devote themselves to exists. In ages long past he was banished to some otherworldly prison by all the other gods working in concert. The goal of the cult of Tharizdun is to free their captive god so that he may consume all there is to devour and bring an end to all things.

They are mad.

Tharizdun and the Elder Elemental Eye

Tharizdun is a god involved with the manipulation of cosmic forces to bring about vast destruction. He is a god of chaos, evil and madness.

The Elder Elemental Eye is an "aspect" of Tharizdun, the Dark God, created originally to mask the cult from the eyes of the world and draw potential worshippers interested in dark power but afraid of the reputation of the Tharizdun.

So, despite the fact that many of the worshippers of the Elder Elemental Eye do not know it, and despite the fact that the two gods have different granted domains, Tharizdun and the Elder Elemental Eye are the same deity.

The favored weapon of Tharizdun is a curved dagger (used primarily as part of sacrificial rites).

Clerics of the Dark God

Clerics of the Elder Elemental Eye wear ochre-colored robes and bear a triangle symbol (a black triangle with an inverted Y inscribed within it). Occasionally, their robes or the symbol are altered so that they reflect what element (fire, air, earth or water) they revere over the others, if any.

Clerics of Tharizdun wear black or violet robes and bear an obex—a symbol that resembles a black, angular, inverted two-step pyramid.

The leaders of the cult are called Doomdreamers. They wear violet robes and wear spiked helmets that conceal their faces.

Elder Elemental Eye Domains: Chaos, Evil, Madness and one of the following: Fire, Earth, Air or Water

Tharizdun Domains: Chaos, Evil, Madness, Force and Destruction

The Insanity Score

Regardless of whether or not they select the Madness domain, all clerics of Tharizdun and the Elder Elemental Eye share one thing in common: They are all insane. To reach beyond the veil and draw upon the power of Tharizdun is to touch madness itself, and no one can do so and come back unchanged.

As a special rule, every cleric of Tharizdun or the Elder Elemental Eye gains an "Insanity score" equal to half his cleric level (count any doomdreamer levels as cleric levels for the purpose of calculating this score). For spellcasting (determining bonus spells and DCs), add this score to the cleric's Wisdom score and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from the cleric's Wisdom score and use the result in place of Wisdom alone. This means that the spells of the servants of the Dark God are very difficult to resist, but they are in general unaware of their surroundings and act imprudently—often erratically.

The Madness Domain

Deity: Tharizdun

Granted Power: Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or Will saving throw. Choose to use this power before the roll is made.

Madness Domain Spells

- 1 *Random Action*
- 2 *Tharizdun's Touch*
- 3 *Rage*
- 4 *Confusion*
- 5 *Bolts of Bedevilment*
- 6 *Phantasmal Killer*
- 7 *Insanity*
- 8 *Tharizdun's Maddening Scream*
- 9 *Weird*

Bolts of Bedevilment

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move,

cast spells, use mental abilities, and so on.

Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You put a creature into a screaming blood frenzy. In this rage, the target gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period comes after the rage is over.

Tharizdun's Maddening Scream

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 8, Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The target cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell worsens the Armor Class of the creature by -4, makes Reflex saving throws impossible except on a natural roll of 20, and makes it impossible to use a shield.

Tharizdun's Touch

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers gets no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

The Force Domain

Deity: Tharizdun

Granted Power: By manipulating cosmic forces of destruction, once per day the cleric can re-roll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

Force Domain Spells

- 1 *Mage Armor*
- 2 *Magic Missile*
- 3 *Blast of Force*
- 4 *Otiluke's Resilient Sphere*
- 5 *Wall of Force*
- 6 *Repulsion*
- 7 *Forcecage*
- 8 *Otiluke's Telekinetic Sphere*
- 9 *Annihilation*

Annihilation

Evocation [Force]

Level: Force 9

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2-foot globe of nothingness

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Using a blast of incredible force, you tear a temporary hole in the fabric of reality. This hole takes on the form of a sphere of annihilation. You control the sphere as if you possessed a talisman of the sphere. At the end of the duration, the hole seals itself and the sphere disappears, leaving a path of destruction in its wake.

Blast of Force

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude (see text)

Spell Resistance: Yes

You direct single, invisible blast of force at a chosen target. This is a ranged touch attack which inflicts 1d6 points of damage for every two levels, to a maximum of 5d6. In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if this were a bull rush).

Appendix 3: Cult Reinforcements

D Chatrilon Unosh: Male human Rog5/Asn1; CR 6; Medium-size humanoid; HD 5d6+5 plus 1d6+1; hp 27; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d6+1/18–20 crit, rapier) or +7 ranged (1d6/[TS]3, shortbow); SA Sneak attack +4d6, death attack; SQ Evasion, uncanny dodge (Dex bonus to AC when flat-footed); AL NE; SV Fort +2, Ref +8, Will +0; Str 11, Dex 14, Con 12, Int 16, Wis 9, Cha 12.

