

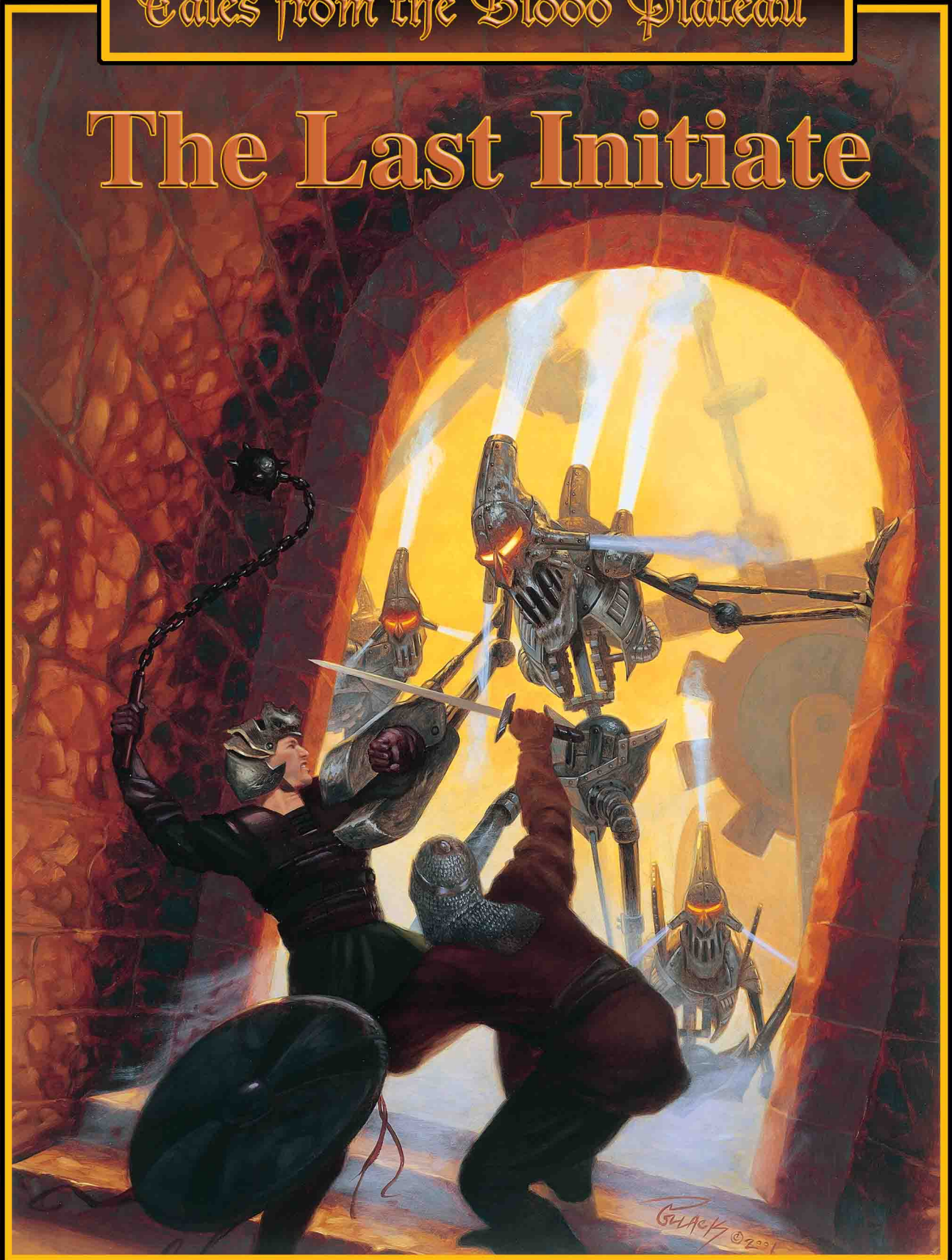


Requires the use of the Dungeons and Dragons® Player's Handbook, 3rd Edition  
published by Wizards of the Coast®



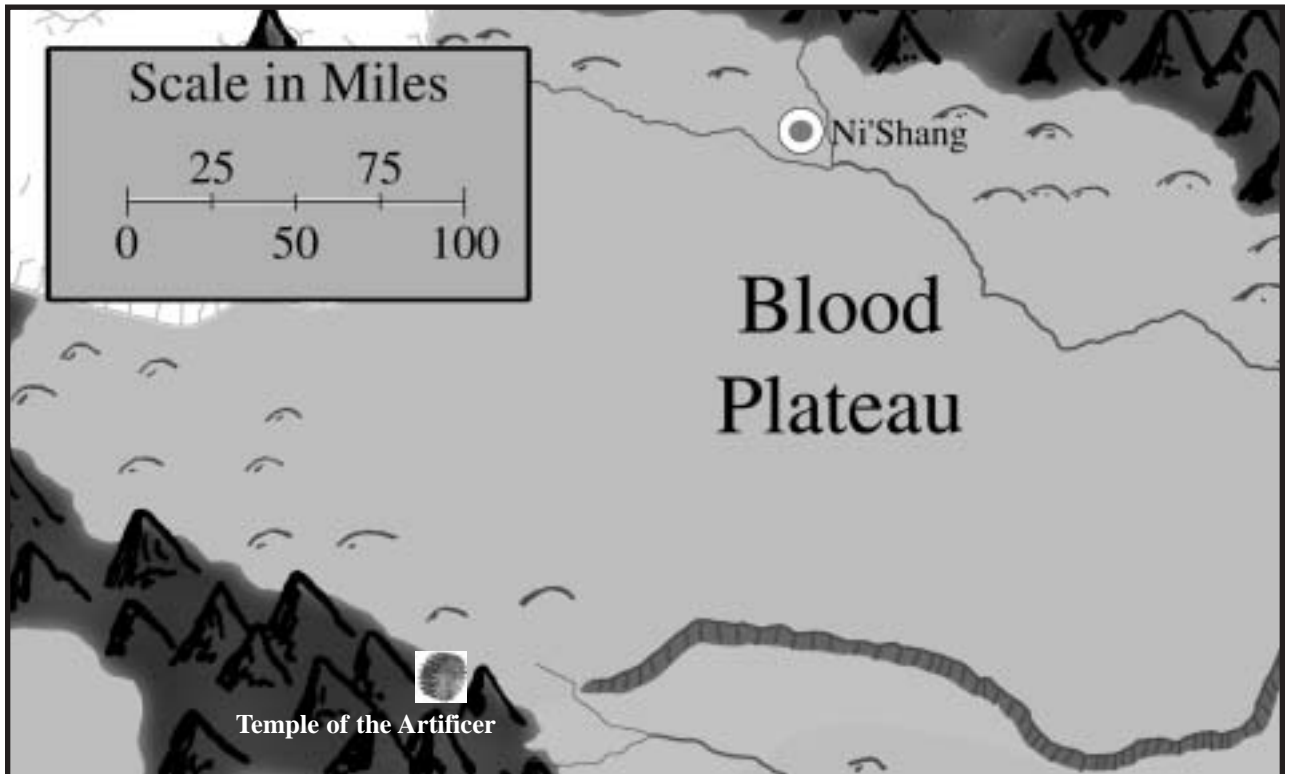
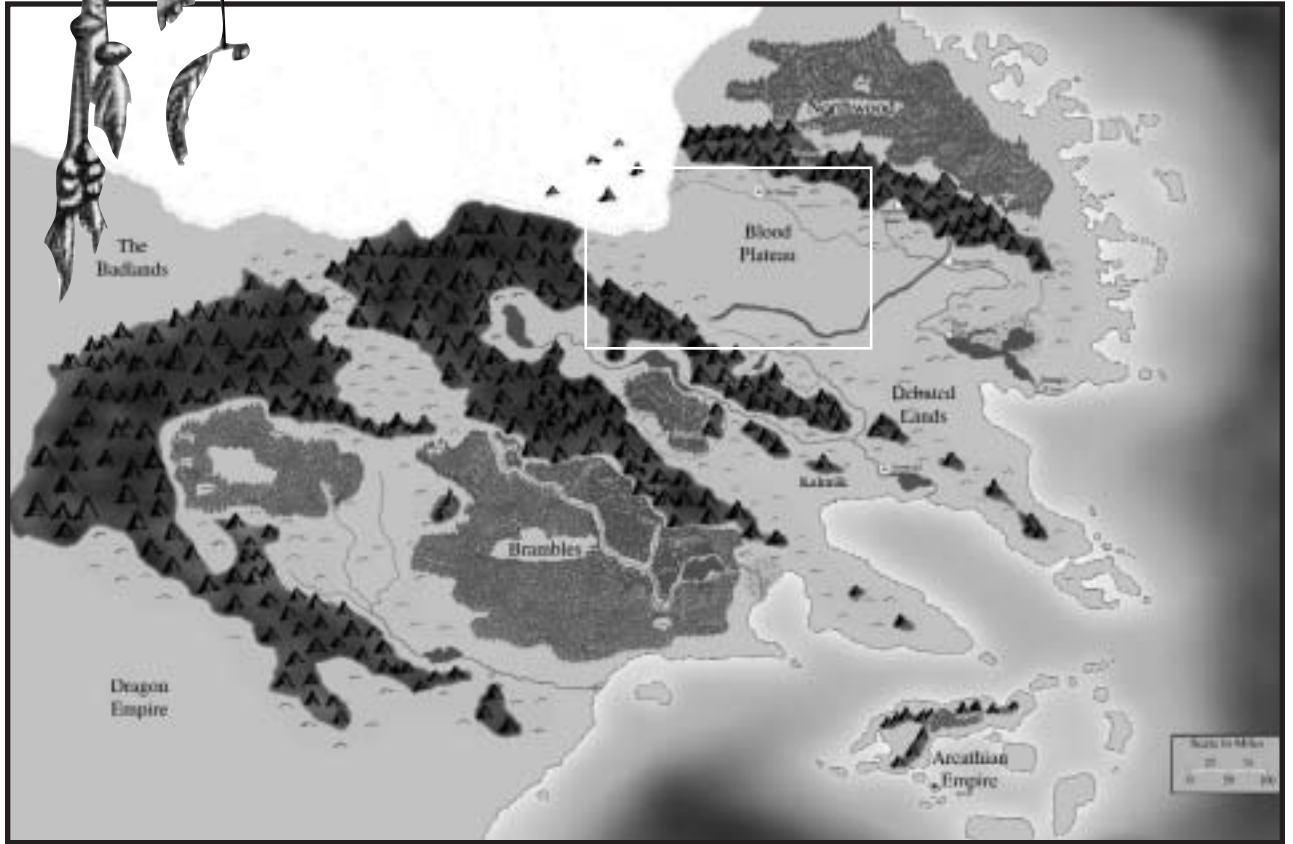
## Tales from the Blood Plateau

# The Last Initiate



by Robert Perreault & Peter Robidoux

Tales from the Blood Plateau



# The Last Initiate

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# Introduction

*In the furnace of the sun he forged the world;  
His maul shaped the mountains and the seabed,  
The sparks from his anvil became the stars,  
The sweat of his labor filled the seas;  
And thus the world was wrought.*

*Tempered by the Artificer,  
We are crafted in his image.  
Only through our works and inventions  
Can we truly know him.*

## *From A Prayer to the Artificer -*

**W**elcome to the Debated Lands.

This vast region is composed of the Badlands, Blood Plateau and Brambles. South of the Brambles coils the decadent Dragon Empire. Far to the north rule the icy elves of the Northwood. Though both have laid claim to various portions of the Debated Lands, neither has been able to subdue the free-spirited inhabitants of this region. Politically, the Debated Lands are a collection of small kingdoms and free cities separated by large stretches of wilderness. There is no central government to safeguard the region, making it a fertile ground for trouble and adventure.

**The Last Initiate** by MonkeyGod Enterprises is a fantasy roleplaying adventure using the D20 system. This adventure is best suited for a party of 4 to 6 characters, of 5th or 6th level. Each encounter possesses an overall rating called the encounter level. This estimates a given encounter's level of difficulty for a typical party of four adventurers.

Due to the nature of the obstacles, it is important to have both a cleric, and a rogue capable of detecting and disarming traps in the party. The presence of someone familiar with wilderness survival, such as a barbarian, ranger or druid, may also be helpful. While good aligned characters may get the most out of this

adventure, it is also usable by more reward-conscious parties.

### Preparation

You, as the Dungeon Master (DM), need a copy of the *Dungeons and Dragons*® *Player's Handbook* to run this adventure. The *Monster Manual* and *Dungeon Master's Guide* are also recommended. Text found on gray parchment is player information that should be paraphrased or read aloud to the players. Text in sidebars contain important DM notes. The maps in this module are on a scale of five feet per square. Before running *The Last Initiate*, you should read the entire module to get an idea of the overall plot. Just before play, you should also review the NPC and creature statistics to refresh your memory of their abilities.

### Customization

*The Last Initiate*, although set in The Debated Lands, is designed to be easily adaptable to nearly any fantasy setting. The types of towns and features of The Debated Lands are fairly common in most campaigns. The adventure is set within an area of temperate wilderness that includes mountains and forested terrain. Once far removed from civilization, the steady encroachment of humanity has slowly lessened this gap. The adventure revolves around the discovery of a long lost temple to a god of creations and inventions. In this module, the god is referred to simply as the "Artificer" or the "Maker". However, he can be easily replaced (don't tell him) with Moradin from the *Players Handbook*, or some other forge based or creation deity. When placing *The Last Initiate* into your own world, feel free to change town names and travel times to suit your needs. Remember, once you purchase this adventure, it is yours. Make any changes you feel fit, and have fun.

## History

Long ago, the followers of the Artificer were far more numerous. It was during that time that a schism developed amongst the Artificer's priests. One side argued that the Artificer would be best served by his faithful if they remained within the civilized areas,

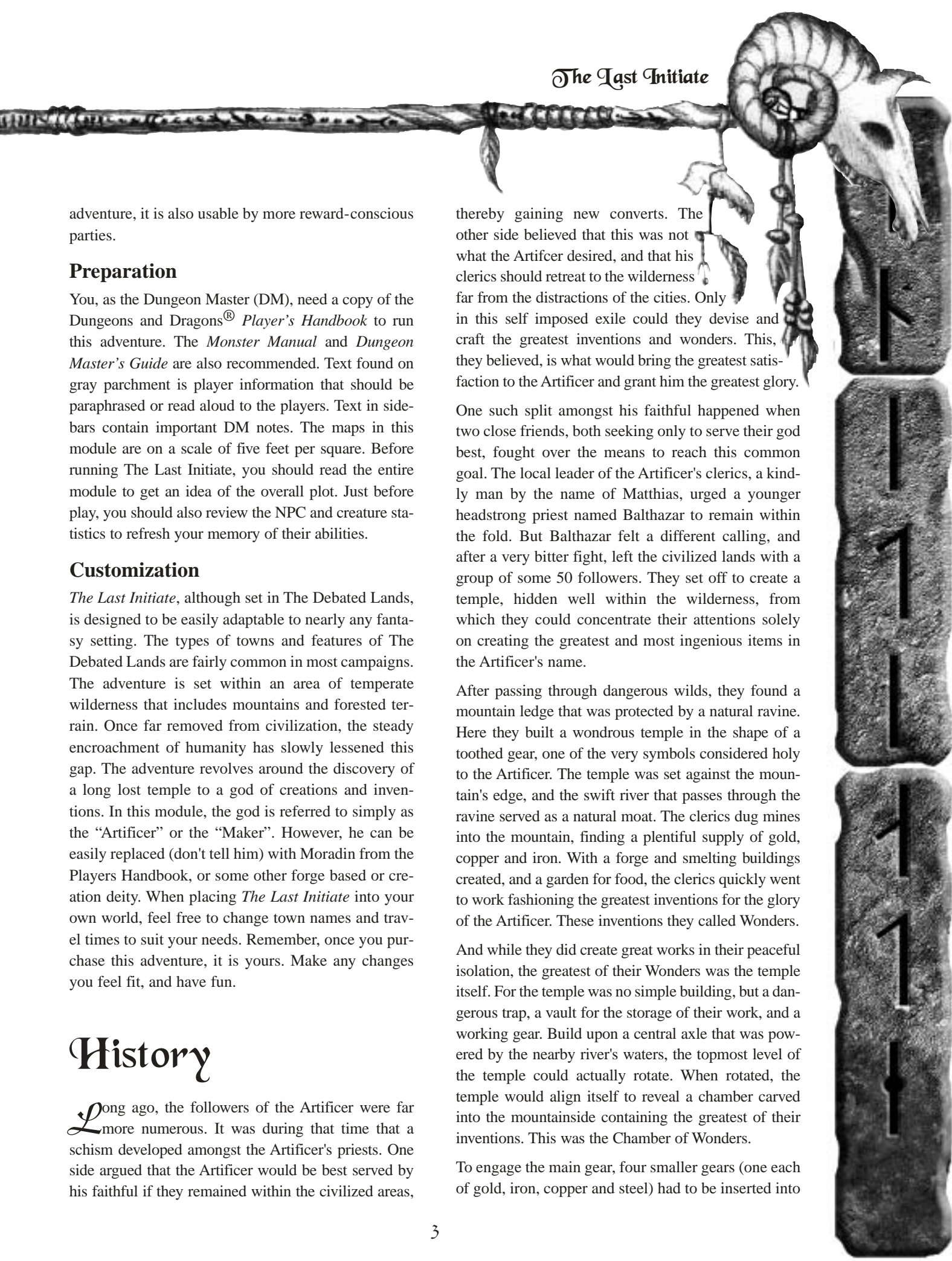
thereby gaining new converts. The other side believed that this was not what the Artificer desired, and that his clerics should retreat to the wilderness far from the distractions of the cities. Only in this self imposed exile could they devise and craft the greatest inventions and wonders. This, they believed, is what would bring the greatest satisfaction to the Artificer and grant him the greatest glory.

One such split amongst his faithful happened when two close friends, both seeking only to serve their god best, fought over the means to reach this common goal. The local leader of the Artificer's clerics, a kindly man by the name of Matthias, urged a younger headstrong priest named Balthazar to remain within the fold. But Balthazar felt a different calling, and after a very bitter fight, left the civilized lands with a group of some 50 followers. They set off to create a temple, hidden well within the wilderness, from which they could concentrate their attentions solely on creating the greatest and most ingenious items in the Artificer's name.

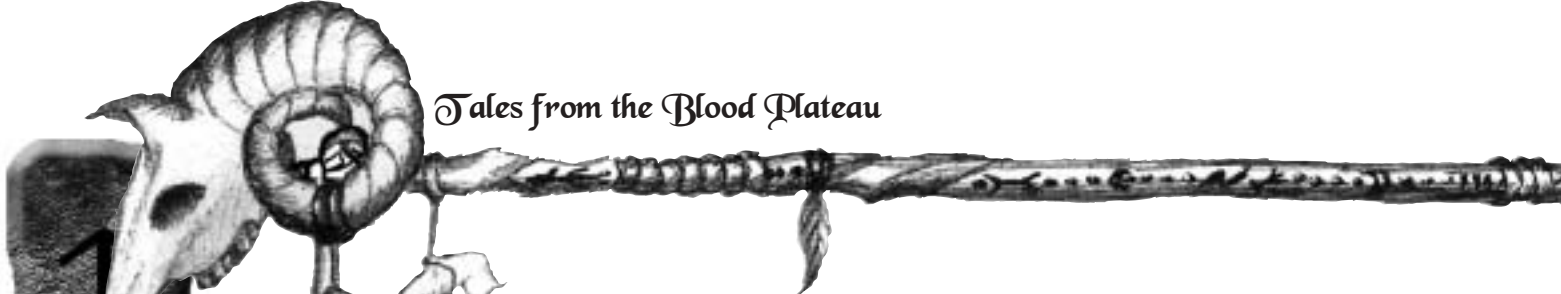
After passing through dangerous wilds, they found a mountain ledge that was protected by a natural ravine. Here they built a wondrous temple in the shape of a toothed gear, one of the very symbols considered holy to the Artificer. The temple was set against the mountain's edge, and the swift river that passes through the ravine served as a natural moat. The clerics dug mines into the mountain, finding a plentiful supply of gold, copper and iron. With a forge and smelting buildings created, and a garden for food, the clerics quickly went to work fashioning the greatest inventions for the glory of the Artificer. These inventions they called Wonders.

And while they did create great works in their peaceful isolation, the greatest of their Wonders was the temple itself. For the temple was no simple building, but a dangerous trap, a vault for the storage of their work, and a working gear. Build upon a central axle that was powered by the nearby river's waters, the topmost level of the temple could actually rotate. When rotated, the temple would align itself to reveal a chamber carved into the mountainside containing the greatest of their inventions. This was the Chamber of Wonders.

To engage the main gear, four smaller gears (one each of gold, iron, copper and steel) had to be inserted into



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the Grand Altar located on the top level. These smaller gears had been adopted as the holy symbols for this new sect, and were worn by all the priests. The different metals were used to denote differing ranks amongst the faithful. The gold was given to the youngest initiates, being malleable and ready for shaping. The next level of priests were given iron, to show that their determination had hardened. The more experienced clerics were given copper symbols, the reddish metal showing that they were undergoing the final, fiery cleansing. Only the most experienced and dedicated followers were given steel gears, the symbol of their perfection and final goal.

The first few years of the clerics' exile were very difficult. But an unexpected visit by a group of local gnomes, who had been watching the clerics since their arrival, helped the priests make it through their first severe winter. The gnomes and the Artificer's clerics had much in common. Both groups maintained an isolated and secretive life; the clerics to enhance their inventions, and the gnomes for survival against their large and dangerous foes. Soon, the clerics and the gnomes began trading with one another, and developed a rather friendly relationship.

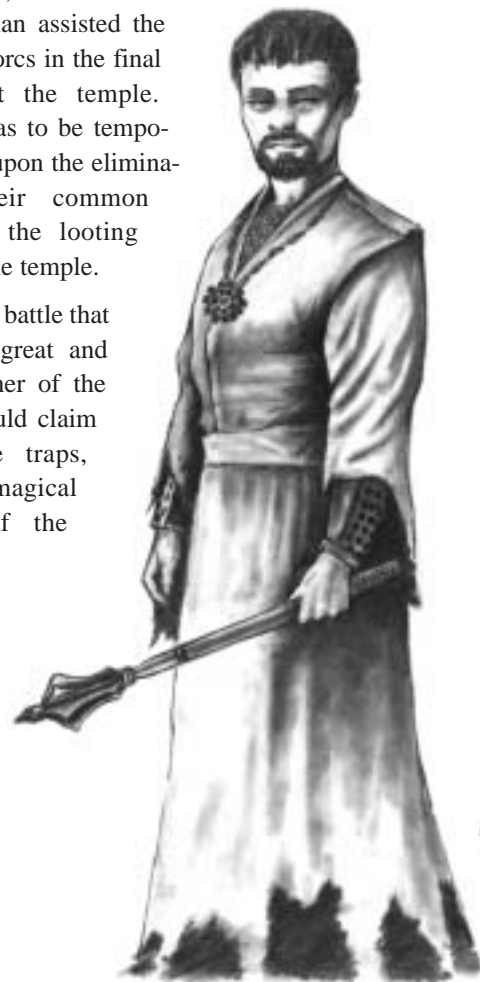
But the wilds were not a very friendly place. Large tribes of orcs wandered these lands, waging constant warfare on one another for dominance, as well as any others who came to their attention. It was while returning from the temple that some of the gnomes were discovered and caught by the orcs of the Blood Claw tribe. Because the gnomes refused to reveal the location of their warrens to their captors, they were brutalized, slain and eaten. The orcs, suddenly aware that they were not the only creatures in the area, began a thorough search of what they considered their lands. Shortly after, they discovered the remaining gnomes and drove them out with fire and spear. All but four were slain, some quickly, some slowly over a spit. The terrified survivors fled to the temple, and were granted sanctuary by the Artificer's clerics.

