

SF 7

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Splinters of Faith

— Adventure 7: The Heir of Sin —

By Gary Schotter & Jeff Harkness

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

Special Thanks

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

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



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**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Splinters of Faith

— Adventure 7: The Heir of Sin —

By Gary Schotter & Jeff Harkness

PCs must rescue a paladin's daughter lost in the lair of a demon lord's cult. This adventure is designed for characters of 6th to 8th level.

Two massive granite walls divide the mountain pass, choking the route from the Kajaani Forest into the Kanderi Desert. Knights walk the battlements of the Shield Basilica, despite the heat, keeping a wary eye on the lands surrounding them. Engraved along the length of the wall is a massive sword that runs the length of the barrier. The Shield Basilica is the last stop before the lawlessness of the desert badlands, but the knights within are more than ready to meet the threat. The sound of soldiers inside the sealed fortress rises into the heated air.

Nestled flush against the Shield's outer wall, a small city has arisen over the years. Those warriors who wish to someday join the Shield's forces call the small city home. With them are a mix of traders and outposts that help supply the fortress. A sign hanging on a battered post reads "Shieldfane."

Shield Basilica of Muir

Location: Mountains

Worship Domains: War, Strength, Power, Paladins

Leader: High Priest Lord Romel Sandusk (Cleric 12)

Dress: Priests wear blue robes trimmed in silver over full plate armor. Paladins and fighters proudly display polished plate armor with blue engravings.

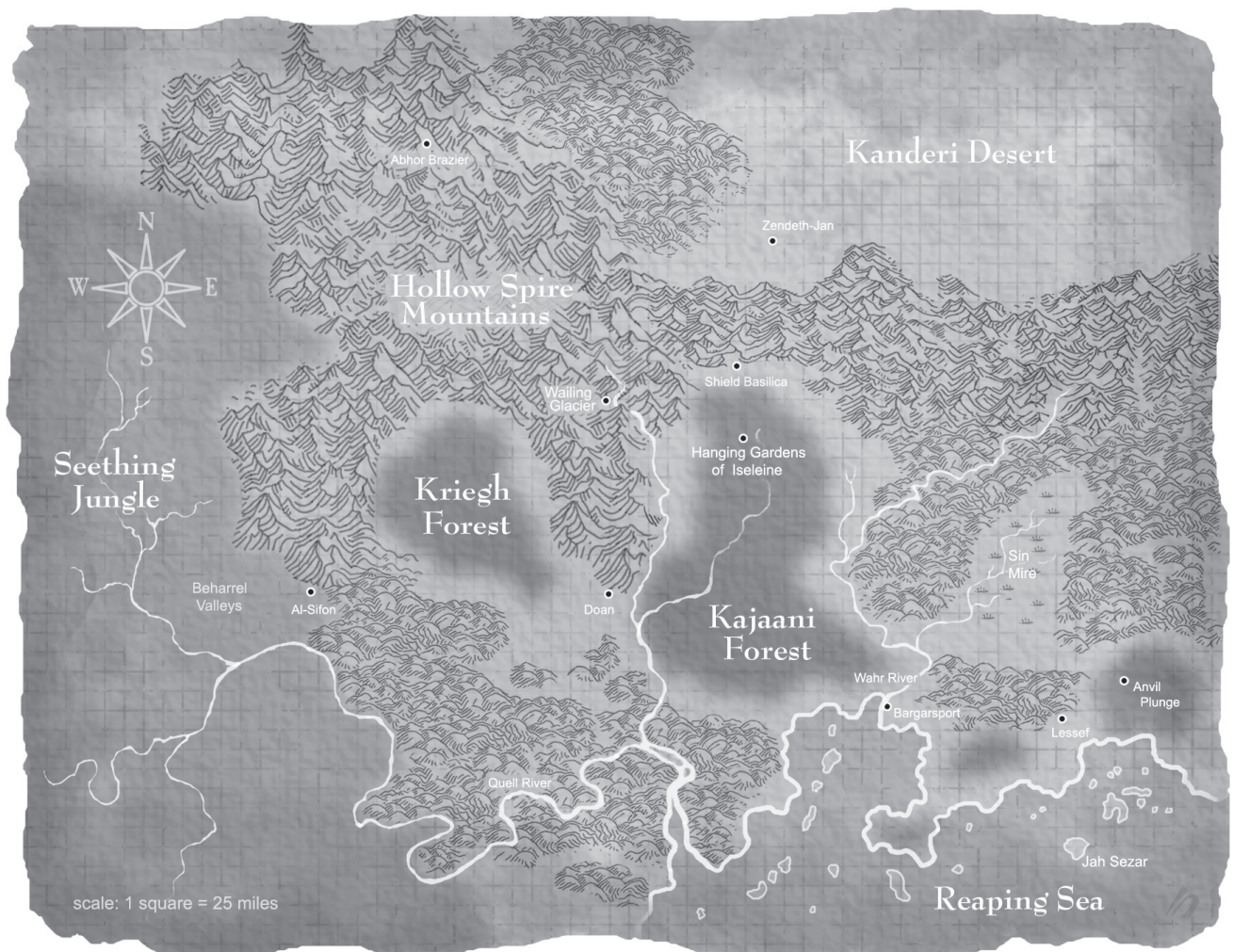
Unique characteristic: The temple is built within a quarter-mile-long set of parallel walls wedged between a mountain pass. The paladins guard the pass against a massing gnoll army in the desert.

Nicknames: The Maiden's Shield, The Limestone Fort, The Basilica

Deity: Muir, goddess of virtue and paladinhood.

Worship domains: Law, good, protection, war (paladins).

Servants: 350 guards (Fighter 5), 220 protectors (Paladin 3); 110 under-priests (Cleric 1-4), 50 sentries (Paladin 5), 20 wardens (Paladin 10), and 2 high priests (Cleric 9).



How to Use This Adventure

This adventure is part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*) In addition, some of the gods and deities mentioned in this adventure can be found in a free download at www.NecromancerGames.com.

At this point in the campaign, the relic — called the *Scepter of Faiths* — is equivalent to a +2 adamantite heavy mace with the ability to cast *bless* and *cure serious wounds* (3/day) and *protection from evil* 10 ft. radius (at will). It can also *detect undead* (30-ft. radius) and is able to locate the death-priest Akruel with no range limits as long as the wielder and Akruel are on the same plane.

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

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

Temple Background

The Shield Basilica of Muir, also known as the Shield, overlooks badlands of eroded hills and rocky plateaus that soon expand into the harsh reaches of the Kanderi Desert. The land below the fortress bears testament to the devastating wars fought to attain Muir's favored holdout. Broken spears and rusted weapons lie scattered across the rocky ground. Old graves occasionally churn to the surface as sinkholes collapse in the cracked, parched earth. Whole armies are said to be buried beneath the shifting desert sands.

The Shield is constructed of two 150-foot-high walls running parallel for nearly a quarter mile along the ridge above the entrance into the badlands. The granite walls are each 150 feet thick, with crenellations providing archers ample fields of fire. Muir's holy symbol — an upraised sword held parallel to the ground — is engraved along the length of wall. The space between the outer walls is narrow, a mere 1,000 feet from wall to wall. Stacked barracks and quarters fill this interior space, but the interior still provides plenty of room given the length of the wall. Stairs allow easy access from the barracks to the walls in case of an attack. Each barrack maintains its own armory.

Muir's Sanctum, a central temple within the walls, contains various religious icons of Muir and her favored warriors, and is home to the sacred Grindstone of Muir, a giant grindstone used to bless weapons.

Built on the edge of gnoll-controlled lands — about 50 miles from the fallen temple of Seraph in the Kanderi Desert — the Shield protects the civilized lands to the southeast. A narrow road winds from the badlands below the Basilica to a narrow pass traveling beneath the fortress. The deadly Hollow Spire Mountains rising to the north and south provide a natural barrier to attackers trying to flank

the structure. From above, the Shield appears to have been wedged tightly into a narrow gap between the overhanging mountains.

Muir's faithful hold the border against evil. While skirmishes still occur with the desert gnolls, the territory is considered relatively safe. The town of Shieldfane sits outside the eastern wall and supports the massive fortress and its inhabitants through trade. With the threat of war no longer an overriding concern, the Shield Basilica is slowly changing from a bastion of might into a training camp for Muir's faithful.

Area A: Shieldfane

SHIELDFANE (SMALL CITY): Conventional; AL Lawful; 10,000-gp limit; Assets 3,500,000 gp; Population 2,000; human 62%, Dwarf 8%, Half-orc 2%, Half-elf 6%, Gnome 4%, Halfling 4%, Elf 14%.

Authority figures: Mayor Kintus Hallete (Lawful male human Paladin 9); Shield Maiden Altilsa Maver (Lawful female human Paladin 4, city defense coordinator); Trade Council head Merlah Alantr (Chaotic male human Thief 3).

Important characters: Dewali Gamp (Lawful male dwarf Fighter 6, trade council); Backbreaker Funj (Neutral male half-orc Fighter 8, captain of city defenses).

Shieldfane sits outside the Shield Basilica's eastern wall. The small city has grown through the years of peace that the Shield has made possible. The city abuts the massive eastern granite wall, some of the shops and houses pressed right up against the granite fortifications.

Primarily a trading post, Shieldfane attracts people intent on eking out a living within the mountains and those hoping to serve inside the Basilica. Prospectors, miners and others flock to the city. Trading companies maintain stores for adventurers passing through, but their primary income comes from established deals with the Shield. The mercenaries, fighters and holy warriors who travel to the Shield hoping to be admitted into the elite ranks often find themselves living within Shieldfane until they've met the requirements to be considered as a warrior of Muir.

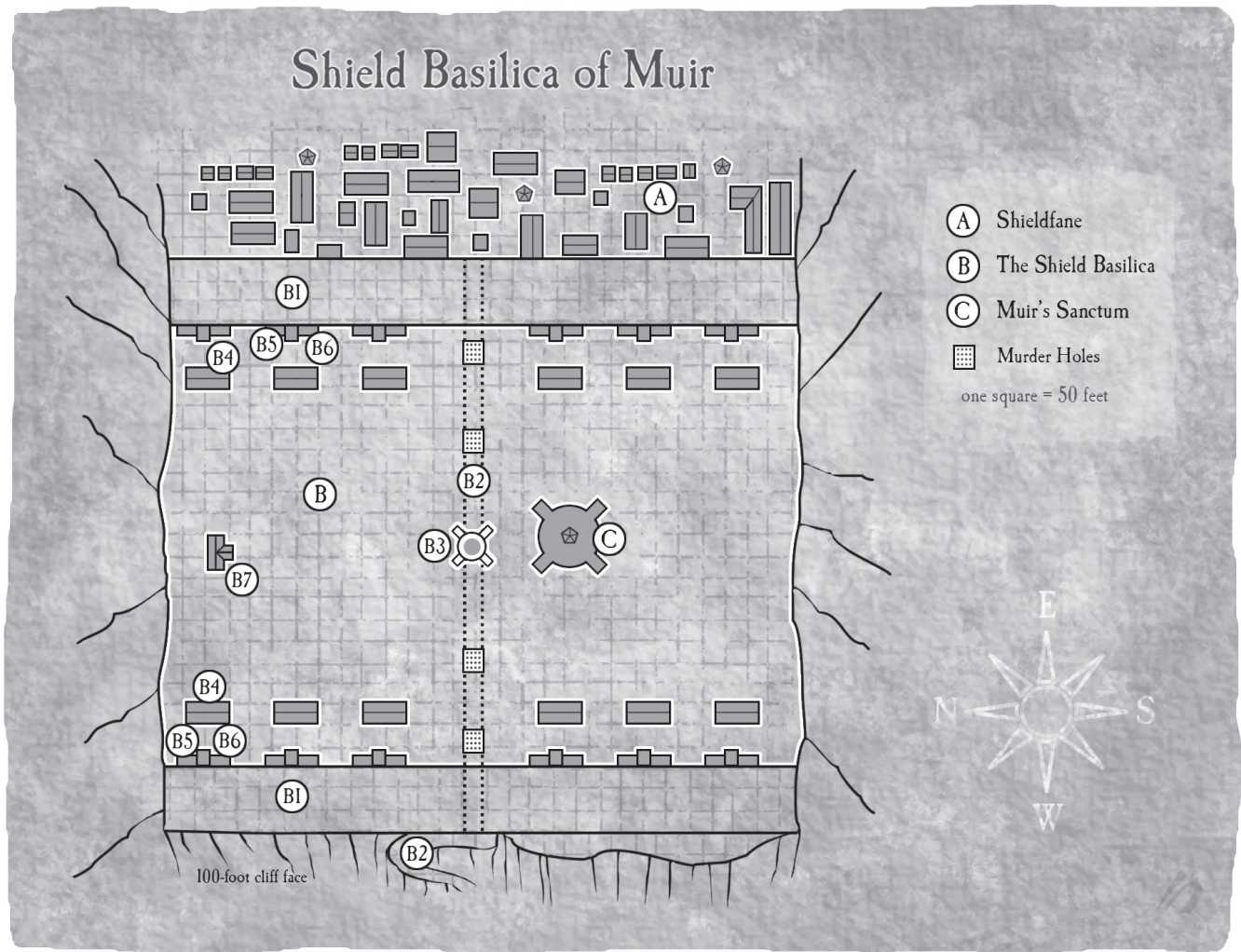
A ragtag defense force (300 Fighters 1-3) coordinated by Altilsa Maver, an up-and-coming Shield Maiden of Muir, mainly protects the city from pickpockets and other domestic trouble. Many warriors hoping to prove themselves to Shieldfane's guardians join this police force, hoping that their stint will win them favor inside the Basilica. But the chance to train within the Shield's walls with the paladins of Muir is a difficult dream to attain.

