

GAMEMASTER!™

TERRORE IN THE HAMBER OF PAIN

MINI
ADVENTURE
INSIDE

COMPLEAT ENCOUNTER™

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TERROR IN THE CHAMBER OF PAIN

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Any Setting • Mid-Level (7th–9th) • Planar

Ages ago, unspeakable personal tragedy shattered the faith of Uztaren Neth, a holy priest of Astanoth, god of Truth. With his life in ruins, Uztaren focused his energy on the only thing he had left: revenge. Uztaren became so obsessed with reaping vengeance that he began to change. Subtly at first, and then more powerfully, he descended into a web of madness. His noble ideals and compassionate heart were twisted, becoming a black pit of perverted desire, dark impulses, and torturous dreams.

So foul were the deeds Uztaren perpetrated in the name of Truth, that his own god repudiated and cursed him. Under the divine power of that curse, Uztaren became the Seeker in Shadow, forced to wander the planes for all eternity, spreading darkness and terror on a quest that he can never complete. Now, the Seeker has arrived in your world, and you must deal with him—or hundreds may suffer.

This Compleat Encounter uses the information found on the maps and data cards in this set to create a mini-adventure. The cards include information and game rules for the Seeker in Shadow, his half-orc servant Krauk, and the *rack of ruin*, a magical torture device powered by the Seeker's twisted predilections and kept at the heart of his corrupt chapel: the Chamber of Pain. See “Scaling the Encounter” on Card 4 for tips on how to scale this adventure to a variety of character levels.

Although the miniatures, maps, and plots in this Compleat Encounter can be used with any fantasy roleplaying game, the rules included herein are compatible with the Open Game Licensed version of the world's most popular RPG. You can download a copy of those rules at d20srd.org.

USING THIS COMPLEAT ENCOUNTER

Because the desecrated chapel and its Chamber of Pain wander eternally through the planes, you can easily drop this encounter into any existing campaign. Perhaps the Seeker's chapel appears on a lonely moor while commoners from a nearby village mysteriously disappear. Alternately, the chapel could materialize in a city or village, causing panic and terror as the

Seeker kidnaps townsfolk—forcing the frightened commoners to call upon the PCs for help. In this case, you might want to use Paizo's GameMastery Map Pack: Village product in conjunction with this Compleat Encounter to create a fully realized village. Finally, high-level cleric or servant of a good-aligned deity might hire the PCs to track down the Seeker in Shadow and put an end to his evil.

TERROR IN THE CHAMBER OF PAIN ENCOUNTER KEY

The maps for this Compleat Encounter are double sided, with one side featuring the Seeker's chapel as it truly is, the demesne of a twisted and utterly depraved villain. The reverse of the map cards shows the chapel as it originally existed—a place of refuge and worship for Astanoth, god of Truth and Beauty. If the PCs manage to redeem the Seeker (see “Concluding the Encounter” for details), or destroy both the Seeker and his depraved *rack of ruin*, the chapel returns to its original, pristine state.

Once the PCs enter the Seeker's demesne, Krauk, who is in area 3, alerts the Seeker as soon as he detects the PCs (see area 3 for details).

GENERAL TRAITS

The walls, floor, and ceiling of the desecrated chapel are constructed of high-quality, beautifully crafted stone and marble—with magnificent arches, intricate carvings, and elegant lines that draw the gaze skyward. Of course, all of this beauty has been marred by the handiwork of the Seeker. Much of the chapel's statuary lies shattered or toppled. Dried blood and other fluids cover much of the floor and walls, while the holy symbols of Astanoth have been replaced with darker symbology and foul runes. Bits of bloody skin hang upon the walls like pieces of tanned leather, while bones and other detritus litter the floor.

Interior Strong Wooden Doors: Hardness 5; 20 hit points; break DC 23.

Locks: Both interior and exterior doors bear average-quality locks, requiring a DC 25 Open Lock check to open.

Superior Masonry Walls: Hardness 8; 90 hit points.

