



PRAY THE THIEF



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Printed in the United States of America

Villagers have stumbled upon an edifice in the woods and their subsequent explorations brought unexpected consequences. They paid a heavy toll, four dead and one missing and the survivors living in terror. Our heroes have been called upon for aid in ridding the area of the menace that lies beneath the Temple of Balnapashan.

This is a simple tomb, with several traps and a few guardians tasked with protecting or avenging Balnapashan. The tomb houses the ashes of the wizard in a magical vase. The vase is described below in **Room 5** and is very valuable. It is the true treasure in the tomb.

This is an adventure for 3-4 characters of 5th to 6th level.

INTRODUCTION

The Temple of Balnapashan is actually a tomb located in what was once a remote area. Now the region is settled and the nearby villages are exclusively farmers.

Many years ago a wizard named Balnapashan died. He had a tomb built prior to his death and hoped that someday someone would come and resurrect him. He trapped several guardians in the tomb with him to keep his ashes safe. A month prior to the arrival of the PCs, several of the villagers were hunting in the area and discovered the entrance to the tomb. They opened it and descended. In quick order they fled, being chased by several drelbs tasked with killing any interlopers. Over the next few weeks, the drelbs stalked and killed the villagers who had entered the tomb. The drelbs have since returned to their 'home/prison' to carry out their appointed task.

Some locals believe the tomb is a temple to some ancient celestial creature that now wanders the land killing people. Some believe it is a haunted tomb and the undead walk the world. In any case, the PCs should receive various contradictory theories about the place they are going to inspect. After the killing of 4 villagers and the loss of one person, the locals are clearly terrified and have little capacity to take care of the situation. They offer no reward except food and drink and a place to stay. Most of the locals know the location of the tomb and can provide a map to it. Several even offer to take the PCs close to the tomb. It is two days walk from the village.

OBELISK RING

On a small rise in the middle of the wood are eight ebon obelisks arranged in a circle. The obelisks are about 15 feet tall and flat on top. They have been worn by the elements, are covered in moss and cracked in a few places. The area between the obelisks has flagstones arranged in a spiral pattern. These have mostly been covered in dirt, debris and grass. However, recent activity has revealed some of the stones. In the center of the ring is a large stone slab made of the same material as the obelisks. However, unlike the obelisks, it has no moss or lichens on it and shows no signs of wear and in the center of the stone is a ground out area about 2 inches deep and several feet long. To the north of the slab is an overturned stone with steps leading down into the darkness.

2 CASTLES & CRUSADES

The obelisks all have carvings on them, though they are covered by moss and lichen and eroded. These are expended glyphs of warding or similar spells. Over the years those wandering through the area have caused all the glyphs to go off. Only once that was done could the door to the tomb be opened. This is how the farmers got into the tomb in the first place.

Any magic using class can recognize these with an intelligence or wisdom (depending on class) check (CL 1).

STAIRS: The stairs descend into the darkness below. They are narrow, 4 feet wide and twist immediately in a steep spiral. The steps are level and well made. There is some debris from outside scattered down the staircase.

The tomb has only been open a month so not much debris has gathered here. Water draining from above has caused some water wear to the steps. Any ranger should be able to surmise that the hatch has only been recently opened.

Halfway down the steps a body is sprawled on the floor. This is one of the missing villagers. There is a burned out torch on the steps beside the body. Some worms and flies have gathered over it and it has been eaten by rodents or other scavengers. Very little remains that is recognizable. A successful wisdom check (CL 5) by a ranger or cleric or those who may have the knowledge of such, reveals no apparent wounds on the body; however, the back and neck appear to be broken. A drelb tripped and killed the villager and then left the body.

AREA 1

The stairs descend roughly 50 feet underground and open into a large room roughly 30×30 feet wide and 20 feet tall with a vaulted ceiling. There are two exits, one on the south wall and another on the west wall. Both have stairs descending deeper into the earth.

The north and east walls both have large wooden cabinets set against them. The one on the north wall is open, revealing some clothing hanging from pegs. The one on the east wall is still closed. There is a burned-out torch lying on the floor by the exit to the south.

The cabinet on the north wall contains clothing of various sorts. It is old and rotting. It appears to have been finely made. There is a secret compartment at the bottom of the cabinet (wisdom check, CL 3 to notice). The compartment contains a finely made silk robe in perfect condition. It is a *cloak of displacement*.

The cabinet on the east wall contains some traveling gear such as a backpack, flasks, tent, walking stick, hat and similar camping material. There is also a special vest in this closet. The vest has many small pockets in it and each contains some magical component such as wool, quartzite, sand, etc.

