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# INFINITE DUNGEON



## THE HALLS OF THE ETERNAL MOMENT

LEVEL 2: THE RATTLING CRYPT

**PATHFINDER®**  
ROLEPLAYING GAME COMPATIBLE





# THE HALLS OF THE ETERNAL MOMENT

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# LEVEL 2: THE RATTLING CRYPT

## FLOOR 02 - THE RATTLING CRYPT

The dead defend this floor of the Hall of the Eternal Moment. A cunning ghast named Benivuul and its ghoul lackeys maintain an army of the dead. By dragging the victims of traps, and their own vicious attacks, to an altar, they raise zombies and turn them loose to harry and kill intruders.

The ghouls and the ghast are smart enough to learn where the traps are, and how to avoid them. They do not know where secret doors are, or how to operate them. Ghouls, and Benivuul their ghast leader, are smart enough to lure intruders into traps, or to wait for a trap to spring before attacking.

The skeletons and the zombies know that there are certain places the ghouls forbid them to go, and thus avoid the traps. They are not smart enough to lure adventurers into traps, but they may hear screams after a trap injures intruders and attack when a party is already weakened.

Characters have random encounters any time they camp or spend more than 1 hour in one place. Wandering monsters are looking for dead bodies to drag back to the altar in room 11 for Benivuul.

Where monsters may hear activity in another room, we have noted that in the room description. If the PCs make noise and then leave a room before the zombies or skeletons arrive, the undead wait in the new room until ordered otherwise by a ghoul or Benivuul the ghast. If the PCs make noise and then leave a room before one or more ghouls arrive, make Perception checks for the ghouls to see if they hear the PCs. If they do, they continue to pursue the PCs. If they do not, they take the most direct route to room 11, where they inform the ghast of the intruders before returning to the room where they started.

If PCs kill all the skeletons, zombies, and ghouls (including Benivuul) on this level, it remains empty until a cult of death-worshippers move in six months later, and begin animating sacrificial victims upon the altar.

A cult of death-worshippers includes a Neutral Evil human adept 4, four Neutral Evil warrior 4, three Neutral Evil expert 3, and four Neutral Evil commoner 2.

The following table lists a number of possible encounters the PCs might have:

d20 roll	Encounter	Average CR
1-12	Three skeletons	1
13-18	One zombie and one ghoul	2
19-20	Three skeletons, two zombies	3

## INHABITANTS OF THE RATTLING CRYPT

*The inhabitants of the Rattling Crypt are undead, primarily skeletons and zombies. There are a few ghouls on this level of the Halls of the Eternal Moment as well. All of the skeletons, zombies, and ghouls were once adventurers. The adventurers died here and Benivuul raised them using the altar in room 11. The skeletons are simply zombies raised so long ago that their flesh rotted away. Those adventurers who were dying or incapacitated and placed on the altar came back as ghouls, and still haunt these chambers.*

*There is some rivalry between Benivuul and Illquis, on the level below. However, most of Benivuul's undead are mindless creatures that lack enough awareness to attack any of her headless undead who wander up from Level 3.*

*When describing these undead to the players, describe bits of clothing or armor from the undead's past lives. The table, below, provides some descriptive hooks to help you do that. Once defeated, searching the bodies of the undead turns up random mundane adventuring gear. Roll on the table below for mundane gear inspiration, too.*

### SKELETONS

Most of the skeletons on this level are the remains of laborers who died in the construction of the labyrinth under the temple. The priests raised them as undead to protect the secrets of the dungeon.

#### SKELETON

CR 1/3 — XP 135

hp 4 (Pathfinder Roleplaying Game Core Rulebook)

Knowledge (religion) DC 11 for facts about skeletons

### ZOMBIES

The zombies on this floor are the remains of adventurers who explored this level and were unfortunate to fall prey to the resident undead, who raised the adventurers on the altar in room 11.

#### ZOMBIE

CR 1/2 — XP 200

hp 12 (Pathfinder Roleplaying Game Core Rulebook)

Knowledge (religion) DC 12 for facts about zombies

### GHOUL

Ghouls on this level are, mostly, adventurers who died from ghoul fever and rose again as evil undead, but some were living adventurers raised on the altar in room 11.

#### GHOUL

CR 1 — XP 400

hp 13 (Pathfinder Roleplaying Game Core Rulebook)

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d20 Roll	Descriptive Hook	Mundane Gear
1	Rottin wizards' armor	A grappling hook hooked over a zombie's shoulder or tangled in a skeleton's ribs
2	Bits of once-fine leather armor	A set of manacles dangling from one wrist
3	Scraps of chain mail	A quiver with two masterwork arrows
4	One gauntlet	A manuscript case containing four pieces of parchment, a writing quill, and a vial of ink
5	One boot with the toe worn through	Three empty flasks
6	A belt with a frayed end	A small steel mirror in a holed haversack
7	A rotting, floppy hat	Three pitons and a hammer in a belt pouch
8	A leather eye-patch	Four sewing needles pressed into a blob of sealing wax that is stuck to some part of the undead's body
9	A badly-holed tunic	A shovel, worn on the back with a leather strap
10	A belt with the top half of a scabbard still attached	One broken whetstone and two whole whetstones in a belt pouch
11	A carved wooden ring	2 candles in a small bag
12	A copper necklace	Three caltrops tangled in ragged clothing
13	Two partially-torn leather bracers	2 pieces of green chalk in a forgotten pocket
14	One bronze greave	A purse holding flint and tinder
15	Half a cloak with heavily ripped edges	A leather scabbard holding an everburning torch
16	A splintered lute on the undead's back, held by a leather sling	A belt pouch holding a simple lock
17	1d4 darts stuck in the undead's body	50-feet of silk rope
18	1d3 arrows stuck in the undead's body	Backpack, containing a crowbar
19	A dagger stuck in the undead's body	Flask of acid
20	A rotting hood with a hole torn in the peak	Flask of alchemist's fire

**Knowledge (religion) DC 13** for facts about ghouls

### ENVIRONMENT

This floor has always been a temple to the undead, occupied by different cults and undead monsters through the centuries.

### FLOOR

Except where otherwise noted, the floors on this level are flagstone and provide no special modifiers.

### WALLS

The walls on this level were once coated in gleaming limestone. That covering has since cracked, revealing the masonry beneath. Masonry walls are Break DC 35, hardness 8, and have 90 hp. They are also Climb DC 20, since characters can crack and brush aside the limestone covering to reveal sufficient hand and foot holds.

### SLENDER PILLARS

Several rooms on this level contain slender pillars which support the ceiling.

The slender pillars are only two feet across, and don't occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. These pillars have AC 4, hardness 8, and 250 hit points.

Destroying any two pillars causes the ceiling to collapse, a CR 8 hazard (*Pathfinder Adventure Roleplaying Game Core Rulebook*).

Where those pillars are connected by iron chains, the iron chains are ten feet long, hardness 10, and 5 hp. Success on a Strength



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check (DC 26) can break a chain or tear one end from a pillar. Each chain weighs 2 lbs, and would sell in Cusp for 15 gp.

