

The Cult of Death and Decay

A Short Adventure for four 10th-level player characters.

Credits

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The Cult of Death and Decay is a short adventure that pits the player characters against the rising powers of the followers of Morgion and Chemosh after the War of Souls in the *Dragonlance*® world of Krynn. A cleric and a rogue are highly recommended for all adventure parties.

The clerics of Morgion and Chemosh have always been in the background, much as their gods have been. However, with the death of Takhisis, there is an unbalance of power in the heavens between the gods of darkness. Who will take over ruler ship of the evil gods?

The Cult has taken over to their side a rogue Knight of Neraka and uses him to capture slaves for their experiments in the mountains. The player characters are called out for help from the close town of Fellpass to find the missing villagers and bring them home. However, the closer they get to finding the villagers, the closer they discover who is really behind the kidnappings.

Adventure Synopsis

The Cult of Death and Decay starts out as a rescue mission as the player characters go

in search of the missing villagers that the rogue Knight of Neraka took as slaves. After confronting the rogue knight and learning whom he is now really working for, the player characters have a choice of either putting an end to the cult that has risen up so near a peaceful town or leaving those to their own purposes.

Preparation

As the Dungeon Master (DM), you need a copy of the *Player's Handbook*, the *DUNGEON MASTER'S*® *Guide*, and the *MONSTER MANUAL*® to use this adventure. You will also need a copy of the *Dragonlance*® *Campaign Setting* book as well as the *Age of Mortals*® *Campaign Setting Companion*. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the *MONSTER MANUAL*® is referenced. You can adjust the difficulty of the adventure by changing the level of the rogue knight antagonist or by altering the number monsters they group encounters. To tailor the encounter to groups of different levels, refer to Table 4-1 in Chapter 4 of the *DUNGEON MASTER'S GUIDE*®.

Character Hooks

This is a good "side-trek" adventure—it's easy to insert into any campaign while the PC's are traveling through a small, remote village. Use the following hooks and rumors to draw the PC's into helping the village of Fellpass.

- One of the villagers taken by the rogue knight is a family member (or friend) of one of the PC's. The party is told this by the town elder and begged to bring them home.
- The cleric in the party is sent by his or her church of a good god in search of recent rumors of a cult. The cult has drawn many new initiates and the church believes they are a large threat.
- The Knights of Neraka (or the Knights of Solamnia) offer a reward of 1,000 steel pieces (stl) to anyone capturing the rogue knight or returning with proof of his death.

FELLPASS (Village): Conventional; AL NG; 200 stl limit; Assets 8,500 stl; Population

800 adults; Isolated (human 96%, kender 2%, elf 1%, all others 1%). *Authority Figure(s)*: Alya Deercart (constable), female human Ftr10; Jolan Eaglescar, male half-elf Clr13 (of Mishikal). *Important Characters*: Jarrak the Anvil, male dwarf Ftr8 (sheriff); Shepherd Jodge (head farmer), male human Com9; Johaza the Smith, male human Exp7; Vococh Root (alchemist), male human Sor2. *Others*: Town guard, War5, two War2, five War1. *Notes*: Fellpass is a village of farmers and shepherds. Several outlying hamlets use this settlement as a trade center; the nearest is about 30 miles away. The nearest town lies about 35 miles from Fellpass.

Character Inquiries

The average citizen of Fellpass can give the following information:

- A large man dressed in fine plate mail armor arrived almost two ten-day ago demanding villagers go with him to the mountains.
- The rogue knight took with him 20 villagers. He had 10 men on horseback armed to the teeth escorting him.
- There have been recent sightings of numerous undead in the area.

Gather Information (DC 10)

- The village well was recently discovered with some strange magical disease flowing in it. The village cleric (Jolan) was able to cure the water before anyone was affected or found out about it.
- The undead zombies and skeletons have been sighted near the surrounding foothills and forest. They always have some person dressed in black accompanying them.
- The rogue knight's armor was the armor of the Knights of Neraka. It was scratched and defaced, however.
- The rogue knight looked horrible. He had several visible pustules and lesions on his face. He also coughed quite often.
- The rogue knight was accompanied by a cleric in black robes. The cleric

had a holy symbol of Morgion, god of disease. This is very unusual.

- The cleric came to the town with the rogue knight and hand-selected people from the village to travel with them to the ruined keep. The knight and cleric got in an argument when the cleric wanted to select some women and children to go as well. The rogue knight did not agree with this, but after the brief argument, the cleric won and the women and children went with the group of bandits.

Gather Information (DC 20)

- The Knights of Neraka occupied this village during the War of Souls. The rogue knight is familiar to a few of the villagers. His name is Aser Kulmok and he was sent disgracefully out of the Order on charges of murder.
- The Knights of Neraka took over an old keep north of the village during the War of Souls to act as a buffer point. The keep was unoccupied, but it seems the rogue knight took over control of it.

Knowledge (Religion) (DC 15)

- Morgion is the god of disease and Chemosh is the god of undead. They do not often work together.

