

F1

For Use With
1st Edition AD&D®

Dungeon Module F1

The Fane of Poisoned Prophecies

by Guy Fullerton

AN ADVENTURE FOR CHARACTER LEVELS 4-6



For use with 1st Edition Advanced Dungeons & Dragons®

For years, lords and warriors have delivered riches to the remote Sun Temple in exchange for prophecies from the mysterious oracle who dwells within. But of late, the oracle's advice has soured.

Some say the oracle has gone mad and lost her powers. Others believe she has forsaken her allegiances and seeks to collapse the kingdom. Rogues whisper of enormous piles of gold and jewelry within the Sun Temple – perhaps no longer guarded. Wealth, power, and surprising secrets await those who dare explore the Sun Temple and beyond!



Chaotic
Henchmen
Productions

Copyright © 2009 Guy Fullerton, All Rights Reserved

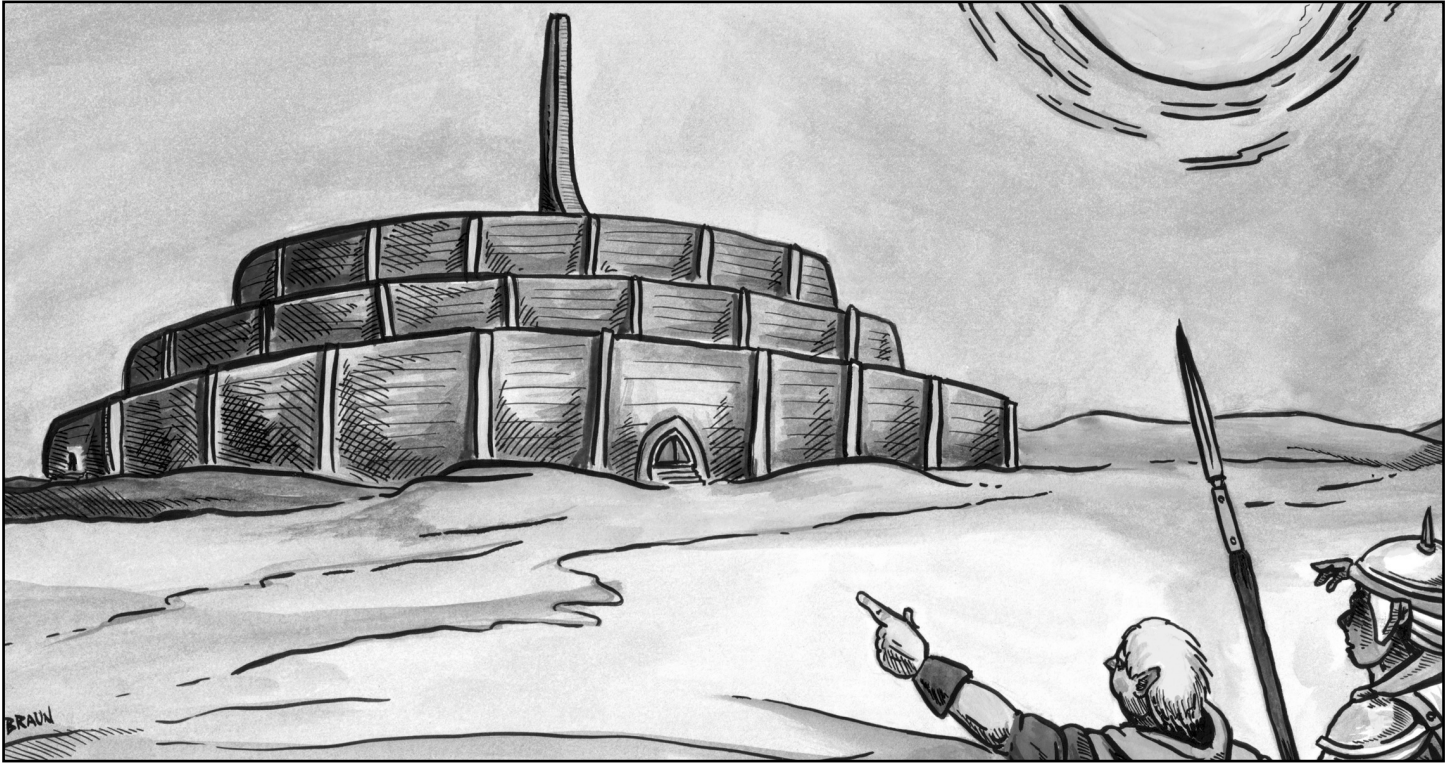
This page has been left blank for
optimal display in Two-Up mode.

DUNGEON MODULE F1

THE FANE OF POISONED PROPHECIES

by Guy Fullerton

AN ADVENTURE FOR CHARACTER LEVELS 4-6



Author: Guy Fullerton

Front Cover Artist: Peter Mullen

Back Cover Artist: Jason Braun

Interior Artists: Jason Braun, Andy "ATOM" Taylor

Editing: Pete Gontier, Bree Hann

Layout, Cartography, and Graphics: Guy Fullerton

Playtesters: Ian Bell, Michael Derry, Laura Lapinski, Kenny Smith

Special thanks to Lance Hawvermale and Allan Grohe for their encouragement and valuable feedback.

Chaotic Henchmen Productions

www.chaotichenchmen.com

Copyright © 2009 Guy Fullerton, All Rights Reserved

Second Printing, PDF Version, September 21st 2012

Advanced Dungeons & Dragons and AD&D are trademarks of Wizards of the Coast, and are used without permission.
Chaotic Henchmen Productions and this product are not affiliated with Wizards of the Coast.

INTRODUCTION

A half century ago, compelled by a geas from the moon goddess, the elf Somgris began searching for a way to reach the moon itself. After consulting with many sages and poring over ancient tomes, Somgris discovered the magical formulae and mundane methods of construction for an earthly staircase that grants access to the distant lunar body during each full moon. Years later, after much effort and considerable expense, Somgris finished the stair to the moon! Sadly, Somgris fell to his death during the first attempt to ascend the stair. Somgris could not be brought back to life, so his allies took up the task of completing the journey. After more experimentation and research, the human Andril Strong Arm successfully ascended the stair and reached the lunar body, starting the first of several expeditions on the moon.

The moon goddess requires subtlety and guile from her followers, so to protect the secret of their lunar staircase, Andril and the rest of the allies oversaw the construction of a fortress surrounding the stair. They activated magical locks that limit the seasons in which the stair can function, and they bargained for the services of otherworldly creatures who could act as guardians within the structure. To mislead casual observers, the allies also fashioned the outermost parts of the structure to appear as though they were devoted to the sun god. As a reward for the allies' efforts, the moon goddess bargained with the sun god, who in turn blessed those portions of the structure that were devoted to him, thus creating a consecrated Sun Temple that masks the interior's true lunar purpose.

And so the secret was kept, lasting beyond the natural years of the allies, save one: A wise and learned woman possessing the gifts of prophecy and premonition. Living within the temple and with no interest in either exploration or adventure, this nameless woman made known her services as seer and oracle to the rulers of nearby dominions. Slowly, word of this new oracle's insights spread, and she has earned many a gift from those seeking her advice. The oracle's abilities have even become known to those who inhabit the moon!

Some few months ago, the moon's self-proclaimed king of werewolves learned of both the oracle and the staircase that bridges the moon to the world below it. He sent a gang of kin to descend the stair and kidnap the oracle in hopes that he could compel her to reveal a means for lunar lycanthropes to assume human form, for on the moon, lycanthropes are locked in their animal forms, unable to surreptitiously intermingle with humans. Though the gang lost some of their number to hazards in both the lunar and terrestrial realms, they ultimately delivered the oracle to the king of werewolves. Presently, the oracle stubbornly refuses to comply with his demands, so the king of werewolves bides his time, pondering tortures that might convince her to cooperate.

Back in the terrestrial Sun Temple, a gang of lunar werewolves lazily searches for clues that might be useful to their king. They have even begun to provide oracular services at the Sun Temple, although their predictions are a sham, and the suspicions of local rulers are growing.

Rumors suggest that the oracle is either insane or has lost her powers, and no one knows what the oracle has done with the treasures she received over the years.

Wealth, power, and surprising secrets await those who dare explore the Sun Temple and beyond!

NOTES FOR THE DUNGEON MASTER

Player Character Levels: The Fane of Poisoned Prophecies is appropriate for five to seven characters of 4th to 6th level. Clever play, subterfuge, and superior strategy should allow even a small, low-level party to survive the module, since many of the potential combats can

be avoided. Note that some areas described herein are extremely lethal to parties that act before they think, and even high level player characters may die as a result of foolishness.

Adapting the Module: The names of locations and deities have been kept generic, so this module should be easily adaptable to most campaign settings. Should the need arise, you might choose to use Apollo as the sun god and replace references to the moon goddess with Selene.

Starting the Adventure: Although there is a backstory to the locations, creatures, and situations described this module, no specific plot should be forced upon those who play it. The players should be free to interact with the environment as they see fit, allowing their own goals to arise naturally. Some may be inclined to act with altruism (liberate the temple or try to rescue the oracle), while others may be selfish (acquire treasure or power), and yet others may explore the locations simply to satisfy their curiosity. These are all fine goals, and this module can support all of them and more.

Here are some hooks that might draw the player characters into the adventure:

1. Having oracular needs of their own, the player characters might seek information from the oracle at the Sun Temple, only to find her response unsatisfying. While doing so, they may find clues that all is not right in the area.
2. A local ruler recently received bad advice from the oracle (actually the werewolves), and seeks to reclaim the gift he had offered her. The emissary he sent a month ago has not returned, and now the ruler offers a standing reward to any who might bring the gift back to him by whatever means necessary.
3. The existence of an oracle at the remote Sun Temple is no secret, and those who know of the oracle also know that she gives advice only in exchange for generous gifts. Unsavory individuals in the back corners of dark taverns might tell stories that tempt greedy player characters into trying to steal this wealth for their own, especially after hearing rumors that the oracle has died and left her treasure ripe for the taking!
4. A crossroads pub expects monthly deliveries of wine from the small winery near the Sun Temple, but hasn't received a delivery in three months. The wine is popular with the locals and profitable for the pub owner; after hearing the pub owner's lamentations and offer of a small reward for restoring the deliveries, the player characters may seek adventure or profit.
5. Followers of the sun god or moon goddess may receive visions that the temple on the remote Alcaverna Plateau has been blighted and needs cleansing. Followers of the moon goddess may even be instructed to find their way to the moon via the temple.

THE SUN TEMPLE PRIOR TO THE WEREWOLF DESCENT

Should you wish the player characters to have the opportunity to visit the Sun Temple prior to the werewolf gang's arrival (or if/when the oracle is restored to power at the temple), the following describes how visitors are handled. Some of this information may also be acquired from previous visitors or via **speak with dead** on temple staff corpses.

The general temple staff knows that the oracle is fair and reasonably kind, but they have no details about the temple or the oracular activities other than what they absolutely need to accomplish their day-to-day tasks. Certainly they are well aware that the temple includes areas consecrated to the moon goddess, and that the temple is

protected by various magics, but only the oracle and her two assistants know that the temple structure supports a stair to the moon.

Visitors are welcome at the winery, the well, the temple's North Entrance and adjoining rooms (areas B1 through B4), as well as the aboveground areas of both the Sunrise and Sunset Shrines (areas A8 and A10). Temple staff working nearby are 50% likely to notice visitors investigating other outside areas. If the visitors look suspicious, 1-2 temple guards (0 level human men-at-arms with chain mail, spears, and crossbows) are summoned. Otherwise, the staff greets any visitors and directs them to a more appropriate location.

The oracle and her assistants keep the wards activated at all times in the Narthexes and the Warded Intersection (areas B15, B18, B22, and B24), and escort visitors through those areas on the rare occasions it becomes necessary. A member of the temple staff activates the ward in the Moon Corridor (area B7) every evening before bed, and the oracle or an assistant deactivates it in the morning before the staff head out for work. The temple staff know how to activate the wards but not how to deactivate them.

The oracle ventures outside only rarely, and usually in dress that makes her appear as one of the mundane staff. The staff is careful to not identify her as the oracle while she is outside in such a disguise.

The protocol for requesting advice from the oracle is not intended to be obvious. It is passed by word of mouth from client to potential client, and although the temple staff has learned a detail or two about the process, they have been instructed by the oracle not to share any such knowledge with visitors.

Clients are expected to leave both their written question and a gift (i.e., payment) on the altar in the Fane of Wisdom (area B4) before dusk on a particular day. The gift is expected to be commensurate to both the client's means and to the client's desire for detail in the response. Royalty and wealthy adventurers are expected to offer valuables or items worth several thousand gp, whereas a destitute beggar's gift might be as little as a whittled wood trinket. While waiting for a response, clients are expected to leave the temple. They may camp outside or seek shelter at the winery.

After the sun has set, the oracle views the Fane of Wisdom via the **scrying pool** in the Sanctum (area B20). If the area is safe and the client has followed the protocol, one of her assistants enters the Fane via the secret door, collects the question and gift, and returns to the Sanctum. That night, the oracle and her assistants formulate and compose a response. The oracle then uses her signet ring to stamp the parchment with **moonlight ink** (see Special Materials and Items). In the morning, prior to dawn, the oracle again scribes on the Fane of Wisdom and sends an assistant through the secret door to set the response on the altar.

After sunrise, clients may reenter the Fane of Wisdom to find a response, which is always in the form of calligraphy on fine parchment. Sometimes the response is cryptic or in verse, especially for parsimonious clients. Rarely, the oracle is unable or unwilling to provide advice, and in these cases a terse written explanation is provided and the gift is returned to the altar for the client to reclaim.

The Oracle: SZ M; AC 10; MV 12"; HD 0 level with -3 on attack rolls; hp 3; #AT 1; Dmg 1-2; AL N; XP 8. The oracle has supernatural talents for prophecy and premonition along with Int and Wis scores of 20. She has skill with many sorts of divination devices. She wears a **chandryx amulet** (see Special Materials and Items).

Young Assistants (2): SZ M; AC 10; MV 12"; HD 0 level with -2 on attack rolls; hp 2 each; #AT 1; Dmg 1-2; AL N; XP 7 each. Each wears a **chandryx amulet**.



THE WEREWOLF GANG

As mentioned in the background, the werewolves aren't performing their king's bidding with much verve. They are supposed to be looking for information that could coerce the captive oracle into providing advice for the king of werewolves. But being far out of the reach of their cruel master means the werewolves have little reason to labor, especially since they have learned that some temple rooms contain deadly guardians. For the most part, they are now enjoying what amounts to a decadent holiday.

However, the werewolves do spend some effort trying to maintain a semblance of oracular activity at the Sun Temple. By searching the oracle's rooms, observing visitors that come to the area, and interrogating temple staff (before eating them or infecting them with lycanthropy), the werewolves have a basic understanding of how the oracle dealt with clients. They have found the secret passage between the Sanctum (area B20) and the Fane of Wisdom (area B4), they know how to scry on the Fane (but not other locations), and they write responses on the oracle's fine parchment. However, they have no idea about marking the responses with the oracle's signet ring, they don't always deliver responses prior to sunrise, and they know very little about the terrestrial world and the lands surrounding the temple, so their responses have been unsatisfactory to recent visitors.

The werewolves have explored the northeastern area of the Sun Temple, and although the temple staff revealed how to activate the **ward paintings** (see Part 2 – Key to the Sun Temple), the werewolves haven't figured out how to deactivate them. They have not entered the Western Narthex (area B22) since an initial attempt that killed two of their kind, so they know nothing of the rooms beyond it. They haven't braved the Northern Narthex (area B18), for they correctly assume more guardians will materialize, and because they have already cleared the Eastern Narthex (area B15), which allows access to the other rooms in the area. The werewolves are not aware of the Underground Tunnel (area B13).

The werewolves are willing to parley and are prepared to strike a bargain with a group that wishes to explore the dangerous areas of the temple, so long as the agreement is favorable to the werewolves. At minimum, the werewolves expect to receive an item of their choice from any recovered loot, as well as full disclosure of any information found. In exchange, the werewolves offer safe passage through the

portions of the temple that they control. However, if the werewolves feel that they have the upper hand over a returning group (especially if the group is obviously weakened from the exploration), they are quick to renege on the agreement by demanding additional tribute, imposing new restrictions, or possibly even attempting to capture or kill the group.

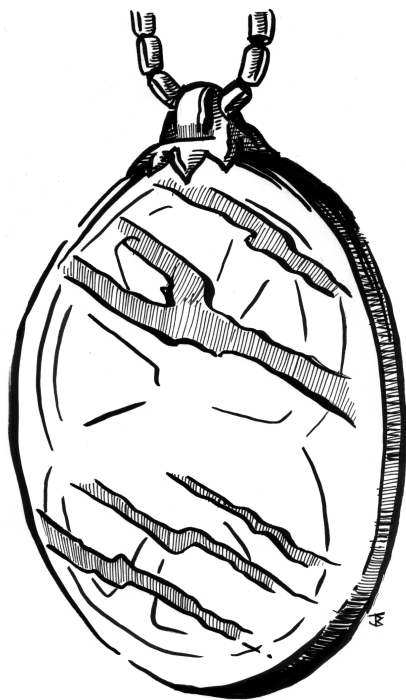
Because they are not eager to die for their king, if an overwhelming force threatens the werewolves, they will retreat through the moon stair at the earliest available opportunity, taking whatever treasure they can reasonably carry.

For ingress and egress, the werewolves typically use the ceiling opening for the staircase in the Chamber of Ascent (area B21), climbing up and down the outside of the temple assisted by a rope (area A7). The werewolves also use the staircase opening for discarding trash, dumping chamber pots, and similar. Only rarely do they use the North Entrance (area B1), and they never use the East Entrance (area B5) because of the ward in one of the corridors leading to it. The werewolves go outside infrequently except to hunt at night (1-3 of them hunt each night) and to change shifts at the Lookout (area A2).