### CEILING

The ceiling on this level is ten feet high except where otherwise noted.

### DOORS

Except where otherwise noted, the doors on this level are good, wooden, doors. Good wooden doors have hardness 5, 15 hp, and Break DC 16 (18 if locked)

### LIGHT

Except where otherwise noted, there is no light on this level. Characters with darkvision see normally. Creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Perception checks and most Strength and Dexterity-based skill checks.

### COPPER CHAINS

Several rooms in this level mention copper chains as decorative elements. These thin copper chains have hardness 8, and 2 hp. Success on a Strength check (DC 10) breaks a chain and allows a character to gather it. This copper chain weighs .1 lbs per 10 feet. PCs could sell it in Cusp for 1 gp per 100 feet, as long as no one knew it came from the temple.

## ROOM 1 - WELCOMES AND REGRETS

*The stairs descend to a large, rectangular room. Cobwebs dangle in the corners. Archways provide avenues for further exploration, one in the East wall and one in the West. Slender pillars support the ceiling, joined by iron chains. The pillars and chains form a screen between the two exits and the rest of the room. A single missing chain between two pillars allows access to the aisle from the stairs. Chalk writing is visible on the South wall.*

The stairs spiral up and to the left. In addition to the features of gradual stairs, they provide cover (+4 to AC, +2 Reflex) from attacks originating above. That makes retreating up the stairs while fighting monsters a poor choice for adventurers. They are also trapped.

### STAIR SLIDE TRAP

CR 1 — XP 400

10 feet above the floor of Room 1, the stairs collapse into a slide, dumping everyone standing on them into this room.

**Type** mechanical; **Perception** DC 15; **Disable Device** DC 20

### EFFECTS

**Trigger** location; **Reset** automatic (1 minute)

**Effect** If the party descends the stairs single file, the first person in line must succeed on either a Reflex save (DC 17) or an Acrobatics check (DC 15), or take 1d4 points of damage plus 1d4 for each additional person caught in the trap (see below). A character who succeeds on a Reflex save does not take the damage, but is prone. A character who succeeds on the Acrobatics check does not take the damage and remains upright. The next person in line must succeed on a Reflex save (same DC) to jump back in time to avoid the trap.

If the party descends two abreast, the first two people in line must succeed on the Reflex save or Acrobatics check or slide into the room. In this formation, the next two people must also succeed on Reflex saves to avoid the trap.

The graffiti on the South wall says, “You’ll be sorry.” Underneath it, in different handwriting, are the words, “We already are”.

If a character examines the writing and succeeds on a DC 20 Perception check, that character notices that “We already are”



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has a thin layer of dust over it, while “You’ll be sorry” does not. The strange nature of time in the Halls of the Eternal Moment is why the response is older than the warning.

Success on a DC 20 Perception check notes a faint, unpleasant, smell coming from the Eastern exit from the room.

*The archway in the East wall makes a ninety degree turn to the right, blocking sight to the next room. The archway in the West wall makes a ninety degree turn to the left, blocking sight to the next room in that direction.*

**Connections:** This room connects to rooms 3 and 5

### ROOM 2 - CHAINS OF SERVITUDE (CR 2)

*The stench of death pervades this irregularly-shaped room. Four slender pillars support the roof. Skulls of various races line the tops of the walls. A thin copper chain runs from skull to skull, looping through the nasal passage of each one. Arm and leg bones spiral up the pillars. There are several piles of rib cages and hip bones in the room.*

It’s easy to jump over a pile of bones (Acrobatics, DC 5). A character who moves through a pile without jumping turns a 10 foot by 10 foot area into difficult terrain.

**Creature:** The ghouls in this room serve Benivuul, the ghost, in room 11. Unless they are investigating the trap in room 9 triggering or following the sounds of battle in room 11, they hide (Perception, DC 19) in this room behind the veils of cobwebs that stretch between the pillars and the walls.

If their opponents come from room 11 or 12, they wait until those opponents open the door to room 13 before attacking. If the opponents come from room 13, they attack immediately.

#### GHOULS (2) CR 1 — XP 400

hp 13 each (Pathfinder Roleplaying Game Core Rulebook)

A door in the East wall provides one exit from the room. The smell of death is strongest by that door. An archway in the South wall provides another exit. A door in the angled Southwest wall provides the third exit.

**Connections:** This room connects to rooms 11, 12, and 13.

### ROOM 3 - ALTAR OF FANGS (CR 2)

*In the middle of this octagonal room stands a stone altar carved in the shape of a cobra’s head, complete with flared hood. The head looks upward, so the lower jaw forms a relatively level place for offerings.*

Someone stole the jewels from the snake’s eyes. If there was ever any paint or decoration on the altar, the roving hands of adventurers wore it away.

#### ALTAR OF FANGS

CR 2 — XP 600

The altar emits a faint aura of abjuration to anyone who casts *detect magic* on it. Anyone who enters a square adjacent to the altar triggers the trap.

**Type** magic; **Perception** DC 25; **Disable Device** DC 25

#### EFFECTS

**Trigger** proximity (alarm); **Reset** automatic (1 hour)

**Effect** spell effect (summon monster II, cl 3, summons one fiendish Medium viper) (Pathfinder Roleplaying Game Core Rulebook)

An archway in the northwest wall shows a short tunnel that bends once before reaching the entrance to this level. An archway in the south wall opens onto a very short hall that ends in a blank wall, but PCs can see a door in the west wall at the end.

**Connections:** This room connects to rooms 1 and 6.

**Secret:** There is a secret door in the East wall. Success on a Perception check (DC 25) discovers the secret door. The door is made of limestone-covered wood, so bonuses from features like Stonecunning do not apply. The secret door leads to room 23, so long as Paetreon reaches a minimum level of support.

### ROOM 4 - ORACLE’S DILEMMA (CR 4)

*In the center of this room is a statue of a male elf holding an empty tray. He wears a simple tunic and stands atop a small pile of stones. On the West wall there is a chalk message.*

Each of the stones on which the elven statue stands is carved to resemble a skull. This is obvious to anyone who succeeds on a Perception check (DC 15). Anyone who specifically examines the statue discovers the true form of the stones without a check. The only thing on the dust-coated tray is a stick of white chalk.

The only exit from this room is an archway in the East wall.

#### FALLING PORTCULLIS TRAP

CR 4 — XP 1,200

The exit from this room is trapped. If a PC approaches the West wall, for example to examine the graffiti more closely or to search for secret doors, this trap triggers, blocking the way out.

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

#### EFFECTS

**Trigger** proximity (alarm); **Reset** manual; **Bypass** hidden switch (Perception DC 25)

**Effect** falling portcullis (6d6 damage); **DC** 20 Reflex avoids

**Note:** Once the trap has been sprung, success on a DC 25 Strength check can lift the portcullis.

The graffiti says, “I don’t know. You didn’t ask me that the last time.” It has no signature.

