

NMR4-04

Turns of the Spiral

A One-Round D&D LIVING GREYHAWK®

Nyrond and Her Environs Metaregional Adventure

Version 1

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The Temple of Olidammara has a problem: two of their “Archeological Recovery Experts” are overdue to check in. Would you be willing to go and check on them? An exercise in ingenuity of questionable legality for characters of 1st through 8th level.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an 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 and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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 can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. 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.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. 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.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place 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 judge) 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 judge can bar the use of even core rulebooks 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character 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 discussed in the Preparation section above 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 Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Nyrond and Her Environs Metaregion. Characters native to the County of Urnst, the Duchy of Urnst, the Theocracy of the Pale, or the Kingdom of Nyrond pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until

the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The Temple of Olidammara has always been about rogues. As such, it is difficult to even find a temple devoted to Olidammara in most cities. They exist, but tend to be well hidden. One such temple to Olidammara exists in the city of Marner in the Archbarony of Ratik.

The House of the Veiled Eyes is cleverly disguised as a small bed and breakfast just outside of the warehouse district. The temple itself is tiny; just four clergy members reside here. Two of these are the traditional administrators; handling the worshipers, dealing with administration and finance issues, and otherwise running the temple. The other two are far more interesting. They are the pride and joy of the temple – the Temple Raiders.

Brother and sister half-elves, Simra and Borsin Me'char'en are two of the best temple raiders this temple has produced. They are so good that they've succeeded in every daring escapade they've attempted. As a result, the temple has received a bit more notice than it would like. Simra and Borsin were looking to take a long vacation before returning to usual pursuits when the news came in.

A wandering tinker from Marnar, affiliated with the Temple of Olidammara to a minor degree, had stumbled upon the recently uncovered entrance to what could only be a long forgotten temple, deep in the Cairn Hills in the Duchy of Urnst.

Simra and Borsin jumped at the chance to go. Not only did it give them a chance to do what they love, but it also got them out of the country and out from under the watchful gaze of the other temples in the Archbarony of Ratik.

Simra, being the one of the pair with the more arcane bent, took with her a magical mask that allowed communication to the pair's superiors back at the House of the Veiled Eyes. Borsin carried a different mask that would grant him darkvision, and the two set off on another grand adventure.

As it was early winter, the pair traveled through the new tunnel route through the Rakars, across the Pale by carriage, and then skirted into Nyrond to avoid traveling the storm-tossed Nyr Dyv. They reached the Cairn Hills and the previously hidden entrance to the forgotten temple some seven days later. They stayed in contact with their superiors the entire time, checking in each evening by means of the magical mask Simra bore.

The last communication was the night of their arrival. Simra told her superior that the two of them would make an initial foray into the temple in the morning, and then report back on their findings that evening. They were never heard from again.

That was nearly three weeks ago.

Adventure Summary

The House of the Veiled Eyes will call upon the PCs. They will be asked to go check on the two missing temple raiders, hopefully recover the two magical masks, and then report back their findings. The hook the temple elder will employ will be included in the introduction section.

Introduction: And the Money Kept Rolling In (and Out)

The PCs are caught up in a raid on a gambling establishment, and almost thrown in jail. The House of the Veiled Eyes clears things up hoping the PCs are willing to perform a little task for them in return.

Scene One: Wishing You Were Somehow Here Again

The PCs talk with the temple elders and hopefully agree to find the missing Temple Raiders.

Scene Two: The Music of the Night

A minor role-play encounter that details the trip from Ratik to the Cairn Hills.

Scene Three: Memory

Upon their arrival, the PCs find the Temple Raiders' campsite. Aside from a little bit of wandering animal damage, nothing is disturbed. The pair's notes will show the PCs to the temple entrance.

Scene Four: The Point of No Return

The interior of the temple is full of traps and puzzles designed as simple protections to keep the temple in good shape until the residents could return. Unbelievably, the temple raiders fell prey to the very first of these traps.

Scene Five: Nothing Like You've Ever Known

Finishing off their exploration of the first level, the PCs head down to the second level and another round of puzzles and traps.

Scene Six: Any Dream Will Do

The PCs reach the third level, and discover the cause of all their frustration.

Scene Seven: Other Pleasures/The First Man You Remember

The PCs finally reach the end of their quest and return to the beginning of it all.

Preparation for Play

This is quite the unusual scenario. There are no combats in the traditional sense. The PCs may find a need to combat the animated object on the lowest level, but it is not required for completion of the scenario. Players who insist on bringing combat intensive characters may find themselves bored. A sheet has been included as **Judge's Aid #A – Player Character Descriptions** for you to hand out at the beginning of the scenario where the players may provide you with some helpful information. Look this over prior to beginning play and use it to help players perhaps choose a different character if you feel it would be more fun for the player.

Characters such as a combat intensive barbarian or an artillery piece sorcerer may find the scenario less fun than those characters more suited to solving puzzles. It is not that such characters cannot play in this scenario, but rather that the author and campaign administration want the player to have as much enjoyment of the scenario as possible.

Instead of combat, this scenario focuses on traps and puzzles. There are a number of places where the PCs get to solve a puzzle based on their wits and available materials.

There is one important note here. It is extremely frustrating for all involved for the players to simply state, "I take 20 on everything." Remember that searching a 5'x5' square takes one round. Taking 20 (for purposes of this scenario) takes 10 minutes. This is per square. So, to totally search a 5' section of hallway by taking 20 would take 40 minutes (10 for the floor, 10 for each wall, and ten for the ceiling). This means that they will advance through the scenario at a snail's pace—safe, but not exactly heroic. Tell the PCs this up front. Let them know how long it takes to search in this fashion. By all means let them Take 20 on special areas. But if they insist that they are Taking 20 everywhere, go into excruciating details about each surface they examine, and also keep meticulous track of time—let them know that they are on their third day examining the complex and they aren't even off level 1 yet.

The point of this is not to limit the PCs choices, but instead to give even the lowest APL tables the ability to get through the challenge. PCs that use their own spells, magic items or abilities should not be penalized for their actions. Similarly those players that may discover a different solution to a particular puzzle than the one presented in the text should be allowed to succeed.

In other words, Reward Ingenuity.

A number of unusual and powerful magic items are presented in this scenario, and it is assumed that the PCs will be using them as they journey through the abandoned temple of Boccob. Be sure to review the rules on these items prior to running this scenario.

Introduction: And the Money Kept Rolling In (and Out)

There are times when nothing seems to go your way. You were just walking along the snow-packed streets and alleyways of Marner in the Archbarony of Ratik, minding your own business no less, when that stranger appeared at your side. He motioned to you, and held open a door so you could see inside.

Through the blast of warm air from inside you saw a gambling den – and a big one. It was also obviously illegal, as all the patrons were wearing eye-masks to hide their identity. The stranger looked at you questioningly, holding

out a collection of those same masks you could see being worn within.

You were about to tell him of your decision, when the sharp note of a whistle alerted you to the presence of the authorities. Apparently this raid had been planned for some time, as there were dozens of uniformed men rushing in upon you. Positive that you were about to spend a night in jail, it was something of a surprise to see the smartly-dressed fellow approach the guard about to take you into custody.

"Ah my good gentleman," the man addresses the guard in a high nasally voice. "Here I was, rushing over to defend my good friends' honor—you know that there is no possible way they could be caught up in all of this, totally a case of mistaken identity and being in the wrong place at the wrong time—and here I have found that you have dropped your purse." At this the man hands over a heavy purse, obviously not belonging to the guard.

The guard hefts the purse, a small smile crossing his lips, and then motions over his shoulder with a toss of his head. Still smiling he walks past you to round up some other unfortunate. Apparently your freedom has been paid for.

The new arrival turns back to you with a twinkle in his eye. "So, ready to leave this place? I've got a nifty little proposition for you if you want to return the favor. Your choice, but I hope you can help me out." He grins again, showing a mouth full of neat, even teeth.

"If you are interested, meet me tomorrow morning at the Red Goose Boarding House. If you aren't, well enjoy your freedom. In any event, I hope to see you tomorrow morning. Until then, my friends . . ."

And with that, the strange man turns and leaves. The PCs are free to leave as well. For those attempting to follow the strange man, he is nowhere to be found.

This is a convenient time for the PCs to introduce themselves to each other if they have not done so previously.

PCs that elect to go to the Red Goose in the morning and hear out the proposition can proceed to [Scene One](#). Anyone that bypasses the hook is out of luck, and out of the scenario.

Those PCs attempting to Gather Information, bribe the same guards or otherwise learn something of their benefactor. They will learn only that he is a local businessman that runs the Red Goose Boarding House. He's fairly well to do; so most people think that his boarding house must be fairly successful. He's always dressed impeccably, has something of a rakish air about him, and is known to bring baked goods to the local orphanage twice a week. All in all, he seems to be a nice enough fellow. With a Gather Information check of DC 25 or higher, they will learn that his name is Kirith Ungaol. They will not be able to discover his title of "Seeker".

Scene One: Wishing You Were Somehow Here Again

The Red Goose Boarding House is rather small. It looks more like a small cottage than a boarding house, especially with the snow clinging to the roof and draped over the eaves. But you suppose that a few people could spend a night in one of the guest rooms; and perhaps get a nice warm breakfast in the morning.

The Red Goose Boarding House does indeed serve as a small bed-&-breakfast establishment, although currently all the rooms are unoccupied. When the PCs arrive, the strange man is sitting on the front porch.

Sitting on the front porch swing is your benefactor. He is dressed against the chill this morning in a heavy but jaunty robe, and he is wearing fur-lined slippers on his feet. Apparently, this is his home, his place of business; or both. With your approach, the man's face breaks into that familiar grin.

"Ah good to see you this morning my friends. Please, step inside. I have a plate of nice warm muffins in the kitchen."

Probably the PCs will go inside and grab a muffin. There are those PCs that will refuse, being extra-suspicious of everyone. The man seems not to care one way or another, although he does grab one of the lemon poppy seed muffins for himself.

"Everybody ready? Then come with me. I have something to show you." With that, he turns and heads down the hallway. Stopping halfway down, he turns to his right and knocks at a particular place on the wall. A hidden door opens and reveals a stair heading down. The strange man heads down, his distinctive voice calling out for you to follow.

The door leads to a spiral staircase leading down a good 40 or 50 feet and then opening into a large room.

The room at the bottom of the stairs seems drastically out of place with the unassuming house up above. You are in place of worship, and judging by the giant and unusual mask hanging above the altar, a temple of Olidammara.

Your benefactor stands in front of the altar. He directs you to have a seat if you would like, motioning to the pews before him.

"My name is Seeker Kirith Ungaol, and I am the head priest of Olidammara in these lands. I secured your release because I would like to ask for your help."

"You see this is a small temple. I have one assistant; she's still upstairs sleeping after the party she attended last night. I also have, or perhaps had, two associates. I say had, as they have disappeared. I haven't heard from them in nearly three weeks."

"These associates, well let me just say that they are archeological recovery experts, and leave it at that." He smiles wryly. "They were investigating a recently uncovered

temple when they disappeared. I'd like to know what happened to them."

"Simra and Borsin Me'char'en, are sister and brother, and two of the best raid..., ah, uhm, archeological recovery experts the House of the Veiled Eyes ever had the privilege of working with. They also are fastidious about checking in at regular intervals. So this ominous silence is rather disturbing."

"So I ask you, would you be willing to go see what has become of them and report back to me?"

Seeker Kirith is serious. Simra and Borsin Me'char'en are sister and brother half-elves and they've been missing for quite a while (see the [Adventure Background](#) section for details).

☞ **Seeker Kirith Ungaol:** Male human Clr5/Rog5 (Sense Motive +12).

Seeker Kirith knows the following information, and will give it out either in answer to the PCs questions, or in lump when the PCs have all agreed to the task.

- Simra is the female half-elf. She has more of an arcane bent to her abilities than her brother – while Borsin is perhaps more studied in his clerical teachings than his younger sibling.
- The two were to explore a recently discovered temple in the Cairn Hills. Seeker Kirith wrote down everything he could remember of their last report, which he'll give to the PCs as **Player Handout #1 – The Final Report**.
- Simra took with her the Mask of Communication, a rather plain mask that can be used to communicate with this temple. She used it all along the journey to the Cairn Hills and then for a last time on the evening before they were to enter the temple. The command word for using the mask is 'Laughter.' It is not independently magical, but is merely a focus for an item in Seeker Kirith's possession.
- Borsin seemed convinced that the temple was once dedicated to Boccob, and had been abandoned many years in the past. They expected an easy investigation, and would report back in the morning after their initial exploration. They were not heard from again.
- Borsin also carried a magical mask, this one the Mask of Midnight, which allowed the wearer to see clearly even in total darkness
- Seeker Kirith is willing to tell the party where the temple is, and even allow them to explore it and keep any treasures they find. He asks only that the bodies of the siblings be returned if possible and found, and that the Mask of Communication be returned as well – it is of no use to anyone outside of the temple.

- He will even pay a small amount for any items of historical significance that the party may be willing to part with upon their return.
- If the PCs fail, he will simply assume that the temple is warded to a greater extent than currently believed, and write off the entire experience as a loss. He will pass word along to his superiors and let them decide what to do about the situation.
- *“So, why did I choose you? That’s just a case of good fortune. I was nearby when the raid on that gambling house went down. I would have simply kept on walking but Olidammara had me miss a step and nearly trip. So I turned back and saw you being taken into custody. I knew you were the answer to my prayers. The rest is simple, a few greased palms, a clever word and there you go.”*
- *“Oh, and the House of the Veiled Eyes is this temple—just in case you were curious.”*

Seeker Kirith will also politely ask that knowledge of this temple be kept quiet. While its location is not entirely secret, they prefer to maintain a low profile if they can.

If the PCs decline the offer, the scenario ends here. Otherwise, Seeker Kirith will provide the PCs with the command word for the Mask of Communication, and give them a map to the location of the temple. He’ll even pay for transport to the Duchy of Urnst if they would like.

The transport Seeker Kirith will pay for is not extravagant, but the carriage and wagon transport through the new tunnel under the Rakers and across both The Pale and Nyronnd, will get the job done.

Once the PCs have accepted the job, head on to [Scene Two](#).

Scene Two: The Music of the Night

The PCs travel for a bit more than a week in their journey from the Archbarony of Ratik to the Duchy of Urnst (ten days to be exact). What follows is a minor roleplaying encounter that will help spread some information about the current state of affairs in the various regions traveled through. While it is possible that some of the information might be a bit dated when the PCs happen to play this scenario, that is the nature of news in this type of society – things spread slowly.

In the interest of time, this encounter can be cut short during convention settings or any other situation where there is a time limit for game play.

The past week has been interesting. Heavy snows plagued your trip down out of the Rakers. At least the new pass through the mountains exists – otherwise you might

have been stuck in Ratik until spring. Once you reached the relatively flat lands of Nyronnd, travel became a little easier. At least paths had been cut in the snow by previous travelers.

Your companion on this trip has been one Bordu Tembuhl—Wagonmaster Bordu as he is quick to tell anyone who asks. At first he was somewhat aloof and distant, but the days of travel seemed to crack his shell, and the past two nights he has been downright animated.

The conversation last night was about the various creatures he has seen in his travels—ankhegs, orcs, even a troll or two. At least he thinks they were trolls—he didn’t stick around to ask them. Once he was sure he saw the wings of a great dragon high in the sky; flying away east towards the Flinty Hills.

Tonight, the talk has turned to the local news. Bordu seems to have his ear low to the ground, for he is full of tidbits of recent events.

Try and draw the characters out into a discussion of what news they have heard about. Assume that Bordu knows the least about whichever region the majority of players are from. Otherwise, he will bring up at least three or four of the following items in a manner similar to the examples:

- Nyronnd – “You know, I heard tell that a nasty sickness is spreading in the southern regions of the Kingdom of Nyronnd. There are all sorts of rumors; anything from a cleric of some terrible god to sea monsters from the depths, to another of Nyronnd’s enemies trying to prepare an invasion are to blame. Me, I’m putting my bet on that no good Scarlet Brotherhood you might have heard about. I hear tell that they are making inroads all along the southern coasts. And not just here, but in Ahlissa, the Duchy of Urnst, even in the Bright Kingdom. Be just like them to spread a disease to weaken Nyronnd. Least ways it’s stayed in the south mostly. Good thing, since the people up in the northern regions have their own problems, what with the talk of rebellion in Midmeadow and all them gnomes vanishing over in the Flinty Hills. Enough is going on that you almost forget about the King’s traitorous brother still wandering around making trouble.”
- The Pale – “We’ve just recently come through The Pale, and wouldn’t you know, but all the local talk was about how The Church has been busy of late: hunting down the last of the trolls in the interior, rooting out members of the Bronze Cabal and putting them to the torch, even banishing the druids involved in the invasion of the fiends last winter. Some of the Flan out in the villages are still angry over the way the Church roughed up their leaders, but I’m sure they’ll quiet down; they always do. I guess the Pale is trying to clean house before sending the Army against Midmeadow or the Phostwood. They might even go back into Tenh

soon. That place is supposedly a wasteland because of the Ether creatures, but the Pale can't let Old Wicked or the Stoneholders take it back. Also, have you heard anything about that villain Winterwind, who attacked Rakervale two years ago? I haven't either. Maybe when Theoman Baslett became Theocrat last year, he got to take revenge for being captured and frozen during the Apple Pie festival."