Encounter A:

The Rogue Knight's Camp

Aser Kulmok, ex-Knight of the Lily, has forsaken his vows as a Knight of Neraka after being infected with a strange magical disease. Clerics of Morgion cast *contagion* on him during a brief encounter in the Nerakan Mountains. After trying in vain to get a cure of the strange ailment, Aser gave up hope and instead went back to the clerics of Morgion and begged for a cure. The clerics decided to give him a cure, but in exchange for services from him. They used him as an assassin to take out any Knights of Neraka they felt was giving them too much trouble.

After each killing, the clerics would give Aser a cure for his disease. However, this "cure" would only last a few days and then the

symptoms would come back. Aser was forever in the service of the evil clerics. After the first few murders, the Knights found out Aser was behind these killings and tried to have him arrested. He fled to the foothills and went into hiding with the clerics of Morgion, now joined by clerics of Chemosh as well. Aser gathered a few henchmen and began taking villagers from the surrounding villages as slaves and experiments for the clerics. They, in turn, rewarded Aser with his "cure."

After attacking the village of Fellpass, Aser fled to his camp located just two days walk north of the village. He will stay there for three days and then begin the two-day trek to the hidden temple.

The party should be encouraged to attack Aser's camp as soon as possible before he moves on to the hidden temple. A ranger or another character with Track as a feat should be used to track Aser and his company to their camp. The Track check is easy enough (DC 12) since Aser did not try to hide his tracks. However, after leaving from his camp to the temple, his tracks are much harder to find in the rocky paths of the foothills (Track DC 20). Be sure to check page 101 of the *Player's Handbook*® to find out other modifiers to the Track check (number of days the PC's wait before they follow, for example).

A Knowledge (Local) (DC 15) will reveal the following information to the party:

- This old keep was originally constructed just before the Chaos War. It was used by the Dark Knights as a stronghold in the Solamnic area. After the Chaos War, the keep was less and less use. It was all but abandoned just before the War of Souls, and then was used again by the rogue knight just after the War of Souls.

1. Keep Entrance

Read the following to the PC's

After traveling a few minutes along the cobblestone path, it winds to the front entrance of a large keep. Two towers stand in the southeastern and northwestern sections. Parts of the wall have collapsed,

most likely due to siege damage. One of the towers in the front completely lacks a ceiling. Two guards, dressed in miss-matched armor, await at the large wooden front doors.

There are two guards awaiting anyone that approaches the front doors of the keep. If they spot anyone, one goes out to see exactly who it is and the other notifies other guards inside the main entry hall (see Area 2). If anyone attacks, they immediately gather more of the henchmen in the keep.

Fighter Guards (2): See Appendix for Statistics.

2. Greeting Hall

Read the following to the PC's when they enter this room.

This entrance hall was once a grand hall. You can see the remnants of torn and tattered tapestries depicting the rule of the Knights of Takhisis, with numerous depictions of the late-evil goddess. However, now the tapestries have been visibly defaced in areas showing the Queen of Darkness. There are rugs adorning the ground that have torn from years of misuse. Two tables are on each side of the room holding golden candlesticks, with five oak doors that are barely hanging on their hinges. A large chandelier hangs loosely by an ancient golden chain above you.

There are two (2) Fighter guards sitting at one of the tables. They are armed and armored and once the party enters the quickly call for reinforcements, perhaps even getting Aser in area 3.

Fighter Guards (2): See Appendix for statistics.

Treasure: The tapestries and rugs are not worth any money, however each of the two golden candlesticks is worth 150 stl.

3. Lord's Chambers

Read the following when the PC's enter this room.

This audience chamber is filled with tables and chairs, each holding numerous maps and books, most in disarray on the floor. A large throne had been turned over on its side and a regal man of his mid years sits atop it, wearing the shining armor of the Knights of Neraka, now with most of the symbols scratched off in obvious contempt. His face is covered with open wounds and pustules, as well as bleeding sores and lesions. He coughs silently as you approach, wiping blood from his lips. Two guards stand near him, discussing maps. A thin man dressed in black robes and bearing the holy symbol of Morgion stands near them as well, discussing something with the rogue knight.

Aser Kulmok resides here as well as a Fighter Guard and a Rogue Guard. He will not immediately attack the party unless they prove to be hostile towards him. If they do attack, he wastes no time and charges into melee, going after any Knights first and then clerics, since he despises anyone related to the recently returned gods.

Aser will speak to the party, especially if they have any Knights with them. He is very eager to explain why he is doing things since he knows both Knighthoods are after him.

Aser has been given a rare magical disease as a dying curse from a cleric of Morgion, god of disease. Aser has been unable to gain any healing from the malady and the only way to prevent the onset of its symptoms was to receive magical aid from the Clerics of Morgion. Of course, they do not do this free, and demanded quite a lot from Aser for their aid. He has withstood the effects of the disease so far, but he cannot cure it (or so he believes). He has become an assassin for the Morgion clerics and he has also now begun to take slaves and prisoners for their unusual experiments.