**Connections:** This room connects to room 5.



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**Secret:** There is a secret door in the West wall. Success on a Perception check (DC 25) discovers the secret door. The door is made of limestone-covered wood, so bonuses from features like Stonecunning do not apply. The secret door leads to room 23, so long as Paetreon reaches a minimum level of support.

### ROOM 5 - CHAMBER OF KNOWING

*A dust-furred skeleton lies slumped in the Northeast corner of this large, square, room. Written above its head in what appears to be dried blood are the words, "We know your face." Slender pillars support the ceiling, acting as anchors for veils of cobwebs. Iron chains run between the pillars, with gaps in front of each exit from this room.*

The skeleton wears a chain shirt that looks to be of good quality despite the dust covering it. Bits of metal glint through the bones, dust, and cobwebs.

A successful Heal check (DC 15) identifies numerous injuries on the skeleton, including broken bones in the left hand, fractured ribs, several blows to the skull, and a broken neck.

**Treasure:** Anyone who searches the skeleton finds the following items.

- A Medium *mithral shirt* (1,100 gp)
- Medium masterwork longsword (315 gp)
- 75 sp
- Two sunrods (2 gp each)
- Bloodstone gem (50 gp)

An archway in the North wall opens onto a very short hallway that turns to the left, blocking any view of the entry to this level. An archway in the West wall shows an octagonal room with a statue in the middle of it (Room 4). An archway in the Southwest corner leads to another room. An alcove in the East wall holds a door that provides another exit.

**Connections:** This room connects to rooms 1, 4, 8, and 9.

**Secret:** There is a secret door in the North wall, and no corresponding gap in the iron chain. Success on a Perception check (DC 25) discovers the secret door. The door is made of limestone-covered wood, so bonuses from features like Stonecunning do not apply. The secret door leads to room 23, so long as Paetreon reaches a minimum level of support.

### ROOM 6 - WEBS OF DEATH (CR 2)

*Twin rows of slender pillars march down this long, rectangular, room. Sheets of cobwebs hang between them and the walls. Iron chains connect the pillars, with gaps left to allow access to the room's exits.*

The cobweb sheets provide concealment (20% miss chance against ranged attacks only in this case), allowing characters to hide with successful Stealth checks. They do not prevent line of effect, and do not provide cover from attacks.

**Creature:** Unless drawn from this room by the sound of a trap claiming victims in Room 3 or Room 7, there are five skeletons waiting here for intruders. They use the cobwebs to hide (Perception, DC 12, to notice) until intruders completely enter the room. They are not smart enough to do this on their own. Everyone who succeeds on the Knowledge (religion) check to know about skeletons realizes this. In fact, they were placed and instructed by ghouls. The skeletons are not tactical masterminds, and PCs can easily lure them into narrow hallways, or into larger rooms where the PCs can maneuver around the skeletons more easily.

### SKELETONS (5) CR 1/3 — XP 135

**hp 4 each** (*Pathfinder Roleplaying Game Core Rulebook*)

If the PCs search the room after defeating its occupants, scratched into the West wall, beneath the cobwebs, are the words, "Remember your fear".

A door in the North corner of the West wall opens onto a short corridor heading to the right. An archway in the South wall opens onto a very short hall that connects with another room. A door in the East wall opens onto another very short hall.

**Connections:** This room connects to rooms 3, 7, and 16

### ROOM 7 - POISON MOON CHAMBER (CR 2)

*A rotting corpse lies at the foot of the East wall of this rectangular room. Darts protrude from the body.*

The corpse was a victim of the trap (see below).

### POISON DART VOLLEY TRAP CR 2 — XP 600

The darts fire from the East wall when someone approaches the exit to room 14 in the South wall. The bypass is a half-moon shaped switch in the middle of the North wall. Twisting it 180-degrees bypasses the trap. Success on a Perception check (DC 20) notices that a ticking sound begins after activating the bypass, and the switch begins rotating back. After 1 minute, the bypass is back in its original position. If the trap hasn't fired yet, it's ready to fire again. If the trap already fired, the bypass does nothing after it resets.

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 15

#### EFFECTS

**Trigger** location; **Reset** repair; **Bypass** hidden switch (Perception DC 23)

**Effect** Poison darts (Atk +10 ranged, 1d3 plus poison [bloodroot]); multiple targets (all targets in a 10-ft.-square area)

Searching the room and the corpse turns up 2d6 still usable darts, no check required. Any poison on the recovered darts evaporated, so they are safe to handle.

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If the PCs trigger the trap, roll a Perception check (DC 15) for any surviving skeletons in room 6. On a success, the skeletons move to this room to investigate the noise and attack the PCs in 2 rounds.

**Treasure:** PCs who survive the trap and search the corpse turn up the following treasure.

- Spell component pouch (5 gp)
- *Wand, magic missile* (50 charges, 11, cl1, 750 gp)

A door in the West wall provides one exit from this room. An archway in the South wall opens onto a hallway that bends and blocks any view of the next room.

**Connections:** This room connects to rooms 6 and 12

### ROOM 8 - HALL OF HAVOC (CR 3)

*A faint smell of rotting meat is everywhere in this room. Skulls of small animals line the walls of this room, just below the ceiling. A thin copper chain runs from skull to skull, looping through the nasal passage of each one. Blue chalk graffiti is visible on the South wall, between two doors.*

**Creature:** Unless the sound of a trap claiming victims draws them to Room 9 or Room 12, there are four zombies waiting for the PCs in the middle of this room.

#### ZOMBIES (4) CR 1/2 — XP 200

hp 12 each (*Pathfinder Roleplaying Game Core Rulebook*)

If PCs fight zombies in this room and they have not killed the zombies in room 13, the GM should roll 1d20 against DC 20. If the roll succeeds, 3 zombies arrive in 2d6 rounds from the access to room 13. If the PCs have not killed the ghouls in room 18, the GM should roll 1d20+7 against DC 20. If the roll succeeds, 2 ghouls arrive in 2d4 rounds through the door in the Southeast.

The graffiti says, “This is our bright future”.

An archway in the East corner of the North wall leads to another room. Adjacent to it, in the North corner of the East wall, is another archway leading to a short, straight, hallway which opens onto another room. Archways in the West corner of the South wall, and in the East corner of the South wall, lead to doors to other rooms

**Connections:** This room connects to rooms 5, 9, 12, and 13

### ROOM 9 - THE IRON PATH (CR 2)

*Slender pillars line the walls of this L-shaped room. Iron chains hang between them. Intentional gaps between pillars allow easy access to exits. Thin veils of cobwebs stretch between the pillars and the walls. Footprints mark the dust between the door in the East wall and the exits in the West wall.*

Success on a Perception or Survival check (both DC 20) identify the footprints as belonging to medium-size bare humanoid

feet, medium-size humanoid feet in boots, medium-size bare humanoid feet tipped with claws, and medium-size skeletal feet. Creatures have passed back and forth over this trail many times, so it's impossible to tell how many of any one type of footprint is present.

