

SF 4

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— Adventure 4: For Love of Chaos —

By Gary Schotter & Jeff Harkness

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

Special Thanks

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

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



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**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Splinters of Faith

— Adventure 4: For Love of Chaos —

By Gary Schotter & Jeff Harkness

PCs investigate the death of a high priestess who murdered her husband, then jumped from a cliff — but her body was never found. Other priests searching a vast garden have not returned. And horrible sounds can be heard at night. This adventure is for 4th-6th level characters.

A massive chasm containing a verdant green paradise appears out of the forest, the sheer rock walls descending a quarter mile into the earth. From a vantage point atop the outer rim of the depression, a bountiful garden fills the massive sinkhole.

A granite pillar rises from the canopy, atop which sits another garden and a sparkling temple of glass and stone. A magnificent crystal globe sits atop this temple, emitting a fine mist of rain that covers the entire pinnacle. Sunlight strikes the globe, creating a rainbow of color that moves across the chasm below.

A priest stands before a long bridge that leads to the temple atop the pillar. His robes are a patchwork of colors, into which he has woven flowers and blades of grass. He smiles, his eyes dreamy. His voice is soft and he speaks in a melodic singsong. "May Iseleine's peace follow you always, friends."

The Hanging Gardens of Iseleine

Location: Deep forest

Nicknames: The Flowering Pedestal, the Spire of Beauty

Deity: Iseleine, goddess of art, love, beauty, passion and passiveness

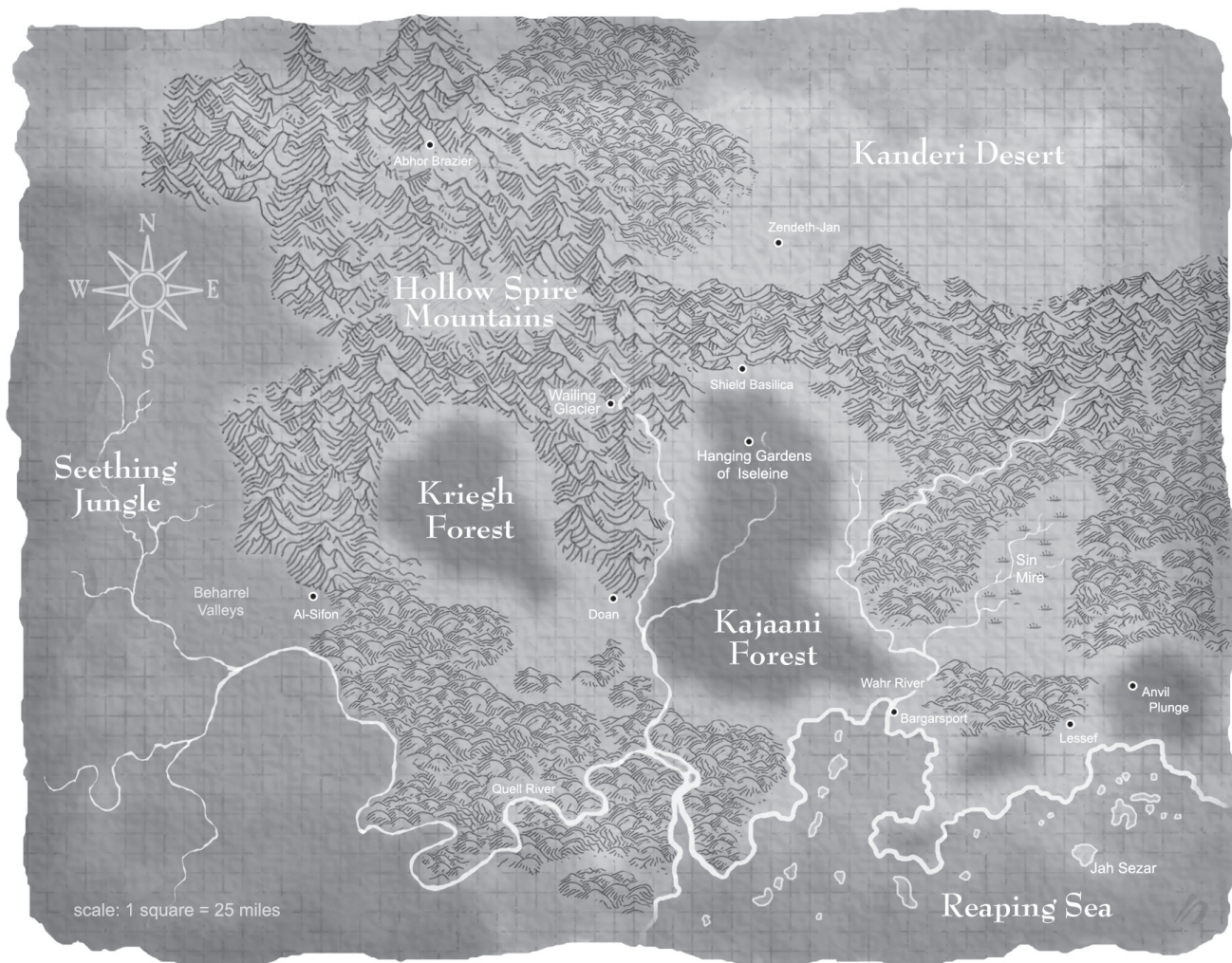
Worship Domains: Healing, Plant, Protection

Leader: Acting high priest Jernigan Chimel (Cleric 9)

Servants: 20 Cleric/Bard 1-3, growers; 5 Cleric/Bard 4-6, pacifists

Dress: The priesthood favors uniqueness and beauty. They have no standard dress. Beauty and cleanliness are valued above all else. Iseleine's followers favor silks, sheer veils and delicate jewelry

Unique characteristic: The temple sits atop a stone pillar in a chasm a quarter-mile deep and wide



How to Use This Adventure

This adventure is a small part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +1 adamantite heavy mace, with the ability to cast bless 3 times per day.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Background

Ages ago, Hamarab Natal broke away from worshipping Arden because of the increasingly violent and aggressive nature of the sun god's followers. At the time, Arden's followers were involved in tense battles with the frog demon Tsathogga's vile spawn. Natal decided that to truly eliminate evil, a more pacifistic approach to worship was required, an approach that would purge the basest instincts to create a purity that could overcome all else. The charismatic high priest gathered together followers of a like mind and began worshipping a little-known lesser aspect of Arden, the peace-loving Iseleine. Arden's true believers claim Iseleine isn't even real, just a hallucination of plant-loving dreamers too weak to stomp out the evil in the world. Iseleine's faithful refuse to take up this fight, deeming it beneath them.

The Hanging Gardens of Iseleine rests atop a natural granite pillar in the middle of a deep pit measuring a quarter-mile wide and a quarter-mile deep. The subtropical environment's high humidity produces conditions perfect for the multitude of plants growing in the luxuriant gardens.

Two chain-link spans and a stone bridge cross from the garden plateau's rock pillar to the outer cliff wall. Vines and flowering plants drape the chains and the pillar's sides in earthly beauty. Planting boxes line the single stone bridge, with ivy and blossoming foliage growing abundantly across the arching walkway. Brilliantly colored tropical birds squawk and sing throughout the forest around the crater and from deep within the chasm below. Handmade chimes and crystals dangling from the bridges fill the pit with meandering melodies of arbitrary tones.

Three cascading waterfalls fall from the crater's outer rim into crystal pools far below. Streams span the pit floor before disappearing into water-filled caves. Tropical trees grow wild in the lower garden, creating canopies of broad leaves that shade the garden.

Iseleine's worshippers revere the beauty of the land, going so far as to live outside during all but the worst storms and deadliest heat waves. The priests speak in naïve and dreamy tones, seemingly oblivious and uncaring about the world outside their little corner of paradise. Creation and beauty are all that matter to them. Many worshippers appear lost in a dreamlike state, ignoring those around them, having "crossed into Iseleine's graces," as the other priests claim. These few are said to possess powers to see the future — if one can decipher their dreamlike messages.

Within the Hanging Gardens of Iseleine, the faithful have no set quarters, and sleep on the ground or upon special bowers of leaves, grasses and colorful bird plumes.

New Deity: Iseleine

Matron of Peace

Alignment: Any Good

Domains: Protection, Healing, Plant, Knowledge

Typical Worshippers: Humans, elves, bards and monks

Favored weapon: Bolas

Iseleine is the epitome of beauty and peace, and teaches love and forgiveness of all creatures. She always appears as a female of unearthly beauty. She detests undead, as they are an affront to life and beauty. She expects her faithful to find their inner self to express the joy of life and to demonstrate harmony to others. Her followers must pursue arts of adoration and creation, such as sculpture, song, or gardening. After all, serenity is the key to harmony and peace among all creatures.

Weapons that do nonlethal damage are all that are allowed. She also forbids her priests to use weapons or armor. Many specialize in nonlethal combat and spells. Her followers make poor adventurers and are often the butt of many jokes. Undead are the only creatures that bring out hostility among her worshippers.

Iseleine's temples are found in remote places of incredible beauty. Priests seclude themselves to be free of the evils and corruption of civilization. Her temples often have natural defenses and possess little of value aside from artwork.

The clergy meditate for long hours during the day. They are often seen as naïve and innocent. They dress in sheer silks and satins and sometimes innocently frolic in the nude.

The Upper Gardens

The Upper Gardens of the temple are contained on the bridges, across two massive chains and on the plateau atop the granite pillar. The bulk of the priests of Iseleine live somewhere within this contained garden.

Area A: The Stone Bridge.