The drelbs are alerted when objects in the tomb are tampered with and they come to investigate. However, once something has been manhandled, the drelbs cannot sense it being handled again. Once the cabinet doors on the east wall are opened the drelbs slowly make their way from **Room 5** to this room. The



cabinet on the north wall has already been tampered with so it will not alert the drelbs.

DRELBS x4 (*These are neutral evil extraplanars whose vital stats are HD 5d10, HP 45 and 40, AC 18 and Move 30'. Their primary attributes are physical. They with a slam for 3d4 damage. Their special ability is trip.*)

Both the steps leading from this room are narrow, again about 4 feet wide. The steps leading to **Room 2** have a trap on them. If a pressure plate is not pressed on the north wall by the step entry (wisdom check, CL 2 to note), a section of the steps gives way midway down. The steps collapse above a 40-foot hole. Because the pressure plates and devices are all old none of them work properly. A person must weigh over 250 lb. to set off the trap on the stairs. Once that weight threshold is reached that section of steps collapses taking the person with them. Also, the trap is still not working properly so the person falling in is allowed a dexterity check (CL 4) to grab a ledge or edge of the steps which did not collapse. Should that fail they are allowed one more check (CL 5) to grab an old beam which has fallen out of place. This is 20 feet down the hole. A successful dexterity check allows them to grab it. In this case they take 1d6 damage. Otherwise treat the fall as normal. The trap cannot close. The hole is 3 feet wide.

AREA 2

This long corridor has alcoves along its length. Three on both the north and south sides of the corridor. The alcoves are $5 \times 5 \times 3$ spaces with vaulted ceilings. Each alcove has something unique in it. Each of the objects sits over a pressure plate which at one time activated a trap. All the traps have become rusted out or decayed to being non-functional. However, every time an object is moved or shifted, the pressure plate rises an inch. The PCs hear some gearing and clicks muffled behind or underneath stone. Touching any of them also alerts the drelbs that an intruder is in the tomb and they approach if they have not done so already.

A: A vase containing the ground up bone of a dragon valued at 500gp.

B: A box containing 30 sheets of vellum, a quill and ink.

C: A small chest containing 300gp and 10pp

D: There are 4 small vials sitting in an open box in here. The potions have denatured over time.

E: This contains a statue of a hand holding a wand. This is a *wand of gaseous form* and has 24 charges.

F: Here is a small birdcage made of gold. Inside a small bird blinks and stares. This is the wizard's familiar. It is an immortal sparrow. It never needs water or food and cannot suffer from disease or other maladies. It can, however, be killed. It has 1 HP and an AC 24.

ROOM 3

This is a large room with two columns in the center, alcoves along its northern and southern sides and an exit to the west and stairs leading down to the east. The walls are covered in chipped and cracking plaster that are painted in garish murals with many eyed monsters roaming a hellish landscape. The columns in the center of the room are ornate with a narrow central portion and a reliefs of robed women covering each side of the columns.

Depending on how alert the PCs are, they might notice that the floor at the bottom of the step is slightly lower than the surrounding floor. A successful wisdom check (CL 5) is necessary to note this. An actual inspection reveals the lowered floor. A 5×5 foot section of the floor is about 1 inch lower than the surrounding stone.

This section of floor as well as all those sections with an 'X' on them have pressure plates beneath a 5×5 section that, when depressed, releases 1d6 darts from the opposite wall. In this case, the pressure plate was depressed just slightly by a peasant walking down the steps before he noticed a drelb moving through the room and ran up the stairs before setting off the trap. Any weight put on the plate will set off the trap. The darts come from across the room.

This is the same for all the traps. The darts come from north/south walls opposite the pressure plate. The mechanisms are so old that not all of them work properly. Hence, once the pressure plate is depressed only 1d6 darts come flying out of the wall. The darts attack as 3HD creatures and do 1d6 damage each.

The reliefs on the columns are of females wearing thick cloaks. One arm is stretched to the ceiling as if holding it up and the other arm inside the robe. Each of the statues is a caryatid. They remain in this state until the vase in **Room 6** passes the threshold of this room. At that point, if the vase does not contain the ashes of the wizard, they animate and attack those in the room.