Success on a DC 20 Perception check identifies a faint, rotting meat, odor coming from under the door in the East wall.

An archway in the southern West wall opens onto a short hallway, at the far end of which is another room. An alcove in the northern West wall holds a door to another room. A door in the East wall opens onto a corridor that ends in another door. Sheets of cobwebs obstruct the view through the archway in the South wall.

#### LIGHTNING ARC TRAP

#### CR 2 — XP 600

If the door to room 2 is open and someone opens the door to room 5, or vice versa, then lightning shoots out of the North wall between those two doors and targets everyone between the doors. The trap resets when either door is closed again.

**Type** magical; **Perception** DC 25; **Disable Device** DC 20

#### EFFECTS

**Trigger** spell (alarm); **Reset** automatic (see description)

**Effect** lightning arcs (Atk +7 ranged touch, 1d6 electrical); multiple targets (all targets in a 35-foot line)

If PCs trigger the trap, the GM should roll Perception checks for monsters in other rooms to hear and respond to the crack of the lightning:

- If the PCs have not killed the zombies in room 8, the GM should roll 1d20 against DC20. Success means that those 4 zombies arrive in 2d4 rounds through the connection to room 8.
- If the PCs have not killed the skeletons in room 14, the GM should roll 1d20 against DC 20 a second time. Success on the second roll means that 6 skeletons arrive in 1d6 rounds through the connection to room 14.
- If the PCs have not killed the ghouls in room 2, the GM should roll 1d20+7 against DC 15. Success on this final roll means that 2 ghouls arrive in 2 rounds through the connection to room 2.

**Connections:** This room connects to rooms 2, 5, 8, 14.

### ROOM 10 - CHAINS OF FEAR

*The stench of death seeps from the very walls of this square room. Skulls of various humanoid races line the tops of the walls. A thin copper chain runs from skull to skull, looping through the nasal passage of each skull. There are several dusty piles of bones in the room. Carved into the West wall in letters two-feet high are the words, “I think we’re in trouble.” The letters are very neat and even, and all on the same level with each other.*



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It's easy to jump over a pile of bones (Acrobatics, DC 5). A character who moves through a pile without jumping turns a 10 foot by 10 foot area into difficult terrain.

The skulls emit a moderate necromantic aura if anyone casts *detect magic*. The chain does not.

Success on a Perception check (DC 20) notices that voices are whispering in various common languages (Common, Elvish, Dwarven, Halfling, Gnome, Orc, and Goblin). The voices are coming from the skulls that line the walls just below the ceiling. They say, "Not much time left," "Survival isn't your only option," "No more tomorrows," and "Death can smell you." The voices repeat these phrases, over and over. Even if characters do not notice them, those who spend more than one minute in this room must succeed on a Will save (DC 10), or become shaken. This is a mind-affecting effect. The condition lasts 2d4 rounds after the character leaves this room. A character who succeeds on this Will save is immune to the room's effect for 24 hours.

An archway in the North wall leads to another room. A door in the East wall provides another exit. The smell of death is strongest by that door. An archway in the South wall is the only other exit.

**Treasure:** Lying on the floor under the carved words is a small *adamantine dagger* (3,002 gp).

**Connections:** This room connects to rooms 2, 11, and 15.

### ROOM 11 - ALTAR OF RENEWAL (CR 4)

*This very large, rectangular, room is the source of the stench. Against the North wall is a polished marble slab suspended from the ceiling with iron chains. Set into the wall above the slab is a corroded brass symbol of Urgathoa. A large wooden chest with bronze bands stands on the floor under the slab. Stone benches in two columns march South from the marble altar.*

If your campaign does not use deities from the Pathfinder Adventure Roleplaying Game, substitute the symbol of an evil god of undeath from your campaign for the symbol of Urgathoa.

A character can move over a bench without any check by spending an extra square of movement. A character can move through a square with a bench without spending the additional square by succeeding on an Acrobatics check (DC 15). There are aisles along the East and West walls free from benches, and there is a similar aisle down the middle of the room. The aisles are only wide enough for a single Medium or Small character.

A character adjacent to a bench gains cover (+4 to AC).

**Creatures:** Until the PCs enter the room, the zombies slump on benches. Benivuul the ghast hides among the benches (Perception, DC 19, to notice). When the PCs enter the room, the zombies lurch to the attack and Benivuul sneaks around the benches until it can reach an intruder and attack.

### ZOMBIES (3) CR 1/2 — XP 200

hp 12 each (*Pathfinder Roleplaying Game Core Rulebook*)

### GHOUL, GHAST CR 2 — XP 600

hp 17 (*Pathfinder Roleplaying Game Core Rulebook*)

**Knowledge** (*religion*), DC 12, for facts about ghouls.

If the PCs did not kill the ghouls in room 2, roll 1d20+7 against a DC of 15. Success means those 2 ghouls hear the fighting in this room and join in 1d3 rounds.

The altar and the symbol radiate overwhelming auras of necromancy should anyone cast *detect magic*.

The four iron chains have the same qualities as those found between slender pillars in other rooms.

Any dead body placed on the slab rises as a zombie in 1d4 rounds. The zombie obeys the commands of the character who put it on the altar. A living person bound to the altar for 24 hours transforms into a ghoul who obeys the commands of the character who put it on the altar.

Casting *bless* on the altar suppresses its ability for the duration of the spell. Casting *consecrate* on the altar suppresses it for the caster's level in weeks. Casting *hallow* on the altar destroys the ability. Breaking the marble slab (hardness 8, 30 hp, Break DC 23) destroys the altar, but replacing the slab would allow its use again.

All of the exits from this room are in the West wall. Doors stand in alcoves in each of the three.

**Treasure:** The chest is a large treasure chest (6 cubic feet, 37 hp, break DC 31). The chest is two-feet deep, three-feet long, and one-foot high. It has a simple inset lock (Disable Device DC 20). If PCs open it, they find the following treasure.

- The chest itself is worth 10 gp
- 645 gp
- 4,000 sp
- Scroll, arcane (775 gp):
  - *Lightning bolt* (13, cl5)
  - *Unseen servant* (11, cl1)
  - *Summon monster III* (13, cl5)
- +1 *light steel shield* (1,159 gp)
- +1 *breastplate* (1,350 gp)
- +1 *spear* (2,302 gp)
- *Ioun torch* (75 gp)
- *Bag of holding* (type I) (2,500 gp)
- *Wand of cure light wounds* (10 charges, 150 gp)
- Gold dragon comb with a red garnet (1,050 gp)
- Fire opal pendant on a fine gold chain (1,400 gp)

**Connections:** This room connects to rooms 2, 10, and 15

### ROOM 12 - THE CARNAGE TRIGGER (CR 1)

*Many rooms on this level use pillars to support the ceiling. In this small room, iron chains line the walls, as if either the floor or ceiling*

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*would fly away without them. Thin veils of cobwebs stretch between the chains and the walls, leaving a clear path through the center of the room. The skulls of small and tiny animals line the walls just below the ceiling. The skulls show obvious signs of damage, as if previous passers-by removed something from them.*

The iron chains possess the same qualities as those in rooms with slender pillars, and function as slender pillars as far as movement and cover are concerned.