Although there weren't many of them, the clerics had been busy building a formidable defense. Using both magic and their own clever mechanical inventions,

the clerics had created series after series of traps and guards that would help them defend the temple, should it ever come under attack. These traps, along with animated guardians and the divine favor of the Artificer, would be enough (they believed) to stop even the most determined of foes.

Unfortunately, the ravaging hordes of orcs tracked the gnomes to the once hidden temple. Recognizing the temple as a potential source of equipment, wealth and food (Clerics! Them's good eatin.), the orcs began a bloody attack. Although their initial charge was repelled by various traps (including the bridge) and a barrage of divine spells, the orcs quickly regrouped outside the temple grounds and laid siege. However, the patience of the invading orcs soon ran thin, as the clerics went about outlasting their opponents with the aid of *create food and water* spells and well provisioned storerooms. In an unusual turn of events, the orcs of the Fire Spear clan assisted the Blood Claw orcs in the final push against the temple. This truce was to be temporary, ending upon the elimination of their common enemy, and the looting and ruin of the temple.

But while the battle that ensued was great and terrible, neither of the orc tribes could claim victory. The traps, spells and magical guardians of the Artificer's



temple inflicted very high losses upon the orcs, all but eliminating the Fire Spear clan, and severely weakening the Blood Claw tribe. Although they searched the temple, the Chamber of Wonders and the cleric's most prized inventions were never found. The temple's traps, magical guards and wards killed so many of the orcs, they finally retreated with little to show for it. Calling the place accursed and haunted, the orcs never ventured into the temple again.

Unbeknownst to the orcs, a single person survived their horrific attack. A young gnome named Rumblekin survived by hiding within the gear shafts that stretch throughout the temple. His survival has caused him to become quite fanatical. The shock of his ordeal also makes it almost impossible for him to ever consider leaving the temple, as he believes that the Artificer let him live so he could remain and tend the temple.

While not evil, years of isolation and fear have led Rumblekin to be highly distrustful of anyone else. Visitors will likely be considered to be invaders or looters, and "persuaded" to leave. Half-orcs, however, will remind him of the original invasion and nightmarish massacre, and will invoke a deadly response!

## Synopsis

Either through accident or design, the party will stumble across the remains of a long dead cleric. The map found on his body will lead them to the lost temple of the Artificer. The only approach to the temple is over a (trapped) bridge that crosses the ravine. Upon entering the temple grounds, the party will have the opportunity to investigate the mines (presently inhabited by wild beasts), the smelting buildings and forge, and a now overgrown garden. Some creatures have moved into these areas, representing a potential threat to the PCs. However, clues and items from these areas will help the party gain insight into the temple history, and will also give them the means for easier entrance into the temple.

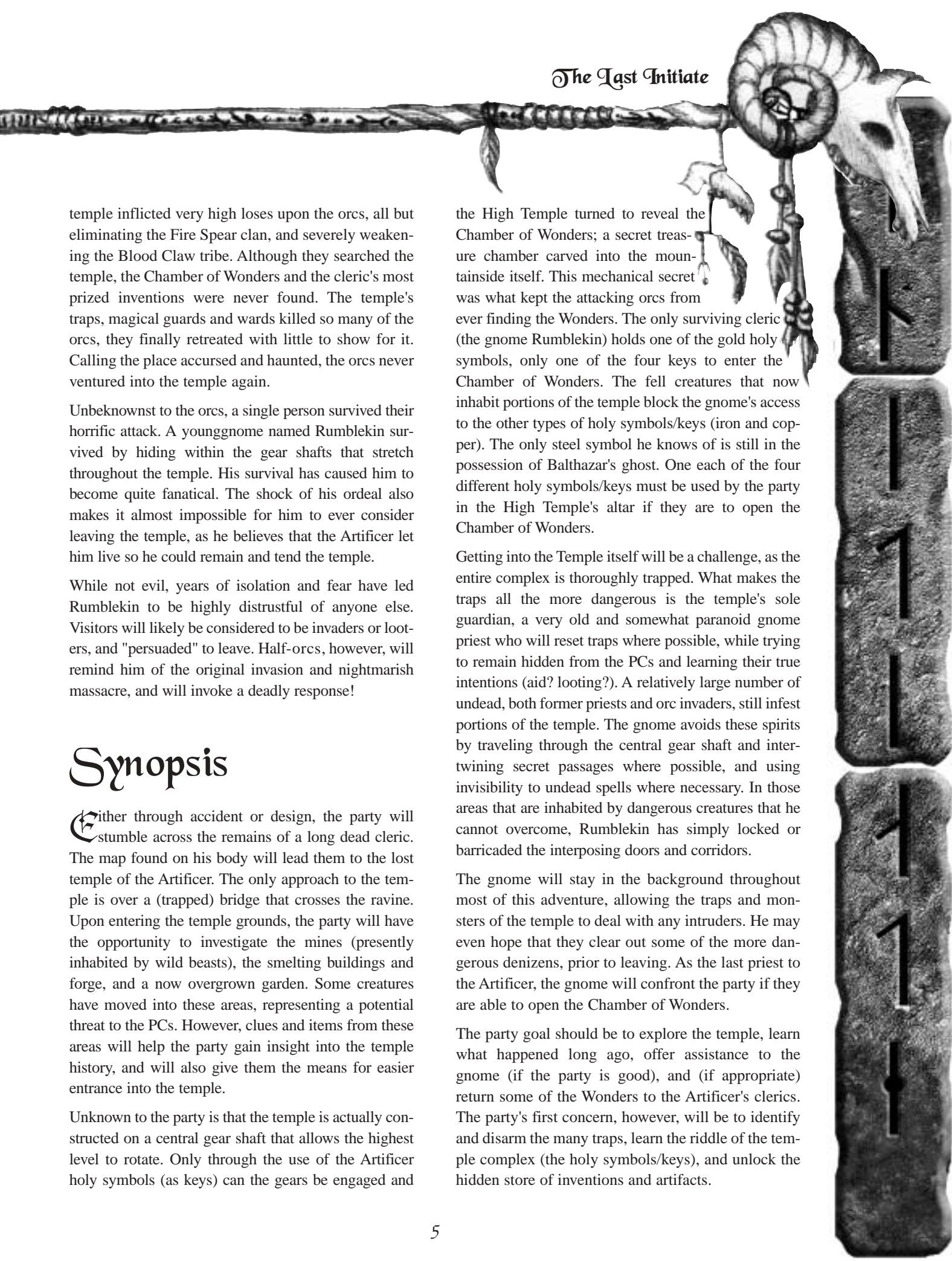
Unknown to the party is that the temple is actually constructed on a central gear shaft that allows the highest level to rotate. Only through the use of the Artificer holy symbols (as keys) can the gears be engaged and

the High Temple turned to reveal the Chamber of Wonders; a secret treasure chamber carved into the mountainside itself. This mechanical secret was what kept the attacking orcs from ever finding the Wonders. The only surviving cleric (the gnome Rumblekin) holds one of the gold holy symbols, only one of the four keys to enter the Chamber of Wonders. The fell creatures that now inhabit portions of the temple block the gnome's access to the other types of holy symbols/keys (iron and copper). The only steel symbol he knows of is still in the possession of Balthazar's ghost. One each of the four different holy symbols/keys must be used by the party in the High Temple's altar if they are to open the Chamber of Wonders.

Getting into the Temple itself will be a challenge, as the entire complex is thoroughly trapped. What makes the traps all the more dangerous is the temple's sole guardian, a very old and somewhat paranoid gnome priest who will reset traps where possible, while trying to remain hidden from the PCs and learning their true intentions (aid? looting?). A relatively large number of undead, both former priests and orc invaders, still infest portions of the temple. The gnome avoids these spirits by traveling through the central gear shaft and intertwining secret passages where possible, and using invisibility to undead spells where necessary. In those areas that are inhabited by dangerous creatures that he cannot overcome, Rumblekin has simply locked or barricaded the interposing doors and corridors.

The gnome will stay in the background throughout most of this adventure, allowing the traps and monsters of the temple to deal with any intruders. He may even hope that they clear out some of the more dangerous denizens, prior to leaving. As the last priest to the Artificer, the gnome will confront the party if they are able to open the Chamber of Wonders.

The party goal should be to explore the temple, learn what happened long ago, offer assistance to the gnome (if the party is good), and (if appropriate) return some of the Wonders to the Artificer's clerics. The party's first concern, however, will be to identify and disarm the many traps, learn the riddle of the temple complex (the holy symbols/keys), and unlock the hidden store of inventions and artifacts.



# The Wilderness

The Wilds in which this adventure takes place were once far more expansive and far removed. However, the encroachment of civilization has now brought a variety of peoples to the area, often putting them at odds with the native orc tribes and various flora and fauna. The hills are rough and lightly forested, making travel slow and

visibility poor. Several vast pockets of open plain are also present. These areas support tall growing grasses (3–6 feet), various herbivores and the predators that hunt them. The mountains are steep, with few natural passes, and are crossed with swift running, cold rivers.

## Random Encounter Chart:

This check should be made twice a day (mid-morning and mid-evening). Encounters are listed below. Note that if an encounter does not make sense, re-roll or choose.

1–12. No encounter.

13. **Orc scouting party:** 4–6 orcs; Each bears a greataxe and javelin. Will attack unless heavily outnumbered, or until they take half casualties. The orcs will then scatter and try to make their way back to the main tribe with the party's position.
14. **Dwarven miners:** 2–5; This small group will be very wary of the PCs. However, if there is a dwarf in the party, or the party acts kind and generous, they may stay and talk with the party. They can warn the PCs of the orc camp (Area D) and the rockslide (Area C).
15. **Driving rain:** A cold, hard rain falls down on the PCs, making their travel rather uncomfortable. While it doesn't harm them directly, it will slow their travel speed and reduce visibility.
16. **Black bears:** a mother and 2 cubs; As long as the party remains at a safe distance, and doesn't try to advance upon or come between the mother and her cubs, these bears will not be a threat. The mother bear will only attack in defense of the cubs, but will fight to the death.
17. **Bison herd:** A herd of 6–30 large bison pass through the area. They will keep a watchful eye upon the party, and bolt should the PCs attack or advance too closely.
18. **Giant owl (night only):** A giant owl watches the party from a secluded perch (observant PCs can make a Spot check DC 18 to observe). If approached cautiously, the owl (named Octavius) may converse with more civil PCs. He is aware of the orcs (doesn't like them) and the temple location, as well as anything the DM thinks appropriate. Should he become tired or annoyed with the party's questions, he will simply fly away.
19. **Insect swarm:** similar to the spell; A swarm of biting gnats attack the party in a large swirling cloud. Even with cover, these tenacious bugs soon find their way into the PCs armor and clothing. Smoke will drive them away.
20. **Monstrous trapdoor spider:** A gargantuan hunting spider lies beneath the ground, listening for the passing of prey. After the last of the PCs pass by this spider will jump forth and attack. The PCs can make a Spot check (DC 28) to identify the trapdoor location and avoid surprise.



## A Lost Plea

Your party has traveled for several weeks now, passing through very rugged wilderness. The mountains that rise about you are carpeted in thick, deep forests of yew, pine and ash. As if the steep terrain was not enough, an impassable undergrowth of laurel has hindered your travel, often making you travel far afield of your chosen path. Cold, swift moving rivers pass through the many valleys you travel.

### A: Brother Bernard's Bones

Upon the banks of a swift moving river, you sees bits of bone and metal protruding from the mud. Upon closer examination, the bones are found to be rib bones, and the metal to be the remains of armor (the armor is mostly rusted).



(If the bones are excavated)

The body appears to have been that of a human in chain armor. A large, flint spear head lies within its rib cage. A rusted iron gear (holy symbol) hangs on an equally rusted chain around his neck. The tattered remains of a leather pouch are buried in the mud. Several gold coins (15 GP) are visible.

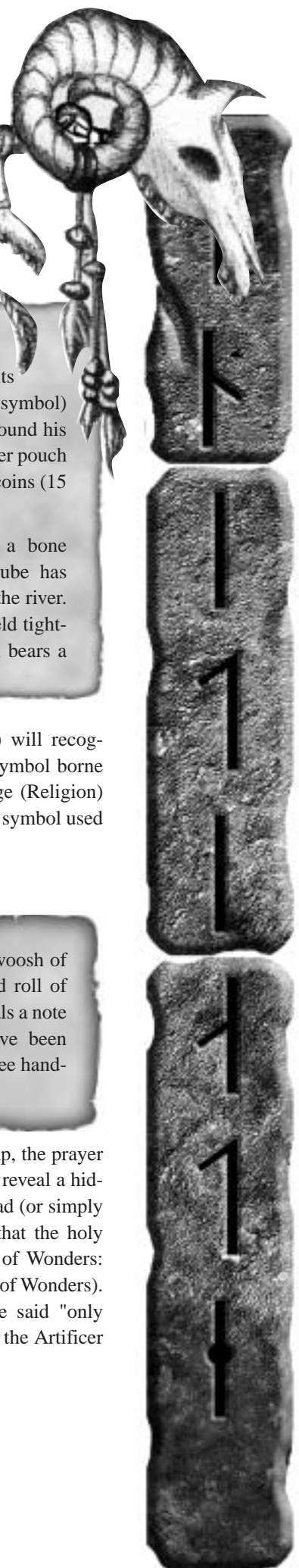
Amongst the bony remains rests a bone scroll case. The foot long bone tube has stood up well against the waters of the river. Its' end still bears a bone stopper held tightly in place by a wax seal. The seal bears a strange glyph—a toothed wheel.

Observant characters (Search—DC 15) will recognize the seal as being the same as the symbol borne by the skeleton. A successful Knowledge (Religion) check (DC 25) reveals this to be the holy symbol used by some ancient sects of the Artificer.

(If the scroll case is opened)

The seal opens with a pop, and a swoosh of dusty air. Inside is a well-preserved roll of parchment. Unrolled, the sheet reveals a note and crude map that appear to have been quickly scribed on a prayer sheet. (see hand-out)

Although, compared to the letter and map, the prayer seems unimportant a careful review will reveal a hidden message. If every second word is read (or simply every capitalized word), it will reveal that the holy symbols are also keys to the Chamber of Wonders: (Maker's Gears are the Keys to Chamber of Wonders). This is what Balthazar meant when he said "only through our prayers can the wonders of the Artificer be revealed."





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### B: River Crossing

Due to the recent Spring thaw, the rivers are running faster, deeper and colder than usual. As you approach what appears to have once been a ford, you see that the river has overrun its banks, spreading out to a 30 foot width. The cold mountain water that passes before you is roughly four feet in depth. You can see the trail continue off the opposite bank.

Characters on foot must make a Strength check (DC 15) while mounted characters must make a Ride check (DC 15) to cross the 30 foot ford, and avoid being washed down stream. If they fail, they must make a Swim check (DC 20) or be swept downstream 20 feet/round. Multiple attempts are allowed (see Swimming skill). Note that small characters will have to swim across, or be carried by larger allies.

### C: Rock Slide

A recent rock slide has left a large swath of loose dirt and rubble along this steep incline. You realize that your footing across this area will be unstable at best.

Characters must make two successful Reflex saves (DC 15) in order to pass through the area of the rock-slide. Failure on either check means the character has slid down, and must begin again. If the failure was by 10 or more, the character has sustained 1d4 points of damage from sharp and broken rocks.

#### Encounter Level 1

- Rock Slide (CR 1)

### D: Smoldering Fires

The party comes upon an open area of trampled grass, broken undergrowth and the remains of four open (4) fire pits. From the look of the disturbances, it would appear that a large group was camped here very recently.

Characters with Tracking can attempt to determine the number of creatures (30) (DC 20) and the type of creatures (orcs) (DC 18). Tracking the orcs back to their origin is just not a good idea!

### E: Orc Glyphs

Carved into the stone at the entrance to this pass are a series of strange glyphs. These glyphs appear to have once been painted, and now only sport spots of faded blue and rusted red pigments. The sound of rushing water can be heard nearby.

Those characters who are proficient in Orcish, or who at least can recognize the Dwarven alphabet, will recognize these letters. In Orcish, these glyphs read "Beware—the dead walk, the stones move. Do not cross into the cursed hall." This of course refers to the undead guardians of the temple, and its various traps.

### F: Orc Sentries

Should the party bypass the Glyph trail, they will approach 4 orc Sentries. The orcs are not trying to hide, as they are in what they consider to be friendly territory (DC 12 to Spot the orcs). DMs should note that the orcs may hear noisy characters (Listen +2), or spot them (Spot +2) before the characters reach them. If they are aware of the party, the orcs will take cover behind nearby rock outcrops and prepare an ambush.

#### If the orcs are spotted:

As you leave the strange sigils, you pass through a series of rock outcrops. Rounding a bend, you spot four burly humanoids with gray skin, coarse hair and prominent lower tusks. They wear light armor and bear great axes and javelins, and seem to be speaking with one another in a low, guttural tongue. They are 30 feet away, and do not appear to have noticed you yet.

The orcs will be unaware of the party for the first round and surprised (and flatfooted against any attacks). If the party does nothing, the orcs will detect

## The Last Initiate

them the following round (unless the party takes drastic measures—diving behind rocks, running away, etc.). A Spot check (DC 18) by any party member reveals that one of the orc sentries wears a large, curved rams horn at his belt—a sounding horn!

### If the orcs hear the party's approach:

As you leave the strange glyphs, you pass through a series of rock outcrops. As you approach a small clearing, you are surprised by the flight of four javelins into your group.

### After the initial round of combat:

Behind two rocky outcrops, you spy the tufted ears and yellowed eyes of several large gray humanoids. You think you see more javelin points sticking up from behind the rocks.

Should the orcs inflict significant damage, they will rush the party with their great axes. However, if they fare poorly, or after 4 rounds of combat, they will sound their warning horn, and attract the attention of the tribe. A vanguard of nine (9) orcs from the main camp show up in 20 rounds (2 minutes).

### Encounter Level 3/7

- 4 Orc Guards (hp 2, 3, 4, 5)
- 9 Orc Soldiers (reinforcements) (hp 4 ea.)

### G: Scenic Vista

The trail you have been following winds up and up, eventually emptying upon a raised plateau. From this vantage point, you can see much of the countryside around you, including several rivers, hills and plumes of smoke from behind the dense tree line. It would appear that you are not the only one in the area.

If the party is horribly lost, allow them to see some strange shape far along the horizon, or some other clue to the location of the temple. Otherwise, this location serves as a good place for camping.

### H: Orc Encampment

As you crest the small hill, fifteen or so small yurts and a pen of horses come into view. Before you stands the camp of the orcs who have been menacing you.

A quick inspection reveals a full band of these nomadic orcs. There are about 75 soldiers and an additional 100 women and children living in this small valley. Unless the PCs are especially noisy, they will go unnoticed.

### Encounter Level 13

- 2 Orc Captains (hp 35, 32)
- 4 Orc Lieutenants (hp 24, 23, 22, 20)
- 6 Orc Sergeants (hp 12 ea.)
- 60 Orc Soldiers (hp 4 ea.)

## Temple Grounds

You approach a great chasm, roughly 30' wide and 30' deep. The rushing of water through this rock-filled gorge blocks out any sound you make. Before you stands a mighty steel and wood bridge, obviously well constructed and relatively unaffected by the elements. Beyond it is a great plateau nestled at the base of a stony mountaintop. Built upon the plateau is a very large building set against the mountain ledge, along with several smaller outbuildings. Perhaps it is the noise of the interposing river, but the nearby settlement seems to be eerily still.

### Drowning

*Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1.*

*When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.*

*It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.*



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### T1: The Bridge

Barring swimming or flying, the bridge is the only way across the gorge. This 30' steel and wood bridge lacks any side railings, offering a rather precarious crossing surface. What isn't obvious from initial observations is that the bridge is constructed upon a single linear pivot bar (Search DC 20, Disable Device DC 20). Anyone stepping onto the bridge (especially to either the left or right side) will cause the bridge to pivot, dropping the occupant into the fast-moving river below. If the crossing PC is on the first or last 10 feet of the bridge, they can attempt a Reflex save (DC 15) to jump back or forward to safety, as appropriate.

Dexterous characters can try to walk down center of bridge (3 Dexterity or Balance checks—one every 10 feet—at DC 13). Once on the opposite side, any successful character will spot 2 iron pins and corresponding anchor points in the bridge/bridge abutment. Inserting the pins into the anchor points will keep the bridge from pivoting, making travel safe.

Anyone thrown from the bridge will fall 30 feet to the river below, and will take 3d6 points of damage from the jagged rocks. A successful Jump check (DC 15) will allow the PC to avoid any damage from the first 10 feet fallen, and converts any damage from the second 10 feet to subdual damage. Fallen characters must make a Swim check (DC 15) to reach the river's bank, but in any case will be swept downstream 10–40 feet (1d4x10) (see Swim skill sidebar).

#### Encounter Level 2

- Pivoting Bridge Trap (CR 2)

### T2: Garden

Stretching out before the temple is twisted plot of lush greenery. This area appears to have once served as a garden for the temple's inhabitants. Now long abandoned, this garden is overgrown with strange vines, tall grasses and various scrub vegetation. A single large tree stands guard at the far end of the garden. Its' drooping bare limbs cast a skeletal shadow. The only color the tree

offers is from the strangling vines which wrap about the trunk and lower limbs.

This area was indeed once the garden of the temple clerics. The vegetable plants that were once here have long since given way to strangling vines, grasses and thorns. A Spot check (DC 20) will reveal that the tree's vine is actually an Assassin Vine.

Searching through the overgrown garden will reveal the bones of a humanoid. The only clue as to his origin is the iron gear-shaped symbol that still hangs around his neck. It would appear that this was one of the clerics who did not make it back to the temple's safety once the orc attack began.

#### Encounter Level 3

- Assassin Vine (hp 34)

### T3: Outbuildings:

These one-story buildings are constructed of stone and wood. The Forge building is open on two sides (south and east), exposing it to the elements. A large fire pit and a field stone chimney dominate the north wall. The roof of this building has not fared well in the hard mountain winters, as it now sags precariously in several areas. In the middle of this room stands a large rusted anvil. The remains of a wood and leather bellows lies nearby.

Everything not nailed down (or too heavy) has been long since dragged off. The smelting room still contains some stock of iron and copper rods. Nothing else of much value or interest is visible. A small storeroom adjoins the forge building, and is still loaded with iron and copper ore.

These buildings are truly empty, and lack any threat or treasure.

### T4: Water Wheel:

A large wood and steel water wheel extends off the plateau shelf, extending into an off-shoot of the river. Although old, the water wheel is still functional, as it turns in the swift-moving river.