- The County of Urnst – “Good thing we aren't headed through the County about now. You see, I've heard that some of the half-orc population in the County of Urnst is starting to get tired of how they are being treated. Some say that the Countess is going to give them some land in the east to form their own tribe. I don't know if that's a good thing, but it might keep them out of trouble for a while.”
- The Duchy of Urnst – “I hear tell that the spirits of the founders are walkin' the earth again up in the Abbor-Alz. Seems they're lookin' to settle the score with any that carry the blood of Maure. That's not the only thing brewin' under those hills. You heard about those fish-eyed dwarves that took over Dumadan? The real dwarves of Dumadan are ready to take back their city from those pasty devils; rumor has it the pay's nearly worth the risk. If that's true, it'd take a king's ransom, any that go into that city are as good as dead. But take heart, there's heroes still in the Duchy. Lord Ellis, a truer Lorinar I've never seen, took back the Vale from the orcs of the Cairn Hills. He fought at the head of a band of five score heroes of legend, word has it he led them straight to the Abyss itself to slay their fiendish masters. That man's a true warrior, would that Lord Jolen showed a quarter-measure of his bravery.”

If you have PCs of different regions outside the meta-region, Bordu will be asking all sorts of questions. This is a great time for the PCs to spread whatever news they have learned, and pick up a few new rumors of their own.

Please caution the players not to move into spoiler territory when discussing regional news. Hints, rumors, and general interest news are all good. Just don't let them mention the specifics of other scenarios.

Don't let it drag on too long. This is just the early role-play time. When the players tire, or if you need to cut things short, skip ahead to the following read-aloud text.

With the conversation dying down just like the well-banked fire, Bordu pulls out his trusty harmonica. Each night you've gone to your rest with his haunting music filling your ears. It seems a good counterpoint to the windswept snow fields you've been crossing.

Nothing special will happen on this or any other night. The PCs can take watches as normal, but nothing untoward occurs.

Scene Three: Memory

At the end of the tenth day of travel, the PCs will finally arrive at the siblings' campsite.

You reach the campsite after ten days of travel. The campsite itself is fairly simple. Two tents for sleeping, with a third tent for storage of some equipment and dried food. A barrel filled with water for drinking and cooking. A nicely laid out fire pit ringed with large stones to contain the embers. Very neat, very tidy, and except for some minor animal damage to the tent with the food, ominously undisturbed. It is also very, very empty.

The following matters are of some interest to the PCs as they investigate the camp:

1. Borsin's tent: It is a relatively simple affair – just a bedroll, portable shrine to Olidammara, a handbook of Olidammara prayers, and a small lap-table that can be used for taking notes. A single sheet of parchment can be found on the lap-table. It is included as **Player Handout #2 – Borsin's Note**.
 2. Simra's Tent: Compared with Borsin's tent, Simra's is crowded. Including the bedroll, portable shrine, and lap-table. Simra also left behind a pair of saddlebags filled with two or three changes of clothing, soap, extra sheets, incense, perfume, slippers, and something that is either a disguise kit or makeup for an extremely disfigured woman. There are no special clues left behind in this tent.
 3. The storage tent: From the looks of the equipment the pair came here with at least two mules and a pair of horses. Rope, spikes, hammers, tongs, files—in short everything a pair of temple raiders might find useful when exploring a long abandoned temple. There are no magic items, and no special or strangely placed notes. The only odd thing is that there is not a single closed catch, locked lock, or tied knot. Even the ropes that would normally keep the tent erect have come undone (so the tent is more of a cover at this point). If the PCs decide to go through every chest, box and crate, they will find more of the same. One box seems to be filled with tiny metal rings. Closer examination will show these to be the remains of a chain shirt – apparently every ring of the armor has been carefully unraveled. (For details on this, please see the section entitled **Judge's Aid #B – Notes on the Temple Structure**).
- Note:** this section serves each PC as a stockpile. If they would like an item out of the Player's Handbook, they can use this stockpile to acquire any physical item off of Table 7-8: Goods and Services (PHB pg 128) whose value is 30 gp or less, and is not a living animal (so no mules, ponies or guard dogs). Any item acquired in this way must be paid for at the end of the scenario.
4. This is the fire pit: Nothing special can be found here. If the PCs decide to sift through the ashes,

they find some small bones—apparently the pair had some sort of bird for dinner that night.

5. Some observant PCs may decide to stand at the outer edge of the campsite and observe the campsite from a distance. Those that do finally figure out what has been bothering them about the site – there is no snow. In fact, the entire campsite is dry as a bone. It is still bitterly cold, but for some reason snow just missed the perfectly circular area around the campsite itself. PCs that ask about plant or animal life should be told that there are no plants within the circle, and they hear no animal noises.

PCs that wish to use Knowledge, Survival, or Spellcraft checks will not be able to learn anything of import. While the snow was removed magically during a Discharge period (see [Judge's Aid #B – Notes on the Temple Structure](#) for details on Discharge periods), there is no residual magic in the area that would lead one to this conclusion. For all intents and purposes, it is as though the snow never fell in the area.

6. There is an area where the mules and horses must have been tethered. There are plenty of tracks in this area, some dropped grain from a feedbag, even a horseshoe that seems to have been kicked off. But no other signs of the animals. No signs of a struggle, no evidence of predators, and no tracks leading away either. Players that attempt to find tracks exiting the area may even Take 20 on the roll—there are no tracks to be found. Simply put, the magical effects over the past couple of weeks caused the animals to grow wings. The horses and mules simply flew away and have not returned.
7. There is a path to the temple entrance. Searching for the tracks of the siblings will be useless, as the path itself has been snowed upon in the intervening time. There are also no fresh tracks upon the path. The path itself is obvious from the flat walking surface (which shows even under a foot of snow), the slightly raised border (again, which shows under the snow) and the fact that the temple structure is just barely visible in the distance.

The PCs can explore the campsite as long as they wish. Nothing of any import will happen this evening (remember the PCs arrive at the end of the 10th day of travel). This is a very convenient spot to get some rest before heading to the temple in the morning – although if the PCs switch campsites out of superstition, they will be safe wherever they decide to locate. When the PCs have rested, you can jump to [Scene Four](#). If the PCs decide to begin their exploration this evening, those that go without rest can be considered Fatigued. Refer to the rules on Fatigue on page 301 of the DMG.

Scene Four: The Point of No Return

Note: Prior to the PCs entering the temple itself, please refer to [Judge's Aid #B – Notes on the Temple Structure](#) for details on the unusual magical effects that can occur. There are several sections within the descriptions of various rooms that will automatically trigger these events. Be sure you are familiar with them before proceeding with the PCs' exploration of the complex.

The journey from the campsite to the temple entrance should be easy for the PCs. The trip to the temple entrance takes about an hour because of the wind and accumulated snow. There are no creatures nearby, no strange plant life, nothing to worry about except the ever-present, biting cold, stiff wind, and blowing snow. No balance checks, or other skill checks or saves are required during the trip to the temple, although PCs without appropriate clothing or other protection from the cold will take a number of d4 worth of damage depending on APL.

APL2: 1d4

APL4: 3d4

APL6: 5d4

APL8: 7d4

This damage is all cold weather related so Endure Elements, or other protection or resistance to cold will all be effective.

Survival checks are not required if the PC has cold weather gear. PCs can attempt a Survival Check DC 20 to avoid the damage by walking briskly and avoiding the wind, but they take a –10 Circumstance penalty on the check for not having appropriate gear.

The temple turns out to be an unusual structure. Looking like a pyramid with the top cut off, the structure is about 75 feet tall, and 250 feet square at the base. The doorway is easy to see, a rockslide from a nearby hill dislodged a boulder, which broke through the sealed door and revealed the passage beyond. The passage is dark, and some drifting snow has littered the entrance.

Please refer to the map ([Judge's Aid #C – Map of the Temple Level 1](#)) for the locations of the various areas described below.

There are many doors within the temple complex. Most of these doors are made of wood, and are not locked. In fact, most doors do not even possess a locking mechanism.

Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Break DC NA (23 if attempting to destroy).

Doors that are different than this standard will be spelled out within the text below. All hallways are five feet wide and eight feet high. Rooms have ten-foot high ceilings unless otherwise noted. The walls of the complex are of worked stone. Certain areas (those that PCs most often want to cut their way through) are magically reinforced, and have the following statistics.

Magically Reinforced Stone Wall: 3 ft. thick; hardness 8; hp 1080; AC 10; Break DC 50.

Once the PCs enter the temple complex, specific cold weather gear is not required for protection. But be sure to describe how the entire temple still bears the chill of winter. This effect ends when the PCs reach the third level of the complex, as that level is magically heated to comfort levels.

1. Entrance Passage

The passage goes in maybe ten feet and ends in a door left slightly ajar. Some snow has piled up on both sides of the inner door, but you see nothing else of interest in the hallway.

The hallway is, in fact, empty. The door at the far end (the inner door) is open, not trapped, and easy to push open the rest of the way to get inside. There are no tracks in the snow as this snow has been blown inside after the passage of the siblings.

Once the PCs elect to open the inner door you can read the following:

The inner door swings open easily and noiselessly. Beyond, the passageway turns to the right, disappearing into the darkness. To the left is another door; simple, and without lock.

2. First Turn

The hallway from the entrance to the area marked '4' is dark, and bitterly cold. On the ground just past the inner door a chalk mark has been made. The mark is an arrow, pointing in the direction of the area marked '4'.

The door to the left leads to area 3.

3. Cloakroom

The door opens onto a small closet like room. Apparently this was once a cloakroom or at least something similar. Empty hooks line the walls above a tiled runner that probably once held muddy boots.

There is little of interest or value in this room. The room is almost totally empty. Characters that elect to search the entire room will find a single tile that can be moved from its position. Underneath the tile is a small space, just large enough for a small bundle, which once served as a convenient hidey-hole. Currently occupying this space is nothing but a moldy cloth and the remains of some ancient nuts – long since dried and turned to

dust. One of the temple residents apparently had a taste for nuts, but didn't want to share.

This is a good location to describe to the PCs how they are out of the wind and the worst of the biting cold – but that it is still very chilly in these chambers. Basically this is a good location for the PCs to drop off some of their extra gear, remove their cold weather gear, and the like. Those PCs electing to keep wearing their cold weather gear are fine, except for the trap in room 14 on level 2.

4. First Trap

This area is the first trap left behind by the clergy of Boccob prior to their departure. It also holds the remains of Simra and Borsin.

Ahead of you is a glass-like wall which blocks the passage from floor to ceiling. Beyond the glass, you can tell that there is a small space, apparently filled with sand. Mixed in with the sand you think you can see a scrap of cloth. In one spot the glass is highly scratched, as though something within the sand was clawing to get out.

This is the case. When the siblings triggered the trap, they made two critical errors. First, Simra pushed Borsin forward, thinking that the trap would close behind them (in essence, failing her Reflex save). The pair became trapped between the two glassine walls. When the sand started to fill the space between the walls, both siblings first attempted to cast their various spells to make their escape.

Unfortunately for them, they had entered the temple during a recharge period and their spells failed. With the sand growing higher, the pair then attempted to break the walls by slamming their daggers against it (leading to the scratch marks visible to the party), but this was taking too long. As a last ditch effort they tried to use their immovable rods to pull themselves above the sand, but these too failed to work. Simra and Borsin both died during their first encounter in the temple.

Speak with dead or similar information gathering spells will reveal the above information, with the exception of the Recharge Period, as neither Simra nor Borsin are aware of this effect.

Powerful divination magic such as *commune* will yield only yes/no responses, and it is doubtful that a PC will simply guess about the Discharge/Recharge periods at this point.

The glass can be shattered easily from the outside. It has a hardness of 2, and 10 hitpoints (was 15, but Simra and Borsin damaged it some). When the glass shatters, the sand and the siblings' bodies will pour out. Along with these two bodies there is also the remains of a small owl (Simra's familiar). The dry sand and the bitter cold have thoroughly preserved the bodies. The pair each have the following items:

One backpack, 50' of silk rope, 10 spikes, small hammer, two large sacks, stick of chalk, large silver mirror, lantern, two flasks of oil, tindertwig, housebreaker harness (Arms and Equipment pg 23), adventurer's outfit, dagger, potion of cure light wounds, Immoveable Rod (DMG pg 235), and a magical mask.

Borsin carried the Mask of Midnight; a bright silver mask shaped like a bat, and designed to cover only half of the face. This item is described on the AR, but is identical to a pair of Goggles of Night (DMG pg 258), occupying the same magical item location as goggles while worn.

Simra carried the Mask of Communication; the only purpose of which is to communicate with the House of the Veiled Eyes. It appears to be a full-face mask, brightly colored and enameled. Speaking the command word and attempting to communicate with the mask will allow the PCs to contact Seeker Kirith back in Ratic (they received the command word 'Laughter' when they spoke with Seeker Kirith).

The Mask of Communication is a fairly simple looking magical focus that can be used to contact a magical item in the possession of Seeker Kirith. It appears to be a simple and crudely carven wooden mask. It radiates moderate Divination magic, but has no properties or value by itself. Activation is simple, and requires only that the one using the mask hold it in their hand and address it formally. The mask has a limited duration of no more than three minutes of communication, and no more than three such uses can be attempted each day. The mask can only be used to communicate with the House of the Veiled Eyes.

The judge is encouraged to use this mask as a method of communicating clues, or otherwise lending some assistance to the party should they encounter difficulties. By the same token, the limited duration will limit the mask's usefulness to parties that insist on using it for assistance with every puzzle.

Seeker Kirith will be dismayed to learn of the siblings' deaths. He'll ask that when the PCs return to Ratic, they bring the bodies with them. He will also ask the PCs if they wish to continue the investigation.

"If you are willing, I would like to have you continue the investigation where Simra and Borsin left off. I can only ask that you honor their sacrifice in this way, but to speak honestly, this is a raid on a temple. We don't know for certain that this temple is abandoned. It may even be staffed by clergy. And raids like this, while approved by my deity, may not be by yours. If you choose to stop here, I will certainly understand. But doesn't the curiosity of the unknown thrill you just a little?"

Seeker Kirith really will try and convince the PCs to continue to explore the temple. He will cajole them, manipulate them, and even attempt to bluff them. He is convinced that there must be something of interest or

value within the temple, or else why would there be a trap of the type able to kill his two best temple raiders.

Attempts to raise either sibling from the dead will fail. The two each feel that if so simple a trap killed them, they don't deserve to return from the dead.

Once the PCs have recovered the items and spoken with Seeker Kirith they have a choice. Either to continue on exploring the temple, or else to gather the bodies and return home to Ratic—having fulfilled their obligation to Seeker Kirith.

If they do decide to continue on (and we hope they do), continue with the map encounter key as before. The second glass wall is similar to the first, although this one is not damaged (hardness 2, hitpoints 15). Once through the second glass wall, the rest of the temple lies before them.

5. Visitor's Apartments

These rooms are all identical. Use the same description for each room, modifying it slightly when you reach room 5a.

This room is some sort of living quarter. A fairly large room, it has the type of plain but nice furnishings typically found in guest rooms. There is no mattress on the iron bed frame, nor can any other perishable items like clothing be found. The desk is of wood and does not show the heavy wear one would expect of a student or long term resident. The desk itself is empty, and a thorough search reveals no hidden areas. The wardrobe is similar, being empty in every sense of the word.

The second of these apartments is just slightly different. The desk has seen slightly heavier use, and a note of sorts has been scratched into the wood top. Finding this note requires that the PC specifically state they are looking at the desk while searching. Simply declaring they are Taking 20 on a search check of the room is not enough.