Skills and Feats: Bluff +10, Disable Device +11, Disguise +10, Escape Artist +11, Forgery +11, Hide +11, Innuendo +9, Move Silently +11, Open Lock +10, Sense Motive +7, Spellcraft +4, Spot +7, Tumble +10; Improved Initiative, Point Blank Shot, Weapon Focus (rapier), Weapon Finesse (rapier).

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+1 rounds) or kill the victim. Fortitude save DC 14 to resist.

Spells Prepared (1; base DC = 13 + spell level): 1st—*obscuring mist*.

Spellbook: 1st—all.

Possessions: +1 rapier, masterwork studded leather, +1 buckler, *potion of cure moderate wounds*, *arcane scroll of undetectable alignment*, *wand of invisibility* (15 charges), masterwork composite shortbow, 20 arrows.

D Chenashi: Female human Clr2; CR 2; Medium-size humanoid; HD 2d8; hp 11; Init –1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18); Atk +3 melee (1d8+1, morningstar) or +0 ranged (1d8/19–20, light crossbow); SA Spells, rebuke undead; SQ Insanity; AL CE; SV Fort +3, Ref –1, Will +5; Str 13, Dex 8, Con 10, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +5, Knowledge (arcana), Knowledge (Religion), Spellcraft; Combat Casting, Scribe Scroll.

Insanity (Ex): Insanity score 1. Wis 16 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Possessions: Half-plate, large wooden shield, masterwork morningstar, divine scroll of protection from elements (fire); 3 divine scrolls of cure light wounds, necklace of prayer beads (2 blessing).

Spells Prepared (4/4; base DC = 13 + spell level): 0—*detect magic*, *light*, *resistance* (2); 1st—*bane*, *cause fear*, *inflict light wounds**, *shield of faith*.

*Domain Spell. *Deity:* Elder Elemental Eye. Domains: Destruction (smite 1/day +4 attack, +2 damage); Force (reroll damage 1/day).

Handout 1: Excerpts of the Journal of Geynor Ton

"I do not claim to understand fully the workings of the Great Church and the Masters of All-Consumption. Their alliance with these foul-smelling brutes is one that surprises me. I had assumed that we were the favored of the Dark Lord. Who are these scaly beastmen to tell us what to do? No matter. Soon we'll leave this accursed town and I won't be cooped up in this flourmill with the creature.

"Annihilation take you, Hommler! I've not enjoyed my brief stay here. The food from the inn brought by Chatrilon was very good, however. Venison cured very nicely. What is that seasoning? Perhaps when we've slain all the people of this place, I can discover the secrets of its preparation. Great will be that day. Praise to the Elder Elemental Eye!"

"Just as the Doomdreamers proclaimed, the Dark Obelisk is here, under a pool in a cave. We discovered that below the pool was a shaft with a false bottom, sealed for many years. Once penetrated, the pool drained down into a wondrous cave pulsating with the power of our revered Master of Masters. O great day!

"Apparently, the water from the stream above was diverted into the shaft, to fill up the pool and hide the cave from unworthy eyes! Truly the Dark God inspired such a wondrous plan, although it surely was carried out only after his unjust imprisonment. Yours shall be the name we proclaim, Dark Lord, once we have breathed new life into your most deserved worship. Once you are free all shall be set right, and those who deserve it most shall meet their cruel, cruel fate. Blessed destruction!"

"I marvel at the skill of our enlightened predecessors who constructed the Obelisk to honor and commune with the Dark Lord. Those must have been wonderful, heady days in which to live. Under the leadership of Master Thaque, we shall recover the relics of our lost heritage. Praise the Elder Elemental Eye!"

"Alas! Foul beast! What fate has befallen us? It must be a test sent to us from beyond—we must now go on without the leadership of Master Thaque, may his soul rest with the Dark God in the cold embrace of dissolution now and forevermore. Oh, wicked, cruel fate—I seek not your judgment in the claws of some dragon!

"But Gungash is also dead. I hated him—he stole my lunch two days ago, and it was an excellent boiled egg and some of Tashi's delicious spicebread. Take his soul, Dark Lord, and crush it beneath your contemptuous heel."

"It appears that we are trapped here for a time. Festrath cannot convince the gnolls to attack the beast together—not after what happened two days ago. I think the dragon laughs at us. A grand joke, beast, but one that you'll pay for with your very soul! Now Festrath hides with the Obelisk and the creature. We will continue our work here, but eventually we shall run out of food. Perhaps we shall have to live as the lovely ghoul do here. Or perhaps gnoll flesh can be flavored in some way so as to make it palatable."

Handout 2: Scrap of Paper

To uncover the timelost chamber, seek out the southeast pillar.