While the paladins of the Basilica frown on alcohol, the Shield's Reach — a small two-room tavern — caters to those seeking a drink or two of ale.

Shieldfane is left to Game Referees to develop as they see fit and for future adventure possibilities.

Breaking the Bad News

One person conscientious PCs may seek out to deliver bad news to is **Elsabeth Dillyn** (human female, Cha 18), the 20-year-old fiancée of a ranger whose body PCs may have discovered in the Sin Mire swamp (See Area J5 of *Splinters of Faith 2: Burning Desires*). She's easy to find if players insist on tracking her down. Elsabeth is a beautiful woman living with her aunt. More than a few Shieldfane bachelors wish she would finally give up on this "silly ranger" who keeps leaving her for the swamps in favor of them. If PCs deliver the news or bring back some item that belonged to Ruscart (either Elsabeth's letters, the gold promise ring she gave him as a parting gift, or even Gravy, his animal companion, for example), then the woman collapses in tears. She remains inconsolable. Award PCs extra experience points if they help the distraught woman return home and offer what comfort they can as Elsabeth asks them of the ranger's final days.



Area B: The Shield Basilica

The Shield Basilica of Muir sits between two peaks of the Hollow Spire Mountains, completely choking the pass that leads from the badlands of the Kanderi Desert to the civilized regions to the south. The Shield contains barracks, stables, armories and Muir's Sanctum, but the majority of the space is left open intentionally to provide the army encamped within enough space to train. Those stationed within the Basilica take their duties to protect and serve very seriously.

Area B1: The Wall

The Shield's granite walls are 150 feet tall and 150 feet wide. The parallel structures are a quarter-mile long and set 1,000 feet apart. The massive defense line is carved with Muir's holy symbol of an upraised sword held horizontally along the length of the wall. The carving blazes with a golden light at dawn and dusk. Guards patrol the walls at all hours, watching the trail that leads into the badlands. Each end of both massive walls connects with the Hollow Spire Mountains, taking advantage of the natural barrier the mountains provide.

Area B2: The Tunnel Road

A 30-foot-wide trail winds from the badlands on narrow switchback ridges rising 100 feet from the lower plain. Once atop the ridge, the trail leads straight toward the Shield and descends into a narrow tunnel that passes beneath the walls.

The 30-foot-wide tunnel runs 20 feet beneath the entire fortress. Murder holes covered with metal grates line the top of the tunnel and lighted torches illuminate the path.

Midway along the tunnel is a solid cylinder of stone in the ceiling known as the "corkscrew." This stone plug is the only entrance into the Shield, and is accessible only when the knights lower the plug. When the corkscrew is lowered, stone blocks close off each end of the tunnel road.

Area B3: The Corkscrew

The corkscrew is a 30-foot-tall stone cylinder carved with a spiraling groove. A spiraling ramp travels down the stone cylinder's interior. The 50-foot-diameter corkscrew is the Shield's only entrance and exit, other than going over the outer walls and facing the steep drop. When lowered, doors in the stone plug open into the tunnel road, while another inside the Shield allows knights to access the stone cylinder's interior ramp.

Before the column is lowered, stone blocks seal off the tunnel road's two entrances. Then, a giant wheel running along the corkscrew's groove turns, raising or lowering the stone. The stone is lowered only when the tunnel road is sealed and clear of enemies. Two horses can be led side-by-side down the corkscrew's interior ramp.

Area B4: Barracks

Twelve barracks contain bunks for 75 men. Two chests sit side by side at the foot of each bed. Warriors of Muir stay in these 40-foot-by-20-foot rooms built against the Shield's outer walls. At any time,

ADVENTURE 7: THE HEIR OF SIN

2d20 warriors (Paladin 5) can be found within these rooms.

The chests contain soldiers' meager belongings. Items include notes from home, portraits of loved ones, locks of hair, charms and normal clothing, and small amounts of gold.

SHIELD PROTECTORS (LAWFUL HUMAN PALADIN 5): HD 5; AC 3[16]; Atk *short sword* (1d6); Move 9; Save 12; CL/XP 5/240; Special: Paladin abilities. Combat gear: plate mail, short sword.

Area B5: Armory

Each barrack has a fully staffed armory, with apprentices and squires maintaining weaponry and armor in case of emergencies. Each armory stocks enough normal weapons and armor for each knight stationed within, and often contains spares. Three grinding stones are used to keep blades sharp, and a blacksmith stands ready to make repairs.

Area B6: The Stables

Mounts stay in clean stalls that are tended by stable boys. Paladins' mounts brought to the Basilica are tended for free. Others pay a small fee (5 sp/day) that is donated to the temple of Muir.

Area B7: The Commander's Manor

The Shield's commanding officer, **Shield Minion Vars Strine** (Lawful human male Paladin 10), lives in a manor home that was transported brick by brick through the tunnel road into the Basilica's walls. A simple man, Vars trains daily with his army. At night, he can often be found walking the tops of the walls or sharing war stories with new recruits. Vars is capable and proud to fight alongside his men on the Shield's walls. Unfortunately for the old soldier, the glory days of battle are getting fewer and fewer as cities encroach on his beloved citadel.

He understands the need for Shieldfane, but often compares the city to a wart on the Shield's backside. Vars wishes he could convince **High Priest Lord Romel Sandusk** (Area C6) to let him take an army into the Kanderi Desert to wipe the gnolls out of the temple of Seraph. Vars meets any word that PCs accomplished this task with heartfelt thanks — but more than a little disappointment at not getting to take part.

SHIELD MINION VARS STRINE (LAWFUL HUMAN MALE PALADIN 10): HD 10; AC 0[19]; Atk *holy long sword* (1d8+1); Move 9; Save 7; CL/XP 5/240; Special: Paladin abilities, immune to spells. Combat gear: +3 plate mail, holy long sword.

Area C: Muir's Sanctum

Muir's Sanctum is a temple located on the parade grounds inside the Shield Basilica. The temple's roof serves as a stage for Shield Minion Vars Strine to address his troops. An obelisk of Muir — brought here from a lost culture that also venerated the goddess — sits in the center of the temple's roof. Ramps access the roof, and other ramps descend to four temple entrances.

Area C1: The Pillar of Muir

A 120-foot-tall gold-plated obelisk decorated with Muir's holy symbols rises from the parade ground atop Muir's Sanctum. During times of war, shields and weapons of Muir's fallen are placed near the obelisk to "give strength to the Shield." The lower half of the structure is smooth, as warriors heading into battle often rub their

shields and weapons against the obelisk for luck.

Any warrior placing his blade or shield against the obelisk gains a temporary +1 bonus to the item. The bonus lasts a single day. The bonus does not increase for touching an item to the obelisk multiple times. This bonus applies to any weapon or shield only — armor does not gain the extra bonus. Further, any magical weapon gains an extra +1 bonus for a day, as long as the total bonuses on the weapon do not exceed +5.

Area C2: Outer Columns

Thirty-foot-tall pillars support the roof of Muir's Sanctum. Each pillar is carved to represent Muir in her various guises. Four 15-foot-tall arched entryways lead into the inner sanctum, where Muir's holiest relics are stored.

Area C3: The Decorated Halls

The medals of knights who died defending the Basilica decorate each entry hall. Gold and silver medallions are pressed into the columns, covering every inch of the stone. Black paving stones line the floor, reflecting the medals. Each medal bears the name of the warrior who received it and the year he or she was killed.

Area C4: The Shield Fane

Shields from Muir's fallen warriors decorate the interior walls of the sanctum. Hundreds of magical and mundane shields hang in places of honor. The priests rotate new shields onto the columns as Muir's defenders die in battle. Older shields are melted and reforged into new weapons to protect the Basilica.

Taking a shield curses the thief by granting opponents a +10 bonus to attacks. To end the curse, the shield must be returned, and the thief must perform penance — usually a quest decided upon by the sanctum's high priests.

Area C5: The Priests' Wing

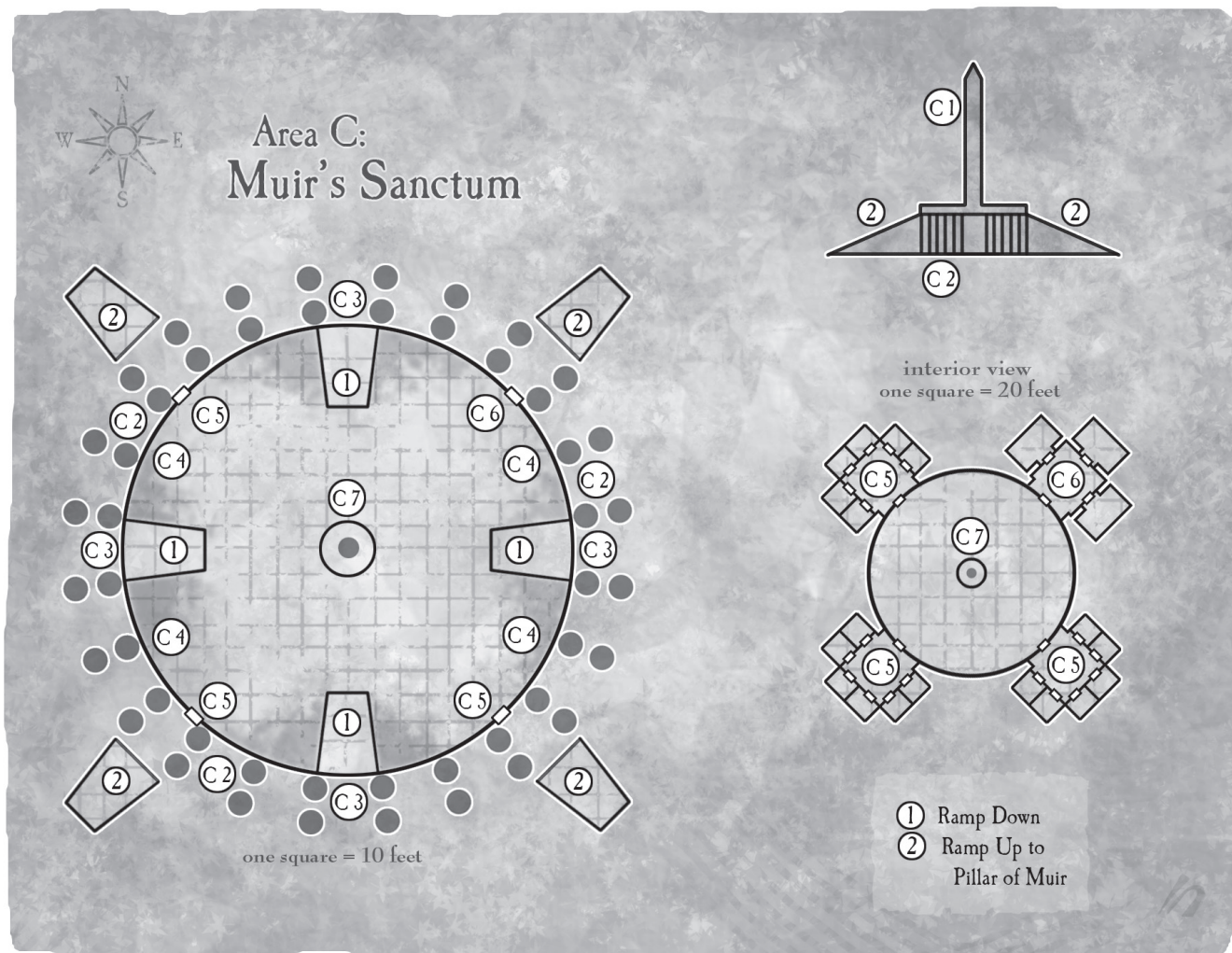
The sanctum's **priests** (Lawful Cleric 6) live in spartan stone rooms located underground beneath the Shield's training grounds. Although trained for war themselves, the priests' main duties are to heal warriors fighting in Muir's name. Each 10-by-10 room contains a bed or hammock, and personal belonging (1d10 gp, 3d6 cp, holy symbol of Muir). A few maintain small mementoes of personal battles or loved ones back home.

