

# THE DUNGEON UNDER THE MOUNTAIN

## ROOMS & ENCOUNTERS

Official Game Accessory

### DESECRATED TEMPLE



*Jan Willem van den Brink*



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## What is this Product

This product contains one room or one dungeon -based encounter. All the rooms featured here are taken from one of *The Dungeon Under the Mountain* products, available at [www.0onegames.com](http://www.0onegames.com), although these products are not necessary, since the encounter can be adapted without effort to any existing dungeon.

## How to Use this Product

This product takes advantage from the PDF technology, joining old-fashioned style with the most advanced electronic features. In order to use this product you must use Adobe Acrobat 6 or later.

This product has been designed to help busy referees in preparing dungeon adventures and encounters. Instead of wasting time scaling the encounters and adapting them to your party, here you will find a pre-scaled encounter suitable in three different versions (for low, mid and high level of play). At the beginning of the encounter text, you will find a big button like this.



By clicking on this button you can choose which level want to play (low, medium, high). When you have made your choice all the relevant portions of the text will change accordingly.

Monsters will scale, DCs will change, traps and behaviors of the villains will change, according with the level of play you choose.

Nevertheless, this is not all.

Beside each paragraph you will find the same button found before, but much smaller. This button allows you to change only the appropriate paragraph. Therefore, if you need stronger monsters in your low-level encounter, you can adjust them and use mid-level monsters instead of low-level ones. Likewise, if you want traps tougher, just click on the paragraph button and change the level of the traps paragraph. Blank spaces, due to different text lengths, will be filled with placeholder artwork, so you will have a good-looking page.

Finally, a paragraph called “Personal Notes” is left blank. This paragraph features a text field you can fill with your notes about the encounter, simply click and write.

The document saves automatically the notes when you close it. In order to recall the notes present on a document you must choose “Load Notes” from the paragraph button. Note that if you load the previous notes they will override the notes you are writing

The buttons will not be printed.

## The Maps

Those familiar with *The Dungeon Under the Mountain* products will found the maps easy to use. The product comes with two maps of the room. A smaller version of the map is intended for the referee; the second, larger one, may come split in more than one sheet and it is intended for miniature play.

The smaller map features the “Rule the Dungeon” button. Clicking this button, you can customize the map by opening or closing the doors, removing the furniture or removing the fill in the walls and more, depending on the room’s layout. All the choices made on the smaller map are reflected on the larger one.

## The Background

*The Dungeon Under the Mountain* is a massive dungeon complex extending endlessly below the ground. In a remote past, ancient evil beings dwelled in the area. Now, the remaining of these mysterious evil beings have seized the dungeons and filled it with deadly traps and monsters. Also, many known villains have established their strongholds in the depths of *The Dungeon Under the Mountain*. Nobody knows why this dungeon is filled by danger, but nobody cares, since this dungeon is the most prized adventure ground of the world. However be warned, adventurers, your life will be not easy here and dozens of self-calling heroes never returned from the *Dungeon Under the Mountain!*

## “You Have Been Warned”



DESECRATED TEMPLE

THE DUNGEON  
**UNDER  
THE  
MOUNTAIN**

DESECRATED TEMPLE  
(LEVEL 1/ ROOM 19)

**Background  
and Lead-ins**

This large room was once a temple to a now forgotten deity. Recently, a group of adventurers discovered it.

This group of three evil individuals searched the room, but found nothing of value. They were about to leave, when one of them noticed a large tile with an inscription, in the floor. It read: 'In honor of Sir Garhan. A knight in life, a hero in death. He shall not be forgotten.' The adventurers discovered seven more of these plaques in the floor. They assumed it were the burial places of temple's fallen heroes. The three decided to dig them up, and see if there were any valuable possessions in the graves.

Before they began digging, the tomb-raiders took some safety precautions. They hid the doors to the temple, to make sure anyone or anything wouldn't wander into it. They also put a magical alarm in place, so if anyone did enter, they would know in advance.

The adventurers smashed the tiles in the floor and started digging. They did not find anything, however, since the tiles were merely there to honor the dead heroes. Led by the stubborn wizard Thameon, the adventurers dug holes underneath each of the eight tiles, but found nothing but dirt. Finally, they gave up. The group is currently preparing to leave the temple.

Although the adventurers couldn't find any tombs, there is one dead creature in the temple – an undead creature. It is the spirit of Ardiv, the

bodyguard of the temple's last high priest. Ardiv stayed in the temple to protect it from desecration, even after he died. He has managed to keep wandering monsters out, but he knows he will not be able to get rid of this group of adventurers. He has been hiding in the walls of the temple, watching them tear it apart, and biding his time. Ardiv plans on following the adventurers, and to attack them when he gets an opportunity, preferably when they are fighting.

Unbeknownst to anyone, including Ardiv, a swarm of hundreds of bloodspiders lives in holes in the ground above the temple. The spiders can quickly enter the temple through cracks in the ceiling, and will do so if they smell blood.

The entrance doors to the temple are hidden. They're covered in plaster that has been sculpted and painted by Korthar, to resemble the rest of the hallway. It was a rush job, however. When the PCs discover a corridor that seems to be a dead-end at first glance, they might realize there's a fair chance a door is hidden there.

Finding one of these secret doors requires a Search check.

Thameon makes sure there are always *Alarm* spells active in the hallways. If anyone enters the hallway, the wizard is alerted by a mental alarm. The spells' faint aura can be detected with *Detect Magic*. A Spellcraft check is required to determine the school of magic.