1. NARTHEX (EL 4)

The main doors into the Seeker's chapel are made of hard-wrought iron. Currently they are locked and trapped (see below). Once the PCs breach the doors, read or paraphrase the following:

The air hangs cold and heavy, redolent with the putrid stench of death, in this ancient stone room. A circular marble pool, filled with stagnant, brackish water, sits amidst a jumble of bones in the center of the east side of the chamber. A high, curving arch opens into a larger room beyond the pool. To the north and south, smooth stone steps lead up into darkness.

The marble pool once contained holy water, but now holds only putrid liquid, thick with blood and other effluvia. The liquid within the pool is so toxic, it is treated as contact poison (DC 16 Fortitude save resists, 2d12 hp/1d6 Con). If the chapel is cleansed (see “Concluding the Adventure” below), or the liquid is removed from the building, it reverts to holy water.

The stone steps lead toward the chapel's bell towers where corpses have replaced the hanging bells, strung up by their own intestines from the stone ceiling. Searching the corpses reveals that each of them died from multiple, horrific wounds—as if they were tortured to death.

Trap: The Seeker has cast a *glyph of warding* on the exterior door.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th-level cleric, 4d8 sonic, DC 16 Reflex save half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Exterior Iron Door: Hardness 10; 60 hit points; break DC 28.

Treasure: Two rubies (worth 250 gp each) can be found at the bottom of the shallow pool with a DC 10 Search check. If the PCs pull the corpses down from the bell tower, they find 85 gp, 127 sp, and a gold ring (worth 50 gp) amongst the remains.

Development: If the PCs force their way through the main chapel doors, or if they make a great deal

of noise, Krauk is alerted to their presence. If he is aware of the PCs' invasion, the half orc runs to alert the Seeker in Shadow and then peppers the PCs with his special shuriken of slumber (see Card 8 for more details on Krauk and his equipment).

2. OUTER SANCTUARY (EL 9)

Simple stone pews take up most of this chamber, while shattered marble from broken altars fills each of the four alcoves in this room. Beautiful statuary and elaborate stonework lie in ruins as well. The iron-tinged stench of blood fills this chamber.

Once a place of contemplation and meditation on the beauty of Truth, the outer sanctuary of the temple now lies in a state of disrepair and desecration. A DC 10 Search check reveals circular marble trap doors 3 feet in diameter hidden in the floor of each of the alcoves amidst the broken rubble. Three of the hidden doors are unlocked and conceal small pits or oubliettes. If the PCs shine light into these dark pits, they see the bare skeletal remains of humanoid figures within their cramped confines.

The fourth trap door, located in the southwest alcove, remains locked and magically trapped with a *symbol of sleep*. A rotting corpse lies at the bottom of the

pit. Unlike the skeletons in the other pits, the corpse here wears moldering robes. Hidden within the hem of the robes is the Treasure.

Trap: The southwest oubliette trap door contains a *symbol of sleep*.

Symbol of Sleep: CR 6; spell; spell trigger; no reset; spell effect (*symbol of sleep*, 9th-level cleric, DC 18 Will save negates); multiple targets (all creatures of 10 HD or less within 60 ft.); Search DC 30; Disable Device DC 30.

Oubliette Doors: Hardness 10; 40 hit points; break DC 30; Open Lock DC 25.

Treasure: Three small diamonds (worth 100 gp each) have been hidden in the robes of the corpse in the pit. They can be found with a DC 20 Search check.

3. CHAMBER OF CRUCIFIXION

The once-smooth marble walls of this room are pitted and cracked, marred by a series of sharp spikes that bite deeply into the stonework. Rust-colored trails of dried blood flow down from each spike.

Uztaren once used this room as a meditation chamber, preparing himself to celebrate the mysteries

of his faith. Now, it serves as a storage space for his victims. Krauk is usually lurking in this room.

Krauk: hp 57; see Card 8.

4. KRAUK'S ROOM (EL 6)

The door leading into this chamber is locked with a good quality lock (DC 30 to open, Krauk has the key) and trapped (see below).