Looking closely at the top of the desk, you can see that this one has seen heavier use than in the previous room. The top is marred by deep scratches, apparently from the tip of a dagger or similar object. The scratches seem to spell out a simple note.

Pass out **Player Handout #3 – The Scratched Note**. Although the note is somewhat difficult for the players to read, it is translated below for your aid.

"Although we abandon you, we shall return if we can."

There is nothing else of interest or value in any of the rooms marked '5'.

6. Student Apartments

These once served as residences for the students and novice clergy of the temple. Each was a double room, housing two students or one married couple.

This room seems to be a dormitory room. Two iron bed frames stand naked without their mattresses. Two desks, devoid of paper and with empty drawers sit near the two beds. Two wardrobes, lacking clothes upon their hooks, reside in the back corners of the room, their wooden doors hanging slightly ajar.

The rooms are empty. In fact, there is nothing of interest in any of the rooms. However, as soon as one of the PCs enters room 6a, an event occurs.

6a. Discharge/Recharge room

This room is identical to the other student apartments, including the lack of anything interesting inside.

Discharge/Recharge

When the PCs enter room 6a, the first of the Discharge and subsequent Recharge periods takes place. Refer to **Judge's Aid #B – Notes on the Temple Structure** for details. Run the Discharge/Recharge period, and then the PCs can advance to area 7. Note, if the PCs spend some time attempting to figure out the Discharge, and then head for area 7, there is a good possibility that they will still be dealing with that trap when the recharge period occurs and all magic is suppressed. While the trap will not activate, the PCs may still attempt to cast spells—only to find them suppressed.

7. Second Trap

As you round the corner, you can see that the hallway runs very straight and disappears into the black up ahead. There is a single doorway visible in the hallway, about 75 feet ahead, and on the right side of the hallway.

Simra and Borsin never made it far enough to encounter this trap, but lucky for the PCs, the trap mechanism is broken. The trap appears to be nothing but a door mounted in the outer wall of the hallway. The idea being that as a thief attempts to investigate the door, he or she sets off the real trap. The door is fake, and goes nowhere.

The trap once worked as follows:

There is a pressure plate on the floor about five (5) feet in front of the door. Any weight greater than 20 pounds would activate a glass wall and sand trap similar to the first trap. However, this one will not work correctly.

An ominous click emerges from beneath your foot. A quiet rumbling heralds the emergence of two glassine barriers from the side of the hallway. Sand begins to pour from the ceiling. A trap!

The boxed text above is designed to do nothing but get the players in the right mood. Ask for a reflex save from the person that triggered the trap. State that the DC is 17, and wait for a response. If they succeed, ask them which way they would like to roll, then read the text below. If they fail, shake your head as though they are in real trouble and read the text below.

As the sand continues to pour down, you hear a strangled twang and the glass walls grind to a halt—a good foot and a half short of sealing the hallway. With the halt of the glass walls, the sand also ceases to flow, although a nice pile about two feet high remains on the floor between the glass walls. Apparently the trap failed to work.

The trap is broken. While a few minor creaks and groans will emerge from the trap, nothing further will happen – even if the PCs fiddle with the trap or trigger mechanism.

The trap search DC is 20, with a Disable Device DC of 20 to prevent its triggering in the first place. No xp is awarded for bypassing this trap.

The rest of the tunnel is plain and untrapped.

8. Senior Student Apartments

These rooms once held the senior students (those waiting to test for graduation). As the students here would only expect to remain for a few months at most, these rooms are also double rooms.

These rooms are a bit larger than the student dormitories you saw earlier. But the two bed frames, two desks and two wardrobes offer the idea that these are the rooms of the senior students, and not the faculty.

These rooms are mostly empty, but the first room of the set was not as thoroughly cleaned as the other two. This room, marked as 8a, still has a few pieces of paper left behind in one of the desks. The pieces of paper are included as **Player Handout #4 – The Scraps**, and give a clue to bypassing one of the tests on the second level of the temple.

There is nothing else of interest in these rooms.

9. Lecture Hall

This room served as the main lecture space for the students, as well as the temple's space for grand services. There are several benches arranged in a pew-like formation facing a combination lectern and altar. The room is fairly clean – any altar trappings or other items of worth must have been taken long ago. The walls contain several floor-to-ceiling bookshelves; nearly completely bare, save for two small books that were apparently missed.

The room is indeed devoid of anything of worth. The two books left behind are entitled: Flora of the Bright Desert, and Mooncharts – Luna and Celene CY430-445. The books are fairly useless, although rare

and of some value to a collector. Some regional metaorganizations may also have a use for them.

10. Altar of Unending Smoke

This room is a special one. Upon the altar are a couple of special items that both augment the party's abilities and also allow them to bypass the room which follows with ease. It also serves as part of the treasure the PCs need to recover.

Upon opening the door to this little room, the first thing you notice is the light scent of some sort of incense. Opening the door further, you can see the source. In the center of the room is a small altar to Boccob. Mounted in the center of the altar is a device, resembling an incense censer, but much larger and strangely shaped. A thin stream of smoke rises from the device. Scattered atop the altar, are several small blocks of incense—just small enough to be dropped into the censer device, and of the same scent as the smoke.

Past the altar, you can see that the room is devoid of other furnishings, but conspicuous outlines on the floor hint that pillows or kneeling rugs once resided there. On the far left wall is a narrow door covered in elaborate script, which reads in archaic common:

“Beyond lies one test which separates the novice from the master. Fortify yourself with the holy smoke before proceeding within. Only those who trust in their Meditation will pass without incident. All others must be saved from their own hubris.”

The script that covers the door is provided as **Player Handout #5**.

The door leads to room 11, which is the site of the first test the PCs must undergo. The censer is actually an Eversmoking Bottle (DMG pg 256), whose command word is 'Meditation'. This bottle is designed to leak slightly allowing this thin stream of smoke to emerge at all times while mounted on the altar. The bottle can be removed from its stand and carried off by the PCs.

It is important to always describe the Eversmoking Bottle as nothing but an unusual incense censer, until it has been identified by the PCs. This will help them when attempting to navigate room 11 below.

The blocks of incense are Incense of Meditation (DMG pg 260) that can be placed into the bottle in lieu of regular lighting (this is special only for this scenario. To use this Incense of Meditation outside this scenario it will need to be lit as normal). This has the special effect of tempering the smoke from the Eversmoking Bottle so that a more controlled plume of smoke will emerge while the bottle is used within the temple.

The idea here is that the PCs will carry the bottle with them through room 11. In fact, this was the expected solution. The smoke from this bottle can be used to find the invisible acid curtains and with them the safe passage through room 11.

Although in order to use the bottle properly a cube of incense must be added prior to speaking the command word. Otherwise the bottle will simply operate as described in the DMG, and the party will gain no help (and might even be hindered by the opaque cloud) in passing the test.

There is nothing else of particular interest in the room, although PCs that wish to remain in the room and pray for spells may do so under the effects of the Incense of Meditation.

Whenever the PCs are done and decide to open the door to room 11, jump to that description.

11. Room of the First Test – Walk With Confidence

This is a large open room. Brightly colored tiles line the floor, while the ceiling has been painted to resemble the night sky. A soft light comes from the walls, bathing the entire room in a twilight glow. Opposite the door you have opened is another door, some 20 feet away across the open room. There appears to be no devices, creatures, or even dust within this room. All is empty and quiet.

The room is indeed a test. Suspended from the ceiling and floor are several curtains of completely transparent acid. The curtains cannot be seen with See Invisible, nor will Invisibility Purge make the curtains visible, although a True Seeing spell will reveal them as nothing but a faint shimmer. If magic is detected for the entire room will glow with conjuration magic (Spellcraft DC19).

The transparent curtains cover nearly the entire room, although there is a safe path between them, as shown on the map (**Judge's Aid #C.1 – The Room of the First Test**). The curtains could be turned off from the Master of the Temple's room on level 3, but were usually left on to keep the junior students off of level 2 and out of trouble. It became second nature for the residents of the lower levels to simply walk the safe path regardless of the curtains' on/off status.

The acid causes damage to anyone or anything exposed to it. This damage is somewhat variable, as simply sticking a finger into the acid will only cause a single point of damage. This damage will reduce the effective dexterity of that hand by 2 points and spellcasters will be required to make a concentration check DC 15 to cast spells (this is cumulative with damage taken during casting).

More serious immersion will result in more damage, as shown on the chart below. Characters that first walk into the room and contact an acid curtain will take the 2d6 damage shown below. A Reflex save DC 15 is allowed for half damage. This represents the PC leaping back before full contact with the curtain. Those attempting to boldly walk through the curtain or tumble

through it do not gain the Reflex save (you only get it if you leap back, not if you press on).

Attempting to walk through a curtain	2d6
Sticking hand through curtain	1d6
Running hand along curtain (per 10')	4d6
Placing non-magical item through curtain	*

The * designator indicates that most items are simply destroyed by the curtains. Non-magical items are completely consumed by the acid, although the PC can drop most items before he or she takes damage. Tiny or smaller items (such as daggers, small bits of broken wood, or the like) held in the hand will require that the wielder make a Reflex save DC 15 or take 1d6 damage (as if they had stuck their hand through the curtain).

For simplicity's sake do not worry about damage to items carried or worn by a PC that attempts to stride through a curtain. Only those items specifically used as probes are damaged by the acid.

Magical items are not damaged by contact with the acid curtains, unless they are exposed to the acid for an extended period of time. So magical gloves would not need to make a save if the wearer simply touched an acid curtain, although the wearer would still receive the damage. Note that this would not apply if someone attempted to use a magical sword to probe every acid curtain—magical items used in this way must make a Reflex save DC 16 or be destroyed (refer to the DMG page 214 for details on magic item saves).

All APLs (EL 2)

↗ **Transparent Acid Curtains:** CR 2; mechanical, magic device; touch trigger (touching the curtains); continuous, stationary; acid damage, 1d6 touch; Search DC 21 (special); Disable Device DC Nil.

Running through all curtains to reach far door is most likely a death sentence for that foolhardy PC. The character will sustain damage equal to 20d6 (or the effect of 10 curtains).

Protection from acid is effective against the acid curtains, although the total damage of 20d6 could easily overload this protection.

The easiest way through the room is to use the Eversmoking Bottle and Incense of Meditation trick from room 10. Specifically the smoke from the bottle can be directed by the addition of the incense. Used this way, the smoke will slowly travel along the safe path, allowing the PCs to follow it and reach the far door without being drenched in acid.

Other methods can be used, such as encasing everyone in force bubbles, using an unseen servant or mage hand and some disposable items to scout the safe path—or simply taking the damage but determining the safe path by default. All are acceptable methods of

getting through the test. They might not pass the test according to the original requirements, but then the PCs aren't being judged on their performance either.

Note that many PCs will simply attempt to find the safe path by using bits of furniture or the like. While this is acceptable, require that the PCs take additional time to break up the furniture, bring it back down, and then use it. This may trigger another Discharge/Recharge event.

Once the PCs navigate the safe path, they will reach the door and the stairs down to level 2 of the temple.

12. Stairs Down

The door opens onto an enclosed spiral stairway heading down. Like the hallways of the first level, the stairs turn counter-clockwise, heading down into the cold gloom below.

These stairs drop quite a ways (80 feet) before exiting in room 13 on level 2.

Scene Five: Nothing Like You've Ever Known

Walking down the stairs will trigger another Discharge event. It is recommended that you use one of the personal magical effects (such as option #1 on the table) at this point, but a random result is just as interesting.

Discharge/Recharge

The Discharge period begins when the PCs are halfway down the stairs. As the stairs drop nearly 80 feet to level 2, this can be very disconcerting if the stairs become filled with webs. Similarly, PCs affected by the Statue effect will block the entire stairwell. Successfully navigating the stairs, the PCs will reach the door to room 13.

A map to the second level is provided as Judge's Aid #D – Map of Temple Level 2.

13. Rejection of Metal

The stairs finally open into a hexagon shaped room. The stairs finally open into a hexagon-shaped room. The stairs come down on one side of the room, which leaves space for what must be the room's focus. A massive disembodied hand, wearing a heavy metal gauntlet, stands mounted in the floor just in front of the only door. The hand is upright with all fingers outstretched in a 'stop' gesture. Where it can be seen beneath the edge of the pitted, rusty metal gauntlet it wears, the hand appears to be made of flesh. The door bears an inscription, which reads—"The Path of Steel leads to weakness. Reject it."

The door is of solid iron and, as the party will discover, locked. In fact the door has no handle, and the lock cannot be reached from this side.

This room serves as a training exercise for clerics and mages reaching the second level of their education at this

temple. The training consists of rejecting metal as a means of defense or attack.

The student would remove all metal that he or she was wearing, and then, taking the gauntlet from the large mounted hand, would place it upon his or her own hand. The gauntlet is a Gauntlet of Rust (DMG pg 257 and PHB pg 273), and being magical will resize to fit the wearer. Then the student could use it to rust away the iron door and pass into the rest of level 2. The gauntlet would be replaced, and the door would magically reform within a few minutes.

Students here would seldom carry objects of metal, and so this lesson came easily to them. The PCs, on the other hand, may have more difficulty with this lesson.

The glove has remained on the disembodied hand for so long at this point, that a strength check (DC 20) is required to remove it. PCs may assist each other, but then all PCs assisting could suffer the same result.

For the gauntlet is very powerful, and so long as the disembodied hand wears it, all metal items that are being worn are subject to rust. So a PC in metal armor, carrying a metal shield and wearing a typical longsword, would have all of his items potentially affected by rust. This applies to all items carried, worn or strapped to a PC, except for those items carried within the protection of an extra-dimensional space (such as a Bag of Holding or Portable Hole). The rusting effect is quite potent. For purposes of game mechanics it works something like this:

All APLs (EL 1)

➤ Rusting Gauntlet Trap: CR 1; magic device; touch trigger (touching the gauntlet); rust damage (special); Search DC 17; Disable Device DC nil; Cost: 11,500 gp, 460 xp (to craft).

Those touching the gauntlet when first attempting to remove it from the giant hand must succeed on a Reflex save DC 17 for each non-magical metal item they are wearing, carrying or have strapped to them. Those items failing such a save are turned to rust and destroyed. Magical items are not subject to this effect, which will please the higher level PCs to no end.

While the door will reform in five minutes time, it can be unlocked and opened easily from the other side.

Iron Door: 2 in. thick; hardness 10; hp 60; AC 10; Break DC 28.

There is also a secret door in the wall opposite the iron door. This door leads to room 14, the lesser treasury. A Search check, DC 18, is required to find this secret door. Remember to secretly make a Search check for all Elven PCs as soon as they enter this room. Randomly determine which Search check to use for these PCs by rolling a d8.

PCs that want to search for secret doors may do so, using the same Search DC—although in this case they may roll it now (players may wish to assist each other or use spells or items to increase their abilities – making the pre-rolled numbers invalid).

Once found, the secret door opens onto a short hallway leading to room 14.

14. Room of the Second Test – Entrance to the Lesser Treasury

The secret door revealed a short hallway, which ended in another door. Strangely, the door is marked Treasury, but you can see no sign of a lock.

The PCs are going to search for traps, as they are expecting to find one here. But the door is untrapped, as is the hallway. The trap (actually another test) lies within the room. Eventually the PCs will open the door and you can continue with the read-aloud text.

The door opens outward, giving access to a small room. The walls of this room are covered in pull handles, possibly drawers and cabinets. As you enter the room, a disembodied voice speaks to you, echoing through the cold, still air of the room.

“Congratulations on finding this room. You have never been here before, so an explanation is in order. Before you are many handles, pulling any of them without leave will trigger the trap. On the wall directly opposite where you came in, you can see several red levers. One of these levers will disarm the trap and give you access to that stored within. Pulling the wrong lever will trigger the trap. All you need do to pass this test and take your rightful place on the second level is to determine where to place your trust.”

This is indeed the lesser treasury, the room where day-to-day funds were stored prior to being used for standard temple functions. A few minor magical items were also stored here (and one still is), so a test of perception was included to prevent theft. Individuals that were supposed to be here would know which level to pull and would automatically bypass the trap.

The test is a simple one. On the opposite wall are eight red levers. These levers are described below:

The first lever is bright red, and bears a symbol, which resembles a pair of eight sided dice.

The second lever is a dull red, and bears a symbol resembling a grinning skull.

The third lever is a flame red, and bears a symbol resembling a door.

The fourth lever is a mottled red, and the symbol upon it looks like a scythe.