SPECIAL MATERIALS AND ITEMS

Chandryx (stone from the moon): Several locations in the module feature objects made from chandryx, a milky stone with gentle hints of blue that glows faintly under direct sunlight, and which is native only to the moon. Unless the player characters have previously encountered it, or until they gain clues about it from this module, the players should not be told exactly what the material is or where it originates. To dwarves and player characters with a background in mining, chandryx appears unlike any stone they have ever seen or heard of before.

Chandryx amulets: Fashioned from chandryx in the shape of a disc (2 inch diameter, 1/2 inch thick) and hanging from a silver chain, these amulets serve two main purposes in the Sun Temple: They allow the **lighting stones** to function, and they allow the wearer to pass unharmed through activated ward areas. Both of these effects are described in Part 2 – Key to the Sun Temple. Although the amulets' presence triggers or alters certain magical effects, the amulets are not magical in and of themselves. For their materials and workmanship, the amulets are worth 100 gp.



Moonlight ink: This non-magical liquid appears to be completely normal water. However, when applied to a surface, the liquid acts as secret ink that can only be viewed in direct moonlight. The oracle secretly marks her responses with this ink using her signet ring so that she may later identify forgeries. A vial of moonlight ink costs 500 gp, and can be bought from some alchemists and major temples of the moon goddess.

Scorpion statuette: This 6 inch tall blue marble statuette depicts a scorpion and radiates strong conjuration/summoning magic. When it is set on the ground and the command word “assail” is spoken, the statuette transforms into a living giant scorpion (MM p. 85) that attacks as directed by the owner. The command word “await” puts the statuette into a guard mode whereby it transforms when a creature other than its owner approaches within 50 feet; it attacks and pursues intruders, returning to its statuette form in its previous location, if possible, once all intruders have been killed or driven away. The command word “abate” causes the giant scorpion form to return to statuette form; this command may be spoken by anyone, not just the owner. Damage taken by the giant scorpion cannot be cured by healing magic, but it regains 1 hp each full day it remains in statuette form. If the giant scorpion form is reduced to 0 or fewer hp, it immediately returns to statuette form and breaks apart, forever losing its magical power. It is worth 2500 gp.

PART 1 – KEY TO THE SURROUNDING COUNTRYSIDE

RANDOM ENCOUNTERS

Despite the kidnapping of the oracle, the surrounding countryside remains relatively safe. However, visitors do arrive at the temple from time to time, and it is possible to encounter the newer residents of the area outside of their keyed locations. In the latter case, if any such residents are eliminated, be sure to adjust the corresponding keyed location accordingly. Check for the possibility of random encounters every six hours by rolling 1d20:

- 1-2: 1 Hill Giant from the Winery (area A3).
- 3-5: 1-3 Giant Flies from the Cesspit (area A6).
- 6: During the day, 1 Werewolf in human form (if possible) from the temple. At night, 1-3 Werewolves from the temple hunting in animal form.
- 7: During the day, 2-7 pilgrims seeking to worship at the Sun Temple. At night, no encounter.
- 8: 1-4 visitors seeking knowledge from the oracle. 50% chance that they know the correct protocol for requesting advice and carry at least 100-1000 gp worth of valuables. In this case, they are either accompanied by 2-8 men-at-arms, or they are of sufficient level to protect themselves from theft.
- 9-20: No encounter.

A1. PATHWAY

A foot and wagon track cuts through the grass and brush. It is at least five feet wide, and up to ten feet wide in some places. Player characters that carefully examine the occasional muddy areas find both boot prints and paw prints that travel both directions on the path. Rangers, druids, and characters with tracking abilities can tell that wolves made the paw prints.

A2. WEREWOLF LOOKOUT

One werewolf in human form lurks at this hidden lookout to intercept and size up visitors. The vantage point allows the werewolf to spot an approaching group up to a quarter mile away, giving it enough time to

surreptitiously join the pathway, start traveling northwest, and eventually hail the visitors. It poses as a client returning home after receiving advice from the oracle.

The werewolf wants to divert or weaken the visitors, and suggests that trouble is afoot at the winery; he tells them he heard screams coming from the winery when he first arrived, and again just a short time ago as he was leaving. When the visitors move on, the werewolf quickly (move 15") circles back to the Sun Temple, climbs the back side (see area A7), alerts the other werewolves of the approaching group, and then returns to the lookout. If the werewolf is unable to assume human form, it doesn't initiate contact with the group, but still alerts the other werewolves and returns to the lookout. If a superior force attacks the werewolf, it attempts to flee back to the Sun Temple.

The werewolves change shifts every sunset and sunrise, and the long shifts and boredom mean the lookout is 20% likely to be asleep when visitors arrive.

Werewolf: SZ M; AC 5; MV 15"; HD 4+3; hp 15; #AT 1; Dmg 2-8; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310; MM p. 63. Wears a platinum armband worth 300 gp.

A3. WINERY

The winery building is 25 feet tall and constructed of stonework and timber. A cobblestone walk leads from the main pathway to a wooden door at the southern tip of the building, past a few windows, and then beyond to an attached stables whose door has come off. From there, the path curves to the back of the building where a pair of tall barn doors is set on the center of the east face.

The three acre vineyard to the east has not been tended in several months, and inspection reveals damaged trellises, overgrown areas, and grapes rotting on the vine. Anyone investigating the northeast section of the vineyards finds a dried mud patch stamped with several enormous (20 inch long) humanoid footprints.

- a. **STABLES:** The smashed door lies on the ground outside the stables, next to the small wagon. Within the structure are two stalls, each of which contains a primitively butchered horse carcass. Large chunks of each carcass have been eaten by the hill giants in the Pressing Room (location c). Bales of hay and bags of oats are stacked up in the corner. Pegs on the wall support a pair of saddles, and below that is a variety of tack.

A pair of giant flies nest in the mess. They aggressively investigate anyone or anything entering the structure, but they attempt to escape if threatened by fire or wounded.

Giant Bluebottle Flies (2): SZ M; AC 6; MV 9"/30"; HD 3; hp 15, 18; #AT 1; Dmg 1-8; SD jump; AL N; XP 75 each; MM2 p. 65.

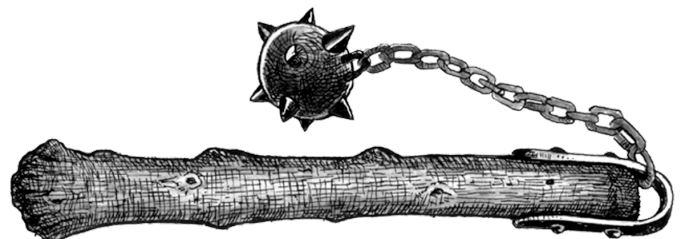
- b. **TASTING AREA:** This cozy room features a wooden table, four comfortable chairs, and a fireplace. Oil paintings of local vistas hang on the walls.
- c. **PRESSING ROOM:** The 9 foot tall barn doors swing outward. Unless the doors are open, this large open room is dark, cool, and moist, even during the height of the day. Only a few small windows let in light, and they are set near the eaves. Two massive wooden tubs (8 feet in diameter and 5 feet tall) stand here, used for the crushing and fermenting of grapes, and each has an attached ladder for scaling the sides. Both are one quarter full of over-fermented grapes. The sickly sweet smell of wine turning to vinegar mingles with the musky and sweaty odor of two hill giants who moved in a few weeks ago. Their bedrolls and personal effects are spread out between the wooden tubs and the wall opposite the barn doors, and a dozen empty barrels haphazardly litter the area.

While on a hunting expedition, the pair broke into the vacant winery, sampled the product, and decided to stay. Although they have plenty to drink, their food is running low, and they have been venturing out occasionally to look for sustenance. When encountered here, they are 50% likely to be intoxicated (-1 to attacks).

The hill giants placed caltrops around the barn door entrance as well as around the doorway to the Tasting Area (location b), and camouflaged them with hay and other debris. Anyone unaware of the caltrops is 50% likely to step on them when using one of those entrances. Those who step on the caltrops take 1 hit point of damage and must save versus paralyzation or shriek in pain, waking any hill giants that are sleeping here. When intoxicated, the hill giants themselves are 20% likely to step on the caltrops when coming or going through the barn doors.

Hill Giants (2): SZ L; AC 4; MV 12"; HD 8+2; hp 42, 39; #AT 1; Dmg 2-16; SA hurl rocks for 2-16 damage; AL CE; XP 1856 each; MM p. 45. The first giant's bag contains 6 rocks for hurling, a 30 foot coil of strong rope, a scimitar in its scabbard, and 102 sp. The second giant's bag holds 5 rocks for hurling and 69 gp.

- d. **OVERSEER'S QUARTERS:** Here, the bed and nearby floor are stained with blood, the blankets, pillow, and mattress are ripped, and white feathers are scattered around the room, in evidence of the winery overseer's murder at the hands of werewolves on the night of their arrival. The wooden door has obviously been forced, with splintered wood around the jamb. However, the rest of the room is still in order. A stack of cut wood stands next to a fireplace, an oil lamp sits on top of an oak dresser that contains work clothes, and a chair sits in front of a modest desk, upon which lies a corkscrew, a pile of papers, a ledger, and a thick book. The papers include recent wine sales information, shipping records, a list of supplies to be purchased, and a key to the numbered barrels in the Aging Racks (location e) that reveals the sort of wine in each. The ledger contains growth and harvest records for the last 9 years; these are grouped by the lunar cycle, and the last entries are on the day of a full moon three months ago. The thick book is a farmer's almanac.
- e. **AGING RACKS:** Having no windows, and being on the north end of the structure, this long room is dark and chilly. It smells strongly of oak and cork. Both long walls feature floor-to-ceiling reinforced racks of oak barrels. The racks have room for 70 barrels, but there are only 49 here, and each of them is numbered. Only 12 of the barrels are full; the rest are empty and awaiting use. Each full barrel of wine is worth 300 gp and weighs 600 pounds. A sliding rope, pulley, and harness system is mounted to the rafters, and is used to retrieve barrels. A 20 foot tall wooden ladder leans against the northern racks. Each hill giant drinks half of a barrel of wine each week, so if the hill giants are left alone, they will slowly deplete the remaining supply.
- f. **STORAGE:** This crowded room holds assorted equipment for running and servicing a winery, including crates, bottles, corks, gardening gear, and tools.



A4. WELL

This circular stone well has a wooden roof with a hand crank, pulley, rope, and bucket.

Hanging from a metal hook on the inside of the roof is a silver holy symbol of the sun god worth 50 gp. This holy symbol is very close to the apex of the roof, and is not obvious from a casual glance. As long as this or any other holy symbol of the sun god hangs here, the water in the well is completely protected from contamination. Even putrid water added to the well becomes instantly pure. Treat this as a continuous **purify food and drink** spell cast at 25th level that affects as much water as this well can hold (but only water, not food). While so protected, the entire well radiates faint alteration magic.

The water level is 20 feet below ground level, and the bottom of the well is another 25 feet below that. At the bottom of the well are 2 gp, 2 sp, and 15 cp, as well as a waterproof pouch containing two metal flasks (a **philter of persuasiveness**, and a **potion of invisibility**) and a black pearl worth 500 gp.

A5. GARDENS

A post and wire waist-high fence encloses two acres of trees and plants, along with a shed. A well-worn gate affords entry from the south. Life and fertility are palpable here, and the air carries the scents of rich soil and many crops. Having not been tended in some months, and being subject to various pests and rough treatment from the werewolves, the gardens are obviously in poor shape. Some areas are overgrown, and the formerly neat rows of plantings are now in disarray.

- a. LESSER ORCHARD: A **stained glass butterfly** (see below) flutters amidst the dozen young orange, apricot, and plum trees that grow here.
- b. TERRA COTTA FAUN: Between rows of strawberry and cantaloupe plantings is an overturned terra cotta statue depicting a perturbed faun. The statue is 6 feet tall in total, the figure being 4 feet, and the base comprising the rest. Nearby, camouflaged within a strawberry plant, rests a bronze olive wreath with a green patina. Both the statue and the wreath radiate faint enchantment/charm magic, for they are linked. As long as the olive wreath rests upon the head of the faun, the statue is magically animated, although not ambulatory, for at least one of its hooves must always rest on the base.

When animated, the faun thinks of itself as custodian of the gardens, for that is the only world it knows. Its awareness goes no further than the bounds of the gardens and those natural things that affect it, such as the sun, air, clouds, and so forth; such is the limit of the magic that animates it. The faun greets gardeners, points out areas that need tending or harvesting, and occasionally frightens away birds and pests by shouting or throwing rocks. Its general knowledge of the Sun Temple and the oracle is practically nil, although it learned two secrets by eavesdropping: A secret passage connects the Sun Temple and the Sunrise Shrine, and some magical paintings in the temple are activated by the phrase, "your help is needed." The faun only reveals those secrets to those who help restore the garden, as described below.

The faun had been animated for many years until the werewolves toppled it three months ago. (Hence the perturbed look on its face. The faun doesn't know what the werewolves are, and refers to them only as wolves.) Upon being reanimated, brought upright, and allowed to take stock of the gardens, its mood becomes glum at the sight of the garden's disarray and it fusses over the work needed to restore the gardens to the former state. If the player characters volunteer to tend the gardens (which takes one day) without being explicitly asked by the faun, it shows its gratitude by revealing both secrets. If the faun has to explicitly ask for help, it offers one secret (the existence of the passage) in exchange for the

player characters' aid; the faun does not reveal the secret until after aid is received.

- c. SUNDIAL / MOONDIAL: In the midst of a field of zucchini and summer squash stands a 3 foot tall, 2 foot diameter granite sundial adorned with carvings of leafless trees and sleeping squirrels. Its 18 inch diameter steel face shows the numbers 4 through 20 (corresponding to the hours of 4 a.m. through 8 p.m.) around a stylized grinning sun design. The sundial's base has been turned such that it displays a time that is approximately 2 hours later than the actual time. This temporal discrepancy is not apparent unless the viewer has some way to know the actual time, or has experience with sundials. The sundial / moondial radiates strong alteration magic and controls whether the lunar staircase functions correctly during winter, and in its current state, winter operation is unsafe. (See Part 3 – Climbing the Staircase for more details.) To restore correct winter staircase operation, two adjustments must be made:

1. The moondial face must be revealed and secured in position. Careful examination of the sundial face – by twisting, pushing, or checking for seams – establishes that it is connected to the granite at a few pivot points. Rotating the face clockwise 1/8th of a turn allows it to be flipped over via an embedded spoke, revealing the moon symbol face on the other side. Once the face is flipped to the moon side, rotating it counterclockwise 1/8th of a turn secures it in the horizontal position. Instead of displaying hours, the moondial face shows the moon at various intensities and heights over the horizon; a waxing crescent moon peeks over the horizon, gradually becoming fuller and higher until the full moon is at the northernmost point, and then gradually fading until a waning crescent moon sets in the southwest. The moondial's gnomon is a miniature version of the crinkled spire staircase that juts up from the top of the Sun Temple.

2. The sundial / moondial must be calibrated to show the correct time. This can be done with either the sundial or moondial face showing, and requires the viewer to orient the number 12 (for the sundial face) or the full moon (for the moondial face) with true north. Note that magnetic north is often different from true north, so a compass is only sufficient at the Dungeon Master's discretion. North can be absolutely determined by observing the shadows created from sunlight (or moonlight); when the sun (or moon) is at the highest point in the sky, shadows created from its light will point due north.

When both of these changes are made, and as long as they persist, the moon glows in the winter relief in the Chamber of Ascent (area B21).

- d. GREATER ORCHARD: Olive, chestnut, apple, and pear trees grow here. A trio of short (3 foot tall) soapstone statues stands at the western edge of the trees. They are badly worn, but appear to depict diminutive robed humans playing lyres and singing.

Carnivorous flying squirrels make their homes among the trees, supplementing their diet with the readily available nuts and fruit. The squirrels glide down to aggressively attack any human-size or smaller creatures that venture here, so long as the squirrels outnumber the potential prey by at least 2 to 1.

The tallest (40 feet tall) chestnut tree has a hollow portion used as a nest by one of the squirrels. The opening is 5 inches in diameter and 25 feet above the ground. Along with grasses, leaves, and a cache of chestnuts, the nest also includes a brass key whose handle is cast in the shape of a weeping skeleton face.

Carnivorous Flying Squirrels (6): SZ S; AC 8; MV 9"/15"; HD 1-7 hp; hp 2, 7, 5, 3, 5, 6; #AT 1; Dmg 1-2; SA "Flight" attack, surprise on 1-4; AL N; XP 14 each; MM2 p. 114.

- e. **CEDAR SHED:** This pleasant-smelling shed holds a variety of garden-related items, tools, and fence repair supplies. Amidst the mundane items are a **silk net** (see below), and a **copper watering can**, which radiates dim conjuration/summoning magic and pours directly from the Well (area A4).
- f. **VEGETABLE ROWS:** These northwestern plots include tomatoes, peppers, and beans. Also periodically hopping about the place is a **toad coffer** (see below), whose extra-dimensional space is presently filled with a **chandryx amulet**.
- g. **HERB BEDS:** Along with many varieties of conventional herbs (rosemary, mint, thyme, chives, licorice, etc.), three unique plants grow here:

Maternid: This woody herbaceous plant has needle-like leaves, grows 2 feet tall, and blooms with pink bell-shaped flowers. When a female humanoid ingests one dose of the fresh leaves over the course of a week, her chance of conception is doubled for the next month. 5 doses grow here, and they replenish at the rate of 1 per week.