The sickly sweet stench of unwashed flesh fills this room. The walls are covered with rude tapestries and filthy curtains. A tangle of fur blankets hangs from a simple bed.

When not assisting his dark master or tormenting the prisoners in the crucifixion chamber, Krauk uses this room to rest and dream his savage dreams. A small chest lies hidden beneath the tangle of blankets next to the bed. It is locked but not trapped. It contains Krauk's personal Treasure.

Trap: In addition to the lock, this door is also trapped. Anyone attempting to open the door without first using the key is the target of an arrow coated in poison, fired from a hidden device in the ceiling.

Poison Arrow Trap: CR 6; mechanical; touch trigger; manual reset; Atk +12 ranged (1d8 plus poison, arrow); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 25; Disable Device DC 18.

Strong Wooden Door: Hardness 5; 20 hit points; break DC 23; Open Lock DC 30.

Chest: Hardness 5; 20 hit points; break DC 23; Open Lock DC 25.

Treasure: Krauk's chest contains 10 pp, 200 gp, a +1 dagger, a *potion of heroism*, 3 *potions of cure moderate wounds*, and a small, elaborately decorated silver-framed mirror (worth 300 gp).

5. UZTAREN'S OFFICE (EL 7)

This neatly appointed chamber obviously serves as an office. A fine throw rug covers most of the floor, while a sturdy desk stands against the northern portion of the east wall. A fire crackles warmly in the marble fireplace.

The Seeker is currently at work here in the office. If alerted to the PCs' presence by Krauk, he spends several rounds casting protective and enhancing spells before joining his guardian in battle against the invaders. Once prepared, he attacks the PCs from area 7.

The desk contains nothing of real interest save for Uztaren's personal journal, which recounts the slaughter of his family and his particular grief over the loss of his wife, Utharna, as well as his slow descent into cruelty and madness.

Uztaren, the Seeker in Shadow: hp 63; see Card 6.

6. UZTAREN'S CHAMBER

The walls and floor of this chamber are strewn with the desiccated remains of human and humanoid flesh. Any exposed area of marble contains symbols and runes drawn in blood with a flowing, almost graceful script.

The Seeker often retires to this room to think up cruel methods of torture, or to scribble his mad ravings on the walls with the blood of his victims.

A circular trap door, similar in every way to the locked and trapped one in area 2, lies beneath the bed. It contains Uztaren's personal Treasure.

Treasure: Uztaren's cache holds 350 gp, 2000 sp, a cloth bag with 2 rubies (235 gp each), 2 scrolls (*protection from good*, *symbol of sleep*), and a +1 mace.

7. CHAMBER OF PAIN

The vaulted arches and graceful lines of this large chamber lead the eye to a raised dais in the center of the east wall. Pure white marble blocks lie shattered or pushed aside to make room for a large wooden device that resembles a torturer's rack. Sharp spikes, hooked rods, and other

wicked implements hang from each side of the device. The smell of blood hangs like incense in the air.

This chamber is the horrifying heart of the Seeker's chapel, for here the demented cleric works his foul tortures on both body and mind. If the PCs are in the chapel to rescue an important NPC, they find the captive strapped to the *rack of ruin* (see card 10)—alive but grievously wounded.

CONCLUDING THE ENCOUNTER

Aside from rescuing any prisoners, the PCs must deal with Krauk and his twisted master. The simplest method is to physically destroy the Seeker in Shadow. Doing so will end his reign of terror and pain. However, the PCs can earn the favor of Astanoth, god of Truth, if they can redeem the cruel cleric.

Doing so requires two things: The destruction of the *rack of ruin* and an admission of sorrow and guilt on the Seeker's part. If the PCs discover his journal and mention Utharna after they destroy the rack they can make a DC 30 Diplomacy check. Success causes the Seeker to admit that his wife would be ashamed of what he has become. If the PCs successfully redeem the Seeker, give them experience as though they had defeated a CR 9 creature in combat.