**Room Environment**

**Lighting:** Four *everburning torches* set in sconces on the pillars (clear illumination).

**Terrain:** Normal. There are eight holes in the room, each roughly a five foot square, and three foot deep.

**Room Description  
for the Players**

*You enter a vast hall, some 50 by 65 foot. The 20 foot high, vaulted ceiling is supported by 30 pillars, and riddled with cracks.*

*Tapestries hang in tatters from the walls, and it's impossible to tell what was once depicted on them. Some remnants of words or aphorisms remain, painted on the pillars, a single letter still legible in places. Wooden benches are piled up against the walls, apparently to clear the floor of the room. At several places, the large grey tiles of the floor have been removed, and holes have been dug underneath.*

*Some people are camping in the center of the room. There's a smoldering fire, and about it lie three bedrolls, a large leather bag, and a couple of shovels and pickaxes.*

Read the following if Thameon's *Alarm* warned him of the approaching PCs:

*A tall half-elf, wearing a coat made from dozens of animal skins, is standing near the fire. He carries a shortspear and a shield, and there's an enormous, snarling rat at his side. He doesn't seem to be surprised to see you.*

*"Who are you, and what are you doing here?" the man asks bluntly.*

Read the following if the PCs managed to enter the room without setting off the *Alarm* spell:

*There are three men in the room. A tall half-elf is sitting on a bench. He's wearing a coat made from dozens of animal skins. He seems to be dozing off. An enormous rat lies at his feet. An angry looking human is leaning against one of the pillars. The third man is a dwarf, who's rolling up one of the bedrolls.*



DESECRATED TEMPLE

### Room Description for the Referee

If the PCs set off the *Alarm*, Thameon and Korthar will be hidden when they enter. If they don't spot either or both adventurers, the three bedrolls should provide a clue on the number of people in the room.

Besides this, the room holds two surprises for the PCs. The ghost of Ardiv, who is hidden in the walls, biding his time; and the bloodspiders that live in the ceiling.

A lot of what happens in the desecrated temple depends on how the PCs interact with the NPCs.

See the next two sections for details.

### Combat Tactics

[high]

EL 19

**Combat Preparation:** If the PCs set off the *Alarm* spell before entering the temple, there's little they can do to avoid combat. Thameon considers the PCs an opportunity to make up for the treasures he did not find in the temple, and with some time to prepare for it, he's very willing to engage them.

(See the Roleplaying Tactics section below to see what happens if the PCs managed to avoid the *Alarm* spell before entering the room.)

As soon as the *Alarm* spell is set off, Thameon warns his companions to get ready for battle. The first thing he does himself is cast *Invisibility*.

Breoth casts *Bear's Endurance* on Korthar (hp 130, Fort +12), before the dwarf hides himself. The PCs must succeed at a Spot check to notice Korthar.

After asking the PCs who they are

and what they are doing here, Breoth tries to keep the conversation going as long as possible (see the Roleplaying Tactics section for more details). During the conversation, when the PCs are talking, Breoth tries to cast as many as the following spells as possible before the fight starts:

*Antilife Shell*, *Stoneskin* (DR 10/adamantine, prevents max. 150 dmg), *Animal Growth* on Rekki (Size Medium, AC 28, hp 80, Fort +14, Ref +16, Will +8, +13/+8 bite (1d6+9), Grp +14, disease DC 18, DR 10/magic), *Greater Magic Fang* on Rekki (+17/+12 bite (1d6+13)), *Barkskin* on Rekki (AC 33), *Barkskin* (AC 29), *Bear's Endurance* (hp 115, Fort +15), *Bull's Strength* (*shortspear of frost* +1 +16/+11/+6 (1d6+4 plus 1d6 cold), sling +14/+9/+4 (1d4+3), Grp +14), *Cat's Grace* (AC 31, Ref +13, sling +16/+11/+6 (1d4+3)), *Longstrider* (spd 30 ft.), use *Bag of Tricks*.

While the PCs are talking to Breoth, Thameon uses his *Boots of Levitation* to levitate to the ceiling, and casts as many of the following spells as possible:

*Mage Armor* (AC 20), *Shield* (AC 24, negates *Magic Missiles*), *Globe of Invulnerability* (excludes all spell effects of 4th level or lower), *True Seeing*, *Fly* (fly 60 ft.).

**In Combat:** Rekki (and the summoned creature from the *Bag of Tricks*) attacks the foe who looks like he's the easiest to hit. Korthar tries to tumble into position behind this person, so he flanks, and can use his sneak attack.

Breoth uses his *Greater Dispel Magic* on a foe who might have a lot of protective spells on him, and then hits the same person with his *Finger of Death*. The druid casts his other offensive spells, like *Fire Storm*, and only enters melee when Korthar needs him, or when he runs out of spells.

Thameon tries to catch the foe he thinks is most dangerous in a *Forcecage*. He uses his *Maze*, *Finger of Death*, and *Disintegrate* before he blasts his enemies with area spells.

Breoth does not stop fighting until he's incapacitated, or Thameon commands him to do so. Korthar and Thameon both surrenders as soon as they're brought down to less than 10% of their hit points.

See the Roleplaying Tactics section below for information on how they will respond to interrogation.

**Ardiv:** Ardiv hates the three tomb-robbers, but he also doesn't know if he can trust the PCs not to desecrate the temple any further. The ghost would like the PCs to be victorious in a fight, but preferably after they were heavily wounded themselves.

Ardiv tries to make sure this will be the outcome of the fight by using his malevolence ability.

He'll control Rekki when the animal is flanking with Korthar, and simply wander off. The ghost will merge with Breoth or a PC warrior and attack one of their allies. He'll try to prevent people from healing their companions.

Ardiv doesn't stay in one body long, but often moves around during the fight.

If the three villains still manage to kill the PCs, Ardiv immediately attacks them, before they can fully recover.

If the PCs win, see the Roleplaying Tactics section below for more information about Ardiv's actions. Should the PCs get into a fight with the ghost, Ardiv uses his malevolence ability on a heavily armored PC, and uses the body of that unfortunate adventurer to attack the others.

If the PCs and the three villains

## DESECRATED TEMPLE

don't attack each other, Ardiv tries to cause a fight. He uses his malevolence ability to merge with Korthar or Breoth, and attacks one of the PCs.

**Bloodspiders:** When anyone in the room is wounded, the bloodspiders smell this and attack. They act on their initiative in the round after the first blood is shed.

*A faint sound from above catches your attention. Hundreds of fist-sized, pale yellow spiders appear from cracks in the ceiling, and run down the walls and pillars.*

There are four swarms of bloodspiders.