If the PCs investigate the water wheel, they will find its axle extends deep into the side of the gorge through a rough-hewn shaft. Its small size prohibits all but small PCs from passing through. Should any party members go this way, they can travel deep into the earth and beneath the temple itself. The path along the axle is wet and coated with slimy mold, and smells very unpleasant. This axle shaft will eventually (roughly 50 paces) extend into a large dark room filled with gear and shaft mechanisms (see Room 23). Breaking the axle (Hardness 10 HP 150, Break DC 30) will stop the mechanism beneath the Temple from engaging, and prevent the High Temple from rotating to reveal the Chamber of Wonders.

Also from this vantage point, observant PCs (Spot DC 15) or anyone who specifically looks can notice a hole in the wall of the temple on the second story (See entry 29).

### T5: Mines:

The iron-bound oaken doors which lead to the mines have been torn asunder. The dark opening before you smells strongly of beasts. The mine splits to the left and the right. Nothing can be seen to either direction.

### T6: Left Passage:

The left passage leads to a shaft that extends deep into the earth. The elevator car that once occupied this shaft fell long ago, when the rope harness rotted. A whistling wind can be heard from way below.

Should any PC venture down the shaft, they will find the going slow and dangerous. A Climb check (DC 20)

will be required to successfully descend the 75 feet to the shaft's bottom. (The use of sufficient rope will reduce the Climb check to DC 5).

The lower mines are empty, save for the odd mining tool, extinguished lantern, and ore carts. Any person with knowledge of metallurgy or mining can realize that these mines are still rich in iron ore. DMs should feel free to stick undead clerics or undead orcs down here if the party begins to ramble.

### T7: Right Passage

The right passage remains relatively level, extending back into the cliff side. The smell becomes stronger as you progress.

If the PCs have sufficient light, they may notice (Search or Track—DC 17) very large claw prints, apparently from a rather big bird. Also strewn about this passage are droppings and nesting material (grasses, branches, etc.).

Unfortunately, any such light, or excessive noise will alert the 2 Hippogriffs that have made a nest within the cave's interior. These two Hippogriffs are a mated pair, and will fight any intruders to the death to protect the egg located within their nest. A Search of the nest area (DC 10) will reveal the presence of four small gems (75 gp value total) and a copper holy symbol. The Hippogriff egg, while potentially valuable, is also very fragile (Hardness 0, Hit Points 4, Break DC 14).

#### Encounter Level 4

- 2 Hippogriffs (hp 30, 23)

Beyond the nests of the Hippogriffs, the passage narrows and continues into the dark. Eventually, this passage comes to a very narrow dead end.

This passage continues through the cliff, toward the back (north) side of the Temple. A secret door in this dark passage (Search DC 25) leads to a short, worked stone passage that connects with the north side of the Temple (see Secret Entry).

# The Temple

## Ground Level

The Artificer's Temple is constructed almost entirely of dressed stone, both inside and out.

Treat all walls, unless noted otherwise, as being Superior Masonry (Thickness 1', Break DC 35, Hardness 8, Hit Points 90, Climb DC 20). The doors of the Temple, likewise, are well built of thick wood and iron strapping. Treat all doors, unless otherwise mentioned, as Strong Wooden Doors (Thickness 2", Hardness 5, Hit Points 20, Stuck Break DC 23, Locked Break DC 25).

Unless otherwise noted, all ceilings are 10' in height. The Temple is still surprisingly well lit, with wall sconces holding Continual Light Flames throughout the complex. These flames flicker and dance like normal flames, but their true nature is revealed if they are inspected. In some locations, these sconces are covered,

leaving the area in darkness.

### 1: Main Doors

The Main Gate into the Temple has seen better days. These double doors are 10' high and collectively 15' across. It would appear that they were once inlaid with silver. The scenes which were once artfully etched across their surface have long since been defaced.

Upon close inspection, the door lock is found to be heavily damaged, and no longer functional. The carvings on the door include Orcish initials and graffiti.

While the door lock is not intact, the door will not easily open (Thickness 6", Hardness 5, Hit Points 60, Stuck Break DC 23).

### 2: Entry Room

Passing through this door will reveal that someone, or something, has piled broken furniture, boxes, etc. in front of the door. Perhaps this was a last ditch effort by the Temple's defenders to hold off the orc invaders.

The east and west walls of this entry chamber are lined with arrow slits. Above, murder holes can be seen along the center of the ceiling. The floor beneath is pitted and scarred. Upon the north wall are double wooden doors, that appear to be in much better shape.

The furniture was placed behind the outer door well after the orcs had left by the gnome, Rumblekin, who was unable to repair the door lock. This was his last attempt at keeping out invaders. This room was originally used by the clerics to trap and kill any unwanted guests. The arrow slits let spear-wielding guards to the east and west drive invaders to the room's center, where guards above could pour acid down upon them.

The doors on the northern wall are locked (Open Lock, DC 30). While bypassing these locked portals may slow the party down, this is the least of their worries.

Unfortunately for the PCs, several skeletons are still standing guard with spear and acid at the ready. Once the party has entered this room the skeletons to the east and west (see Area 3) will strike from the arrow slits with short spears. If this drives the party to the room's center, the skeletal guards above will pour acid through the well-used murder holes above.

Any PCs who are not along one of the walls must make a Reflex save (DC 15) to avoid being doused in acid.

## The Last Initiate

(see Side Bar) Those who succeed and those who are near the walls take only 1d6 damage from being splashed. Those who fail take 5d6 points of damage. The murder holes don't allow "complete immersion."

### Encounter Level 6

- Acid Hazard (CR 4)
- 10 Skeletons (hp 6 ea.)

### 3. Guard Rooms

This room contains a weapons rack along the north wall. Spears, light crossbows with bolts, and warhammers can be found here. Arrow slits in the inner wall give access to the Entry Room (Area #2). Three Skeletons stand guard.

The skeletons in this room were unaware of their death long ago, and continue to serve the Artificer by guarding his Temple. They will wield spears through the arrow slits, attempting to wound any intruders and direct them to the Entry Room's center. Should anyone enter the Guard Room through the secret door (Search DC 20), the Skeletons will attack ferociously with their spears.

### Encounter Level 1

- 3 Skeletons (hp 6 ea.)

### 4. The Foyer:

This finished stone room is softly lit by uncovered wall sconces. Mounted on the east and west walls are stone fountains. The fountain to the east is carved to depict a well-muscled, middle-aged man with hair resembling tongues of flame. Water flows down this statue to the basin below, before slowly draining away. The fountain to the west is cracked and broken, with not much detail remaining. A trickle of water continues to flow from a crack in the wall, before pooling and draining through the floor.

The water in the eastern fountain has been turned into Holy Water, by a continual *Bless Water* spell. Inspection of this room will reveal traces of soot, and fine cracks along much of the finished stone work. This is due to release of several fireballs from the trap in room 5.

### 5. Hall of Armor

A 25' foot long corridor extends north—south, bounded on the east and west by several alcoves. Within each of these alcoves stands an ornate suit of Full Plate Armor in various poses. Each opposite pair holds a similar weapon, starting with Greatswords, Greataxes, Heavy Maces, Warhammers and Longswords. While each of these suits of armor seem complete, they have seen heavy use as dents and scratches mar their surface.

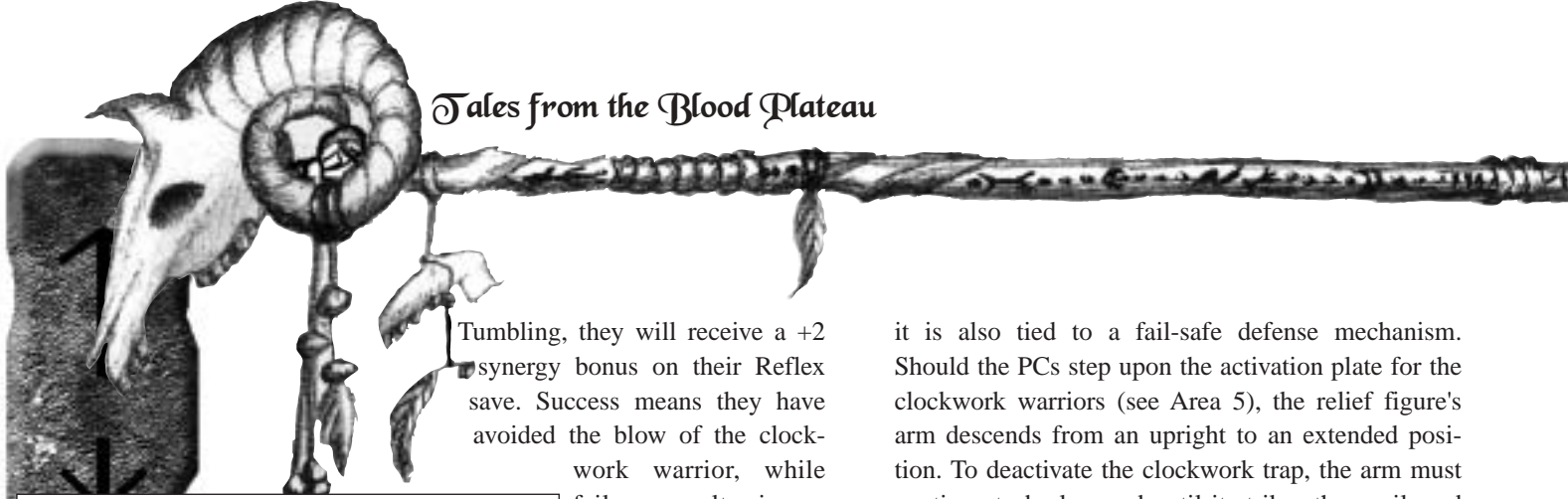
All of the armor in this corridor is connected to a clockwork mechanism. Any PC who steps onto the second 5' section of this corridor will hear a distinct "click" and feel the

floor slightly depress. Anyone looking down the corridor at that moment may see the bas-relief at the corridor's end (see Area 6) move (Spot check DC 24). Those who are successful will see the raised figure's right arm descend several feet, bringing a hammer close to, but not touching, an underlying anvil. This is the arming of the trap, although there is still in no danger as long as the PC keeps his weight on the trigger mechanism. If the PC moves, the clockwork warriors attack.

A careful Rogue can detect this trap with some difficulty (Search DC 30). While the trap cannot be disarmed from this location, once discovered it can be easily avoided. Once triggered, however, PCs passing down the corridor must make a Reflex save (DC ) at each 5' section. If the PC has 5 or more ranks in

#### **Holy Water:**

*Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenadelike weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he or she is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.*



Tumbling, they will receive a +2 synergy bonus on their Reflex save. Success means they have avoided the blow of the clockwork warrior, while failure results in an attack roll against them (see Side Bar).

### Clockwork Warriors

- Great Sword, +9 melee (2d6+6, 19–20/x2)
- Great Axe, +9 melee (1d12+6, 20/x3)
- Heavy Mace, +9 melee (1d8+4, 20/x2)
- War Hammer, +9 melee (1d8+4, 20/x3)
- Long Sword, +9 melee (1d8+4, 19–20/x2)

AC 12, Hardness 10, Hit Points 60, Break DC 28.

\* Note: These are objects not creatures.

Should the PCs decide to attack the clockwork warriors, they do not get a Reflex save to avoid attack. The clockwork warriors each have the following statistics:

Hardness 10, Hit Points 60, Break DC 28.

#### Encounter Level 4

- Clockwork Warrior Trap (CR 4)

## 6. Bas-relief Room

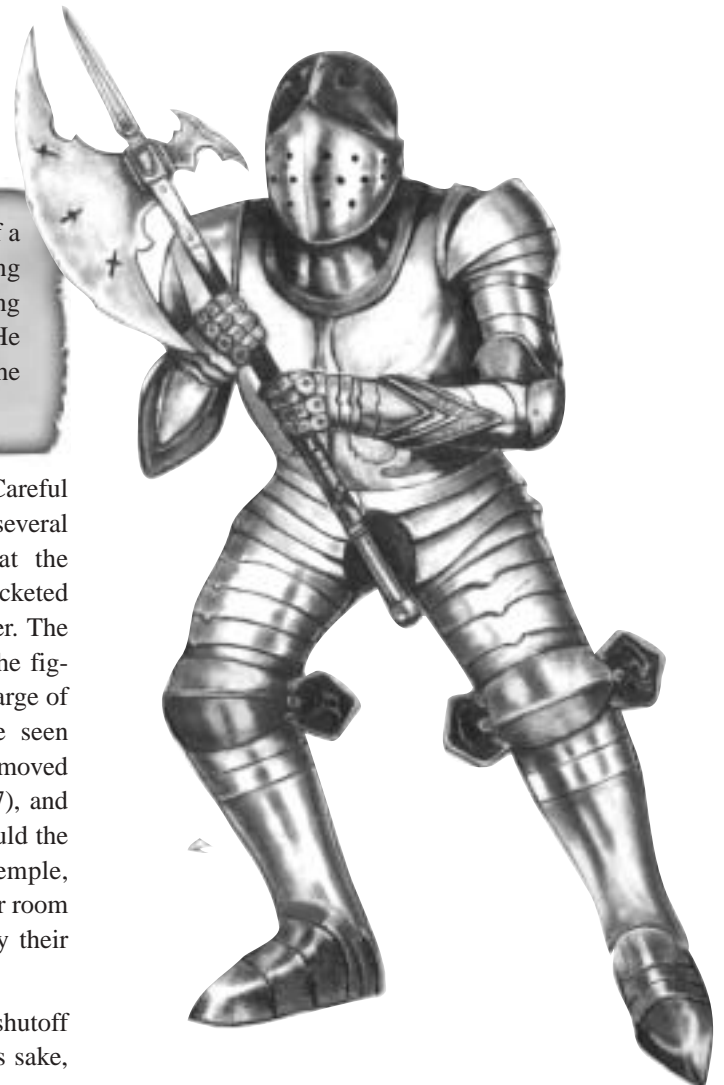
Carved into the north wall is a bas-relief of a well-muscled, clean-shaven man wearing nothing but a smith's apron, and brandishing a large mallet over a low-set anvil. He appears similar to the person depicted at the fountain in the Foyer (see Area 4).

This figure is also a depiction of the Artificer. Careful study of the bas-relief (Search 20) will reveal several otherwise hidden features. The first is that the Figure's right (hammer-wielding) arm is socketed into the relief. This allows it to raise and lower. The second feature is a small tubular opening in the figure's mouth. This opening allows for the discharge of fireballs (see below). Finally, seams can be seen behind the figure's eyes. The eyes can be removed from within the central gear room (see Area 7), and allow Rumblekin to spy on any intruders. Should the PCs make a lot of noise entering the Temple, Rumblekin will likely be within the central gear room where he can view their progress and identify their motives.

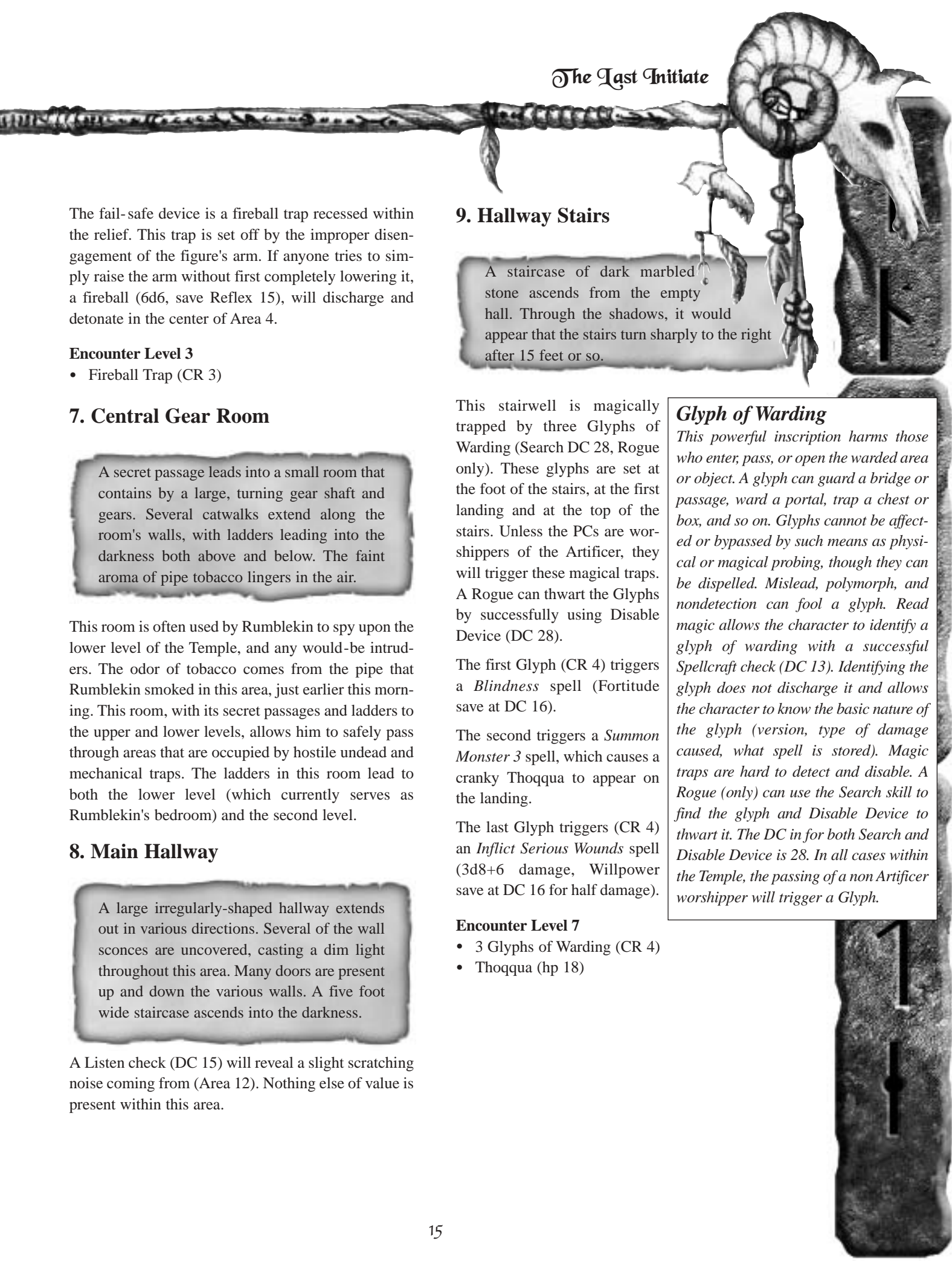
The hammer the figure wields is actually the shutoff switch for the clockwork warriors. For safety's sake,

it is also tied to a fail-safe defense mechanism. Should the PCs step upon the activation plate for the clockwork warriors (see Area 5), the relief figure's arm descends from an upright to an extended position. To deactivate the clockwork trap, the arm must continue to be lowered until it strikes the anvil, and then lifted to its fully raised position.

A successful Search check (DC 25) will allow a Rogue to identify this means to disable the clockwork warriors. If a Rogue decides to disable this device, a successful Disable Device (DC 30) will stop the arm from moving and the discharge of any fireballs. However, this will NOT disengage the clockwork warriors.







The fail-safe device is a fireball trap recessed within the relief. This trap is set off by the improper disengagement of the figure's arm. If anyone tries to simply raise the arm without first completely lowering it, a fireball (6d6, save Reflex 15), will discharge and detonate in the center of Area 4.

### Encounter Level 3

- Fireball Trap (CR 3)

## 7. Central Gear Room

A secret passage leads into a small room that contains by a large, turning gear shaft and gears. Several catwalks extend along the room's walls, with ladders leading into the darkness both above and below. The faint aroma of pipe tobacco lingers in the air.

This room is often used by Rumblekin to spy upon the lower level of the Temple, and any would-be intruders. The odor of tobacco comes from the pipe that Rumblekin smoked in this area, just earlier this morning. This room, with its secret passages and ladders to the upper and lower levels, allows him to safely pass through areas that are occupied by hostile undead and mechanical traps. The ladders in this room lead to both the lower level (which currently serves as Rumblekin's bedroom) and the second level.

## 8. Main Hallway

A large irregularly-shaped hallway extends out in various directions. Several of the wall sconces are uncovered, casting a dim light throughout this area. Many doors are present up and down the various walls. A five foot wide staircase ascends into the darkness.

A Listen check (DC 15) will reveal a slight scratching noise coming from (Area 12). Nothing else of value is present within this area.

## 9. Hallway Stairs

A staircase of dark marbled stone ascends from the empty hall. Through the shadows, it would appear that the stairs turn sharply to the right after 15 feet or so.

This stairwell is magically trapped by three Glyphs of Warding (Search DC 28, Rogue only). These glyphs are set at the foot of the stairs, at the first landing and at the top of the stairs. Unless the PCs are worshippers of the Artificer, they will trigger these magical traps. A Rogue can thwart the Glyphs by successfully using Disable Device (DC 28).

The first Glyph (CR 4) triggers a *Blindness* spell (Fortitude save at DC 16).

The second triggers a *Summon Monster 3* spell, which causes a cranky Thoqqua to appear on the landing.

The last Glyph triggers (CR 4) an *InFLICT Serious Wounds* spell (3d8+6 damage, Willpower save at DC 16 for half damage).

### Encounter Level 7

- 3 Glyphs of Warding (CR 4)
- Thoqqua (hp 18)

### Glyph of Warding

*This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph can guard a bridge or passage, ward a portal, trap a chest or box, and so on. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Misperception, polymorph, and nondetection can fool a glyph. Read magic allows the character to identify a glyph of warding with a successful Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored). Magic traps are hard to detect and disable. A Rogue (only) can use the Search skill to find the glyph and Disable Device to thwart it. The DC in for both Search and Disable Device is 28. In all cases within the Temple, the passing of a non Artificer worshipper will trigger a Glyph.*

### 10. Quarters:

The unlocked doors open into a small, dark room. Two simple wooden bunk beds, and a small four-drawer dresser practically fill this humble chamber. The bedding is torn and thrown asunder. The dresser drawers have been emptied, with their meager contents littering the floor (personal effects, priests' robes and other mundane items). The room is otherwise empty.

This room once held four of the Temple's acolytes. After the attack, orc invaders ransacked much of the Temple, including this room. Nothing of value is left.

### 11. Haunted Quarters

The door to this room is broken, and hangs askew upon its hinges. Within the small, dark chamber kneels a silent figure dressed in simple robes. He seems to be initially unaware of your presence, but turns quickly to face the doorway.

With a look of terror on his face, he raises his arms as if to block a blow. In a silent shriek, he falls to the chamber's floor, blood flowing from a gash in his head. The holy symbol that he once clutched falls from his fingers, and rolls beneath the nearby bed. His figure then disappears into the shadows. Moments later, the ghostly figure reforms, kneeling in prayer, and the scene repeats itself.

The figure in this room is a ghost of Cedric, an acolyte who fled from the orcs during the defense of the Temple. He was later found by the invaders and bludgeoned to death. The shame of his cowardice causes his ghost to remain, linked to this spot. He will ignore the party, not stopping to engage in conversation or combat. Other than Cedric's restless ghost, this room is the same as the other Acolyte bedrooms (see Area: 10).

Should the PCs look beneath the bed at which Cedric kneels, prays and dies, they will find a gold holy symbol. The only way to truly put Cedric's spirit to rest is to cast Atonement upon him. Should this be done, the PCs should be given full experience as if he was defeated.

#### Encounter Level 3

- Cedric the Ghost (hp 9)

### 12. Barred Quarters

The wooden door leading to this room has been hastily barred from the outside. Several thick planks are nailed into place with large iron spikes.