Either way, after the destruction or conversion of the Seeker, a bright white light fills the chapel, removing any evil effects and returning it to its former state.

SCALING THE ENCOUNTER

This encounter can be used with characters of any level by making simple adjustments to the presented challenges.

Beginning Parties (Levels 1–3): Reduce the Seeker to a cleric 3. Reduce Krauk to a monk 2. Change the poison on the door trap to small centipede poison, and remove the *glyph* and *symbol* traps.

Low-Level Parties (Levels 4–6): Reduce the Seeker to a cleric 6. Reduce Krauk to a monk 5. Change the poison on the door trap to black adder venom, remove the *symbol* trap, and reduce the *glyph* trap to CL 6.

High-Level Parties (Levels 10–14): Increase the Seeker to a cleric 16. Increase Krauk to a monk 12/assassin 3. Increase the Spot, Search, and Disable DCs of the door trap by 5 each, replace the *symbol of sleep* with a *symbol of death*, and increase the caster level of the *glyph of warding* to 16.

Heroic Parties (Levels 15–19): Increase the Seeker to a cleric 20. Increase Krauk to a monk 12/assassin 7. Increase the Spot, Search, and Disable DCs of the door trap by 10 each and have it fire 4 arrows, replace the *symbol of sleep* with a *symbol of death*, and increase the caster level of the *glyph of warding* to 20.

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UZTAREN NETH, THE SEEKER IN SHADOW

The Seeker is a tall, gaunt being with a long face and stone gray eyes that reflect only malice. He normally wears a blood-spattered apron teeming with implements of torture over his robes. He often wears a mask of skin over his face when satisfying his dark lusts.

Once a devoted priest of Astanoth, god of Truth, Uztaren Neth's life changed one gray morning when he returned from his chapel to discover his entire family brutally slaughtered and violated. Angered and grief-stricken, the heartbroken man bent all of his will, and his considerable divinely imbued power, toward discovering his family's murderer. As spell after spell and prayer after prayer continued to yield few results, the priest's faith wavered. At the same time, rooting out the perpetrator of his loved ones' violation became a greater and greater obsession.

The kindhearted priest turned to intimidation and the darker secrets of the divine lore he had mastered in his service to Astanoth in order to unearth the truth. As time wore on, this loving compassionate man began to twist beneath the weight of grief and the corrupting

influence of his research. Torture and pain became the foundation of his investigation techniques, even as his crazed obsession with discovering his family's killer grew. Soon, Uztaren began to enjoy the screams of his victims and their anguished cries for mercy. His hunger for truth became a hunger for savage cruelty, and the beauty of his chapel was soon covered by the grisly remains of his depraved activities.

Uztaren Neth, The Seeker, male cleric 9: CR 9; Medium outsider (augmented humanoid, evil, native); HD 9d8+18; hp 62; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +6; Atk +1 *vicious sickle* +9 melee (1d6+3 plus vicious); Full Atk +1 *vicious sickle* +9/+4 melee (1d6+3 plus vicious); SA rebuke undead 6/day (+5, 2d6+12, 9th), spells; SQ darkvision 60 ft., spontaneous casting (inflict spells), uses spell completion and spell trigger items as a 4th-level wizard; AL NE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 13, Con 14, Int 15, Wis 17, Cha 16.

Skills: Concentration +15, Heal +13, Knowledge (religion) +11, Knowledge (the planes) +14, Intimidate +15.

Feats: Craft Wondrous Item, Combat Casting, Investigator, Persuasive, Scribe Scroll.

Languages: Abyssal, Common, Orc.

Possessions: +2 *studded leather armor*, +1 *vicious sickle*, *potion of cure serious wounds*, 100 gp worth of incense (spell component for *divination*), 500 gp worth of special ointment (spell component for *true seeing*).