SHIELD PRIESTS (LAWFUL HUMAN CLERIC 6): HD 6; AC 3[16]; Atk staff (1d6+1); Move 9; Save 10; CL/XP 6/400; Special: spells (1—*cure light wounds*, *detect evil*; 2—*bless*, *hold person*; 3—*prayer*; 4—*cure serious wounds*). Combat gear: plate mail, sun staff.

Area C6: Lord Sandusk's Chambers

High Priest Lord Romel Sandusk (Lawful human male Cleric 12) maintains rooms near the Grindstone of Muir. The high priest, a towering brute of a man known for wading into combat with his long sword in one hand and his holy symbol in the other, trains daily with the troops. Each morning, Sandusk enjoys a session of one-on-one combat training with a random recruit to keep his skills sharp.

Sandusk's rooms contain his bed — planks supported by two stone foundations with a thin cover stretched over them — and a massive table where Sandusk has recreated a scale miniature of the Basilica and the surrounding gnoll-infested lands. Sandusk tracks reports of gnoll incursions occurring near the Basilica on the detailed terrain



map. A miniature version of the gnoll-overrun temple of Seraph sits in the desert badlands. Sandusk hopes to eventually reclaim the lost ziggurat in Muir's name.

HIGH PRIEST LORD ROMEL SANDUSK (LAWFUL HUMAN CLERIC 12): HD 9+6; AC 1[18]; Atk *staff of striking* (2d6); Move 9; Save 5; CL/XP 12/2,000; Special: spells (1—*cure light wounds, detect evil, detect magic, protection from evil*; 2—*bleed, hold person, silence 15 ft. radius, speak with animals*; 3—*continual light, cure disease, prayer, speak with dead*; 4—*create water, cure serious wounds, neutralize poison, protection from evil 10 ft. radius*; 5—*commune, dispel evil, raise dead (x2)*; 6—*find the path*). Combat gear: +2 plate mail, *staff of striking*. Other gear: *ring of spell storing, cleric (raise dead, cure serious wounds, neutralize poison)*.

Area C7: The Grindstone of Muir

The **Grindstone of Muir** stands within this inner chamber. Thick veins of adamantite streak the 20-foot-diameter granite stone. Muir supposedly sharpened her sword on this very stone.

Once a year, the grindstone is taken from the temple's inner sanctum to the roof for a ceremony before all the troops within the Shield Basilica. Once near the obelisk, the massive disk glows with its own inner light. See "The Grindstone of Muir" sidebar for more information.

The Grindstone of Muir

The Shield Basilica provides services to those who prove their worth and moral intentions. The priests decide what each service will “cost” the person seeking the service. Minor healing spells or some other low-level spell (3rd and below) require a day’s work with the poor in Shieldfane. The cost of higher-level spell requests (4th and above) vary from a week’s service to the temple to working with lepers for a month. Once every 10 years, the greatest ritual — the *Rite of Virtue* — is performed for one person who has demonstrated a heroic deed of personal sacrifice.

Despite being on a mission to restore the *Scepter of Faiths*, PCs seeking to complete the *Rite of Virtue* ceremony aren’t automatically guaranteed success. The Shield Basilica has a strict policy for determining the winner of Muir’s most sacred blessing, and no one is going to “jump to the front of the line” simply because they demand it. The knights have seen too many strangers on “holy quests” to hand out the blessing to anyone.

Heroic petitioners from all over the region arrive seeking this blessing every decade when the ceremony is held. The Shield’s acting high council must approve all items and petitioners before the blessing, however.

Each year, a running list of champions vying for Muir’s most sacred blessing is maintained on a post erected in the center of the parade grounds. The contest goes on for a full month, with the names of champions rising and falling on the lists based on their deeds. Champions often perform daring feats or work to spread Muir’s blessing in hopes of attaining the honor.

In the end, only one hero is chosen based on his deeds, reputation and self-sacrifice. The Shield Basilica’s high priest chooses the recipient in a grand ceremony. At the height of the ceremony, the chosen hero must strike his weapon against the Grindstone six times, each strike reflecting one of the six moral standards valued by Muir. Heroes need not venerate Muir to receive the blessing, so long as they are true to the ideals she holds in high regard.

On the sixth strike, the Grindstone of Muir grants the weapon an additional +1 enchantment bonus to attack and damage rolls (up to a maximum of +5 enchantment) and grants it an additional +2 vs. undead. A huge feast in the hero’s honor follows the ceremony.

For PCs seeking the *Rite of Virtue* for the *Scepter of Faiths*, they must get themselves (or their chosen champion) onto the list and then win the contest. Getting added to the contest is the easy part, as the Shield has just started allowing champions to place their name onto the rolls for the honor. Anyone within Shieldfane can fill PCs in on the *Rite of Virtue* blessing that will be bestowed in about a month on one champion.

Winning the right to strike the Grindstone will be tougher for PCs. High Priest Lord Romel Sandusk is a by-the-book leader and unwilling to bend the rules despite their dire story. Only by proving themselves worthy will PCs gain the blessing. Unfortunately, a family tragedy has recently befallen Romel, and he is not thinking clearly about the contest. He is more than willing to look favorably upon anyone who helps solve his personal crisis — in Muir’s name, of course.

Adventure Background

A shrine to Pazuzu rose quietly to power more than a hundred years ago in the Hollow Spire Mountains. Despite their evil nature, the cultists bothered no one, preferring the solitude the harsh environment afforded them. For a year, the cultists worshipped in relative quiet in their mountain stronghold.

Once the Shield Basilica discovered the cultists' presence, however, the knights quickly formed a war band and marched upon the Pinnacle shrine to Pazuzu. Muir's faithful left no one alive in confronting the sect. The shrine was sealed and the threat declared at an end. The War of the Winds was over before it truly began.

Or so the knights of Muir thought.

A hundred years have passed, and evil is once again stirring within the Pinnacle. But this time, Lord Romel is more concerned with the gnolls massing outside his border than the evil festering in the nearby mountains. Only when his daughter **Tianlin** vanished did Romel awaken to the danger growing so close to home.

Denied entry by her father into Muir's Shield Maidens — the women warriors of Muir — Tianlin had set out to prove herself. Unbeknownst to her father, she entered the abandoned Pazuzu shrine, looking for a chance to show her father what she could do. Instead, she discovered that the temple wasn't nearly as dead as everyone thought. Pazuzu's followers captured Tianlin before she could escape to warn her father and the knights of the Shield.

Unfortunately, Lord Romel's own protectiveness had driven his daughter into mortal danger.

Tianlin's disappearance was noticed immediately, and divination spells revealed her path into the mountains. A week ago, a team of Muir's faithful knights followed the woman's route to the shrine, but none of the paladins has yet returned.

Romel is torn between his duty to Muir and the Shield, and his love for his brash daughter. He cannot afford to send more men after her and he cannot abandon his post to search for her himself. The lives of his missing men and the safety of his beloved daughter weigh heavily on his shoulders. The Grindstone ceremony provides the perfect opportunity for him to send the best champions into the Pinnacle to defeat the evil there and to rescue his daughter. Accomplishing both feats is sure to win the champion a place high on the list of heroes.

Unfortunately, word has gotten out that the first team of Shield Knights never returned, and few of the mercenaries and knight hopefuls wants to tangle with whatever beat a full complement of Shield paladins. Those entering their names on the Grindstone's list are finding other heroic deeds to do, while feigning ignorance to Romel's plight. They are more than happy to let outsiders deal with the commander's request to undertake the suicide mission.

The Mountain Path

If the PCs agree to help Romel rescue his daughter, he gives directions into the mountains where the shrine is located. He cannot afford to send any knights with them as it would diminish their place in the list of heroes if he showed such favoritism.

The rocky path is not hard to follow, but it does wind through some difficult stretches of mountains that many different creatures call home. The path Romel directs PCs to follow takes about six hours to get to the Pinnacle shrine. Game Referees should roll for a wandering monster every hour unless PCs call undue attention to themselves while traveling:

d20 Encounter

- 1 DWARF EXPLORERS (4):** HD 4; hp 22; AC 4[15]; Atk 1 light mace (1d4+1); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework.

These four dwarves are traveling through the mountains in search of a mountain doorway they are sure will lead them into the lost tunnels of a religious sect they call the "Arcuri refugees." They hope to find gold and jewels and prove that their suspicions about this lost cult are correct. The dwarves do not fight, and share any information they have about the surrounding mountains.

- 2-3 OGRES (1d6):** HD 4+1; hp 24; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None. These ogres are on the trail of a group of dwarven explorers, but will gladly take up their weapons against the PCs. The ogres have been tracking the group of oblivious dwarves for a couple of days.

- 4 HILL GIANTS (1d6):** HD 8+2; hp 56; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.

These stupid brutes are out having a good time in the mountains. They've invented a game to pass the time involving a large rock, a mountain cliff and an angry goat. They are each taking turns throwing boulders and trying to knock the goat off a high ledge. They call it "Billie Goat Drop" and laugh heartily when they score a hit. The goat "targets" don't usually survive the game.

- 5 ROC (1):** HD 12; hp 87; AC 4[15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (Fly 30); Save 3; CL/XP 12/2000; Special: None.

This giant bird heard Pazuzu's call to creatures of the air, but was too large to find a roost at the Pinnacle. The roc now flies in angry circles around the mountains, hunting for prey and a new nesting site. It swoops out of the sun to snatch victims in its massive claws.

- 6 BULETTES (2):** HD 9; hp 65; AC -1[20]; Atk 2 claws (2d6), 1 bite (3d12); Move 15 (Burrow 3); Save 6; CL/XP 11/1700; Special: Burrow.

A recent mountain flood forced these creatures to look for a new hunting ground. They try to flank creatures as they close in to attack.

- 7-8 TYTHRANXIS, YOUNG ADULT RED DRAGON (9HD):** HD 9; hp 36; AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes

ADVENTURE BACKGROUND

fire.

This young adult dragon also came investigating Pazuzu's awakening shrine, but was driven off by the Pinnacle's inhabitants because of the attention it would attract.

Tythraxis is angry and takes her displeasure out on PCs.

9-10 WYVERNS (1d4): HD 8; hp 50; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6); Move 6 (Fly 24); Save 8; CL/XP 10/1400; Special: poison sting, flies.

These wyverns are new arrivals to the area, but have found prey hard to come by with the red dragon and roc marking their territories. They mainly fly at night, and attack quickly to kill prey before the larger beasts arrive to chase them away.

11-12 TROLLS (1d6): HD 6+3; hp 46; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

The trolls live in a cave near the Pinnacle. The knights sent to rescue Tianlin became fresh meat for the creatures after the men succumbed to the Pinnacle's defenses.

13-14 ROCKSLIDE: A section of the mountain collapses and rains down on the PCs as they move beneath it. The rocks and boulders bounce over the path as the smaller rubble engulfs the PCs, dealing 8d6 points of damage (save for half) and pinning the PC beneath the rubble.

15-20 No encounter.

Area D: The Pinnacle of Pazuzu

The Pinnacle is a rocky summit in the Hollow Spire Mountains carved out as a place of worship to the demon lord Pazuzu. The temple sits amid crags of weathered granite.

New Deity: Pazuzu

Demon Lord of Evil Winged Creatures and the West Wind

Alignment: Chaotic

Typical Worshipper: Aerial creatures, Humans

Favored Weapons: Poisoned Short Sword.