The timbers blocking entrance to this room can be removed from the door frame with a Strength check (DC 25). Using some sort of prying tool reduces the difficulty (DC 20).

The horrid smell of death and decay wafts from this cold, dark room. Peering into this chamber's inky blackness, you spot several pair of glowing eyes peeking back out at you.

Three large, beastly ghosts inhabit this room. These are orcs that were trapped and barred during the initial raid on the Temple. Once the door is opened, PCs will have to contend with the sickening stench, as well as the attack of the ghosts!

#### Encounter Level 6

- 3 Ghosts (hp 23, 26, 31)

### 13. Storage Room

The walls of this dark room are lined with shelves and tool racks, containing neatly arranged mining instruments. Ropes, pitons, picks, lanterns and other assorted equipment can be found. A pile of broken glass and other discarded and broken equipment sits in one corner.

There used to be a greater amount and variety of equipment in this room, during the Temple's heyday. The attack by the orcs and subsequent looting of the Temple saw most of the more valuable goods carried off. Rumblekin has since tidied this room, and stored what remains of the mining and construction equipment.

### 14. Well Room

This room is lit by a single wall sconce. A bucket and rope sit upon the edge of an open well hole. The smell of slightly stale water permeates the room.

This is an actual functioning well that was once (and to some extent, still is) used by the Temple's inhabitants. Should the PCs inspect the well's interior edge (Search DC 12), they will find a series of handholds carved into the rock walls. These handholds are somewhat slimy with moss, making it a difficult descent (Climb DC 15). Near water level (about 20 feet down), the handholds end beside a small, locked iron door (Open Locks DC 25). Behind this locked door is a low, long dark corridor that leads to Rumblekin's lair (see Area 23).

### 15. Secret Entry

This unlit, stone antechamber is bounded on the south by a large iron door. A small, dented bucket sits against the west wall. It contains a weird assortment of iron ore and small bits of metal.

A pit trap underlies the center of this room (Search DC 23, Disable Device DC 20). This trap is set off should any medium or larger size person (or two or more small size people) step into the room's center. Once activated, the floor falls away and drops any caught above into a 10' deep rough-hewn stone pit. PCs can attempt a Reflex save (DC 20) to reach the room's stable border, and avoid the drop into the pit.

Those that do fall into the pit will sustain 1d6 damage, and will have to contend with a hungry rust monster that is kept here by Rumblekin. (The bucket of iron scraps is the feeding pail that the gnome uses.

Having spent many years alone save for the company of undead spirits, Rumblekin has become quite fond of the rust monster—who he's named Wily. The lonely gnome treats Wily as a pet and friend, and spends some days at the pit's edge speaking to him. Wily will only seek food (metals) from the party, and will retreat into the pits corner should they reduce it to half its Hit Points.

#### Encounter Level 4

- Pit Trap (CR 1)
- 1 Rust Monster (hp 34)

### 16. Dressing Room

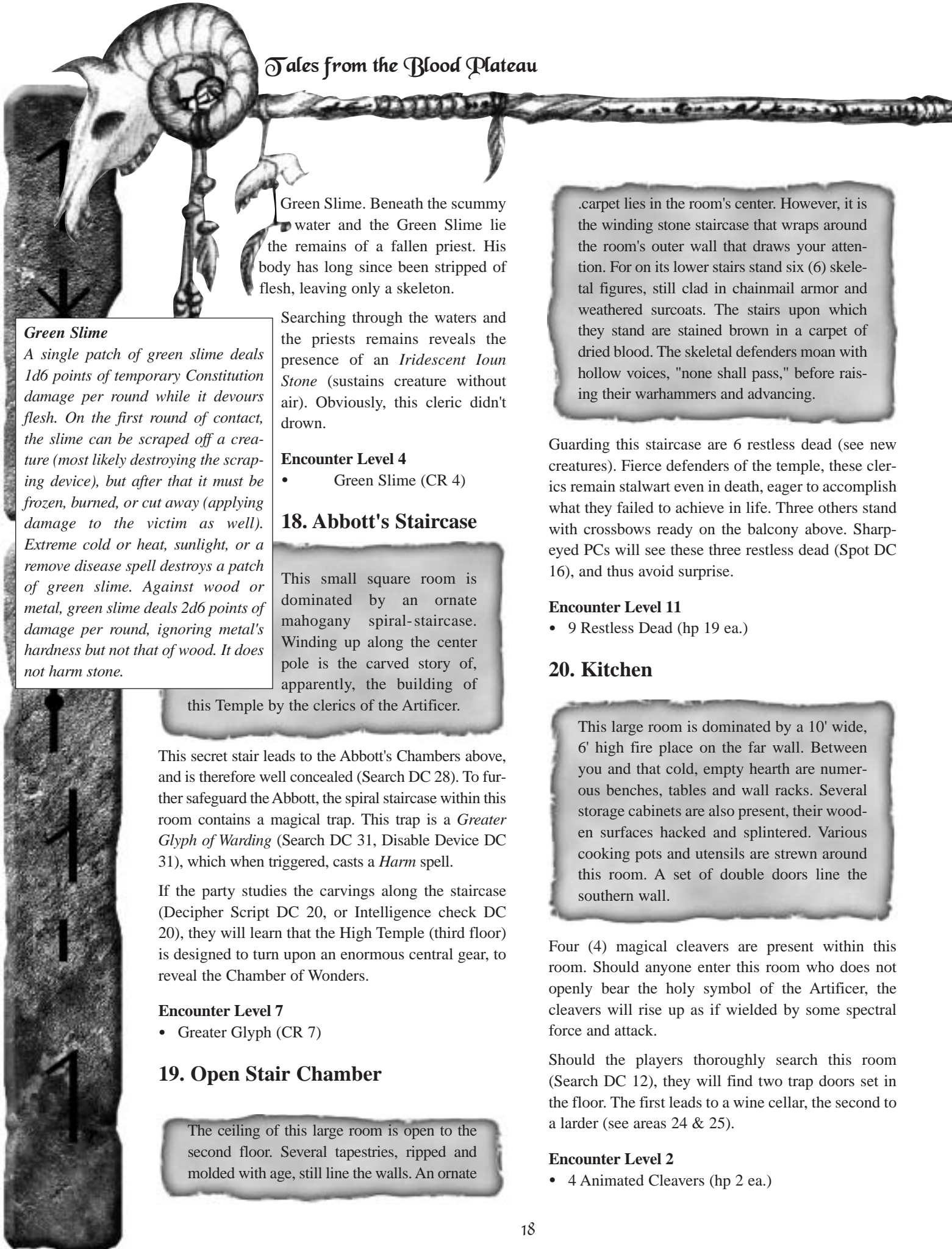
Two doors lead into this dark, dank room, smelling of mildew. A series of benches and storage cabinets hug the east and west walls. Three wooden stalls line the southern wall, each bearing a closed door. Looking inside reveals only privies that have not seen a cleaning in far too long. Other than a few, scattered towels and ripped robes, this room appears empty.

This room is indeed empty. It once served as a bathroom and changing room for the showers next door. The smell of mold comes from the shower room, next door.

### 17. Baths

Several intact wall sconces illuminate this strange, open room. Small puddles of water dot the stone floor, producing a strong odor of mold and mildew. Small metal grates are set in the floor in various places. Three metal spouts are on the northern wall, extending over corresponding stone basins. A large sunken bath dominates the southern niche. Its still waters are dank and covered with a thick scum.

This room once served as the bath for the inhabitants of the Temple. The bath's waters have never been emptied since the siege, and now are occupied by a



Green Slime. Beneath the scummy water and the Green Slime lie the remains of a fallen priest. His body has long since been stripped of flesh, leaving only a skeleton.

**Green Slime**

A single patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Searching through the waters and the priests remains reveals the presence of an *Iridescent Ioun Stone* (sustains creature without air). Obviously, this cleric didn't drown.

**Encounter Level 4**

- Green Slime (CR 4)

**18. Abbott's Staircase**

This small square room is dominated by an ornate mahogany spiral-staircase. Winding up along the center pole is the carved story of, apparently, the building of

this Temple by the clerics of the Artificer.

This secret stair leads to the Abbott's Chambers above, and is therefore well concealed (Search DC 28). To further safeguard the Abbott, the spiral staircase within this room contains a magical trap. This trap is a *Greater Glyph of Warding* (Search DC 31, Disable Device DC 31), which when triggered, casts a *Harm* spell.

If the party studies the carvings along the staircase (Decipher Script DC 20, or Intelligence check DC 20), they will learn that the High Temple (third floor) is designed to turn upon an enormous central gear, to reveal the Chamber of Wonders.

**Encounter Level 7**

- Greater Glyph (CR 7)

**19. Open Stair Chamber**

The ceiling of this large room is open to the second floor. Several tapestries, ripped and molded with age, still line the walls. An ornate

carpet lies in the room's center. However, it is the winding stone staircase that wraps around the room's outer wall that draws your attention. For on its lower stairs stand six (6) skeletal figures, still clad in chainmail armor and weathered surcoats. The stairs upon which they stand are stained brown in a carpet of dried blood. The skeletal defenders moan with hollow voices, "none shall pass," before raising their warhammers and advancing.

Guarding this staircase are 6 restless dead (see new creatures). Fierce defenders of the temple, these clerics remain stalwart even in death, eager to accomplish what they failed to achieve in life. Three others stand with crossbows ready on the balcony above. Sharp-eyed PCs will see these three restless dead (Spot DC 16), and thus avoid surprise.

**Encounter Level 11**

- 9 Restless Dead (hp 19 ea.)

**20. Kitchen**

This large room is dominated by a 10' wide, 6' high fire place on the far wall. Between you and that cold, empty hearth are numerous benches, tables and wall racks. Several storage cabinets are also present, their wooden surfaces hacked and splintered. Various cooking pots and utensils are strewn around this room. A set of double doors line the southern wall.

Four (4) magical cleavers are present within this room. Should anyone enter this room who does not openly bear the holy symbol of the Artificer, the cleavers will rise up as if wielded by some spectral force and attack.

Should the players thoroughly search this room (Search DC 12), they will find two trap doors set in the floor. The first leads to a wine cellar, the second to a larder (see areas 24 & 25).

**Encounter Level 2**

- 4 Animated Cleavers (hp 2 ea.)

# Handout

*Dear Matthias,*

*As you know, humility was never my greatest of graces. And although your concerns for the dangers of the wilderness were prophetic, we have accomplished the greatest feats of invention far from the distractions of civilization. However, I now send my loyal servant Bernard to you with this urgent request. Our lives, and more importantly, our holy works are now in danger. The Orc tribes that control the surrounding mountains have become increasingly hostile as of late. The Gnomes who first befriended us have recently fallen to an Orc attack. Today, the last four of their people made it to the safety of our temple. All the others have fallen before the Orcs' spears.*

*Even now, the Orcs are gathered on the southern side of the gorge that protects our temple. I fear that my devotion to the Artificer and the creation of His Wonders has blinded me to this world. I have failed to see the dangers in time, and regret that this will mean the end of those who followed me. I fear that this will also mean that the great works that we have accomplished will be lost for all time.*

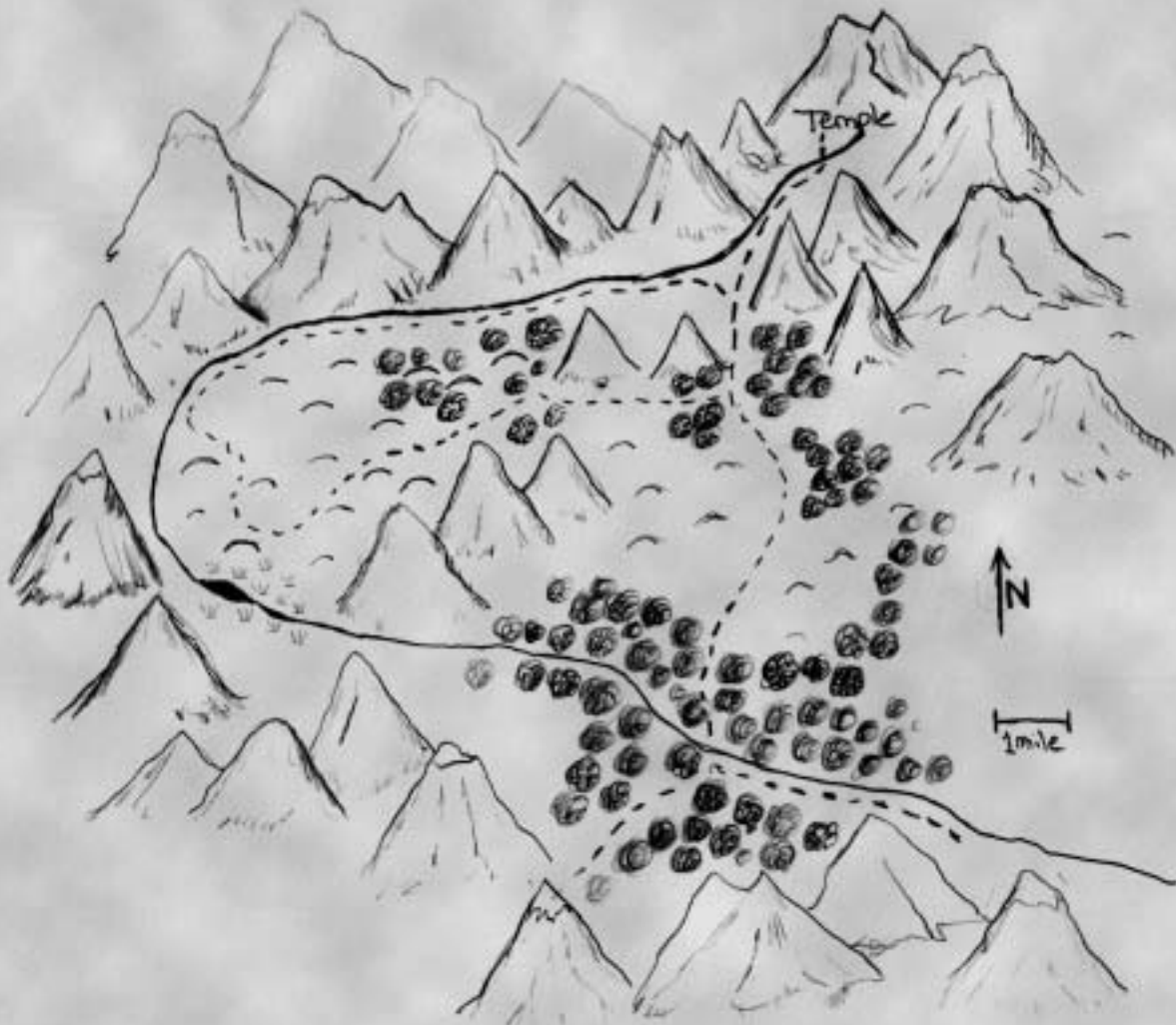
*Matthias, dear brother, please forgive my youthful pride and do not let our efforts have been for naught. I beg you to put our differences aside, and send aid. Both Bernard and the map below should be enough to lead you here. If we should fall before you arrive, remember that only through our prayers can the wonders of the Artificer be revealed.*

*May He temper our souls anew,*

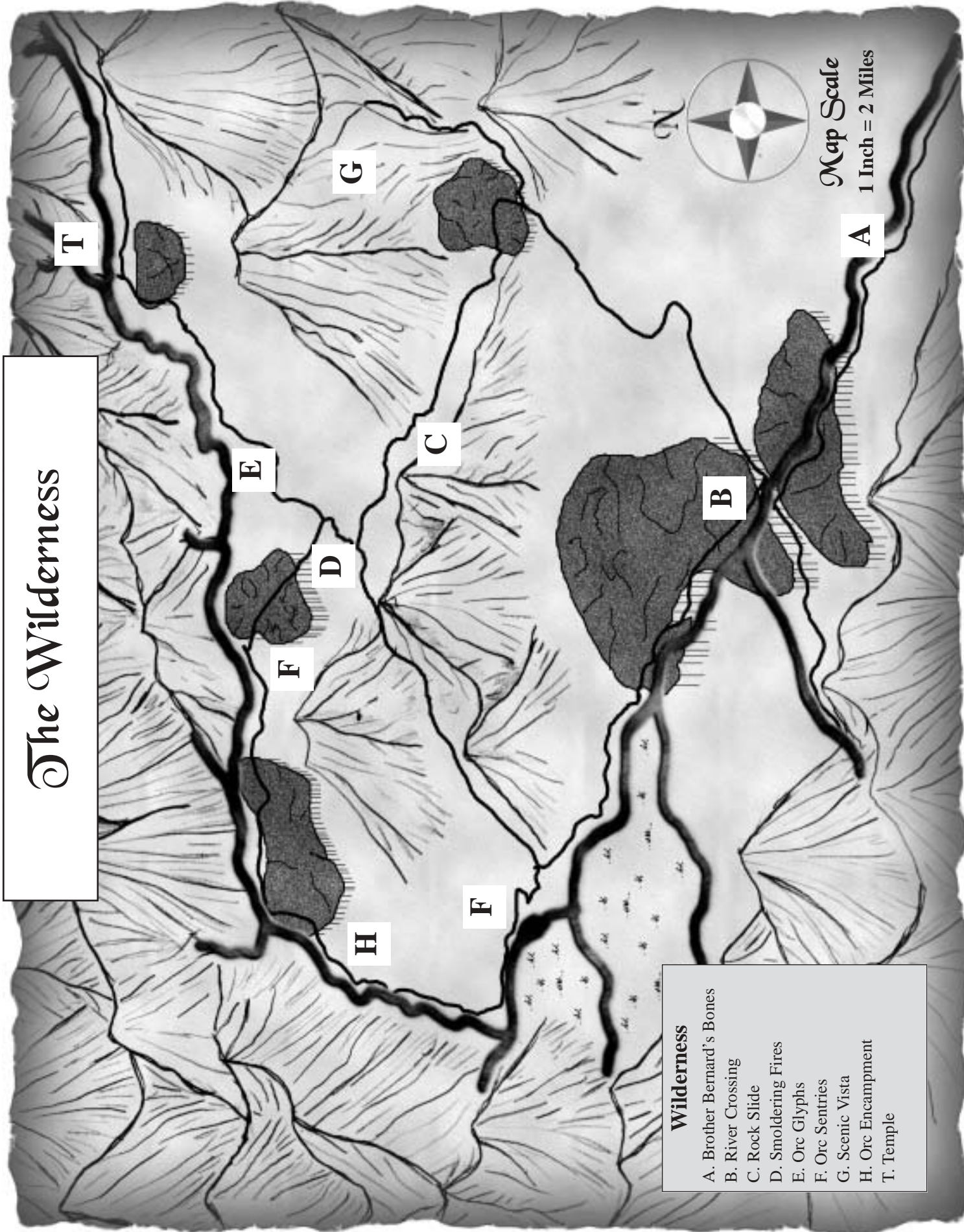
*Balthazar*

# Handout

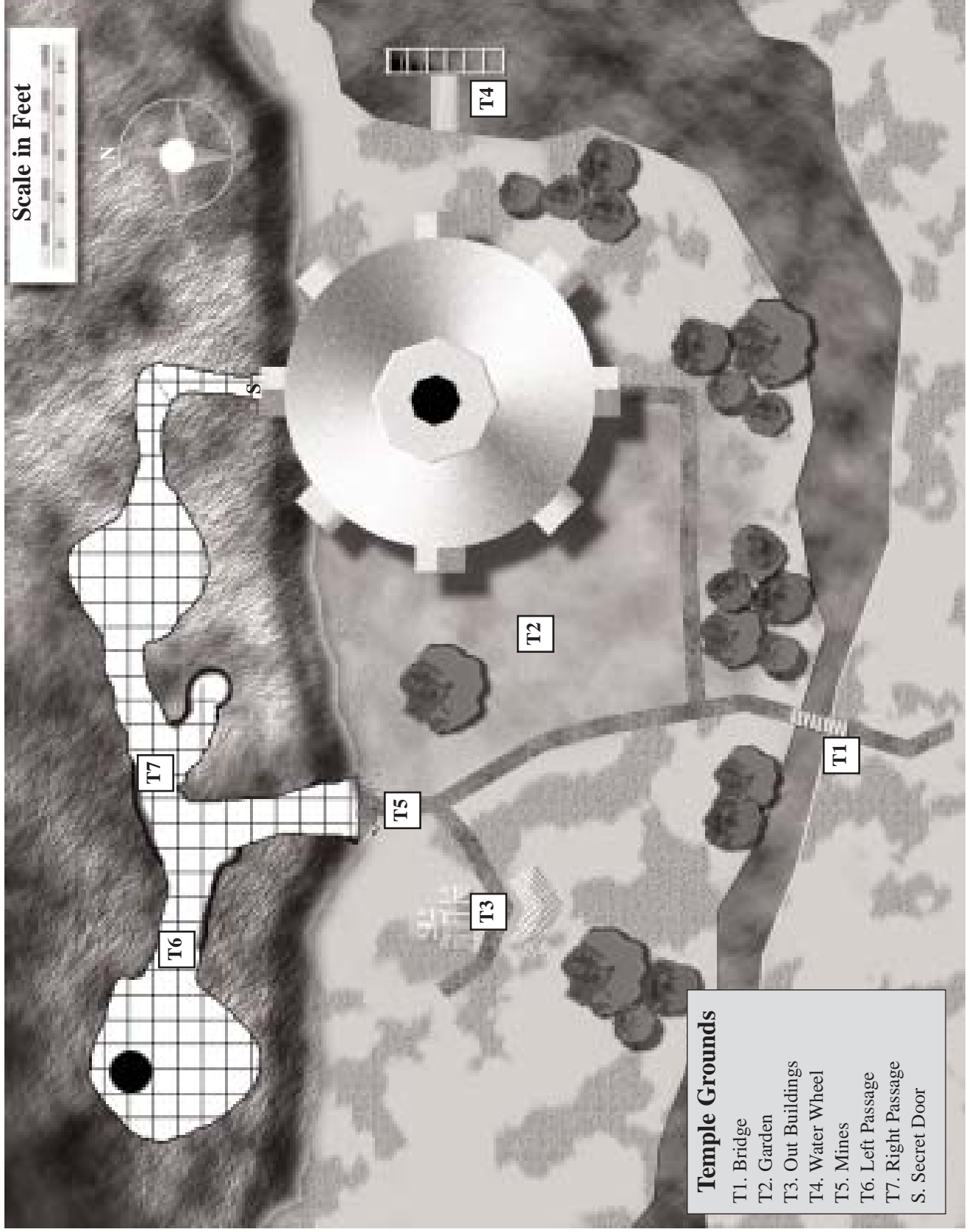
*the Maker's plan is unknown to his people -  
like Gears, we are all part of a divine machine.  
we are all moving to some purpose,  
though the true intent we can never know.  
as Keys, we each unlock something,  
contributing to the grand design, until  
the Chamber of heaven is full of glory  
and of praise for  
the Wonders of creation.*