### Roleplaying Tactics

#### Conversation with Breoth:

If the PCs set off the *Alarm*, Breoth will be waiting for them. The druid follows instructions Thameon gave him. It is his task to keep the PCs busy as long as possible, without starting a fight. He will ask them who they are, where they're from, and what they are doing here; and any other question he can think of. If the PCs want to know things from him too, he will gladly give them very long-winded answers, lying whenever that's convenient. He will not bring it up himself, but if the PCs ask about any companions he might have, Breoth will tell them they both died in a heroic fight with a group of trolls, in a nearby corridor.

During the conversation, both Breoth and Thameon cast as many spells as possible. (See the Combat Tactics section above for more information.) The druid will tell them he's 'simply preparing' if the PCs say something about this.

The PCs are entitled to Sense Motive checks to see if they sense Breoth isn't trustworthy.

**Avoiding the Alarm:** If the PCs enter the room without alerting Thameon, the wizard will try to start a conversation with the PCs as soon as he notices them. He acts friendly, addressing them as 'fellow adventurers', and invites them to share stories. The wizard is interested in hearing the PCs' stories, but he'll give them as little information as possible in return. He asks questions about past adventures, and monsters the PCs fought, to see if his companions and he would be able to defeat them in combat. If he thinks this is the case, Thameon will try to distract the PCs, by pointing behind them and yelling 'Trolls!'. At that moment, the three villains attack.

If Thameon thinks the PCs are too powerful, he'll steer away from a fight, but Ardiv might ruin this (see the Combat Tactics section above).

The PCs are entitled to Sense Motive checks to see if they sense Thameon isn't trustworthy.

They're also entitled to a Sense Motive check to see if they fall for Thameon's distraction, with a +4 bonus if they already suspect Thameon isn't as friendly as he likes them to think. PCs who fail this check don't act in the surprise round.

**Interrogation:** If the PCs manage to defeat the three tomb robbers in combat, and interrogate them, each villain's reaction will be different.

Breoth answers every question the PCs ask him truthfully, and to the best of his abilities, hoping they will release him. Unfortunately, the druid doesn't know a lot. He knows he and his companions were looking for treasure that's buried in the temple, and he knows they didn't find anything. If one of his friends lies about anything, Breoth will stick to that story.

Korthar will try to turn an interrogation into negotiations, trying to trade any information he has for freedom, or at least decent treatment.

The dwarf lies to the characters whenever he thinks it would be convenient, especially if he can make the PCs think he has valuable knowledge.

Thameon tries to avoid lying to the PCs, aware of the possibility it might be magically detected, but he will tell them as little as possible.

**Ardiv:** If the PCs defeat the three villains, Ardiv hides and waits to see what their next actions will be. If they continue desecrating the temple, the ghost will attack whenever he thinks they're vulnerable. If the PCs don't damage the temple any more, Ardiv hides in the walls and doesn't take any action.

### Relevant Skill Checks

[high]

**Search DC 22** to find the secret doors. Stonecunning applies to this check.

**Spellcraft DC 16** to determine the *Alarm* spell's school of magic is abjuration.

**Spot DC 31** to spot Korthar.

**Spellcraft DC 15 + Spell Level** to identify the spells Breoth casts.

**Sense Motive DC 10** to sense Breoth is not trustworthy.

**Sense Motive DC 11** to sense Thameon is not trustworthy.

**Sense Motive DC 11** to not be distracted by Thameon.



DESECRATED TEMPLE

**Treasures and XP**

[high]

Most of the treasure is the three villain's equipment. Lying on the floor are three bedrolls, and three winter blankets. There are also four *ever-burning torches*, set in sconces on the pillars.

**Monsters and Villains Statblocks**

[high]

**Breath** **CR 15**  
Half-elf druid 15  
CN Medium Humanoid (Half-Elf)  
**Init** +6; **Senses** Listen +11, Spot +11,  
low-light vision  
**Languages** common, druidic, elven

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**AC** 24, touch 15, flat-footed 21  
**hp** 85 (15 HD)  
**Immune** poison, *sleep*  
**Fort** +13, **Ref** +11, **Will** +18

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**Spd** 20 ft.  
**Melee** *shortspear of frost* +1 +14/+9/+4  
(1d6+2 plus 1d6 cold)  
**Ranged** sling +14/+9/+4 (1d4+1)  
**Base Atk** +11; **Grp** +12  
**Spells Prepared** (CL 15th, melee touch +12): 0 – *detect magic* x2, *detect poison* x2, *mending* x2; 1st – *charm animal* (DC 17), *cure light wounds* x2, *entangle* (DC 17) x2, *faerie fire*, *longstrider*; 2nd – *barkskin* x2, *bear's endurance* x2, *bull's strength*, *cat's grace*, *summon swarm*; 3rd – *greater magic fang*, *meld into stone*, *poison* (DC 19) x2, *stoneshape*, *wind wall*; 4th – *dispel magic* x2, *flame strike* (DC 20) x2, *ice storm*; 5th – *animal growth*, *cure critical wounds*, *insect plague*, *stoneskin*, *wall of thorns*; 6th – *antilife shell*, *fire seeds* (DC 22), *greater dispel magic*; 7th – *fire storm* (DC 22), *heal*; 8th – *finger of death* (DC 23).