The fifth lever is a pinkish red, while its symbol resembles an eye atop a pedestal.

The sixth lever is a more purple red, and its symbol is a bag of gold

The seventh lever is a very pale red, while the symbol is a drop of blood.

Finally the eighth lever is a deep orange red, and its symbol is a laughing mask.

The symbols each correspond to a deity and that deity's most common area of influence.

Lever 1 is Norebo (Luck)

Lever 2 is Iuz (Evil)

Lever 3 is Dalt (Portals)

Lever 4 is Nerull (Death)

Lever 5 is Boccob (Magic)

Lever 6 is Zilchus (Money)

Lever 7 is Erythnul (Slaughter)

Lever 8 is Olidammara (Tricks)

A Knowledge: Religion check against a DC of 10 will reveal that the symbols correspond with the symbols of various deities. A DC of 15 is needed to place each symbol with the correct deity.

The trap can be bypassed by simply pulling the fourth (4th) lever, although it is difficult for the PCs to simply guess this. Smart PCs will remember the cryptic note they received in room 8 on level 1. This note translates the symbols, although since it is ripped, the lines connecting the symbols and the matching area of influence is missing. Although what remains is probably enough for the PCs to puzzle it out. The final scrap of paper refers to trusting only one thing in this life.

The clue is that only death is for certain, and thus, pulling the lever marked by Nerull. Some PCs will pull either the fifth (5th) or eighth (8th) levers because of their association with this scenario. These are bad choices because Magic can fail you and Tricks don't always work. In fact, Boccob should be a giveaway, since he is the Uncaring, and cannot be relied upon.

There are several ways through this trap. But first we describe the trap itself. Note that although the trap is listed as burning hands at APL 2, it is still treated as a bolt effect for both area of effect and distance. The levers can be manipulated from a distance but neither *unseen servant*, *mage hand* nor *prestidigitation* can exert enough force to correctly pull a lever. *Telekinesis* will work fine, but is probably not available to the PCs at these APLs.

APL 2 (EL 2)

↗ **Flame Bolt Trap:** CR 2; magic device; touch trigger (8x); automatic reset; spell effect (burning hands, 2nd-level wizard, 2d4 fire, DC 11 Reflex save half damage); Search DC 26 (for each); Disable Device DC 26 (for each); Cost: 500 gp, 40 xp.

APL 4 (EL 4)

↗ **Flame Bolt Trap:** CR 4; magic device; touch trigger (8x); automatic reset; spell effect (fire substituted lightning bolt, 5th-level wizard, 5d6 fire, DC 14 Reflex save half damage); Search DC 28 (for each); Disable Device DC 28 (for each); Cost: 7,500 gp, 600 xp.

APL 6 (EL 6)

↗ **Flame Bolt Trap:** CR 6; magic device; touch trigger (8x); automatic reset; spell effect (fire substituted lightning bolt, 10th-level wizard, 10d6 fire, DC 14 Reflex save half damage); Search DC 28 (for each); Disable Device DC 28 (for each); Cost: 15,000 gp, 1,200 xp.

APL 8 (EL 8)

↗ **Flame Bolt Trap:** CR 8; magic device; touch trigger (8x); automatic reset; spell effect (empowered fire substituted lightning bolt, 10th-level wizard, 10d6 x 1.5 fire, DC 14 Reflex save half damage); Search DC 28 (for each); Disable Device DC 28 (for each); Cost: 17,500 gp, 1,800 xp.

The fire bolts are 5' wide and fire down the center squares towards the door. All characters standing in these squares are subject to the fire and will need to make Reflex saves to avoid part (or all) of the damage. The fire bolts stop at the door, and will not damage anyone in the hallway or beyond.

Those characters still wearing winter clothing (cold weather gear) will take an additional point of damage per die from the fire, as they are more susceptible to heat damage.

Pulling the wrong lever or opening any of the drawers prior to disabling the trap will set it off. This will happen each time a wrong lever is pulled, so simply pulling every lever will rapidly multiply the possible damage.

The trap can be bypassed either by pulling the correct lever, disabling all the levers (requiring eight separate Search and Disable Device rolls). Or else the party can stick a high Reflex save rogue or monk in the room and hope that her evasion will save her from the damage.

Once the trap is bypassed (or the damage from the trap dealt with), the various drawers can be checked. There are three items of interest in this room.

- A fancy ornate golden key—this is the key needed to unlock all of the locked rooms on level 2.
- A rolled up piece of black cloth—this is a Portable Hole (DMG pg 264), and is very useful for room 22 on level 3.
- A rolled up piece of parchment. This is very fragile, and will require a Reflex save DC 15 to roll or unroll

without turning it into dust. Essentially, it is just a letter of congratulations upon attaining the second level in the worship of Boccob.

All the other drawers are empty; their contents having been taken by the residents of the temple when they abandoned this place.

15. Short Stairs

These sets of stairs were placed to try and improve the constitution of the typical cleric of Boccob. Lots of walking up and down stairs is good for the physique.

This short staircase consists of only four steps. You are not sure what purpose it serves other than to raise you five feet above your previous level.

As much as the PCs search for traps here (or at any other stair on this level) there are no traps. But don't let them know this. Remember that excessive searching is a reasonable excuse for you to trigger a random **Discharge/Recharge** event.

16. Instructor's Rooms

These rooms served as the living quarters for the layperson instructors, junior priests, and generic temple staff.

These rooms are all very similar. The only difference seems to be whether the apartment is a single or double. Most seem to have one bed frame and, like above, the mattresses have been taken. Typically a table or large desk and one or two chairs also resides in the room. But like so many of the rooms in this complex, these too are devoid of anything of value. Even the limited furniture you have found is all plain and of simple construction – hardy even worth the effort of removing it from the temple.

The majority of these rooms are indeed lacking in anything interesting. There are, however, two notable exceptions.

16a. The “Lived-in” Apartment

This room is notably different than the other apartments on this level. First, it is not entirely empty. Not only is the mattress still on the bed frame, but also there are personal effects throughout the room. On one wall hangs a framed hand-drawn portrait of someone's mother. The desk is covered in carefully stacked papers. There is even a vase with fresh flowers on a small conversation table. This room looks lived in, and recently.

This is bound to confuse the players and perhaps cause a bit of paranoia. The room is no different than the other apartments, except that the previous resident wove a *permanent image* (PHB pg 260, Will save DC 19 to disbelieve) of the way the room looked, smelled (the flowers have scent, although they cannot be picked up) and felt when it was occupied. The room is actually very empty except for a single sheet of paper laid on the bed

frame. This piece of paper is reproduced as **Player Handout #6 – The Explanation**.

16b. Another Discharge Room

While exactly like all the other barren apartments on this level, this room is only different in that whenever the PCs enter this room, a Discharge/Recharge event occurs.

Discharge/Recharge

This is a good area to use one of the more offensive effects from the list (assuming you aren't determining the effects randomly). Effect #4 or #10 are particularly effective here at causing confusion in the players.

17. and 17a. Kitchen and Dining Area

This obviously once served as the dining area for the lower complex. Two long tables occupy the majority of the space on one side of the hallway, while a simple kitchen area occupies the other side. Based on the configuration of the doors, it was possible to open both hallways, in effect creating a single large room.

The kitchen area is barren and empty, all serving and cooking items long since taken away. A single carved wooden fork lies abandoned under the farther of the two tables. There is nothing else of interest or value in these rooms.

18. and 18a. Private Altar

These two rooms can be opened and combined into one larger room in the same fashion as the kitchen and dining area. Several chairs have been stacked in one room, while a simple altar resides in the other. The altar is still holding its altar service, consisting of a white altar cloth, prayer book, small pedestal and a blue gem; carved to resemble an eye.

The gem is a small blue topaz, worth 50 gp if sold individually. However, the entire altar service is ancient and not currently in use in most temples of Boccob. As such, it can be sold (or given, see the AR) to the Temple of Olidammara for 100 gp times the APL. Note that stealing this altar service will most likely earn the Disfavor of the Temple of Boccob, although those PCs worshipping (or willing to convert to) Olidammara will be spared this Disfavor.

19. The Two Rooms of Need

The two doors near the end of the hall seem to be locked. Made of stone, these doors are completely unlike any of the others you have seen so far.

The stone doors are indeed locked, although the key from room 14 will open both of them. Otherwise the PCs are going to need to break through the doors or pick the locks.

Stone Doors (2): 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28, with

Good Lock (1 each): hardness 10; hp 15, AC 15; Open Lock DC 30, Break DC Nil.

Once the party gets through the doors (one way or another), they can enter these triangular shaped rooms.

What you see on the other side of the door is a smallish room of triangular shape. Unlike so many of the rooms in this complex, this one has furnishings. A richly embroidered rug covers the stone floor. A small personalized travel altar sits in the far corner. An elaborately carved wooden box, perhaps large enough for a pair of shoes sits in another corner. The third alcove of the room holds an incense brazier, although there does not appear to be any incense and the coals have long since turned to cold ash.

The items in these rooms are somewhat valuable, although not to the same extent as the magical item residing in the wooden box. The wooden box is not magical, not trapped, and not locked. It simply holds the item within in a secure location.

Room 19a's box holds a small urn with an elaborate stopper. This item is a Decanter of Endless Water (DMG pg 254), with the command words cunningly carved into the urn's decorations.

The urn pulled from this box is quite unusual. An elaborate stopper, designed to turn rather than be removed, tops off an earthenware bottle decorated with images of water and waves. Cunningly woven into the waves you can find the three words 'Stream', 'Fountain' and 'Geyser'. The stopper itself does not turn, but seems to be held in place with magic.

The stopper will turn of its own volition when the correct command word is spoken while the decanter is held in the hands. The three words each correspond to one of the three states of the decanter as listed in the DMG.

Room 19b's box is empty. Whatever magical item it used to hold has long since been taken by the original residents.

Other than the items mentioned above, the room contains nothing else of interest.

20. Room of the Third Test – Coming Up for Air

This room served as the main test for students wishing to reach the final stages of their instruction. Passing this test would allow the students access to rooms 21 and 22 on level 3, where the most difficult aspects of Boccob's teachings were learned.

Opening the door to this room, you notice that the room itself is easily the smallest in the complex. Barely ten feet wide by five feet long, it seems more like a short hallway, except for the lack of any doors, and the fact that

the floor of the room is twenty feet below you. A dark stain in one corner mars the otherwise flawless stonework.

Before continuing, please refer to **Judge's Aid #D.1 – The Room of the Third Test** for further details. This aid shows room 20 both from a top-down and side perspective.

Masters of the temple, and those allowed to be on the third level would all be given a command word that would cause the top five feet of the far wall to fold down in both directions—effectively creating a bridge to the staircase on the far side. Of course that command word has been lost in the depths of time and not discoverable by the PCs.

The original idea of this test was that the prospective student would enter the room and climb down to the lower floor. The door up above would automatically lock shut, trapping the student within the room. The student would then learn that any weight placed on the lower floor would cause the ceiling to begin to lower. Plus, the walls were extremely smooth and slick, making climbing (even with the use of spells like *spider climb*—PHB pg 283) extremely difficult. For purposes of this check the Climb check DC is 35, *spider climb* and similar magic items grant a +10 on this check.

On the bottom floor there is another door, this one seemingly stuck in its frame. In reality the door opens into the second half of room 20. It is held against its frame by the weight of water contained in the other half of the room.

At this point most prospective students would simply cast *knock* (PHB pg 246), *open* (PHB pg 258), use some sort of magic to destroy the door, or simply try and force the door open. Any of these actions would cause the entire volume of water held in place on the other side to cascade into this room. Stopping the ceiling from crushing the student, but typically battering him into unconsciousness and causing him to drown, unless rescued by his disappointed instructors. Most students would be left to drown—magic is a dangerous business and those without the patience and intelligence should not be allowed to misuse it.

The dark stain in the one corner is a clue to the solution of this trap. The dark stain can be recognized as long dried mildew with a Knowledge: Nature DC 10, Knowledge: Dungeoneering DC 15, or a Knowledge: Architecture and Engineering DC 15.

The mildew hints that water once occupied this room, and hopefully the party brought the Decanter of Endless Water with them. The PCs merely need fill this side of the room with water, then the pressures on both sides would be roughly equal, and the door can be opened easily. However, the ceiling descends at a rate of five feet per minute, so only the geyser effect of the Decanter will produce enough water to save the party from being crushed.

Attempting to hack through the door or to force it open must contend with the door's stats, as listed below.

Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Force DC 20; Break DC 28.

These same stats can be used for the top door as well, but include an Open Lock DC of 28. Note that the lock of this upper door is covered after one minute, and the entire door is covered after two minutes.

The descending ceiling is described as follows:

APL 2 (EL 2)

↗ **Dropping Ceiling:** CR 2; mechanical; touch trigger; automatic reset; ceiling moves down (3d6, crush); multiple targets (all targets in 5-ft.-by-10-ft. room); never miss, onset delay 6 minutes; Search Nil (automatically found); Disable Device DC 26; Cost: 12,000 gp.

APL 4 (EL 4)

↗ **Dropping Ceiling:** CR 4; mechanical; touch trigger; automatic reset; ceiling moves down (6d6, crush); multiple targets (all targets in 5-ft.-by-10-ft. room); never miss, onset delay 6 minutes; Search Nil (automatically found); Disable Device DC 28; Cost: 12,000 gp.

APL 6 (EL 6)

↗ **Dropping Ceiling:** CR 6; mechanical; touch trigger; automatic reset; ceiling moves down (10d6, crush); multiple targets (all targets in 5-ft.-by-10-ft. room); never miss, onset delay 6 minutes; Search Nil (automatically found); Disable Device DC 30; Cost: 12,000 gp.

APL 8 (EL 8)

↗ **Dropping Ceiling:** CR 8; mechanical; touch trigger; automatic reset; ceiling moves down (12d6, crush); multiple targets (all targets in 5-ft.-by-10-ft. room); never miss, onset delay 6 minutes; Search Nil (automatically found); Disable Device DC 32; Cost: 12,000 gp.

If the PCs do not figure out the Decanter of Endless Water trick, they will most likely break the door down. The party may assist each other with this attempt, and Taking 20 is allowed (again, the party has multiple attempts while the ceiling slowly descends). The ceiling takes six minutes (60 rounds) to reach the floor, as it is 20 feet from the floor to the bottom of the door, and then another ten feet from the bottom of the door to the ceiling = 30 feet).

Opening the door avoids the descending ceiling trap entirely but triggers the water-filled room trap instead. The party will only get xp from whichever trap they suffer the effects of. Bypassing both traps by using the Decanter of Endless Water trick will earn the party the correct maximum xp.

APL 2 (EL 2)

↗ **Water-Filled Room:** CR 2; mechanical; touch trigger (opening door); repair reset; water and debris crashes in, Fortitude save DC 14 or be knocked unconscious for 1d4 rounds; multiple targets (all targets in 5-ft.-by-10-ft. room); never miss; Search DC 20; Disable Device Nil; Cost: 2,000 gp.

APL 4 (EL 4)

↗ **Water-Filled Room:** CR 4; mechanical; touch trigger (opening door); repair reset; water and debris crashes in, Fortitude save DC 16 or be knocked unconscious for 1d4 rounds; multiple targets (all targets in 5-ft.-by-10-ft. room); never miss; Search DC 20; Disable Device Nil; Cost: 2,000 gp.

APL 6 (EL 6)

↗ **Water-Filled Room:** CR 6; mechanical; touch trigger (opening door); repair reset; water and debris crashes in, Fortitude save DC 18 or be knocked unconscious for 1d4 rounds; multiple targets (all targets in 5-ft.-by-10-ft. room); never miss; Search DC 20; Disable Device Nil; Cost: 2,000 gp.

APL 8 (EL 8)

↗ **Water-Filled Room:** CR 8; mechanical; touch trigger (opening door); repair reset; debris and water crashes in, Fortitude save DC 21 or be knocked unconscious for 1d4 rounds; multiple targets (all targets in 5-ft.-by-10-ft. room); never miss; Search DC 20; Disable Device Nil; Cost: 2,000 gp.

The Fortitude save DC increases at each APL because the amount of accumulated debris trapped with the water increases. Refer to the DMG pg 304 for details on drowning. Each character that falls unconscious drops to zero hit points on the next round, drops to -1 on the next round (and is dying), and on the third round post trap effect he or she dies.

Characters that recover consciousness prior to drowning may be able to save themselves from drowning. Also, those characters not knocked unconscious can spend move actions to save their companions from drowning by turning them over and getting their heads above water.