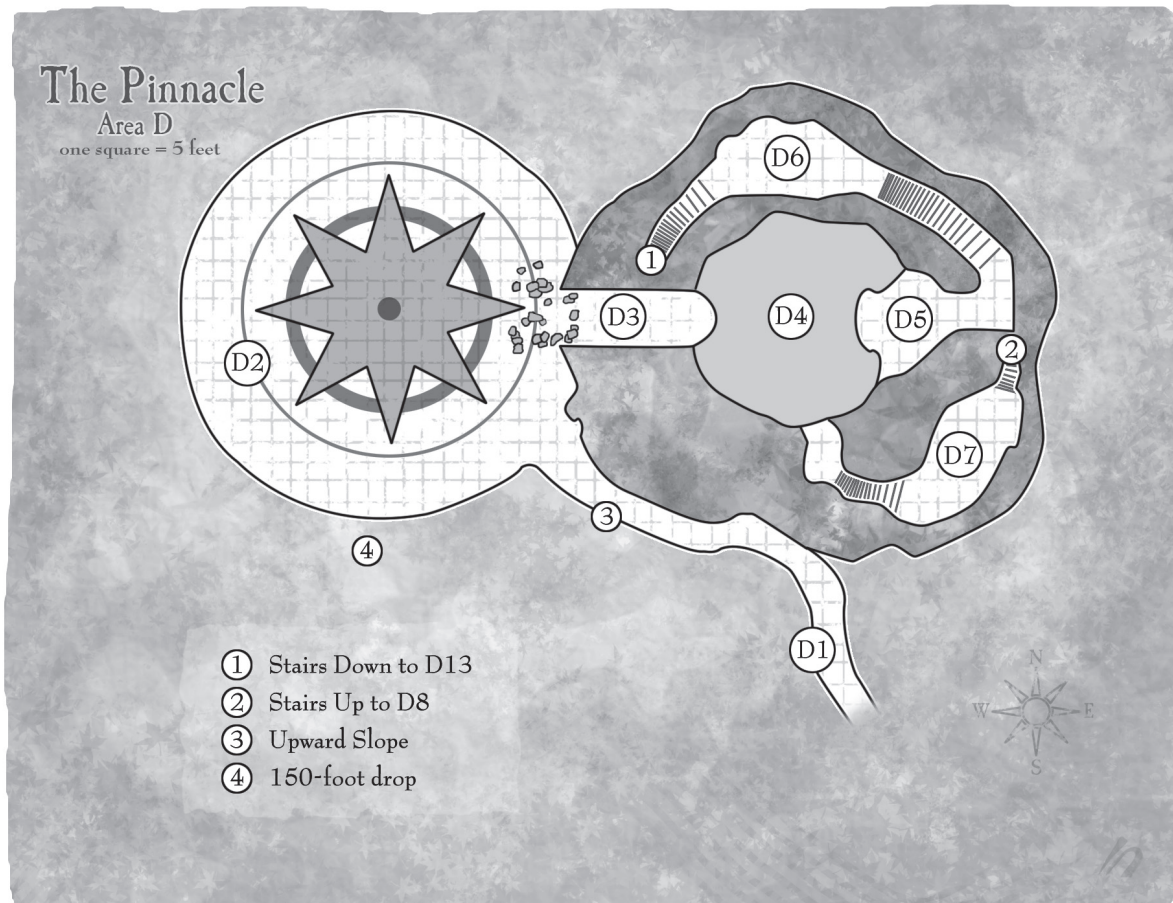
Pazuzu is the prince of all evil aerial creatures. Pazuzu's lair is the sky realm above every layer of the Abyss. Pazuzu is one of the only demon princes on good terms with powerful dukes and arch devils of Hell. He never enters Hell, but has been known to meet with a duke or arch devil elsewhere.

Pazuzu is a seven-foot-tall hawk-headed humanoid. His feathers are red and gold, fading to black at the tips. Four large feathered wings protrude from his shoulders. His eyes are white with deep red or blue pupils. His hands are great claws and his feet are razor-sharp talons.

Pazuzu's followers are evil humanoids who respect and revere the air and sky. Devout followers are called Aerial Lords and must sign a pact of evil. Pazuzu's unholy symbol is a representation of himself or four feathered-wings joined at their bases to form a cross.

Area Dr: The Pinnacle Path

Upon leaving the lush mountain prairie, the ground becomes rocky and hazardous. Spindles of loose granite grow more numerous the higher PCs climb into the mountains. The barren mountainside eventually gives way to loose shale and jagged rock. A smooth path carved between towering crags ascends to a granite pinnacle rising 400 feet above the trail. A 100-foot-diameter plateau juts from the



side of the pinnacle, its edge overhanging the base 150 feet below. Flocks of buzzards spiral in tight circles above the peak. A cave opening leading into the Pinnacle is a dark blight on the edge of the terrace. A narrow, curving path leads up to the plateau.

PCs examining the Pinnacle from below may also see a cave nestled in the crags approximately 350 feet up the stone structure. No stairs or ladders lead to this second cave entrance, however, and climbing the Pinnacle's side is difficult because of the sharp granite walls.

Area D2: The Wind Demon's Terrace

Chunks of rubble litter a smooth 100-foot-diameter plateau. A magnificent emblem composed of polished rock inlays in the rock depicts an eight-pointed star formed by hundreds of feather carvings. The feather inlays are red, black and yellow stone. A ring of twining silvery metal encircles the star. A seven-foot-tall statue of a humanoid with four wings and avian features stands at the emblem's center. In the statue's beak are rows of teeth, and its legs are carved bird talons. Two fist-sized yellow amethysts serve as its eyes. The statue radiates magic and strong evil.

A tunnel recently cleared of boulders enters the Pinnacle on the edge of the plateau. The tunnel is 15 feet high and 15 feet wide, although PCs will need to clamber over chunks of rock to get inside.

The inlaid-stone emblem is the unholy symbol of Pazuzu, the demon god of air. Vile ceremonies and sacrifices celebrating the demon god's power once took place here. PCs examining the disturbingly beautiful star may recall whispers of the emblem's notoriety.

Any creature looking into the demon statue's eyes may come under the power of a *suggestion* spell (-3 save avoids). The *suggestion* plants the false notion that the affected individual can fly. Whenever the PC is near a drop of more than 30 feet (such as while standing on the plateau), the PC tries to leap from the height and fly. The *suggestion* lasts for 10 hours.

Lying at the base of the 150-foot drop are the broken bodies of two knights of Muir who were part of the rescue team sent a week ago to retrieve Tianlin. Both fell victim to the terrace statue's *suggestion* and cast themselves off the ledge thinking they could fly. They couldn't, and ended up smashing onto the rocks below to the horror of their friends.

Pazuzu Statues

Standing throughout the Pinnacle are a number of seven-foot-tall statues of the demon lord Pazuzu. Each statue is a four-winged humanoid with bird-like talons for feet. The hawk head grins with a mouthful of human teeth. Two yellow amethyst eyes reflect sunlight. Most of the statues are made of stone, but a few are made of more precious metals.

The statues each have unique powers as detailed in their individual descriptions, although their base stats remain the same.

The statues' amethyst eyes lose all power if removed. Each eye is worth 1,000 gp, but possessing the gems conveys a feeling of dread. The aura makes selling the amethysts difficult, as potential buyers shudder under their taint. The gems have no other powers, although they radiate weak magic.

The stone statues of Pazuzu found in the Pinnacle are carved from the structure's natural stone and cannot be moved without breaking them from their bases. The statues are tough, but can be struck automatically and broken if enough time and energy are put into it.

STATUE OF PAZUZU: hp 360.

Area D3: Pazuzu's Guardians

Heeding Pazuzu's call, a pair of **chimera** guard the temple shrine. They attack anyone standing on the terrace. Several dead goats and a decaying satyr lie just within the tunnel entrance. The smell of decaying goats is noticeable to anyone approaching the entrance. One chimera has a blue dragon head, while the other is red.

CHIMERA (RED DRAGON HEAD): HD 9; hp 65; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Breathes fire, flies.

CHIMERA (BLUE DRAGON HEAD): HD 9; hp 68; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Breathes lightning (3d8, save for half), flies.

Area D4: The Hollow

The 35-foot-long hallway ends on a ledge overlooking the Pinnacle's hollow core. Ledges and balconies sit above and below along the gaping hole's inner wall. A stone balcony sits 40 feet across on the opposite side of the pit. A smaller opening level with this balcony sits along the right-hand wall.

A 6-inch-wide ledge runs along the walls, connecting the balconies on this level. PCs may traverse the ledge (Dexterity check), but failure means they slip and fall 90 feet to the bottom of the shaft, taking 9d10 points of damage.

Watching from Area D8 are 6 **four-armed gargoyles** that wait until a PC or two crosses before flying to attack. They attack when someone is on the ledge, and attempt to pull the PC into the void and drop them. The creatures are nasty fighters, chewing through safety ropes if necessary.

FOUR-ARMED GARGOYLES (6): HD 4; hp 30; AC 5[14]; Atk 4 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

Area D5: Opposite Balcony

Scattered bones, ruined armor and rusting weapons litter this balcony. The rusted remnants are leftovers from the War of the Winds when the cult was thought destroyed. Nothing of value remains.

Area D6: The Hunting Ground

The stairs descend 35 feet before opening into a rough-hewn cavern. Skeletal corpses and fragments of torn cloth line the floor. Weaponry and armor lie among the remains. Hiding on the 20-foot-high ceiling are 5 **cloakers**. The cloakers use their shadow shift blur ability to blend into the shadows.

The cloakers use their shadow shift ability to create an image of a young woman scurrying down the opposite stairs as PCs enter. The cloakers then swoop down and attack the last PC entering the room.

CLOAKERS (5): HD 6; hp 42; AC 4[15]; Atk 1 bite (1d6), 1 tail slap (1d8); Move 6 (Fly 18); Save 11; CL/XP 8/800; Special: Engulf, moan, shadow shift.

New Monster: Cloaker

Armor Class: 4 [15]

Hit Dice: 6

Attacks: 1 bite (1d6), tail slap (1d8)

Saving Throw: 11

Special: Engulf, moan, shadow shift

Move: 6, Fly 18

Challenge Level/XP: 8/800

A cloaker is a ray-like creature with a toothy maw, glaring red eyes and a tail of segmented bone. They swoop down to engulf prey.

Engulf: If a cloaker hits a victim and the attack roll is at least 5 greater than the number needed, the cloaker wraps itself around the victim. It gains a +4 bonus on its bite attack against the engulfed victim. The cloaker can continue attacking others with its tail while engulfing a PC.

Moan: A cloaker emits an ultrasonic moan with one of four effects:

Fear: All creatures within 30 feet must make a save or become panicked for 2 rounds.

Nausea: All creature in a 30-foot cone must make a save or become nauseated for 1d4 rounds.

Stupor: A single creature within 30 feet is affected by a *hold monster* for 5 rounds (save negates).

Unnerve: Anyone within 60 feet automatically suffer a -2 penalty on attack and damage rolls. Anyone within range for 6 rounds must make a save or enter a trance and be helpless until the moaning stops.

Shadow shift: In dim illumination, a cloaker can manipulate shadows to create one of three effects:

Blur: The cloaker's outline blurs, granting it a -1[+1] armor class bonus.

Mirror image: As per the spell, the cloaker can create 1d4 exact duplicates of itself.

Image: The cloaker can create a silent, odorless illusion that it can control.

New Monster: Babau (Demon)

Armor Class: 3 [16]

Hit Dice: 7

Attacks: 2 claws (1d6), 1 bite (1d6) or spear (1d6)

Saving Throw: 9

Special: Demonic abilities, protective slime

Move: 15

Challenge Level/XP: 9/1,100

A babau demon resembles a horned human skeleton within a tightly bound hide of slimy leather. Winged versions of these demonic assassins also exist, gaining Fly 15.

Demonic abilities: Babau can see *invisible* creatures at all times, and can create *darkness 15 foot radius*, *dispel magic* or *teleport* themselves at will. Once per day, they have a 40 percent chance of successfully summoning another babau.

Protective slime: Acidic slime coats a babau's skin. This slime coating deals 1d6 points of damage to any creature touching the babau.

Area D9: The Stairs

Stairs wind upward for more than 100 feet. Halfway up, the wall on the left side of the stairs opens into the central pit. No danger is present, unless the gargoyles (Area D8) are still alive.