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**Abilities** Str 12, Dex 16, Con 13, Int 8, Wis 22, Cha 10  
**Feats** Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Light-

ning Reflexes, Track  
**SQ** a thousand faces, link with Rekki, low-light vision, nature sense, resist nature's lure, +2 saving throws against enchantment spells or effects, share spells with Rekki, trackless step, timeless body, venom immunity, wild empathy +17, wild shape 5/day (tiny, large, huge), woodland stride

**Skills** Concentration +9, Diplomacy +4, Gather Information +4, Handle Animal +9, Knowledge (nature) +11, Listen +11, Search +5, Spellcraft +7, Spot +11, Survival +13

**Possessions** *periapt of wisdom* +4, *shortspear of frost* +1, *ring of protection* +2, *bag of tricks (tan)*, *hide armor* +2, *heavy wooden shield* +2, *cloak of resistance* +1, *gloves of dexterity* +2, *ring of sustenance*, 1,000 gp worth of diamond dust, *potion of cure serious wounds*, sling bullets (30), sling, 889 gp

**Breath's Animal Companion**

Rekki CR n/a  
N Dire Rat Small Animal  
**Init** +9; **Senses** Listen +6, Spot +6,  
low-light vision, scent

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**AC** 28, touch 17, flat-footed 22  
**hp** 58 (11 HD)  
**Fort** +8, **Ref** +13, **Will** +4

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**Spd** 40 ft., climb 20 ft.  
**Melee** +14/+9 bite (1d4+3 plus disease)  
**Base Atk** +8; **Grp** +6  
**Atk Options** dodge  
**Special Atks** disease

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**Abilities** Str 15, Dex 22, Con 12, Int 1, Wis 12, Cha 4  
**Feats** Alertness, Dodge, Improved Initiative, Weapon Finesse<sup>B</sup>, Weapon Focus (bite)  
**SQ** devotion, improved evasion, low-light vision, scent  
**Skills** Climb +14, Hide +12, Listen +6, Move Silently +7, Spot +6, Swim +14

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**Disease (Ex):** Filth fever—bite, Forti-

tude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

**Korthar** **CR 15**  
Dwarf rogue 15  
NE Medium Humanoid (Dwarf)  
**Init** +10; **Senses** Listen +17, Spot +17,  
Darkvision 60 ft.  
**Languages** Common, Dwarf, Gnome

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**AC** 28, touch 18, flat-footed 28  
**hp** 100 (15 HD)  
**Fort** +10, **Ref** +17, **Will** +8

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**Spd** 30 ft.  
**Melee** *short sword* +2 +19/+14/+9  
(1d6+3/ 19-20)  
**Ranged** *short bow* +1 +18/+13/+8  
(1d6+1/ x3)  
**Base Atk** +11; **Grp** +2  
**Atk Options** dodge  
**Special Atks** +1 attack rolls against  
orcs and goblinoids, crippling  
strike, sneak attack +8d6

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**Abilities** Str 12, Dex 22, Con 16, Int 13,  
Wis 8, Cha 8

**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will, Shield Proficiency, Weapon Finesse

**SQ** +4 dodge to AC against giants, improved evasion, improved uncanny dodge, +2 on saves against poison, spells, and spell-like effects; stability, stonecunning, trap sense +5, trapfinding, uncanny dodge

**Skills** Balance +17, Craft (sculpting) +12, Disable Device +18, Forgery +10, Hide +21, Jump +20, Listen +17, Move Silently +21, Open Lock +20, Spot +17, Tumble +23

**Possessions** *gloves of dexterity* +4, *short sword* +2, *ring of protection* +2, *boots of striding and springing*, *chain shirt* +2, *heavy steel shield* +2, *cloak of resistance* +2, *ring of sustenance*, *short bow* +1, *potion of cure serious wounds* x2, masterwork thieves' tools, masterwork sculptor's tools, arrows (40), 282 gp

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**Thameon** **CR 15**  
Human wizard 15



DESECRATED TEMPLE

LE Medium Humanoid (Human)  
**Init** +5; **Senses** Listen +0, Spot +0  
**Languages** common, draconic, elven

**AC** 16, touch 14, flat-footed 14  
**hp** 84 (15 HD)  
**Fort** +9, **Ref** +8, **Will** +11

**Spd** 30 ft.  
**Melee** mw quarterstaff +7/+2 (1d6-1)  
**Base Atk** +7; **Grp** +6  
**Atk Options** dodge  
**Spells Prepared** (CL 15th, ranged touch +9): 0 – *daze* (DC 18), *detect magic*, *ray of frost*, *read magic*; 1st – *alarm* x2, *mage armor*, *magic missile* x2, *shield*; 2nd – *darkness* x2, *invisibility*, *resist energy*, *scorching ray* x2; 3rd – *dispel magic*, *fireball* (DC 21) x2, *fly*, *lightning bolt* (DC 21); 4th – *enervation* x2, *ice storm* (DC 22) x2, *phantasmal killer* (DC 20); 5th – *cone of cold* (DC 23) x2, *dominate person* (DC 21) x2, *teleport*; 6th – *chain lightning* (DC 24), *disintegrate* (DC 22), *globe of invulnerability*, *true seeing*; 7th – *finger of death* (DC 23), *forcecage*; 8th – *maze*.

**Abilities** Str 8, Dex 15, Con 16, Int 22, Wis 10, Cha 12  
**Feats** combat casting, dodge, empower spell, enlarge spell, extend spell, greater spell focus (evocation), improved initiative, maximize spell, mobility, scribe scroll, spell focus (evocation)  
**Skills** Concentration +20, Decipher Script +24, Knowledge (arcana) +24, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (history) +18, Knowledge (religion) +18, Spellcraft +24  
**Possessions** *headband of intellect* +4, *boots of levitation*, *ring of protection* +2, *amulet of natural armor* +2, *gloves of dexterity* +1, *ioun stone pink rhomboid*, *ring of sustenance*, *cloak of resistance* +1, *potion of cure serious wounds*, masterwork quarterstaff, 1149 gp  
**Spellbook One:** all 0-level spells; 1st – *alarm*, *burning hands*, *charm person*,

*endure elements*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *shocking grasp*, *summon monster* 1; 2nd – *alter self*, *continual flame*, *darkness*, *flaming sphere*, *invisibility*, *resist energy*, *scorching ray*; 3rd – *dispel magic*, *displacement*, *fireball*, *fly*, *protection from energy*, *lightning bolt*; 4th – *enervation*, *ice storm*, *lesser globe of invulnerability*, *phantasmal killer*; 5th – *break enchantment*, *cone of cold*, *dominate person*, *teleport*.