# The Wilderness

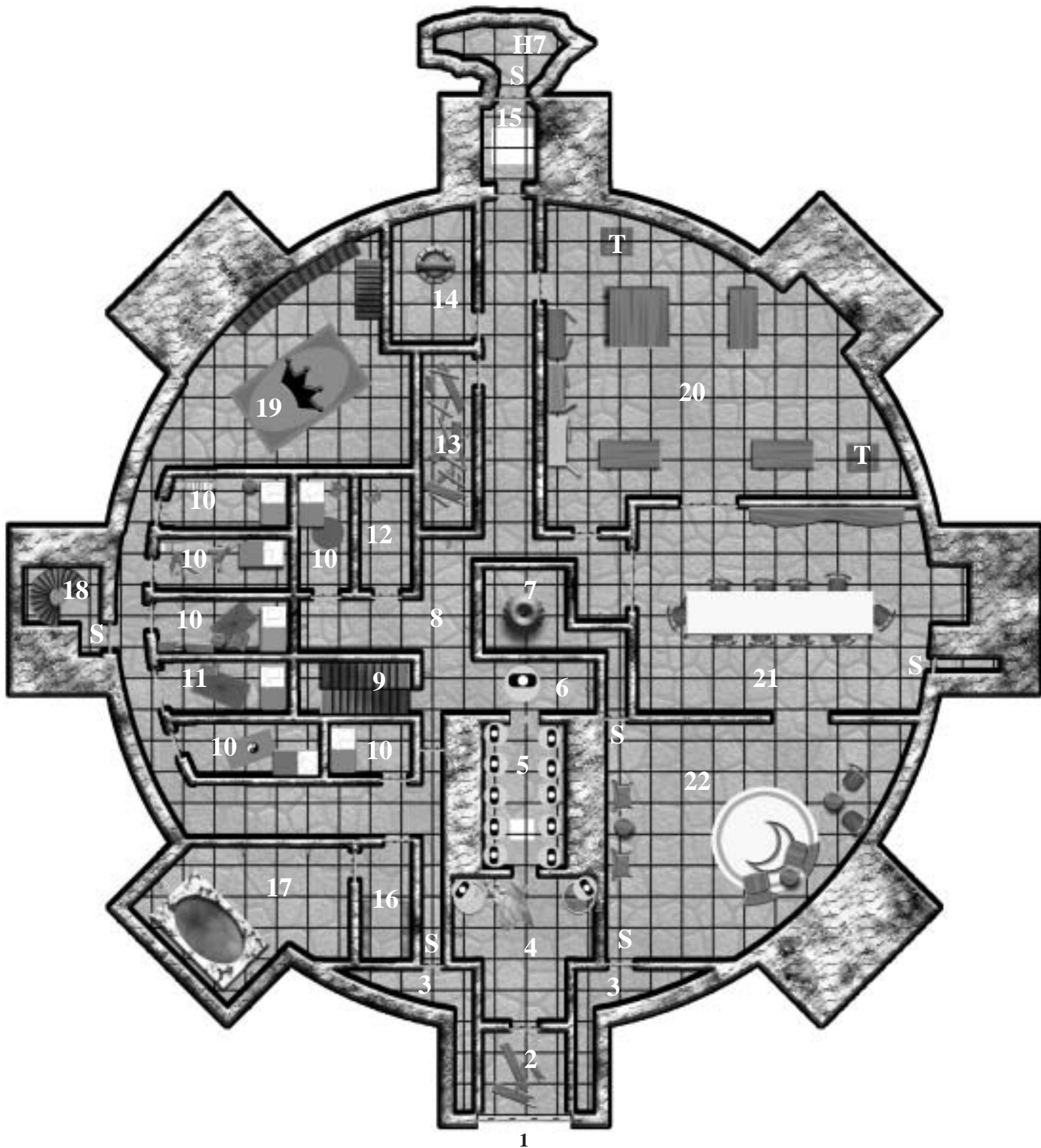


# Temple Grounds





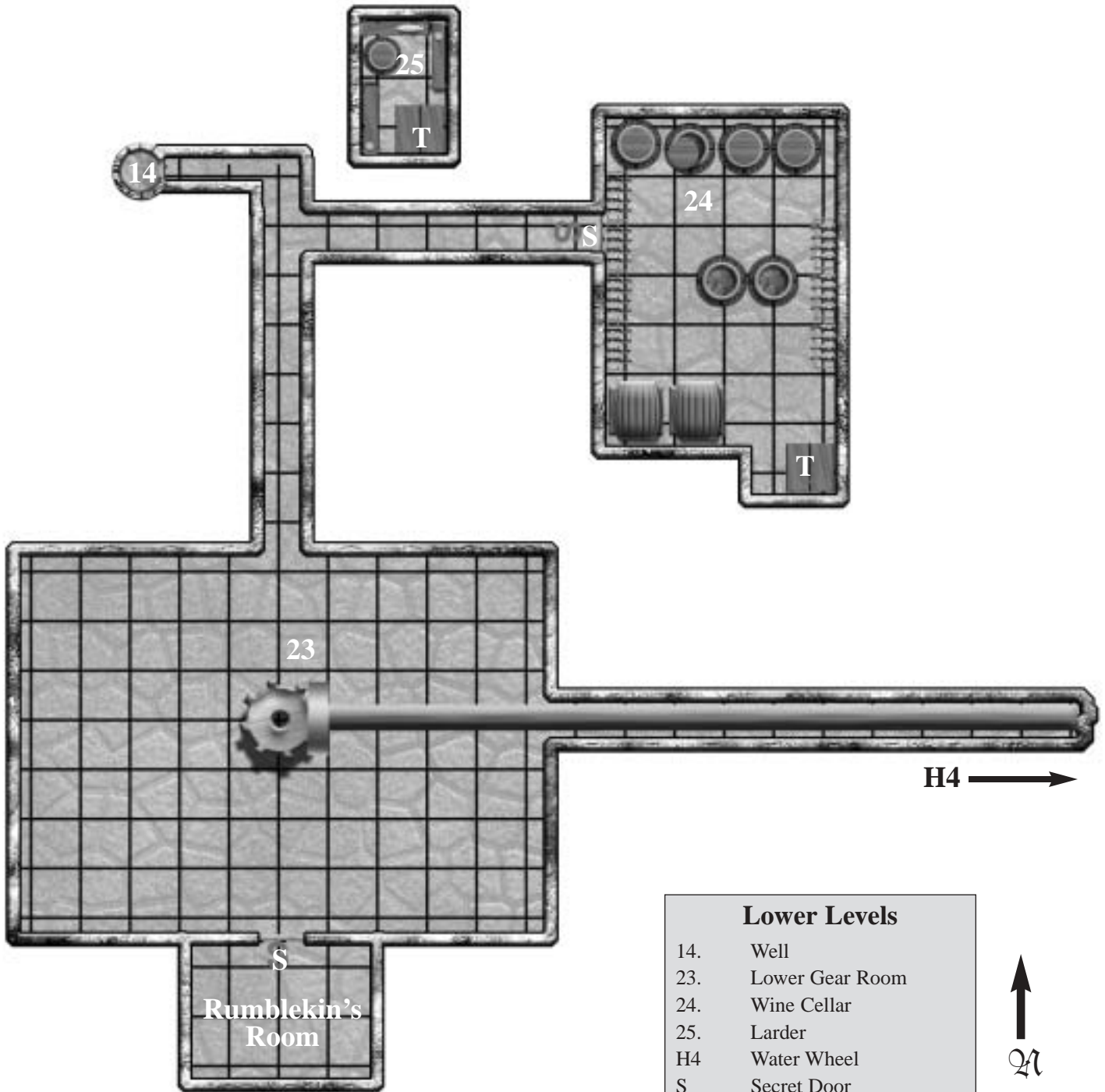
# Temple Ground Level



## Ground Level

- |                    |                      |                        |                        |
|--------------------|----------------------|------------------------|------------------------|
| 1. Main Doors      | 7. Central Gear Room | 13. Storage Room       | 19. Open Stair Chamber |
| 2. Entry Room      | 8. Main Hallway      | 14. Well Room          | 20. Kitchen            |
| 3. Guard Rooms     | 9. Hallway Stairs    | 15. Secret Entry       | 21. Dining Hall        |
| 4. Foyer           | 10. Quarters         | 16. Dressing Room      | 22. Sitting Room       |
| 5. Hall of Armor   | 11. Haunted Quarters | 17. Baths              | T. Trap Door in Floor  |
| 6. Bas Relief Room | 12. Barred Quarters  | 18. Abbott's Staircase | S. Secret Door         |

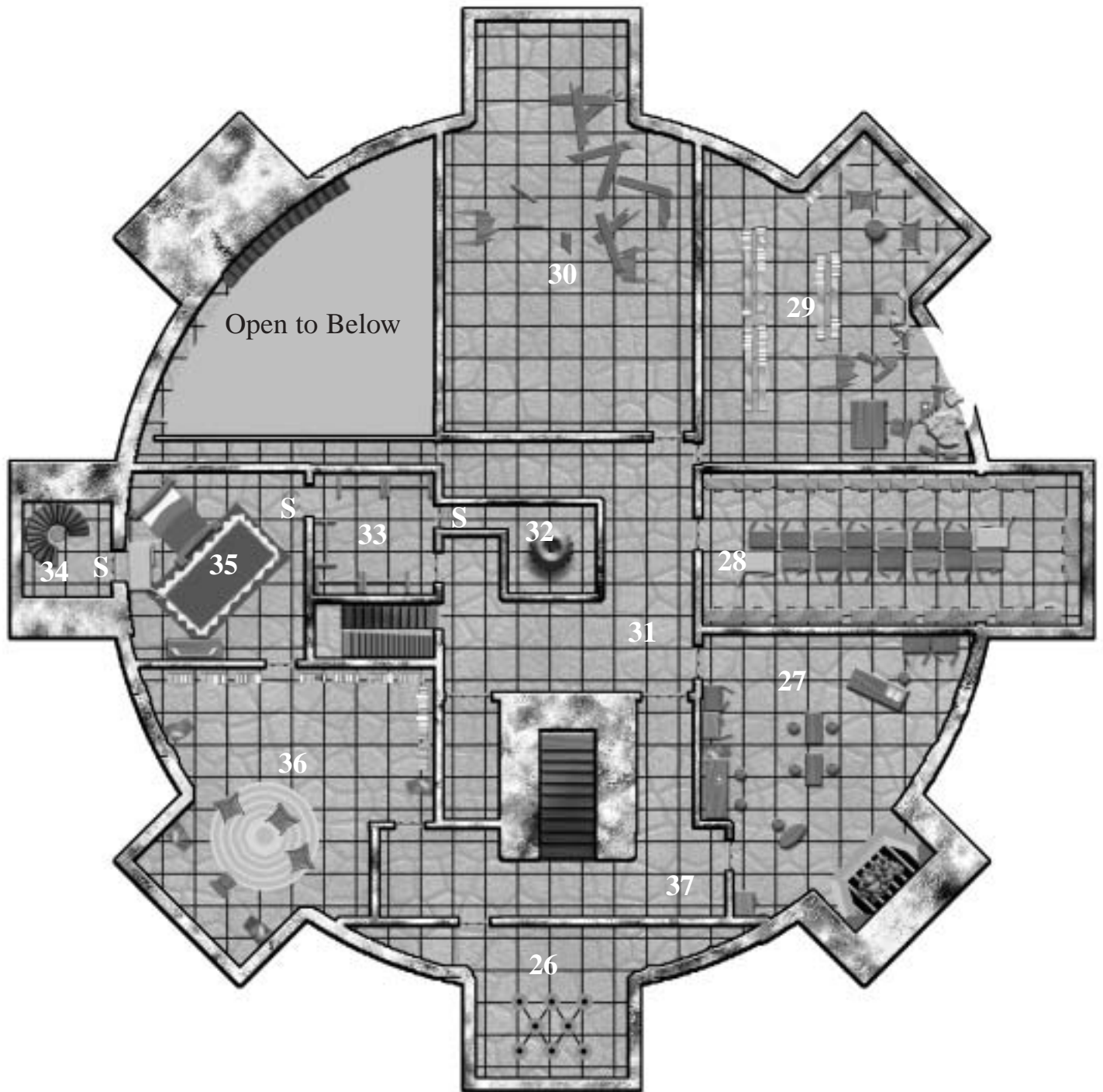
# Temple Lower Levels



Lower Levels	
14.	Well
23.	Lower Gear Room
24.	Wine Cellar
25.	Larder
H4	Water Wheel
S	Secret Door
T	Trap Door in ceiling



# Temple Second Level



Second Level					
26.	Guard Room	30.	Drawing Room	34.	Abbott's Staircase
27.	Alchemy Lab	31.	Upper Hall	35.	Abbott's Bedroom
28.	Plans Storage	32.	Upper Gear Room	36.	Abbott's Study
29.	Library	33.	Vestmant Room	37.	Grand Staircase

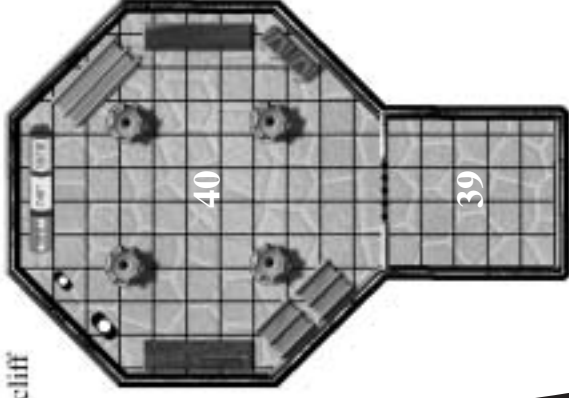
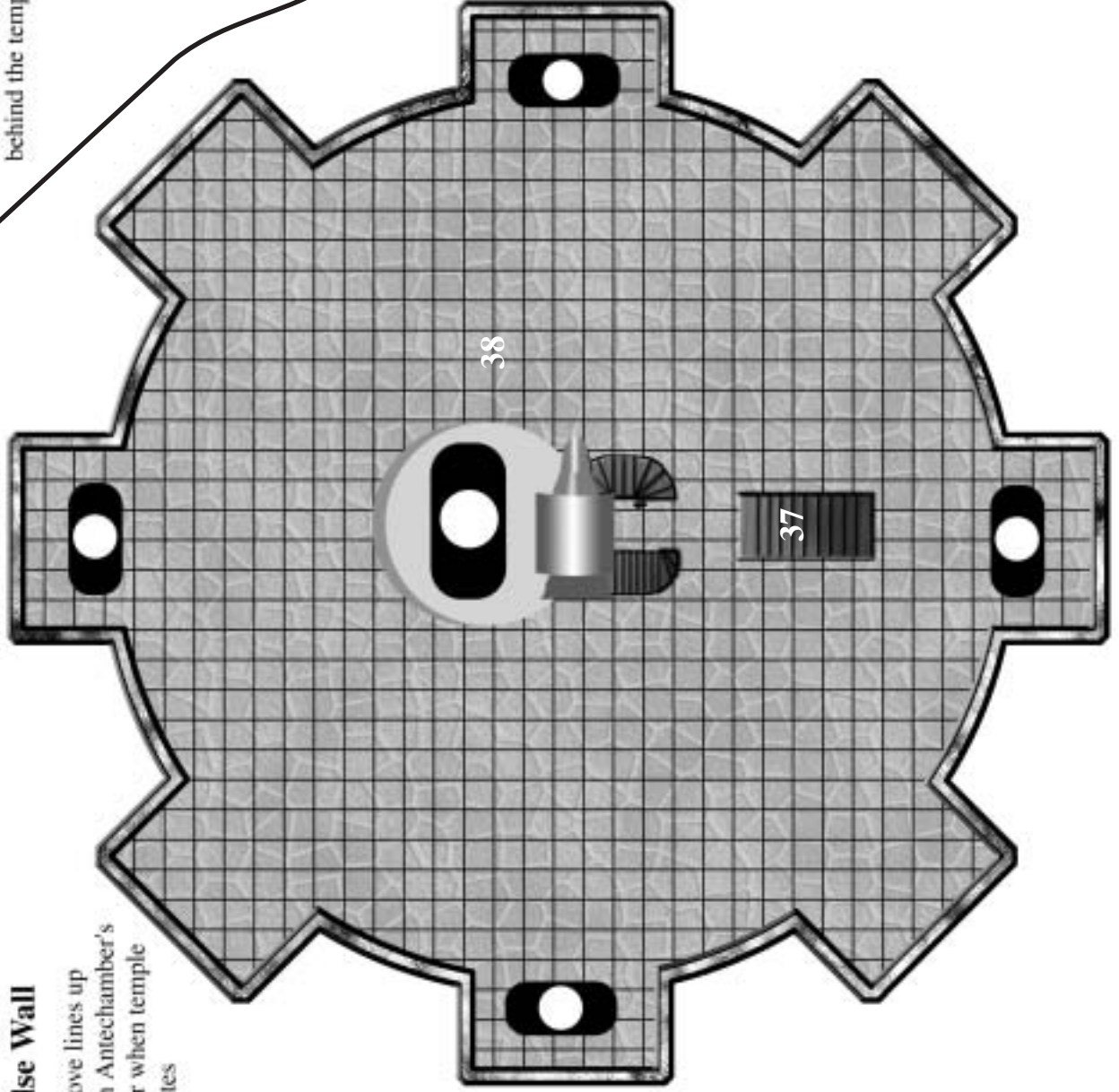


# Temple Third Level

## False Wall

Alcove lines up with Antechamber's door when temple rotates

Chamber and Antechamber are recessed into the cliff behind the temple.



Third Level	
37.	Grand Staircase
38.	High Temple
39.	Antechamber
40.	Chamber of Wonders



## 21. Dining Hall

A set of double doors lead to a vast, deep room. Before you is a massive oaken table, surrounded by many well-crafted chairs. A matching wooden sideboard stands upon the northern wall, its surface defaced with cuts. An open archway leads into a darkened room to the south, while a set of double doors leads to the north. A stone fireplace occupies the eastern wall. Above the mantle still hangs a portrait of a grim middle-aged man. You feel as if you are being watched.

This room is devoid of any inhabitants or traps. The picture above the fireplace is that of Matthias. Though Balthazar broke from his order, he never lost his respect or admiration for his mentor Matthias.

A close inspection of the eastern wall (Search DC 26) will reveal a well-crafted secret door built into the wood paneling. This leads to a short storage closet. Fine dishes, cups and utensils of silver and copper fill the many shelves. A successful Appraise check (DC 12) will reveal that these finely wrought items, while bulky, will fetch 1,000 gold pieces at any large market.

## 22. Sitting Room

This dark room contains several stuffed chairs and couches, along with small stone side tables. The room appears empty.

The wall sconces in this room still work, but are currently covered. If the players perform a quick Search of this room (DC 12), they will find a half empty cup of tea. A more detailed Search (DC 13) of the couches will find several silver (12) and copper (20) pieces, along with a gold holy symbol under the cushions.

PCs searching the room's walls (Search DC 22) will find two secret doors, one to the north and one to the south. The northern door leads into the Central Gear Room (area 7). The southern secret door leads to the eastern Guard Room (area 3).

## Lower Levels

### 23. The Lower Gear Room

This cavernous stone room reverberates with the roar of a vast central mechanism. A myriad of gears, axles and belts spin and whirl within the chamber, while others remain silently still. A thick axle extends out through the solid wall to the east, while the main mechanism itself rises far up into the cavern's roof. Both the mechanism and the iron ladder that follows it disappear into the darkness above. A stained, oily tapestry is strung along the south wall.

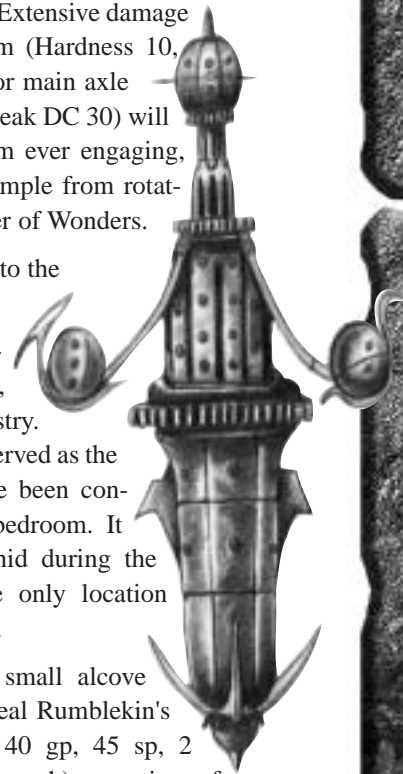
No amount of tinkering will engage the gears from this location. Extensive damage to the central mechanism (Hardness 10, HP 500, Break DC 50) or main axle (Hardness 10 HP 150, Break DC 30) will stop the mechanism from ever engaging, and prevent the High Temple from rotating to reveal the Chamber of Wonders.

The iron ladder leads up to the Central Gear Room.

A concealed door is present on the southern wall, behind the hanging tapestry.

This hidden room once served as the tool room, but has since been converted to Rumblekin's bedroom. It was here that he first hid during the orcs' attack, and is the only location where he truly feels safe.

Searching through this small alcove (Search DC 16) will reveal Rumblekin's modest treasure hoard: 40 gp, 45 sp, 2 pieces of amber (10 gp each), a potion of *Vision*, and a divine scroll of *Heat Metal*. All of these items are kept in a plain brown sack, which is also a magical *Bag of Holding* (Type 1).



## 24. Wine Cellar

A ladder leads down from the kitchen to this dry, dusty room.

The ceilings here are low, causing you to constantly bend and duck. The walls of this chamber are lined with wine racks. While some of the remaining bottles are broken or have cracked corks, some still remain intact.

One of the wine racks on the western wall is actually a secret door (Search DC 20). If found, this rack swings out to reveal a rough-cut corridor that extends off into the darkness.

Should the PCs check the wine racks (appropriate Knowledge or Craft skill DC 15), they will find five (5) bottles of rare and well-preserved wine worth 50 gold pieces per bottle. If the players choose to drink these wines, they will be extremely well pleased.

## 25. Larder

Descending the ladder from the kitchen floor, the first thing you notice is the foul smell of rotting meat. This cool, stone room apparently served as the larder, as sides of rotting meat hang from ceiling hooks. Large jars filled with pickled fish and vegetables line shelves along the wall.

This cool stone chamber is simply a larder for the kitchen above. While the salted meat and pickled vegetables are thoroughly rotted and inedible, the pickled fish is surprisingly good.

# The Second Level

## 26. Guard Room

This room sits atop the Temple's main gate, and has been heavily fortified for its defense. Numerous arrow slits line the outer walls. A vast cauldron is set upon a pivoting axle, suspended over a floor peppered with murder holes. The weapon racks in this room are still loaded with an assortment of spears, maces and hammers. However, the four skeletal guards who occupy this room are not happy about your presence, and prepare to repel the Temple's intruders once more.

Four skeletons, former Temple Guards, continue to stand their post in this room. If the PCs entered the Temple from the main gate, it was these Skeletons who dropped acid upon them. Should the players come within 5' of the cauldron, they will have to contend with the acid's vapors.

### Encounter Level 1

- 4 Skeletons (hp 6 ea.)

## 27. Alchemy Lab

This cluttered room is dimly lit by a single wall sconce, its flickering light jumps and glitters across an assortment of glass vials, beakers and tubing. As your eyes adjust, you realize the room is filled with tables, each loaded with strange bottles, measuring scales, and jars filled with unidentifiable bits floating in ghostly-green fluid. Dark wood cabinets occupy several walls, their doors closed and latched. A large stone fireplace dominates the southeastern wall.