Area D10: Lookout

The right side of the room reveals a spectacular view of the valley and the path leading to the outside star terrace. Watching the path from this high perch is **Pharenmesh**, a **hieracosphinx** blessed by Pazuzu to be bigger and stronger to better protect the shrine. He does not attack PCs on the path, but instead releases a booming roar to warn the Pinnacle's inhabitants of intruders once the PCs reach the star terrace (Area D2) and again once they enter the terrace cave (Area D3). He attacks any creature flying toward the Pinnacle, or anyone trying to scale the peak.

HIERACOSPHERINX: HD 12; hp 88; AC 2[17]; Atk 2 claws (1d8+1), 1 bite (1d12); Move 9 (Fly 30); Save 3; CL/XP 12/2000; Special: None.

Area D11: Pazuzu's Flock

The steep stairs ascend another 40 feet before opening into an enclosed room containing recent recruits to Pazuzu's cult. These 12 cultists are fanatical and mildly obsessive about their newly found demon lord. They are not allowed out of this area, but do know that the high priest is a dark human named Jurbarkus. The cultists do not attack, but instead attempt to convert PCs to Pazuzu's teachings by speaking of the demon lord's greatness and power. The cultists realize they are no match for PCs and do their best to avoid combat. Each is armed with a club, although they don't raise them at all to threaten PCs. They have no treasure other than the robes on their backs. None of the cultists – for the moment – means the PCs any harm.

Unfortunately, the statue of Pazuzu (Area D12) has other plans. The cultists are subject to a variant *magic jar* ability that allows the statue to possess a cultist two rounds after PCs enter the room. The statue can possess only one cultist at a time and it compels the individual to immediately attack. The cultists automatically fail

Area D7: Guard Room

This granite chamber houses 3 winged babaus. These babaus are identical to their regular brethren, except they possess large bat-like wings. The babau investigate disturbances in Area D4. Dozens of poorly preserved dead and stuffed birds hang from the ceiling on waxy strings.

WINGED BABAUS, DEMON (3): HD 7; hp 49; AC 3[16]; Atk 2 claws (1d6), 1 bite (1d6) or spear (1d6); Move 9, Fly 15; Save 9; CL/XP 9/1,100; Special: Demonic abilities, protective slime.

Area D8: Gargoyle's Abode

The steep stairs ascend 35 feet to a bone-littered room. Torn clothing and other gruesome remains tell the tragic tales of victims brought here and devoured. The left side of the chamber opens into the Pinnacle's central void. Stairs continue on the opposite wall. Perched in the upper portion of the Pinnacle are 6 four-armed gargoyles (see Area D4 for their stats if PCs somehow sneak up on them here). The creatures swoop to attack intruders, preferring to hit PCs as they are navigating the narrow ledges below (Area D4).

Remains of past meals litter the room. Most are peasants and mountain-dwelling humanoids, although the gargoyles aren't above grabbing an occasional cultist for their meals. Buried below a small pile of decaying remains is a +2 battle axe.

attempts to subvert the possession. The variant *magic jar* spell allows a possessed being to use the defensive abilities, special attacks and intellect of a **Hezrou** that is trapped within the statue (see Area D12 for more about this trapped demon and the statue).

Once possessed, a cultist's eyes roll backward, vile green sludge is expelled from all of his orifices, and his skin turns ashen and flaky. His voice becomes raspy and demonic, more a growl than a human voice. The cultists' statistics stay the same while possessed, but each gains the mental qualities and spell-like abilities of a Hezrou demon.

A possessed cultist telepathically announces to everyone in the room before and during combat: "I am Pazuzu! I am Pazuzu!" in a loud shriek that seems to echo within PCs' skulls. Once a possessed cultist is slain or rendered immobile, the statue immediately possesses another random cultist, until all are dead or subdued. The non-possessed cultists cower in fear until their "turn" arrives. While the cultists are not directly evil, killing them may conflict with character alignments or codes of conduct. These poor souls have not fully converted to the philosophies of Pazuzu, despite their presence in this evil place. None knows of the Pazuzu statue's plans for them, or its ability to automatically control them.

HUMAN CULTIST FIGHTER 1 (NORMAL): HD 1; hp 5; AC 7[12]; Atk 1 club (1d4) or spear (1d6); Move 12; Save 14; CL/XP 1/15; Special: None.

Combat gear: leather armor, club, spear

HUMAN CULTIST FIGHTER 1 (POSSESSED): HD 9; hp 68; AC 0[19]; Atk 1 club (1d4+3) or spear (1d6+3); Move 12; Save 6; CL/XP 11/1,700; Special: Magic resistance 50%, immune to fire, cause fear (at will), detect invisibility (at will), cause darkness 15 ft. radius (at will).

Combat gear: leather armor, club, spear

Area D12: The Peak

The stairs ascend another 30 feet before again opening to the left onto the spire's hollow interior. The ceiling gives way to the sky. The stairs wind along the interior of the third and shortest of the spires overlooking the hollow, and eventually cross over to the outside of the second peak. The wall on the right side of the stairs opens onto a drop to the valley more than 400 feet below.

The stairs wind back into the interior of the pinnacle and end at a 25-foot-wide-by-40-foot-long balcony hanging over the Pinnacle's hollow core.

A statue of Pazuzu stands in the center of the upper terrace. The statue stands atop a smaller eight-pointed star emblem similar to the one on the star terrace below (Area D2).

The statue — which radiates strong evil and magic — imprisons a **hezrou's** spirit. While the demon is unable to physically escape, it can *magic jar* (per the spell) out of the statue anytime a subject is within 100 feet (no farther away than Area D11). It prefers weak and hapless subjects, but once it runs out of cultists, it looks toward PCs. Those who are *magic jarred* see out of the statue's eyes, but are otherwise helpless to act as the hezrou uses their body to attack the others. Only destroying the statue frees *magic jarred* characters and slays the hezrou. At no point can the hezrou take physical form. A PC who successfully saves vs. the *magic jar* attempt is immune to the hezrou statue's possession ability for 24 hours.

Unique properties of the statue allow the hezrou to use its demonic qualities as well as spell-like and mental abilities when it *magic jars* into a victim. See the sidebar on possessing the PCs if the statue attempts to *magic jar* into PCs.

The statue emits a foul stench similar to that of a hezrou. Any creature within 10 feet must make a saving throw or be nauseated for as long as the individual remains in the area and for 1d4 rounds afterward. Even PCs who successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected by the stench for 24 hours.

Possessing the PCs

If a PC is possessed by the statue, his stats are replaced by those of a hezrou demon. The PC becomes trapped within the statue. The possessed PC keeps his normal attacks and gains the hezrou's magical abilities.

HEZROU, DEMON: HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, immune to fire, cause fear (at will), detect invisibility (at will), cause darkness 15 ft. radius (at will).

Area D13: Cultists' Dormitory

Screams of pain and pleas for mercy echo up the 75-foot staircase descending into this chamber where **30 cultists** are housed. These deprived humans are busy "recruiting" six humanoids manacled to four stone pillars. The cultists whip and beat the prisoners to convert them.

These overconfident cultists attack intruders en masse. After half their number is slain, the survivors flee. These cultists have accepted Pazuzu as their sovereign and are irrevocably evil.

The room is filled with four-tiered bunk beds, tables and chairs. The walls hold weapon racks with 30 spears, 30 light crossbows, 30 quivers (12 bolts) and miscellaneous torture equipment such as thumbscrews, whips, ropes, blades, pokers, salt and nails.

A total of 219 sp, 37 gp, eight *potions of healing*, 16 bottles of cheap ale and dry rations can be found in the cultists' personal gear.

Chained to the pillars are **3 humans**, a **dwarf** named **Geo Milton**, an **elf** known as **Crizney Cloverspice**, and **Gruenthal Lungthrasher**, a **bugbear**. The humans want nothing more than to escape. They are kidnapped Shieldfane villagers who can offer little information.

The dwarf, **Geo Milton** (dwarf male, miner), also wants to leave, but he first asks PCs to find his trusty pick and return it to him at the Shield Basilica, if possible. If freed and his pick is returned, he rewards PCs with **5 diamonds** (1,000 gp each). He describes the pick as adamantite with a peculiar green glow (See Area E9).

HUMAN CULTIST FIGHTER 1 (30): HD 1; hp 5; AC 7[12]; Atk 1 club (1d4) or spear (1d6); Move 12; Save 14; CL/XP 1/15; Special: None.

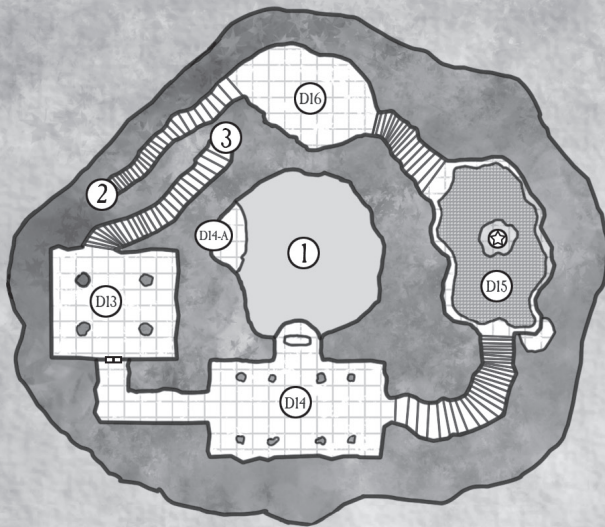
Combat gear: leather armor, club, spear

HUMAN PRISONER (3): HD 1; hp 2; AC 9[10]; Atk 1 fist (1d2); Move 12; Save 14; CL/XP 1/15; Special: None.

GEO MILTON (NEUTRAL DWARF MALE): HD 1; hp 5; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework.

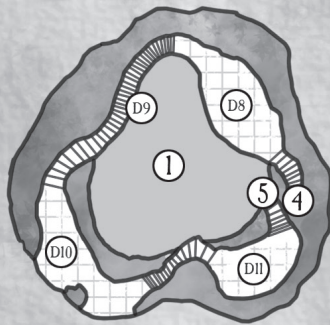
CRIZNEY CLOVERSPICE (LAWFUL ELF FEMALE BARD 7): HD 6+1; hp 31; AC 7[12]; Atk 1 short sword (1d6); Move 9; Save 8; CL/XP 8/800; Special: Abilities of 4th-level thief, charm, spells (1—*detect magic*, *light*, *magic missile*, *read magic*; 2—*invisibility*, *web*).

Description: At 4 feet tall, Crizney is short for a wood elf. She is a dedicated follower of Iseleine and a pacifist. She is spunky and often annoying due to her energetic and endlessly cheerful attitude. It is quite possible that she becomes smitten with a lawful aligned rescuer. Crizney eagerly joins PCs in escaping the Pinnacle, but badgers them incessantly about unnecessary violence. She constantly whistles happy tunes and always has a cheery disposition. She frequently pleads for PCs to spare the lives of "innocent" creatures.



The Pinnacle

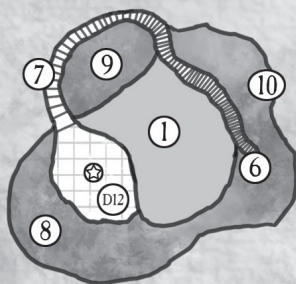
Upper Levels
one square = 5 feet



- ① The Hollow
- ② Stairs Down to E1
- ③ Stairs Up to D6
- ④ Stairs Down to D7
- ⑤ Stairs Up to D12
- ⑥ Stairs Down to D11
- ⑦ Stairs Outside Pinnacle
- ⑧ Peak 1
- ⑨ Peak 2
- ⑩ Peak 3

☼ Statue of Pazuzu

■ 30-foot drop





Cultists captured Crizney as she was wandering near the Pinnacle while bird-watching.

GRUENTHAL LUNGTHRASHER (CHAOTIC MALE BUG-BEAR): HD 8; hp 56; AC 7[12]; Atk 1 long sword (1d8+1) or bite (2d4); Move 9; Save 14; CL/XP 8/800; Special: Surprise opponents, 50% chance.

Description: Gruenthal is a thug-for-hire who wants to do nothing but inflict pain upon his captors or anyone standing in his way. He has one philosophy: "Anything worth a damn is worth killing for." Despite his violent nature, he is loyal to his rescuers for one year or until he saves a rescuer's life. Pazuzu's statue overcame Gruenthal after he climbed into the Pinnacle while passing through the mountains to avoid the Shield Basilica. After his ordeal of being confined near Crizney for several days, he is ready to pummel her at first opportunity. He still believes he has the ability to fly, and attempts to do so if brought near any high ledges.