CARYATID x 8 (*These neutral constructs vital stats are HD 4d8, HP 24x2, 20, 17, 16, 14x2 and 13, AC 14 and move 30'. Their primary attributes are physical. They attack with short swords for 1d6 damage.*)

ROOM 4

The door to this room is stone. It slides into the wall rather than opening. There are murals on either side of the doorway. One of the eyes on the mural can be depressed (CL 3 to locate) to open the door. This will release a weight to pull the door open. It does not. The mechanism is rusted and will not work so the door has to be pushed open or broken down. To push the door open (into the slot) requires 30 points of strength but the door only moves about 8 inches before getting hung on the chains. With 300 hp of damage the door can be broken.

At the far end of the room are three levers in the floor. Pulling the one on the left shuts off all the needle traps in **Room 3**. Pulling the one in the middle turns off the traps in **Room 2**. Pulling the third, on the right, normally shuts off the landing trap to **Room 5**, however it is broken.

ROOM 5

The steps leading to **Room 5** end in a landing before turning south. On the landing are the skeletons of two very large serpentine creatures. The bones of the portion of the snakes on the landing are crushed. Two skulls and some spinal material remain unscathed on one of the steps. The skulls are not those of snakes but vaguely humanoid with longer jaws and jagged ‘teeth’ that are actually part of the bone structure and not real teeth.

This is a trap of sorts. There is a pressure plate in **Room 5** at the bottom of the steps that releases a massive stone block which slowly descends onto the landing blocking the entire passage. It remains there until released (see **Room 5**). The stone weighs 5 tons and covers the entire passage. It takes 5 rounds for it to descend. Once down, the chain snaps and it cannot be retracted by its counterweight.

As a side note, should the PCs get stuck in this room with no way of getting out, it need not be a slow and agonizing TPK. The chains, gears and pulley’s which control the stone are all found above the ceiling of the landing. It is possible to climb up into the ceiling and locate the broken mechanism. The PCs must reattach the snapped chain and the mechanism will work properly again. To engage it one must find the lever (see below).

This large chamber contains many personal effects of the wizard, a small shrine to Azrakil and four necrophidus. The walls to this room are painted in murals as before but an additional character has been added to each wall. This character is of a skeletal figure with four arms and four heads. In the center of the room, a circle has been engraved into the floor. The groove forming the circle is filled with silver (200gp worth). Inside the circumference of the circle are many arcane symbols. Placed seemingly at random around the room are a dozen large and small statues of skeletal snakes. At the far end of the room is a statue akin to the figures on the murals in **Room 3**.

The circle is part of a ritual to create a portal used to summon the drelbs. The drelbs cannot return to their plane until the silver in the circle is broken. At any point the silver is chipped out, the drelbs return to the portal and seek egress from such a horrible place (should any be alive at this point).

An intelligence check (CL 5) allows a magic using class to recognize the symbols and their order. Should the symbols in the circle be read out loud and in order, one drelb is summoned. One can be summoned every 30 days in this manner and they serve the person summoning them. Note that should the silver circle be broken and the person summoning them be around, the drelb seeks to kill the summoner before returning to its plane.

LEVER: Behind the statue of Azrakil is a lever. Pulling it should cause the stone to retract.

All but four of the skeletal snake statues are actual statues. The others are necrophidus. They remain motionless until the party enters the room. They attack when it seems most propitious.

NECROPHIDUS x4 (*These neutral constructs vital stats are HD 3d8, HP 1, 15 and 14, AC 18 and Move 30'. Their primary attributes are physical. They attack with a bite for 1d6 damage. Their special ability is hypnotism.*)