This room once served as the Alchemical Lab for the clerics of the Temple. Should the PCs look around this room, they will find a treasure trove of alchemical equipment. Included in this are:

## The Last Initiate

- "Total Transmutations" (a book on transmutation magic) (200 gp value);
- "From Stone to Gold: A Theoretical Dissertation"(a mostly flawed book, which will not give any accurate clue as to how to create gold from rock) (45 gp value);
- A variety of powdered metals, minerals, and animal by-products and enough alchemical equipment for 2 complete labs;
- Several beakers filled with brightly colored fluids, including potions of *Protection from Elements (Fire)*, *Oil of Slipperiness*, *Universal Solvent*, *Sovereign Glue*.

### 28. Plan Storage

The iron door leading to this room is both locked (Open Lock DC 30) and trapped (Search DC 22, Disable Device DC 20) with a poisonous pin trap—Poison needle +8 ranged (1, +Giant Wasp poison: Fortitude Save DC 18, 1d6 DEX initial and secondary damage). This door has a Hardness of 10, has 60 Hit Points, and Breaks on a DC of 28.

Behind the iron door is a long, dark room, lit only by the faint glimmer of many glowing sigils. These strange carvings seem to cover the doors and cabinet drawers that fill this room. Save for dust, the many countertops in this room are perfectly clear, with no clutter visible anywhere.

This room was the top-secret plan storage room of the clerics, and is highly trapped. Within most of the doors and drawers are the half-finished inventions of the clerics. These works in progress were never finished. Several drawers contain mundane tools, such as drawing papers, charcoal pencils, modeling clay, compasses, T-squares and other assorted drafting tools.

Any non-believers who attempt to open one of the drawers or cabinet doors will likely encounter a trapped glyph (roll on the table below). A Rogue will need to Disable Device (DC 28) in order to disarm these magical traps. The glowing sigils themselves are just personalized marks for the inventors, and are in themselves, harmless.

### Plan Storage Glyphs

Use a D 10 for all rolls on this table.

Roll	Glyph	Contents
1	None	Empty
2	None	Mundane drafting tools
3	spell Glyph— <i>Soundburst</i>	unfinished plans
4	spell Glyph— <i>Spiritual Weapon</i> (war hammer)	unfinished plans
5	spell Glyph— <i>Blindness</i>	unfinished plans
6	spell Glyph— <i>Deafness</i>	unfinished plans
7	spell Glyph— <i>Bestow Curse</i>	plan for hang glider
8	spell Glyph— <i>Summon Monster III</i>	plan for hot air balloon
9	spell Glyph— <i>Inflict Serious Wounds</i>	plan for diving bell
10	Blast Glyph (3d6 damage, 5' radius)	plan for steam-powered wagon

Saves against the magical effects of these Glyphs are all DC 28. The DM should feel free to change the plans found, or substitute their own ideas. While the PCs may have these plans, they will still be far from actually constructing any of these items. And as all of these plans were still in progress, there is no guarantee that any of them will actually work.

### Encounter Level 4+

- Glyphs (CR 4 ea.)

## 29. Library

The wooden door to this room is locked. From the crack beneath, you can feel a cold windy draft.

The lock to this door is fairly primitive and easy to open (Open Locks DC 20). An observant PC (Listen DC 18) will hear a buzzing sound coming from behind the door. This noise comes from the 3 giant wasps that have made this room their home. These large insects entered the temple library after a rock-slide broke open the outer wall.

The library itself is in complete disarray. The books have been exposed to the elements for years and many pages have been used as nest building materials by the wasps. Beneath the overturned bookcases in the northern corner is the skeleton (inanimate) of the temple librarian. He wears a copper holy symbol. A careful search of the library (Search DC 23) will reveal only a few surviving texts. These include "The Secrets to Flue Construction" (revealing the building of chimneys), "Mining for Dummies" (simple mining instructions) and "Ode to an Iron Ore: A Book of Dwarven Verse" (not particularly good poetry concerning, primarily, rocks). There is little of interest here.

### Encounter Level 6

- 3 Giant Wasps (hp 26, 31, 40)

## 30. Drawing Room

The door to this room is barred from the outside. In addition, several pieces of large furniture have been placed in front of the wooden doors, which appear to have buckled in several places.

The bodies of those orcs slain during the siege were stacked in this room by Rumblekin once he came out of hiding and attempted to restore the Temple. After a time, the decayed bodies of these orcs rose up as ghouls. While unable to destroy them, the gnome was able to drive them into this room, and seal them within.

Should the pack of orc ghouls hear the parties activity outside (Listen +7 vs DC 15 or Move Silently), they will gather on either side of the door and attack anyone entering. If not, they will remain at the far side of the room. They are what stirs and slowly moves in this room.

Inside, this large room is filled with desks, tables and stools, most of which have been broken and tipped over. The room is filled with a horrid smell of rot and death. Something stirs and slowly moves behind the broken furniture far to the north.

### Encounter Level 6

- 6 Ghouls (hp 13 ea.)

## 31. Upper Hall

This strange hall spirals in upon itself. Several doors, mostly of wood and one of iron, pepper its various walls.

This hall is empty, save for several pieces of old broken furniture which are stacked in front of the Drawing Room door. Nothing else of interest is here.



### 32. Upper Gear Room

This small square room is packed with a large, turning gear shaft. Several catwalks extend along the room's perimeter. An iron ladder leads down into the darkness below. A narrow side passage extends off this room to the west, before terminating at a carved stone door.

This portion of the gear shaft is the highest accessible. From here, the mechanism continues to the base of the High Temple, where it serves to rotate that room. The stone door at the side passage's end is visible from the Upper Gear Shaft, but is secret from the Vestment Room.

### 33. Vestment Room:

This small dark room is filled with shadowy figures. Nothing moves, and the odor of cedar is thick.

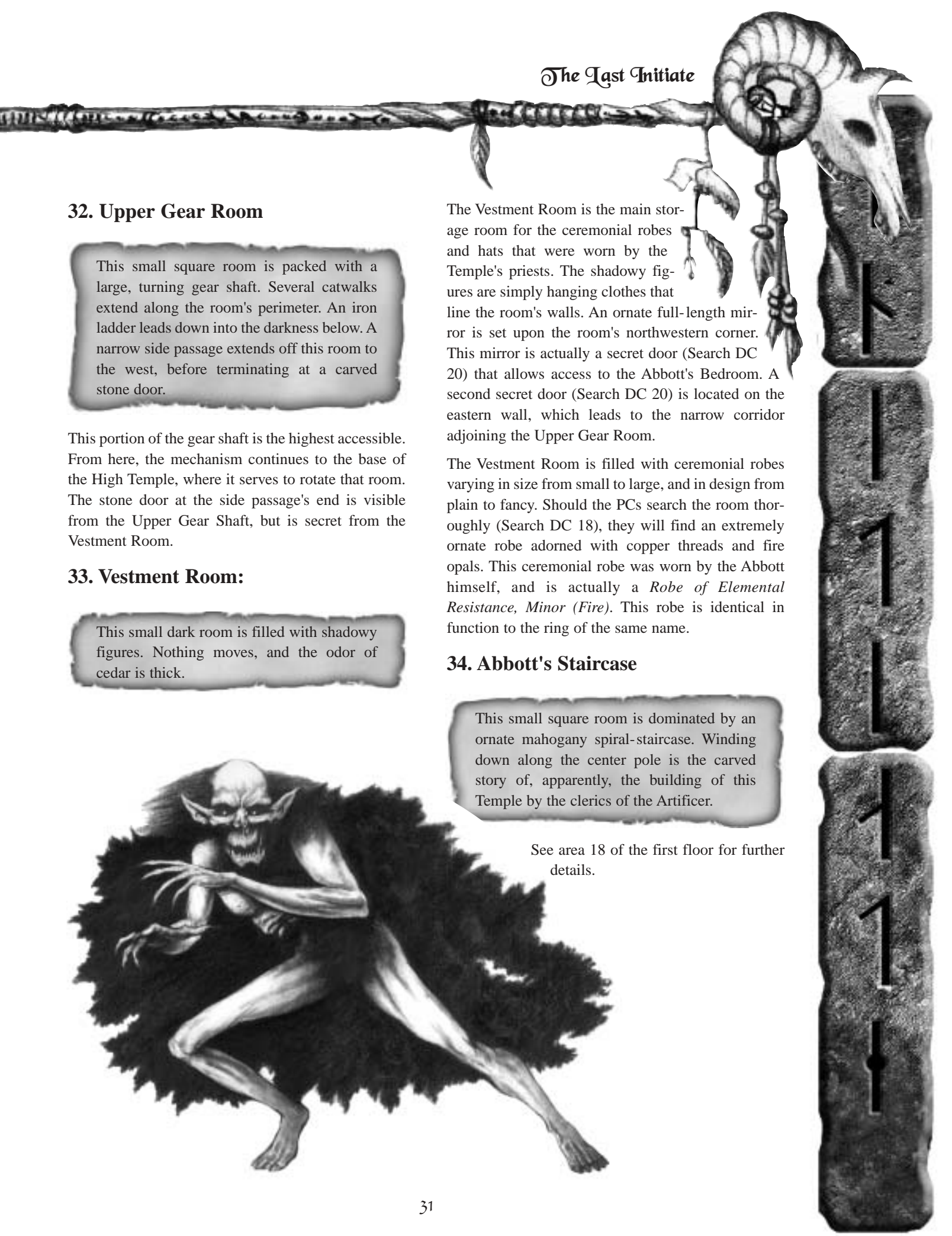
The Vestment Room is the main storage room for the ceremonial robes and hats that were worn by the Temple's priests. The shadowy figures are simply hanging clothes that line the room's walls. An ornate full-length mirror is set upon the room's northwestern corner. This mirror is actually a secret door (Search DC 20) that allows access to the Abbott's Bedroom. A second secret door (Search DC 20) is located on the eastern wall, which leads to the narrow corridor adjoining the Upper Gear Room.

The Vestment Room is filled with ceremonial robes varying in size from small to large, and in design from plain to fancy. Should the PCs search the room thoroughly (Search DC 18), they will find an extremely ornate robe adorned with copper threads and fire opals. This ceremonial robe was worn by the Abbott himself, and is actually a *Robe of Elemental Resistance, Minor (Fire)*. This robe is identical in function to the ring of the same name.

### 34. Abbott's Staircase

This small square room is dominated by an ornate mahogany spiral-staircase. Winding down along the center pole is the carved story of, apparently, the building of this Temple by the clerics of the Artificer.

See area 18 of the first floor for further details.



### 32. Abbott's Bedroom

Thick cobwebs hang in strands from the ceiling of this darkened room. A thick layer of dust coats the chamber's carpet. The dark wood walls only add to the somber atmosphere. A large four-poster bed dominates the room, its closed drapes still hang in tatters. An old wooden dresser and matching walk-in wardrobe sit against opposite walls. A full-length mirror rests on the north end of the eastern wall, its surface darkened with a thick layer of dirt and dust. Apparently, this bedroom has been abandoned for a long time.

This room is the final resting place of the Abbott Balthazar. Killed elsewhere during the siege, Rumblekin has long since brought his body back to the Abbott's bedroom. Currently, the skeletal remains of the Abbott are resting in the bed, hidden from immediate view by the drawn curtains that surround it. He wears only faded and tattered robes, and a steel chain that supports a steel holy symbol.

Two secret doors are present within this room. The first is disguised as the full-length mirror (Search DC 20). This door leads to the Vestment Room. The second is actually located within the back wall of the walk-in wardrobe (Search DC 20). This secret door leads to the Abbott's Staircase, and allowed the Abbott to quickly reach the first floor and keep tabs upon his Acolytes. While both of these secret doors are hard to find from within the Abbott's Bedroom, they appear as normal doors from the outside.

Should the PCs disturb the Abbott's body, they will attract the attention of his Ghost (see Abbott's Study). Quickly searching through this room, the party will find only worn, moth-eaten clothes (medium-size), tattered slippers, and other personal items. A thick prayer book and a burnt out candle stub rest on a small bed stand. Upon inspection, a page is found to be missing. Should any clever PCs think to check, they will find that the missing page is the tattered map that they originally found upon the skeleton of Brother Bernard.

A careful search of this room (Search DC 20) will reveal a hidden compartment within the dresser. This chamber contains a small pouch with 30 gp and 20 sp, 2 Cleric scrolls (*Locate Object*, *Divine Power* each cast at 8th level), *Stone Salve*, and a *Mace of Smiting*.

Should the PCs search for tracks (Search or Track, DC 16), they will find small (gnome-size) footprints that pass through the room from the mirror to the southern door. Nothing else of value, or interest, is present within this room.

### 36. Abbott's Study

The doors to this room open upon a clean, well-kept study that is lit by several wall sconces. The bookcases that line the east and north wall are over-filled with tomes and scrolls of parchment. Three stuffed chairs are in the room's center, and face a large wooden desk. Behind the desk sits a ghostly figure, who continues to write as you enter. 'Just a moment,' he says in a thin whispery voice, 'and I'll be with you shortly.'

The figure behind the desk is Balthazar, the Abbott of this Temple. Although he is aware of his death many years ago, he refuses to rest peacefully because of his overwhelming guilt. He now waits until certain that the Temple and, more importantly, the Wonders, will be delivered safely to other clerics of the Artificer. He also hopes that he can find forgiveness from not only his god, but also from his old mentor, Matthias and those that followed him into the wilderness.

Should the PCs try to speak with the Abbott's Ghost, they will find him curious, yet cautious. He will ask how they came to be here (especially without an appointment); if they were sent by Matthias; how Matthias is doing; and if any of them are "of the faith" (followers of the Artificer). He will also ask if they were shown in by Rumblekin, or if they have had the chance to talk to the gnome yet (indicating the presence of a sole survivor).

Balthazar will judge the PCs based upon their words and actions in this "interview," along with the information on them that he has been given by his tireless

## The Last Initiate

servant, Rumblekin. Some of the things that will give the Abbott a good impression of the PCs:

- Slaying the orc ghosts in the Storage Room,
- Slaying the orc ghouls in the Drawing Room,
- Slaying or driving away the giant wasps in the Library,
- Not looting everything that wasn't nailed down, and especially
- Treating Rumblekin kindly, if they encountered him earlier.

Some of the things that will count against the party, in the Abbott's opinion, are:

- Slaying Wily, Rumblekin's pet rust monster (see Secret Entry),
- Harming or killing Rumblekin himself,
- Looting the Temple like there's no tomorrow,
- Defacing any of the Statues or holy works regarding the Artificer, or
- Indicating that their presence is only for the opportunity to steal the Wonders.

Should the PCs attack or threaten the Abbott, or indicate that their intent is solely to loot the Wonders and move on, his Ghost will fly into a rage, and attack the "petty thieves who'd dare steal crumbs from the great table of the Artificer!" He will show no quarter, and try to either kill the party or drive them from the Temple. If the Ghost is slain (temporarily), he will look up to heaven and shout (in his soliloquy) "I have failed you again, oh Maker! Take my soul back to your furnace, and forge it anew. This I beg of you..."and disappear.

Should the PCs take the Wonders from the Temple grounds before the "temporarily slain" Balthazar returns, his spirit will cease to reform and never return. This, however, is not the best way to solve the problem of the Abbott.

If the party impresses to Balthazar that they are there to help, he will ask them (after casting *Zone of Truth*) to swear an oath that the Wonders will be returned to other priests of the Artificer. As part of this promise, the Abbott will require that the PCs accompany Rumblekin back to civilization with the Wonders, and see that no harm befalls him. Though he cares greatly for the gnome, Balthazar is aware that Rumblekin's only friends are currently a ghost (the Abbott) and an

aberration (Wily, the rust monster).

This, he knows, is causing the already unstable gnome to slowly lose his sanity.

If the PCs agree to help the Abbott, he will direct them to his steel holy symbol in his old bedroom. This, he tells them, along with a gold, iron and copper symbol, will allow the PCs to enter the Chamber of Wonders. He will then cast a *Sending* spell and inform Rumblekin as to the PCs intentions, and instruct him to meet the party in the High Temple.

If they do not agree or attempt to lie to him, the Abbott will dismiss them from his study, and go back to his writings. Unless he or Rumblekin are attacked, he will neither help nor hinder the party any further.

### Encounter Level 10

- Ghost of Balthazar (hp 65)



### 37. Grand Staircase

Before you rises a vast and ornate staircase, made of polished red marble and inlaid with gold and copper. While the stairs themselves are bare, the walls to either side are adorned with carved runes and glyphs. The way before you appears to be clear.

This staircase leads up to the High Temple. It, unlike many of the others, is not trapped. The glyphs are not magical, and represent no threat to the PCs.

## Third Level

### 38. High Temple

As you crest the top of the grand staircase, it appears that you have walked out into the night sky. The dimness of twilight extends before you in every direction, although no discernable features can be spotted on the horizon. Then you realize that you are not outdoors, but within the highest level of the Artificer's Temple. The glittering lights above are not stars as they first seemed, but lights set into the domed ceiling, some 30 feet above. Eight large alcoves recess into the outer walls at even intervals. Within every other niche can faintly be seen the figure of a still humanoid figure.

Dominating this room, however, is a giant, metallic figure. He appears similar to the other statues and bas-relief figures you've seen throughout the Temple: a mid-aged, well-muscled man with fire-like tongues of hair, wearing only a simple blacksmith's apron. His right hand is raised to hold a massive hammer, as if prepared to strike. Before him stretches a great copper anvil, with twin spiraled stairs that lead up to its top. Forged from copper, his skin appears to be bathed in

the glowing fire of a furnace, and his eyes seem fixed in concentration.

The High Temple occupies the entire 3<sup>rd</sup> and final level of the Temple. The statue in the room's center is indeed of the Artificer. Should any PC approach within 20 feet of this figure, they will feel that he radiates heat equivalent to a blacksmith's furnace.

The anvil that stands before the Artificer actually serves as the altar. Upon the anvil/altar's top are recessed places for the obvious insertion of four smaller gears—the various (gold, iron, copper and steel) holy symbols. The insertion of these symbols is necessary to engage the main gear, rotate the High Temple, and reveal the Chamber of Wonders.

The four statues that occupy alcoves within this room are actually currently inert Steam Automatons. These strange 10-foot high constructs are built of an unusual iron and copper alloy, with various gears and shafts set along their surface. They appear as a weird collection of pipes and hoses, and in no way could be confused for sculpted "art." These automatons are now inert, and will not activate unless a non-worshipper of the Artificer ascends the stairs to the altar's surface (see below).

The two staircases that lead to the altar's surface are each trapped. A glyph is present on each of these stairs. To the left, a *Glyph of Warding* (Search and Disable Device DC 28, Rogue only) will cause *Blindness* (Fortitude save at DC 16). The glyph to the right will trigger a Harm spell. As with the rest of the Glyphs in this Temple, they will not be triggered should the person passing by be a worshipper of the Artificer.

Should either of these Glyphs be triggered, they will initiate the second part of the High Temple's protection. The four Steam Automatons (see new creatures) that stand around the room's perimeter will activate and attack any who are not worshippers of the Artificer. These constructs will not necessarily try to kill the party members, but will not stop until they have left the High Temple. Retreating back onto the Grand Staircase will suffice.

#### Encounter Level 8

- 4 Steam Automatons (hp 18, 22, 23, 25)





## Tales from the Blood Plateau

Read the following should the party successfully reach the altar's top.

Stepping upon the giant anvil's top, you realize that you're standing upon an altar that has been abandoned for many, many years. Set into the anvil's surface are four gear-shaped indentations. The copper form of the Artificer looms above you, his eyes watching your every move.

The party will realize that each of the indentations is slightly different in size, corresponding to the slightly different sizes of the four holy symbols (gold, iron, copper and steel). If one each of the four symbols are placed into the indentations, they will engage with one another and activate the central gear shaft.

As you set final gear within the altar, you hear a loud whir and a series of clicking noises coming from the statue's arm as it raises up its hammer. A moment later, the copper figure of the Artificer brings his great mallet down to the anvil's surface.

There is plenty of time for the characters to get out of the way before the hammer strikes. Those PCs foolish enough to remain on the altar's surface are struck (Reflex save DC 15 or take 2d10+15 damage).

The hammer's strike against the altar causes a blinding flash and thunderous noise, that will stun and blind the PCs for 1d4 rounds (Fort save negates DC 18). Those who save will at first believe the stars overhead to be spinning, but then realize that it is they who are moving as the entire top floor turns clockwise 45 degrees. All PCs must make a Reflex save (DC 18) to remain standing. Those who are not blinded might notice (Spot DC 21) that the northwestern niche has no rear wall as it rotates, and eventually reveals a 15' wide by 20' deep opening to the north.

**Note:** If he was contacted by the Abbott, Rumblekin will not arrive in the High Temple until after the PCs. As the gnome was just an initiate, he was never taught

the secrets of the High Temple, including the traps on this level, and should offer no special advantage.

### 39. Antechamber

A set of ornate hammered copper doors, 10 feet in height, are set into the far wall. Their polished, metallic surface reflects the starlight from the High Temple. Ten feet into this room, a large metal lever extends from the eastern wall. A small sign below it reads (in common) 'Pull for Entrance'.

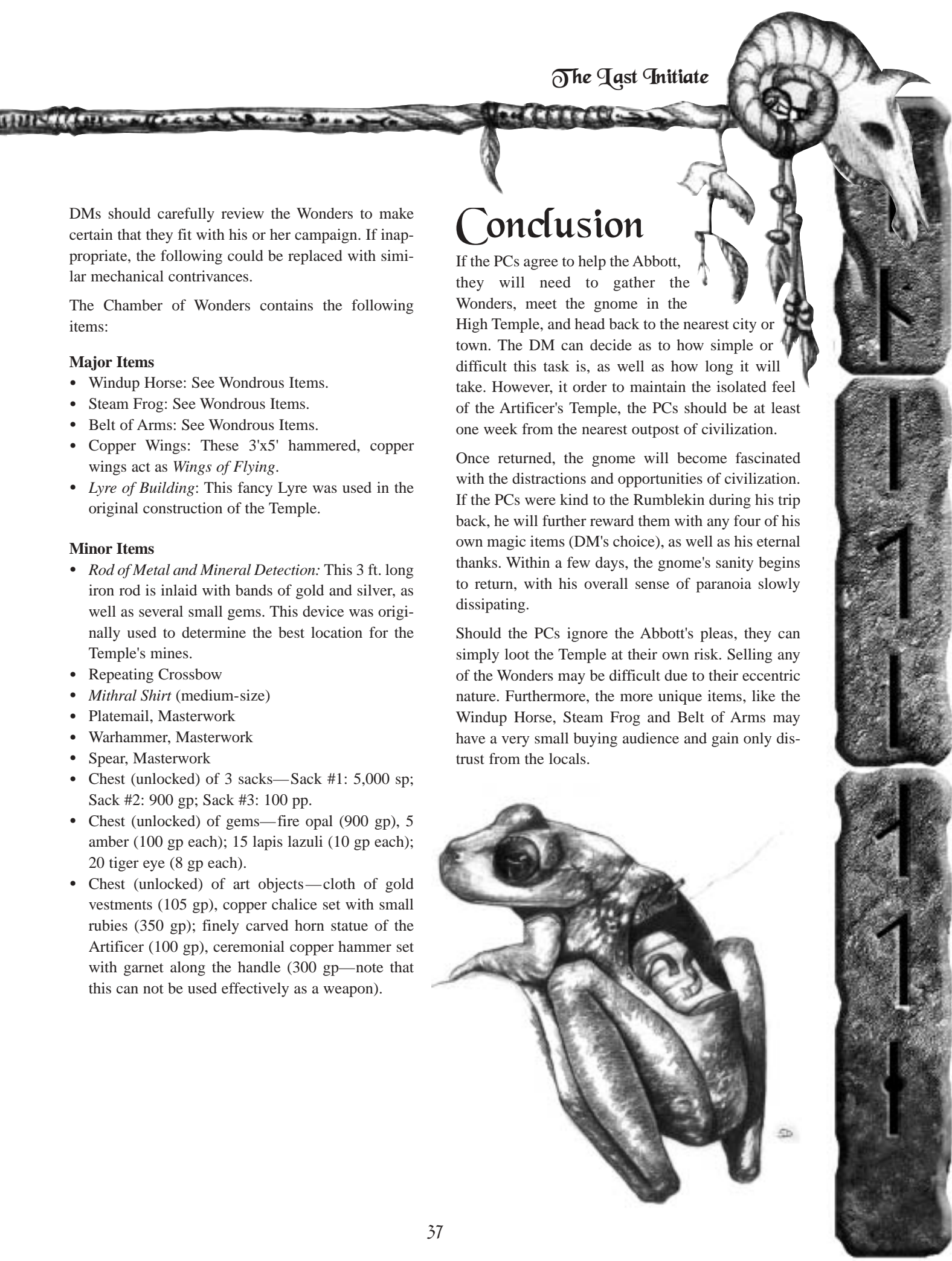
This lever both opens the door to the Chamber of Wonders, and acts to trigger the last of the Temple's traps (Search DC 21, Disable Device DC 28). Once depressed, the highly powerful magnet located in this chamber's ceiling 20 feet above will lift any underlying iron or steel item, including some armor and weapons, regardless of weight. PCs wearing these items, or unwilling to release them, will be drawn to the ceiling as well. It should be noted that depressing the lever is the only way to open the copper doors, save for breaking them (Hardness 10, Hit Points 80, Break 30).