Area D14: The Shrine of the Upward Wind

This shrine is commanded by **Sabreteh**, a harpy priestess of Pazuzu (Area D14-A). She nests on a balcony (Area D14-A) overlooking the Pinnacle's hollow interior. In the shrine's upper corner are 4 **cloakers**. The cloaklers wait two rounds after the harpy uses her song before attacking.

Eight pillars support the 30-foot-high ceiling. Four sets of manacles hang from each pillar. A gleaming altar of red stone sits overlooking the Pinnacle's gaping interior.

CLOAKERS (4): HD 6; hp 42; AC 4[15]; Atk 1 bite (1d6), 1 tail slap (1d8); Move 6 (Fly 18); Save 11; CL/XP 8/800; Special: Engulf, moan, shadow shift.

Area D14-A: Sabreteh's Ledge

The ledge sits along the wall with no apparent access. Gnarled branches and rough stones rest on the ledge. **Sabreteh**, a harpy priestess of Pazuzu, makes her nest here.

The nest contains a single large egg (her first offspring since arriving at the shrine) and a small amount of treasure: 350 sp, 127 gp, a jeweled pearl-and-coral necklace (375 gp), a beaten copper helm, a gold-embossed shield emblazoned with a platinum holy symbol of Arden (500 gp), a metal cage holding a dead orangutan, a *rope of climbing* and 4 potions of *extra healing*.

Sabreteh keeps a close eye on happenings within the hollow. She rarely leaves her nest unprotected, instead using her song and spells to attack. She casts spells before entering combat and never leaves the advantage of the hollow.

SABRETEH (HARPY): HD 8; hp 60; AC 4[15]; Atk 2 talons (1d3) and +2 *freezing heavy mace* (1d6+3); Move 6 (Fly 18); Save 8; CL/XP 10/1,400; Special: Flight, siren-song, casts spells as a 7th-level cleric (1—*cure light wounds, light*; 2—*hold person, silence 15 ft. radius*; 3—*cure disease, speak with dead*; 4—*cure serious wounds*; 5—*finger of death*).

Combat Gear: +2 *freezing heavy mace, bracers of defense 4[15], ring of fire resistance*.

Description: Sabreteh is old and wise, and lives in the Pinnacle's hollow since murdering her mother for the prime nest. Sabreteh's feathers are dusty gray with yellow trim. Pazuzu blessed her with the ability to cast spells for him when she replaced her mother.

Area D15: Pazuzu on a Pedestal

Wide stairs descend 50 feet before dropping into a pit. The stairs open 30 feet above the floor, 10 feet below the 40-foot-high ceiling.

ADVENTURE BACKGROUND

A 12-inch-wide ledge circles the top of the pit. A 30-foot-tall column rises in the center of the chamber. Upon the column stands another Pazuzu statue. The statue faces the southern stairs, a mischievous smirk plastered on its stone visage. Stout, greasy candles surround the statue, their flickering light casting dancing shadows across the demonic form. The column's top edge is covered in wax stalactites.

The Pazuzu statue can create a *stinking cloud* that also limits vision (including darkvision) to 5 feet. Once a corporeal PC enters the room, the statue's eyes glow a faint yellow and it expels the cloud from its mouth. Within one round, the cloud fills the room.

The *stinking cloud* only affects those within the upper 10 feet of the chamber, but vision is limited throughout the entire room. The clouds last 10 rounds, but the statue can renew the vapors by expelling another cloud every 3d4 rounds. Destroying the statue is the only way to permanently dissipate the clouds.

Lurking in an alcove under the ledge to the right of the entrance is a **black pudding**. The pudding climbs the wall to attack anyone traversing the ledge or to attack PCs treading along the floor or wall.

BLACK PUDDING: HD 10; hp 77; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1,700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Area D16: Swarming Flies

The stairs descend 25 feet before opening into a spacious room. Millions of normal flies fill the chamber, creating a droning that pulsates like a buzzing heartbeat. The insects cover every inch of the ceiling, walls and floor in deep, moving piles. The flies cover anything moving into the room, crawling beneath armor and clothing, into pouches and backpacks, and into open mouths and ears.

If disturbed, the flies swarm into the air, limiting vision to 5 feet. The swarm remains airborne for 1d4+1 rounds before settling. The flies are mostly harmless, causing only discomfort and nausea, although they instantly contaminate any open potions, ointments and food and drink, making them unusable. Potable food that the flies can reach immediately spoils, and water turns brackish. PCs may become nauseated for 1 round by the mass of flies crawling on them (saving throw to avoid). PCs must make the save each round they spend in the room.

In the center of the floor, buried beneath the crawling insects, sits a sacred vroock skull.

Once the flies are disturbed, they begin swarming out of the room in great clouds of buzzing insects. The flies begin filling the Pinnacle's lower level, even flowing down the stairs. If Sabretch is still alive when PCs return through the mass of flies, she takes full advantage of the curtains of insects to attack. The flies fill the Lower Level (Areas D-13 through Area D-16) and even extend into the Hollow. They flow down the stairs as well, to fill Areas E1, E2 and E6. It takes the flies six hours to fill the areas (to a depth of about 3 feet along the floor, and 5 inches thick on the walls and ceilings). The flies die off in one day, leaving the original flies contained in this chamber until they are again disturbed.

Destroying the vroock skull in the room stops the flies from multiplying.

Area E: The Lower Shrine

The stairs wind and twist 50 feet downward to a temple below the surface of the mountainside. The Pinnacle's hollow interior continues downward into the lower shrine. The halls have 20-foot-high ceilings, and rooms have 30-foot-high ceilings unless noted.

Area E1: Greetings from Pazuzu

Two halls lead off either side of this junction room. A Pazuzu statue stands in an alcove opposite a rising stair-filled passage, holding up

one talon-like claw as if in greeting. Leering yellow amethyst eyes unnaturally reflect light. The statue detects evil and magic, but is otherwise harmless. The amethyst eyes are glass.

Area E2: Abandoned Room

This room is empty other than a few buzzing flies. An alcove on one wall once served as a fireplace, and a small chimney opens into the Pinnacle's hollow. The chimney passes near Area D16, and a crack in rock allows the flies in the room above to swarm down the chimney. Anyone looking into the chimney disturbs the flies resting there, causing them to fly in a buzzing torrent straight out of the chimney – and directly in to the face of whoever is poking around in the opening. The room fills with flies within 30 minutes. See Area D16 for the effect the flies have on items carried by PCs. The flies die after 24 hours, leaving dead husks littering the floor of the room.

A 10-foot-tall-by-5-foot-wide locked iron door exits this room.

Area E3: Infernal Symposium

This massive meeting chamber is more refined than the rest of the Pinnacle's rooms. Black candles on two iron chandeliers hanging from the 60-foot-high ceiling light the room with a feeble glow. Two wide steps lead upward to a stage holding an all-too-familiar seven-foot-tall, four-winged demon statue of Pazuzu. The statue radiates evil and magic.

Once per day, the statue can transform into a **vrock**. When a lawful-aligned character enters the room, the statue becomes insubstantial, its physical form wavering and becoming transparent. After two rounds, a vroock steps out of the space where the statue stands and attacks. The statue remains insubstantial until the vroock returns to the spot or is slain, at which point the statue returns to its solid form. Even if slain, the vroock returns the next day unless the statue is destroyed.

Standing beside the iron doors to the left of the stage are **3 winged babau**. The babau try to hold up PCs in the room long enough for the vroock to emerge.

WINGED BABAUS, DEMON (3): HD 7; hp 52; AC 3[16]; Atk 2 claws (1d6), 1 bite (1d6) or spear (1d6); Move 9, Fly 15; Save 9; CL/XP 9/1,100; Special: Demonic abilities, protective slime.

VROCK DEMON: HD 8; hp 61; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Area E4: Vault

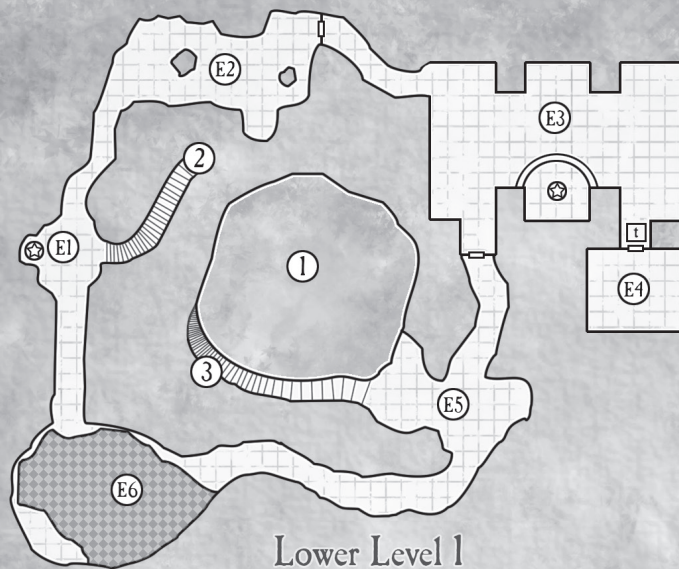
The door is cleverly trapped — once with a decoy trap and again with the real danger. More than 500 1-inch-diameter holes speckle the 10-foot section before the door. Each hole contains a 20-pound iron spear. The spears appear anchored and cannot be pulled from the holes. Even amateur thieves can tell that the spears likely spring out of the holes. PCs may also notice that the 60-foot-high ceiling above the entry is made up of solid wooden planks.

Despite the obvious trap, the true danger lies in approaching the door. When anyone approaches within three feet of the portal, gravity is reversed in a 10-foot area. All creatures within 10 feet of the door are thrown upward and pinned against the ceiling (6d6 points of damage, save avoids). Tiny catches at the ends of the spears then release, allowing each spear to be pulled free to follow unlucky PCs. Anyone taking more than 25 points of spear damage is considered pinned to the wooden planks.

The reversed gravity lasts for two rounds before dispelling (resulting in another 6d6 points of falling damage). The trap automatically resets after 10 rounds. The spears must be manually replaced.

The Pinnacle

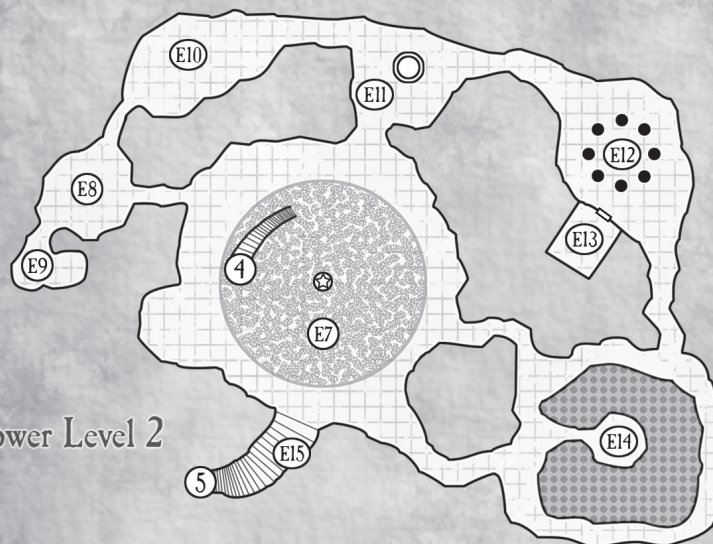
Lower Levels
one square = 5 feet



Lower Level 1

- ① The Hollow
- ② Stairs Up to D16
- ③ Stairs Down to E7
- ④ Stairs Up to E5
- ⑤ Stairs Down to E16
- ⑥ Stairs Up to E7
- ⑦ Persistent Image of Bridge

- ⊗ Statue of Pazuzu
- ⌚ Trap
- ▨ Anti-magic Shell
- ▧ 15-foot drop
- ▩ 30-foot drop
- 500-foot chasm



Lower Level 2



Lower Level 3



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The room holds the shrine's treasure: a seven-foot-tall gold statue of Pazuzu. The statue appears to be made of solid gold, but in fact has a lead core. The statue yields only 2,000 gp worth of gold bars if melted down. PCs should have a difficult time selling the unnerving statue. It weighs 2,500 pounds.

Area E5: Gargoyle Ledges

A three-foot-wide ledge 30 feet above the floor circles the room and continues into the Pinnacle's hollow. Hundreds of gargoyle statues sit on the ledge. Mixed in among the normal statues are **10 gargoyles** that guard the hollow and the stairs. They wait until PCs enter the room before springing to attack. Stone stairs follow the hollow downward.