### NOISEMAKER TRAP

CR 1 — XP 400

The iron chains in this room are trapped. Characters can search them for traps without triggering the trap, but those who “check them out” or enter a chain’s square trigger the effect.

**Type** mechanical; **Perception** DC 16; **Disable Device** DC 15

### EFFECTS

**Trigger** location; **Reset** automatic (see Effect)

**Effect** cacophony (1 Atk +8 CMB against targets’ CMD to perform a dirty trick causing the deafened condition); multiple targets (all targets in this room); trap activates every round for 5 minutes, though deafened creatures are immune. The sound fills the entire chamber and grants a +4 circumstance bonus on all Stealth checks.

The far more deadly effect of this trap is that it alerts all nearby monsters to the presence of intruders. If there are still skeletons in room 6, zombies in room 8, or ghouls in room 18, they all hear the cacophony effect. Roll 2d4 for each set of monsters to see how many rounds it takes them to arrive. The skeletons arrive through the connection to room 7. The zombies come directly from room 8, but move slower. The ghouls come from the t-intersection that connects with room 18.

An archway in the West wall opens onto a corridor that turns to the right, blocking any view of the other end. A door in the North wall leads to another room. An archway in the South wall opens onto a corridor that ends in a t-intersection.

**Connections:** This room connects directly to rooms 7 and 8, and indirectly to rooms 17 and 18.

### ROOM 13 - THE CONSTANT DEAD (CR 2)

*This room has two angled corners. Under drapes of dust and cobwebs, the skulls of small and medium humanoids line the walls just below the ceiling. A fine copper chain runs from skull to skull, hooked to each skull’s nasal passage. There is chalk graffiti on the angled walls, and words painted on the North wall.*

**Creatures:** The ghouls stationed three zombies in this room. If they were not drawn away fighting in other rooms, such as room 8, then the PCs encounter the zombies here.

### ZOMBIES (3)

CR 1/2 — XP 200

hp 12 each (Pathfinder Roleplaying Game Core Rulebook)

If the PCs fight zombies in this room, roll 1d20 against DC 10. If successful, then six skeletons from room 14 come through the door in the East wall in 1d3+1 rounds to join the battle.

If PCs fight zombies in this room and they have not killed the zombies in room 8, the GM should roll 1d20 against DC 20. If the roll succeeds, 4 zombies arrive in 2d6 rounds from the access to room 8.

The graffiti on the Southeast angled wall says, “Burn your dead”. On the Southwest angled wall, the graffiti says, “Keep constant, and so shall we”.

On the North wall, painted in blood, are the words, “Return, and we return”. The blood is dry, and has been dry a long time.

The admonishment, “Burn your dead,” is a warning from adventurers who lost friends on this level and faced undead versions of them later. “Return, and we return,” is an acknowledgment from the ghouls that they remember their past lives.

A door in the North wall provides an exit, Alcoves in the East and South walls hold doors that block sight into other rooms..

**Connections:** This room connects to rooms 8, 14, and 18.

### ROOM 14 - THE COVENANT CHAMBER (CR 3)

*The skulls of small and medium humanoids line the walls just below the ceiling. A fine copper chain runs from skull to skull, hooked to each skull’s nasal passage. Slender pillars line the walls of this room. Iron chains hang between them. Intentional gaps between pillars allow easy access to exits Thin veils of cobwebs stretch between the pillars and the walls. The angled northwest corner of this room is another place where previous explorers left messages.*

**Creatures:** Unless drawn away by the sounds of combat in rooms 9 or 13, or by reactions to the trap in room 15, or ordered to room 8 by ghouls in room 18, there are six skeletons here, waiting for victims.

If the PCs catch them unaware, the skeletons wait in a ragged group by the angled wall in the Northwest part of the room.

### SKELETONS (6) CR 1/3 — XP 135

hp 4 each (Pathfinder Roleplaying Game Core Rulebook)

If PCs fight the skeletons here, make some Perception checks for nearby monsters:

Roll 1d20 against DC 5. If the roll is successful and if there are zombies in room 13, then the three zombies in that chamber hear the sounds of combat in this one and come through the door in the West wall in 1d4+1 rounds.

Roll 1d20+7 against DC 20. If successful, the ghouls in room 18 hear the sounds of combat in this room. Those 2 ghouls come through the door in the West wall in 1d6+1 rounds.



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After any combat, PCs may wish to read the chalked messages. “Beware the ghost” says one. Another says, “They turn our dead against us”. A third says, “If you can’t carry away your dead, burn the bodies”. In dried blood on the South wall, a message says, “Many find what few seek. We keep the covenant”.

A door in the West wall leads to another room. Sheets of cobwebs obstruct the view through the archway in the North wall. An alcove in the East wall holds the door to another room..

**Connections:** This room connects to rooms 9, 13, and 15.

### ROOM 15 - BONDS OF ACID (CR 3)

*A putrid odor hangs in this room. Skulls of various humanoid races line the tops of the walls. A fine copper chain runs from skull to skull, hooked to each skull's nasal passage. There are several dusty piles of bones in the room. Chalk letters on the West wall spell out the words, “I beg you to go back” in Elvish. Glowing red letters on the East wall seem to respond.*

The letters on the East wall provide dim light in this room. Characters with lowlight vision and darkvision see normally. Creatures within this area have concealment relative to characters that do not. A creature in an area of shadowy illumination can make a Hide check to conceal itself. Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

The letters on the East wall say “No” in Infernal, if anyone reads that language or casts *comprehend languages* or similar magic. If anyone casts *detect evil*, they radiate a faint aura of evil. If anyone casts *detect magic*, they radiate a faint transmutation aura.

It’s easy to jump over a pile of bones (Acrobatics, DC 5). A character who moves through a pile without jumping turns a 10 foot by 10 foot area into difficult terrain.

An archway in the North wall leads to another room. A door in the East wall blocks that exit, and is trapped (see below). An alcove in the South wall contains a door to another room. An archway in the West wall provides a fourth exit.

#### ACID ARROW TRAP

CR 3 — XP 800

*Touching the door in the East alcove from this side triggers this trap, which fires from the opposite wall.*

**Type** magic; **Perception** DC 27; **Disable Device** DC 27

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

Although the trap doesn’t make any particular noise, characters who trigger the trap might cry out in pain or otherwise alert

nearby monsters. Check the Perception skill description, based on how much noise the PCs make, to find the DC.

- If the PCs trigger this trap before clearing out room 11, roll 1d20+9. On a success, Benivuul and the zombies in room 11 are ready for the PCs when they enter.
- If there are still skeletons in room 14, roll 1d20. On a success, the 6 skeletons from room 14 shamble through the archway in the West wall of this room in 2d4 rounds and attack the PCs.