**Spellbook Two:** 5th – *dismissal*, *dominate person*, *wall of force*; 6th – *chain lightning*, *disintegrate*, *globe of invulnerability*, *greater dispel magic*, *true seeing*; 7th – *delayed blast fireball*, *finger of death*, *forcecage*, *greater teleport*; 8th – *greater shout*, *maze*, *mind blank*.

**Ardiv** **CR 15**  
Human Ghost Fighter 13  
N Medium Undead (Incorporeal)  
**Init** +5, **Senses** Listen +12, Spot +12  
**Languages** Common

**AC** 14, touch 14, flat-footed 13 [28, touch 14, flat-footed 27]  
**hp** 90 (13 HD)  
**Immune** undead traits  
**Resist** +4 turn resistance  
**Fort** +8, **Ref** +5, **Will** +7

**Spd** fly 30 ft.  
**Melee** [*morningstar* +2 +21/+17/+11 (1d8+10/ 19-20)]  
**Base Atk** +13; **Grp** +17  
**Atk Options** great cleave, power attack  
**Special Atks** malevolence

**Abilities** Str 18, Dex 13, Con –, Int 8, Wis 12, Cha 16  
**Feats** Alertness, Cleave, Great Cleave, Greater Weapon Focus (morningstar), Greater Weapon Specialization (morningstar), Improved Critical, Improved Initiative, Iron Will, Power Attack, Skill Focus (Knowledge [religion]), Weapon Focus (morningstar), Weapon Specialization (morningstar)  
**SQ** incorporeal, manifestation, rejuvenation

**Skills** Hide +7, Intimidate +15, Knowledge (religion) +8, Listen +12, Search +8, Spot +12  
**Possessions** *morningstar* +2, *full plate* +2, *heavy steel shield* +2

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th), except that it does not require a receptacle. To use this ability, Ardiv must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to Ardiv's malevolence for 24 hours, and Ardiv cannot enter the target's space. If the save fails, Ardiv vanishes into the target's body.

**Manifestation (Su):** A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently.  
Use AC and melee attack in brackets when Ardiv is not manifested.

**Rejuvenation (Su):** The only way to get rid of Ardiv permanently is restoring the temple, and have someone else guard it. If this has not happened, Ardiv's spirit will restore itself in 2d4 days when "destroyed".



## New Monsters

### Bloodspider

Diminutive Vermin (Swarm)

**Hit Dice:** 3d8+3 (16 hp)

**Initiative:** +2

**Speed:** 20 ft. (4 squares), climb 20 ft.

**Armor Class:** 16 (+4 size bonus, +2 Dex), touch 16, flat-footed 14

**Base Attack/Grapple:** +2/-

**Attack:** Swarm (1)

**Full Attack:** Swarm (1)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Blood drain

**Special Qualities:** Bloodscent, darkvision 60 ft., swarm traits, vermin traits

**Saves:** Fort +4, Ref +3, Will +1

**Abilities:** Str 1, Dex 13, Con 14, Int -, Wis 10, Cha 1

**Skills:** Climb +7, Hide +15, Listen +2, Spot +2

**Feats:** -

**Environment:** Underground

**Organization:** Solitary, tangle (2-5 swarms), or colony (6-9 swarms)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

**Level Adjustment:** -

*Hundreds of pale yellow spiders, the size of your hand, skitter out of the darkness.*

These bloodthirsty spiders attack any wounded creature they encounter. They suck the blood out of their victims, causing their rubbery and somewhat translucent abdomen to swell up and change in color from pale yellow to orange.

### Combat

A bloodspider swarm attacks when it smells blood. With their tiny, but razor-sharp teeth, the spiders deal 1 damage to any creature whose space the swarm occupies at the end of its move.

**Blood Drain (Ex):** Any creature that has at least one wound, and begins its turn with a bloodspider swarm in its space, must succeed on a DC 12 Fortitude save, or the swarm deals 1 Constitution damage to that creature. The save is Constitution-based.

**Bloodscent (Ex):** A bloodspider swarm can detect any creature within 30 feet that has at least one wound. This ability is otherwise similar to the Scent ability.

**Skills:** A bloodspider swarm has a +4 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always take 10 on a Climb check, even if rushed or threatened.

## Designer's Notes

Details on the original temple proper have intentionally been left vague, so it can be adapted to fit any campaign world. If the GM decides to use a particular deity, he can add holy symbols (painted on the walls, or in a pattern on the floor), legible texts on the pillars, and a smashed stone statue of that deity.