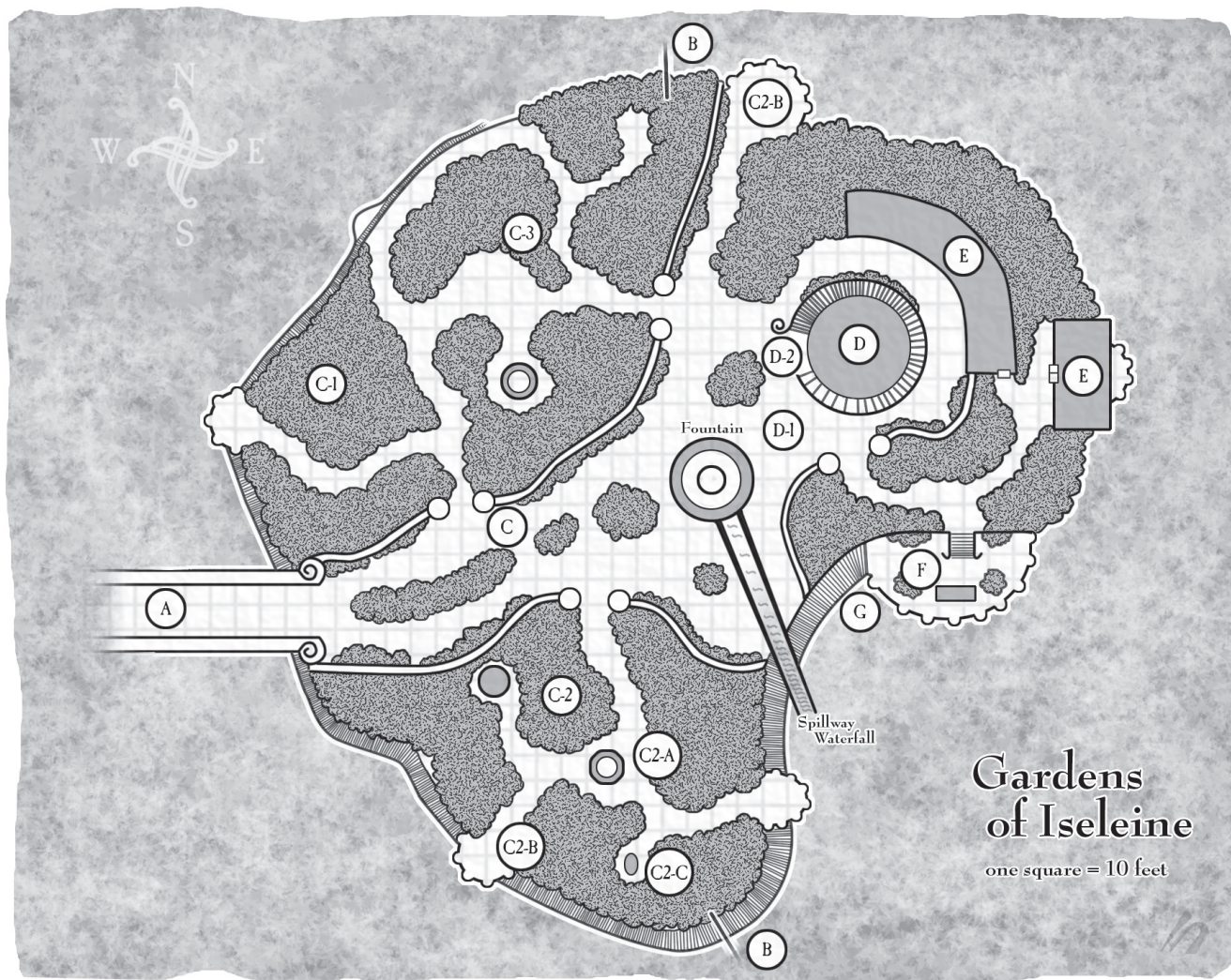
A stone bridge defies natural laws as it spans the 600-foot-wide chasm between the main rim of the crater and the top of the granite pillar. Three-foot-tall stone flower boxes brimming with blooming plants line the walkway. Flowering vines and ivy growing from the boxes cascade from the sides of the bridge, giving the structure the appearance of a garden hanging across the open void. Some of the longest vines reach lengths of 100 feet.

Two identical nine-foot-tall statues stand to either side of the bridge's entrance on the outer rim of the chasm containing the garden. Each multilayered robed maiden carries a large falchion visible as an outline beneath the carved veils. The statues, carved in Iseleine's image, are **2 medium-sized caryatid columns**.

A welcomer (Lawful human male Cleric 5) always waits near the caryatid columns to greet visitors. The priest politely requests that all weapons remain behind before visitors are allowed to cross. The greeter assures untrusting visitors that the items will be quite safe. Weapons are stored in a compartment beneath a stone slab on which the caryatid columns stand. When all apparent weapons are relinquished, the greeter allows visitors to cross. The caryatid columns back up the greeter to stop anyone trying to force his way across.

CARYATID COLUMNS (2): HD 3+10; 34 hp; AC 3 [16]; Atk longsword (1d8+3); Save 14; Move 9; CL/XP 4/120. **Special:** Magic resistance 50%; Shatter weapons (2 in 20 chance of breaking)

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Area B: Hanging Chains

Two giant links of chain strung side by side cross from the Hanging Garden's plateau to the crater's rim. Each link of the chain is five feet long and made of cast-iron metal. Ten-foot-long planter boxes braced between the parallel chains are filled with nutrient-rich soil from which a jungle of vines grows.

The chains are planting areas for vines so they don't clog the green spaces on the narrow rock column. Vines hang abundantly from the links. Petrified tree trunks driven into the ground on each end anchor the chains. A collection of multicolored sun catchers, wind chimes and flowerpots hang amid the ivy.

At the center of each chain is an unwanted assassin vine that rooted years ago when seeds blew across the crater. The **2 assassin vines** hang from the center portion, the massive roots invading many planter boxes. The priests are not happy with the vines, but feel they have as much right to live as anything else.

ASSASSIN VINES (2): HD 4+2; 30 hp; AC 5 [14]; Atk slam (1d8+2); Save 13; Move 3; CL/XP 4/120. **Special:** Entangle (plants within 30 feet grasp foes/Strength check to break free).

Area C: The Upper Gardens

Luxuriant gardens of flowering bushes and trees, rare plants, herbs and trimmed hedges cover the top of the rock plateau upon which the temple is built. Iseleine's priests tend the gardens, weeding and keeping harmful insects at bay. The Tower of Purity and Truth in the middle of the plateau provides a gentle rain shower four times a day. Water collects inside the tower and sprays out this "blessing"

at dawn, noon, dusk and midnight.

The gardens split the plateau, with the eastern garden called the Garden of Beauty, while the western side is known as the Garden of Solace. A former high priest or priestess of Iseleine controls each garden, a gift for their years of devoted service. These Voices of the Garden direct all activity within the gardens. The Voices are prone to visions and trances, and communicate better with the plants than people.

Area C-1: The Garden of Beauty

This garden contains rare flowers, beautiful vines covered in delicate buds and other plants. The daily rains provide plenty of moisture. A meditation path of paving stones winds through the garden. Priests walk the route, lost in a dreamy haze.

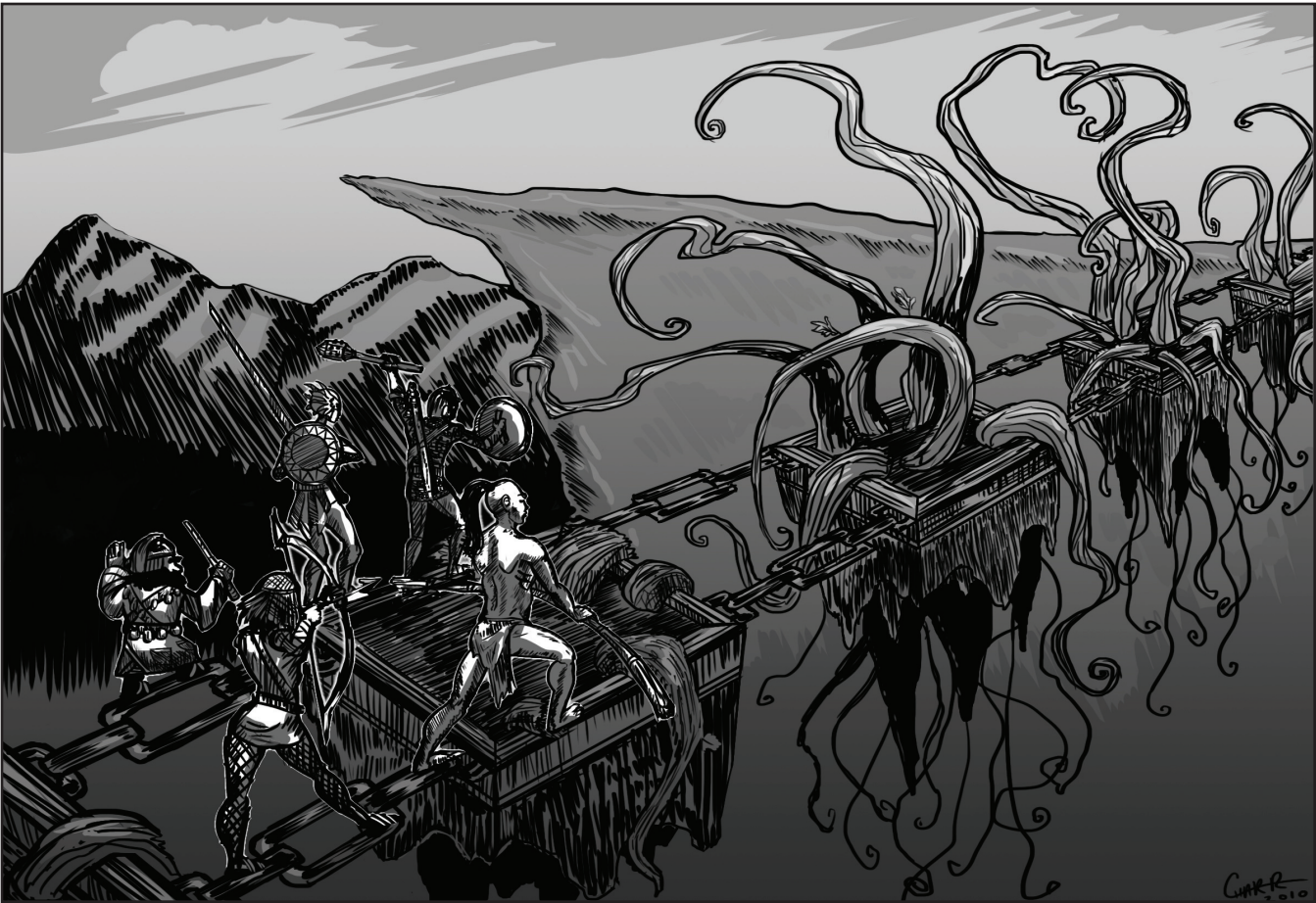
The most vocal Voice of the Garden, **Lindeera Windon** (Lawful female half-elf Cleric 8), lives in a bower of growing sunflowers that bend to form a small lean-to. She is a polite host, although she often talks to the plants for long periods. During these trances, she speaks in riddles and half-sentences.

The garden has a euphoric effect on visitors, granting a +1 bonus while within the garden to any Charisma checks.

Area C-2: The Garden of Solace

This garden contains herbs, shrubs, climbing vines and fruit-bearing trees. Paths of paving stones meander through the flora to a small glade.