Raising the lever will both deactivate the magnet trap (dropping everything attached 20 feet to the floor), and close the copper doors. Any players dropped from the ceiling will sustain 2d6 damage, unless they successfully Tumble (DC 15). Note that a deactivation lever for the magnet trap is located just inside the Chamber of Wonders. This 2<sup>nd</sup> lever will turn off the magnet, while allowing the Chamber of Wonders' doors to remain open.

### 40. Chamber of Wonders

Before you spreads a long-forgotten chamber. The ornate stone-carved walls and gilded columns are barely noticed, as your eyes are drawn to the collection of strange contraptions and devices. You have found the Wonders of the Artificer!

This room is not trapped. Within are all the best of the Wonders that the Temple priests were able to create.



DMs should carefully review the Wonders to make certain that they fit with his or her campaign. If inappropriate, the following could be replaced with similar mechanical contrivances.

The Chamber of Wonders contains the following items:

#### Major Items

- Windup Horse: See Wondrous Items.
- Steam Frog: See Wondrous Items.
- Belt of Arms: See Wondrous Items.
- Copper Wings: These 3'x5' hammered, copper wings act as *Wings of Flying*.
- *Lyre of Building*: This fancy Lyre was used in the original construction of the Temple.

#### Minor Items

- *Rod of Metal and Mineral Detection*: This 3 ft. long iron rod is inlaid with bands of gold and silver, as well as several small gems. This device was originally used to determine the best location for the Temple's mines.
- Repeating Crossbow
- *Mithral Shirt* (medium-size)
- Platemail, Masterwork
- Warhammer, Masterwork
- Spear, Masterwork
- Chest (unlocked) of 3 sacks—Sack #1: 5,000 sp; Sack #2: 900 gp; Sack #3: 100 pp.
- Chest (unlocked) of gems—fire opal (900 gp), 5 amber (100 gp each); 15 lapis lazuli (10 gp each); 20 tiger eye (8 gp each).
- Chest (unlocked) of art objects—cloth of gold vestments (105 gp), copper chalice set with small rubies (350 gp); finely carved horn statue of the Artificer (100 gp), ceremonial copper hammer set with garnet along the handle (300 gp—note that this can not be used effectively as a weapon).

## Conclusion

If the PCs agree to help the Abbott, they will need to gather the Wonders, meet the gnome in the High Temple, and head back to the nearest city or town. The DM can decide as to how simple or difficult this task is, as well as how long it will take. However, in order to maintain the isolated feel of the Artificer's Temple, the PCs should be at least one week from the nearest outpost of civilization.

Once returned, the gnome will become fascinated with the distractions and opportunities of civilization. If the PCs were kind to the Rumblekin during his trip back, he will further reward them with any four of his own magic items (DM's choice), as well as his eternal thanks. Within a few days, the gnome's sanity begins to return, with his overall sense of paranoia slowly dissipating.

Should the PCs ignore the Abbott's pleas, they can simply loot the Temple at their own risk. Selling any of the Wonders may be difficult due to their eccentric nature. Furthermore, the more unique items, like the Windup Horse, Steam Frog and Belt of Arms may have a very small buying audience and gain only distrust from the locals.



# Appendix

## NPCs

### Cedric the Ghost

Male Cleric1; CR 3; Medium-Size Undead (incorporeal human); HD 1d12; HP 9; Init -1 (Dex); Spd 30 ft., Fly 30 ft. (Perfect); AC 12 (-1 Dex, +3 deflection); Atk NA; Face/Reach 5 ft. x 5 ft./5ft.; SA Manifestation, Frightful Moan; SQ Undead, Incorporeal, +4 turn resistance, Rejuvenation; Al LN; SV Fort +4, Ref -1, Will +4; Abilities Str 13, Dex 8, Con -, Int 10, Wis 15, Cha 16.

Skills: Speak Language (Common); Feats: Scribe Scroll.

### The Ghost of Abbott Balthazar

Male Cleric10; CR 10; Medium-size Undead (incorporeal human); HD 8d12 HP 65; Init +1 (Dex); Speed 30', Fly 30' (perfect); AC 14 (+1 Dex, +3 deflection); Atk: NA; Face/Reach 5 ft. x 5 ft./5ft.; SA Corrupting Gaze (Fort save DC 17), Manifestation, Spells, Telekineses; SQ Cleric features, Rejuvenation, +4 Turn Resistance, Undead, Incorporeal; Al LN; Saves: Fort +6, Ref +3, Will +10; Abilities: Str 14, Dex 12, Con -, Int 14, Wis 18, Cha 17.

Skills: Alchemy +5, Concentration +2, Craft (Blacksmithing) +7, Craft (Stonemasonry) +7, Diplomacy +5, Heal +7, Knowledge (Engineering) +6, Knowledge (Religion) +10, Listen +7, Profession (Miner) +8, Speak Language (Common, Dwarf, Gnome), Spellcraft +4, Spot +6; Feats: Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll.

Equipment: see body in bedroom.

Spells: 0-level (7): cure minor wound (x2), detect magic, guidance, inflict minor wound (x2), virtue; 1st-level (6): burning hands\*, cause fear (x2), divine favor, doom, random action; 2nd-level (5): enthrall, hold person, soften earth or stone\*, spiritual weapon (hammer), zone of truth; 3rd-level (5): bestow curse, blindness, dispel magic, invisibility purge, resist fire\*;

4th-level (4): sending, restoration, summon monster IV (summons 1d3 Azers to aid him), wall of fire.\* (\* denotes Domain Spells)

### Rumblekin

Male Cleric6; CR 6; Small-size humanoid (Gnome); HD 6D8 HP 48; Init (+7); Spd 30 (due to boots); AC 14 (+3 Dex, +1 armor); Atk Warhammer +6 (used two-handed) (1d8+1, x3), Light Crossbow +8 (1d8, 19-20 x2); Face/Reach 5 ft. x 5 ft./5ft.; SA: Spells; SQ: Gnome racial traits, Glyph Immunity (see below); Al LN; SV Fort +8, Ref +5, Will +7; Abilities: Str 12, Dex 16, Con 17, Int 12, Wis 15, Cha 14.

Skills: Concentration +4, Craft (Locksmith) +4, Craft (Trap Making) +3, Heal +5, Knowledge (Religion) +3, Listen +8, Move Silently +6, Speak Language Common, Gnome, Orc; Spot +7; Feats: Alertness, Improved Initiative, Scribe Scroll.

Spells: Lvl. 0: Detect Magic, Guidance (x2), Light, Virtue (x2); Lvl 1: Burning Hands, Cause Fear, Divine Favor, Invisibility to Undead, Sanctuary; Lvl 2: Hold Person (x2), Produce Flame, Silence, Spiritual Weapon; Lvl 3: Glyph of Warding, Resist Element (Fire), Summon Monster 3 (Thoquua)

Innate Gnome Spells: Dancing Lights, Ghost Sound, Prestidigitation.

Equipment: leather armor, war hammer, light crossbow, bottle of oil, gold holy symbol, jar of grease. Magic: Boots of Striding and Springing, Bead of Force (x2), Potion - Oil of Slipperiness, Gauntlet of Rust, Scroll - Spiritual Weapon (hammer), Scroll - Cure Moderate Wounds.

Rumblekin's Ways: Since his flight from his gnome warren, and the fall of the Artificer's Temple, Rumblekin has become slightly unhinged. While not completely insane or maniacal, his best friends are currently a ghost and a rust monster. He will be both afraid of any PCs (who he sees as intruders), and intrigued by the presence of other living, talking people. While



## The Last Initiate

terrified by the wilderness outside the Temple, he would greatly like to return to civilization.

While the PCs are within the Temple, Rumblekin will do his best to follow them unseen, to observe their behavior and determine their purpose. Any news he gains he will relay to the Abbott. Rooms that the gnome may be in include:

- any portion of the lower levels (especially the Lower Gear Room).
- On the ground level, Rumblekin stays mainly within the Central Gear Room, the Dining Hall and the Sitting Room.
- On the upper level, he may be found within the Upper Gear Room, Vestments Room, Abbot's Bedroom or the Abbott's Study.

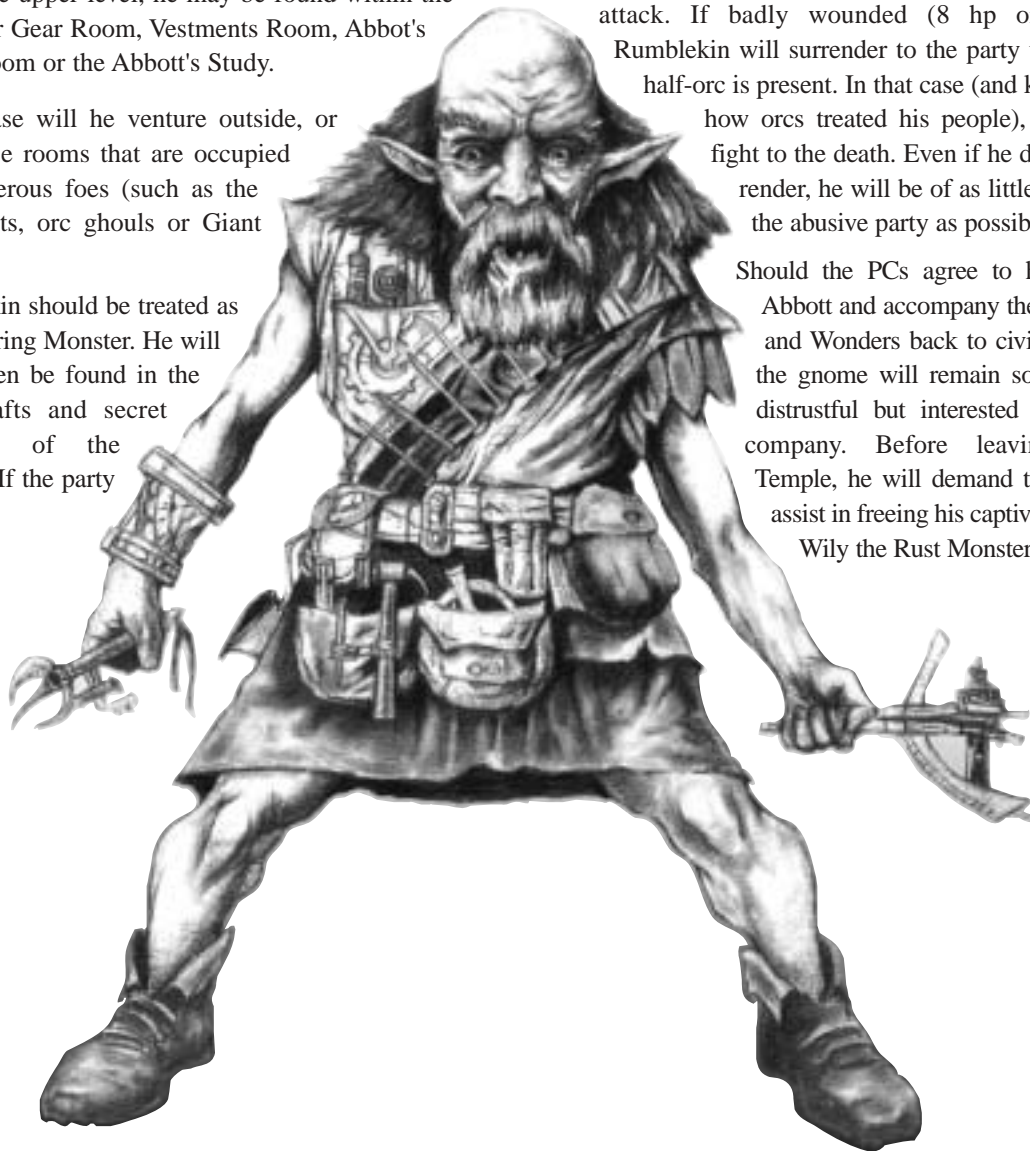
In no case will he venture outside, or into those rooms that are occupied by dangerous foes (such as the orc ghastrs, orc ghouls or Giant Wasps).

Rumblekin should be treated as a Wandering Monster. He will most often be found in the gear shafts and secret passages of the Temple. If the party

is especially malevolent or destructive, he will attempt to reset as many traps and magical Glyphs as possible. While not overtly trying to kill the party, he will attempt to drive destructive PCs away.

If PCs encounter him, he will do his best to escape, utilizing the many secret doors and the multi-leveled gear shaft in which he finds comfort. If possible, he will retreat to the Abbott's Study and enlist the Abbott's ghostly aid. Should he be actually engaged in combat, he will use his Beads of Force and Oil of Slipperiness, as well as his spells, to discourage the attack. If badly wounded (8 hp or less), Rumblekin will surrender to the party unless a half-orc is present. In that case (and knowing how orcs treated his people), he will fight to the death. Even if he does surrender, he will be of as little help to the abusive party as possible.

Should the PCs agree to help the Abbott and accompany the gnome and Wonders back to civilization, the gnome will remain somewhat distrustful but interested in their company. Before leaving the Temple, he will demand that they assist in freeing his captive friend, Wily the Rust Monster.



## New Creatures

### Restless Dead

CR 5; medium-size undead; HD 3d12 (HP 19); Init: +1 (Dex); Spd 20 ft.; AC 18 (+1 Dex, +2 natural, +5 armor); Atk War hammer +3 melee (1d8, 20/x3), light crossbow +3 ranged (1d8, 19-20/x2, 80 ft. range); Face/Reach 5 ft. x 5 ft./5ft.; SA: Clerical Spells; SQ: Undead, Immunities; AI LN; SV: Fort +3, Ref +2, Will +6; Abilities: Str 12, Dex 12, Con -, Int 9, Wis 16, Cha 8.

Skills: Concentration +4, Heal +5, Knowledge (Religion) +6, Listen +6, Spellcraft +6, Spot +6; Feats: Alertness, Scribe Scroll.



Equipment: iron holy symbol, chainmail and surcoat, war hammer, light crossbow, case with 12 bolts, helmet.

Spells: 0-level (4): Guidance x2, Resistance, Virtue; 1st-level (3+1\*): Doom, Obscuring Mist, Shield of Faith, Burning Hands\*; 2nd-level (2+1\*): Hold Person, Spiritual Weapon, Produce Flame\*. (\*represents a Domain spell)

Restless Dead are the bodies and spirits of strong-willed individuals killed in the pursuit of some unfulfilled goal or task. Their will to continue, along with guilt from their failure, is what causes their bodies to rise from the dead, usually within a few days of their death. Therefore, while they may appear as zombies initially, they will soon decay to skeletal figures. Strangely, they keep their ability to speak, though only in a rasping, moaning voice. Additionally, they keep all of their skills, feats and spell abilities that they had in life, making them formidable opponents.

The only way to put them to rest is to either destroy their physical bodies, or in some cases, aid them in the completion of their unfinished work. Generally, Restless Dead are lawful in alignment. It is because of their commitment to their oaths and assignments that they cannot yet rest peacefully.

#### Creating Restless Dead

Restless Dead is a template that can be added to any lawful humanoid who died before fulfilling an important obligation. The base creature's type changes to undead. It then uses all of the base creature's statistics and special abilities, except as noted here:

- Hit Dice: increase to d12,
- AC: natural armor becomes +2,
- Special Qualities: The Restless Dead, as well as gaining the Undead type and +2 Turn Resistance have *Immunity to Cold*. Because they have no internal organs, they take only 1/2 damage from Piercing and Slashing weapons.
- Challenge Rating: same as the base creature +2,
- Abilities: same as the base creature, except the Restless Dead have no Constitution score.

## Steam Automaton

*CR 4; Large construct; HD 4d10 (HP 22); Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural); Atk Slam +8 melee (1d8+6, 20/x2); Face/Reach 5 ft. x 5 ft./10ft.; SA Pile Driver and Steam Blast; SQ Construct, Hardness (10), Vulnerability to Cold; Al N; SV: Fort +1, Ref +1, Will -4; Abilities: Str 22, Dex 10, Con -, Int -, Wis 1, Cha 1;*

*Skills: Spot +3; Feats: Blindfighting, Improved Unarmed Strike.*

*Pile Driver (Ex): The arms of the Steam Automaton can act as a pneumatic battering ram, capable of quickly lengthening to deliver a deadly blow. The construct makes a normal attack roll, but any success deals double damage (triple on a critical). This attack draws off the automaton's internal steam reserve, and will leave it "stunned" for the following round.*

*Steam Blast (Ex): The automaton can unleash a 20' cone of steam from either of his hands, for 4d6 damage (Reflex save DC 14, for half damage). As this attack form uses up much of their steam reserves, the automaton is then considered "stunned" on the following round.*

*Vulnerability to Cold: Because these automatons use steam (and thus, heat) as their power source, they are highly sensitive to cold. Cold-based attacks to the Steam Automatons do double damage.*

These constructs were crafted by the most experienced of the Artificer's clerics. Created solely as a weapon of defense, these four are the last remaining. All others were destroyed in the defense of the Temple. Tall and gangly, these constructs move with a halting, mechanical step while leaking steam from their various joints. While moving at full speed, the automatons often emit a shrill whistle, as from an overheated tea pot.

It is important to note that Steam Automatons are mechanical creatures, and have no innate intelligence. They were constructed to carry out simply instructions (guarding, digging, etc.), although they could be placed on standby when not needed.

The method to create such constructs was, unfortunately, lost along with Balthazar and his ilk. Rumblekin was far too young and inexperienced to ever learn the secrets of these automatons prior to the Temple's down fall.

## Wonderous Items

### Windup Horse

This large iron horse, although angular in appearance and covered with rivets, looks remarkably real. Cranking its tail for 15 minutes will allow it to travel for 45 minutes. Control is accomplished as with a regular horse, using the built in bit and bridle to steer and stop, and kicking plates in the flanks to move and jump. This mechanical beast can travel at paces anywhere from a normal trot (base speed) to a full gallop (speed X4), by manipulating the pommel knob.

Pulling back on the reins and cranking the pommel knob to full speed will cause the Windup Horse to rear up and strike with its front hooves. Any opponent within 5 feet of the horse can be subject to this attack.

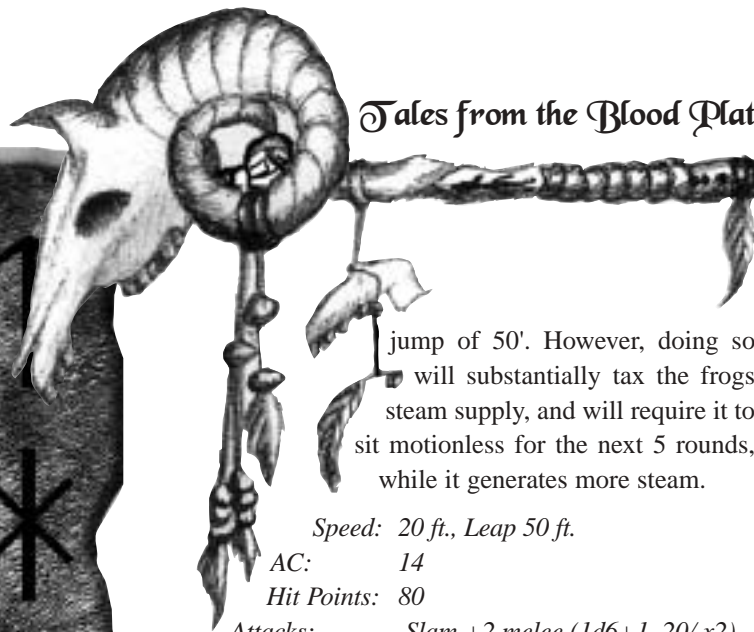
<i>Speed:</i>	40 ft.
<i>AC:</i>	14
<i>Hit Points:</i>	100
<i>Attacks:</i>	Hooves +5 melee (1d8+5, 20/x2)
<i>Special Attacks:</i>	Trample
<i>Special Qualitis:</i>	Hardness 10
<i>Value:</i>	12,000 GP

### Steam Frog

This contraption is a hammered, copper frog, approximately 5' in diameter. Due to the presence of steam within its workings, the copper of this rather realistic giant-sized frog has turned an unnatural green, only adding to its authentic look. Set into its back is a seat sufficient to hold one medium-size person or 2 small-size people. Two sets of built in straps (seatbelts) are present here.

Two wand-like levers and a red button are set within front wall of the bucket seat. The first lever, once depressed, will create a flow of steam into the Frog, both engaging the jumping (rear) legs and allowing alternating speeds. The second lever can move in a full circle, and controls the steering (front) legs. This lever directs the frog facing and movement.

Should the frog rider need to clear a hazard, they can depress the red button and engage a steam-powered



jump of 50'. However, doing so will substantially tax the frogs steam supply, and will require it to sit motionless for the next 5 rounds, while it generates more steam.

*Speed:* 20 ft., Leap 50 ft.

*AC:* 14

*Hit Points:* 80

*Attacks:* Slam +2 melee (1d6+1, 20/x2)

*Special Attacks:* NA

*Special Qualities:* Hardness 9

*Value:* 8,000 GP

### Belt of Arms

This strange, wide belt is constructed of a dense, speckled hide, and augmented by metal plates. Iron, mechanical arm extends from both the left and right side of the belt, ending in crude hands. After this belt is strapped on, the wearer will get a sense of the arms' position and movement, just as if the arms were real. However, their use does come at a grave cost. For each hour that the Belt of Arms is used the wearer suffers 1 point of temporary Strength damage.