Aser truly regrets the deeds he has done, but he refuses to give up and face the disease without a cure. If the party can find him a cure, he will go back with them to face whatever punishments the Knighthoods want him to face. However, if the party wants him to face his crimes without a cure, he would prefer to fight to the death.

Cleric of Morgion (1): See Appendix for statistics.

NOTE: The Cleric will only stay for the battle if it goes well for the bandits. If the PC's ever outnumber the bandits in the room (and the fight looks to be turning), the cleric will flee with a prepared *word of recall* scroll he has with him. Also, if at any time Aser falls, the cleric will flee. This should create a desire for the PC's to follow the cleric to the temple of the cult.

Fighter Guard (1) and Rogue Guard (1): See Appendix for statistics.

Aser Kulmok, Male Human Ftr5, KoL4, RgK3: CR 12; Medium Humanoid (6 feet tall); HD 5d10+15, 4d10+12, 3d10+9; hp 109; Init +5; Spd 20 ft.; AC 25 (+10 *Full Plate* +2, +4 *Heavy Steel Shield* +2, +1 Dex), touch 11, flat-footed 24; Base Atk +12/+7/+2; Grp +16; Atk +19 melee (1d8+8/17-20, *Keen Longsword* +2), or +14 ranged (1d8+4/X3, masterwork composite longbow [+4 Str bonus]); Full Atk +19/+14/+9 melee (1d8+8/17-20, *Keen Longsword* +2), or +14/+9/+4 ranged (1d8+4/X3, masterwork composite longbow [+4 Str bonus]); SA Sneak Attack +2d6, Desperate Strike +1d6; SQ Demoralize, Fight to the Death, Unbreakable Will, Honor's Price, Dire Providence, Hardhearted; AL CN; SV Fort +18, Ref +7, Will +8; Str 18, Dex 13, Con 16, Int 12, Wis 14, Cha 14.

Skills and Feats: Climb +5*, Handle Animal +7, Intimidate +12, Knowledge (Religion) +9, Ride +8, Sense Motive +11; Diehard (b), Dodge, Honor Bound, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Long Sword), Weapon Specialization (Long Sword), Whirlwind Attack.

* = Armor Check Penalty applied to bonus.

Demoralize (Ex): Aser gains a +2 profane bonus to Intimidate checks made to demoralize opponents in combat. If the check is successful, the target is shaken for 1 round per class level of the knight.

Fight to the Death (Ex): Aser gains the Diehard feat as a bonus feat.

Unbreakable Will (Su): Aser is immune to fear effects and gains a +2 morale bonus on all saving throws against mind-affecting magic.

Honor's Price (Ex): Aser suffers a -3 penalty to all Charisma-based skill checks when dealing with Knights of Neraka. He gains a +3 bonus on dealings with the underworld and criminals.

Dire Providence (Su): When Aser takes damage that would normally reduce him to 0 hit points or less, he may make a Fortitude save (DC equals damage dealt) to halve the damage. This can be used once per day.

Hardhearted (Su): Aser gains a +2 morale bonus to saves versus fear and despair-inducing effects.

Possessions: Full plate armor +2, Heavy Steel Shield +2, Keen Longsword +2, Cloak of Resistance +3, ring of minor energy resistance (fire 10), masterwork composite longbow (+4 Str bonus), 1,200 stl, 3 black pearls worth 105 stl each.

Add-Hoc Experience: If the party is able to convince Aser to give up and face his crimes, award each party member 3,000 xp.

Treasure: Inside the numerous chests in the chamber is a total of 500 stl, 1,400 gp, (3) *cure moderate wounds* potions, (2) *cure serious wounds* potions, a *cure critical wounds* potion, a *dagger* +2, a *shortbow* +2 and (20) *silvered arrows* +2. One of the maps shows how to reach the Temple of Death and Decay (see Encounter 2). In a desk drawer is a journal kept by Aser Kulmok, specifically saying why he is doing the things he is (to survive the magical disease placed on him).

4. Armory

Read the following to the PC's when they enter this room.

This small room has one oak door at its east entrance and one at its north entrance. The room seems to be empty except for a few rats scuttling across the floor and numerous weapons stacked in neat rows.

This room is where all the weapons found by the bandits are kept. The room holds (20) longswords, (10) shortswords, (150) arrows, (3) masterwork composite longbows (+2 Str bonus), (3) masterwork battle axes, (1) masterwork greatsword, and a *shortsword* +1.

There is also a secret entrance into the keep in this room on the far west wall. It is a large crack in the wall in which a medium size creature or smaller could easily squeeze through. Aser and the guards do not know of the secret entrance.

Anyone making enough noise going through the weapons will warn the guards in Areas 2, 3, and 5.

5. Guards' Quarters

Read the following when the PC's enter this room.

There are three guards in this room, but they seem to be occupied with a game of bones at the north wall. A table sits in the center of the room with various types of entrees on it, most half eaten. One guard is face down on the table, seeming to snore at a steady pace. One door at the north west wall is locked and wrapped with an iron chain and lock.