**Connections:** This room connects to rooms 10, 11, 14, and 22.

### ROOM 16 - WIDE HALL

*Slender pillars line the East and West walls of this small, narrow, room. Iron chains hang between them. Thin veils of cobwebs stretch between the pillars and the walls. There are more messages from previous adventurers on the West and East walls.*

Although there is no encounter planned for this room, it is not a safe place. There are no doors to lock or spike shut. There are



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no furnishings to provide cover. Depending on the path the PCs followed to get here, there may be 5 skeletons in room 6 or 4 zombies in room 19. Neither creature type has a Perception bonus, so roll 1d20 and check the Perception skill description to determine the DC to hear the PCs. If the PCs are stealthy, they pass through this room without alerting any monsters. If not, the monsters are ready for their arrival, or headed their way.

On the West wall, someone chalked the words, "Survived thus far". Below it, in the same hand, is the word, "Exit", and an arrow pointing North. On the East wall, in different handwriting, is the message, "It's a maze Go around".

**Treasure:** If PCs search this room, success on a Perception check (DC 10) discovers a corpse slumped in the Southeast corner of the room, draped in cobwebs. The corpse has the belongings listed below.

- Medium masterwork breastplate (350 gp)
- Medium masterwork morningstar (308 gp)
- Silver holy symbol (25 gp, symbol is that of Iomedae or a similar deity appropriate for your campaign)
- A backpack containing:
  - 234 cp
  - 166 sp
  - 87 gp
  - Gem, garnet (80 gp)
  - Gem, lapis lazuli (10 gp)
  - Gem, sard (50 gp)
  - Potion, *bear's endurance* (300 gp)
  - Scroll, *burning hands* (11, cl1, 25 gp)
  - Scroll, *touch of fatigue* (10, cl1, 12 gp, 5 sp)

Archways in the North and South walls open on short hallways that connect to other rooms.

**Connections:** This room connects to rooms 6 and 19.

### ROOM 17 - SHATTERSKULL SANCTUM (CR 3)

*This rectangular room has angled corners in the Northwest and Southwest parts of the room. Slender pillars line the walls of the room. Thick veils of cobwebs stretch between the pillars and the walls. Iron chains hang between the pillars along the North, East, South, Southwest, and Northwest walls, leaving the West clear. There is also a gap in the chains to allow unhindered entrance to the room. Skulls of large and smaller giants and other humanoids line the walls, just below the ceiling. A fine copper chain runs from skull to skull, hooked to each skull's nasal passage. The skull of a large humanoid creature dominates the Western wall. Painted in blood around the skull are the words, "Lay down your arms. We are coming for you. You will join us and live forever."*

The blood dried long ago. The words are an exhortation from the ghouls of this level.

Success on a Knowledge (local) check (DC 25) reveals that the skull belonged to a fire giant.

### SPRING STONE TRAP

CR 3 — XP 800

*This stone lies beneath the South wall, right where a character would have to stand on it while searching for the secret door (see Secret, below).*

Type mechanical; Perception DC 22; Disable Device DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** One of the flagstones that makes up the floor springs up (1 Atk melee +15 CMB against the target's CMD to bull rush Large or smaller targets straight up). If the bull rush moves the target high enough to strike the ceiling, the target takes 1d6 points of damage, and then 1d6 falling damage. The bull rushed target lands in a square adjacent to the spring tile and must succeed on a DC 20 Reflex save or fall prone.

If the PCs have not killed the ghouls in room 18, triggering the trap may attract their attention. Roll 1d20+7 for their Perception check. If they succeed on a DC 15 check, they come to attack the PCs, arriving in 1d2+2 rounds.

An archway in the East wall leads to a t-intersection. One arm of the "t" goes straight ahead, and the other goes North.

**Connections:** This room connects indirectly to rooms 12 and 18.

**Secret:** There is a secret door in the South wall of this room. Success on a Perception check (DC 20) reveals the door and how to open it. The door links to room 19.

### ROOM 18 - TROPHY ROOM (CR 2)

*The skull of a large reptilian creature dominates the East wall of this room. Slender pillars line the walls of the room. Thick veils of cobwebs stretch between the pillars and the walls. Iron chains hang between the pillars, with gaps left for access to the room from its two entrances. Skulls of medium and smaller animals and vermin line the walls, just below the ceiling. A fine copper chain runs from skull to skull, hooked to each skull's nasal passage.*

**Creatures:** Assuming they weren't lured away by the sounds of combat, or traps claiming victims. In rooms 10, 11, 15, 14, or 17, there are two ghouls hiding in this room. Success on a Perception check (DC 17) spots them hiding among the cobwebs and keeps them from gaining a surprise round against the PCs.

### GHOULS (2) CR 1 — XP 400

hp 13 each (Pathfinder Roleplaying Game Core Rulebook)

Fighting in this room may attract attention.

- Make a Perception check for any surviving zombies in room 13 (1d20, no bonuses, against DC 20). If there are zombies in room 13 and if they succeed on their Perception check, they arrive in this room in 1d3+2 rounds.
- Make a Perception check for any surviving skeletons in room 8 (1d20, no bonuses, against DC 20). If there are skeletons



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in room 8 and if they succeed on their Perception check, they arrive in this room in 1d4+2 rounds.

Success on a Knowledge (arcana) check (DC 18) reveals that the skull belonged to a young black dragon.

An archway in the West wall leads to a T-intersection. One arm of the "T" goes straight ahead, and the other goes North. A door in the North wall provides access to another room.

**Connections:** This room connects directly to room 13 and indirectly to rooms 12 and 17.

**Secret:** There is a secret door in the South wall of this room. Characters who search for it and succeed on a Perception check (DC 20) find the door and the mechanism to open it. The door connects this room with room 21.

### ROOM 19 - ALL THAT GLITTERS (CR 2)

*Slender pillars line the walls of this L-shaped room. Thick veils of cobwebs stretch between the pillars and the walls. Iron chains hang between the pillars, with gaps left for entrance. Skulls of medium and smaller animals and vermin line the walls, just below the ceiling. Bits of copper chain lie on the floor.*

**Creatures:** If they weren't drawn to room 6 or 20 because they heard intruders, there are 4 zombies here. Although they make no attempt to hide and have no specific instruction from ghouls about hiding, the pillars, cobwebs, and shape of the room make them difficult to see. Success on a Perception check (DC 10) spots them.

#### ZOMBIES (4) CR 1/2 — XP 200

hp 12 each (*Pathfinder Roleplaying Game Core Rulebook*)

Fighting in this room may draw the attention of other, nearby, monsters.

- Roll 1d20 to represent the Perception check of the skeletons in Room 6, if they are still present. On a result of 20, they hear the fighting in this room and the five of them arrive in 1d3+2 rounds through the connection with room 16.
- Roll 1d20+7 to represent the Perception check of the ghouls in room 20. On a result of 20 or more, they hear the fighting in this room. Both of them arrive in 1d2+1 rounds through the door to room 20.