Each PC can rescue a single companion per move action although it will require a Swim check DC 5 to reach each companion. As long as one PC is conscious for every unconscious PC, and that character is able to make two DC 5 swim checks, no deaths should result. However, unconscious PCs could come out of this trap at zero or -1 hit points.

It is possible that other means could be used to bypass this room. Cutting through the wall at a higher level will reduce or remove the chance of being knocked unconscious by the water crashing in. Disabling the

descending ceiling will give the party plenty of time to figure out the room.

Once the water stabilizes, a process that takes two rounds, the party can swim through the now open door and see the second half of the room. The opposite side is a mirror image of the first side, with a door 20 feet up on one wall. As the walls in here have been in contact with the water for many decades of time, the walls are rough and pitted. A Climb check DC 10 is all that is required to climb up and reach the door. Taking 10 is allowed on this check, and PCs may assist each other. The party can easily reach the door – they will be wet, but they will have passed the test (or else their dead bodies will be floating here when the next group comes to try their luck).

The door leads to the stairs up to level 3. Head to the next scene.

Scene Six: Any Dream Will Do

Walking up the stairs will trigger yet another Discharge event.

Discharge/Recharge

The Discharge period begins when the PCs are once again halfway up the 20-foot high stairs. No recommendations this time, as whatever effect you choose is likely going to annoy the PCs. Also, this level is magically kept warmer than the rest of the complex. Hint at this to the PCs.

A map of the third level is provided as Judge's Aid #E – Map of Temple Level 3.

21. Room of Acceptance

It is here that a student would be accepted by the Master of the Temple and would meet the other Hopefuls. The Hopefuls were this temple's highest order students, those about to take their rightful place amongst the most potent of the clergy of Boccob. A great many Mystic Theurges, Divine Oracles, and similar powerful prestige classes were taught at this level.

A good way to think of this is that this level was for graduate students choosing their area of specialty.

This room is fairly small as entrance rooms go. Perhaps fifteen feet square, it looks just big enough for the few chairs, small buffet table, and lectern you see occupying the room. Hanging on hooks are several white towels; still fluffy and soft despite the passage of time. The buffet table bears a single wooden box sealed with a large ribbon and fancy bow.

The towels are completely normal, and the PCs are safe in using them to dry off. The buffet table is empty of food, and no amount of prayer will cause it to fill with food—despite what the PCs may hope.

The wooden box contains a pair of children's slippers with a fancy plush spider decorating the toes. Obviously these slippers are a pair of Slippers of Spider Climbing (DMG pg 266). There is no explanation for the box or the ribbon/bow. Perhaps it was a graduation gift left behind in the chaos of their exodus. In any event, it gives the PCs the ability to pass the test in room 22.

Once the prospective student passed the Third Test (Coming Up for Air), he or she was accepted by the rest of the temple. But whether Boccob would accept that student was another matter. Which leads us to room 22.

22. The Test of Faith

This is a fairly large room, dominated by the deep gaping pit that would be the floor. No bottom is visible, and the only way across to the door on the far side of the room is a very narrow stone bridge. Perhaps two or three inches wide, it offers slim purchase against the howling wind swirling about the room. How anyone is expected to cross that slim strut of stone with this tempest is unknown.

The wind is indeed quite powerful. Equal to a Windstorm (DMG pg 95), attempting to make a Balance check to cross the stone strut is probably impossible. Currently, the Balance check DC is 20, with a –20 circumstance penalty being imposed from the wind. Making a Fortitude save DC 20 can reduce the effect of the wind to –10.

Spider Climb effects, such as from the Slippers of Spider Climb from room 21 will allow a single person to cross the stone strut without difficulty. Carrying a heavy load or greater will negate the automatic effects of the Spider Climb and force a Balance Check DC 20 (the Spider Climb will counteract the effects of the wind in this case).

All APLs (EL 1)

↗ **Narrow Bridge Trap:** CR 1; mechanical (stone bridge), magical effects (windstorm); location trigger (walking the bridge); falling effect (Lost, see AR); Balance check to cross DC 20 (-20 circumstance penalty from Wind effect); Search DC Nil; Disable Device DC nil; Cost: 17,500 gp, 700 xp (to craft).

Characters that fall are Lost (see the AR for special rules on this event). Lost characters have finished the scenario here. They get no further item access or xp, and earn no further gp as well.

Clerics of Boccob or other divine casters that worship Boccob (this must be recorded on the character sheet prior to the scenario's beginning for that PC) automatically make their Balance checks so long as they still have access to cast their divine spells (those characters in need of an *atonement*, characters whose alignment is more than one step away from Boccob's alignment of true neutral, or the like). These characters are protected from falling by the power of Boccob himself, but only if the player states that her character is

trusting in her faith in Boccob. This character has felt the wonder of Boccob's might, and is now qualified to take levels of Contemplative (which should be noted on the Adventure Record).

For those characters unable to cast divine spells from Boccob, or whose divine spellcasting is temporarily unavailable (because of alignment transgressions, or needing an *atonement*), are not so protected by Boccob, and will be forced to make the Balance checks (unless protected by *spider climb* or similar effects).

Since only one pair of Slippers of Spider Climbing has been included in this scenario, shuttling everyone across is only possible if the PCs have access to Spider Climb magic of their own (or similar effects). Hopefully the PCs have recovered the Portable Hole from room 14, as this is the easy solution. The party simply spreads out the Portable Hole and most of the party climbs inside. The single PC left outside will put on the Slippers of Spider Climbing and cross the bridge. Once on the other side, the Portable Hole can be reopened and the party can make their exit.

Other solutions may occur to the party. Using flight or levitation effects to pull themselves along the walls or ceiling. Enlarging one member of the party so that he will not be at heavy load when carrying another party member. Casting several *web* spells to fill the room, and then slowly working their way across using the webs. Any of these are acceptable and will allow the PCs to pass the test.

The door on the opposite side of the room opens onto a hallway leading to the apartments of the Hopeful and the Master of the Temple.

23. Laboratory

This room resembles an alchemist's laboratory; only there is no glassware, no reagents, and no bubbling, smoking pots of goo.

This was the laboratory for those students specializing in the creation of items. No magic items or raw materials remain in the laboratory, but enough remains to identify its original purpose. There is nothing of interest or value in this room.

24. Residences of The Hopeful

These rooms served as the dormitories for The Hopeful. Each room is slightly different in style, as the residents of each room did minor modifications to their room. Such changes were allowed as long as the structural integrity of the entire complex did not suffer.

24a. The Blue Room

This dormitory is blue. Entirely blue. Blue bed frame. Blue ceiling. Blue tiled floor. Blue paint upon the walls.

You are pretty sure it would have had a blue mattress and blue clothes in the blue wardrobe standing in the corner.

This room is just blue. It is also empty of anything of interest.

24b. The Mirrored Room

The bright shine of your reflected lights reveals the mirrors that make up the walls of this room. Each wall is entirely taken up by a floor to ceiling mirror that stretches to cover the wall from end to end. The floor and ceiling are both black, which tempers the reflected light some. The other furnishings, namely the bed frame, simple desk, and wardrobe, are all normal and not covered in mirrors.

While there is nothing of particular interest in this room, it is a good time to run another Discharge/Recharge event

Discharge/Recharge

If you haven't used it already, effect #7 is an excellent choice here. It will force the PCs to consider the temple as still being occupied. Also, the mirror effect will double the duration of the blindness effect (which will take it into the Recharge period). This blindness effect will not be removed by the damping of magic, as it is a secondary effect of the reflected light in the mirrors.

24c. The Empty Room

This room is very different than the others. It is completely empty. No bed frame, no wardrobe, not even the simple desk. Bare white walls surround a white stone floor and ceiling. It is as though this room was never occupied.

Which is almost the truth. Originally designed as another dormitory room, the students on this level converted it to a storage room when two of The Hopeful moved in together after their marriage. When the residents of this temple left, all the items in this room were carried off leaving it empty.

24d. The Couple's Room

This room contains two desks, two wardrobes and two bed frames pushed together and covered with several thin planks. It looks as though someone was trying to make one large bed out of two smaller bed frames.

The coloring of the room is also a bit unusual. Half of the walls are painted to resemble fields covered in clover and flowers, while the other end of the room is painted like a nighttime sky, complete with recognizable constellations. While painted by two different artists, the overall effect is quite unsettling, almost as though you were flying through a room tilted on its side.

There is a pot of paint sitting on the desk. A well used but cleaned paintbrush rests on the lid of the paint jar.

This is the room that housed the two married students. While they had difficulty agreeing on a paint

scheme, they eventually settled on attempting both. When each had finished painting their half of the room, they both agreed they liked the effect so they kept it that way. Unfortunately the temple was closed immediately after they finished their painting, and so they never had a chance to work on other aspects of the room (like getting a real double bed).

The pot of paint has been here for a very long time, but rather than drying out and being useless, the periods of Discharge and Recharge have transformed the paint into a jar of Nolzur's Marvelous Pigments (DMG pg 263).

24e. The Black Room

This room is entirely black. Black paint on the walls, black tiles on the floor, and a black ceiling. The typical desk, bed frame and wardrobe are also painted black. The room is very, very dark.

There is nothing of particular interest in this room. It is simply black. The other students of this temple found the resident a bit morbid and morose, but contrary to the expected, he was not a necromancy specialist. In fact, after a terrible encounter with a group of undead, this individual was studying to become a Hunter of the Dead.

24f. The Pastel Room

In direct contrast to the black room across the hall, this room is awash in color. A pastel pink wall is opposite you. The green to your right is offset by the yellow on your left. The wall you came in on is a faded blue. A bright orange sky surmounts a purple tiled floor.

While this room was painted this way in protest to the black room across the hall, the resident was the necromancy specialist. Who says that necromancers can't enjoy bright cheerful colors?

25. The Library

The floor-to-ceiling bookshelves that dominate this room suggest library. Two plush chairs with a small table between them sit just off center to the right, while to your left are a pair of desks joined together, with a pair of chairs on opposite sides. The shelves all appear to be empty.

And in this room, unlike room 9, the bookshelves are indeed empty. A few scraps of paper, bearing unfinished equations, and illegible notes can be found in one of the desks. A thorough search of the two plush chairs will yield some ancient pocket change—worth about five gp to a collector.

26. The Test of Scrying

This double-sided room served as a final test. Normally the puzzle in this room was turned off, as The Hopeful would have need to speak with the Master of the Temple

on occasion. But when taking their final test before heading out into the world, the test would be turned on.

The door you have walked through enters this room offset, and there is another door directly opposite you. To your right the room opens up to encompass a massive piece of stone at the far end of the room. The upper surface of this stone block has been polished to a mirror-like sheen. Around the top edge of the stone block, deeply incised letters have been carved. These letters read:

"The way before you is shrouded and difficult to see. Rest here and prepare yourself. I shall be awaiting you when you are ready to find me."

A copy of the engraving may be provided to the players as **Player Handout #7**.

The door on the opposite wall opens into the second half of the room. The door itself needs some explanation since it is slightly different than the other wooden doors found throughout the complex.

The opposite door is unusual in that there is a dark black fringe mounted to the edge of the door. The door also appears heavier and sturdier than the other wooden doors you have seen. The door does not appear to bear a lock.

The door is light and sound proof. It protects the rest of the complex from the noise and light while testing is in progress. For the second half of the room is under the combined effects of several hundred *ghost sounds*, *daylights*, *shouts*, *glitterdusts*, and other light and sound producing spells. The combined effect is that it is impossible for anyone to see or hear anything within the room.

Opening door you are assaulted by a light brighter than you have ever experienced. It is as though you were staring at the light of a hundred suns. And the noise! A cacophonous din like the sound of dozens of dragons screaming all at once. Half-a-minute of exposure would definitely leave you both blind and deaf.

Most likely the PCs will slam the door shut while they figure things out. If they do not, then keep track of the rounds that each PC is exposed to the light and sound, for these rounds will be included towards the maximum allowed before blindness and deafness sets in (see notes below for details).

There is a way through the second half of the room, but it requires that a specific one of the five levers on the wall inside that second half (marked with an X on the map) be held down. The stone portal (the exit out of the room and the path to rooms 27 and 28) will slowly open so long as the lever is held down. Opening the portal completely requires an entire round. When the lever is release the portal will begin to close just as slowly, taking another full round before sealing shut once again.

Reinforced Stone Portal: 6 in. thick; hardness 10; hp 100; AC 7; Break DC 35.

The problem is that even with eyes closed and ears plugged, the light and sound will still get in and cause permanent Blindness and Deafness (similar to the spell Blindness/Deafness, PHB pg 206). This effect will take six rounds of exposure to the room.

All APLs (EL 2)

↗ **Blindness/Deafness Trap:** CR 2; magical effects (multiple spells); location trigger (entering the room); Blindness/Deafness (no save), multiple targets (all targets in 10-ft.-by-20-ft. room); never miss, onset delay 6 rounds (special); Search Nil (automatically found); Disable Device Nil; Cost: 48,000 gp, 9,600 xp.

As it takes a round to walk across the room, a round to hold down the lever, and a round to exit, no single person would want to guess at the correct lever to hold down. Guessing wrong, even once, could be enough to cause permanent blindness and deafness.

Luckily there is a way through the room. But it is a difficult one. The surface of the stone block has been polished to a mirror-like sheen specifically so that it can be used as a scrying device. While the stone is not typical for such devices, it serves as a limited ability crystal ball.

It is possible to view the second half of the room through the stone scrying device, as scrying the room will dampen the intensity of the light and make it possible to see normally what happens within. And since this is not a scrying device with clairaudience, none of the deafening sound will be transmitted.

Four PCs working in rotation are all that is needed to easily bypass the trap. First PC 1 will begin using the scrying device and will learn of the levers and stone portal. A little deductive reasoning and they should figure out that one of the levers should open the portal. It works like this:

PC 1 will continue to scry while PC 2 enters the room and tries the first lever. If the lever is correct, then PC 3 will run into the room to let PC 2 know that he has pulled the right lever. PC 4 and all the other PCs can then exit (since a full round is needed for the portal to close the PC holding the lever has just enough time to exit the room before it closes).

If the lever is not the right one, then PCs 2 and 4 will switch places (PC 1 continues to scry and PC continues to wait by the door). This will let the PC 4 to attempt the second lever. If correct, all PCs will exit as above. If not, then PC 4 and 1 will switch places (leaving PC 3 by the door and letting PC 4 take over scrying), and we repeat the entire thing with the third lever.

If still not correct than PCs 3 and 1 will switch out (PC 1 will take over waiting by the door, while PC 4 continues to scry), and then PC 3 can attempt the fourth lever.

The only scary point comes in if the PCs still haven't pulled the correct lever up until now. Since PC 3 is still

in the room and no one has come to let him know that the right lever was pulled, he is now sure that the last lever is the correct one. He pulls that one down for a round, and all PCs exit. PC 3 spent five rounds in the room, which is one less than what is needed for permanent blindness/deafness. All the PCs are saved, and they have passed the test.

Once the PCs have guessed at the right method, especially if they mention that they will switch the tester for each lever, they pass the test and you can hand wave the rest. Which exact lever is not important, but if you have PCs willing to simply guess, it will always be the last lever attempted.

Note that only one lever can be moved at a time and each lever takes an entire round to move. Simply throwing all 5 levers is not possible, nor can the PCs just try them all in rapid succession.

But how do they use the scrying stone? What if there are no arcane casters present in the party? Simple. While the test was originally one designed for high-level clerics and cleric/wizards, the continual Discharge/Recharge periods have permanently turned the scrying portal on. Simply staring at the stone for a few seconds will let the party see the inside of the room. It should be relatively simple for them to determine that the scrying device looks into the second half of the room. When they look into the stone, read the following:

The flat surface of the top of the stone seems to collapse inward. A shining but muted light, as though the sun seen through clouds grows from the depths of the stone. Soon the light becomes clear. You find yourself looking into a room, perhaps ten feet by 20 feet. There is a door at one end, and a flat stone panel directly opposite. On a far wall, distant from both the door and the panel are five levers. The room is otherwise empty.

While the light and sound-blocking door is heavier than most doors the PCs have encountered, it is extremely well hung. It opens and closes with the smallest force possible. Do not penalize PCs by stating that the door takes a round to open and close, or any other such nonsense. This is meant to be a test of the players' ingenuity. If they figure out how to pass or bypass this trap, then they have succeeded.

The stone portal is easy to open from the other side, and a quick search will let the PCs find the controls that will turn off this test. The hallway leads to rooms 27 and 28.