This is a guard's chamber for the captives in Area 8. The three guards playing bones are armed and armored and will attack anyone entering the room that seems to be hostile. The guard asleep on table is completely drunk, however armed. There is a 30% chance each round he awakens from any sounds of combat. If he does, he still suffers a -4 penalty to all attack rolls, skill checks, and saving throws due to his inebriation.

Fighter Guards (2) and Rogue Guards (2) (one is drunk): See Appendix for statistics.

Treasure: The guards have amassed in neat stacks 180 stl.

6. Storage Chamber

Read the following when the PC's enter this room.

This larger room also seems to be empty and some sort of storage chamber. Numerous boxes and chests lay throughout the chamber, most holding basic goods such as food, blankets, and saddles for horses. However, one crate towards the center of the room seems to have a few golden objects in it.

Treasure: Inside the center crate are all the valuables found inside this keep and kept for the bandits. They include the following: 1,500 stl, 50 pp, 2,000 sp, a bloodstone (worth 50 stl), (2) amethysts (worth 45 stl each), a red garnet (worth 100 stl), an emerald (worth 1,200 stl), a silver chalice (worth 55 stl), (4) brass mugs with amethyst inlays (worth 350 stl each), carved harp made of ironwood (worth 700 stl), a carved statuette made of bone depicting Chemosh (worth 60 stl), and a ceremonial electrum dagger with a star emerald in the pommel (worth 1,200 stl).

7. Captives' Room

Read the following when the party enters this room.

This room holds four people, two men and a woman with a child. They seem to be huddled in fear against the far wall, cowering from a guard standing in front of them with a sword pulled out. He seems to be yelling at one of the men. He turns and notices you as you enter the room.

This is one of the two rooms holding captives from surrounding villages. There is one guard inside beating one of the men in the room for not following his orders.

Fighter Guard (1): See Appendix for statistics.

Add-Hoc Experience: Award 350 xp to each party member for rescuing the four captives.

8. Captives' Tower

Read the following to the PC's when they enter this room.

This room holds eight people dressed in various degrees of disarray. There are three men, four women, and one child of about his early teen years. They seem to be huddled against the far wall in fear, and they have heavy manacles attached to their feet and hands. They also seem to have been beaten recently.

This is the other room holding the captives from the surrounding villages. The people just want to get home to their lost families and will leave, after equipping some arms in Area 4, if the party has cleared a way.

Add-Hoc Experience: Award each party member 700 xp for rescuing the eight captives in this room.

9. Guards' Tower

Read the following to the PC's when they enter this room.

This large tower seems to be in very bad shape as it has no roof and only a spindly ladder leads to the second floor. There, two guards armed with longbows keep vigilant watch over the surrounding foothills, which can be seen from above.

The guards are on the upper portion of the tower and the only way to reach there is using a single ladder. If anyone tries to attack the guards, they throw down the ladder and pelt enemies with their bows.

Fighter Guards (2): See Appendix for statistics.

Encounter B:

The Temple of Death and Decay

The party can gain news of this temple in one of a few ways:

- They are sent by a good-aligned church to hunt down news of a recent cult and undead.
- They find the map in Aser Kulmok's camp showing a temple hidden in the hills.
- Aser actually tells them where the temple is so the party may destroy the cult.

However they find the temple, use Figure B: The Temple of Death and Decay for a map of the dungeon.

NOTE: A Knowledge (Ancient History) (DC 20) will reveal the following information to the party:

- An ancient cult first constructed this temple in the mountains before the Cataclysm as a hide away from the

forces of Light led by the Kingpriest. After the destruction of the Cataclysm, the temple became abandoned. It remained unused until the War of the Lance when the Dragonarmies performed vile experiments, including creating Draconians. After the Chaos War, the temple was abandoned again until the Cult of Death and Decay was started just after the War of Souls and news of the "One God."

Note: Unless otherwise noted, all walls are worked stone with a Climb DC of 15. All ceilings are 15 feet high and most corridors are either 5 feet or 10 feet wide. All doors are nicely made with a Open Lock DC of 20 and a Break DC of 25. Light is provided in the Temple by numerous sconces along the walls (all areas are considered to be well lit).

1. Entry Hall

Read the following to the PC's when they enter this corridor.

Some well-placed boulders and rocks hide this grand entry hall. Two huge, 15-foot high bronze doors bar the entrance. The doors are marred by weather and erosion, but you can still make out different symbols depicting Chemosh, lord of undeath, and Morgion, god of death and disease.

Five feet into the entry hall is protected with a *glyph of warding* spell (Search DC 28, Disable Device DC 28, 4d8 acid damage, Reflex save 17 for half). The spell is an ancient one cast during the time of Istar. It is only activated when a character with a "good" alignment enters. If the spell is activated, guards in Areas 2, 3, 4 and 5 must make a Listen Check (DC 15) to notice the noise and come to investigate the disruption.