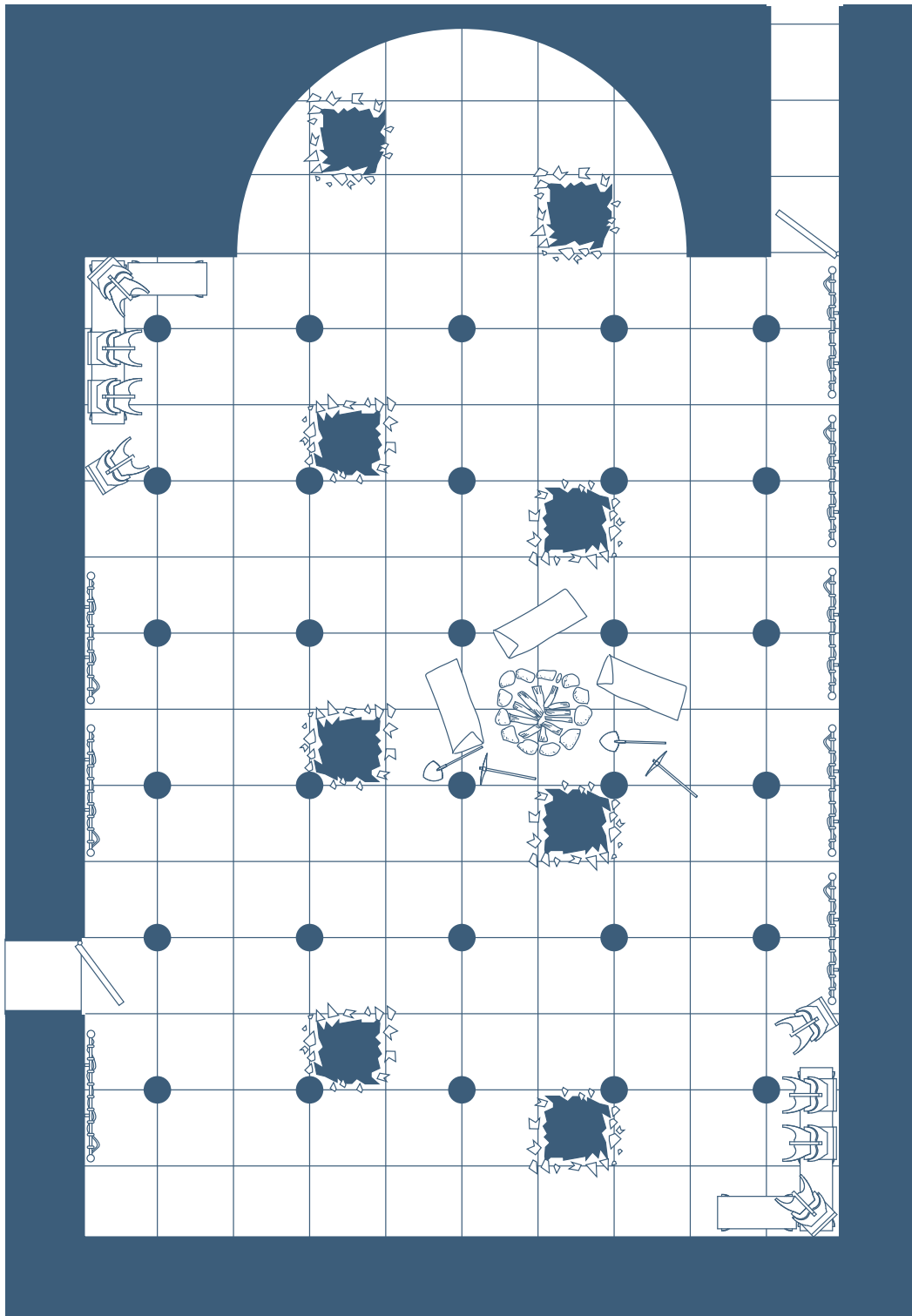
## Author's Bio

*Jan Willem van den Brink is an architectural engineer who lives in the Netherlands. He's been writing adventures ever since he started role-playing.*