GARGOYLE (10): HD 4; hp 27; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

Area E6: Gargoyle from Hell

The floor drops 15 feet, but a foot-wide ledge circles along the wall to the opposite balconies. **Zoraster**, an ancient **four-armed maggot gargoyle**, sits on the room's southern balcony, masked by a *ring of invisibility*. Prominent crimson veins spider-web along the creature's stone complexion; the gargoyle looks like a creature straight from the pits of the abyss. Zoraster leaps to attack any intruder disturbing his slumber. The gargoyle remains hidden for as long as possible before entering melee.

ZORASTER (FOUR-ARMED MAGGOG GARGOYLE): HD 6+1; hp 43; AC 1[18]; Atk 4 claws (1d6) and 1 sting (1d8); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Spell use (1—*charm person*, *magic missile*, *shield*; 2—*mirror image*, *web*; 3—*haste*). **Combat Gear:** *ring of protection +3*, *ring of invisibility*

Description: An original combatant in the War of the Winds, Zoraster long ago claimed this room as his eternal lair. Once an honor guard perched on Pazuzu's Palace wall, Zoraster was made one of the chief protectors of the Pinnacle shrine as a reward for his years of service and devotion to the winged lord.

Area E7: The Sanctuary

The stairs detach from the hollow's wall and continue 50 feet downward to the floor like a winding ribbon of stone steps. The Hollow opens up into a chamber with a 50-foot-high domed ceiling penetrated by the cylindrical opening of the Hollow. The 60-foot-diameter shaft opening starts in the ceiling and continues upward to form the Pinnacle's central Hollow (Area D4) that rises all the way up through the center of the shrine. Five passages lead from this room and a set of wide steps descends down one passage. Rushing wind rises up the steps with incredible force.

A 20-foot-tall granite pedestal stands in the center of the room beneath the Hollow's shaft. Perched on the 5-foot-diameter pedestal is another four-winged Pazuzu statue with an exaggerated sneer of delight on its face. The statue radiates an enlarged 60-foot-diameter *anti-magic shell* that extends to the room's ceiling. PCs using magic to descend the Hollow suffer 5d6 points of damage if they fall (save for half). The *anti-magic field* reaches 50 feet above the floor (where the hollow opens through the ceiling) and extends 10 feet below the base of the pedestal, and 30 feet around the pillar. Due to the *anti-magic shell*, the statue does not radiate evil or magic.

Resting in an alcove are **2 wyverns**. They remain in their alcove until PCs enter the room, then attack. The wyverns use the *anti-magic shell* to their benefit, dipping in and out of the zone to prevent spells from targeting them.

The wyverns serve as mounts for Jurbarkus and Zirah' jani. Special

saddles and bridles hang from the wall in the wyvern's alcove.

WYVERN (2): HD 8; hp 59; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6); Move 6 (Fly 24); Save 8; CL/XP 10/1400; Special: poison sting, flies.

Area E8: Living Room

A table with six chairs, several comfortable couches, a small cast-iron stove and a rack of firewood decorate this rough-hewn chamber. Pegs hold cloaks, capes and bags. The bags contain rations, miscellaneous adventuring gear (50-ft. ropes (x2), a grappling hook, 50 pitons, 2 hammers, karabiners, 4 bull's-eye lanterns, 4 oil flasks, 3 pairs of caulked boots, and a wedge of cheese). A stack of playing cards and miniature lead figures (symbolizing souls used for betting during card games) sit haphazardly on the table.

Hiding among the normal cloaks are **3 cloak**ers. They wait until PCs are close before attacking. Fighting in this room alerts **Claggett** (Area E9), who joins combat in 2 rounds.

CLOAKERS (3): HD 6; hp 44; AC 4[15]; Atk 1 bite (1d6), 1 tail slap (1d8); Move 6 (Fly 18); Save 11; CL/XP 8/800; Special: Engulf, moan, shadow shift.

Area E9: Claggett's Room

When not roaming the shrine, **Claggett**, the dwarven captain of Pazuzu's babau, cloak and gargoyle guards can be found here. The room is fit for a dwarf, with a short bed, small wardrobe, and a downsized chair and desk. A stout wooden chest sits adjacent to the bed. A green faintly glowing adamantite pick hangs above the bed. The pick is Geo Milton's lost weapon (Area D13). It is a +3 *curse*d *berserking adamantite heavy pick*. The weapon forces anyone using it in combat to make a saving throw or begin wildly attacking anyone around him, friends and enemies alike. The wielder must make another saving throw with a -6 penalty to halt the reckless attacks. Geo rarely sees combat, so the curse doesn't bother him. Claggett discovered the pick's properties and promptly placed it as a trophy on his wall. He uses it as a reading lamp.

The chest contains Claggett's belongings: a wine skin of stout mead, spiked gauntlets, a pouch containing 350 pp, A tome titled "Audubo's Book of Colorful Birds," a pair of pruning shears (used for his toenails), a bottle of tonic labeled "restorative" that Claggett strains through his beard each night and then rebottles, 2 *potions of extra healing*, and a flute.

The desk contains mundane paperwork describing wages and rations for the shrine's guards and cultists. A nearly finished letter to Claggett's mother describes his important position within the shrine, and tells her how proud she'd be of his success. It ends with a plea for forgiveness for converting to worshipping Pazuzu.

CLAGGETT (CHAOTIC MALE DWARVEN WARRIOR 8): HD 8; hp 56; AC 0[19]; Atk +2 heavy pick (1d8+2); Move 6; Save 7; CL/XP 8/800; Special: Detect attributes of stonework. **Combat Gear:** *boots of leaping*, +2 heavy pick, +3 chain mail, heavy wooden shield, light crossbow, 20 bolts.

Description: Claggett is a rarity, a dwarf worshipping the demon lord of the sky. An adventurer at heart, he joined Jurbarkus for many vile schemes and came to respect the high priest and the cult of Pazuzu. Claggett is balding but keeps his remaining hair and beard tidy and neat. His eyebrows arch incredibly high, accenting his dirty, yellow eyes.

Area E10: Barracks

Bunks, tables and chairs fill this room, which is home to **15 cultists**. The cultists are confident in their numbers and attempt to swarm and

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overbear PCs. Also in the room are **3 winged babau** that take great delight in tormenting Pazuzu's hapless followers.

Two large sacks holding the followers' meager possessions hang from the bunks. Each bag contains a small stash of personal belongings. A total of 314 sp, 58 gp, 3 pp, a silver decanter (50 gp) and 12 *potions of healing* can be found scattered among the cultists' mundane items.

HUMAN CULTIST FIGHTER 1 (12): HD 1; hp 5; AC 7[12]; Atk 1 club (1d4) or spear (1d6); Move 12; Save 14; CL/XP 1/15; Special: None.

Combat gear: leather armor, club, spear

WINGED BABAUS, DEMON (3): HD 7; hp 49; AC 3[16]; Atk 2 claws (1d6), 1 bite (1d6) or spear (1d6); Move 9, Fly 15; Save 9; CL/XP 9/1,100; Special: Demonic abilities, protective slime.

Area E11: Fountain Room

Pure, refreshing water springs from a beautiful alabaster fountain. At the fountain's center is a small effigy of a four-winged demon. The water flows into the basin from the 4-foot-tall statue's mouth. A drain in the basin keeps the water from overflowing.

Thick patches of moss coat the walls and ceiling. The moss is harmless. The water is siphoned from an underground stream that flows beneath the Pinnacle, and is perfectly fine to drink, despite having a heavy mineral taste.

Area E12: The Pampered Life

This extravagant 60-foot-tall chamber is brightly lit by 7 silver candelabras (250 gp each) near the walls. A colonnade of 15-foot-tall white marble pillars forms a circle in the room's center. A sheer white curtains drapes between the columns. The curtains are opaque, revealing ghostly outlines of a feminine form reclining atop a mountain of pillows. Two shadows of muscular humanoids tend to her needs. One holds a large flask while the other holds a tome she appears to be perusing. A single iron door sits on the wall next to the pillars.

Zirah' jani, a succubus, lounges here, served by her **2 human sons** who tend to her every wicked desire. Both boys are tainted with Zirah' jani's demonic influence and guard their mother with their lives. Hidden under the succubus's pillow bed are a pair of +2 *polearms* that the boys grab if threatened.

Contacted years ago by Jurbarkus to aid in the Pinnacle's restoration, Zirah' jani decided to remain in his service. Currently, she takes the useful form of a medusa to frighten enemies. PCs peering through the sheer curtains can see the silhouette of writhing snakes atop Zirah' jani's head. She finds that an opponent averting their gaze (despite her inability to petrify them) often works in her favor. The Referee should play the encounter as if she actually has the ability to petrify the PCs.

Zirah' jani prefers persuasive conversation to messy violence. She offers to spare PCs' lives if they slay the high priest Jurbarkus. She lies, telling the PCs that the high priest has made powerful enemies and that "his time has come." In reality, she simply wishes to lead PCs into an ambush in Area E17. Not one to enjoy combat, she turns ethereal and leaves if combat goes against her. She readily abandons her sons; she can always produce more.

ZIRAH' JANI (SUCCUBUS, DEMON): HD 7; hp 43; AC 3[16]; Atk 2 claws (1d6+1); Move 9, Fly 18; Save 9; CL/XP 9/1,100; Special: *charm monster* (at will), immune to fire and electricity, 40% magic resistance, *suggestion* (at will), *teleport* (at will), *change shape*, *energy drain*

Description: When not in medusa form, Zirah' jani is a stunning, dark-skinned woman with shimmering raven hair. In both forms, she wears sheer sashes and transparent veils to better reveal her

voluptuous figure. She has a cold, haughty personality, and prefers to avoid combat.

HALF-DEMON HUMAN MALE FIGHTER 6 (2): HD 6; hp 32; AC 3[16]; Atk +2 *polearm* (1d8+3), bite (1d6+1) or 2 claws (1d4+1); Move 9; Save 9; CL/XP 9/1,100; Special: immune to fire, smite good (attack does 1d6 extra damage to Lawful beings), 20% magic resistance

Combat Gear (Each): +2 *falchion*, +3 *ring mail shirt*, gold unholy symbol of Pazuzu (250 gp).

Description: These hulking twins are Zirah' jani's favored spawn and willing slaves. Both are intimidating and highly skilled. They protect Zirah' jani with their lives if need be. Each is scantily clad in tight ring mail shirts with identical Pazuzu feather. Star tattoos adorn their bodies. The tattoos are mirror images on each of the twins.

New Monster: Succubus, Demon

Armor Class: 3 [16]

Hit Dice: 7

Attacks: 2 claws (1d6+1)

Saving Throw: 9

Special: *Charm monster* (per the spell, at will), immune to fire and electricity, 40% magic resistance, *suggestion* (per the spell, at will), *teleport* (at will), *change shape*, *energy drain*

Move: 12, Fly 18

Challenge Level/XP: 9/1,100

A succubus appears as an alluring woman, but her tiny horns, bat-like wings and sinuous tail betray her demonic heritage.

Change shape: A succubus can change her shape to appear as any other humanoid creature.

Energy drain: The touch of a succubus drains one level. She prefers to kiss her victims to drain them in this fashion.

Area E13: Jurbarkus' Chamber

This wooden door is locked. The finished chamber contains an unkempt bed covered with thick furs. A pile of clothing lies in the corner.

The chamber belongs to **Jurbarkus**, the Pinnacle's high priest. A simple man, Jurbarkus shuns extravagance not related to worshipping Pazuzu. He very seldom uses his bedchambers, preferring to sit upon his throne conversing with Pazuzu (Area E17).

An **invisible stalker** hovers above the bed, commanded to protect Jurbarkus while he sleeps. The stalker resolutely follows the simple command, but despises the prolonged assignment. More often, Jurbarkus doesn't even use the room, further infuriating the stalker. The creature aids diplomatic PCs, as long as it doesn't compromise its assignment or directly attack its master. The invisible stalker understands Common, but cannot speak the language.

INVISIBLE STALKER: HD 8; hp 54; AC 3[16]; Atk 1 "bite" (4d4); Move Fly 12; Save 8; CL/XP 9/1,100; Special: Invisible, flight.