27. The Master of the Temple's Apartment

This room is the largest dwelling space you have yet seen. A large double bed frame occupies one corner, its posts rising to hold a canopy that is no longer there. The desk is heavy, ornate, and of lovingly polished wood; somehow still gleaming after all this time. A chair of solid-wood construction with a padded leather seat sits near the desk, patiently awaiting the return of its occupant. The empty

wardrobe shows the same high quality, having ornate hinges and fixtures. Artistically painted walls accurately render the outside landscape as it was back then. All in all, a most impressive room.

While the most impressive bedroom in the entire complex, only two items of interest remain. Tucked into the center drawer of the desk is **Player Handout #8 – The Last Word**. This is a note to posterity from the last Temple Master, a man named Bacarer.

Hidden on the wall, and requiring a Search check DC 15, is a small lever. Above and below the lever are the two words “Off” (below) and “On” (above). This lever controls some of the various traps within the complex. Moving the lever to off will turn off the light and noise in room 26, release the iron door in room 13, and turn off the sand and glass wall traps on the first level of the temple.

It is also a convenient time to trigger off the last Discharge/Recharge period. A perfect time to trigger the event is immediately after the party has finished reading the handout.

Discharge/Recharge

Recommended effects to trigger are #2 or #8. Either one will cause the party some hardship, and will reduce their effectiveness during their exploration of the final room.

There is nothing else of interest in this area. It primarily serves as a subtle warning not to disturb the Faith Battery, and not to take the altar services from the Rooms of the Private Altar (rooms 18 and 18a).

28. The Faith Battery

This is the last room of the temple. It is reproduced as **Judge’s Aid #E.1 – The Room of the Faith Battery**.

This room is obviously of some import. A tiled floor, made up of black and white tiles laid out in a spiral pattern, surrounds a large pedestal in the center of the room. The pedestal is surmounted by a squat glass dome, under which resides a large book, open roughly near the center.

Floating in the air above this pedestal, and beneath a ceiling which mirrors the floor in design, is a softly glowing, giant spectral eye. The eye is looking in your direction, and you can tell it will follow your movements no matter which way you go.

There are no other visible doors or exits from the room, and there are no other distinguishing features that you can see. The walls, while a solid white in color, are also tiled like the floor and ceiling.

As you look about the room, the eye begins to pulse, almost as though it had a heartbeat. Another disembodied voice calls out.

“Intruders! Only they that know the true name of this Temple can be here. Only they that set this device in motion can enter this room. Speak now the true name of this place or leave and never return.”

The pedestal contains the access point of the Faith Battery – a large repository of devotional energy used to power all aspects of the temple. Every test, every magical effect, every single thing within this temple is powered by this one device. It is not sentient, although it is programmed (for lack of a better word) to defend itself. The focus for the Faith Battery, the item that keeps it all working, is an ancient prayer book that is something of a holy relic.

The Boccobian Compendium is nothing particularly special, in and of itself, but it does serve as a focal point for the worship of Boccob. The book is very large, perhaps for or more inches thick, and nearly eighteen inches in both height and width. It is not magical, and there is nothing new within its pages for worshipers of Boccob. It just happens to be a first edition copy as rendered by the founder of this temple, and therefore of great value to the original residents of this place.

This is the item that the Temple of Olidammara wants to get their hands on – they just don’t know it yet. And the only way to recover it will be to approach the pedestal and remove the glassine cover to reach it.

Attempting this without first speaking the true name of the temple will trigger the last trap. And as the PCs do not know and cannot learn the true name of the temple, the triggering of the trap is guaranteed. (The temple’s true name is not the “Spiral Temple.”) This trap is different than most, in that it cannot be Disabled in the traditional sense for it is not a *glyph of warding*, and it is not a fusillade of darts. Rather it is a device (or set of devices, based on APL) that is created by the Faith Battery to defend itself. These constructs have all the stats of a Grick, but are actually magical creations of armor, weapons, and sparking discharges.

APL 2 (EL 4)

➤ **Advanced Grick Creation:** hp 33; see *Monster Manual* page 139 and *Combat Appendix A*.

APL 4 (EL 6)

➤ **Advanced Grick Creations (2):** hp 33 each; see *Monster Manual* page 139 and *Combat Appendix A*.

APL 6 (EL 8)

➤ **Advanced Grick Creations (4):** hp 33 each; see *Monster Manual* page 139 and *Combat Appendix A*.

APL 8 (EL 10)

➤ **Advanced Grick Creations (8):** hp 33 each; see *Monster Manual* page 139 and *Combat Appendix A*.

With the defeat of the Grick defenders, the PCs may recover the Boccobian Compendium. There is nothing else of interest or value in this room.

With the recovery of the Boccobian Compendium, the party has finished their exploration of the complex. All that remains now is to travel back to Ratik.

Scene Seven: Other Pleasures/ The First Man You Remember

This is the conclusion. Modify the following text based on the specific actions of your PCs.

Walking down the streets of Marner, you remember your return from the temple of Boccob. Seeker Kirith was overjoyed at your return. Reverently the bodies of Simra and Borsin were laid to rest. It was a somber affair, but Seeker Kirith was all business when the ceremony had ended.

“So, tell me all about it. What was the temple like? How did it feel to explore such an ancient place? Was it difficult?”

You had your discussion over fresh-baked bread, assorted cheeses and some kind of mixed fruit drink. The food was quite impressive, and the discussion was lively.

Seeker Kirith showed you to the door a short while later. Thanking you again, the dapper fellow soon disappeared back into the Red Goose Boarding House, leaving you once again on the streets of Marner.

The PCs will discover that Seeker Kirith has managed to shortchange them on the value of their recovered items. Specifically assuming that the PCs recovered most of the magical items, they somehow find themselves with only the treasure cap worth of gold. The temple of Olidammara trains very good thieves.

Attempts to find the House of the Veiled Eyes will be fruitless. Seeker Kirith seems to have done something to move the entrance. The PCs may be a bit frustrated, but this is Living Greyhawk and they may only recover the treasure cap no matter the value of the items they have recovered.

Luckily for them, returning the bodies of Simra and Borsin allows the PCs to improve their item access – the House of the Veiled Eyes may be a den of thieves, but at least they are nice thieves.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Scene Four – Room 11

Acid Curtain Trap	
All APLs (EL 2)	60 xp

Scene Five – Room 13

Rusting Gauntlet Trap	
All APLs (EL 1)	30 xp

Scene Five – Room 14

Rusting Gauntlet Trap	
APL 2 (EL 2)	60 xp
APL 4 (EL 4)	120 xp
APL 6 (EL 6)	180 xp
APL 8 (EL 8)	240 xp

Scene Five – Room 20

Dropping Ceiling or Water-Filled Room Trap	
APL 2 (EL 2)	60 xp
APL 4 (EL 4)	120 xp
APL 6 (EL 6)	180 xp
APL 8 (EL 8)	240 xp

Scene Six – Room 22

Narrow Bridge Trap	
All APLs (EL 1)	30 xp

Scene Six – Room 26

Blindness/Deafness Trap	
All APLs (EL 2)	60 xp

Scene Six – Room 28

Faith Battery Guardians	
APL 2 (EL 4)	120 xp
APL 4 (EL 6)	180 xp
APL 6 (EL 8)	240 xp
APL 8 (EL 10)	300 xp

Discretionary roleplaying award

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp

APL 6 900 xp

APL 8 1125 xp

Careful addition of the above XP totals will show that the total ELs allotted are two (2) higher than normal for this scenario. Regardless of completing every task the PCs can only obtain the XP cap as listed for their APL. The total ELs account for duplication of traps XP (specifically the dropping ceiling and the water-filled room) and so that PCs electing to not explore the final room will not face quite the penalty of skipping the final fight.

Note however, that skipping the final fight, while noble and true, does leave the PCs of up to 30xp times the APL away from the maximum. Sure they were lawful in their endeavors, but this was a temple raid, and they didn't explore everything.

Treasure Summary

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Scene Three: Exploring the Campsite

All APLs: L: 100 gp

Scene Four: Area 4, Level 1

All APLs: L: 35 gp; M: 1,835 gp

Scene Four: Area 10, Level 1

All APLs: M: 858 gp

Scene Five: Area 13, Level 2

All APLs: M: 958 gp

Scene Five: Area 14, Level 2

All APLs: M: 1,666 gp

Scene Five: Area 18, Level 2

All APLs: L: 8 gp <or>

APL 2: L: 34 gp

APL 4: L: 68 gp

APL 6: L: 102 gp

APL 8: L: 136 gp

Scene Five: Area 19, Level 2

All APLs: M: 750 gp

Scene Six: Area 21, Level 3

All APLs: M: 400 gp

Scene Six: Area 24d, Level 3

All APLs: M: 333 gp

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

Special

☛ **Favor of The House of the Veiled Eyes:** You have returned the bodies of the two siblings and earned the favor of this temple. When you exercise this favor, Seeker Kirith will upgrade access on any one item listed on this AR to Access: Any. This counts only towards increasing access and you must pay market value for the item. Until this favor is expended, you are deemed to have an Influence Point with any temple of Olidammara.

☛ **Disfavor of the Church of Boccob:** You have removed the altar dressings and temple furnishings from the 'Spiral Temple'. The clergy of Boccob is angry and will seek to make things difficult for you by asking their god to give you bad luck. During the next scenario that you play, your first three (3) d20 rolls must be rolled twice. You must take the worst of the two rolls (essentially this is the opposite of the luck domain). Luck domain re-rolls or re-rolls allowed the character from another source may be used to override this effect, but that re-roll (whether from Luck or another source) is used for the day. It is possible that worshippers of Olidammara may avoid this disfavor (see scenario for details).

☛ **Rare Books:** These books, Mooncharts – Luna and Celene CY430-445 and Flora of the Bright Desert, are rare but not valuable.

☛ **Mask of Midnight:** This item resembles a silver bat that wraps around and covers half of the wearers face. It is identical to a pair of Goggles of Night as listed in the DMG except for appearance. It occupies the same item location as goggles, and cannot be worn with other eyewear. (See Goggles of Night; DMG; 12,000 gp)

☛ **Boccobian Compendium:** This ancient tome of prayers and services is highly valued by worshippers of Boccob. This original handwritten copy is very rare and would be worth a great sum of money if it could be sold. It is a unique tome for purposes of metaorganization membership.

☛ **Lost!**: You fell from the bridge of the test of faith or mistakenly placed two extra-dimensional spaces inside one another. You were thrown onto the Astral Plane and must wander until you find the appropriate color pool. The wandering takes 20 TUs, which you must spend during the year in which this AR was obtained. If insufficient TUs remain in the year to pay the time debt, then the remaining TUs may be obtained from the next year. If you are Lost! because of extra-dimensional space interaction, the items and anything contained in them are destroyed and non-recoverable.

a +1 circumstance bonus on Climb and Move Silently checks while worn, but imposes a -2 penalty on Balance, Escape Artist, Hide, Jump, Pick Pocket, and Tumble checks.

Items for the Adventure Record

Item Access

All APLs:

- Housebreaker Harness (Adventure; AEG; 20 gp)
- Immoveable Rod (Adventure; DMG; 5,000 gp)
- Mask of Midnight (Adventure; See above)
- Incense of Meditation (Adventure; DMG; 4,900 gp)
- Eversmoking Bottle (Adventure; DMG; 5,400 gp)
- Gauntlet of Rust (Adventure; DMG; 11,500 gp)
- Portable Hole (Adventure; DMG; 20,000 gp)
- Decanter of Endless Water (Adventure; DMG; 9,000 gp)
- Slippers of Spider Climbing (Adventure; DMG; 4,800 gp)
- Nolzur's Marvelous Pigments (Adventure; DMG; 4000 gp)

Special AR Notes

☛ **Lost!**: You fell from the bridge of the test of faith or mistakenly placed two extra-dimensional spaces inside one another. You were thrown onto the Astral Plane and must wander until you find the appropriate color pool. The wandering takes 20 TUs, which you must spend during the year in which this AR was obtained. If insufficient TUs remain in the year to pay the time debt, then the remaining TUs may be obtained from the next year. If you are Lost! because of extra-dimensional space interaction, the items and anything contained in them are destroyed and non-recoverable.

New Rule Item

Housebreaker Harness: Designed exclusively for second-story breaking and entering, this harness is made of pliable black leather and reduces the amount of noise made from loose metal items clanging together. It grants

Combat Appendix – All APLs

Scene Six – Temple Level 3 Room 28

☛ **Gricks, advanced:** Asexual magical creations; CR 4; Large Aberration; HD 5d8+5; hp 33; Init +2; Spd 30 ft. (6 squares), climb 20 ft.; AC 15, touch 11, flat-footed 13; BAB/Grp: +3/+5; Atk: tentacle +7 melee (1d6+3); Full Atk: 4 tentacles +7 melee (1d6+3) and bite +0 melee (1d4+2); Space/Reach: 10 ft./10 ft.; SQ: DR 10/magic, darkvision 60 ft., scent; AL Neutral; SV Fort +2, Ref +3, Will +6; Str 16, Dex 14, Con 13, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +12, Hide +3, Listen +8, Spot +8; Alertness, Track, Weapon Focus (tentacles)

Possessions: none.

Physical Description: A creation of the Faith Battery, these Gricks are nearly identical to their typical cousins (see Monster Manual pg 139 for details), with only their larger size, strength, and uniform gray color giving away their status as special monsters.

The Faith Battery creates these Gricks out of spare parts; combining raw flesh, dirt and sand, wood, and even some metal bits. The Gricks do not enjoy true construct status, as they were created to be nearly identical to the original—the Faith Battery just got the dimensions incorrect. These do not count as new monsters, but instead are simply advanced versions of the standard Gricks using the rules in the Monster Manual.

They retain their damage reduction against all but magic; as creatures created of magic, magic serves as their downfall.

Judge's Aid #A – Player Character Descriptions

The following spaces are for each character to include a simple description of their abilities, and to pre-roll several Search and Spot checks. The Judge will then randomly determine which of these checks to use in each circumstance. Please report the total modified roll (so include all skill ranks, modifiers, the Alertness feat, etc.) Note that there are six boxes for Spot checks and eight boxes for Search checks between the two rolls. Similarly the two large boxes can be used for name and description.

Name and Description (combat, finesse, etc)	Spot	Spot	Spot	Search	Search	Search	Search

Name and Description (combat, finesse, etc)	Spot	Spot	Spot	Search	Search	Search	Search

Name and Description (combat, finesse, etc)	Spot	Spot	Spot	Search	Search	Search	Search

Name and Description (combat, finesse, etc)	Spot	Spot	Spot	Search	Search	Search	Search

Name and Description (combat, finesse, etc)	Spot	Spot	Spot	Search	Search	Search	Search

Name and Description (combat, finesse, etc)	Spot	Spot	Spot	Search	Search	Search	Search

Judge's Aid #B – Notes on the Temple Structure

This temple to Boccob is long abandoned, but the original inhabitants fully expected to return, and in a very short time. The temple served as a training center for hopeful clerics of Boccob to prove their worthiness to advance within the service of the Uncaring. There were several tests that were given to the candidates as a measure of their abilities and faculties.

All of these tests were powered by divine energy. A repository of this energy was established to power each of the tests, and later the traps set by the inhabitants prior to their abandoning the temple. In order to safeguard the temple from wandering animals, the curious, or the mean-spirited, the temple clerics set up a number of very minor traps that would prevent access to the inner workings of the temple. These traps were to be powered by the same 'Faith Battery' that provided magical energy to the other parts of the temple.

The Faith Battery is described in greater detail in the description of Room #28 in Scene Six. However, for purposes of this section it is easiest to think of the Faith Battery as a magical pump of sorts. It supplies magical energy to each of the tests, puzzles and traps that the PCs will encounter throughout the temple structure.

This Faith Battery was very potent and designed to last for well over a decade without any sort of maintenance. Unfortunately the faithful never returned to this temple, and far more than a decade has passed. The Faith Battery is now malfunctioning. It still provides power to the various tests and traps, but periodically it will unleash a massive magical discharge. During this Discharge Period all magic in the area will act differently.

Even worse from the PCs' point of view, the battery requires a Recharge Period after each Discharge. During this time, all magic in the area of the temple and in selected isolated pockets up to a mile outside the temple (such as the campsite in [Scene 3 – Memory](#)) will cease to function. For all intents and purposes it is as though the area has been blanketed by a large scale *antimagic field* (see the PHB pg 200 for details).