The Voice of the Garden **Andres Baene** (Lawful male human Cleric 12) sleeps beside a small statue carved in his likeness. Andres



likes to imitate the statue's cross-legged pose, and it is often hard to tell the statue from the man. Andres speaks to the statue as if it is another visitor, and pauses and nods while listening to it.

The garden boosts visitors' intuitive skills, granting a +1 bonus while within the garden to any Wisdom checks.

Area C-2A: The Dipping Fountain

A 15-foot-wide marble basin sits in the foliage, its bowl set four feet into the rocky ground. The bowl resembles the lower shell of a giant clam. A stone upper shell is halfway open.

The rain that sprays out of the Tower of Purity and Truth fills the bowl at dawn, noon, dusk and midnight. The water evaporates slowly, finally emptying a few minutes before each new "rain." The water in the bowl is clear and potable. An ivory ladle hangs from a post beside the basin. Priests often stop here for a refreshing drink of the cool liquid.

While the rainfall soaks the plateau and collects within the fountain, the water heals 1d6 points of damage. This effect lasts only as long as the rain sprays from the tower. Water taken from the basin loses this ability permanently when the rainfall stops.

Area C-2B: The Birds' Nests

Multiple poles embedded in the soil rise 50 feet into the air. Crossbeams provide roosts for hundreds of birds, and more than 100 birdhouses hang from the crossbeams. Noisy birds hop in and out of the handmade structures. Feathers and bird droppings cover the ground.

The priests take great pride in creating homes for the birds, and some even name birds living within their structures. Robins, songbirds and even larger birds such as parrots and eagles live in harmony in the bird community.

Any violence within 100 feet of the birdhouses brings a cacophony

of shrieks from the birds. Furthermore, 2 **trained eagles** soar from the birdhouses to investigate and report back to the priests. A third eagle has been missing for a week since investigating a distress call in the Gardens Below.

EAGLES (2): HD 1+1; 5 hp; AC 7 [12]; Atk 2 talons (1d4), bite (1d4); Save 17; Fly 15; CL/XP 1/15.

Area C-2C: Iseleine's Grace

A marble statue of Iseleine stands in this glade. A golden light radiates off the statue's perfectly carved form. Visitors often catch glimpses out of the corner of their eye of the statue smiling, gesturing or turning toward them. The statue is completely immobile, however, and always returns to its normal pose when looked at directly.

Anyone harming the statue draws the priests' wrath, but also suffers a -4 penalty to any future Wisdom or Charisma checks. Any damage done to the statue heals during the next rainfall, but the "curse" remains for the perpetrator until he atones for his crime.

The Voices of the Garden determine how a violator may atone, with tasks including such things as weeding the lower gardens for a year, retrieving a particularly delicate bloom from a mountain peak, or finding a lost flower the priests believe exists in the deepest jungle.

Area C-3: The Garden of Statuary

Stone representations of beasts and men stand silently throughout this garden, which is part of the Garden of Beauty. The twenty statues are perfect specimens in form and beauty.

The statues are in reality men and animals turned to stone by various beasts and spells. The priests pay for the victims to be brought here to decorate the garden as a reminder that beauty can come from evil. Most of the statues have stood here for at

least 10 years, although one is much older. The priests protect and clean the “statues,” although they make no effort to restore the beings to life. They feel that if Iseleine wants them returned, she’ll restore them. PCs are welcome to restore the beings, if that is Iseleine’s will.

Garden Statues

A number of humanoid and animal statues stand in the garden. If restored to flesh, some of the NPCs could be ideal replacements for PCs slain during the adventure. The GM is encouraged to mix and match statues to better serve the campaign. The priests are unlikely to buy outright “evil” statues, but any animal or humanoid is a perfect candidate.

The statues are:

Elves (4): **Dema** (Lawful male Fighter 4), **Endilla** (Lawful female Magic-User 3), **Juxi** (Neutral female Thief 3) and **Golead** (Lawful male Cleric 4). These elves met **Kaluzhka**, a medusa (See *Splinters of Faith 9: Duel of Magic* for more on the medusa), while traveling to a new forest home.

Humans (5): **Kelad Dod** (Neutral male Thief 3), **Tyrea** (Lawful female Cleric 4), **Enjekas Sume** (Lawful male Paladin 4), **Geet** (Lawful male Fighter 4) and **Issjus** (Neutral Fighter 4). These adventurers lost to a cockatrice while exploring timberland above the village of Carson’s Mill.

Dwarves (2): **Caled Ashenchisel** (Neutral male Fighter 6) and his wife, **Mairian** (Lawful female). This pair ran afoul of a transmuter while returning to Anvil Plunge with trade goods.

Gnome (1): **Justic the tall** (Neutral male Druid 6) angered a wizard, who turned the bearded fellow to stone and kept him in his garden to scare rabbits.

Half-Orcs (2): **Olfga** (Chaotic male Fighter 5) and **Hort** (Chaotic Fighter 3). These dimwitted orcs unwisely challenged a gorgon. If restored, each flees headlong into the garden. Neither knows they stand atop a stone pillar and will likely unwittingly hurl themselves off the edge.

Unicorn (1): This magical beast was a former servant of Iseleine that fought — and lost — to a basilisk that invaded the Gardens Below.

Porpoise (3): These creatures came near shore during a dracolisk’s rampage. Their curious nature caused them to rise out of the water on their tails near the beast to get a better view, and it turned them to stone. Fishermen dredged the mammals from the shallow waters. If restored, the animals need to be doused with water to keep their skin wet until they can be returned to the water.

Human cleric (1): **Cairina** (Chaotic female human Cleric 8), a follower of **Akruel**, is the oldest statue in the garden. She was turned to stone centuries ago during the fateful battle in which her master was defeated. A farmer in Lessef found her petrified body while tilling and sold it to the priests. If freed, Cairina is unaware hundreds of years have passed. She assumes Akruel survives and now controls the world. She was petrified before learning of the *Scepter of Faiths*, and does not know of its power to harm Akruel. If so informed, she tries to destroy the scepter before fleeing to reunite with Akruel’s forces.

Ilarile the Radiant, lillend (1): This statue stands coiled as if ready to strike. She wields a long sword in her left hand, which is raised above her head. Her wings spread out behind her. Ilarile was studying in the Hanging Gardens when a basilisk invaded the Gardens Below. Ilarile fought the beast after it turned a unicorn guardian to stone. Ilarile dealt the fatal blow, but the beast caught her with its dying gaze. Ilarile’s sister, Melisse, was driven mad by her sibling’s fate and now roams the lower gardens. (See the wandering monsters table in the Gardens Below for more on Melisse.)

Area D: The Tower of Purity and Truth

A 180-foot-tall marble-and-glass structure rises in the center of the garden plateau. The gardens surround the tower, and the building appears to grow from the rock top. Rose-colored marble twists upward like intertwined vines. Three platforms of glass radiate off the sides, linked by a spiraling staircase winding around its edges. The platforms have no visible supports, but are quite sturdy. They extend outward from the tower wall, looking like a coin pressed into the side of the structure.

Molded glass bowers filled with flower petals, soft grasses and feathers line the outer edge of the clear discs. Initiates and priests sleep here, watching over the gardens. Personal effects sit in neat piles inside each bower, marking each initiate’s bed. Most items are worthless junk such as glass beads, shiny rocks and carved trinkets. The priests give up their belongings before joining, but are allowed to keep whatever they make or find while fulfilling their duties to Iseleine.

The staircase spiraling around the tower to the top passes through the glass platforms near the point where each connects to the tower.

Below are details of each of the sleeping platforms:

First Platform: This glass platform juts from the tower 30 feet above the gardens. The platform is 60-feet in diameter, the largest of the three, and has a low railing. Plants and decorative baubles hang from the railing. **Initiates** and those new to Iseleine’s faith (Lawful Clr 1) sleep here. These initiates are charged with weeding the gardens. Approximately 30 initiates sleep here.

Second Platform: This 45-foot-diameter platform is 60 feet off the ground and provides a better view of the surrounding gardens. The ever-present vines, wind chimes and sun catchers decorate the platform. **Garden minders** (Lawful Clr 3) sleep on the molded glass bowers of this level. Twenty bowers line the outer rim. The minders plant new blossoms and direct initiates in the care of the rare plants. They take orders from their superiors and the Voices of the Garden.

Third Platform: This 30-foot-diameter platform is 90 feet off the ground, with 15 sleeping bowers. The platform is home to the **Growers** (Lawful Clr 1). The Growers research new plants and species, and grow and graft flowers. Pots and seedling planters line the platform’s railing. Newly grafted stems lovingly spliced together are tied to the railing to grow.

Area D-1: The Plaza

Perfectly aligned paving stones form a walkway from the stone bridge on one side of the pillar to the Grand Terrace on the other. The stones form a plaza around the Tower of Purity and Truth in the center. The paving stones are polished smooth and reflect light in a rainbow glow of colors.

Area D-2: The Stair Minder

Lotharen the Stair Minder (Lawful Clr 3) sleeps in a bower at the base of the tower’s staircase. Lotharen often sits upon the tower’s first step, basking in the sun.

The stair minder is an odd devotee of Iseleine. Allergic to many plants in the garden and afraid of heights, Lotharen rarely leaves his post at the base of the tower. From his vantage point, he can easily forget he lives atop a massive rock pillar.

Lotharen documents every visitor, asking their name, their reason for visiting the tower, and even their favorite flower and bird. As the majority of Iseleine’s priests ignore him, Lotharen makes up questions for especially talkative visitors so he can keep the conversation going. The stair minder has detailed records of visitors, including details of their lives. When he’s not tracking visitors, Lotharen writes epic poems about Iseleine. A few of his older poems contain references to Akruel as “The Evil One” and to Iseleine’s blessing upon the *Scepter of Faiths*. He deciphered the history from charcoal rubbings done by initiates of each step of the Descending Stairs. He gladly shares (and

The Prism of Iseleine

The top of the tower is a hollow 60-foot-diameter crystal sphere sitting atop the 40-foot-wide column. The priests of Iseleine enter the sphere to escape the worst weather, but otherwise sleep outside on the open-air platforms.

The sphere rests atop the 120-foot-tall Tower of Purity and Truth. The Prism of Iseleine is a perfect meditation spot for the goddess's followers. A glass floor bisects the lower half of the globe. Benches carved from glass flow gracefully from this floor.