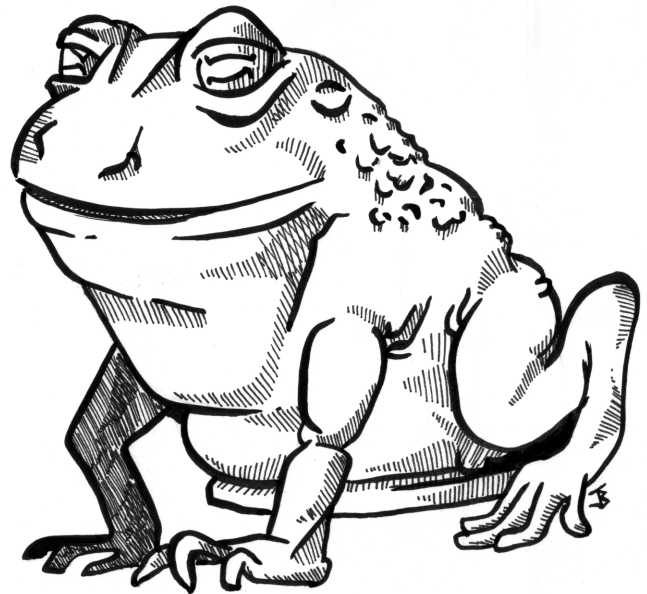
Hestern: This 3 foot tall bush is spindly and the oil of its narrow leaves smells of horseradish. If 20 of its small brown berries (one dose) are crushed, infused in boiling water, and then consumed within 1 hour, the drinker is fully refreshed as though they had a full night's sleep. To make up for this borrowed time, the drinker's next normal sleep cycle must be twice the normal length. Until the drinker catches up in this way, further doses of brewed hestern force the drinker to save versus poison or fall into a coma that lasts 1-4 weeks. During all seasons except winter, the plant here grows a total of 4 doses, replenishing at the rate of 1 dose every other week.

Turlik's Hands: This dark green plant has heavy veined leaves and grows very close to the ground. Holding an ounce of the leaves under the tongue for a day heals 20% (rounded up) of the subject's total hit points. Each one-ounce dose is good for a single day's healing. It is potent in either fresh or dried forms, though the dried leaves lose their potency after 6 months. 10 doses grow here, and they replenish at the rate of 5 per week.

All three of these plants are tied to the influence of the sun god in the region, and will not grow elsewhere. A sheet of parchment in the Pantry and Cook's Quarters (area B14) depicts these unique herbs and describes some of their properties; without first reading that information and comparing it to these live specimens, only 3rd level and higher druids can recognize that these are unique plants. Druids won't automatically know the properties of these plants; they just realize the plants are never-before-seen varieties.

Three of the garden locations above contain magic items that are related to one another. They are described together here:

Toad coffer: This bulbous, 8 inch long green marble toad sculpture is one part animated statue and one part extra-dimensional storage device. In its empty state, the toad rests quiescent with its mouth agape. A handful of items may be placed within, causing the toad's mouth to close and magically depositing the items within an extra-dimensional space. In this filled state, the toad becomes whimsically animate. So long as the toad is not directly observed, it will periodically croak and hop about the area such that anyone nearby will see it move only out of the corner of their eye and will only hear it only when their back is turned; while observed, the toad rests motionless and silent. On the first croak after a deposit, a **stained glass butterfly** is released from the extra-dimensional space. To recover the items deposited in the extra-dimensional space, the **stained glass butterfly** must be held by the wing within 3 feet of the toad, which then lashes out its tongue and swallows the butterfly. Upon doing so, the toad opens its mouth to reveal the previously deposited items, and enters its



empty quiescent state once again. By itself, the **toad coffer** fetches 1000 gp as a magical curiosity, but with its two accessories (the **stained glass butterfly** and the **silk net**) it is worth ten times that amount. It radiates faint enchantment/charm and alteration magic.

Stained glass butterfly: This palm-sized blue and white glass accessory to the **toad coffer** flits to-and-fro around the area, occasionally landing for a few moments – sometimes even on a person. Although the butterfly allows itself to be observed, it does not allow itself to be caught, and it reacts so quickly that no mundane method can snare it. In addition, it is 95% resistant to magic, so it is likely to avoid magical means of entrapment. The proscribed way to catch the butterfly is to hold the **silk net** and stand still while the butterfly is near; in 1-4 rounds the butterfly lands on the carrier of the net and allows them to grasp it with their hand. Note that the butterfly certainly does not allow anyone to ensnare it with the net! The **stained glass butterfly** radiates dim alteration magic, and it is worth 100 gp by itself as a curio.

Silk net: This accessory to the **toad coffer** is made of wood, copper, and silk, and appears to be a child's insect net – though is the perfect size for adult gnomes. It is an aid in catching the **stained glass butterfly**, although it is not possible to actually ensnare the butterfly within the net. By itself, it is worth 25 gp, mainly for the fine silk. The **silk net** radiates faint enchantment/charm magic.

A6. CESSPIT

This shallow, foul-smelling pit contains putrid muck and a number of festering corpses, many of which have been partially eaten. A bloody, tipped over wheelbarrow lies at the edge of the pit.

Prior to the werewolf gang's arrival, this cesspit served as a general rubbish heap for the temple's inhabitants. After the raid, for lack of a better location, the werewolves deposited the dead bodies here. What was formerly a merely unpleasant odor is now completely noxious, and most creatures who spend more than one round here start to retch; until leaving the area, a suffering creature receives a -2 to attacks, AC, and saves and is unable to cast their highest-level spells.

The cesspit contains a total of eleven dead creatures: 1 rust monster (wearing a number of straps, collars, and tethers), 2 werewolves in human form, and 9 actual humans. The latter group includes staff from the temple and a few recent visitors, some of which have been partially eaten by the werewolves before being deposited here. The rust

monster corpse and one of the werewolf corpses died during the initial descent of the lunar staircase; the rust monster panicked during the descent, and fell to its doom, pulling its werewolf handler with it. The other werewolf corpse died fighting a guardian lammasu in the Western Narthex of the temple (area B22).

Anyone touching the bodies must make a save versus poison or contract a disease. After two days, an affected creature suffers -2 to attacks, AC, and saves and is unable to cast their highest level-spells. The disease can be treated with constant bed rest, good food, and plenty of fluids, and doing so will cure the disease within 1-4 weeks. If left untreated, the affected creature must save versus poison every week or die.

Since the addition of the dead bodies, giant flies have prospered here, with giant larvae crawling on and around the foul mess. The giant flies swarm anyone in the area, attacking (biting) anyone entering the cesspit or carrying any source of obvious food. They are, however, ultimately quite skittish. Any damaged fly keeps out of melee range, but still stays within the general vicinity in hopes that the threat leaves. Similarly, the flies all stay out of the melee range of any creature carrying a lit torch or otherwise near an equivalent source of fire.

Giant Bluebottle Flies (10): SZ M; AC 6; MV 9"/30"; HD 3; hp 12, 9, 14, 20, 17, 14, 6, 13, 11, 10; #AT 1; Dmg 1-8; SD jump; AL N; XP 75 each; MM2 p. 65.

A7. SUN TEMPLE

The Sun Temple is a circular ziggurat with three tiers, the bottommost rising 30 feet with a diameter of 260 feet, and the upper two each rising 20 feet and having diameters of 150 and 90 feet. Like a crinkled spire, an impossibly narrow and steep staircase juts up another 50 feet above topmost tier, putting the apex at 120 feet above ground level. It is built of closely fit amber-hued granite blocks, and is modest in its design, with vertical ridges every 20 feet along the exterior walls.

Steps lead up to the arched North Entrance (area B1), which is set five feet above ground level. During sunny days, those who approach this entrance from due north see a bright glow within it. The East Entrance (area B5) is similarly constructed, but it is not visible from the north-south pathway. Even less obvious is the roof entrance; the ceiling opening for the Chamber of Ascent (area B21) allows access to the top of the temple and vice-versa.

Numerous narrow apertures dot the eastern and northern parts of the roof of the first tier. These 3 inch diameter shafts are cut at various angles and provide light, air, and even water to some of the chambers inside. They are typically 10 to 20 feet long, and may thus be used to eavesdrop on the corresponding rooms. See Part 2 – Key to the Sun Temple for more details on these shafts.

A rope dangles down the south side of the temple, leading up all three tiers and to the opening into the Chamber of Ascent. The werewolves use this rope as their primary means of ingress and egress. It is 250 feet long in total and is secured with five iron spikes that have been hammered into the roof granite near the opening so that it may be easily drawn back by anyone nearby. This rope is not obvious from a distance, for it hangs next to the vertical ridges, but it can be easily spotted by anyone inspecting the entirety of the perimeter at ground level.

A8. SUNRISE SHRINE

The Sunrise Shrine is a raised, 50 foot diameter amphitheater circumscribed by twelve columns, each of which is 20 feet tall and 2 feet in diameter. Steps lead up from the pathway to the 5 foot tall circular edge of the amphitheater, upon which the columns stand. Inside the edge, and descending toward the east are broad tiers that can serve as seating. An arc-shaped altar stands at the lowest point of

the amphitheater, and faces east so that onlookers might view the sun and moon rise up from behind the slab. The surface of the stage-like area upon which the altar rests is mere inches above ground level. The whole shrine radiates faint magic of an indeterminate variety, and is composed of the same amber-hued granite as the Sun Temple.

The altar is 4 feet tall, and is primarily engraved with symbols relating to the sun, although there are also diagrams depicting vision, birth, growth, plants, and harvest. Runes are engraved on the top of the altar, and are oriented such that one would naturally face east to read them. **Read magic** reveals the message: "The brilliant body rises to look upon paths not yet taken."

The runes are a clue for how to gain entry into the secret Underchamber (area A9). As long as light from the rising sun or rising full moon shines directly upon the eastern-most section of the edge of the shrine (marked with an X on the map), an archway comes into existence there, which distorts the local vertical dimension and grants access to the Underchamber 30 feet directly below. (The Underchamber side of the archway is also marked with an X on the map.) If thick clouds (10% chance at each rise) or other obstructions prevent direct light from shining onto the designated point, the archway will not appear. The rising sun (or full moon) lasts only from the instant it peaks over the horizon until it is fully visible, which takes 3 rounds, after which the archway vanishes. Player characters entering the archway may be trapped inside and unable to exit until the next rising of the sun or full moon.

A9. UNDERCHAMBER

This circular chamber is constructed of amber-hued granite, with 10 foot high walls and a domed ceiling that is 20 feet high at the apex. A panoramic set of carvings on the walls depicts leafy trees, adult and adolescent horses, oxen and goats grazing on grasses, and a sun blazing high in the sky. Three brass spheres and three steel rods rest on a shelf cut into the north part of the wall. Four columns help support the domed ceiling and also demarcate a 20 foot by 20 foot square area at the center of the chamber, where the floor is decorated with a tile mosaic of a white, blue, and gray full moon on a black background dotted with silver stars.

The center of the moon mosaic is pierced by three small holes (1/2 inch diameter), arranged in a north-south line and spaced 3 feet apart. The northern and southern holes are 1 inch deep, and the center hole is 2 inches deep.

The brass spheres are 2 inches, 6 inches, and 18 inches in diameter. Each has a 1/2 inch diameter, 1 inch deep hole in it. The large sphere is mostly hollow and weighs 40 pounds. The medium sphere is likewise mostly hollow, weighs 5 pounds, and is marked like a globe, etched with world's continents and a line around the equator, with the hole being at one of the poles. Player characters with strong knowledge of the world's geography can determine that the hole is at the south pole. The small sphere is partially hollow and weighs 1 pound.

The steel rods are approximately 3 feet, 4 1/2 feet, and 5 1/2 feet long. If the player characters measure them precisely, they are 37 inches, 55 inches, and 65 inches long. They are 1/2 inch in diameter, and taper slightly at both ends, allowing them to fit snugly into the holes in the brass spheres as well as in the holes in the moon mosaic. Note that although the center hole in the moon mosaic is 2 inches deep, the rods are only tapered enough to be inserted half that far.

The moon mosaic radiates strong alteration magic and controls whether the lunar staircase functions correctly during summer, and in its current state, summer operation is unsafe. (See Part 3 – Climbing the Staircase for more details.) To restore correct summer staircase operation, the steel rods must be inserted into the small holes in the mosaic floor, and the brass spheres positioned on top of the rods in such a way as to precisely model a full moon at its lowest point during

summer in the northern hemisphere. Thankfully, the model's intended arrangement is somewhat intuitive, making it possible to guess the correct arrangement even without knowledge of astronomy.

The correct arrangement is as follows: The longest (65 inch) steel rod must be placed into the northern hole, with the largest (18 inch diameter) brass sphere perched atop it. The medium (55 inch) steel rod must be placed into the middle hole, with the medium (6 inch diameter) brass sphere atop it. And finally, the shortest (37 inch) steel rod must be placed into the southern hole, with the smallest (2 inch diameter) brass sphere atop it. When the model is correctly arranged, and as long as it stays that way, the moon glows in the summer relief in the Chamber of Ascent (area B21).

The 4 foot square secret door in the northwest section of wall opens into the Underground Tunnel (area B13), but is locked. The mechanism to unlock it is built into the center hole in the moon mosaic. This hole is twice as deep as the other two, and its bottom is a button that – when firmly pressed with a narrow rigid object – unlocks the door. The steel rods are insufficient for this purpose because they don't taper enough to reach the bottom of the hole. At the Dungeon Master's discretion, any narrow dagger, wand, or similar object suffices. A **knock** spell or similar magic also works, of course. Once unlocked, the door may be pushed open (swinging into the Underground Tunnel), but unless spiked or otherwise secured, it closes automatically in one round and re-locks after one turn of disuse in its closed state. There is no handle or unlocking mechanism on the side of the door that faces the Underground Tunnel.

A10. SUNSET SHRINE

The Sunset Shrine is a series of chambers built from limestone and covered by a massive earthen mound, which is in turn carpeted with grasses and other local vegetation. Originally built as an elf family tomb, the structure is more than a thousand years old, but was never used by the creator or her family. During the past millennium, a few unrelated elves have been interred here, and so their tombs feature engravings and decorations that are younger than the rest of the structure. Ceilings in the Sunset Shrine are 15 feet high, and doors are 10 feet tall and 5 feet wide. The doors swing either direction and are weighted such that they close automatically in one round, unless they are spiked or otherwise pinned open.

- a. **ENTRANCE:** These double limestone doors and entryway are situated 5 feet up the mound. A message in elvish on the lintel reads, "With ample memories, we cherish those within. With ample strengths, we guard them."
- b. **LOBBY:** Dried leaves, grass, pebbles, and the occasional branch are scattered here, having been blown or otherwise tracked in while the doors were open. The stone double doors to the Balcony (location g) are decorated with a radiant sunset design made of hammered brass. Large brass holy symbols of the sun god are mounted on either side of the doors. Four black marble statues of solemn elves stand against the walls. Save for the southernmost tomb, the lintel over each tomb door has been carved with elvish writing; see the individual tomb locations for specifics.
- c. **TOMB OF CARNABI:** The elvish writing on the lintel reads, "Carnabi of Morlo."

A marble sarcophagus lies at the center of the room. Its sides are inscribed with imagery of palm and papyrus trees, and its lid shows a nondescript humanoid with a featureless face. In front of the sarcophagus is the fallen corpse of a half-orc female. Lying next to her are a crowbar, a footman's mace, and a burnt torch. Completely filling a semicircular alcove at the back of the chamber is a 12 foot tall iron statue of a jackal-headed man wearing foreign garb that accentuates its musculature.

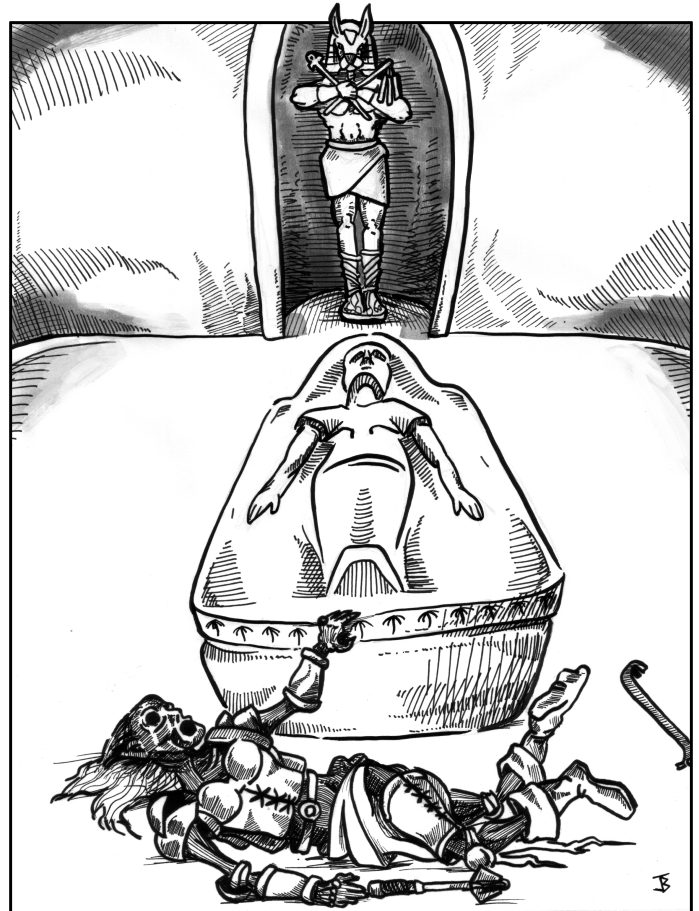
The sarcophagus lid weighs 350 pounds. Within the sarcophagus is the plate mail-clad corpse of the elf Carnabi of Morlo, who has been dead for 549 years. A scattering of red sardonyx gems surrounds the corpse. There are 95 such stones, each worth 50 gp. Around the corpse's neck is a gold **amulet of proof against detection and location** with a closed-eye motif.

The half-orc corpse wears leather armor and a backpack, which contains spoiled food, a full waterskin, thieves' tools, three torches, and 120 gp. She died 6 months ago, without any apparent physical trauma.