In the text that follows (the key to the temple structure), there are several rooms or locations that will automatically trigger a Discharge and subsequent Recharge Period. These areas will all be denoted by the left-justified descriptor "**Discharge/Recharge**" in the judge's notes for each room or location. Each Discharge Period will last for about five to ten minutes of in-game time. The Judge is also free to trigger a Discharge at any point, although these should be reserved for PCs that elect to rest in one of the rooms, Take 20 on a search check, or otherwise spend a large period of time on one location. PCs that move through the temple at a reasonable rate, don't dawdle in any of the rooms or otherwise waste time, should not receive additional Discharge Periods other than those areas already delineated in the text.

The table on the next page describes each of the weird magical effects that will take place during this time (only one effect per Discharge Period). It also gives the maximum duration of each effect, although in all cases the effect ends when the Recharge Period begins.

The judge can roll a d10 to determine which magical effect occurs. However, do not allow the random die roll ruin the player's sense of wonder. If the die roll yields a result identical to the previous one, you should re-roll. Similarly, if you feel that another effect would be more suitable or interesting, you can simply choose that effect instead of resorting to the d10 roll.

The following page can be taken from the scenario and attached to your judge's screen for ease of reference. It should not to be given or shown to the PCs.

Discharge Period Effects

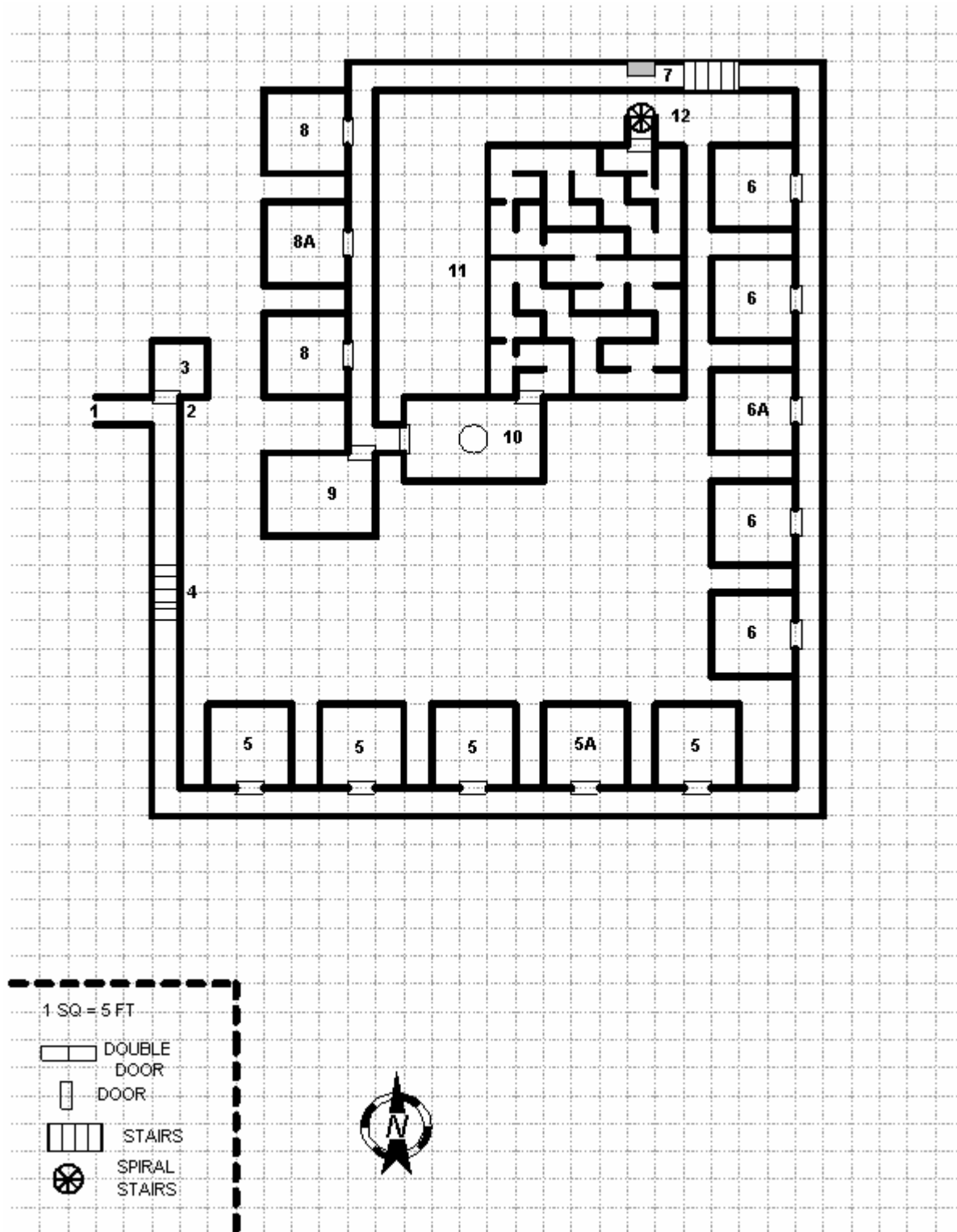
D10 Roll	Magical Effect (all spells that allow saves have a DC of 21. These effects can be dispelled, although all such attempts are against a caster level 15, and each PC is targeted separately)
1	All PCs will be covered with licking, bright-green flames. The flames will cause no damage to the PC or his equipment, but could cause unattended objects touched by the PC to catch fire. The glow caused by the flames is equal to a light spell in intensity. Effect lasts for five (5) minutes.
2	The temple is cloaked in silence. No sound can be heard within the temple structure. PCs may not speak to each other, but may use words only when describing their actions. Enforce this rule strictly. Effect lasts for five (5) minutes.
3	Illusionary monster(s) will appear and seem to attack the party. The illusion cannot cause damage. Creatures should be chosen by the judge and should be seen as temple guardians. If possible, favored enemies or feared creatures should be chosen. Effect lasts for five (5) minutes.
4	A stinking cloud effect (PHB 284) fills the hallway or room the PCs occupy. If the PCs are in more than one room, all rooms occupied by PCs will be affected. Effect lasts for ten (10) minutes.
5	Any spells cast by the PCs will be reversed. For example, spells that increase strength will reduce it instead. Similarly, a spell, which causes the character to fly (<i>fly</i> , <i>levitate</i> , etc), will instead have a <i>spider climb</i> effect. Clever PCs may use this to their advantage (although see Recharge Period below). Effect lasts for five (5) minutes.
6	A web (as though created by a <i>web</i> spell PHB 301) fills the room or hallway the PCs occupy. If the PCs are in more than one room, all rooms occupied by PCs will be affected. Effect lasts for ten (10) minutes.
7	Glitterdust (PHB 236) fills the room or hallway the PCs occupy, causing the effects as listed in that spell description. If the PCs are in more than one room, all rooms occupied by PCs will be affected. Effect lasts for five (5) minutes.
8	Each minute for the next ten (10) minutes, a single randomly determined PC will be affected by a <i>statue</i> spell (PHB 284). The effect will only last for one (1) round, but the affected PC cannot return to human form while under its effects. The same PC may be affected twice (or more) in a row.
9	One (1) random PC will be affected by a <i>reduce person</i> (PHB 269) while a different random PC will be subject to an <i>Enlarge Person</i> (PHB 226). These effects will last for 10 minutes.
10	Fantastic, brightly sparkling lights fill the room the PCs occupy. This effect has the same results as a <i>color spray</i> spell (PHB 210).

Recharge Period Effects

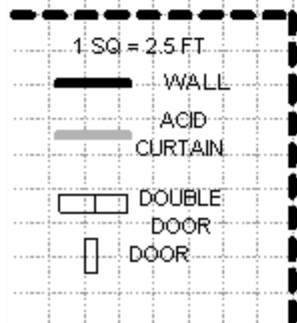
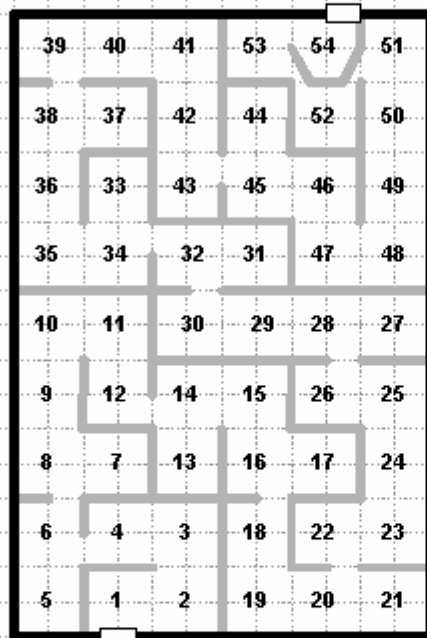
Following each Discharge Period, the Faith Battery will enter a Recharge Period. All magic within the Temple will be suppressed—except the magical traps and puzzles (tests) built into the temple. Magical items will not work, spells cannot be cast (and attempts will not remove the spell from memory), and all existing spell or spell-like effects will be ended as though will to end or successfully dispelled. This includes all the effects caused by a Discharge Period. The Recharge Period will last for exactly ten minutes of in-game time. Use your own judgment with this period. The idea is to cause the PCs some trouble, not remove all ability to cast or use magic during the scenario

All magical items will be affected. This includes weapon and armor, items with continual flame cast upon them will temporarily lose their flame, ioun stones will stop functioning, figurines of wondrous power will return to statuette form, animated shield will fall, and items like a bag of holding will not open on their extra-dimensional space.

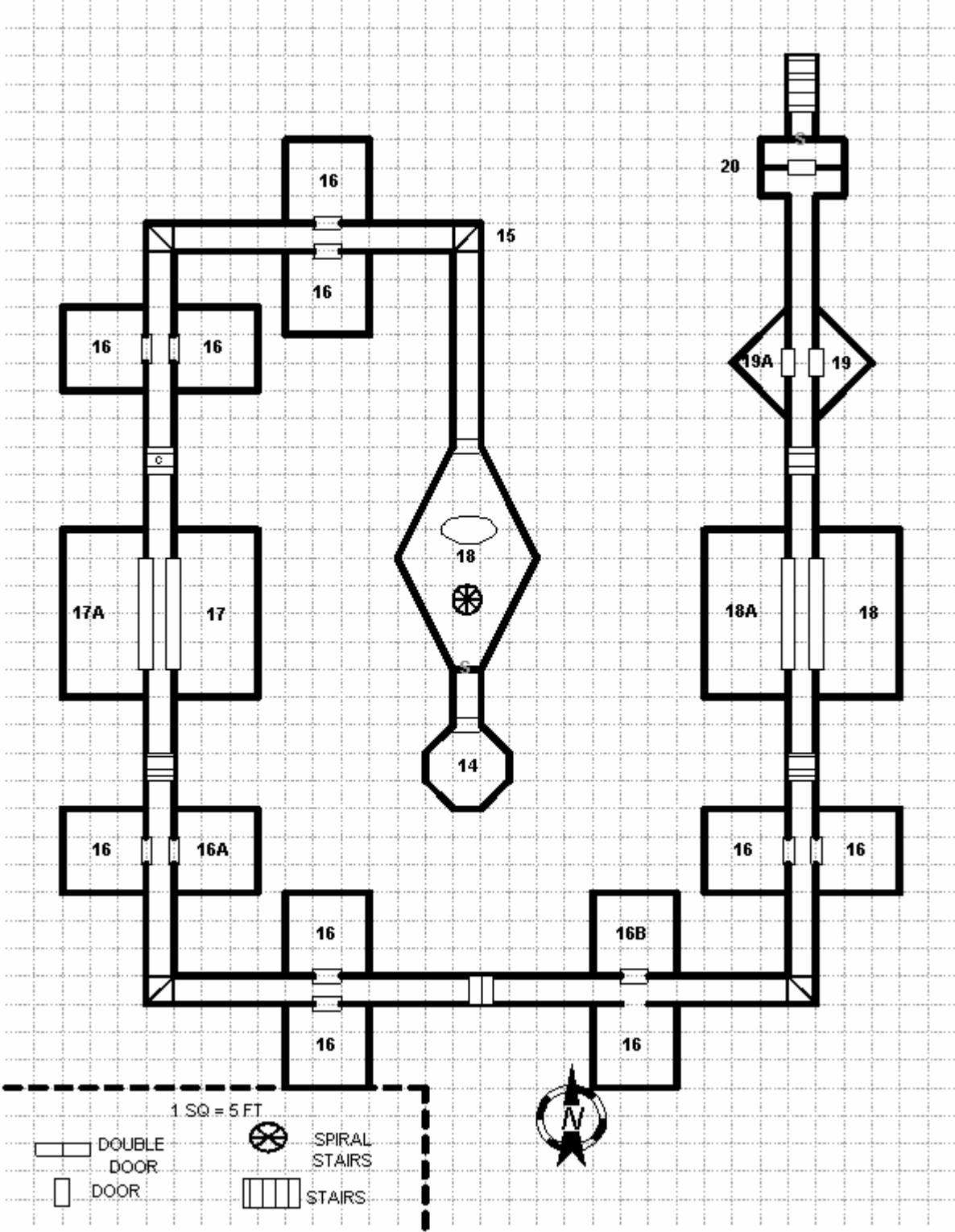
Judge's Aid #C – Map of Temple Level 1



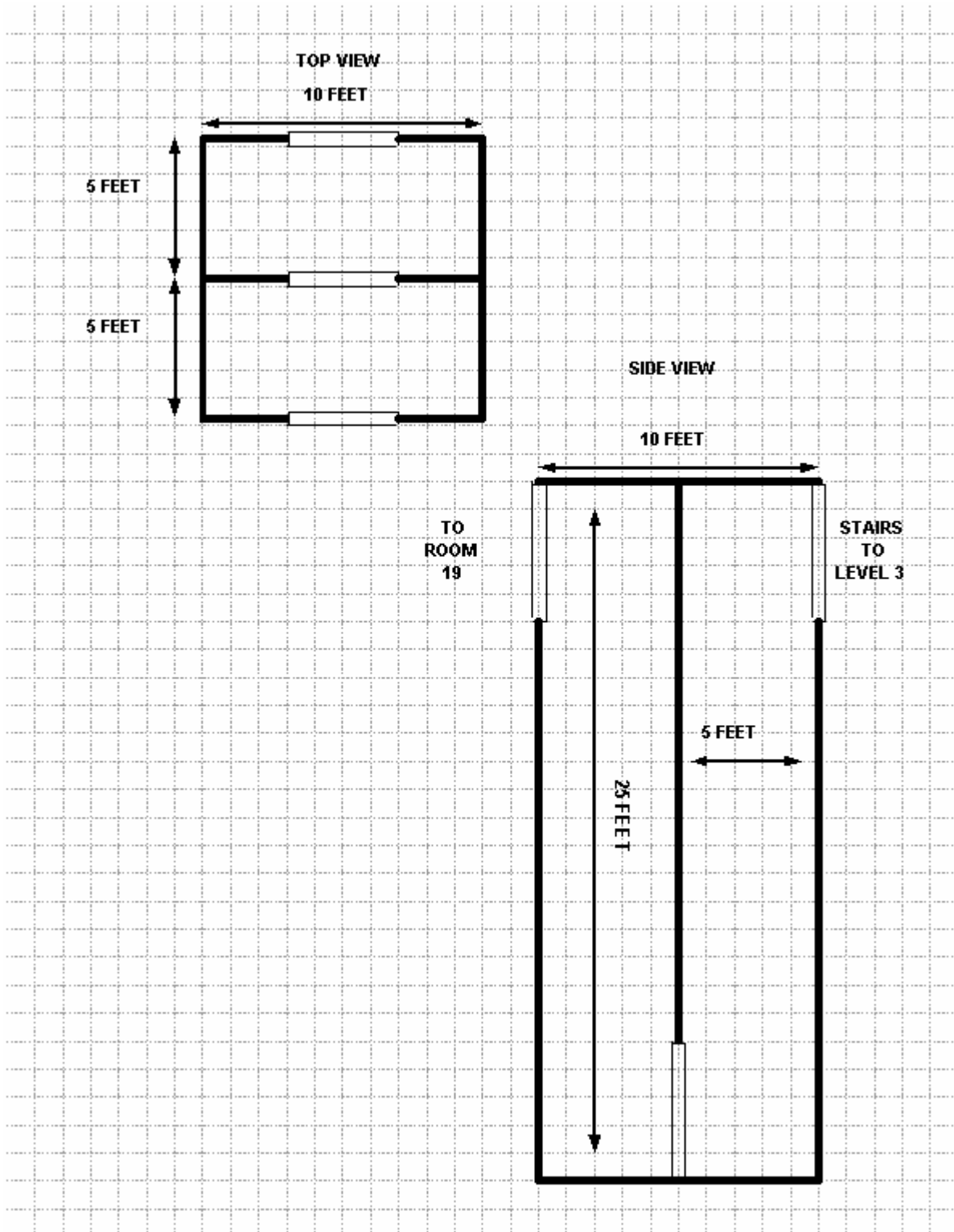
Judge's Aid #C.1 – The Room of the First Test