*One Games previously published his adventure 'Earth Unleashed'.*

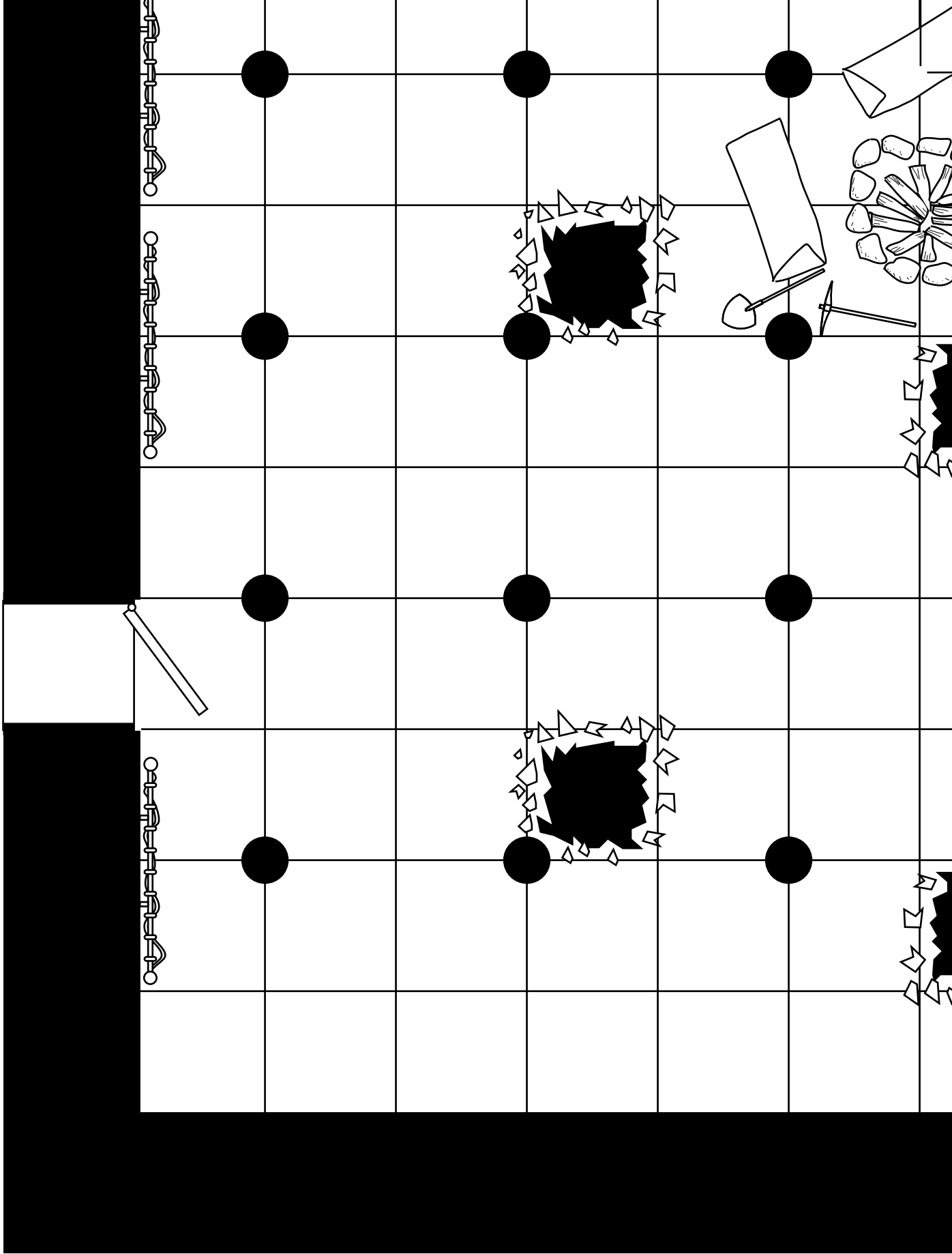


## Personal Notes

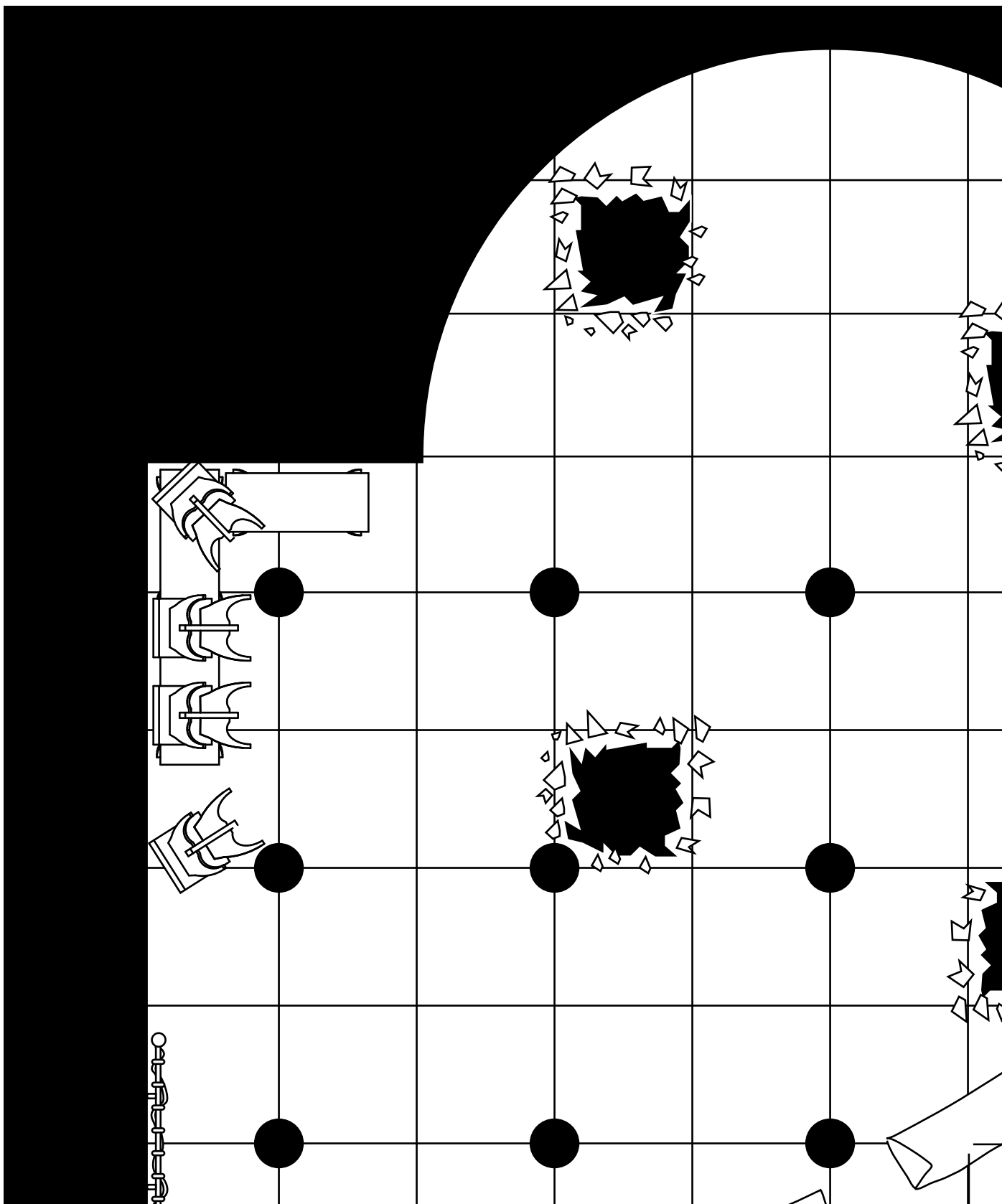