The statue is actually an iron golem tasked with preserving the sanctity of this tomb. If anyone disturbs the sarcophagus or its contents, or attempts to deface any part of the chamber (including spiking open the door), the iron golem steps out of the alcove to destroy the interlopers. By leaving the alcove, the iron golem steps off of a pressure plate, and by doing so causes the door to swing closed and lock. This is achieved via 5000 pounds of gradual force, which is 50% likely to dislodge or break each spike that might pin the door. The door unlocks and may move freely when the 5000 pound iron golem returns to the alcove after eliminating the interlopers (and restoring the treasure and lid of the sarcophagus as necessary), or when any other object or objects of similar weight is placed on the pressure plate. The iron golem will not pursue any interloper that manages to escape the chamber, even if that interloper carries treasure from the sarcophagus.

The ceilings in the shrine are high enough for the iron golem to fight in melee without penalty, although it must stoop to get through the doorways.

Iron Golem: SZ L; AC 3; MV 6"; HD 18; hp 80; #AT 1; Dmg 4-40; SA poison gas; SD hit only by +3 weapons, immunity to most spells; AL N; XP 14550; MM p. 48.



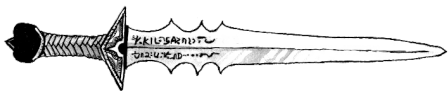
- d. **TOMB OF SILVRIN:** The elvish writing on the lintel reads, "Silvrin Trollbane – She Fought With Elegiac Fury."

The walls of this tomb are carved with sylvan scenes, and are painted with shades of fern and forest, with highlights of auburn, sepia, and copper. The floor is colored like moss, and the ceiling like dark clouds. At the center of the chamber and anchored to the floor is a stone sarcophagus whose sides depict subterranean landscapes, with still pools, leaning fungous masses, and creeping insect monsters, all etched with horizontal striae, and painted in navy, indigo, myrtle, and cerulean. The lid depicts a cloaked female wood elf warrior with a sword in each hand, and has been painted in a dreary, though lifelike manner on a background of indigo.

Close study of the images depicted on the north wall for 3 turns or more reveals a foot-tall likeness of an elf hiding amongst the trees. This elf's head is a button that, while pressed, deactivates a trap on the sarcophagus.

The sarcophagus lid's edges overlap the base by a full foot, and the bulk of the lid is 3 inches thick. As a result, the lid is extremely heavy, weighing 1000 pounds. If any amount of this weight is removed from the base without holding down the elf's head button on the north wall, spring-mounted blades scythe out from between the striae on the sides of the sarcophagus. They attack everything within 3 feet of the sides of the sarcophagus as a 12 HD monster for 1d8+4 damage + poison. The blades reset and re-coat with poison when the lid is set (or is dropped) onto its proper position on the base. Note the trap will also spring if the elf's head button is released while the lid is off the base.

Within the sarcophagus is the desiccated elf body of Silvrin Trollbane, who has been dead for 821 years. Her garments have disintegrated to tatters, but the two swords at her side still appear serviceable. The first is a **long sword +1, cursed** and the second is a **short sword +1**.



- e. **TOMB OF SOMGRIS:** The elvish writing on the lintel reads, "Somgris, our Inspiration and the First to Walk the Stair."

Reliefs, carvings, and writing decorate the long walls, and an embellished chandryx sarcophagus rests in the center of the chamber.

The reliefs on the northwest wall depict a male elf warrior sitting in an open field with his legs crossed. A spear rests across his lap, and a crescent moon periapt dangles from his neck. Above his head and arranged in an arcing pattern are five moon shapes. From left-to-right they are a waxing crescent, a first quarter moon, a full moon (directly over his head), a last quarter moon, and waning crescent.

On the southeast wall are three lines of elven script:

Though you fell as the first, you were not the last.
Friends undertook your quest and completed the journey.
With this vessel, you may rest in our shared triumph!

Below the writing is a carving of three circles arranged horizontally, and of increasing size from left to right, with an etched line crossing through all three:



At the Dungeon Master's discretion, the carving could be the opening mechanism for a magically operated secret door that leads to deeper dungeons. See the similar carving in the Antechamber (area B25) for a possible method of operation.

The lid of the sarcophagus weighs 300 pounds. Its long sides and lid are each etched with the same five moon pattern that is shown on the northwest wall, except they are arranged in a straight line instead of an arc. The short sides each depict a mirror-imaged pair of crescent moons. Near the base along all four sides is a repeating horizontal pattern of the moon shapes, although each shape is merely 1 inch tall, with a gap representing the new moon between each set. Six of the small full moon shapes – two on each long side, and one on each short side – are buttons. If all six are pressed simultaneously, a fist-sized hatch opens near the bottom of the sarcophagus on the end nearest to the door, revealing a narrow diagonal compartment containing a **spear +2**. The six buttons radiate dim alteration magic and glow brightly in the direct presence of a **chandryx amulet**.

Inside the sarcophagus is the body of the elf Somgris, who wears shriveled silk robes. Next to him is a **spear, cursed backbiter**, a glass vial containing a **potion of healing**, and a hollow ivory tube worth 90 gp that holds a **scroll of protection from undead**. Resting on the corpse's abdomen is an ebony box containing a silver brooch in the shape of a leafless tree, which is actually a **scarab of death**. The ebony box is worth 250 gp.

Somgris has been dead for 35 years. If **speak with dead** or similar magic is used to communicate with the deceased elf, he can provide the information in the background up to the point of his death. He does not know whether the staircase was successfully completed, or of the existence of the Sun Temple.

- f. **UNUSED TOMB:** This chamber is unused. There is no sarcophagus within, and the walls host neither relief nor decoration.
- g. **BALCONY:** This broad landing provides a splendid view of the lands to the southwest, and – more importantly – the sunset. Although there is no altar here, the top of the narrow, waist-high southwest wall is marked with dark smudges and is dotted with bits of wax, indicating its prior use during ceremonies. A pair of brass braziers also stands here, worth 50 gp each. They are stamped with sun imagery and show signs of use.

PART 2 – KEY TO THE SUN TEMPLE

General Features: The walls, floors, ceilings, doors, and stairs of the temple are constructed of amber-hued granite. Unless otherwise specified in a particular room or hallway description, the structural qualities are as follows: Room walls are 10 feet tall, and ceilings gently dome to 15 feet high at the apex. Hallways are only 8 feet wide, with 7 foot high walls, and arched ceilings that are 8 feet high at the center. Doors are 6 1/2 feet high, 3 feet wide, and 3 inches thick, and are weighted such that they gently swing closed on their own. They are fitted with cast iron handles with thumb-operated latch releases, but they have no locks. They open into rooms, with hinges toward the nearest adjoining wall, and in the case of circular rooms, hinges are on the right when viewed from within the room. Although loud sounds (such as combat) can be heard through a single closed stone door, such noises do not travel through a second closed door. Stairs are extremely steep and are composed of 6 inch tall, 3 inch deep steps. Each staircase ascends twice as high as the distance it travels horizontally.

Combat Restrictions in the Hallways: Because the hallways are narrow and have low ceilings, it is not possible for two elf or man-size combatants to wield wide- or high-swinging weapons (such as swords and halberds) side-by-side in the hallway. In general, this means a side-

by-side pair must use thrusting weapons or short chopping weapons. Smaller combatants are not restricted in this way, nor are one smaller combatant and one elf or man-sized one.

Light Shafts and Air Shafts: Some of the less-secure rooms of the temple (mainly in the north and east sections of the structure) feature 3 inch diameter shafts that let in air and light into the rooms, while allowing smoke to escape. These are cut at a variety of angles, are 10 to 20 feet long, and bring a modicum of sunlight (equal to torch light) into the rooms for as little as 6 hours each day in the winter and 10 hours each day during the summer.

Lighting Stones: In many of the secure rooms of the temple (roughly speaking, the Narthexes and any room that you must pass through a Narthex to get to), the ceilings are set with several magically enhanced chandryx stones which automatically react to the visible presence of **chandryx amulets** by glowing with the equivalent brightness of a **light** spell. In order to trigger nearby lighting stones, a **chandryx amulet** must be worn openly; covering, hiding, or enclosing the **chandryx amulet** prevents it from triggering the lighting stones. Lighting stones radiate dim alteration magic.

Wards: Several areas within the complex are protected by warding magic that – when activated – causes one or more creatures to prevent intruders from moving through that area. For these purposes, an intruder is anyone not visibly wearing a **chandryx amulet**. Each warded area's description explains exactly how the creature or creatures deal with intruders.

Each ward is activated and deactivated by a specific **ward painting** located elsewhere within the temple. These magical oil paintings each depict the sort of creature that protects the corresponding area. When a ward is inactive, the corresponding **ward painting** shows the back of the creature's head and shoulders; speaking the phrase, "your help is needed" to the painting causes the likeness to turn around, revealing its face, which then nods to acknowledge the request. To deactivate a ward, the phrase, "thank you for your service" must be spoken to the painting, causing the likeness to turn around again. The background in each painting is an amber-hued granite dungeon wall. Each is worth 200 gp for its artistry.

RANDOM ENCOUNTERS

For the Sun Temple's entrance areas, use the random encounter chart from the Key to the Surrounding Countryside to determine whether any nearby creatures are active therein. For the internal areas controlled by the werewolves, check for random encounters every six turns; there is a 50% chance of encountering 1-4 werewolves from nearby rooms, and a separate 10% chance of encountering either the disenchanter from the Eastern Narthex (area B15) or the azer and hobgoblins from the Guests' Quarters (area B17). A few room descriptions also contain explicit details for how to handle random encounters with their occupants. There are no random encounters in the other areas of the Sun Temple, until or unless the various wards are neutralized, at which point the aforementioned chances of random encounters apply.

B1. NORTH ENTRANCE

Both long walls feature wide murals that are illuminated during the day by light shafts. The west wall is painted with a maroon, fuchsia, and mauve sun setting into an azure ocean, and the east wall is painted with an orange and gold sun rising behind umber mountains.

During sunny days, concentrated sunlight beams down this hallway from the reflective face of the pulpit in the Sermon Chamber (area B2). At its brightest, the light is strong enough to force creatures in the hallway to avert their eyes. Creatures who suffer penalties for operating in light or sunlight are affected doubly while illuminated by this beam.

B2. SERMON CHAMBER

This worship room features a granite and brass pulpit on a half-circle dais, which is flanked by four mahogany pews with polished brass ornamentation. Two thigh-high soapstone holy water fonts flank the north archway; they are empty.

The concave mirrored brass front on the pulpit reflects and concentrates sunlight that shines through the many light shafts in the ceiling. During bright, clear days, a visible beam shines northward into the North Entrance hallway (area B1). Creatures who suffer penalties for operating in light or sunlight are affected doubly while illuminated by the beam.

B3. SHRINE OF THE SUN GOD

A 10 foot tall yellow and white marble statue of the sun god dominates the room. It stands near the eastern wall and looks toward the western archway with its face gazing downward and arms outstretched in a pose that suggests both grandeur and kindness. Although the ceiling does not contain any light shafts, the room is still quite bright and warm, for the statue's eyes beam radiant sunlight into the center of the room. Carved murals on the walls convey esteem for growth, agriculture, and life.

The eye beams create the equivalent of a **continual light** spell, except that only a 10 foot radius area is illuminated, and the real warmth of sunlight is generated. At sunrise each day, each creature resting in the illuminated area heals 1 hp. In addition, the efficacy of healing magic is doubled so long as the recipient is within the illumination. If the statue is somehow removed from the temple, the magical eye beam effect no longer functions.

A mated pair of six-foot long venomous snakes lives here and enjoys the constant warmth and regenerative properties of the room. They have a cluster of eggs at the foot of the statue. The snakes are interested only in preservation of themselves and their nest, and they typically have no interest in creatures the size of typical adventurers. However, they hiss a warning at anyone who enters the room, and attack to defend the nest if anyone approaches within 10 feet. There is a 20% chance that one of the snakes is outside hunting when the PCs enter; this snake returns in 1-3 hours and is very likely to attack anyone near its mate or the eggs.

Poisonous Snakes (2): SZ S; AC 6; MV 15"; HD 2+1; hp 12, 15; #AT 1; Dmg 1 + poison (paralysis for 1-4 days); AL N; XP 285 each; MM2 p. 111.





B4. FANE OF WISDOM

Here, a startlingly pungent smell and a camphoraceous odor unsettle the senses and speed breathing. The smells waft upward from a variety of wicker and glass vessels set at the flanks of a squat granite altar whose sides are covered with blood-red hand, ear, and mouth prints, many of which appear to be made by children. Behind the altar stands a 5 foot tall whitewashed stone statue depicting a bald, androgynous human wearing only a tunic. The statue covers its eyes with its hands, and its mouth is open slightly as if to speak. The walls are densely packed with runes, symbols, and other writing. Every language familiar to the common races is represented, and each bit of writing translates to the same phrase: "The Oracle aids only those who appreciate knowledge and understand its value."

During the day, the room is lit only dimly by the six light shafts in the ceiling, for they have been partially clogged with dried branches.

The harsh odors come from large quantities of smelling salts and tea tree oil, and reduce the odds of successfully performing meticulous work by half, including careful searching, disarming traps, and casting most spells.

The secret door in the southwest corner swings into this room and is formed from a 3 foot wide, 5 foot tall section of the wall. The side of the door facing this room has no handle and the wall is smooth, so it is difficult to open from within here. It is doubly locked (see area B20), so two **knock** spells are necessary to completely unlock it from the Fane of Wisdom side.

B5. EAST ENTRANCE

The underside of the entrance lintel is engraved with, "In the east He shall rise." The words are oriented to be read by persons exiting the temple.

B6. SUN CORRIDOR

Shallow waist-high alcoves line the east and west walls, and each contains a locally grown or crafted offering to the sun god. At the south end of the corridor, stands a half-scale polished bronze statue of the sun god riding a chariot pulled by four galloping horses. During the day, the whole hallway is brightly illuminated by light shafts, some of which come from the north and use mirrors to bring in the light.

The statue weighs 700 pounds, comes apart into 6 pieces (the sun god, the chariot, and each of the four horses), and is worth 10000 gp. Anyone removing it from the Sun Temple is cursed such that they cannot see while any amount of sunlight shines on them. This curse can only be removed by restoring the statue to its rightful place in this corridor, followed by a **remove curse** spell cast by a 12th or higher level cleric of the sun god.

B7. MOON CORRIDOR

This corridor is cooler and darker than the adjoining areas. Heavy black velvet curtains hang in front of the two entrance archways. No light shafts are present here, but the corridor is softly lit by five glowing 3 foot diameter chandryx discs that are set into the walls. A pair of bipedal tiger warrior statues stands at each end of the corridor.

The glowing discs are similar to **lighting stones**, except they are only equivalent to candlelight, and the presence of a **chandryx amulet** is not necessary for them to magically glow. Each disc represents a different phase of the moon by glowing only from the appropriate portions: First quarter moon (left half glows, middle of the west wall), waxing gibbous (left 3/4 glows, on the west wall opposite the east archway), full moon (entire disc glows, south wall of the hallway), last quarter moon (right half glows, middle of the east wall), waxing crescent (left sliver glows, east wall opposite the west archway). A sixth chandryx disc is set into the north wall of the hallway, but does not magically glow, and represents the new moon. Because of the arrangement of the discs, there is more light at the south end of the corridor than at the north.

The bipedal tiger statues are actually caryatid columns, and they wield short bows and long spears. Their thrusting weapons allow each pair to fight in melee side-by-side despite the narrow corridor.

If activated by the **tiger ward painting** in the Commons (area B8), the four caryatid columns are programmed to prevent anyone from entering the hallway from any direction, save those openly wearing a **chandryx amulet**, or accompanied by such a person. Note that the **tiger ward painting** has already been activated at the start of the adventure. The caryatid columns first verbally warn those who enter that they must instead leave, then they close to block progress, attempting to push back the intruders. Finally, they attack intruders if other methods prove unsuccessful, or if they are attacked in any case.

Caryatid Columns (4): SZ M; AC 5; MV 6"; HD 5; hp 22 each; #AT 1; Dmg 2-8; SD reduced damage from weapons, and weapons that hit it may break; AL N; XP 280 each; FF p. 18.

B8. COMMONS

A dozen light shafts keep this combination lounge and eating area well lit during the day, while three large wrought iron candle chandeliers hang from the ceiling for light at other times.

The lounging area at the north end features sturdy oak tables, comfortable padded chairs, a dark leather couch, and other pleasant accessories. A mural of the winery and vineyards is painted on the north wall, and a broad oil painting of a bustling seaport hangs on the west wall. The latter is of exceptional quality and is worth 100 gp. It also radiates dim magic (thanks to a **Nystul's magic aura** spell), but it has no magical function.



The south end of the chamber serves as a dining area. Four 15 foot long, heavily-worn pine dining tables fill the space, along with eight benches of similar length, all arranged to seat as many as 40 people. The tables are cluttered with dirty plates, cups and utensils, stained napkins, and all manner of spoiling, smelly refuse.

On the middle of the south wall hangs a 2 foot wide, 3 foot tall oil painting of the head and torso of a female bipedal tiger. This **tiger ward painting** is associated with all of the caryatid columns in the Moon Corridor (area B7). It is currently activated, with the front of the tiger's face showing in the painting. It radiates dim abjuration magic. On the back of the painting, three words are written, one above the other: "abate," "assail," and "await."

Two werewolves lounge here, ostensibly as guards in case intruders enter from the east. Although they are supposed to be alert and in human form, they are not very disciplined; if they are surprised, they are 50% likely to be in animal form. There is also a 10% chance that the scullery maid is here serving food or pretending to clean. See the Housekeepers' Quarters (area B10) for her details.