Cleric Spells Prepared (CL 9th [CL 10th for *divination*

spells]; +7 ranged touch) 6/5/5/4/2/1: 0—*detect magic* (2), *guidance* (2), *cure minor wounds*, *virtue*; 1st—*bane* (DC 14), *bless*, *detect secret doors*^D, *divine favor*, *shield of faith*; 2nd—*bull's strength*, *cure moderate wounds* (2), *darkness*, *detect thoughts*^D (DC 15), *silence*; 3rd—*dispel magic*^D, *cure serious wounds* (2), *protection from energy*, *summon monster III*; 4th—*divination*^D, *divine power*, *freedom of movement*; 5th—*spell resistance*, *true seeing*^D.

D: Domain spell; domains: Knowledge, Magic.





Stale sweat and dried blood cover this half-orc's powerful frame. His eyes gleam with the light of madness, and he constantly looks over his shoulder as if expecting the very shadows to jump out at him.

Krauk is a savage half-orc wholly devoted to the Seeker in Shadow. Captured by Uztaren, Krauk soon proved to be a kindred spirit. Rather than subject the half-orc to his ministrations, the Seeker offered Krauk his life if he would serve the Seeker in all things.

In battle, Krauk attacks using specially prepared shuriken before engaging in melee. When fighting, the half-orc often sings silly childish melodies in orcish as he lays about with his fists.

Krauk, male half-orc monk 7: CR 7; Medium humanoid (orc); HD 7d8+7; hp 42; Init +2; Spd 50 ft.; AC 17, touch 15, flat-footed 15; Base Atk +5; Grp +8; Atk masterwork shuriken +8 ranged (1d2+3 plus poison), or unarmed strike +9 melee (1d8+3); Full Atk masterwork shuriken +7/+7 ranged (1d2+3 plus poison), unarmed strike +8/+8 melee (1d8+3); SA flurry of blows, ki strike (magic), Stunning Fist 7/day (DC 15); SQ evasion, darkvision 60 ft., half-orc traits, purity of body, still mind, slow fall 30 ft., wholeness of body (14 hp); AL LE; SV Fort +6, Ref +7,

Will +7 (+9 vs. enchantment); Str 16, Dex 14, Con 12, Int 8, Wis 15, Cha 6.

Skills: Balance +9, Escape Artist +7, Jump +10, Listen +7, Spot +7, Tumble +14

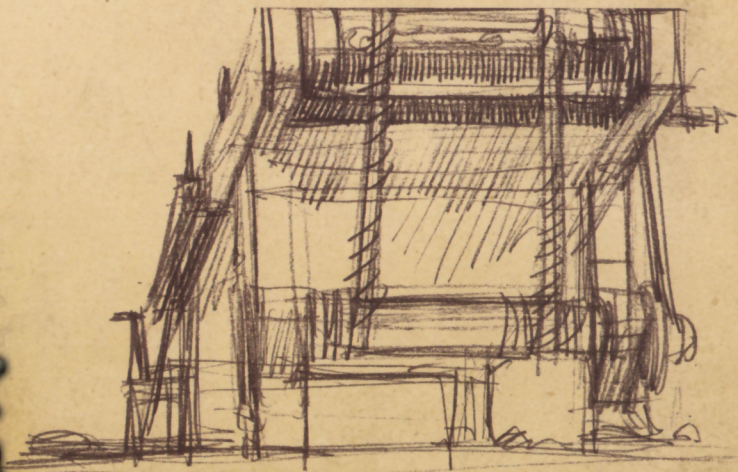
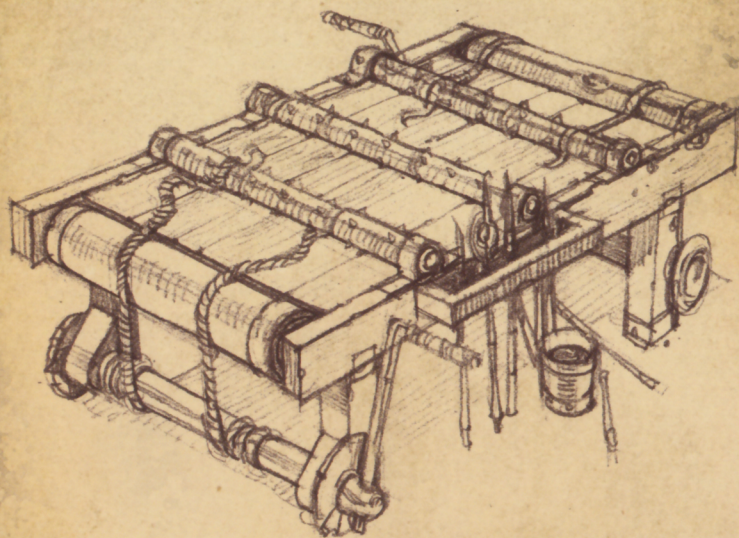
Feats: Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Languages: Common, Orc.