Water carried up a natural shaft in the tower's interior forms a pool beneath the glass floor in the glass sphere's lower half. A thick silk strand of rope hangs from the top of the sphere 60 feet overhead and passes through a narrow opening to touch the water. Miraculously, droplets climb the silk to the top of the dome. The priests call these droplets Iseleine's tears. Once the tears reach the top of the globe, they run down the curved interior walls, pass through small holes in the floor and collect again in the lower half of the globe.

The prism is a larger version of the Morningtide Sphere found on the top of the temple of Seraph in *Splinters of Faith 5: Eclipse of the Hearth*. Hamarab Natal, a former priest of Arden, broke away from the desert temple to found the Hanging Gardens of Iseleine. Natal recreated the Morningtide Sphere here in honor of his new goddess Iseleine and his past.

The prism is key to the worship of Iseleine. When the sun rises, the globe refracts light into rainbows that dance around the inner rim of the crater. When the sun is overhead at noon, the light shining on the prism bends toward the Grand Terrace and Iseleine's glass altar. The light passes through the altar and creates a massive rainbow that arcs into the pit. Visitors are brought to the tower to get a bird's-eye view, and to witness Iseleine's majesty.

The reservoir empties in a rain shower at sunrise, noon, dusk and midnight from nozzles that spray the holy droplets across the plateau. This gentle rainfall lasts for half an hour.

Acting high priest **Jernigan Chimel** (CG male human Clr8) lives within the prism, watching the waters at their source and surveying the gardens. He is new to the position, gaining the honor after the former high priestess Aljena threw herself from the Grand Terrace. Jernigan leads the worship of Iseleine each day at noon at the altar on the Grand Terrace. Jernigan sleeps in a bower lined with soft woven cotton and grasses.

Jernigan speaks in low voice and appears on the verge of a trance. He wears multicolored robes decorated with songbird feather tokens. Three delicate earrings descend from Jernigan's left ear, and he wears gold bracelets.

performs) his poems if asked.

Lotharen maintains a meager existence, sleeping in his earthen bower and writing journals. He stores his books in a compartment in the tower's side so the rain doesn't ruin them. Lotharen's belongings are his books, quill pens, a small knife and a chamber pot (emptied every morning by an initiate so Lotharen doesn't have to leave his post).

Area E: The Greenhouses

These structures house rare plants that have difficulty growing in this climate. The plants are lovingly tended and watched for the smallest sign of distress. The priests pay travelers to transport rare blossoms to their care.

Area F: The Grand Terrace

This 60-foot-wide balcony wraps around the side of the cliff face, 10 feet below the upper gardens. A flight of stone stairs descends to the terrace. The see-through glass platform juts 30 feet out over the drop to a garden paradise a quarter-mile below. The platform is supported by delicate-looking flutes of glass and marble carved to look like fronds of a plant enveloping the terrace. Four massive wind chimes — each 20 feet long and made of hundreds of glass and etched-metal chimes — dangle from the platform. The gentle chasm's breezes stir the chimes in a peaceful song. Hanging vines grow in planter boxes along a small railing, the leafy tendrils hanging 20 feet below the platform.

A five-foot-tall glass rose decorates the platform's far edge and serves as an altar to Iseleine. Each pink-tinted rose petal is perfectly carved.

The altar of Iseleine is the focal point of rays cast from the Prism of Iseleine. At noon each day, rays from the tower reflect onto the altar. The rose refracts the light into an immense rainbow that spreads across the walls of the surrounding crater and the lower gardens. The rainbow lasts a full hour and moves slowly about the crater walls with the path of the sun.

Two **guardians of Iseleine** (Lawful human Cleric 6) watch over the sculpted rose. Visitors are allowed to stand near the blossom, but may not touch the altar. Only Jernigan is allowed to place his hands upon it.

Area G: The Descending Stair

This long staircase curves around the pillar as it descends from the Grand Terrace to the Gardens Below. The stairs are inscribed with Iseleine's beliefs, her holy symbols and even small carvings depicting her struggle to bring beauty and knowledge into the world. Once a year, Iseleine's priests descend the stairs while reflecting on the wisdom each step offers. The journey lasts for two full days.

At 12 points along its descent, the stairs level off to a small platform. A door leads into the rock column to a small room and platform overlooking the garden. These waypoints are designed for guests descending the massive column.

The waypoints

A 30-foot platform of marble extends outward above the Descending Stairs. Each balcony is accessed through a covered doorway just below it on the staircase. The platforms are convenient resting points. Bowers line the platform, and additional space is available inside rooms carved into the column. Vines hang abundantly from these platforms, draping like curtains over the Descending Stairs.

Twelve evenly spaced waypoints ring the massive rock formation. The waypoints are unmanned, but initiates and visitors occasionally rest within.

The lowest waypoint, hidden within the canopy of the lower garden's trees, shows signs of recent violence. The marble platform is cut and carved, and bloodstains mar its surface. Stairs leading up to the entrance are scarred and scratched. The engravings and paintings are no longer legible. All of the hanging plants from the final platform are cut away, leaving the waypoint bare and uninviting. **Derro** from the lower gardens raided this platform, carrying off **3 elderly initiates**.

Adventure Background

Rarely does an incident occur that distresses the Hanging Gardens. But tragedy recently struck at the faith's very foundation. The high priestess, **Aljena**, recently murdered her husband, **Merom**. Astonishingly, she killed the man on the Grand Terrace in front of several witnesses. She kissed Merom passionately before plunging a serrated dagger into his heart. Aljena, beaming delightedly, then jumped to her death. Mysteriously, her body was never found, though priests searched the base of the tower where she would have fallen.

As far as anyone can remember, this is the only act of violence to occur within the Hanging Gardens. The parishioners and clergy are still in shock over the tragedy. Many feel that Iseleine has abandoned them to the wicked ways of the world again.

PCs playing the *Splinter of Faiths* adventure need the blessed *Oil of Iseleine* to perform the *Anointing of Perfection* blessing on the *Scepter of Faiths*. Unfortunately, Aljena was wearing the oil in a jeweled flask around her neck when she jumped.

A ruthless derro priest named **Davgarh** and his war band are partly responsible for the "mystery" of Aljena's disappearance. The derro stumbled upon the temple of Iseleine while exploring caverns that opened into the Gardens Below. They immediately set about finding a way to topple the pillar that supports the temple to beauty. Such a feat would place their names among the greatest of derro.

Davgarh solicited **Kalahastie**, a succubus renowned for her

beguiling nature and ingenuity. Together, they developed a plan to bring the faithful of the Hanging Gardens to their knees. Slaves are even now tunneling into the column supporting the temple. Aided by spells, the excavation is making incredible progress. The derro are already planning a grand celebration marking the day when they expect the granite pillar to collapse into ruin.

PCs have roughly 15 days before the pillar's foundation is weakened to the point of collapse. The GM should weigh the PCs' progress against this deadline, however, extending the time if necessary to allow determined PCs to discover and stop the derro. PCs who foolishly waste time or ignore the clues should get no such aid, and may find themselves standing at the base of a tower suddenly falling down around them.

Recently, Davgarh and Kalahastie lured Aljena into the Gardens Below and killed her as she strolled in the pastoral beauty. Kalahastie then assumed Aljena's guise and successfully fooled the Hanging Garden's priests and Mermon into thinking that she was the high priestess. For her grand finale, she charmed Mermon and brought him to the Grand Terrace where she drained him of his essence until his body was at the brink of death. Kalahastie then murdered the priest and leapt into the void. Once out of sight, Kalahastie spread her wings and landed safely.

The priests of Iseleine reacted quickly, sending a rescue party to retrieve the priestess's body. The group never returned. Several



other priests and parishioners in the Gardens Below also vanished at this time as derro war parties slaughtered them. Howls, jabbering speech and screams of pain still occasionally rise from the Gardens Below as hiding priests are discovered. The sound of metal against stone was also heard just over a week ago, just before Kalahastie murdered Mermon. The sound has since subsided, although some priests claim they hear faint clanking and the rumble of rocks falling somewhere far below. The congregation of Iseleine is too naive to comprehend the true terror that might befall their precious temple if the derro complete their excavations.

Starting the Adventure

When PCs arrive at the Hanging Gardens, Lindeera Windon is sitting in the center of the connecting bridge, sobbing uncontrollably over the recent death of Aljena. She pleads with PCs to find out why Aljena murdered her husband and then leaped to her death. If asked about the *Oil of Iseleine*, Lindeera says that Aljena wore the blessed oil in a vial about her neck, and that it is presumed lost with her body.

If PCs agree to help, Lindeera speaks with Jernigan about having the PCs' weapons returned to them if they will agree to venture into the Gardens Below to root out the source of the trouble.

If PCs cross into the Upper Gardens by some other means, they meet Lindeera at some other spot at the GM's choosing.

The Gardens Below

The Gardens Below is planted according to the various aspects of Iseleine: peace, love and splendor. Each garden is carefully cultivated, and labels identify plants, scrub and trees. Meandering paths and small shrines fill the garden. Sculptures, monuments and obelisks are abundant. But recent destruction is also evident. Flowers are decapitated or torn from the earth. Deep scars from sword strikes mar trees and shrubs. Entire hedges are torn from their planters and scattered across the stone paths.

The depth of the pit allows direct sunlight to reach the bottom for only four hours each day. The Gardens Below is bathed in a humid twilight during all other daylight hours. At night, the garden is as dark as a cave. Vegetation develops broad leaves to catch as much light as possible. This thick foliage is a blessing for the derro.

The derro take cover during the four hours of direct sunlight. But during the rest of the time, they fearlessly explore. If confronted in their many hiding places during the sun's peak hours, the derro use their *darkness* ability to escape until the sun wanes.

Area A: Staircase Ambush

The Gardens Below is beautiful, in spite of the derros' destruction. Tropical leaf succulents thrive in the humid atmosphere. Dense trees grow to incredible heights to escape the tangle of underbrush.

Paths wander in shadow throughout much of the garden. Two creek-stone paths lead from the base of the Descending Steps.

As PCs descend, **6 derro** wait to attack with violet fungi-poisoned crossbows from the cover of the dense foliage. They attempt to subdue rather than kill in order to use captured PCs as slaves. The derro center their sound burst ability on magic-users before combat. The derro fight to the death and reveal no information if taken alive.

The 10-foot area in front of the final step holds a net snare (2 in 6 chance). The derro hide until the snare springs, then shoot entangled victims with violet fungi poisoned bolts. Beings caught in the net are suspended 15 feet in the air. Victims can escape by untangling themselves (Dexterity check) or by breaking the net (Strength check).