When intruders enter, the overconfident werewolves feign friendship and try to lure the "guests" to the lounging area. Once the intruders' guard is down, the werewolves isolate a weak or obviously wounded intruder and then suddenly attack with broad swords. They switch to animal form and attack with natural weapons once they have the upper hand in combat.

Werewolves (2): SZ M; AC 5; MV 15"; HD 4+3; hp 19, 20; #AT 1; Dmg 2-8 or by weapon; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310 each; MM p. 63. Each wears a platinum armband worth 200-500 gp and carries a broad sword.

B9. WORKROOM

Once a well functioning storage, laundry, dishwashing, and general-purpose labor room, this chamber now stands in chaotic disarray. Broken dishes, greasy cookware, and mounds of laundry – some of it stained with blood – are heaped on the floor, a pine worktable, and a work stove, while cleaning implements and household supplies spill out of a storage wardrobe against the wall. The plentiful illumination from the light shafts brings no cheer to the room.

The scullery maid is here 40% of the time, allegedly working, though she usually loaf until one of the werewolves demands something of her. See the Housekeepers' Quarters (area B10) for her details.

B10. HOUSEKEEPERS' QUARTERS

Three small, tidy beds sit with their heads against the west wall, with short dressers opposing each one. Though modest, the room is neat and clean, and fresh air from the three light shafts gives this dormitory a hospitable feeling.

The dressers contain only clothes and personal grooming effects.

This is the residence of the temple's scullery maid, presently the werewolves' servant and hostage. She contracted lycanthropy during the original werewolf assault and is now a werewolf herself, albeit a weak one. She stays in human form except when enraged or when compelled by the moon. She holds onto some of her former human mindset, though with each full moon and the involuntary form change that comes with it, she inches closer to eternal wickedness. When she is not working (or pretending to work) elsewhere, she is here resting.

Her treasure consists of a leather drawstring pouch containing gems (three flawed star rose quartz worth 30 gp each, and a very small topaz worth 200 gp) that she discovered in a dead guard's footlocker. It is now stuffed inside her pillow on the southernmost bed.

The scullery maid wants nothing more than to save her own skin and escape, and is willing to reveal her knowledge of the werewolves' numbers, their comings and goings, and their locations in order to achieve her goal. She reacts to nearby sounds of combat by retreating here and sliding one of the dressers to block the door. If the gang of werewolves retreats to another part of the temple or leaves it entirely, she retreats here, recovers the gems, and looks for a chance to exit the temple on her own.

Scullery Maid / Werewolf: SZ M; AC 5; MV 15"; HD 4+3; hp 12; #AT 1; Dmg 2-8; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310; MM p. 63.

B11. GUARDS' QUARTERS

Three ceiling shafts provide feeble light during the day to this shared bedroom. Four bunk beds are arranged against the walls, but none of the mattresses are present, and the blankets, sheets, and pillows are piled haphazardly in the center of the room. Two footlockers rest by each bunk.

All of the footlockers have locks, but only two are locked. Each one contains sundry clothes and worthless mementos. One of the locked footlockers also contains a concertina (worth 5 gp) that wheezes harshly. Removing one end of the concertina reveals a burlap pouch containing a deck of marked playing cards with a sylvan motif (worth 2 gp), a pair of ivory dice with red daggers for pips (worth 100 gp), and 12 pp. Once the sack is removed from the concertina and the end is reattached, it plays properly.

B12. KITCHEN

Cookware and foodstuffs litter a maple worktable and a butcher block in the middle of the room, as well as various shelves bolted to the walls. Ovens, stoves, a firewood niche, and a cistern are built into the east wall. Ventilation shafts above the ovens and stoves draw out smoke, while drainage shafts channel water into the cistern. Six light shafts are cut around the perimeter of the room, providing ample working light during the day. A 2 inch diameter drain is cut into the floor directly under the worktable, leading to a deep crevasse under the complex.

The cistern is cut 3 feet into the wall, is 3 feet wide, and starts 3 feet above floor level. It descends 20 feet below the floor, and is filled to capacity, just one foot below the lip. An overflow drain is cut into the back wall of the cistern immediately above the water line. A copper lever protrudes from the wall face below the cistern opening. When lifted, the lever opens a drain at the bottom of the cistern; the water takes 1 turn to drain.

A narrow door is built into the eastern wall at the very bottom of the cistern. The pivoting slab of stone is 1 1/2 feet wide and 4 feet tall, has a handle cut into it, and pulls inward. The weight and pressure of the water prevents the door from opening as long as the cistern contains 2 feet or more of water. The door leads to the Underground Tunnel (area B13).

B13. UNDERGROUND TUNNEL

This cramped, roughhewn tunnel gradually slopes downward to the southeast and travels over 500 feet, taking advantage of a few natural fissures along the way. As a result, it bends and turns in several places, making it impossible to see more than 100 feet ahead at any point. Human-size creatures must travel single file through the majority of the tunnel's length.

The northwest end of the tunnel terminates at a small worked stone door that opens into the cistern in the Kitchen (area B12); if the cistern is not empty, the door cannot be opened. The southeast end of the tunnel stops at a 4 foot square locked stone door without an obvious locking/unlocking mechanism; it leads to the Underchamber (area A9).

At the midpoint of the tunnel lies the curled corpse of a burglar whose gear includes a lantern, leather armor, a hammer, a dagger, **boots of elvenkind**, and a backpack containing thieves' picks & tools, two glass flasks (holy water, **potion of diminution**), a magic user scroll of **detect evil**, and 188 sp.

Five years ago, the burglar schemed to rob the temple by sneaking in via this secret tunnel. However, by the time the burglar discovered that the cistern door would not budge, the Underchamber door had re-sealed itself, imprisoning him in the tunnel forever. With no hope of survival, the burglar went mad and died of starvation. Now his cruel spirit haunts the tunnel as a spectre, lusting for life energy and eagerly investigating any activity here.

Spectre: SZ M; AC 2; MV 15"/30"; HD 7+3; hp 33; #AT 1; Dmg 1-8 + energy drain (2 levels); SD hit only by magic weapons, immune to poison, paralyzation, and some spells; AL LE; XP 1965; MM p. 89.

B14. PANTRY AND COOK'S QUARTERS

Wooden shelves against the west wall hold all manner of preserved and dried foodstuffs, while a pine log bed and matching dresser, desk, and stool fill the rest of the room. The dresser and desk are cluttered with personal effects.

Inside a recipe book on the desk is a folded sheet of parchment with labeled sketches of *maternid*, *hestern*, and *turlik's hands*, as well as a brief description of each herb's powers: "Boosts female fertility," "drink brew of 20 berries to feel rested," and "hold under the tongue for healing" respectively. Also on the desk is a stumpy crock containing four small bundles of dried *turlik's hands* with three months of potency remaining. See the Herb Beds (location g of area A5) for more details on the herbs.

B15. EASTERN NARTHEX

Bloodstains and concentrated areas of charring mar the floor and walls of this circular chamber, which is lit by four lanterns that hang from wrought iron stands. A bed of pillows and carpets lies near the northwest wall. The ceiling is set with four **lighting stones**.

Structural locks prevent each of the four doors from opening unless the other three are closed. There are no keyholes or other accessible mechanisms for unlocking the doors; the only way to unlock and open a door is to close the other three. If **knock** or similar magic is used to unlock a door, the other doors close automatically.

This is now the home of and sentry point for a disenchanter who came from the moon as an ally of the werewolves. When unfamiliar



creatures enter, the disenchanter rises from its bed of pillows, flips over a small sand clock and sets it on the ground, and then issues an ultimatum:

"You have one minute to feed me magical objects of sufficient power to satisfy my hunger. If you fail, my demonic master will materialize and consume your souls."

The disenchanter only declares its hunger satisfied once it receives a magical weapon or a bundle of magical missiles of at least 10 in number, either of which it disenchants immediately. It also immediately disenchants any potions or armor given to it, but the werewolves have instructed it to collect – but not disenchant – other sorts of magic items in case those items are important to their search. If faced with a fight, or if the sand clock is about to run out, the disenchanter attempts to disenchant a single item and then flees.

If creatures continue through the north door after appeasing the disenchanter, the disenchanter holds open the east door for an hour so as to prevent the creatures from retreating back through this room.

Disenchanter: SZ M; AC 5; MV 12"; HD 5; hp 18; #AT 1; Dmg disenchant; SD hit only by magic weapons; AL N; XP 318; FF p. 27.

B16. GREAT ROOM

This irregularly shaped room smells of mildew, rotting meat, and rust. It is dimly lit by a wooden candelabrum that sits on a large mahogany table near a group of five mattresses along the east wall. Two more tables stand in the center of the room, cluttered with food remnants, and haphazardly arranged with a half dozen matching chairs. A painting hangs on the south wall near the west door, and four tall, wide reliefs decorate the walls of the central area. Six **lighting stones** are set into the ceiling, with four in the central area and one near each door.

The interior door handles are thoroughly wrapped with leather and canvas strips that completely cover the iron hardware. This covering also holds down the thumb latches such that the doors are unlatched and will swing when pulled (from the inside) or pushed (from the outside).

Each piece of furniture breaks or collapses under strain, for many of the nails appear to have rusted away. In fact, the room is almost completely devoid of metal, for any such object has either been

consumed by the rust monster (see below) or moved to the Oracle's Quarters (area B19).

The reliefs are as follows:

Northwest Wall: A plate-clad human (Andril Strong Arm) holds his winged helm at his side and kneels before the enormous throne of a regal looking giant.

Northeast Wall: A plate-clad human with a winged helm (Andril) thrusts his sword at a large rearing insectoid worm with fangs, bulging eyes, and fanned wings near its head.

Southeast Wall: A spear-wielding elf (Somgris) falls from the top of a tall, steep staircase that rises up out of the ground. Above the staircase is the night sky, including stars and a full moon.

Southwest Wall: A plate-clad human with a winged helm (Andril) ascends a tall, steep staircase that rises up from the top of a three tiered ziggurat and toward a full moon perched almost directly above the top of the staircase.

The painting is a creature-less **ward painting** and depicts only a background: A granite-hued dungeon wall. It is associated with the ward that formerly protected the Eastern Narthex (area B15), but the painting serves no purpose since the werewolves destroyed the corresponding guardians. It radiates dim abjuration magic.

Lounging here are six werewolves and their "trained" rust monster, which immediately attack anyone unfamiliar that enters the room. The rust monster is restrained near the north wall by the 21 hp werewolf via a specialized leather and bone harness that also attaches to four 50 pound stone weights; the handler releases the rust monster at the start of combat. The three weakest werewolves are former Sun Temple guards who are now completely depraved and no longer desire a cure for their lycanthropy.

Werewolves (6): SZ M; AC 5; MV 15"; HD 4+3; hp 23, 18, 17, 14, 22, 21; #AT 1; Dmg 2-8 or by weapon; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310 each; MM p. 63. Each carries two bone javelins. The three toughest werewolves each wear a shoulder bag containing personal effects and a canvas-wrapped platinum armband worth 200-500 gp.

Rust Monster: SZ M; AC 2; MV 18"; HD 5; hp 19; #AT 2; Dmg destroy metal; SD destroys metal that hits it; AL N; XP 275; MM p. 83.

B17. GUESTS' QUARTERS

Three simple pine bunk beds and a pine table are crammed at the south end of the room, while a scaly, deep red pelt rests near the north wall, partially covering a sooty area on the floor and wall. The pelt is arranged as though it is a bedroll. Two **lighting stones** are set into the ceiling.

The pelt is from a salamander of the largest size, and is resistant to both fire and heat. To a collector of oddities or trophies, it is worth 500 gp.

An azer and his three hobgoblin bodyguards stay here as boarders. The azer hopes to overthrow the werewolves and take over the Sun Temple, but he currently lacks the muscle to do so. Through his dealings with the werewolves, the azer learned that the werewolves kidnapped the oracle and took her to their king, and he rightly suspects that their lair is not of this world.

The group is able to hear combat in the adjoining room, but will not expose themselves until the rust monster is neutralized. They attack

only in self-defense until one side appears to have an upper hand, at which point they join the winning side.

Azer: SZ M; AC 2; MV 12"; HD 5+4; hp 37; #AT 1; Dmg 5-10 (mallet) or 4-9 (javelin); SA heat; SD immune to fire; AL LN; XP 384; MM2 p. 12. He carries 2 javelins, a mallet, a **ring of warmth**, and a chain mail pouch containing 140 gp and three red garnets worth 100 gp each.

Hobgoblins (3): SZ M; AC 5; MV 9"; HD 1+1; hp 7, 6, 4; #AT 1; Dmg 2-8; AL LE; XP 31 each; MM p. 52. They wear chain mail and wield guisarmes. Each one carries 15 cp and 5 gp.

B18. NORTHERN NARTHEX

NOTE: Although this room's natural size is 30 feet in diameter, a spatial distortion effect sometimes (as described below) increases the interior diameter to 75 feet. This does not affect the door sizes, ceiling height, or other room dimensions.

This chamber's only significant features are the two doors, four **lighting stones** in the ceiling, and several large symbols etched into the surface of the floor. Three irregular regions of the floor are rougher and darker in color than the rest of the granite in the chamber. (See the illustration on page 21.)

As with the Eastern Narthex (area B15), a structural locking mechanism prevents either door from opening unless the other is closed. See the Eastern Narthex for details on how to adjudicate this sort of mechanism.

The floor of the chamber is map is based on Andril Strong Arm's adventures on the lunar disc. The symbols show some of the locations and geographical features he explored.

This chamber is protected by a ward that – when activated by the **dretch ward painting** in the Oracle's Quarters (area B19) – summons eight dretch into the room whenever one or more other creatures are in the room and both doors are closed. (i.e., if the player characters enter the room and let the door naturally swing closed behind them, the dretch are summoned.) Also, as long as the **dretch ward painting** is activated, a spatial distortion effect increases the diameter of the room to 75 feet; this is true regardless of whether other creatures are in the room or whether the doors are closed. The spatial distortion causes the room to radiate moderate alteration magic. Note that the **dretch ward painting** has already been activated at the start of the adventure.

The dretch materialize at positions equally distributed around the edges of the room. They cannot be surprised, and they immediately attack anyone who has entered the room, save those openly wearing a **chandryx amulet**. One dretch always begins combat by attempting to gate in a Type I demon, while the rest engage in melee or use spell-like abilities as appropriate, with tactics limited by their mediocre intelligence. Because of their magic resistance, the dretch are quite willing to include each other within the area of their **stinking cloud** ability. Although they do not pursue anyone who flees the room, they are eager for combat and move to block the exits at an early opportunity. The dretch back down if someone holds forth a **chandryx amulet** and commands them to cease attacking and move away. One turn after all other creatures leave the room, the dretch vanish, returning from whence they came.

Dretch (8): SZ S; AC 2; MV 9"; HD 4; hp 11, 21, 17, 24, 15, 16, 16, 16; #AT 3; Dmg 1-4/1-4/2-5; SA spell-like powers (darkness 5-foot radius, scare, stinking cloud, telekinesis 500 gp weight, teleport, gate); SD 30% magic resistance, half damage from cold, electricity, fire, and gas; AL CE; XP 247 each; MM2 p. 38.

B19. ORACLE'S QUARTERS

A charcoal gray velvet curtain divides the room into equal sized eastern and western halves. The ceiling is set with three **lighting stones**, two on the east side and one on the west.

The eastern half is designed for study, with a teak desk and matching seat, an oak table with four chairs, and an oak bookcase stocked with rolls of parchment, writing implements, and various almanacs and star charts. On the north wall is a **dretch ward painting**, and between the doors on the east wall is a **stunjelly ward painting**.

Dretch ward painting: This ward painting is currently active, and it depicts the face and hunchbacked shoulders of a bald grotesque humanoid (a dretch) against a background of an interior worked stone wall. If it is deactivated, it depicts only the dretch's sparsely haired back, since the pitiful demon's hunch occludes the back of its head. This ward painting corresponds to the dretches and spatial changes in the Northern Narthex (area B18). This painting radiates strong conjuration/summoning and alteration magic.

Stunjelly ward painting: This ward painting is currently active, and it depicts an interior worked stone wall. Despite the visual similarity to a ward painting for which the corresponding creature has been eliminated, this particular scene actually depicts a stunjelly, and it is designed to trick interlopers into believing the corresponding ward creature has already been eliminated. Careful comparison of this ward painting in its activated state reveals that the stunjelly wall is closer to the foreground than the wall background of other ward paintings, thus providing a clue about the trick. If the painting is deactivated, the stunjelly wall rotates around and fades, revealing the usual dungeon wall background. This ward painting corresponds to the stunjellies at the Warded Intersection (area B24). This painting radiates faint conjuration/summoning magic.

The western half of the room is a dormitory that features a rumpled double bed, two similarly untidy twin-size beds, and a pair of large dressers, all made of teak. A full large sack slumps awkwardly on the floor in the middle of the furniture next to two wine crates.

The dressers contain only clothing, linens, and personal effects. The wine crates hold 7 full bottles (worth 1 gp each) and 11 empty ones. The large sack contains assorted metal items gathered from elsewhere in the complex, including an iron ring of eight keys for the footlockers in the Guards' Quarters (area B11) and a hand-sized hammered brass wall decoration depicting a sunrise, which can be used with the **scrying pool** in the Sanctum (area B20).

Formerly the main residence of the oracle and her two young assistants, this room is now occupied by four werewolves who aggressively attack trespassers. However, at any given time, 1-4 of them are resting in the western half of the room, and are unable to act for one round as they rouse.

Because there is only one door between this room and the Sanctum (area B20), the werewolves that occupy this room are able to hear obvious sounds of combat therein and investigate after one round, plus any time necessary for them to rouse.