**Treasure:** If PCs search this room after defeating any monsters in it or drawn to it, they find broken links from copper chain on the floor. Gathering it would take an hour, which would trigger a wandering monster encounter. The reward for their gathering and shed blood is .3 lbs of copper, for which a smith in Cusp would pay 33 sp.

An archway in one North wall connects to another room via a short hallway. An alcove in the East wall holds a door that leads to another room.

**Connections:** This room connects to rooms 16 and 20.

**Secret:** This room shares part of a wall with room 17. In that shared wall is a secret door that links this room with that one. Success on a Perception check (DC 20) reveals the door and how to open it.

### ROOM 20 - SICKENING STENCH (CR 4)

*Slender pillars line the walls of this room. Thick veils of cobwebs stretch between the pillars and the walls. Iron chains hang between the pillars, with gaps left for entrance.*

The cobweb veils provide concealment (20% miss chance against ranged attacks only in this case), allowing characters to hide with successful Stealth checks. They do not prevent line of effect, and do not provide cover from attacks.

#### SICKENING CLOUD TRAP CR 2 — XP 600

The trigger for this trap is a stone in the middle of the room.

**Type** magical; **Perception** DC 25; **Disable Device** DC 20

##### EFFECTS

**Trigger** location; **Reset** automatic (1 hour)

**Effect** When triggered, a cloud fills this room. Characters in the room must succeed on a Fortitude saving throw (DC 13) or become sickened. A creature that makes its save but stays in the cloud is not immune, and must continue to succeed on saving throws every round until the character leaves the cloud, the cloud dissipates, or the character becomes sickened. This is a poison effect. The cloud lasts for 3 rounds and is too thin to provide concealment or block line of sight. Although it is magic, spell resistance has no effect.

**Creatures:** Unless they were called away by the sound of fighting in room 19 or room 21, two ghouls nest here. Because they are undead, they are immune to the effects of the trap. One is in the Northeast corner of the room, and the other is in the Southwest. Perception (DC 19) to notice either. They prefer to wait until the trap triggers to attack, but if the PCs notice one of them, they both enter combat.

#### GHOULS (2) CR 1 — XP 400

hp 13 each (*Pathfinder Roleplaying Game Core Rulebook*)

Fighting in this room may draw the attention of other, nearby, monsters.

- Roll 1d20 to represent the Perception check of the zombies in Room 19, if they are still present. On a result of 20, they hear the fighting in this room and the four of them arrive in 1d3+2 rounds through the connection with room 19.
- Roll 1d20 to represent the Perception check of the skeletons in Room 21, if they are still present. On a result of 20, they hear the fighting in this room and the five of them arrive in 1d3+2 rounds through the connection with room 21.

Doors in the East and West walls provide access to other rooms.

**Connections:** This room connects to rooms 19 and 21

## ROOM 21 - CRUMBLING CRYPT (CR 2)

*Sarcophagi stand against the walls of this room. Some contain skeletons, while others have a jumble of bones at the foot. An arcade of slender pillars march across this room from East to West, webbed with cobwebs and joined by iron chains. The chains do not stretch from pillars to walls. South of the pillars, and partially masked by the cobwebs, four marble sarcophagi lie flat on the floor. Portions of their lids are missing, and the remaining portions are cracked.*

The pillars, chains, and cobwebs cross the room just South of the door in the West wall. The cobweb screen among the pillars provides some degree of concealment (20% miss chance, success on a DC 10 Perception check to notice anything on the opposite side).

**Creatures:** Unless drawn away by the sound of combat in room 20, there are five skeletons in this room. Each stands in a sarcophagus, undetectable among the other skeletal remains. Only *detect undead* reveals their presence before they attack.

### SKELETONS (5) CR 1/3 — XP 135

**hp** 4 each (*Pathfinder Roleplaying Game Core Rulebook*)

There is a chance that fighting in this room attracts the attention of other monsters. If PCs somehow reach this room without killing everything in room 20, or if undead drawn by the sounds of fighting in room 20 arrive in that room after the PCs come here, sounds of fighting or dropped sarcophagus lids draw the undead here if they succeed on a Perception check (DC 10).

Looking into the sarcophagi on the floor reveals nothing but dust, cobwebs, and the skeletons of dead rats. Removing another section of a lid requires success on a Strength check (DC 15). A character who fails by 5 or more cannot move a lid. A character who fails by less than 5 succeeds in moving a portion of a lid, but cannot prevent that piece of marble from crashing to the floor.

A door in the West wall provides access to another room.

**Connections:** This room connects to room 20.

**Secret:** There is a secret door in the East wall. Success on a Perception check (DC 25) discovers it. The secret door leads to room 25, so long as Paetreon reaches a minimum level of support. There is also a secret door in the North wall. Success on a Perception check (DC 20) discovers it. This secret door connects to room 18.

## ROOM 22 - DEPARTURES AND GIFTS

*An intermittent breeze puffs the cobwebs in this room. Skulls of various humanoid races line the tops of the walls. A thin copper chain runs from skull to skull, looping through the nasal passage of each skull. In the Northeast portion of the room, a broad ramp slopes downward. On the East Wall, the Shining Flag Company signed a message written in green chalk. It says, "When you*



### ICON OF CUSP

*read this, know that we descended before you." The Greensward Company chalked a message beside that one, saying, "Alas, we could not. Turning back." On the South wall, a third message says, "Not sure how much further I'll go. Left some things for any who follow. I know my fate, and they won't help me - Fizell".*

The ramp leads down to Level 3.

An alcove in the North wall holds a door to another room.