DERRO (6): HD 3+3; 23 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); medium spider poison (save at +4 or take 2d6); spell: at will—*darkness*, 15 ft. radius. See the "Derro in the Garden" sidebar.

Random Encounters

A number of animals still roam the Gardens Below, despite the presence of the derro. Roll a d20 for random encounters and consult the table below. Encounter checks are suggested for every 4 hours while within the gardens. Most of the animals are friendly, although the violent derro are slowly changing that.

Roll a 1d6 when an animal is encountered. A roll of 1–2 indicates the animal is friendly to strangers. A roll of 3–6 means the animal has been poisoned by the derro with Achaierai Black Cloud Oil and suffers from insanity.

The unicorn has not suffered the effects of the derro's poison. The unicorn may arrive at any encounter in the Gardens Below to aid struggling PCs.

d20 Encounter

- 1 DERRO (6):** HD 3+3; 23 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); medium spider poison (save at +4 or take 2d6); spell: at will—*darkness*, 15 ft. radius. See the "Derro in the Garden" sidebar.
- 2 MELISSE, INSANE LILLEND:** HD 8+6; 66 hp; AC 3 [16]; Atk +1 *longsword* (1d8+2), tail slap (2d6) plus constrict (1d6); Save 8; Move 9, Fly 24; CL/XP 10/1,400. **Special:** immune to electricity, petrification and poison; half damage from cold and fire; spells: 1—charm person, cure light wounds, sleep, 2—*darkness* 15 ft. radius, invisibility, 3—hold person, suggestion. Melisse is the sister of Ilarile the Radiant, a lillend who was turned to stone by a basilisk. Ilarile's body decorates the Garden of Statuary (Area C-3). Melisse journeyed here to find her sister, but stumbled on the derro and was struck by Achaierai Black Cloud Oil poisoned bolts. The bolts have caused madness in the beautiful creature. Melisse now roams the Gardens Below hunting her sister and taking out her anger on everything she encounters.
- 3 LEOPARD:** HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; CL/XP 4/120.
- 4 UNICORN:** HD 4+5; 32 hp; AC 2 [17]; Atk 2 hoofs (1d8), 1 horn (1d8); Save 13; Move 24; CL/XP 5/240. **Special:** Double damage for charge, 25% magic resistance, teleport.
- 5 GRIZZLY BEAR:** HD 6; 36 hp; AC 6 [13]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 11; CL/XP 6/400; **Special:** Hug.
- 6 FOX:** HD 1; 6 hp; AC 6 [13]; Atk 1 bite (1d4); Save 17; Move 12; CL/XP 1/15.
The Tome of Horrors by Necromancer Games, Page 287
- 7 ESCAPED GOBLIN SLAVES (3):** HD 1; 5 hp; AC 7 [12]; Atk 2 fists (1d4); Save 18; Move 9; CL/XP B/10. **Special:** -1 to hit in sunlight. See Area G
- 8 GIANT SKUNK:** HD 4; AC 7 [12]; Atk 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; **Special:** Sprays musk.
- 9 WILD HORSE:** HD 2; 12 hp; AC 7 [12]; Atk 2 hoofs (1d8); Save 16; Move 18; CL/XP 2/30. **Special:** Double damage for charge.
- 10 EAGLE:** HD 1+1; 5 hp; AC 7 [12]; Atk 2 talons (1d4), bite (1d4); Save 17; Fly 15; CL/XP 1/15. hp 6.
- 11 DEER:** HD 2; 10 hp; AC 7 [12]; Atk 2 hoofs (1d8), gore (1d6); Save 16; Move 15; CL/XP 2/30.
- 12-20 No Encounter**

Derro in the Garden

A number of derro wander the Gardens Below, often in war bands lurking through the abundant plants like guerrilla warriors. The derro are vicious creatures, roving in packs and attacking anything they come across with a variety of poisons. The majority of the derro fire crossbow bolts tipped with violet fungi poison, but other poisons used are presented below:

Medium Spider Venom: Save at +4 or take 2d6. This is the most common poison used by the derro in the garden.

Achaierai Black Cloud Oil: 2d6 points of damage for 4 rounds plus insanity; save negates.

Violet Fungi Poison: 1d3 Str and 1d3 Con for 4 rounds; save negates.

Crawler brain juice poison: Paralysis (1d6 hours); save avoids.

Area B: The Little Bridge

A small bridge crosses the brook from the falls. Scratch marks are evident on the railings from derro sharpening their weapons against the wood and stone.

Area C: The Garden of Peace

Marble slabs set in the ground as paths reflect the flowers around the Garden of Peace. The shrines and reflecting pools provide a calm and serene atmosphere. All Intelligence and Wisdom checks are made at a +1 bonus due to the unnatural clarity the garden provides.

Area C-1: The Hands of Peace

A patio of white marble encircles a white statue of Iseleine. The statue's arms are raised over an ornate altar of alabaster stone. The statue's eyes are closed as it peers heavenward.

An inscription in Common at the base of the altar reads: "Behold! The benevolence of Iseleine blesses all who pay homage to her loving spirit. Let her lift the burden of sin and cleanse the weapons of mortality." PCs searching the top of the altar find deep scars.

The statue is a **stone golem** with very specific instructions. If any weapon or item used as a weapon — such as wands, staves or rods — is placed on the altar, the golem smashes the item. The golem does not attack unless someone foolishly attacks it. The golem attacks any undead immediately due to the affront to life that they represent.

Defensive items or items specifically blessed by Iseleine (such as the *Scepter of Faiths*) are not destroyed. Instead, the golem's hands cover the item, and a *magic mouth* says "Iseleine's grace brings beauty to the world." The blessing is purely ceremonial and has no other effect. The golem then returns to a normal stance.

The crushed remains of a derro lie 15 feet into the vegetation near the marble patio. He foolishly climbed atop the altar with his weapons and was barely able to crawl away to die.

STONE GOLEM: HD 7; 60 hp; AC 5 [14]; Atk Fist (3d8); Save 3; Move 6; CL/XP 16/3,200. **Special:** Unaffected by +1 or lesser weapons, immune to most magic.

Area C-2: The Reflecting Pool of Harmony

The acrid stench of urine fills the air. A 30-foot rectangle pool of oily water surrounded by stained white stones sits in this clearing. Several dead parrots lie around and in the pool. Small bolts impale their corpses.

The pool is a latrine for **5 derro**. Cautious PCs may catch them with their "guard" down, so to speak. If warned, two hide under the brush opposite the path and fire violet fungi poisoned bolts while the others try to flank the intruders.

DERRO (6): HD 3+3; 23 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240.

Special: -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); violet fungi poison (1d3 Str and 1d3 Con for 4 rounds; save negates); spell: at will—*darkness*, 15 ft. radius. See the "Derro in the Garden" sidebar.

Area D: The Web Tent

The path disappears down a dark tunnel under thick, overhanging webs. The derro encountered an **ettercap** a few months ago and set up a shaky partnership with the creature. The derro promised the ettercap fresh food in exchange for poison. The ettercap has lived up to its end of the bargain, but the derro have not provided any meat.

The garden's high humidity causes great droplets of water to collect on the massive webs making them highly resistant to flame.

Outside the web tent are **4 giant spiders**. They watch for derro as well as other intruders. They hide (Stealth +8) in the thick webs above the tunnel and drag victims into the sticky strands before descending for a meal.

Within the tent, a 30-foot-long path opens into a 15-foot-high, 60-foot-wide dome. A single derro hangs cocooned from the center of the dome. The ettercap is holding the bound derro hostage until the ettercap's fresh meals are delivered as promised. The ettercap is already feeding upon the helpless victim, but not enough to kill the powerless derro.

The web cavern's floor is a sheet of sticky webbing. The floor adheres to and traps those treading upon it (1 in 6). Victims can wriggle free or pull themselves out of the webbing with a successful Strength check.

The ettercap's companion, a **giant spider**, waits under the web floor in a shallow depression. Once the web floor is disturbed (such as when someone gets caught and is struggling to escape), the spider rips through the webbing to attack. The ettercap hides above the suspended derro and attacks by throwing its webs after the spider begins to attack.

The ettercap hides treasure from the derro and their slaves in a small compartment above the dome in which it resides: a +2 *short sword*, 3 vials of spider poison (1d6), +2 *leather armor* and a bag of 243 pp.

GIANT SPIDER (4 FT. DIAMETER) (4): HD 2+2; 16 hp; AC 6 [13]; Atk bite (1d6+poison); Save 16; Move 18; CL/XP 5/240. **Special:** Poison (+2 save or die), surprise (1-5 on a d6).

ETTERCAP: HD 5; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d8 + poison); Move 12; Save 12; CL/XP 6/400; **Special:** Poison bite (save or die), traps.

GIANT SPIDER (6 FT. DIAMETER): HD 4+2; 29 hp; AC 4 [15]; Atk bite ((1d6+2) + poison); Save 13; Move 4; CL/XP 7/600. **Special:** Poison (+1 save or die), surprise (1-5 on a d6).

Area E: Smashing Fountain

The ring of metal on stone resounds from this area. A 20-foot-diameter ornate fountain sits in this small glade. Beautifully carved statues of nude dancing nymphs circle the pool's perimeter. A statue of a triton wearing a crown of coral holds a gold trident in one hand and a conch shell in the other. Sparkling water erupts from the spiral shell held above the statue's head. Cavorting around the pool are **8 bugbears**, who are demolishing the nymph statues with morningstars. They laugh uproariously at each hit.

ADVENTURE BACKGROUND

These slaves are having a good time destroying the fountain and its statuary. They are too busy with their revelry to notice cautious adventurers. They attack on sight or if confronted, but know little of their terrifying masters. The largest bugbear carries a cold iron morningstar.

If half the bugbears are killed, those remaining flee to warn their derro masters.

BUGBEARS (8): HD 3+1; 23, 22, 20, 18, 16 (x2), 12 (x2) hp; AC 5 [14]; Atk morningstar (1d6+1); Save 14; Move 9; CL/XP 3/120.

Area F: Reflecting Pond

A rectangular pool of pristine and tranquil water sits in the middle a bounty of broad-leaved plants. Marble pedestals break the surrounding vegetation and hold urns, braziers and small statues of fey creatures. The pool reflects the surrounding flora like a verdant mirror.

The pool radiates strong magic. Emersion within the blessed water anoints the willing creature with a *restoration* spell. This area is also under the protection of a *bless* spell tied to the area that affects good-aligned creatures.

The derro and their cohorts avoid this area.