2. Guards' Room

This larger 15-foot by 25-foot room holds some kapak draconian guards and a few human guards for the temple. Both kapak draconians are standing near the doorway, however each of the human guards is seated at a table looking over some recent treasure taken from some prisoners. If the battle goes badly for the guards, they try to

send one kapak out for recent reinforcements.

Fighter Guard (1) and Rogue Guard (1): See Appendix for statistics.

Kapak Draconians (2): See page 219 in the *Dragonlance Campaign Setting*®.

Treasure: On the table, the guards have managed to obtain 160 stl, 900 gp, (3) amber gems (worth 100 gp each), (2) emeralds (worth 250 gp each), and a *flaming scimitar* +1. The guards do not know the scimitar is magical or its powers.

3. Guards' Room

This small 10-foot by 25-foot room also holds some guards. They are currently locked in the room interrogating a prisoner. The prisoner is a Qualenesti Elf they have managed to capture and they are looking for further information about the fall of Qualenesti. If freed, the elf is badly hurt and in need of healing. He has also been poisoned and is in need of a *neutralize poison* spell. The elf's name is Haranthalasala Ebbleaf. He does not have too much information about the temple, only that the clerics are "looking for more elves." He does not know why they need elves.

Rogue Guard (1): See Appendix for statistics.

Baaz Draconian (3): See page 217 in the *Dragonlance Campaign Setting*®.

Add-Hoc Experience: Give each party member a bonus of 150xp for rescuing the elven captive.

4. Storage Room

This is another 10-foot by 25-foot room. The door is locked. Read the following when the PC's enter this room.

This unlit room is filled with barrels and crates of all sizes. Heavy cobwebs cover the entire room and it appears to not have been used for some time. There is a strong smell of death and decay.

This is an unused storage room that has been given over to a few undead since the cult started. Everything of value has decayed and fallen into ruin.

Ghasts (2): See page 119 in the *Monster Manual*®

5. Cleric's Storage

This is a larger 15-foot by 25-foot room. The door here is locked as well. The clerics use this room as a storage area for clerical supplies. Currently, there is one cleric as well as one guard with him.

Rogue Guard (1) and Cleric of Morgion (1): See Appendix for statistics.

Treasure: Among the clerical supplies are (3) *potions of cure serious wounds*, (2) *potions of cure light wounds*, (2) *remove disease potions*, (2) *neutralize poison potions*, a *scroll of bless*, (2) *scrolls of summon monster II*, a *scroll of animate dead*, a *scroll of dispel magic* and a *scroll of glyph of warding*. There is also a *keen scythe +1* standing against the far wall and a *heavy wooden shield +2*. Among some coffers are a total of 1,200 stl and 547 gp. The finely made clerical clothing can be sold for 500 stl.

6. Chamber of Chemosh

Read the following when the party enters this area.

This large chamber has numerous smoky torches lighting its depths. In the center of the room is a marble statue depicting a grinning skull, a symbol of Chemosh. The skull emblem seems to be made from white and black marble, with some red marble in the eyes. There are four 5-foot pillars surrounding the skull emblem and on each of these pillars is a humanoid figure in chains. The figures seem to be already dead and have decayed significantly. The air is heavy with the scent of decay and rotting corpses.

This is the central chamber of the Clerics of Chemosh. They use this area to create undead. Currently, there are a few undead inhabitants of this room that have recently

been brought back by the clerics. The marble skull symbol in the center of the room is under the effects of an *unhallowed* spell (caster level 10th).

Ghasts (2): See page 119 in the *Monster Manual*®.

Troll Skeleton: See page 227 in the *Monster Manual*®.

7. Guards' Barracks

This large 15-foot by 20-foot room serves as guards' quarters and barracks. The room has three bunk beds used for sleeping and a table in the center the guards can use as entertainment. There are currently a couple human guards and a few draconians.

Fighter Guard (1) and Rogue Guard (1): See Appendix for statistics.

Baaz Draconians (3): See page 217 in the *Dragonlance Campaign Setting*®.

Treasure: Other than what the guards carry with them, one of the human guards has a nice set of dice made out of bones (worth 150 stl).

8. Draconian Barracks

This large 15-foot by 20-foot room serves as guards' quarters also. There are only draconian guards here. There is nothing of value here.

Sivak Draconian (1): See page 220 in the *Dragonlance Campaign Setting*®.

Bozak Draconians (2): See page 218 in the *Dragonlance Campaign Setting*®.

9. Small Library

Read the following when the party enters this room.

On both far walls of this musty room are rows upon rows of books. This small library has a large assortment of books and old tomes. A lone cleric stands in the center of the room.

The Cleric of Chemosh immediately tries to get help if he is attacked.

Cleric of Chemosh (1): See Appendix for statistics.

Treasure: Other than what the cleric holds on him, the room is filled with valuable books and tomes that can be sold to the right places (such as the library in Palanthas). The entire set of books in this library (which is about 225 books, weighing over 1,300 pounds) can be sold for approximately 9,500 stl. The books and tomes include ones about monsters and undead, as well as readings on both the churches of Morgion and Chemosh. Several of the books give accurate accounts of different cults acting in either Morgion or Chemosh's desire and date all the way back to before the Cataclysm.