Werewolves (4): SZ M; AC 5; MV 15"; HD 4+3; hp 26, 22, 28, 22; #AT 1; Dmg 2-8 or by weapon; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310 each; MM p. 63. Each wears a platinum armband worth 200-500 gp, and the largest two each carry a short bow and 20 arrows, while the smaller two carry two bone javelins.

B20. SANCTUM

This luxurious dressing chamber features deep purple draperies along the walls, a mirrored teak vanity and matching cushioned seat, and a nest of silk pillows on the floor surrounding a polished silver basin. The air smells vaguely sweet, as though incense was used here some time ago. However, the opulence of the chamber is spoiled by a trio of filthy mattresses near a careless heap of loot. The ceiling is set with two **lighting stones** that illuminate the room in response to the presence of a **chandryx amulet** at the top of the loot pile.

The vanity's drawers contain ink, writing quills (crow, ostrich, peacock, and peryton), parchment, assorted divination aids, a jar of chandryx dust, and a shallow ebony box that holds a thick pad soaked with **moonlight ink**. Hanging from the vanity mirror is a hand-sized hammered brass decoration depicting a sunset.

Each of the 15 silk pillows in the nest is worth 5 gp. The 3 foot diameter polished silver basin is half-filled with water. It is a **scrying pool** whose properties are described below. Next to the silver basin and obscured by the pillows is a wire basket containing leaves, and a blazing sun decoration made of hammered brass, all of which are slightly damp.

The loot pile is comprised of the werewolves' recently-acquired treasure, including the last few months' worth of offerings to the oracle:

- **Chandryx amulet.**
- 392 recently minted gp and 220 sp in a burlap sack.
- Silver tea set worth 100 gp.
- 8 inch diameter solid glass orb worth 10 gp.
- Set of nine military strategy books worth 200 gp total.
- 10 square yards of silk fabric woven with gold threads worth 275 gp.
- Fine dagger with a golden yellow topaz stone set into the pommel worth 500 gp.

Behind a drapery on the east wall is a handle for the secret door, whose presence is obvious once the drapery is moved aside. It is kept doubly locked via a pair of simple sliding bolts.

Sohrab, the leader of the werewolf gang, lives here along with one of his mates and their grown daughter Azara, who is skilled in the magical arts. Although they are quick to attack any weak group of intruders, these werewolves are savvy enough to know when the odds are against them, and they have plenty of loot and information with which to bargain.

Because there is only one door between this room and the Oracle's Quarters (area B19), the werewolves that occupy this room are able to hear obvious sounds of combat therein and investigate after one round.



Sohrab, Werewolf Leader: SZ M; AC 5; MV 15"; HD 6+3; hp 31; #AT 1; Dmg 2-12 or by weapon; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 765; MM p. 63, but with increased HD and Dmg. He wears two platinum armbands (worth 500 gp each), and attached to these armbands are two steel vials containing a **potion of ESP**, and a **potion of gaseous form**. He also carries a short bow and 20 arrows.

Azara, Werewolf Thaumaturgist: SZ M; AC 5; MV 15"; HD 4+3; hp 20; #AT 1; Dmg 2-8; SA casts spells as 5th level magic user with a 16 Int, surprise on 1-3; SD hit only by silver and magic weapons, may save as 5th level magic user; AL CE; XP 385; MM p. 63. She wears two platinum armbands (worth 500 gp each) and a shoulder satchel containing her spell components, a **wand of fear** (10 charges, made of ivory and etched with the command word, "zaref"), and her spell book, which contains the following spells: **hold portal, magic missile, read magic, spider climb, unseen servant, web, knock, lightning bolt**. She memorized the following spells:

First Level: hold portal, magic missile (x2), spider climb

Second Level: web (x2)

Third Level: lightning bolt

Werewolf: SZ M; AC 5; MV 15"; HD 4+3; hp 14; #AT 1; Dmg 2-8; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310; MM p. 63. She wears a platinum armband worth 300 gp, and a silver necklace with a castle-shaped pendant worth 85 gp.

Scrying pool: This silver basin radiates strong divination magic. When it is filled with at least a gallon of water, and one of a set of associated items is submerged within it, the user can gaze into the water and scry on one of several specific areas. Even if the viewed area is dark, the user sees it as though it is illuminated by a **light** spell. The particular location to be viewed and heard is dependent on the exact item submerged within the pool:

FANE OF WISDOM (area B4): Submerge the decoration of a blazing sun, which starts out in the wire basket next to the scrying pool. The viewing point also allows the user to look through the archway into the Sermon Chamber (area B2) and even see a little bit of the Shrine of the Sun God (area B3).

SUNRISE SHRINE (area A8): Submerge the sunrise decoration face up. (Assume the player characters submerge the decoration face up unless they explicitly say otherwise.) The sunrise decoration starts out amongst the loot in the Oracle's Quarters (area B19).

UNDERCHAMBER (area A9): Submerge the sunrise decoration face down.

LOBBY OF THE SUNSET SHRINE (location b of area A10): Submerge the sunset decoration, which starts out hanging from the vanity mirror in the Sanctum.

TOP OF THE STAIRCASE: Submerge one or more leaves from the surrounding countryside to view from the very top of the Sun Temple's crinkled spire staircase, which affords a tremendous – though high-altitude – view of the countryside.

ATELIER OF EUDOCIA: Submerge a pinch or more of chandryx dust to establish a two-way communication portal with a similar silver basin on the moon in the workroom of Eudocia, a middle-aged lunar human woman. Each hour the communication portal is in operation, there is a 30% chance that Eudocia notices it and investigates. Otherwise the viewer sees only the a starry night sky framed by a ceiling opening in the workroom. Eudocia's skin is pallid, her eyes are entirely blue, and she wears copious platinum jewelry. Eudocia is surprised to see the portal operating, for she knows that the Oracle was to be kidnapped, and it was she who divulged the existence of the Oracle to the werewolves.

B21. CHAMBER OF ASCENT

A narrow staircase rises up and out of the chamber through an opening in the ceiling and continues into the sky, forming the spire of the Sun Temple. The staircase narrows and becomes impossibly steep as it rises. A pile of blankets and pillows forms a makeshift bed just to the east of the staircase.

Four 30 foot wide wall reliefs depict the Sun Temple and surrounding environs during different times of the year, and each one features a full moon over the temple's spire. At least two (see below) of the full moons glow as brightly as a **light** spell.

SPRING (northwest wall): The trees in the surrounding environs have new growth. The moon in this relief always glows.

SUMMER (northeast wall): The trees are full of leaf. The moon in this relief is lower in the sky than in the other three reliefs. The moon in this relief only glows if the staircase functions correctly during summer, which can be enabled via the Underchamber (area A9).

AUTUMN (southeast wall): Leaves fall from the trees in this relief, and its moon always glows.

WINTER (southwest wall): The trees are bare, and snow carpets the ground and the temple. The moon in this relief is higher in the sky than in the other three reliefs, and it only glows if the staircase functions correctly during winter, which can be enabled via the Sundial / Moondial in the Gardens (location c of area A5).

It is trivial to ascend the staircase as far as the roof of the Sun Temple, but climbing beyond that is treacherous, especially when attempting to reach the moon. See Part 3 – Climbing the Staircase for details.

A 250 foot length of rope is securely tied to five iron spikes that have been hammered into the granite just outside the ceiling opening. The rope leads across and down the roof of the Sun Temple to the ground below. See the description of area A7 for more details.

A single werewolf guards the chamber. He is 30% likely to be asleep.

Werewolf: SZ M; AC 5; MV 15"; HD 4+3; hp 15; #AT 1; Dmg 2-8; SA surprise on 1-3; SD hit only by silver and magic weapons; AL CE; XP 310; MM p. 63. He wears a platinum armband worth 200 gp.

B22. WESTERN NARTHEX

NOTE: Although this room's domed ceiling is naturally 15 feet high at the apex, a spatial distortion effect sometimes (as described below) increases the height to 30 feet. This does not affect any other properties of the room.

The putrid smell of decay exudes from a battered and gory naked corpse near the center of this circular chamber. Bloodstains mar the floor and bits of thick fur are scattered about. The ceiling is set with four **lighting stones**.

As with the Eastern Narthex (area B15), a structural locking mechanism prevents each of the four doors from opening unless the other three are closed. See the Eastern Narthex for details on how to adjudicate this sort of mechanism.

The corpse is that of a werewolf in human form who was killed here shortly after the werewolves' arrival.

This chamber is protected by a ward that – when activated by the **lammasu ward painting** in the Tomb of Andril Strong Arm (area B28) – summons two flying, invisible lammasus near the apex of the ceiling whenever one or more other creatures are in the room and all the doors are closed. (i.e., if the player characters enter the room and let the door naturally swing closed behind them, the lammasus are

summoned.) Also, as long as the **lammasu ward painting** is activated, a spatial distortion effect increases the height of the domed ceiling to 30 feet; this is true regardless of whether other creatures are in the room or whether the doors are closed. The spatial distortion causes the room to radiate moderate alteration magic. Note that the **lammasu ward painting** has already been activated at the start of the adventure.

If one or more creatures have entered the room without openly displaying a **chandryx amulet**, one of the lammasus telepathically issues a warning to everyone:

"Infidels! Thou hath trespassed upon hallowed ground! Leave from whence thou came, or thou shalt be smitten by solar fury!"

If a member of an entering group holds forth a **chandryx amulet** and requests safe passage for any accompanying creatures, the lammasus allow the group to pass unscathed. Otherwise the larger lammasu speaks a **holy word** and then the pair tries to drive off or destroy anyone not openly displaying a **chandryx amulet**. The lammasus pursue intruders who attempt to escape through the southern door, but not through the other doors. One turn after all intruders are driven off or killed, the lammasus vanish, returning from whence they came.

Lammasus (2): SZ L; AC 6; MV 12"/24"; HD 7+7; hp 41, 36; #AT 2; Dmg 1-6/1-6; SA clerical spells, **holy word** (41 hp lammasu only); SD protection from evil; AL LG; XP 1235 each; MM p. 59. Both have memorized the following spells:

First Level: command x2, cure light wounds, light
Second Level: hold person x2, silence 15' radius
Third Level: dispel magic, prayer
Fourth Level: cure serious wounds

B23. COLLAPSING FLOOR TRAP

NOTE: This entry applies to two rooms on the Sun Temple map.

Upon opening the door to this small empty chamber, the floor of the chamber and the steps of the adjoining stairs swing open, dropping all who stand upon them into a 50 foot deep pit.

Creatures that land on or otherwise touch the floor of the pit are **teleported** without error to the bottom of the Receptacle (area B32), and are magically stripped of all of their clothes, armor, weapons, magical items, and other nonliving gear, which are **teleported** without error to the tub in the Vault (area B30). Any nonliving gear that is dropped to or otherwise touches the bottom of pit is likewise **teleported** to the tub.

B24. WARDED INTERSECTION

The T-intersection at the south end of the corridor is protected by a ward that – when activated by the **stunjelly ward painting** in the Oracle's Quarters (area B19) – brings a stunjelly into existence at the start of both the east and west branches of the intersection, so as to make it appear to be a dead end.

The stunjellies attack anyone entering the intersection, pursuing as best they can.

Stunjellies (2): SZ L; AC 8; MV 3"; HD 4; hp 17, 22; #AT 1; Dmg 2-8 + paralyzation; AL N; XP 197 each; FF p. 84.

B25. ANTECHAMBER

Six lines of verse are etched into the west wall at the location marked with the secret door symbol:

A party of three where one hides the two,
 occluding the furthest from two points of view.
 Affecting the middle by day or by night,
 infrequently choosing to snuff out the light.
 The rest swell the fullness on high in the air,
 allowing the fearless to travel the stair.

Following that, a **permanent illusion** of a normal non-etched wall masks two more lines of etched verse:

By speaking its name and touching its mark,
 through to the gallery you may embark.

Below the verse is a carving of three circles arranged horizontally, and of increasing size from left to right, with an etched line crossing through all three:



The carving radiates strong alteration magic. Touching it and speaking the word “syzygy” triggers a **passwall** at the map location marked with the secret door symbol, allowing access to the Moon Gallery (area B26). The passage stays open for one round.

B26. MOON GALLERY

Two rows of columns help support the ceiling of this gallery. Many peculiar artifacts and trophies are displayed around the edges of the room, though a few appear to have been broken. Three **lighting stones** in the ceiling give off only a gentle glow, similar to candlelight.

The southern section of the east wall features a circle and line carving identical in design and function to the one in the Antechamber (area B25), although no verse is present.

From south to north, the artifacts are:

- Three **scorpion statuettes** (see Special Materials and Items).
- Broken scorpion statuette, which is no longer magical.
- Hooded cloak made of a two-headed polar bear's fur, with both pairs of eyes and ears attached, as well as its forepaws. The hood is formed by one of the head sections. It is lined with wool, and when drawn closed it provides adequate warmth and weather protection in extremely cold climates. It is worth 1000 gp.
- Badly burned (and thus worthless) painting with a broken and charred frame. The few areas of undamaged canvas depict a starry sky.
- Two bastard swords on a rack, and a broken bastard sword on the ground below, each of which features a serrated edge and a tassel made from fine auburn hair.
- Scroll-sized sheet of platinum foil embossed with a contract entitling the bearer to one share of gains from the Phosos Vein. The sheet is made from 300 gp worth of platinum.
- Preserved carcass of a 3 foot long worm, whose oversized head features shaggy gray hair, horns, fangs, and bulbous eyes.
- Two platinum armbands of a design identical to those of the invading werewolves. They are worth 200 gp and 400 gp.
- Black silk sheet covering an iron disc upon which the numbers 21, 14, and 7 are inscribed across the diameter from left to right. It radiates faint divination magic, and glows gently in correspondence with the phase of the moon as viewed from the world. It is worth 200 gp.

- Three slabs of chandryx suitable for fashioning part of a sarcophagus.

The three unbroken **scorpion statuettes** are in guard mode. When anyone other than the oracle enters the room, they transform into giant scorpions, then advance and attack.

Giant Scorpions (3): SZ M; AC 3; MV 15"; HD 5+5; hp 28 each; #AT 3; Dmg 1-10/1-10/1-4 + poison; AL N; XP 815 each; MM p. 85.

B27. CELLS

A stoppered black flask rests on a circular table in the center of the room. Around the perimeter of the room are three prison-like doors made of metal bars, each leading to a narrow cell. The cells are empty, save for a pile of clothes lying just inside the southern cell. All three cells are locked. One **lighting stone** is set into the ceiling.

The pile of clothes consists of boots, pants, a shirt, and a leather belt. A pant leg is tied to one sleeve of the shirt, and the belt is tied to the other sleeve. Under the clothes is a black flask identical to the one on the table. The leather belt is stiff from age and a message is carved on its inside face:

Your help is needed. Thank you for your service.

The stoppered black flask on the table contains a magical draught that smells of ozone and radiates moderate alteration magic. When more than half of the draught is consumed at one time, the imbiber is subjected to a **disintegrate** spell. A save versus spells is not allowed if the draught is consumed willingly. Other applications of the liquid are harmless; it must be drunk to take effect.

B28. TOMB OF ANDRIL STRONG ARM

NOTE: The western door's hinges are on the south side. Thus, the statue in the northwest corner does not preclude the door from opening completely.

A statue of a boy and three statues of men stand in the corners here. These life-sized statues are carved of white marble on circular bases, and they look toward an embellished chandryx sarcophagus in the center of the chamber. Two portraits hang on the south wall. One **lighting stone** is set into the ceiling directly above the sarcophagus.

The short and long sides of the sarcophagus are etched with full moons and side views of the Sun Temple exterior, respectively. The lid weighs 300 pounds and depicts a plate-clad warrior wearing a winged helm. Within the sarcophagus are the remains of Andril Strong Arm, who still wears his plate mail armor, though not his helmet (but see below). Andril has been dead for 9 years. If magic is used to communicate with his spirit, he knows the information in the background up to the point of his death, as well as details for the layout and most of the contents of the Sun Temple.

The western painting depicts Andril from the chest up, graying and weary as he appeared a year before his death. It is worth 200 gp.

The eastern painting depicts the maned head and winged shoulders of a fantastical lion with a human face. This **lammasu ward painting** is associated with the lammasus and spatial changes in the Western Narthex (area B22). It is currently activated, with the front of the lammasu's face showing in the painting. It radiates strong conjuration/summoning and alteration magic.

Each of the four statues depicts Andril in different stages of life. Starting with the northwest statue and continuing clockwise, they portray him as a middle aged warrior wearing plate mail and holding a winged helmet, a robust and muscular shirtless young man, a boy no more than 10 years old, and a noble elderly gentleman. The boy statue



weighs 200 pounds, while the others weigh 500 pounds each. They all radiate strong conjuration/summoning magic.

If the four statues are rearranged such that the youngest depiction is in the northwest corner, with progressively older depictions continuing clockwise, a winged **helmet of adaptation** is conjured onto the head of Andril's corpse. Save for its physical form, this helmet is equivalent to a **necklace of adaptation**.

Carved into the floor underneath the base of each statue is a palm-sized symbol: A flower (crocus) in the northwest, a flaring sun in the northeast, a leaf (oak) in the southeast, and a snowflake in the southwest. These provide a cryptic clue to the necessary arrangement of the statues; the season associated with each symbol corresponds to one phase of a human's growth and aging cycle.

B29. JUNGLE OVERLAP

This room appears to enclose a small part of a larger jungle. The walls and floor are covered with lush vegetation, and ten stone columns look like trees holding up a thick canopy of greenery at the ceiling, with rays of sunlight or moonlight (as appropriate) streaming in between the large leaves. Warm, humid air hangs here, and wildlife seems to chirp, croak, and call from nearby.

The sun god blessed this room such that it dimensionally overlaps with a jungle far to the south, causing the whole room to radiate strong alteration magic. Although air, light, and sound can pass freely across the dimensional bridge, creatures and objects cannot, with one exception: Small jungle animals (giant rats or other big rodents, forest pigs, small deer, and so on) are permitted to wander into and out of the shared area, for they are prey for the giant constrictor snakes that live here (see below). Every six hours there is a 25% chance of a small prey animal wandering into the room.