Area G: The Slave Line

Kobold, goblin and hobgoblins slaves are forced to carry logs on their backs along this path. The slaves deliver timber cut from the garden to the tunnel to help shore up the excavation going on under the central pillar. The brutal slave master **Rohroh Shuzlirk** accompanies the slaves at all times. He sits atop his **rock-horned lizard**, rarely climbing out of the saddle. During combat, Rohroh drinks his *potion of haste* and feeds the *potion of rage* his lizard mount before riding through his slaves, heedless of their welfare.

The slaves are exhausted and feebly attempt to aid the slave master. They have no weapons and ravenously grasp for visible waterskins or foodstuffs.

ROHROH SHUZLIRK (DERRO): HD 6+2; hp 46; AC 2 [17]; Atk +1 short sword (1d6+1 plus 1d6 fire) or crossbow (1d4 plus poison); Save 11; Move 9; CL/XP 8/800. Special: -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); achainrai black cloud oil (2d6 damage for 4 rounds plus insanity; save negates); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Combat Gear small studded leather, +1 flaming short sword, small light crossbow, 24 small bolts, potions of *haste*, *invisibility* and *giant strength*, vials of achainrai black cloud oil poison (x4).

BLOOD LIZARD (GIANT ROCK-HORNED LIZARD): HD 5+4; 40 hp; AC 3 [16]; Atk bite (1d8+3); Save 12; Move 15, swim 12; CL/XP 5/240. Special: Spit blood (shoot caustic blood from its eyes 1/hour in a 20-ft. line, 2d8 acid damage; save for half).

KOBOLD SLAVES (12): HD <1; 3 hp; AC 6 [13]; Atk fists (1d2); Save 18; Move 6; CL/XP A/5.

GOBLIN SLAVES (15): HD 1; 4 hp; AC 7 [12]; Atk fists (1d2); Save 18; Move 9; CL/XP B/10. Special: -1 to hit in sunlight.

HOBGOBLIN SLAVE (8): HD 1+1; 6 hp; AC 5 [14]; Atk fists (1d3); Save 17; Move 9; CL/XP 1/15.

Area H: The Sleeping Slave

A wood-and-lattice gazebo is the lair of **Quid**, a **sluggish troll**. Although he doesn't consider himself a slave, Quid often does what the succubus Kalahastie requests. Quid obstinately refuses others' commands, but he enjoys the succubus's corrupt beauty and does her bidding out of misplaced love. Quid often hides under the

hanging leaves to escape labor and the slave master. If disturbed, he sees what PCs can offer him. Quid sleeps during the day, curled up and embracing a broken statue of a woman.

Quid can possibly be bargained with against the slave master, but he turns on the PCs at the first opportunity. If PCs speak ill of Kalahastie or attack her, he savagely attacks.

He carries a cold iron forged longsword that he uses to pick his teeth. Quid also sports a necklace of 24 silver arrowheads.

QUID (TROLL) : HD 6+3; 45 hp; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Save 11; Move 12; CL/XP 8/800. Special: Regenerates.

Area I: The Escapee

A deep gnome named **Argekia** (Neutral female deep gnome) recently escaped from a derro work detail. She hides in the underbrush awaiting a chance to flee into the tunnels or out of the pit. She covers herself in black soil and camouflages her movements as best she can. Using her *disguise self* ability, Argekia appears as a goblin when forced to move around. Realizing her desperate need for aid, Argekia approaches friendly looking PCs. She does not speak any language except gnomish. Argekia offers information and other aid. She dearly wishes to return home.

Argekia is a pilgrim to the Hanging Gardens from deep within the tunnels. A derro hunting party captured and killed her traveling companions. They forced her into a work detail to dig a tunnel into the central pillar's rock wall. She's been on the run for days, dodging derro.

ARGEKIA (DEEP GNOME): HD 3; 15 hp; AC 9 [10]; Atk rock (1d3); Save 14; Move 9; CL/XP 3/60. Special: low-light vision; 1/day—blindness (save or be blinded for 1d4 days); disguise self.

Area J: The Garden of Love

Polished quartz steppingstones serve as pathways in the Garden of Love. Secluded alcoves and flowering grapevine trellises fill the garden. The compassionate aura grants a +1 bonus to Charisma checks. Statues depicting seductive and passionate scenes bordering on hedonism are plentiful. The garden surrounds Adoration Lake, which is shallow and clear, containing a few islands linked by a series of wooden bridges.

Area K: Adoration Lake

The lake's average depth is four feet, but a few areas plunge to more than 30 feet. Schools of ornamental fish live in the lake. Since the corruption of the Gardens Below, the decorative and plant-eating fish are hungry and aggressive. In the absence of the care shown by the priests, the bigger fish devoured the smaller ones and viciously investigate any disturbance.

Area L: Strolling Bridges

Wooden bridges without rails connect several small islands. Each island contains a gazebo, with a bench or swing under the roof.

Area M: Iseleine's Island

The largest island holds a statue of Iseleine built inside a gazebo. White silks and glass beads adorn the human-sized statue. Stationed here are **6 derro**. They attempt to incapacitate approaching PCs by shooting bolts coated in crawler brain juice poison. PCs succumbing to the poison have a 50 percent chance of falling into the lake if standing on a bridge.

DERRO (6): HD 3+3; 22 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. Special: -1 to hit in sunlight; sound burst (1/day; 1d8 sonic



damage); crawler brain juice poison (paralysis for 1d6 hours; save negates); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Area N: The Cherub Tower

A 10-foot diameter tower sits beside the path. An open door leads into a 30-foot-tall hollow tower. A narrow stairwell lines the marble walls. The top of the tower has enough space for two people to stand overlooking Adoration Lake. A bottle of fine wine and a pair of goblets sit on a bench. The derro have not yet invaded this tower.

Area O: The Pedestal

An ornate pedestal sits within a veranda of quartz bricks. A gold chalice resting on the pedestal is filled with a sweet-smelling wine. Marble statues of cherubs and satyrs line the veranda’s low wall.

Once per day, the chalice magically fills with an elixir of love. Anyone drinking the wine amorously befriends the first corporeal creature it sees (save to avoid). The chalice’s powers only work within the Gardens Below; the chalice becomes nonmagical if removed. The chalice is worth 50 gp.

Hiding in the shrubbery is **Ermu**, a **derro** who recently drank from the chalice. Ermu hides because he knows the slave master will punish him. Ermu falls head over heels for the first individual approaching the pedestal.

ERMU (DERRO) CR 3: HD 3+3; 23 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); violet fungi poison (1d3 Str and 1d3 Con for 4 rounds; save negates); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Area P: The Lower Temple

A colonnade of quartz pillars supports a ceramic tiled roof. Standing in the center of the temple is a nine-foot-tall statue of Iseleine, her arms opened wide in a welcoming embrace. A pattern of quartz and chert inlay decorates the floor surrounding the larger-than-life statue.

The temple is the resting spot of **Grore**, a **huge ogre**, and a smattering of **slaves**. They rest here to escape the slave master’s iron grip. Grore is huge even by ogre standards. The gluttonous ogre wants nothing more than to be rid of the derro, and an offering of troublesome adventurers may be enough to buy his freedom. Grore wields a two-handed heavy pick (3d6 damage) and wears piecemeal half-plate armor. His meager prize possessions consist of a bag of decomposing, yet still-colorful parrots. Buried in the dead, sticky parrots are three *potions of extra healing*.

GRORE (HUGE OGRE): HD 9+6; 71 hp; AC 3 [17]; Atk heavy pick (3d6) or huge javelin (2d6); Save 6; Move 12; CL/XP 9/1,100. **Special:** darkvision 60 ft.

Combat Gear heavy pick, huge half plate

GOBLIN SLAVES (15): HD 1; 4 hp; AC 7 [12]; Atk fists (1d2); Save 18; Move 9; CL/XP B/10. **Special:** -1 to hit in sunlight.

HOBGOBLIN SLAVE (8): HD 1+1; 6 hp; AC 5 [14]; Atk fists (1d3); Save 17; Move 9; CL/XP 1/15.

Area Q: The Sanctum

A semicircle of white quartz pillars stands behind a golden harp sitting on a small plinth. The instrument’s strings are missing. Struggling to remove the instrument are 6 **derro**. The derro don’t know that only a being of good alignment can successfully move the harp. The harp is a *harp of charming*, but without its magical

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strings, it is useless. The harp implants a *suggestion* (as per the spell) when played if the performer makes an Wisdom check.

One derro carries a quiver of 24 cold iron forged arrows. The arrows and quiver are of dark elf origin.

DERRO (6): HD 3+3; 23 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240.

Special: -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); medium spider poison (save at +4 or take 2d6); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Area R: The Death of Innocence

A 40-foot-diameter platform of flint blocks rises more than four feet high. Three sets of stairs ascend the stage. An intricate tile design of a rose is inlaid upon the stage.

The skinned carcass of a unicorn lies on the platform. Dried blood surrounds the stallion’s body, and two heavy chains bind the animal. The animal’s horn is severed and missing. The derro slew this guardian of the Gardens Below. Kalahastie carries the horn as a trophy.

Area S: The Rose Garden

Thick rose bushes line the paths. Despite the derros’ savage attempts to destroy the bushes, the roses flower each night, healing damage done to them.

If a handful of rose petals is crushed into a curative potion (a *potion of healing*, for example), the potion’s effectiveness doubles. The rose petals lose their magical effects once taken from the garden, as do any potions mixed in the Gardens Below.

Area T: The Garden of Splendor

The Garden of Splendor has trails of ceramic and glass tiles that wind about statues and sculptures. Masterwork-quality arches and monuments pay tribute to various artists’ creativity. The Hanging Gardens produces an amazing number of master artists. Examples of their work are kept for this garden.

The entrance to the underground caverns from whence the derro arrived is in this garden, as is the tunnel into the central pillar’s heart.

Area T-1: The Investigators’ Demise

Quartz tiles enclose a twisted and gnarled mangrove tree. Pools of rusty blood collect below five hanging human corpses. Each body has its hands and feet bound. All have been tortured. They still wear the colorful robes favored by the priests of the Hanging Gardens. These are the bodies of the investigators first sent from the Hanging Gardens to recover Aljena’s body. A derro war party ambushed the priests as soon as they left the staircase and tortured them over the next few days.

Area T-2: The Rocks

This garden is in shambles. Vegetation lies flattened by piles of rock and debris. Scarred boulders lie throughout the area. Crude symbols and surly derro phrases are carved into a few of the stones. The derro graffiti cover such topics as mothers, feces, and hamsters.