10. Wizard's Laboratory

Read the following to the party when they enter this room. The door is locked with an exceptional lock (Open Lock DC 30, Break DC 32).

A large table sits in the center of this triangular room with two smaller tables holding an assortment of beakers and bottles along both the far walls. The room smells of decay and other scents, such as roses and sulfur. A scroll is spread out on one of the far tables with several stones pressing it down. A figure in black robes sits at one of the far tables looking over the scroll. He has a large humanoid creature that seems to be made from different parts of creatures: a human head, one elven arm, an ogre's arm, a dwarf's legs and the body of a kender.

This room belongs to a black robed wizard the clerics have put into use. Currently, he is not here. A cleric of Chemosh is using the laboratory now. He uses this as his personal laboratory and he also has a flesh golem with him for protection.

Cleric of Chemosh (1): See Appendix for statistics.

Flesh Golem (1): See page 135 in the *Monster Manual*®.

Treasure: Among the beakers and bottles are a few usable potions: a *potion of haste*, a *potion of mage armor* and a *potion of cat's grace*. There are also a few scrolls lying around (all 7th level caster): a *scroll of fireball*, a *scroll of slow*, and a *scroll of dispel magic*. The scroll sitting atop one of the tables shows the procedure for summoning a *fireshadow* (see Area 14). A Knowledge (Arcana) DC 20 is needed to find out what the scroll is. The scroll goes into detail the process necessary to summon a *fireshadow*, an ancient denizen of the Abyss that is connected with chaos. The scroll also mentions a *fireshadow stone* necessary to make the summons.

11. Chapel of Death and Decay

Read the following when the PC's enter this room.

A 15-foot long red satin carpet stands in the center of this room. Small pillars go from the ground to the rounded ceiling 25-feet in the air. Each pillar is adorned with motifs of grotesque slayings and other macabre symbols of Chemosh and Morgion. Pews of decayed wood line each side of the room. A small 5-foot fountain bubbles up a disgusting brown liquid that gives off a foul, decaying smell. In the center of the fountain is a statue of a hooded skeleton holding a large scythe. 4 doors surround the large room, two to the west and two to the east. Several lumbering bodies drudge forward in the center of the room.

This is an altar dedicated to both Chemosh (the skeletal statue) and Morgion (the diseased water source). The cult holds all of its services in this chapel. There are a few undead guards as well as 2 clerics to protect the area.

Etin Skeleton (1): See page 227 in the *Monster Manual*®.

Wyvern Zombie (1): See page 267 in the *Monster Manual*®.

Ogre Zombie (3): See page 267 in the *Monster Manual*®.

Cleric of Chemosh (1) and Cleric of Morgion (1): See Appendix for statistics.

Treasure: Other than what is carried on the bodies of both clerics, there is a small hidden area (Search DC 20) on the Altar of Death and Decay that holds the following: 500 stl, 1,000 gp, (3) emeralds (worth 250 stl each), and (3) black pearls (worth 500 stl each).

12. Undead Tombs (A)

Read the following to the party when they enter this room.

This old, musty room is completely unlit. When you can see something, you find it is an old burial area with numerous small alcoves set along the north, west and south walls. There are also several sarcophagi along the floor, with several already opened. Two shadowy creatures move along the walls.

This is an old burial area for the cult. Currently, 2 shadows inhabit it.

Shadows (2): See page 221 in the *Monster Manual*®.

Treasure: All of the sarcophagi have been looted except for one, which has been sealed shut. A successful Strength Check (DC 20) can pry it open. Inside are the following items: a *longsword* +2, a *shocking burst shortsword* +1, a suit of *elven chainmail* +2, and *boots of haste*.

13. Undead Tombs (B)

Read the following when the PC's enter this room.

As you walk into this old burial room that is filled with small alcoves to hold the bodies of the dead, you can feel the unnatural chill of undeath. Several of the alcoves have pieces of bodies strewn about, most seem to have been dismembered. Most of the sarcophagi have been badly damaged or ripped open, and their contents pilfered. Numerous shadowy shapes glide along the dark walls.

4 shadows inhabit this burial area. There is nothing of value since the clerics have taken everything already, including body parts for flesh golems.

Shadows (4): See page 221 in the *Monster Manual*®.

14. Lair of the Fireshadow

Read the following to the PC's when they enter this room.

As you open the locked door to this dark room, you are immediately horrified to see a huge draconic form made of black bones. It is wreathed in green flames, scorching the very ground it is walking on. The beast, obviously not of this world, turns its massive head to you as you walk into the room. Its eyes glow like black flames with eternal hatred.

"Finally," it speaks. However you do not hear its voice, rather it is spoken in your mind, in whichever language you speak. "You mortals have kept me locked here far too long."

The fire dragon's eyes narrow in suspicion. "Wait," it mind-speaks to you again. "You are not the ones who summoned me." Its hideous face forms something of a grin, if a skeletal dragon wrapped in flames could. "Tasty mortal morsels for me then." It lunges at you.