Possessions: 20 shuriken of slumber, bracers of armor +2, potion of cure moderate wounds, keyring.

Shuriken of Slumber: These shuriken are coated in purple worm poison (Injury DC 24 Fortitude save resists, 1d6 Str/2d6 Str).





RACK OF RUIN

Plumbing the depths of ancient lore, Uztaren discovered the secrets for reconstructing a device so vile and cruel that nearly every tome containing that blasphemous information had been destroyed. He locked himself away in his chapel for several weeks, pouring his anger, grief, and rage into the assembly of this device. Finally, with a cry of triumph, Uztaren stood before a fully functioning *rack of ruin*. The twisted cleric had little time to savor his work, as the creation of such a foul device brought the anger of his god down upon him. With an angry flash of light and booming voice, Astanoth repudiated Uztaren and laid a curse upon him, forcing him to travel the planes for all eternity as an outsider, doomed to search for a truth he will never find.

First constructed in an age long ago, this wicked device is actually a magically empowered artifact wholly designed to inflict pain and grievous harm to body, mind, and spirit. Once constructed, a *rack of ruin* forges a bond with its creator, intensifying that person's need to inflict pain and anguish.

Under the control of a "normal" user, the *rack* inflicts 1d6 nonlethal and 1d4 lethal points of damage each round. If the user tries to extract information from a hapless victim, the torturer receives a +8 profane bonus on Intimidation checks.

In the hands of its creator, however, the *rack of ruin* reveals its truly terrifying power. In addition to inflicting the damage listed above, the artifact extends its ability to cause pain and damage to its victim's psyche. On command, the *rack* will rake through its subject's mind and spirit, leaving deep scars and emotional trauma. Anyone unfortunate enough to receive this kind of torture must make a DC 20 Will save or suffer 1d4 points of Wisdom damage. Once it begins, the *rack* continues to torment its victim, forcing a new save every three rounds. The artifact's creator can attempt to terminate this torture at any time, but once he initiates this procedure, the intensity of his bond with the *rack* makes it difficult for him to stop. In order to command the *rack* to cease the psychic torture, its creator must make a DC 25 Will save.

Strong necromancy [evil]; CL 16th; Weight 450 lb.





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QUEST





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TERROR IN THE CHAMBER OF PAIN

A 8TH-LEVEL ADVENTURE SCALEABLE TO ALL LEVELS OF PLAY

Andrew Hou, Keith Francis Strohm, Dennis Mize, Christopher West

Twisted and depraved beyond measure, the Seeker in Shadow wanders the planes inflicting pain and savage torture upon his hapless victims. Now, the heart of his perverted chapel, the Chamber of Pain, beats with the blood of his newest "guests," and only the PCs can stop his evil once and for all.

This Compleat Encounter features three lead-free pewter miniatures suitable for use in any fantasy roleplaying game. 10 double-sided full-color cards provide a complete map of the Chamber of Pain scaled for miniatures play, an adventure that uses the miniatures provided in the set, and complete statistics for the enemies and magic items encountered within. All game rules adhere to the Open Game Licensed version of the world's most popular roleplaying game.

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