Area T-3: Meditation Field

A field of swaying, eight-foot-tall cane stalks borders the western edge of the Lake of Inspiration. An *achaierai* hides in the bamboo thicket, ambushing whatever wanders down the path.

Davgarh called on his insane lord for aid in getting rid of the

guardians of the Garden Below; unfortunately, a disobedient and angry bird-like *achaierai* answered the call. Unable to bargain with the creature, Davgarh released the depraved pheasant to fend for itself. The *achaierai* is filling its days as it impatiently waits for Davgarh to name a task for it to fulfill. It grapples small creatures and drags them into the cane to devour. The *achaierai* releases a black cloud of ink upon others. It has acquired a taste for derro, which are immune to the cloud. But it won’t pass up a free meal.

ACHAIERAI (DEMON): HD 6; AC 3[16]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Magic resistance (25%), breath of confusion, immune to fire.

Area T-4: The Lake of Inspiration

A 20-foot-long pier of limestone blocks extends out over a clear lake that glows with an unearthly brilliance. The pier ends in a rounded, 10-foot-diameter covered rotunda, where an altar sits. Small statues of Iseleine stand around the rotunda, and a bowl holding oil sits on the white marble altar. The rotunda and adjacent water are under the effects of a *light* effect placed over the water to illuminate the rotunda. The derro stay away from the area.

Praying or meditating within the rotunda for at least one hour grants a single-question vision in the form of a daydream-like insight. Further, any magical item (weapon or otherwise) placed upon the altar during the hour of prayer is blessed with a good alignment for 24 hours.

The lake is 15 feet deep and free of danger. Ornamental fish swim in the water.

Area T-5: Tunnel Entrance

A canopy of trees covers a gaping wound in the stone pillar’s side. The sounds of metal scraping on stone resound from within the tunnel. A narrow stream of water flows from the entrance, where 4 derro watch for intruders.

DERRO (4): HD 3+3; 26, 23, 20, 19 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); medium spider poison (save at +4 or take 2d6); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Area T-6: The Drained Pool

A stream once fed this low pond. All that remains is a sludge pit covered in deep tracks. The tracks lead to a cave entrance against the pit wall.

Area T-7: The Holy Font

A 20-foot-diameter pool of water parts the foliage. Although the earth is still, the water shivers as the ground vibrates with tremors. The water in the basin is under a *bless* spell. Drinking or bathing in the water *blesses* a PC for 24 hours. Furthermore, any weapon immersed in the pool becomes magical (+1) for 24 hours. The water loses all special abilities if removed from the font.

Area U: The Tunnels

The derro are excavating the heart of the stone pillar supporting the Hanging Gardens of Iseleine. The derro leader Davgarh hopes soon to topple the entire column and destroy the temple of Iseleine. The thought of how he’ll escape the stone pillar and temple when they crash down has not crossed his demented mind. Slaves and derro work in the tunnels, hauling rocks and debris into the gardens.

The tunnels are 15 feet tall, but unstable. The tunnels’ quick excavation increases the risks of a small collapse. The poor construction is easily spotted.

Spells causing massive damage (*fireball*, for example) or



intentionally inflicting damage on the walls or ceiling might cause a limited collapse. The damage dealt is equal to the percentage chance of collapse. (For example: 15 points of damage equals 15 percent chance of collapse during the round in which the damage is dealt.)

Anyone in the bury zone (15-foot radius) takes 8d6 points of damage or half if they dodge out of the way (Dexterity check). They are subsequently buried. PCs in the slide zone take 3d6 points of damage, or no damage if they dodge (Dexterity check). Characters in the slide zone who fail their save are considered buried.

Area U-1: The Main Room

Four tunnels lead from this dimly lighted chamber. A stream of water flows into the room from one tunnel, turning the floor into a muddy mess. A hunchbacked **ettin** struggles to pull a metal cart along one tunnel using a long chain. Rocks and rubble mined from the pillar fill the cart. Four **hobgoblin** and two **goblin slaves** empty the cart and carry rocks into the garden. The ettin starts combat by using the two manacled goblins as an improvised large spiked chain (2d6).

The ettin also carries a large pick and a large crowbar (used as great club, 2d8 points of damage). The hobgoblins carry heavy picks (1d6+3).

ETTIN CR 6: HD 10+4; 65 hp; AC 3 [16]; Atk “spiked chain” (2d6+1 plus 1 in 6 chance of trip), or large pick (2d6), large club (2d8); Save 5; Move 12; CL/XP 10/1,400. .

HOBGOBLIN SLAVE (4): HD 1+1; 6 hp; AC 5 [14]; Atk heavy pick (1d6+2); Save 17; Move 9; CL/XP 1/15. Special: darkvision.

GOBLIN SLAVES (15): HD 1; 4 hp; AC 7 [12]; Atk fists (1d2);

Save 18; Move 9; CL/XP B/10. Special: -1 to hit in sunlight.

Area U-2: Eastern Passage

This passage circumnavigates the core to weaken the pillar’s outer layers of rock. Laboring here are **8 dwarven slaves** who excavate the tunnel under the watchful eye of **4 derro guards**. The dwarves carry picks and hammers. If rescuers attack, the dwarves attempt to trip their slave masters using their leg irons. The dwarves know basic details of the plan to topple the pillar, but are too weak from malnourishment to help stop it.

DWARF SLAVES (8): HD 1; 4 hp; AC 8 [11]; Atk fists (1d3); Save 17; Move 6; CL/XP 1/15. Special: Detects attributes of stonework.

DERRO (4): HD 3+3; 23 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240.

Special: -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); poison—medium spider poison (save at +4 or take 2d6); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Area U-3: North Tunnel

Goblin slaves carry rubble from this room. The **24 goblins** are weaponless and flee shrieking and screaming if confronted. Water flows down the passage to the exit.

GOBLIN SLAVES (24): HD 1; 4 hp; AC 7 [12]; Atk fists (1d2); Save 18; Move 9; CL/XP B/10. Special: -1 to hit in sunlight.

Area U-4: Work in Progress

The sounds of picks striking stone ring out in an unremitting rhythm from this tunnel. Burrowing into the rock are **5 dwarven slaves**. A group of **5 derro** kicks and shoves **10 goblins** to gather the rubble into baskets they carry on their backs.

This chamber has been hollowed out around a pillar of dark stone that refuses to budge. The slaves mercilessly pick and chip at the unyielding support under the watchful eye of the derro.

A fountain of water jets 4 feet into the air from a hole in the stone floor, and a dry hole is located on the ceiling directly above the torrent. **Tarabulus, a derro priest**, is in charge of destroying the column. He has weakened the stone with spells, and screams and snarls at the slaves to chip stone shards away from the column.

If interrupted, Tarabulus commands the slaves to attack while he prepares himself with spells.

The exhausted goblin slaves pelt PCs with rocks while the dwarven slaves disobey and try to disrupt Tarabulus' spells. The derro watching the slaves join the attack, but know to stay out of the way of Tarabulus' spells.

Tarabulus is Daggarth's understudy and is in charge of excavating the tunnels. He realizes that he and everyone inside the tunnels are in real danger if the pillar starts to fall. His demented delusions of immortality lead him to believe that he alone will survive the devastation.

DWARF SLAVES (5): HD 1; 4 hp; AC 8 [11]; Atk fists (1d3); Save 17; Move 6; CL/XP 1/15. **Special:** Detects attributes of stonework. The dwarves work to help any rescuers.

GOBLIN SLAVES (10): HD 1; 4 hp; AC 7 [12]; Atk stones (1d4); Save 18; Move 9; CL/XP B/10. **Special:** -1 to hit in sunlight.

DERRO (5): HD 3+3; 25 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); poison—medium spider poison (save at +4 or take 2d6); spell: at will—*darkness, 15 ft. radius*. See the “Derro in the Garden” sidebar.

TARABULAS (CHAOTIC MALE DERRO): HD 6+5; 51 hp; AC 2 [17]; Atk short sword (1d6+1) or crossbow (1d4+1 plus poison); Save 11; Move 6; CL/XP 8/800. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); poison—medium spider poison (save at +4 or take 2d6); spell: at will—*darkness, 15 ft. radius*. 19% spell resistance. **Spells:** 1—*cure light wounds, detect evil, protection from evil*; 2—*bless, silence 15 ft. radius, hold person*; 3—*cure disease, speak with dead*.

Combat Gear small full plate armor, small steel shield, light mace, *bag of holding*, *wand of fear* (8 charges), a bag of string spun of gold wire (cords for the harp in Area Q).

Area V: The Cave Entrance

The derro tunneled from the underworld caverns into the Gardens Below and emerged from an opening in the side of the stone wall. The derro miscalculated, though, and broke through under a pond that flooded their tunnels. The entry is a mud-filled depression with an earthen and rock passageway sloping downward. Hundreds of tracks leading to and from the tunnel entrance cover the pond bed.

Watching the tunnel mouth are **6 derro** guards who sound a gong (stolen from the gardens) to warn of intruders.

DERRO (6): HD 3+3; 25 hp; AC 7 [12]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 14; Move 9; CL/XP 5/240. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); poison—medium spider poison (save at +4 or take 2d6); spell: at will—*darkness, 15 ft. radius*. See the “Derro in the

Garden” sidebar.

Area V-1: Main Chamber

The tunnel ends in a natural cavern used as storage. The derro keep **2 dwarf slaves** chained to grinding stones to repair tools and to sharpen weapons. The dwarves are weak, but offer what aid they can if rescued.

DWARF SLAVES (2): HD 1; 4 hp; AC 8 [11]; Atk fists (1d3); Save 17; Move 6; CL/XP 1/15. **Special:** Detects attributes of stonework.

Area V-2: The Savant Students

Sparse furnishings fill this chamber. A platter with a half-eaten large ornamental fish sits on a crude table. Three small stools sit around the table and three bedrolls lie in the corner. Small backpacks near each bed contain spell components, tomes on ritualistic torture (written in Aklo), 2d20 gp, 2 vials of greenblood oil, and small bags of brightly colored feathers. The chamber is home to **3 derro savant apprentices**. They investigate any disturbance in the neighboring rooms.

DERRO SAVANT APPRENTICES (3): HD 6+4; 42 hp; AC 6 [13]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 11; Move 9; CL/XP 7/6000. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); poison—medium spider poison (save at +4 or take 2d6); spells: at will—*darkness, 15 ft. radius*; 1—*cure light wounds (x3), detect magic*; 16% spell resistance. See the “Derro in the Garden” sidebar.