The two columns nearest the secret door both feature a palm-sized pressable plate, but these can only be found if the vegetation on the columns is shoved aside or cut down. If both plates are pressed simultaneously, the secret door unlatches and may be swung open. Because of the vines and creepers on the wall, elves must succeed on both a concealed door roll and a secret door roll in order to casually notice the secret door.

Two giant constrictor snakes lurk in the canopy, waiting to drop on any creatures that enter the room.

Giant constrictor snakes (2): SZ L; AC 5; MV 9"; HD 6+1; hp 28, 36; #AT 2; Dmg 1-4/2-8; SA continuing constriction; AL N; XP 449 each; MM p. 88.

B30. VAULT

Sheets of vellum, a few pieces of jewelry and art, writing implements, and other assorted devices are spread out on an oak table that stands against the west wall over a stout steel chest. A deep granite tub large enough for bathing rests against the north wall.

The contents of the table are:

- Mundane ink and several writing quills.
- Magnifying glass.
- Five large folded vellum maps of various parts of the "Eastern Realms" worth 1200 gp total.
- **Scroll of protection from magic.**
- Scroll of **speak with dead** and **heal**, both cast at 13th level.
- **Talisman of zagy.**
- Jade bracelet worth 1500 gp.
- 1 foot tall, slightly ovoid alabaster sculpture carved with three simple rings around its girth. It is a key to a teleportation device located on the moon, and is worth 250 gp for its workmanship and material, or 1000 gp to those who recognize its true significance.

The chest is locked and protected by a **glyph of warding** (cold) cast at 12th level. It contains a sack of 57 pp (minted on the moon at the Phosos Vein), as well as 419 gp and 847 sp in loose coinage.

The granite tub is empty, save for any objects that were **teleported** here from one of the Collapsing Floor Traps (area B23).

From within this chamber, the secret door is plainly obvious and features a handle with a latch, identical to the normal doors in the complex.

B31. SECRET WEST ENTRANCE

This secret door is set 5 feet above the exterior ground level. The door is obvious from the inside, where it features a handle and latch. Outside, the door can be opened via a lever that juts up from the ground outside, next to the exterior wall of the Sun Temple. Rocks and vegetation hide the lever from casual view.

B32. RECEPTACLE

A 15 foot square, 30 foot deep, granite-walled pit is set into the floor here, with a ledge overlooking it (marked with a dotted line on the Sun Temple map). The naked, decaying corpses of three halflings lie at the bottom.

The halflings have been dead for just under one year. If **speak with dead** or similar magic is used, they know there is a roof entrance into the Sun Temple, and they know the invisible creatures in the Western Narthex (area B22) can be bypassed with a **chandryx amulet**.

PART 3 – CLIMBING THE STAIRCASE

PHYSICAL PROPERTIES

The staircase rises a total of 75 feet, 25 feet of which are within the Sun Temple structure. The steps are 5 feet wide for the bottommost 25 feet of ascent, gradually tapering to a width of just a few inches at the top of the spire. As the width of the steps decrease, so do their depth and height. Save for the first few steps, each step tilts upward slightly more than the proceeding one such that an ascending creature naturally starts to look almost directly upward as they emerge from the ceiling opening in the Chamber of Ascent (area B21). For the last 30 feet, the narrowness and angle of the steps suggests that an ascender

would need to somehow shrink, defy gravity and lean back completely (i.e., horizontally) to walk the steps in the typical fashion.

Treat the staircase/spire as a rough wall for purposes of the Climb Walls ability.

MAGICAL PROPERTIES

As the full moon approaches its zenith in the sky on a given night, the magical nature of the staircase becomes palpable. This begins 1 turn prior to the zenith, and lasts for 1 turn afterward. Anyone on or within 10 feet of the staircase during this time feels supernatural emanations from the staircase and the moon, which are equivalent to the Awe Power of a deity with 20 Cha. Thus, creatures with 2 hit dice or fewer are unable to ascend or descend the stairs on their own during this time, and need to be led by others with more hit dice. Also during this time, the staircase radiates overwhelming alteration magic.

While it is so activated, the staircase acts as a bridge between the world and the moon, although the staircase does not necessarily lead all the way to the moon during all seasons. Travel to or from the moon during spring and autumn is always possible, but summer and winter operation is only safe if the magical locks are dealt with at the Sundial / Moondial (location c of area A5) and the Underchamber (area A9) respectively. Those who ascend when it is unsafe discover that their journey has come up short; the moon appears tantalizingly close, yet still so far away, and at this point they must save versus rod, staff, or wand or fall due to disorientation. (See the falling notes below.)

From the perspective of onlookers, those in contact with the steps indeed shrink in proportion to the size of the highest step touched, and tilt backward further as they ascend higher.

Those ascending or descending find that – for them – the steps remain constant in size and orientation, for as they take each step, they are actually changing size and defying (or adhering to, for descenders) the world's gravity. As they climb, the moon begins to tilt as though it is turning into a great disc (not a sphere), which grows dramatically larger and closer with each step, while the air becomes gustier and cooler to the point of frigid near the end of the journey. The trek seems to be roughly 250 feet long (the staircase is comprised of 250 steps) and takes about 4 rounds for an unencumbered human. With their last step, those ascending set foot on the very edge of the disc-shaped moon's tremendously icy and mountainous landscape.

FALLING: Because of the disorientation caused by the staircase's extreme spatial distortion effects, anyone damaged or otherwise distracted while climbing the stairs to or from the moon must save versus rods, staff, or wand or fall back to the world below, likely landing on the top or middle tier of the Sun Temple ziggurat. At the Dungeon Master's discretion, the cries of a falling comrade might be enough to distract others on the staircase. Due to the spatial distortion, all such falls are treated as double the actual height. In other words, a fall from the top of the staircase to the roof of the top tier is treated as a 100 foot fall.

WEREWOLF AMBUSH

Since some of their number fell from the staircase during their initial arrival, the werewolves are aware of the perils of an ascent during a full moon. If they discover interlopers attempting to ascend (even at a time other than a full moon), they may decide to stage an ambush while any such foes are most vulnerable. The attack should show little coordination or planning, but still ought to be deadly due to their capability for archery and some long-distance magic use.

Because of the spatial distortion during a full moon, ranges are doubled between creatures on the staircase and those in the Sun Temple or on the ground.

FURTHER ADVENTURES

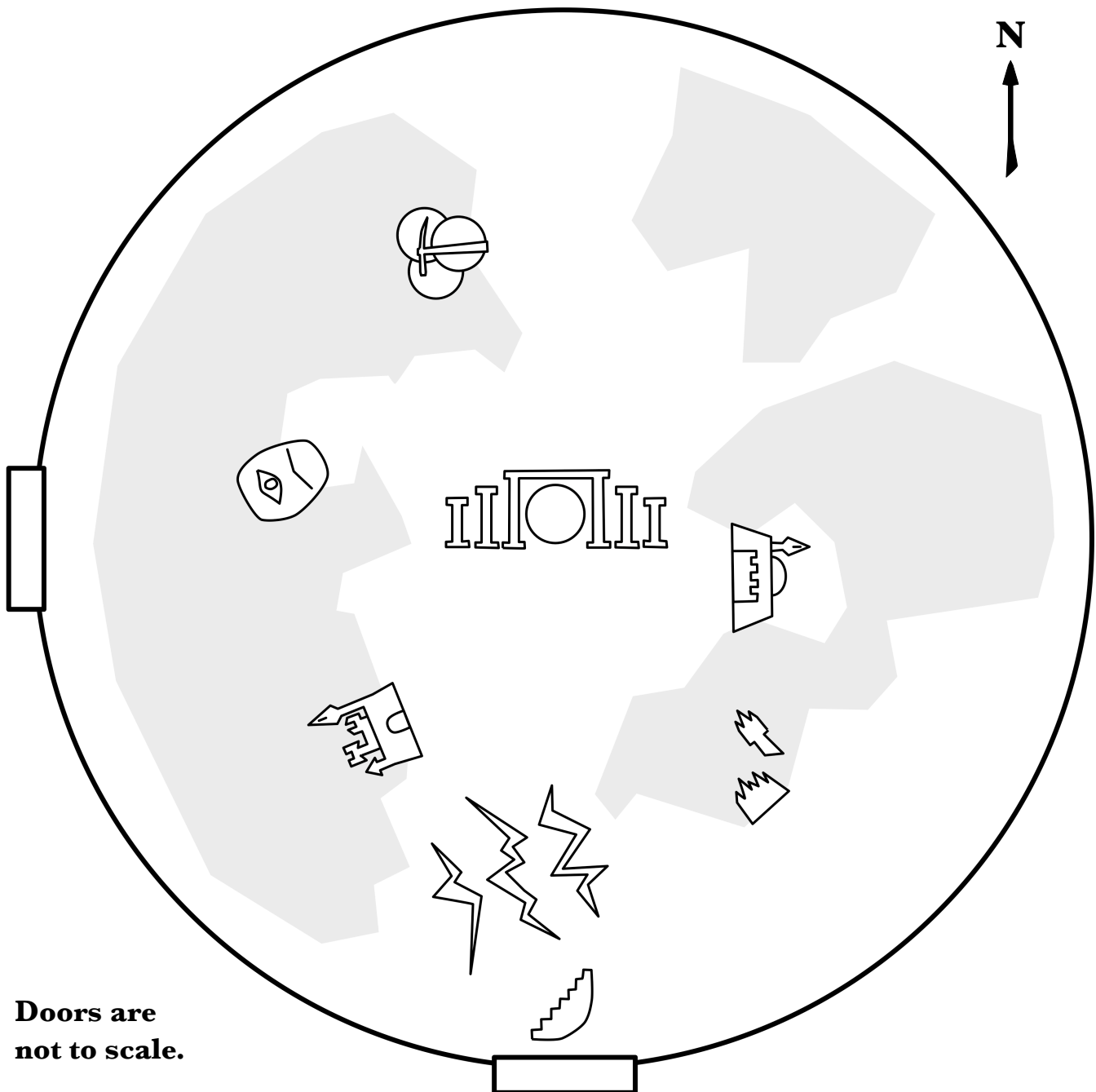
A number of locations within or near the Sun Temple are logical for expansion or continued adventures. The Sunset Shrine is of ancient construction, and could contain an undiscovered entrance to a long forgotten dungeon. One or both of the hill giants in the Winery could be tracked back to their lair once their supply of wine runs out. The dimensional bridge may fracture in the Jungle Overlap room, allowing egress to the distant southern jungle and its prehistoric temples.

Player characters may clear out the Sun Temple to use as a base, possibly positioning themselves as the new oracles, and this may result

in some easy wealth for a short time. However, unless they are particularly clever with any oracular responses, the discontented local rulers are sure to send scouts, investigators, or even assassins. Similarly, followers of the sun god or moon goddess may arrive with orders to liberate the structure.

The moon itself will be detailed in a forthcoming product (Dungeon Module F2 – Beyond the Impossible Spire), and many adventures will be possible thereon. Alternatively, the Dungeon Master can invent his own details for adventures on or related to the moon, possibly including a second onslaught of invading werewolves or even stranger lunar beasts.

NORTHERN NARTHEX (AREA B18)



PREGENERATED CHARACTERS

WILCAM – Human Cleric 5 – Male

Str 14	doors 1-2, bars 7%	Alignment:	Chaotic Good	Saving Throws:	
Int 6		Movement:	9"	Paralyzation/Poison/Death	9
Wis 16	save +2 vs. mental/will	Armor Class:	3	Petrifacation/Polymorph	12
Dex 7		Hit Points:	23	Rod/Staff/Wand	13
Con 14	sys. shock 88%	Height:	5' 5"	Breath Weapon	15
Cha 13	reaction adj. +5%	Weight:	163 lbs.	Spells	14

Magical Items: cleric scroll of protection from evil.

Normal Items: banded mail, large shield, footman's flail, sling w/20 bullets, holy symbol, backpack, large belt pouch, large sack, iron rations (1 week), wineskin, 10 foot pole, 2 vials of holy water, small silver mirror, 4 gems (100 gp each), and 50 gp.

Languages: common.

Weapon Proficiencies: footman's flail, footman's mace, sling.

Spells (5/5/1):

First Level: cure light wounds x3, detect magic, sanctuary

Second Level: augury, hold person x2, silence 15' radius, spiritual hammer

Third Level: prayer

SERRAH – Human Ranger 6 – Female

Str 18/47	+1 melee, +2 damage, doors 1-3, bars 20%	Alignment:	Neutral Good	Saving Throws:	
Int 15		Movement:	12"	Paralyzation/Poison/Death	11
Wis 15	save +1 vs. mental/will	Armor Class:	1	Petrifacation/Polymorph	12
Dex 15	+1 AC & dodge saves	Hit Points:	47	Rod/Staff/Wand	13
Con 16	sys. shock 95%	Height:	5' 10"	Breath Weapon	13
Cha 6	loyalty -15%, reaction adj. -10%	Weight:	160 lbs.	Spells	14

Magical Items: chain mail +1, large shield +1, broad sword +1, dagger +1.

Normal Items: long bow, quiver w/20 arrows, footman's mace, backpack, large belt pouch, 2 large sacks, iron rations (1 week), waterskin, hooded lantern, 2 flasks of oil, tinder box, 100' of rope, 5 iron spikes, hammer, 4 gems (100 gp each), and 50 gp.

Languages: common, elvish, hill giant, goblin, orcish.

Weapon Proficiencies: broad sword, long bow, footman's mace, dagger.

Other: +6 damage vs. various giants and humanoids; 3 in 6 chance to surprise enemies; and only 1 in 6 chance to be surprised; tracking.

GARNAL YELLOWFEATHER – Half-Elf Fighter 4 / Magic User 4 – Male

Str 12	doors 1-2, bars 4%	Alignment:	Neutral	Saving Throws:	
Int 14		Movement:	12"	Paralyzation/Poison/Death	13
Wis 12		Armor Class:	3	Petrifacation/Polymorph	13
Dex 7		Hit Points:	20	Rod/Staff/Wand	11
Con 15	sys. shock 91%	Height:	5' 5"	Breath Weapon	15
Cha 12		Weight:	117 lbs.	Spells	12

Magical Items: chain mail +1, dagger +1, magic user scroll of water breathing.

Normal Items: large shield, long sword, short bow, quiver w/20 arrows, spell book, backpack, large belt pouch, large sack, iron rations (1 week), waterskin, small silver mirror, vial of holy water, 4 gems (100 gp each), and 50 gp.

Languages: common, elven, gnome, halfling, goblin, hobgoblin, orcish, gnoll.

Weapon Proficiencies: long sword, short bow, spear, dagger, footman's mace.

Other: 30% resistant to sleep and charm spells; infravision 60'; improved secret & concealed door detection.

Spells (3/2):

First Level: feather fall, magic missile x2

Second Level: knock, strength

Spell Book: 1st– affect normal fires, feather fall, identify, magic missile, read magic; 2nd–knock, strength.

BINGO SANDYMAN – Halfling Thief 5 – Male

Str 14	doors 1-2, bars 7%	Alignment:	Chaotic Neutral	Saving Throws:	
Int 13		Movement:	12"	Paralyzation/Poison/Death	12
Wis 4	save -2 vs. mental/will	Armor Class:	5	Petrifacation/Polymorph	11
Dex 16	+1 reaction/missile, +2 AC & dodge saves	Hit Points:	24	Rod/Staff/Wand	12
Con 15	sys. shock 91%	Height:	3' 1"	Breath Weapon	15
Cha 12		Weight:	68 lbs.	Spells	13

Magical Items: leather armor +1, scroll of protection from magic, magic user scroll of detect evil.

Normal Items: short sword, sling w/20 bullets, dagger, backpack, small belt pouch, small sack, iron rations (1 week), waterskin, thieves' picks and tools, 2 empty vials, 4 gems (100 gp each), and 50 gp.

Languages: common, dwarven, elven, gnome, goblin, halfling, orcish, thieves' cant.

Weapon Proficiencies: short sword, sling, dagger.

Thief abilities: back stab x3 damage, pick pockets 55%, open locks 52%, find/remove traps 45%, move silently 50%, hide in shadows 46%, hear noise 20%, climb walls 75%, read languages 20%

Other: +4 on saving throws versus wands, staves, rods, spells, and poison; infravision 30'; determine grade (75%) and direction (50%) of passages; increased chance of surprise (requires all halfling/elf party in non-metal armor).

HAZEL DABISHISS – Human Illusionist 6 – Male

Str 10	doors 1-2, bars 2%	Alignment:	Neutral Good	Saving Throws:	
Int 17		Movement:	12"	Paralyzation/Poison/Death	13
Wis 10		Armor Class:	2	Petrifacation/Polymorph	11
Dex 17	+2 reaction/missile, +3 AC & dodge saves	Hit Points:	16	Rod/Staff/Wand	9
Con 13	sys. shock 85%	Height:	6' 6"	Breath Weapon	13
Cha 15	loyalty +15%, reaction adj. +15%	Weight:	160 lbs.	Spells	10

Magical Items: bracers AC 6, ring of protection +1, dagger +1, illusionist scroll of detect invisibility, potion of diminution, potion of healing.

Normal Items: 3 daggers, spell book, backpack, large belt pouch, 2 large sacks, iron rations (1 week), waterskin, 6 torches, tinderbox, vial of holy water, flask of oil, 4 gems (100 gp each), and 50 gp.

Languages: common, blue dragon, goblin, hobgoblin, kobold, orcish, ogrish.

Weapon Proficiencies: dagger.