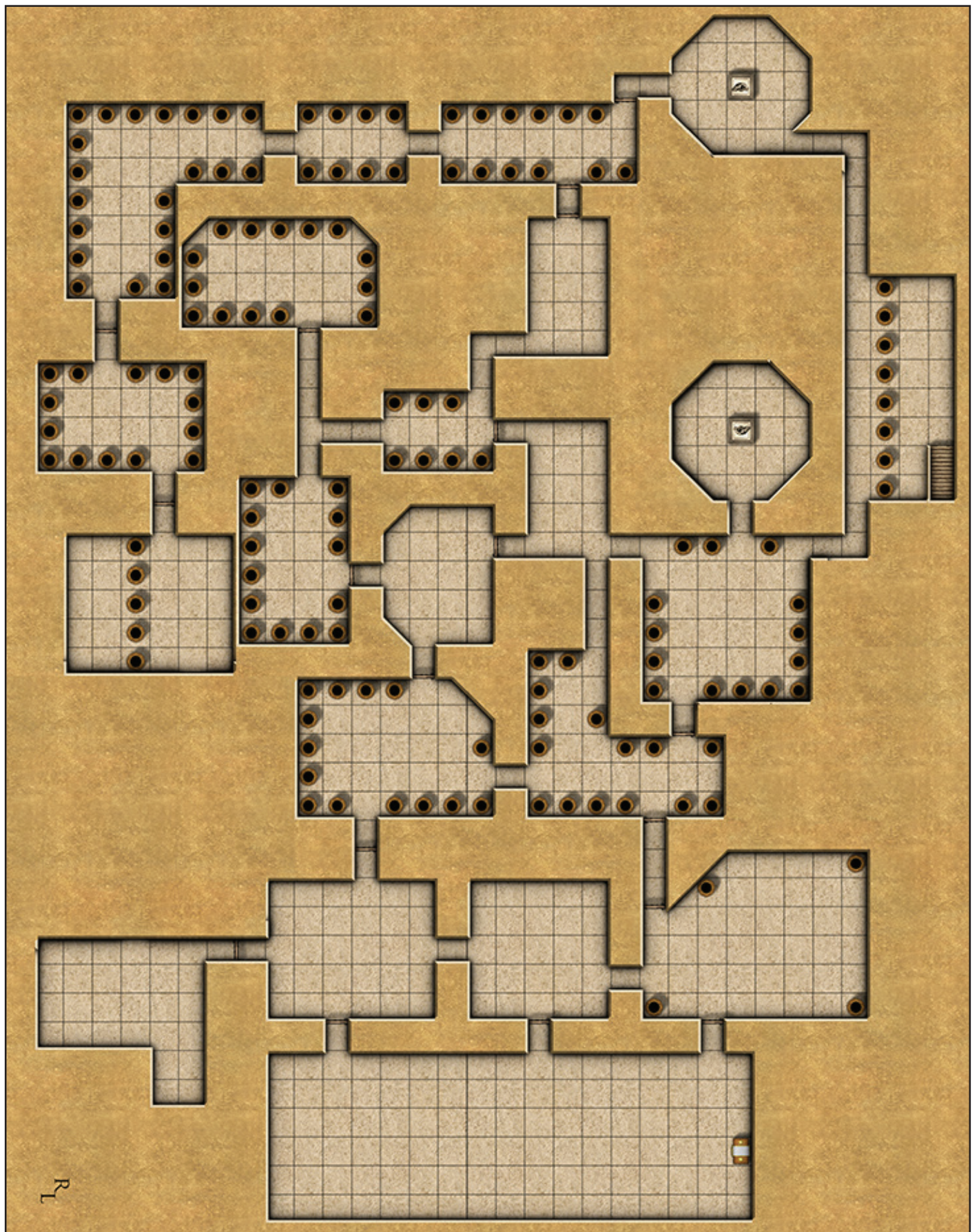
**Treasure:** Fizell left a few bags under the chalked message.

- A pouch of grave salt (1,100 gp)
- A belt pouch containing
- A campfire bead (720 gp)
- 2 sunrods (2 gp each)
- 2 gems, black star sapphires (1,000 gp ea)
- 12 pieces of chalk, at least one of each color the PC's have seen used on this level, all at least partially used (12 cp)
- A sack containing
- 2 potions, remove paralysis (300 gp each)
- 2 potions, cure light wounds (50 gp each)
- Wand, cure light wounds (11, cl1, 25 charges; 375 gp)

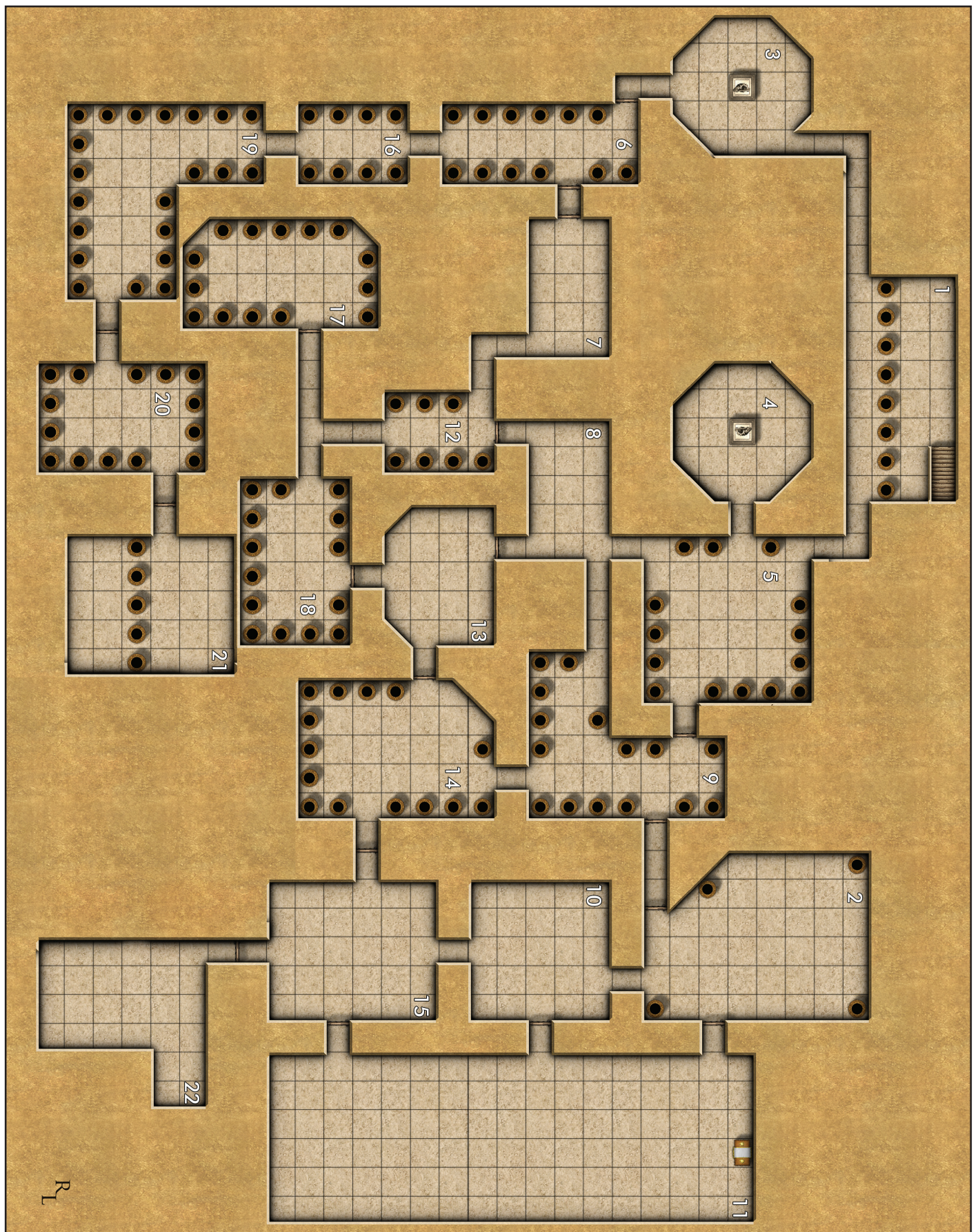
**Connections:** This room connects to room 15.

**Secret:** There is a secret door in the West wall. Success on a Perception check (DC 25), discovers the secret door. The secret door leads to room 22, so long as Paetreon reaches a minimum level of support.











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