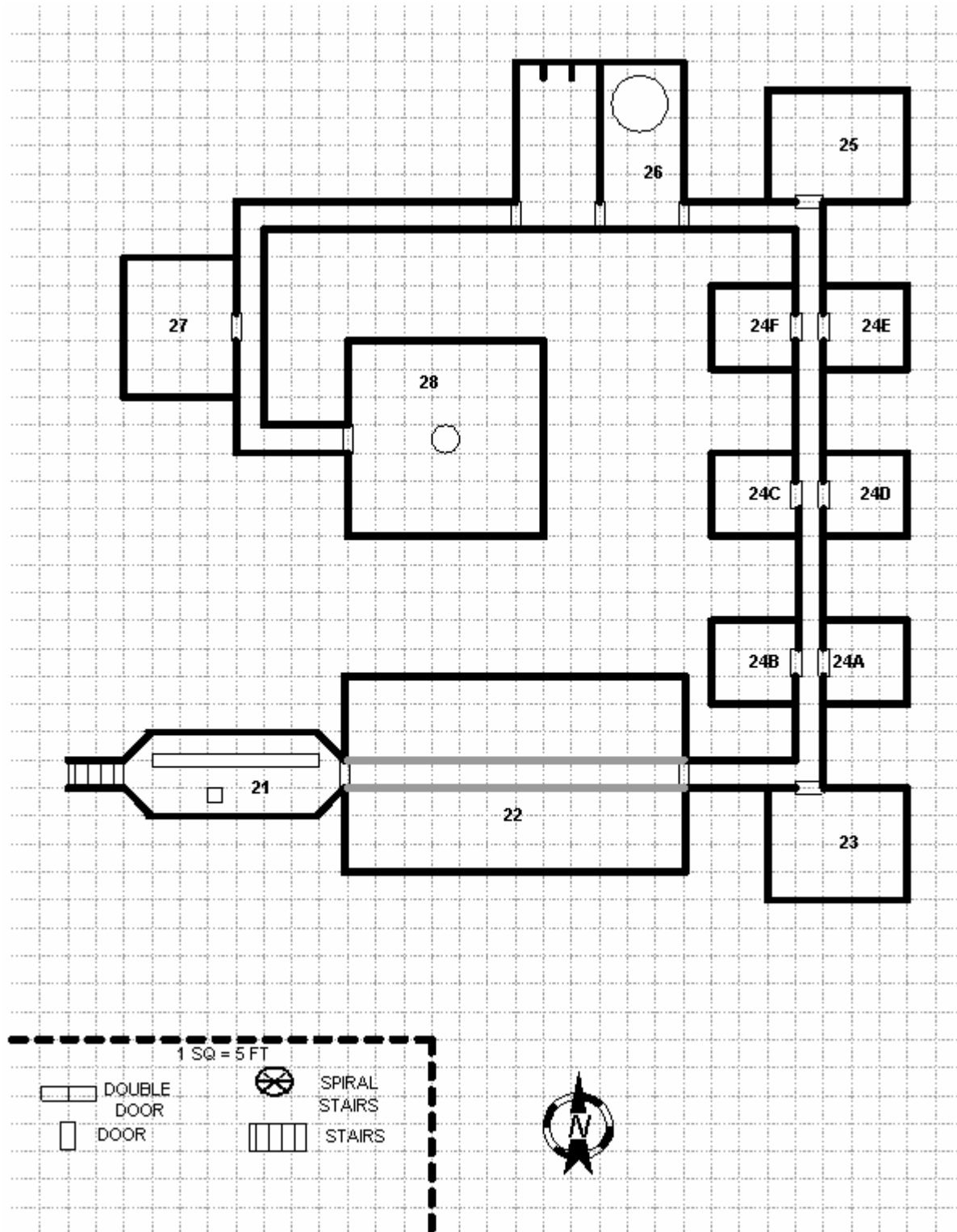
Judge's Aid #D – Map of Temple Level 2



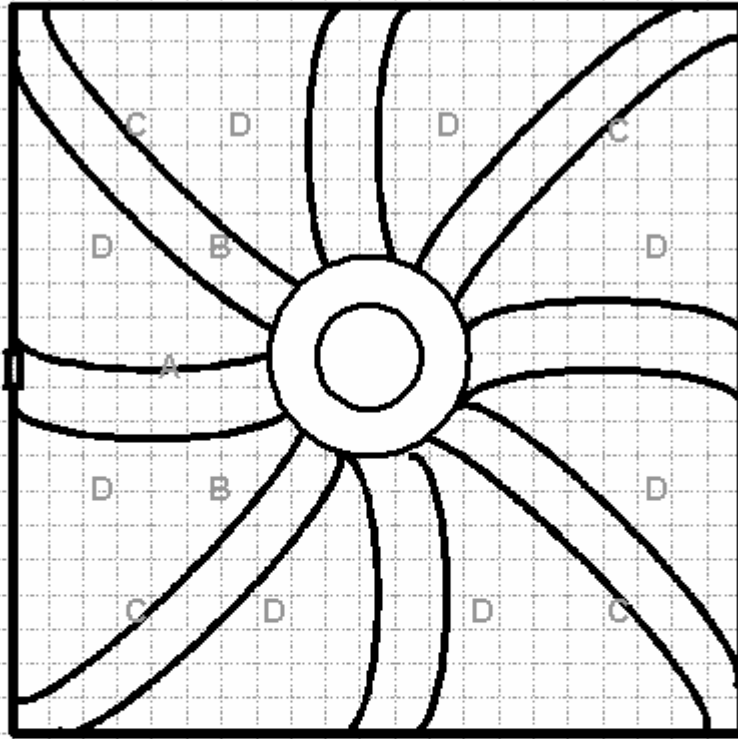
Judge's Aid #D.1 – The Room of the Third Test



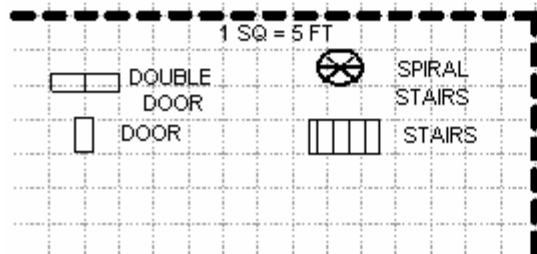
Judge's Aid #E – Map of Temple Level 3



Judge's Aid #E.1 – The Room of the Faith Battery



APL2 = A
APL4 = B
APL6 = C
APL8 = D



Player Handout #1 – The Final Report

What follows is a transcript of the final communication of Simra Me'char'en with Seeker Kirith of the House of the Veiled Eyes.

Simra: We've reached the site. Looks like a mudslide from a nearby hill opened the entrance for us.

Seeker Kirith: Excellent. Any sign of there being anyone else there?

Simra: No. The site is pretty remote - just like the traveler told us.

Seeker Kirith: Good. Do you think there will be any difficulty in getting in and back out?

Simra: We haven't been able to do our initial foray yet. We're setting up camp now, and we'll head inside in the morning. Borsin is pretty convinced this was once a temple to Boccob, but I have no idea how he knows that.

Seeker Kirith: Interesting, if it does turn out to be such a temple, then keep a watchful eye out for magical glyphs. If you find anything let me know.

Simra: We will be wary. There doesn't appear to me much in the way of either flora or fauna out here. Borsin postulates that it must be residual magical emanations - but I've checked for auras and found nothing.

Simra: In fact, the lack of auras itself is somewhat disturbing. A temple to Boccob should have at least some background energy, but so far, nothing.

Seeker Kirith: That sounds odd. I wonder if there isn't something living nearby that is scaring the creatures away?

Simra: I've sent my friend out to check the area - he hasn't found anything within miles. And his eyes are far better than my own.

Seeker Kirith: Well, just be careful. If you need backup let me know and I can send out another team.

Simra: Will do, but you know we're your best raiders. Signing off now - Borsin's having trouble getting his tent up, like always.

Seeker Kirith: The Laughing God be with you, and good luck.

Player Handout #2 – Borsin's Note

The following is a note found in the tent of Borsin Me'char'en.

I prayed to He Who Laughs tonight. The prayer was interrupted somehow. One moment I had that blessed rapport, and the next all was silent. A second later and Simra came running in to exclaim that the same thing happened to her. Fearing an attack by some strange creature, we looked around outside and saw that something had changed. There were no monsters, but a perfectly circular area surrounding our campsite had been cleared of snow. We tried to use the Mask of Communication to report this strange event, but nothing happened.

We plan to enter the temple complex as we discussed with Seeker Kirith. Simra will take the Mask of Communication with her, just in case it starts working again. We have taken what precautions we can, and Simra's pet will watch over us as we sleep. We both seem strangely tired and run down.

I hope that everything will be back to normal in the morning. I have a bad feeling about this raid. Temples to Boccob are notorious for their magical traps. Simra is confident in her rituals of dispelling, and I have my prayers to the Laughing God to protect me.

All will be fine; but just in case, I will leave this note behind in the campsite. It may serve as warning; it may provide a clue if our Lucky Lord's eye should leave us during our exploration. More when we return tomorrow evening.

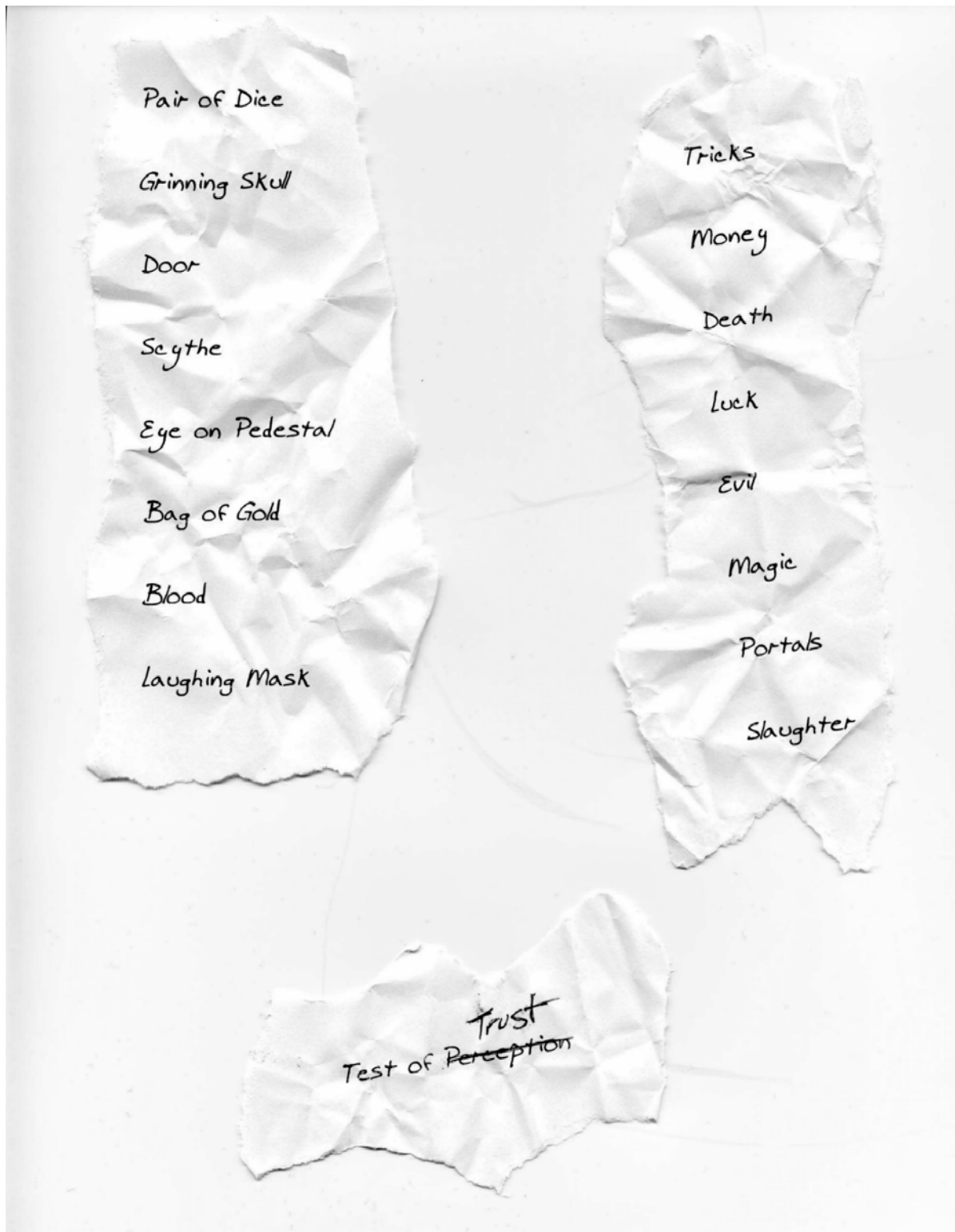
Player Handout #3 – The Scratched Note

The following is a note found scratched into one of the desks near the entrance of the temple.

ALTHOUGH
ABANDON YOU
SHALL RETURN
IF CAN

Player Handout #4 – The Scraps

The following are the remains of three pieces of paper found in one of the desks in the Senior Students' rooms.



Player Handout #5 – Engraving Upon the Door

Beyond lies one test which separates the novice from the master. Fortify yourself with the holy smoke before proceeding within. Only those who trust in their Meditation will pass without incident. All others must be saved from their own hubris.

Player Handout #6 – The Explanation

The following note was found in the room with the illusion of occupancy.

It saddens me that the home I have known for the past ten years is being abandoned. For a decade did we administer to the nearby farms and villages. For most of my career as a humble cleric of Boccob did I tend to the Faith Battery. Sadness grips me as I empty my room of everything of worth. But we are subject to the whims of fate, and our temple is to be closed. Perhaps for a short while, perhaps forever.

I may return one day, I know not. But I cannot bear to have my room looking as though no one ever cared for it. So I have woven an illusion, a figment with which to cover the truth and give it the semblance of past joy.

Temple Master Bacarer has directed me to keep the Faith Battery active. Apparently the device will empower a set of traps that will keep the overly curious from seeing our secrets. I say this is good. While He that I serve may not care, I have too much respect for this home of mine to leave it unprotected.

So I go to perform what may be my last duty within these walls. Farewell dear friend. You have served us well, and this illusion I leave you with is all that I can do to thank you.

Player Handout #7 – Carved Into the Stone Block

*The way before you is shrouded and difficult to see.
Rest here and prepare yourself. I shall be awaiting
you when you are ready to find me.*

Player Handout #8 – The Last Word

The following note was found in the residence of the Master of the Temple, apparently a man named Bacarer.

To you who find this note I send greetings.

Apparently we have not returned to our home. We have high hopes that we will one day return to take up residence within this beloved structure. But we cannot see the future, no matter how much we might wish to. The gods shroud such things from us mortals; perhaps it is for the best.

Know that I, Temple Master Bacarer, have closed this temple, this edifice of faith, for the worst of all reasons. Administration.

The villages that used to support us are gone. Raids of humanoids have taken some, others are following the herds, and still others have moved to the cities. The students that were our reason for existence have also gone, finding other temples with less involved programs. We are too far from the pulse of the people whom we serve, and so we go to them instead.

I hope that this note finds you, our archeologists, to be in good health and spirits.

I apologize if our traps and puzzles caused you any harm; but even empty temples have secrets, and we would have ours protected. If you are logical folk, then you have entered this room before exploring the one down the hall. If that is so, I beg you to stop here. What waits within is one of our secrets, an object charged with the devotional energy of all who have resided here.

It is designed to defend itself. And it is quite good at its job.

The Faith Battery is of little monetary worth. There are items of magic still residing elsewhere in this structure. Find those and keep them. But leave the items of our church behind. I ask this in Boccob's name.

If you be nothing but simple explorers, may He that I serve bless and protect you. If you be thieves and bandits, then may His uncaring gaze turn upon you with all his wrath.

Bacarar, Last Master of the Temple