Area E14: The Air in There

The massive cavern has a 50-foot-high ceiling. The floor drops 30 feet below the entrance ledge. A five-foot-wide ledge circles the room before turning into an arched bridge that crosses to the top

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of a central column. An **air elemental** twists and rotates around the column. The elemental alternates between attacking PCs and leaping back to guard the column, but it will not leave the room. PCs knocked off the ledge suffer 3d6 points of damage from the fall onto the rocky floor.

The column has a hollow space in its center that is covered by a locked and trapped metal grate. The shallow pit is six feet deep and three feet in diameter. **Tianlin Sandusk** (female human Paladin 2) is imprisoned in the pit. Romel's daughter reaches through the bars, pleading for rescue.

The latched gate is unlocked, but the latch release is just out of Tialin's reach. Pulling the woman free could be deadly, however, because of the deadly trap focused on the barrier (1 in 12 chance of spotting). Opening the grate without first saying the proper command word causes a pillar of fire to rain down on the opening, filling the prison pit with fire (8d6 points of damage, save for half). The flame hits Tianlin and anyone within 5 feet of the grate. Due to her confines, Tianlin is not allowed a saving throw. She does not know that the trap exists nor how dangerous it is to her well-being.

AIR ELEMENTAL (12HD): HD 12; hp 91; AC 2[17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind.

TIANLIN SANDUSK (LAWFUL HUMAN FEMALE PALADIN 2): HD 2; hp 11; AC 3[16]; Atk bastard sword (1d8); Move 9; Save 15; CL/XP 2/30; Special: paladin abilities

Description: Tianlin is a brash and stubborn young woman who tackles life without fear or extensive thought. Her quickness to action often leads to trouble. She is tall and lanky and keeps her auburn hair cropped just above her shoulders to spite her father.

Area E15: Gale Steps

Wind gusts rising up these steps travel at up to 30 miles an hour. The gusts are strong enough to push PCs backward, and any ranged attack suffers a -3 penalty.

Area E16: Instrument of Pazuzu

Censers hanging from small chains fill this room with pungent, acidic smoke that stings the eyes. Although PCs suffer no ill effects, the smoke makes travel through the room uncomfortable. A 7-foot-tall, four-winged statue of Pazuzu stands in the center of the roughly round chamber. The thick smoke unnaturally defies the torrents of air rushing through the room from the howling winds in Area E17.

The first PC entering the smoky chamber must make a saving throw. If the save is successful, then the next person entering the room must make the same save until all PCs have entered the room or someone fails.

If the save fails, the Pazuzu statue says the selected PC's name in a hissing whisper. A **soul eater** immediately issues from the statue's mouth to attack the named PC. The statue may summon only one soul eater at a time, and further saves are suspended when a soul eater is summoned, but continue with the next person who entered the room once the creature is destroyed. All saves stop if the statue is destroyed.

If the statue whispers a PC's name, Jurbarkus (Area E17) also hears it via the statue of Pazuzu that stands in that chamber. The soul eater does not say the name of any faithful follower of Pazuzu.

If all PCs successfully make their saves, nothing happens. PCs must make new saves each time they leave and re-enter this chamber.

SOUL EATER: HD 8; hp 59; AC 2[17]; Atk 2 claws (1d6); Move Fly 21; Save 8; CL/XP 10/1, 400; Special: Find target, devour soul, wisdom drain

New Monster: Soul Eater

Armor Class: 2 [17]

Hit Dice: 8

Attacks: 2 claws (1d6)

Saving Throw: 8

Special: Find target, devour soul, wisdom drain

Move: Fly 21

Challenge Level/XP: 10/1,400

Soul eaters resemble billowing clouds of inky blackness, with two long, pale white arms protruding from the cloud. Soul eaters are usually summoned to slay a specific individual, and do not cease until they have completed their mission.

Find Target: When ordered to find a creature, a soul eater does so unerringly, honing in on the being and attacking until one is dead.

Devour soul: When a soul eater slays a foe, it devours the victim's soul. Such a creature cannot be returned to life by any means save a deity's intervention.

Wisdom drain: A creature hit by a soul eater's claw attack must make a saving throw or lose 1d6 points of Wisdom. A creature brought to Wisdom 0 dies.



Area E17: The Torrent Chamber

Howling winds whip madly about this room. A 20-foot-wide chasm gapes across the entire length of the chamber. An ornately carved bridge spans the gap to connect the two sides of the room. Across the void, an elderly man stands beside another, larger four-winged Pazuzu statue.

The bridge is actually an illusion. PCs attempting to charge across it instead fall off the edge of the chasm, although the illusion appears to show them breaking through the wooden planks.

Jurbarkus, a high priest of Pazuzu, is a shriveled man with prominent blue veins showing through his desiccated skin. He has a habit of conversing with the statue and answering its silent questions in a whispery voice, often while he is speaking to others. Even his closest followers do not know if Jurbarkus is insane or if the demon Pazuzu actually speaks to him.

If the statue in Area E16 whispers a PC's name, Jurbarkus hears it as well, so he is likely to be forewarned of intruders. If alerted, he uses his *ring of djinni summoning* to call forth **Pasha Kaltopen** to help deal with the meddling PCs.

When PCs enter the chamber, Jurbarkus wastes no time talking and immediately assaults them with a spell barrage. He enjoys holding PCs in check across the chasm with hurricane-force winds or in dispelling their abilities to fly if they attempt to cross the gorge using magic.

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The winds rushing out of the gaping chasm split the room in half. The chasm descends more than 500 feet into the earth, with the winds becoming greater the farther it goes. At 100 feet from the bottom, the air reaches speeds in excess of 100 miles per hour. The wind is strong enough at this point to halt falling objects and to slow PCs before they hit the floor. Creatures hover around 50 feet above the floor, while smaller creatures float at nearly 100 feet. PCs “floating” in the pit can climb out if they fight the whipping winds (saving throw). PCs caught in the gale take 1d6 points damage each round (save for half) as they are battered against the walls and pelted by floating debris.

A number of wind-battered bones, armor remnants and ruined equipment float in the pit as well. These items tumble and spin, bouncing off walls until they eventually disintegrate. Floating in the air at various levels depending on their weight are a *ring of shooting stars*, a +2 *long sword*, a pair of *boots of levitation* (each with a severed foot still inside), a small silver snuffbox (20 gp) containing *dust of sneezing and choking* (the dust sprays out in a cloud if opened in the heavy winds), 6d8 gp and 6d10 sp. The loose coins streak through the chasm, raising sparks as they bounce off the stone walls.

The chasm’s floor is abraded into polished rock by the high winds. A rip in the prime material plane gapes in the stone floor, opening into the churning skies of the Abyss. Air blasts from the dark rent with the force of a tornado. Jarbarkus created the tear with a *wish* from his *ring of djinni summoning*. If Pasha Kaltofen is slain, the gateway seals and all floating items and PCs fall to the stone floor. The damage PCs take from the fall depends on their height when the rift closes (1d6 points of damage per 10 feet fallen).

It is impossible to enter the gaping hole without the aid of powerful magic, as the *wish* prevents beings from crossing the barrier. PCs who try must make a saving throw or be smashed into the chasm wall, taking 8d6 points of damage. A successful save means the PC rockets upward to become suspended by the wind gusts. If PCs somehow find a way to cross through the rift (which is unlikely unless they have their own *wish*), they find themselves flying freely through the

soot-stained skies of the Abyss. They don’t go unnoticed for long.

The Pazuzu statue has the following powers: *commune* and *legend lore*. The entire shelf that the statue stands upon is protected by a magic zone that deals 6d6 points of damage to any Lawful creature that crosses the wind chasm.

The statue gives beneficial answers to Pazuzu’s faithful, whispering directly into their minds the answers that they seek. Others may speak with the statue, but they tread dangerous ground by subjecting themselves to Pazuzu’s will. For every round spent speaking with the whispering idol, the PC must make a saving throw or move one step toward a Chaotic alignment as Pazuzu’s empty promises fill their souls with sin.

JURBARKUS, AERIAL LORD AND HIGH PRIEST OF PAZUZU (CHAOTIC MALE HUMAN CLERIC 10): HD 9+2; hp 50; AC 5[14]; Atk staff (1d8); Move 6; Save 6; CL/XP 11/1,700; Special: Spells (1—*cure light wounds*, *detect magic*, *light*; 2—*hold person*, *silence 15 ft. radius*, *snake charm*; 3—*cure disease*, *locate object*, *prayer*; 4—*cure serious wounds* (x2), *neutralize poison*; 5—*commune*, *finger of death* (x2))

Combat Gear: *ring of djinni summoning* (Pasha Kaltofen), *cloak of displacement*, *ring of protection* +2, staff.

Description: Jurbarkus’ parchment-like skin is splotchy and thin, making it difficult to determine his true age. His balding head displays a spider-web of veins and wrinkles. He supports his bony frame with his staff, which is carved from a vrock’s leg bone.

PASHA KALTOFEN CORRUPTED DJINNI NOBLE: HD 9+3; hp 68; AC 4[15]; Atk 1 fist (1d8+1) or +2 *polearm* (1d8+3); Move 9 (Fly 24); Save 6; CL/XP 11/1,700; Special: Magical powers, whirlwind, wish.

Combat Gear: +2 *polearm*

Description: Pasha Kaltofen once was an honorable djinni noble on his home plane until he succumbed to Pazuzu’s deceiving whispers. In his desire for purity, Pasha Kaltofen made a pact with the wind



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demon to become uniquely powerful. In the end, the djinni became a slave to the ring and Pazuzu's whim. He fights to the death to avoid becoming a slave to another mortal. If Pasha Kaltofen is slain, the ring imprisoning him crumbles to dust, forever losing its power. Any wishes granted by the djinni fade upon the item's destruction.

Concluding the Adventure

If Tianlin Sandusk is rescued and returned to her father (alive or dead), the PCs' names are immediately moved to the top of the list of those waiting to receive a blessing from the Grindstone of Muir. Her return — and the destruction of the reawakening Pinnacle — is enough to justify the honor and end the contest. Romel Sandusk claims the goddess Muir has decided the winner, and rejects any arguments against her will.

The priests and the Basilica immediately begin preparations for the *Rite of Virtue*, with the ceremony to take place in three days. In the meantime, Tianlin is raised from the dead if she was killed to allow a tearful reunion with her father. PCs are whisked away to undergo a purification ritual before they stand before the Grindstone.

The champion who best embodies Muir's tenets is allowed to strike a weapon of his choosing (presumed to be the *Scepter of Faiths* if the adventure is played as part of the larger *Splinters of Faith* campaign) against the Grindstone six times, reflecting the six moral standards Muir values. On the sixth strike, the Grindstone of Muir enchants the weapon with a +2 bonus vs. undead and adds an additional +1 enchantment bonus to attack and damage rolls (up to a +5 enchantment bonus). At this point, the scepter has a +3 bonus to attack and damage rolls.

A huge feast in the hero's honor follows the ceremony, although

alcohol is still not allowed and the entire event is rather subdued. A separate celebration — with copious amounts of wine — is held in Shieldfane after the "official" ceremony.

PCs defeating Jurbarkus and sealing the gate should be awarded a 1,000 experience point award bonus apiece for completing the difficult tasks.

Romel knows quite a bit about the history of the *Scepter of Faiths*, and directs PCs to travel next to the city of Doan to visit the Lady of the Searing Waters temple. He also can tell PCs the history of Akruel Rathamon if they are still in the dark about the death-cult leader's past. He is unaware of the vampire's return, however, although he is hearing rumors of a large army massing to the west. With the fall of the gnolls in Seraph, Romel is seriously considering marching the knights of the Shield toward this new threat.

GMs should use Romel to fill in gaps in PCs' knowledge about the scepter's past and Akruel's history. The GM should summarize the background presented in *Splinters of Faith 1: It Started with a Chicken ...* for PCs if they ask questions, although remember that some secrets — such as the true location of Akruel's "heart" — should remain a mystery for now.

If this adventure is played as a separate adventure, PCs are allowed to enchant one weapon of their choosing on the Grindstone of Muir in addition to receiving the experience point bonus listed above.

Just a couple of rituals remain before the PCs are ready to confront the death-priest with the *Scepter of Faiths*. The PCs now must travel from the mountains into a geyser field and then underground as they seek an unbroken pane of black glass in *Splinters of Faith 8: Panes of Scalded Glass*. But the druids controlling the upper levels of the Mines of Honn don't like intruders interrupting their plans to build the Pillar of Vermin. And worse still are the denizens of the lower mines where the black panes of glass are found.

LEGAL APPENDIX

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