ROOM 6

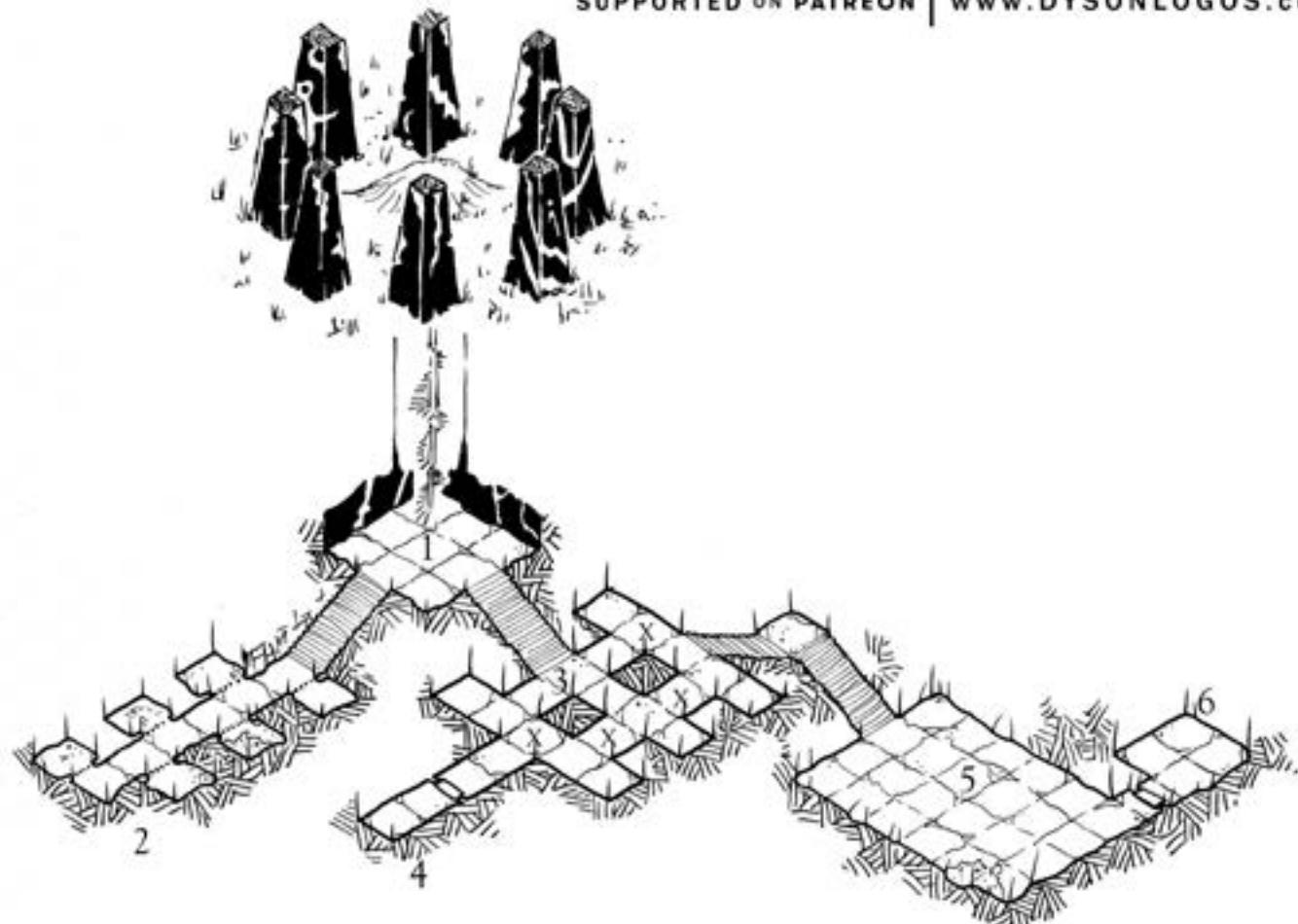
The door to this chamber is stone and slides into the wall rather than opening in or out. The door still functions properly. To open the door, one has to depress three buttons found on the wall on the opposite side of the room and hidden amongst the murals (CL 2 if looking on the correct portion of the wall). There is a similar set inside the room though they are not disguised in any murals.

This is the tomb containing the remains of Balnapashan. It is a simple affair. The walls are plain granite blocks and the ceiling is one single slab covering the entire room. In the center is a marble pedestal upon which is an ornate copper vase with two handles reaching from its top to bottom. Inscriptions cover the vase from top to bottom. There is a copper lid. A small statuette tops the lid. It is of a skeletal creature with four arms and fours heads.

There is nothing in the room other than that mentioned. The vase contains the ashes of Balnapashan. A wisdom check (CL 4) by one who may be learned in divine mystical knowledge may recognize the figure atop the vase’s lid. It is of an ancient deity who is referred to as the ‘thief of the damned’ or the ‘damned thief’ – Azrakril. Azrakil is an archenemy of any deity who presides over the dead and tries to take the souls of the dead and return them to their body. Essentially Azrakil can bring anyone back to life from any condition. The vase is one of the methods through which this is accomplished.

Should the ashes of anyone be placed in the vase and the right rituals performed, that person will be resurrected with absolutely no adverse effects. If the same person is being resurrected again through this method, a CL 5 constitution check must be made. Failure indicates permanent death. The third time it is a CL 10, then CL 15 etc. The ritual takes 24 hours and the instructions are engraved on the vase. The language is arcane and must be learned or interpreted for the PCs. The method by which this is done is best left to the CK.

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PRINTED AT CHENAULT & GRAY PRINT
IN THE UNITED STATES OF AMERICA



TLG 83521
\$1.99