A *fireshadow* lairs here. It is a denizen of the Abyss and it has been summoned by the clerics of the cult through a magical process involving the *fireshadow stone* and several clerics. They have managed to summon one *fireshadow*, however they did not know the amount of willpower to control on of the creatures and so they had to lock it away in this sealed room. The clerics have cast some type of barrier spell around the room preventing the creature from exiting it.

It is quite angry and will attack anything that comes in.

Fireshadow (dragon form) (1): See page 225 in the *Dragonlance Campaign Setting*®.

Treasure: The *fireshadow stone* remains in this room as well. See the Appendix below for information on it.

15. Rubble Room

Read the following when the party enters this room.

The rear walls of this room seem to have collapsed and sent piles of loose stone and gravel all along the floor. A hand and head can be seen in the rear corner of the room, obviously one body was buried underneath the collapse.

The rubble has given only a 5-foot wide area to walk along the ground without suffering any restrictions. If the party can somehow get the body out of the rubble (taking roughly 2 hours) they find it was a cleric and he had his valuables with him when he was killed.

Appendix

NPC Statistics:

Fighter Guard, male human Ftr5: CR 5; Medium Humanoid (6 feet tall); HD 5d10+10; hp 42; Init +5; Spd 20 ft.; AC 18 (+5 Masterwork Breastplate, +2 Large Steel Shield, +1 Dex), touch 11, flat-footed 17; Base Atk +5; Grp +8; Atk +10 melee (1d10+5, masterwork bastard sword/19-20), or +7 ranged (1d8+3/X3, masterwork composite longbow [+3 Str bonus]); Full Atk +10 melee (1d10+5, masterwork bastard sword/19-20), or +7 ranged (1d8+3/X3, masterwork composite longbow [+3 Str bonus]); SA none; SQ none; AL CN; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Intimidate +3, Listen +3, Spot +3; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork breastplate, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+3 Str bonus), 20 arrows, *cloak of resistance* +1 (with a symbol of a half-decayed hand on

it), *potion of bull's strength*, *potion of cure moderate wounds*, 70 stl.

Rogue Guard, male human Rog5: CR 5; Medium Humanoid (5 feet tall); HD 5d6+5; hp 25; Init +7; Spd 30 ft.; AC 16 (+3 masterwork studded leather, +3 Dex), touch 13, flat-footed 13; Base Attack +3; Grp +4; Atk +7 melee (1d6+1, masterwork short sword/19-20), or +7 ranged (1d6/X3, masterwork shortbow); Full Atk +7 melee (1d6+1, masterwork short sword/19-20), or +7 ranged (1d6/X3, masterwork shortbow); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +8, Climb +8, Disable Device +10, Escape Artist +10, Hide +12, Listen +10, Move Silently +12; Improved Initiative, Sneaky, Weapon Focus (short sword).

Evasion (Ex): If a rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with successful saving throws.

Trap Sense (Ex): A rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saving throws and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): A rogue can use the Search skill to locate traps when the task has a DC higher than 20.

Uncanny Dodge (Ex): A rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork studded leather armor, masterwork shortsword, masterwork shortbow, 20 arrows, 10 silvered arrows, *cloak of resistance* +1 (with a symbol of a half-decayed hand on it), *potions of cure light wounds* (2), *potion of neutralize poison*, *potion of cat's grace*, masterwork thieves' tools, 100 stl.

Cleric of Morgion, male human Clr6 of Morgion: CR 6; Medium Humanoid (5 feet tall); HD 6d8+12; hp 42; Init +0; Spd 30 ft.; AC 16 (+4 Masterwork chainshirt, +2 Large Steel Shield), touch 10, flat-footed 16; Base Atk +4; Grp +4; Atk +6 melee (1d8+1, masterwork morning star), or +5 ranged (1d8/19-20, masterwork light crossbow); Full

Atk +6 melee (1d8+1, masterwork morning star), or +5 ranged (1d8/19-20, masterwork light crossbow); SA turn undead 4/day, spells; SQ none; AL NE; SV Fort +7, Ref +4, Will +8; Str 13, Dex 10, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Listen +5, Spell Craft +5, Spot +5; Brew Potion, Combat Casting, Lightning Reflexes, Weapon Focus (morning star).

Cleric Spells Prepared (5/4+1/4+1/3+1; Save DC 13 + Spell Level): 0—*detect magic, light, guidance (2), resistance*; 1—*bane (2), bless, shield of faith, protection from good**; 2—*bull's strength, cure moderate wounds, hold person (2), summon monster II** (1d3 dire rats only); 3—*contagion*, dispel magic, animate dead, bestow curse.*

*Domain Spell. *Domains:* Evil (cast evil spells at +1 caster level), Pestilence (immune to effects of diseases, though you can still carry them).