As the hands and overall movement of the arms is somewhat crude, they cannot be used for fine manipulation. Activities that require fine manual dexterity, such as casting spells, picking locks or pockets, or general slight of hand tricks are impossible. The Arms can be used for simpler tasks, such as carrying items (carrying capacity equal to wearer's Strength +2), or engaging in melee.

The Belt of Arms has the Multiattack advantage. Therefore any secondary attack made with these arms suffers only a -2 penalty. Attacks with the artificial arms are made using the wearer's base attack bonus, plus the strength bonus of these arms (+2). It should be noted that using a large shield in any hand will block effective attacks from the remaining hand on that side of the body.

*Value:* 6,000 Gold Pieces

## Creatures

### Animated Cleaver

*CR* 1/2; *Tiny Construct*: *HD* 1/2d10 (HP 2); *Init* +2 (*Dex*); *Speed* NA; *Fly* 40' (perfect); *AC* 14 (+2 size, +2 *Dex*); *Atk* Slam +1 melee (1d3-1, x3); *Face/Reach* 2½ ft. x 2½ ft./0ft.; *SA* Hardness 10; *SQ* Construct; *AI* N; *SV*: *Fort* +0, *Ref* +2, *Will* -5; *Abilities*: *Str* 8, *Dex* 14, *Con* -, *Int* -, *Wis* 1, *Cha* 1.

*Skills*: NA; *Feats*: NA.

### Assassin Vine

*CR* 3; *Large Plant*; *HD* 4d8+12; (HP 30); *Init* +0 ; *Spd* 0 ft; *AC* 15 (-1 size, +6 natural); *Atk* Slam +7 melee (1d6+7 20/x2); *Face/Reach* 5 ft. x 5 ft./10ft.; *SA* Entangle, Improved Grab, Constrict 1d6+7; *SQ* Camouflage, Electricity Immunity, Cold and Fire Resistance 20, Blindsight; *AI* N; *SV* *Fort* +7, *Ref* +1, *Will* +2; *Abilities* *Str* 20, *Dex* 10, *Con* 16, *Int* -, *Wis* 13, *Cha* 9.

*Skills*: NA; *Feats*: NA.

### Bison

*CR* 2; *Large Animal*; *HD* 5d8+15; (HP 37); *Init* +0; *Spd* 40 ft; *AC* 13 (-1 size, +4 natural); *Atk* Butt +6 melee (1d8+6 20/x2); *Face/Reach* 5 ft. x 10 ft./5ft.; *SA* Stampede; *SQ* Scent; *AI* N; *SV* *Fort* +7, *Ref* +4, *Will* +1; *Abilities* *Str* 18, *Dex* 10, *Con* 16, *Int* 2, *Wis* 11, *Cha* 4.

*Skills*: *Listen* +8, *Spot* +5; *Feats*: NA.

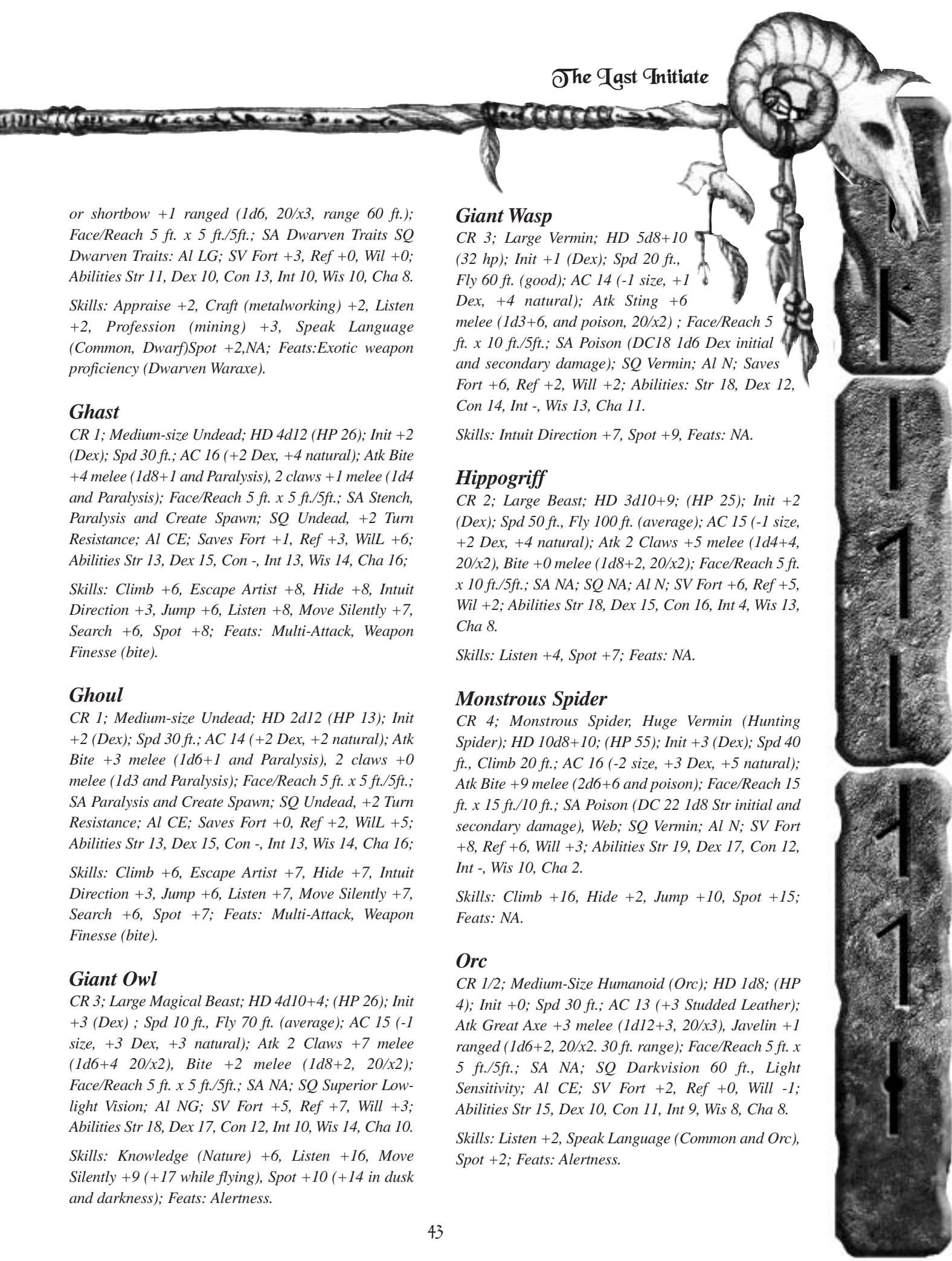
### Black Bear

*CR* 2; *Medium-Size Animal*; *HD* 3d8+6; (HP 19); *Init* +1 (*Dex*); *Spd* 40 ft; *AC* 13 (+1 *Dex*, +2 natural); *Atk* 2 Claws +6 melee (1d4+4 20/x2), Bite +1 melee (1d6+2, 20/x2); *Face/Reach* 5 ft. x 5 ft./5ft.; *SA* NA; *SQ* Scent; *AI* N; *SV* *Fort* +5, *Ref* +4, *Wil* +2; *Abilities* *Str* 19, *Dex* 13, *Con* 15, *Int* 2, *Wis* 12, *Cha* 6.

*Skills*: *Climb* +6, *Listen* +4, *Spot* +7, *Swim* +8; *Feats*: NA.

### Dwarf

*CR* 1/2; *Medium-Size Humanoid t*; *HD* 1d8+1; (HP 5); *Init* +0 ; *Spd* 15 ft; *AC* 16 (+4 scale mail, +2 shield); *Atk* Dwarven Waraxe +1 melee (1d10 20/x3)



or shortbow +1 ranged (1d6, 20/x3, range 60 ft.); Face/Reach 5 ft. x 5 ft./5ft.; SA Dwarven Traits SQ Dwarven Traits: Al LG; SV Fort +3, Ref +0, Wil +0; Abilities Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8.

Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Profession (mining) +3, Speak Language (Common, Dwarf) Spot +2, NA; Feats: Exotic weapon proficiency (Dwarven Waraxe).

### Ghast

CR 1; Medium-size Undead; HD 4d12 (HP 26); Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk Bite +4 melee (1d8+1 and Paralysis), 2 claws +1 melee (1d4 and Paralysis); Face/Reach 5 ft. x 5 ft./5ft.; SA Stench, Paralysis and Create Spawn; SQ Undead, +2 Turn Resistance; Al CE; Saves Fort +1, Ref +3, Will +6; Abilities Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16;

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Feats: Multi-Attack, Weapon Finesse (bite).

### Ghoul

CR 1; Medium-size Undead; HD 2d12 (HP 13); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1 and Paralysis), 2 claws +0 melee (1d3 and Paralysis); Face/Reach 5 ft. x 5 ft./5ft.; SA Paralysis and Create Spawn; SQ Undead, +2 Turn Resistance; Al CE; Saves Fort +0, Ref +2, Will +5; Abilities Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16;

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats: Multi-Attack, Weapon Finesse (bite).

### Giant Owl

CR 3; Large Magical Beast; HD 4d10+4; (HP 26); Init +3 (Dex); Spd 10 ft., Fly 70 ft. (average); AC 15 (-1 size, +3 Dex, +3 natural); Atk 2 Claws +7 melee (1d6+4 20/x2), Bite +2 melee (1d8+2, 20/x2); Face/Reach 5 ft. x 5 ft./5ft.; SA NA; SQ Superior Low-light Vision; Al NG; SV Fort +5, Ref +7, Will +3; Abilities Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills: Knowledge (Nature) +6, Listen +16, Move Silently +9 (+17 while flying), Spot +10 (+14 in dusk and darkness); Feats: Alertness.

### Giant Wasp

CR 3; Large Vermin; HD 5d8+10 (32 hp); Init +1 (Dex); Spd 20 ft., Fly 60 ft. (good); AC 14 (-1 size, +1 Dex, +4 natural); Atk Sting +6 melee (1d3+6, and poison, 20/x2); Face/Reach 5 ft. x 10 ft./5ft.; SA Poison (DC18 1d6 Dex initial and secondary damage); SQ Vermin; Al N; Saves Fort +6, Ref +2, Will +2; Abilities: Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11.

Skills: Intuit Direction +7, Spot +9, Feats: NA.

### Hippogriff

CR 2; Large Beast; HD 3d10+9; (HP 25); Init +2 (Dex); Spd 50 ft., Fly 100 ft. (average); AC 15 (-1 size, +2 Dex, +4 natural); Atk 2 Claws +5 melee (1d4+4, 20/x2), Bite +0 melee (1d8+2, 20/x2); Face/Reach 5 ft. x 10 ft./5ft.; SA NA; SQ NA; Al N; SV Fort +6, Ref +5, Wil +2; Abilities Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8.

Skills: Listen +4, Spot +7; Feats: NA.

### Monstrous Spider

CR 4; Monstrous Spider, Huge Vermin (Hunting Spider); HD 10d8+10; (HP 55); Init +3 (Dex); Spd 40 ft., Climb 20 ft.; AC 16 (-2 size, +3 Dex, +5 natural); Atk Bite +9 melee (2d6+6 and poison); Face/Reach 15 ft. x 15 ft./10 ft.; SA Poison (DC 22 1d8 Str initial and secondary damage), Web; SQ Vermin; Al N; SV Fort +8, Ref +6, Will +3; Abilities Str 19, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +16, Hide +2, Jump +10, Spot +15; Feats: NA.

### Orc

CR 1/2; Medium-Size Humanoid (Orc); HD 1d8; (HP 4); Init +0; Spd 30 ft.; AC 13 (+3 Studded Leather); Atk Great Axe +3 melee (1d12+3, 20/x3), Javelin +1 ranged (1d6+2, 20/x2, 30 ft. range); Face/Reach 5 ft. x 5 ft./5ft.; SA NA; SQ Darkvision 60 ft., Light Sensitivity; Al CE; SV Fort +2, Ref +0, Will -1; Abilities Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +2, Speak Language (Common and Orc), Spot +2; Feats: Alertness.



## Tales from the Blood Plateau

### Orc Captain

CR 6; Medium-Size Humanoid (Orc); HD 7d8; (HP 31); Init +0; Spd 30 ft.; AC 13 (+3 Studded Leather); Atk Great Axe +9 melee (1d12+3, 20/x3), Javelin +7 ranged (1d6+2, 20/x2, 30 ft. range); Face/Reach 5 ft. x 5 ft./5ft.; SA NA; SQ Darkvision 60 ft., Light Sensitivity; AI CE; SV Fort +5, Ref +2, Will +1; Abilities Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +5, Speak Language (Common and Orc), Spot +5; Feats: Alertness, Leadership, Mounted Combat.

### Orc Lieutenant

CR 3; Medium-Size Humanoid (Orc); HD 5d8; (HP 22); Init +0; Spd 30 ft.; AC 13 (+3 Studded Leather); Atk Great Axe +7 melee (1d12+3, 20/x3), Javelin +5 ranged (1d6+2, 20/x2, 30 ft. range); Face/Reach 5 ft. x 5 ft./5ft.; SA NA; SQ Darkvision 60 ft., Light Sensitivity; AI CE; SV Fort +4, Ref +1, Will +0; Abilities Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Speak Language (Common and Orc), Spot +4; Feats: Alertness, Mounted Combat.

### Orc Sergeant

CR 3/2; Medium-Size Humanoid (Orc); HD 3d8; (HP 12); Init +0; Spd 30 ft.; AC 13 (+3 Studded Leather); Atk Great Axe +5 melee (1d12+3, 20/x3), Javelin +3 ranged (1d6+2, 20/x2, 30 ft. range); Face/Reach 5 ft. x 5 ft./5ft.; SA NA; SQ Darkvision 60 ft., Light Sensitivity; AI CE; SV Fort +3, Ref +1, Will +0; Abilities Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +3, Speak Language (Common and Orc), Spot +3; Feats: Alertness, Mounted Combat.

### Rust Monster

CR 3; Medium-size Abaration: HD 5d8+5 (HP 33); Init +3 (Dex); Speed 40 ft.; AC 18 (+3 Dex, +5 natural); Atk Antennai touch +3 melee (rust), bite -2 melee(1d3); Face/Reach 5 ft. x 5 ft./5ft.; SA Rust; SQ Scent; SV: Fort +2, Ref +4, Will +5; Abilities: Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8;

Skills: Listen +9, Spot +9; Feats: Alertness.

### Skeleton

CR 1/3; Medium-sized Undead; HD 1d12 (HP 6); Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 19 (+1 Dex, +6 banded mail, +2 natural); Atk Short Spear +0 melee (1d8, 20/x3), War Hammer +0 melee (1d8, 20/x3); Face/Reach 5 ft. x 5 ft./5ft.; SA NA; SQ Undead Immunities; AI N; Saves Fort +0, Ref +1, Will +2; Abilities: Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills: NA; Feats: Improved Initiative.

### Thoqqua

CR 2; Medium-sized Elemental (earth, fire); HD 3d8+3 (HP 16); Init +1 (Dex); Spd 30 ft., Burrow 20 ft.; AC 18 (+1 Dex, +7 natural); Atk slam +4 me-lee (1d6+3 and 2d6 fire, 20/x2); Face/Reach 5 ft. x 5 ft./5ft.; SA Heat, Burn; SQ Fire Subtype, Tremorsense; AI N; Saves Fort +4, Ref +4, Will +2; Abilities: Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10.

Skills: Intuit Direction +4, Jump +6, Listen +6, Move Silently +5; Feats: NA.

## Coming Soon from MonkeyGod Enterprises

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an adventure by Travis Stout

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How do you go about assaulting a manned, fortified stronghold? Why do the orcs want it in the first place? And just who taught orcs to fight like soldiers?

Maybe you'll find the answers to these questions--or maybe you'll find a grisly death at the hands of a Den of orcs!

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Version 0.4

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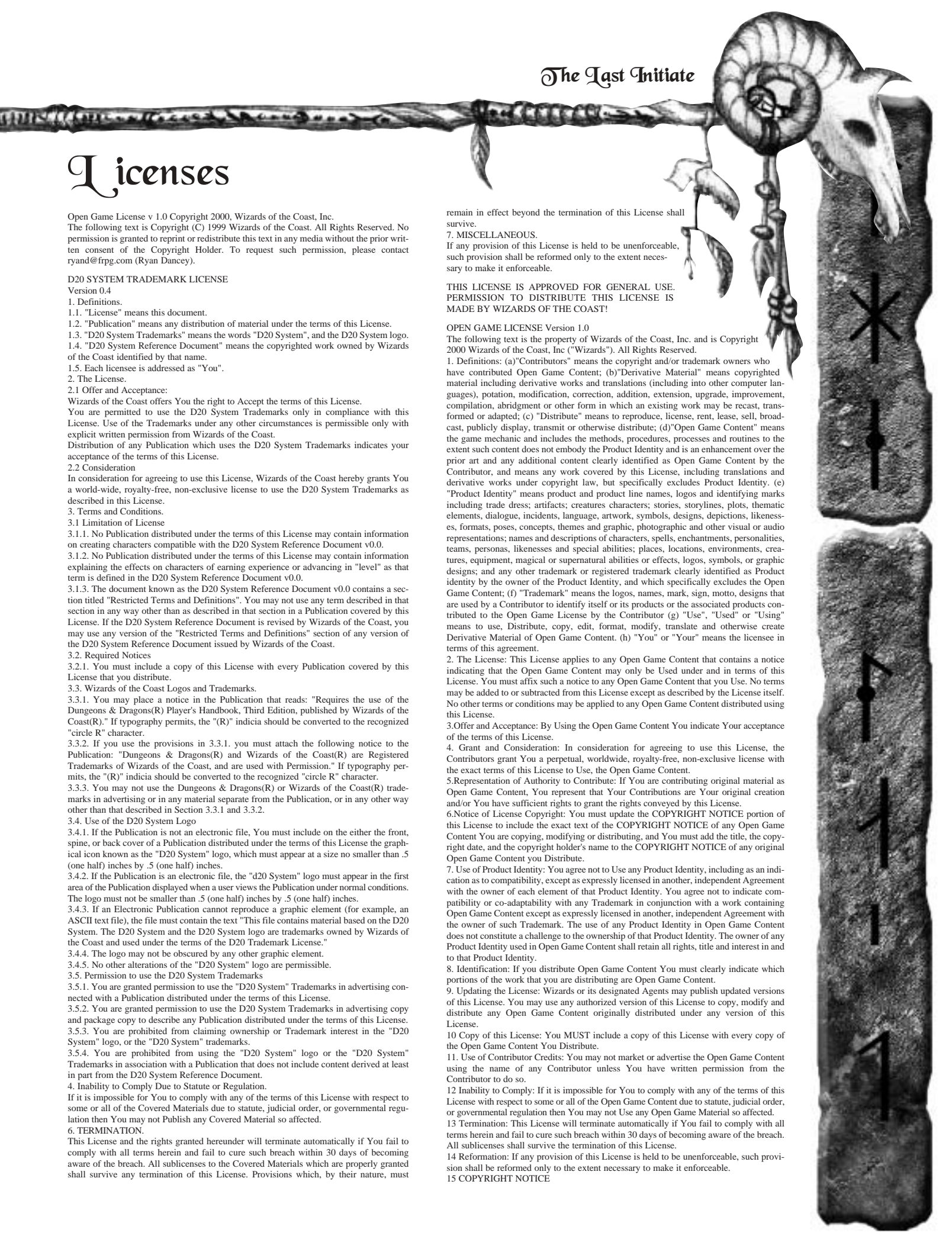
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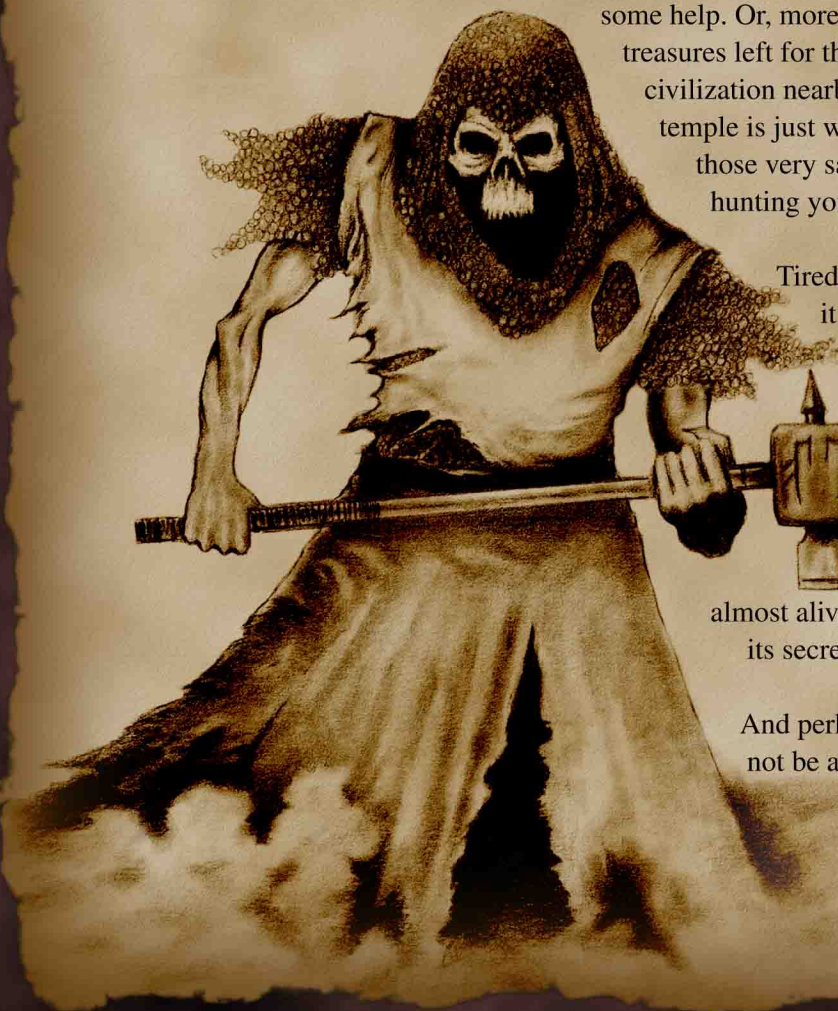
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# A Lost Plea

The skeletal body you found in the wilds carried a plea for help – a plea that was never delivered. Whoever he was, his failure left his entire brotherhood under siege by a barbarous army of Orcs. Did the priests and their followers survive the attack, to still live hidden somewhere in the wilderness? While the dead man you found doesn't talk, his weathered note bares a map to the secret temple's location.

But the note also speaks of treasures; Wonders he calls them, that must be saved at all cost. Perhaps a trip to this temple might be in order. After all, the clerics may still need some help. Or, more likely, there could be treasures left for the taking. And with no civilization nearby, the fortification of the temple is just what you need. Because those very same Orc hordes are now hunting you.



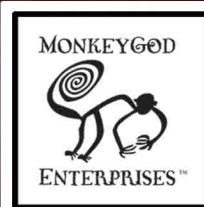
Tired and cold, you may make it to a temple hidden for years from prying eyes. It must surely offer you some protection, since its defenses held off invaders long ago. But the temple seems almost alive, and intent on keeping its secrets from all foreigners.

And perhaps, it might not be as empty as you think....

The Last Initiate is a D20 system adventure suitable for fifth to sixth level characters.



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