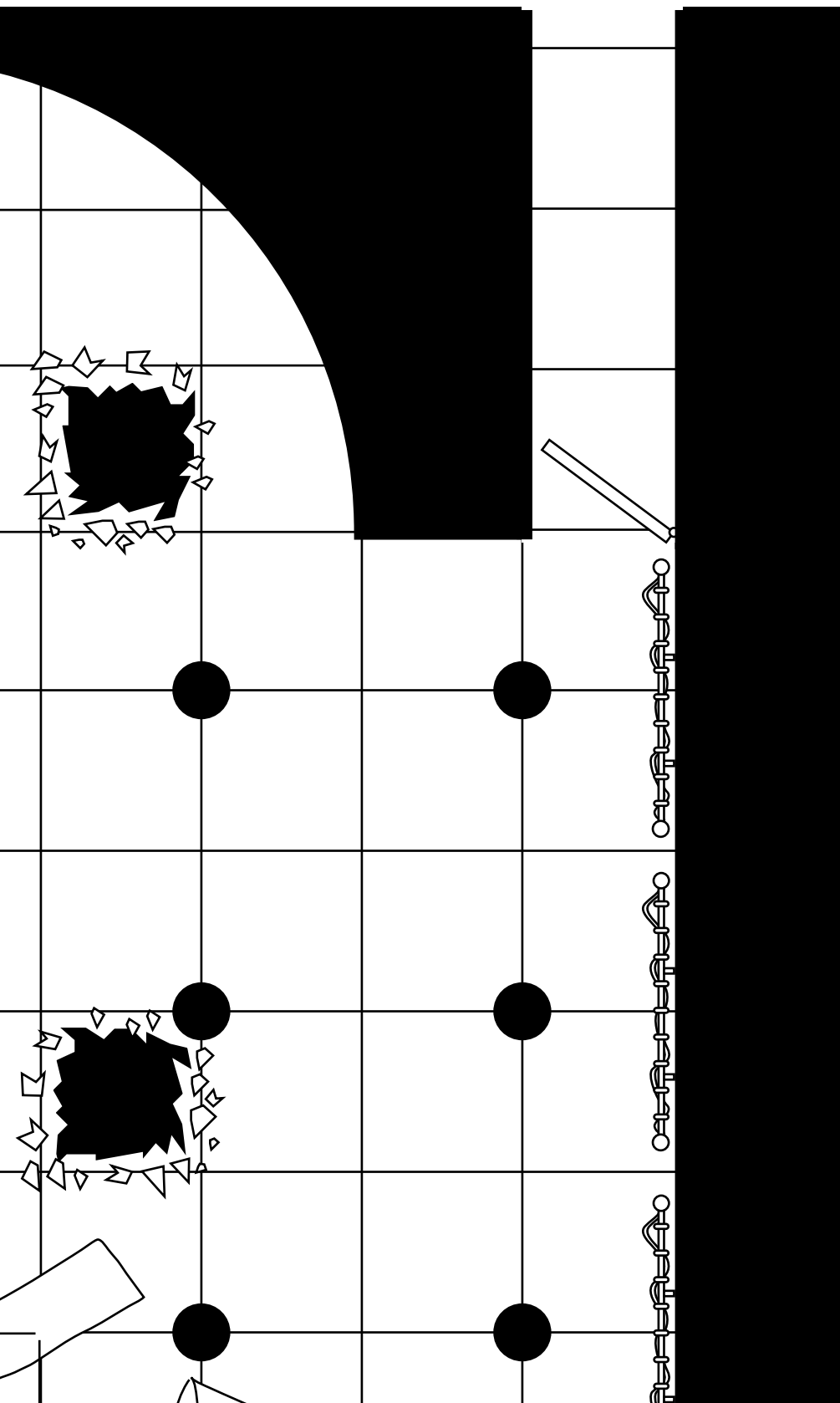
one square = 5 ft.

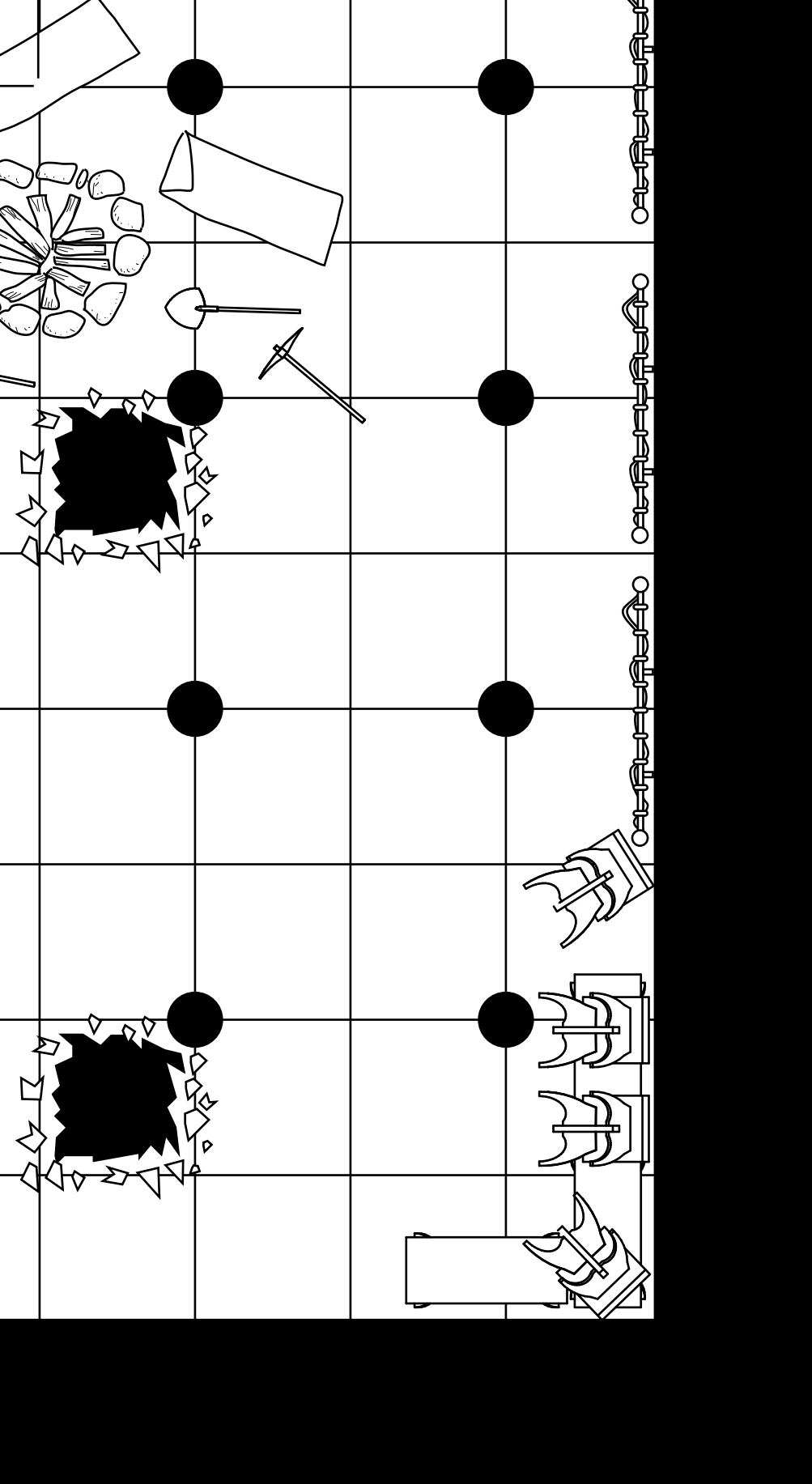
Desecrated Temple (battlemap 1 of 4)













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