Combat Gear *potion of treasure finding, arcane scroll (shield, sleep)*, small short sword, light crossbow, 12 bolts.

Area V-3: Upper Passage and Guard Room

This branch of the tunnel rises 30 feet at a steep angle (Dexterity check to climb). The bottom of the steep slope is trapped with a *magic mouth* that screams to alert the derro in the upper chamber. The spell activates when anyone starts climbing the sloping passage to get to the upper chamber.

At the top of the slope is the derro savant's guardroom, where **4 highly trained derro guards** are stationed. They use crossbows to attack intruders climbing the slope if they are alerted by the *magic mouth*.

A hole in the 15-foot-high ceiling leads to the elder savant's chamber. The savant aids the guards with spells but does not enter combat unless cornered.

DERRO (4): HD 4+3; 34, 31, 30, 27 hp; AC 7 [12]; Atk long sword (1d8+1) or crossbow (1d4+1 plus poison); Save 13; Move 6; CL/XP 6/400. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); achaierai black cloud oil poison (2d6 points of damage for 4 rounds plus insanity; save negates.); spell: at will—*darkness, 15 ft. radius*. See the “Derro in the Garden” sidebar. **Combat Gear** long sword (two-handed), light crossbow, small full plate, 2 vials poison (achaierai black cloud oil), *potions of heroism, potions of extra healing (x2)*

Area V-4: Savant's Chamber

Natural ledges line this roughly spherical chamber that lacks a flat floor. Ledges stair-step up the side of the room. A knotted rope drawn up into the room is tied to a piton in the wall. A round entryway to Area V-6 is the only exit. The ledges hold unholy trinkets, disgusting souvenirs and other unsavory items. From one ledge

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hangs a double-layered leather bag containing 9 rubies (50 gp each) buried in damp, rich soil. The soil is an incubator for **4 diminutive violet fungi**. The minute tentacles of the fungi automatically hit and poison unprotected hands reaching into the soil.

The aged **derro savant Shaphaz' Ikthorn** lives in the upper room. He aids his guards with spells and attempts to seal his room if they are defeated. Despite his savant status, he is not the war bands' true leader.

DIMINUTIVE VIOLET FUNGI (4): HD 1; AC 9[10]; Atk 4 tendrils (rot); Move 1; Save 17; CL/XP 1/15; Special: Tendrils cause rot (save at +2 or die).

SHAPHAZ' IKTHORN (DERRO SAVANT): HD 8+4; 59 hp; AC 5 [14]; Atk short sword (1d6+1) or crossbow (1d4+1+poison); Save 11; Move 9; CL/XP 7/6000. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); poison—medium spider poison (save at +4 or take 2d6); spells: at will—*darkness*, 15 ft. radius; 1—*cure light wounds* (x2), *detect magic*, *magic missile*; 2—*invisibility*, *strength*; 3—*haste*, *lightning bolt*; 21% spell resistance. See the “Derro in the Garden” sidebar.

Combat Gear *wand of fear*, potions of *gaseous form*, *extra healing* and *flying* and an *arcane scroll* (*invisibility* and *haste*)

New Deity: Shur d'Zhar

Demon Lord of Insanity, Passionless Murder

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Travel

Typical Worshipper: Derro, Criminally Insane, Evil Lycanthropes

Favored Weapons: Poisoned Short Sword.

Shur d'Zhar is reputed to have fits of violent, meaningless rage. None of the demon lords ally themselves with the maniacal fiend. He has no followers or underlings due to his feral madness and homicidal tendencies. His presence is enough to spawn dread in all but the most powerful of abyssal rulers.

His usual form is that of a black-garbed humanoid with a heavy cowl and cloak. Shur d'Zhar never speaks, it is unknown if he is even capable of comprehending communication. If encountered, the demon lord unnervingly stares and studies opponents, contemplating the best way to carry out his insatiable lust for death. His victims are random and have no connections, but he always reveals his foreboding presence to the intended victim hours or days before he strikes.

He resides in an abyssal prison, but this may be for his own pleasure rather than to contain him.

Area V-5: Cavern of the Insane

A winding, 140-foot-long passage opens next to a mound of rubble in a large natural cavern. An underwater river runs along the cavern's southern border. The noise from the river rumbles throughout the entire chamber. A mountain of debris against the wall forms a 50-foot-tall peak (Dexterity check). The 175-foot-diameter chamber has a 60-foot-high ceiling.

The delusional **Davgarh** claims this rubble-filled room as a grand temple. He has a throne — actually nothing more than a boulder — seated atop the rock summit. A border of small rocks surrounds a level area around the throne. A pile of rocks covers Aljena's possessions. Davgarh thinks of these rocks as chests and has trapped them with a *glyph of warding* (paralysis).

The “temple” is dedicated to **Shur d'Zhar**, the demon lord of the criminally insane. Few have even heard of his existence, and even less is known of this obscure demon lord. The derro — at Davgarh's “suggestion” — revere and respect Shur d'Zhar as their patron.

The room contains **4 elite derro guards** hiding among the rumble. They await Kalahastie's telepathic instructions before entering combat.

Davgarh sits upon his rock throne exhorting an imaginary horde of followers to evil deeds. In his few moments of clarity, he commands the derro war band with unerring tactics and authority. Despite his insanity and resistance to *charm*, **Kalahastie** has thus far managed to influence the derro priest.

Kalahastie resides in the room, albeit in disguise. She masquerades as a captured priest of Iseleine, although she downplays her beauty to throw off suspicion. She wears dirty silks and velvet, and appears shocked and dazed. She says her name is **Tayora** and that the “foul little dwarves captured her near the steps.” She stays out of combat, realizing that PCs must be fairly powerful to have reached Davgarh's throne room. She uses her beguiling powers to turn PCs against the clergy of Iseleine or against one another if they discover her true identity before the PCs reach the temple above. If the PCs take her back to the Hanging Gardens, Kalahastie attempts to *charm* as many PCs as possible during the climb. Once atop the pillar, she telepathically *suggests* that the clergy of Iseleine are evil shapechangers that must be slain. The passive clergy and followers will do their best to subdue PCs without harm.

Buried in a shallow grave in the temple (Intelligence check) is the body of the high priestess, Aljena. Her withered corpse is nearly unrecognizable. The *Oil of Iseleine* and her possessions are missing, long since claimed by Kalahastie.

DERRO (4): HD 4+3; 34, 31, 30, 27 hp; AC 7 [12]; Atk long sword (1d8+1) or crossbow (1d4+1 plus poison); Save 13; Move 6; CL/XP 6/400. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); achaierai black cloud oil poison (2d6 points of damage for 4 rounds plus insanity; save negates.); spell: at will—*darkness*, 15 ft. radius. See the “Derro in the Garden” sidebar.

Combat Gear long sword (two-handed), light crossbow, small full plate, 2 vials poison (achaierai black cloud oil), *potions of heroism*, *potions of extra healing* (x2)

KALAHASTIE, SUCCUBUS: HD 9+1; 68 hp; AC 2 [17]; Atk 2 claws (1d6+1) plus energy drain; Save 6; Move 15, fly 18; CL/XP 6/400. **Special:** Immune to electricity, fire, poison; half damage cold and acid; 18% spell resistance; energy drain (1 level); immune to nonmagical weapons, with the exception of cold iron or good aligned; spells: At will—*charm person*, *ESP*, *suggestion*, *teleport*.

Gear *wand of polymorph*, heart-shaped amulet, flask containing the *Oil of Iseleine*, *cloak of protection* +2, three *potions of invulnerability*.

DAVGARH (CHAOTIC MALE DERRO CLERIC 9):

HD 9; 62 hp; AC 2 [17]; Atk +2 morningstar (1d6+3); Save 8; Move 6; CL/XP 10/1,400. **Special:** -1 to hit in sunlight; sound burst (1/day; 1d8 sonic damage); achaierai black cloud oil poison (2d6 points of damage for 4 rounds plus insanity; save negates.); spells: at will—*darkness*, 15 ft. radius; 1—*cure light wounds*, *detect magic*; 2—*hold person*, *silence*, 15 ft. radius; 3—*cure disease*, *speak with dead*; 4—*cure serious wounds* (x2); 5—*finger of death*, *insect plague*; 21% spell resistance. See the “Derro in the Garden” sidebar.

Combat Gear +2 morningstar, chainmail+2, *wand of fear*, *potions of extra healing* (x3), 2 vials of poison (achaierai black cloud oil), buckler.

Other Gear black robes, unholy symbol, pouch of pebbles painted gold, pruning shears, stuffed snake, lady's fancy lace gloves and a parasol

Personality Davgarh is delusional, but still a dangerous opponent. The god Shur d'Zhar blessed the derro for following his crazed tenets. Davgarh casts spells with a rambling scream that sounds like a wounded animal, but the god of the insane always grants his devout follower's wishes. Davgarh has unruly black hair that stands out in dirty clumps around his head. His eyes are filled with

madness, and his arms are streaked with long, dirty scratches from self-inflicted wounds. His arms and fingers twitch spasmodically.

Area V-6: Exit Tunnel

This tunnel follows the underground river into the depths of the earth. The tunnel descends quickly and continues for miles before reaching an enormous subterranean sea. The Referee is free to devise any inhabitants of this underground sea and its environs.

Concluding the Adventure

Once the *Oil of Iseleine* is recovered, Jernigan Chimel proceeds with the *Anointing of Perfection* ceremony. If played as a separate adventure, Jernigan expresses his sincere gratitude, rewards PCs with flower leis, potted plants and 2 *potions of ethereality*, and allows them safe harbor within the confines of the Hanging Gardens. PCs must still leave their weapons at the bridge the next time they visit.

During the blessing, the scepter must “rest” in Iseleine’s gardens for three days, preferably on one of the many altars or shrines located within the Gardens Below. During this time, the scepter must not be moved so that it can “absorb” inner peace. After the required three days, the scepter becomes attuned to death and tranquility. It senses those near death and can hone in on nearby restless spirits. The scepter can *detect undead* (30-ft. radius) and is able to locate creature (Akruel) with no range limits as long as the wielder and Akruel are on the same plane. The scepter bestows empathy on its wielder to travel toward Akruel. The feelings and location becomes more intense as the distance decreases.

The *Scepter of Faiths* campaign continues in *Splinters of Faith 5: Eclipse of the Hearth*, when the PCs venture into the Kanderi Desert to find a pyramid temple overrun by a band of gnolls and demons from the past.

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