Possessions: masterwork chain shirt, masterwork large steel shield, masterwork morning star, masterwork light crossbow, 10 bolts, 10 *bolts* +1, 10 silvered bolts, 2 *potions of cure light wounds*, 2 *potions of bull's strength*, *potion of cat's grace*, 55 stl, *medallion of faith.*

Cleric of Chemosh, male human Clr6 of Chemosh: CR 6; Medium Humanoid (5 feet tall); HD 6d8+12; hp 42; Init +5; Spd 20 ft.; AC 19 (+8 Masterwork full plate, +1 Dex), touch 11, flat-footed 18; Base Atk +4; Grp +4; Atk +7 melee (2d4+3/X4, masterwork scythe), or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (2d4+3/X4, masterwork scythe), or +6 ranged (1d8/19-20, masterwork light crossbow); SA turn undead 4/day, spells; SQ none; AL NE; SV Fort +7, Ref +3, Will +8; Str 15, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Listen +5, Spell Craft +5, Spot +5; Combat Casting, Weapon Focus (scythe), Scribe Scroll, Improved Initiative.

Cleric Spells Prepared (5/4+1/4+1/3+1; Save DC 13 + Spell Level): 0—*detect magic, light, guidance (2), resistance*; 1—*bane (2), bless, shield of faith, protection from good**; 2—*bull's strength, cure moderate wounds, hold person (2), death*

*knell**, 3—*animate dead*, dispel magic, animate dead, bestow curse.*

*Domain Spell. *Domains:* Evil (cast evil spells at +1 caster level), Death (death touch 1/day).

Possessions: masterwork full plate, masterwork scythe, masterwork light crossbow, 10 bolts, 10 silvered bolts, 2 *scrolls of cure moderate wounds*, 2 *scrolls of cure serious wounds*, *scroll of dispel magic*, topaz gem worth 100 stl, onyx gem worth 150 stl, *medallion of faith.*

Special Magical Items:

Fireshadow Stone-

History

The Queen of Darkness, Takhisis, first created the Fireshadow Stone during the Age of Might so that her clerics may summon powerful evil denizens of the Abyss. Takhisis loved the pure power and chaotic nature of the *fireshadows* and she made them her loyal subjects. Many evil clerics used these stones to summon the creatures during the fights against Istar and the Kingpriest. Most of the stones were either used or destroyed by the time of the Cataclysm.

A few of the *stones* survived and lasted during the War of the Lance. A few of the more powerful Dragon Highlords had access to these items and many were lost in the ruins of Neraka and the Temple of Takhisis following the end of the War of the Lance. Some of the creatures of Chaos got a hold of the *stones* and used them to summon the *fireshadows* to fight on the sides of Chaos.

Currently, the *stones* are very rare and are highly guarded secrets for those strong enough to possess them. Where as a cleric could use a *planar ally* spell to summon a *fireshadow* for a short duration, a *fireshadow stone* is directly tied to their plane and allows the summoning of a creature permanently.

Game Description

A *fireshadow stone* is an emerald the size of a child's fist. It is perfectly smooth and no marks or scratches can be seen on its

beautiful surface. An eerie green light can be seen inside the heart of the gem.

Once per week, the stone can be used to summon a *fireshadow* from the Abyss. Using the *stone* takes great willpower and strength of mind. With each use, the user must succeed a Will Save (DC 22) or the summoned fireshadow immediately upon being summoned attacks the summoner. With each use, the Will Save DC increases by +2. For example, with a certain stone, after three continuous uses of the *stone*, the Will Save DC would be 26. Each stone has a total of 1d8 uses. After all summonings have been used, the *fireshadow stone* explodes. The blast radius is 20 feet and is centered on the user. The blast does 10d6 fire damage and 10d6 negative damage (as an *inflict* spell). Anything caught in this blast that dies from it becomes *fireshadow stone* in 1d4 rounds.

The *fireshadow stone* found in this adventure currently has four more uses left.

Ryan Berleth has been an active fan of *Dragonlance®* since his sophomore year in high school when he was first introduced by a fellow friend. His first book, and still his favorite, is *Legend of Huma*, through which this adventure drew some inspiration. He has been a frequent visitor to Dragonlance.com and the Dragonlance Nexus as well as offering numerous submissions in the forms of prestige classes, magical items, and new monsters.

His first love is to run *Dragonlance®* campaigns followed closely by making new monsters. He is still running an ongoing *Dragonlance®* alternate setting to the Chaos War campaign that has lasted over two years now.

Conclusion

With the destruction of the temple and the death, capture, or surrender of Aser Kulmok, the villages in the surrounding area are again safe. They offer their gratitude in the only way they can, by throwing a large party in behalf of the heroes.

However, if any of the clerics manage to survive, they can become adversaries for the party, as well as Aser Kulmok. Perhaps the party promised him a cure for his disease, and if they cannot grant him that request, he will naturally become one of their greatest enemies.

After finding the evil artifact known as the *fireshadow stone*, the party may take up the quest to find a way to destroy this powerful item. Also, clerics of Morgion and Chemosh will be in search of anyone possessing the *stone*.

Author Bio

Maps