Spells (4/3/1):

First Level: hypnotism, phantasmal force x2, wall of fog

Second Level: hypnotic pattern, improved phantasmal force, mirror image

Third Level: paralyzation

Spell Book: 1st– darkness, gaze reflection, hypnotism, phantasmal force, wall of fog; 2nd–hypnotic pattern, improved phantasmal force, mirror image; 3rd–illusionary script, paralyzation, rope trick.

GARZY (Hazel's Henchman) – Human Fighter 4 – Male

Str 17	+1 melee, +1 damage, doors 1-3, bars 13%	Alignment:	Neutral Good	Saving Throws:	
Int 6		Movement:	12"	Paralyzation/Poison/Death	13
Wis 10		Armor Class:	3	Petrifacation/Polymorph	14
Dex 10		Hit Points:	23	Rod/Staff/Wand	15
Con 13	sys. shock 85%	Height:	6' 1"	Breath Weapon	16
Cha 8	loyalty -5%	Weight:	201 lbs.	Spells	16

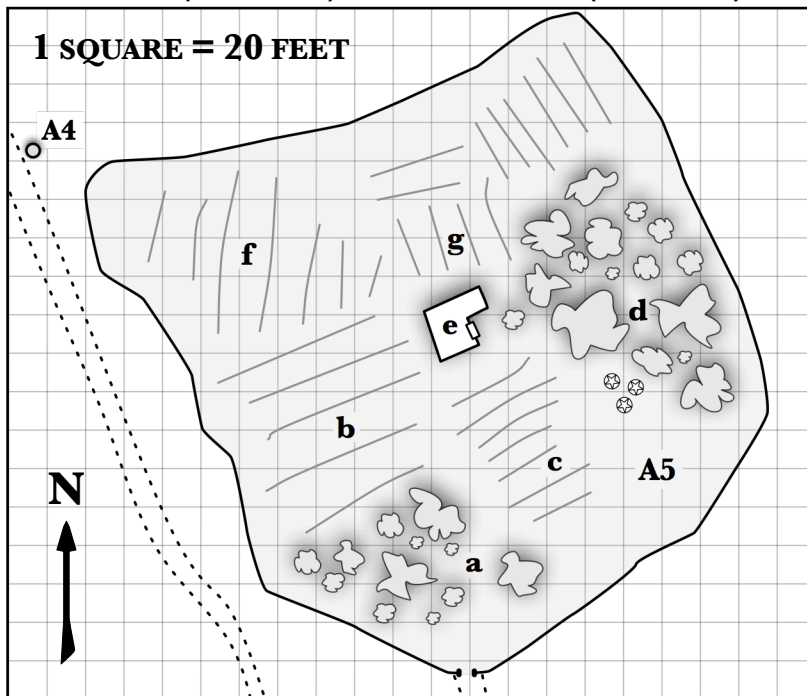
Magical Items: chain mail +1, long sword +1, scroll of protection from elementals.

Normal Items: large shield, short bow, quiver w/20 arrows, morning star, javelin, 4 daggers, backpack, large belt pouch, 2 large sacks, iron rations (1 week), waterskin, 100' of rope, grappling hook, 50 gp.

Languages: common.

Weapon Proficiencies: long sword, short bow, morning star, dagger, javelin.

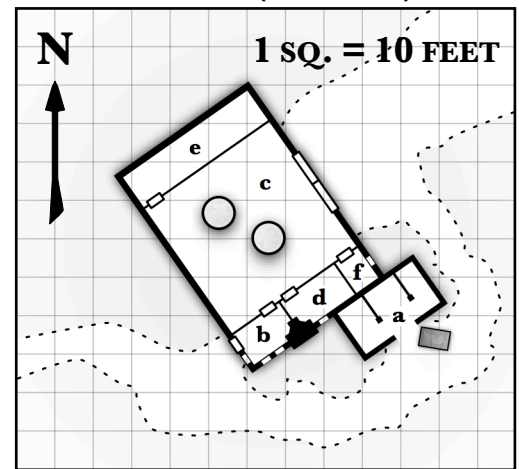
WELL (AREA A4) AND GARDENS (AREA A5)



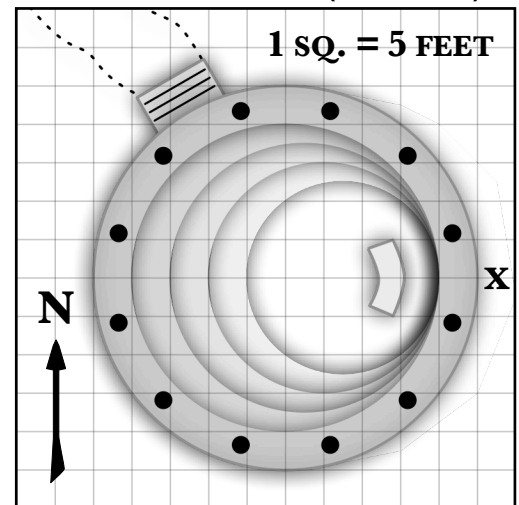
KEY

	Door		Stairs
	Archway		Statue
	Secret Door		Column
	Window		Tree

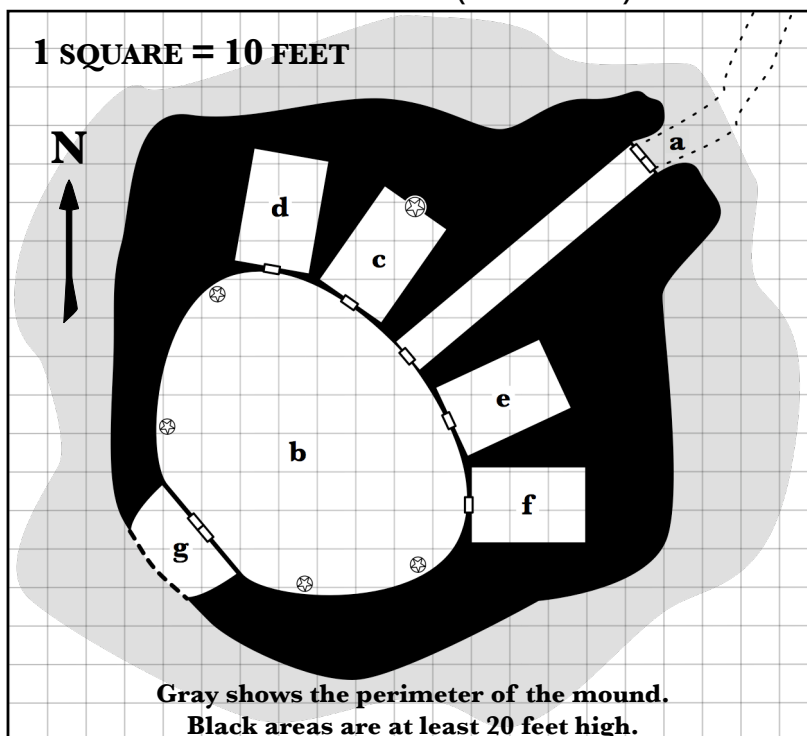
WINERY (AREA A3)



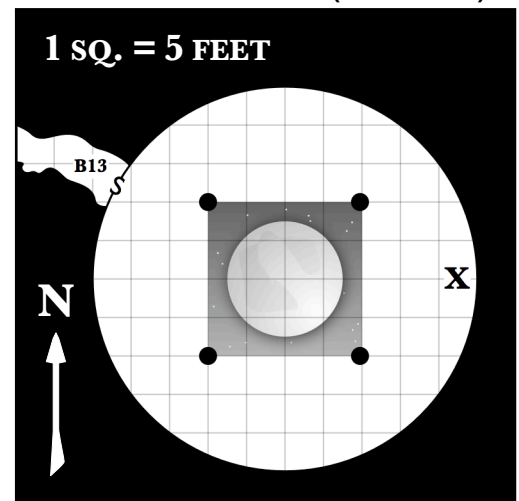
SUNRISE SHRINE (AREA A8)



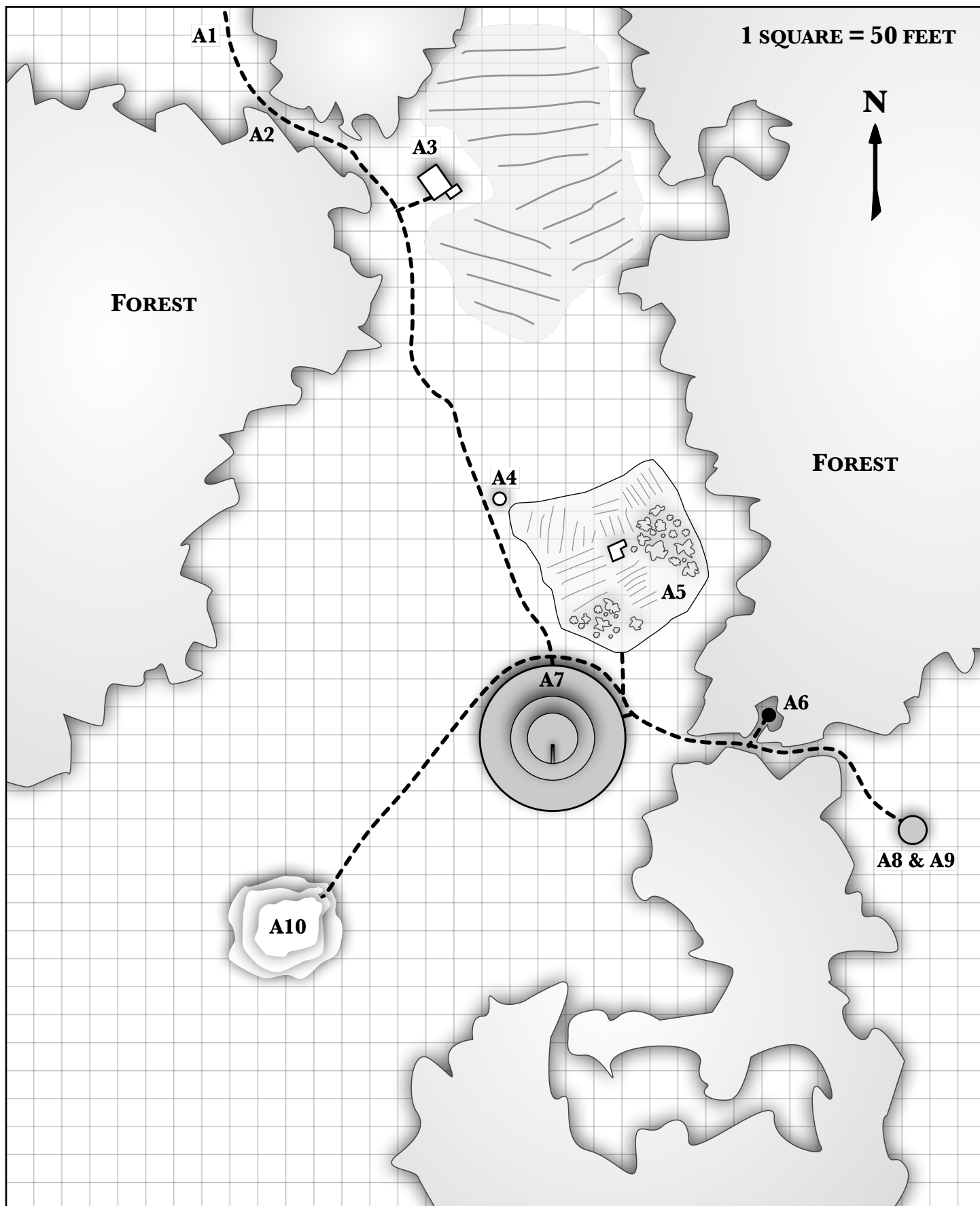
SUNSET SHRINE (AREA A10)



UNDERCHAMBER (AREA A9)

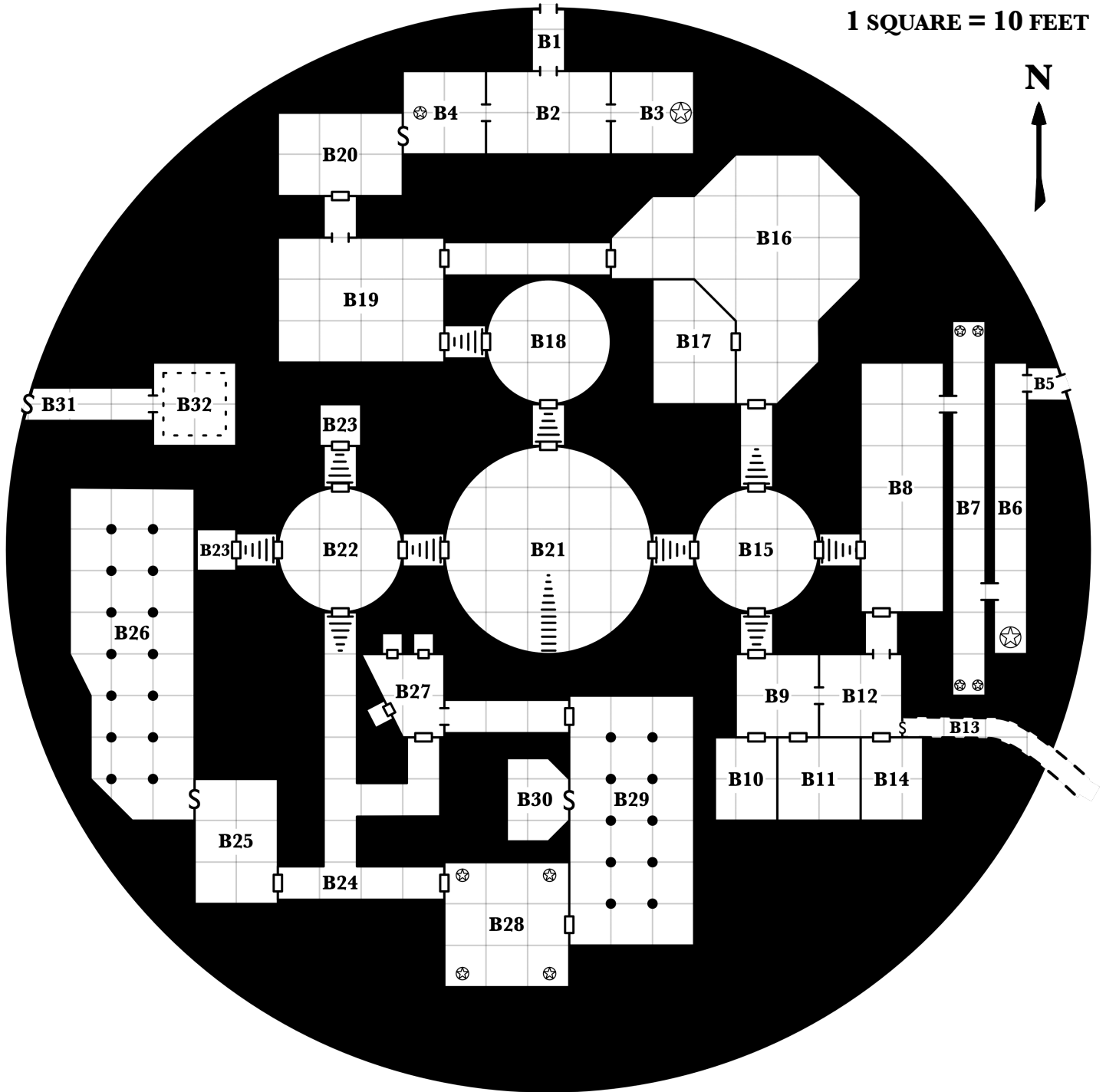


THE SURROUNDING COUNTRYSIDE



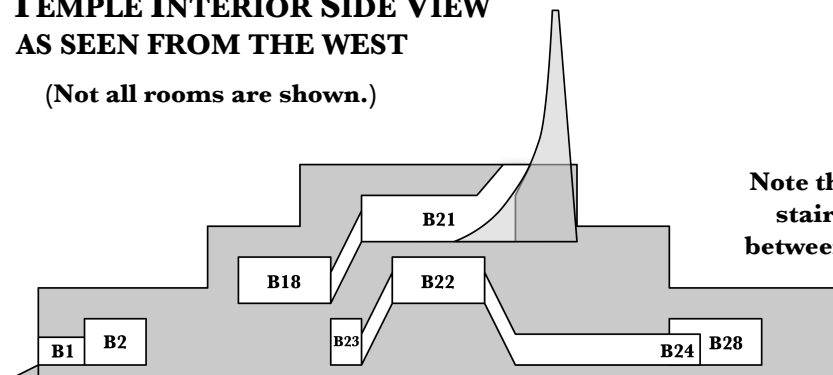
SUN TEMPLE (AREA A7)

1 SQUARE = 10 FEET



SUN TEMPLE INTERIOR SIDE VIEW AS SEEN FROM THE WEST

(Not all rooms are shown.)



Note the steep
staircases
between levels.



For use with 1st Edition Advanced Dungeons & Dragons®

THE FANE OF POISONED PROPHECIES includes complete descriptions and maps for several adventure sites, and is easily adaptable to most campaign settings. It is the first in a new series of modules designed for either independent or interconnected use. If you enjoy **THE FANE OF POISONED PROPHECIES**, look for these forthcoming titles:

Dungeon Module F2 – BEYOND THE IMPOSSIBLE SPIRE

Frozen wastelands, cruel tyrants, and freakish denizens await those who climb the impossible spire. Are you brave enough to trespass in the domain of gods?

Dungeon Module F3 – MANY GATES OF THE GANN

Who is the Gann and how did this confounding place come to be? No matter – you have a more pressing question to answer: Can you find a way out?



Chaotic Henchmen Productions
www.chaotichenchmen.com

Copyright © 2009 Guy Fullerton, All Rights Reserved – Second Printing, PDF Version, September 21st 2012

Advanced Dungeons & Dragons and AD&D are trademarks of Wizards of the Coast, and are used without permission. Chaotic Henchmen Productions and its products are not affiliated with Wizards of the Coast.