

The Light in the Church



A level 1-3 adventure for the Braunhaven Campaign Setting

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

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ON THE COVER

The All Faiths Temple is a place of worship for all the deities and is a spiritual hub for the people of Braunhaven.

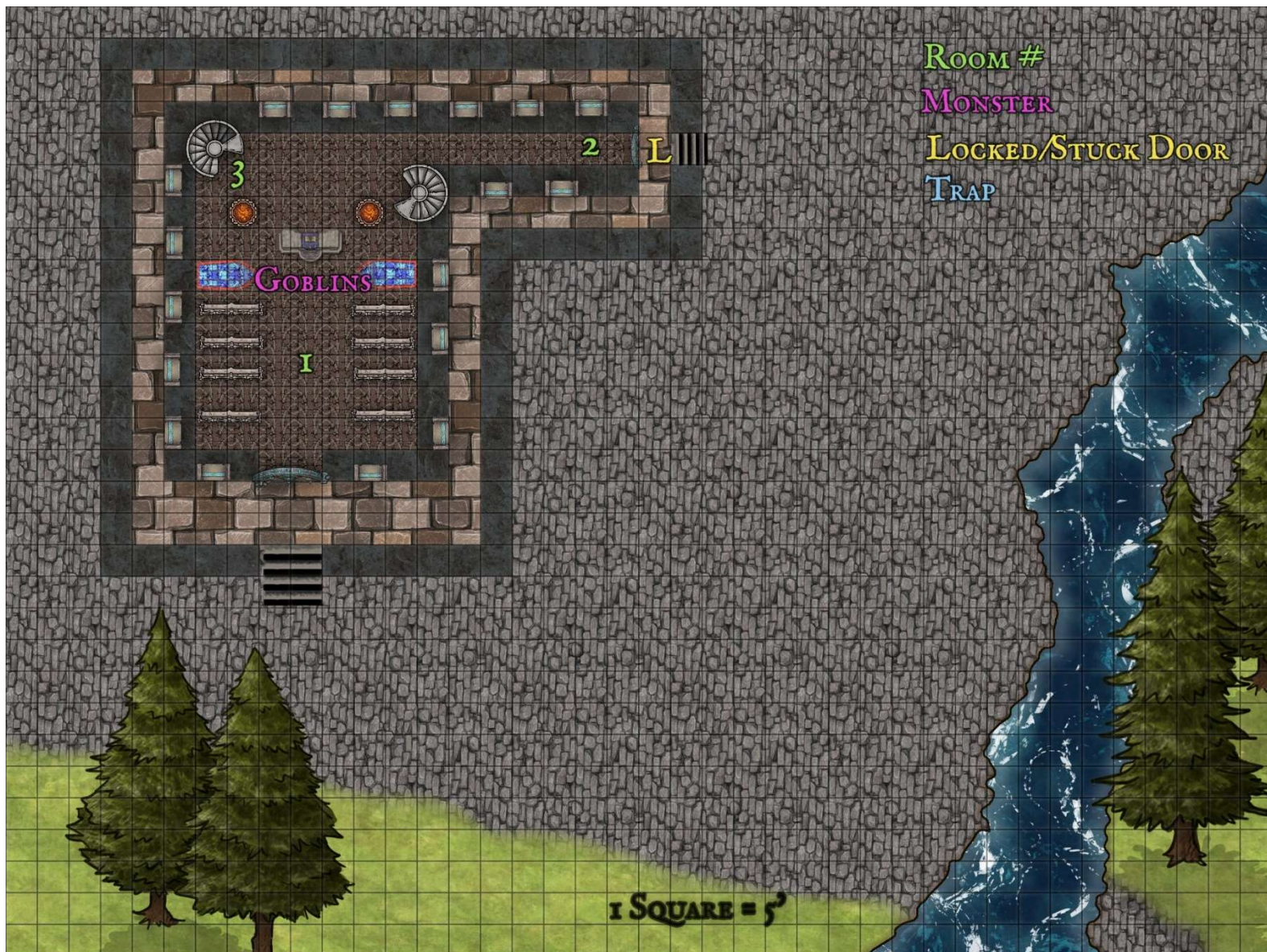
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The All Faiths Temple Referee Map



The Undercroft Referee Map

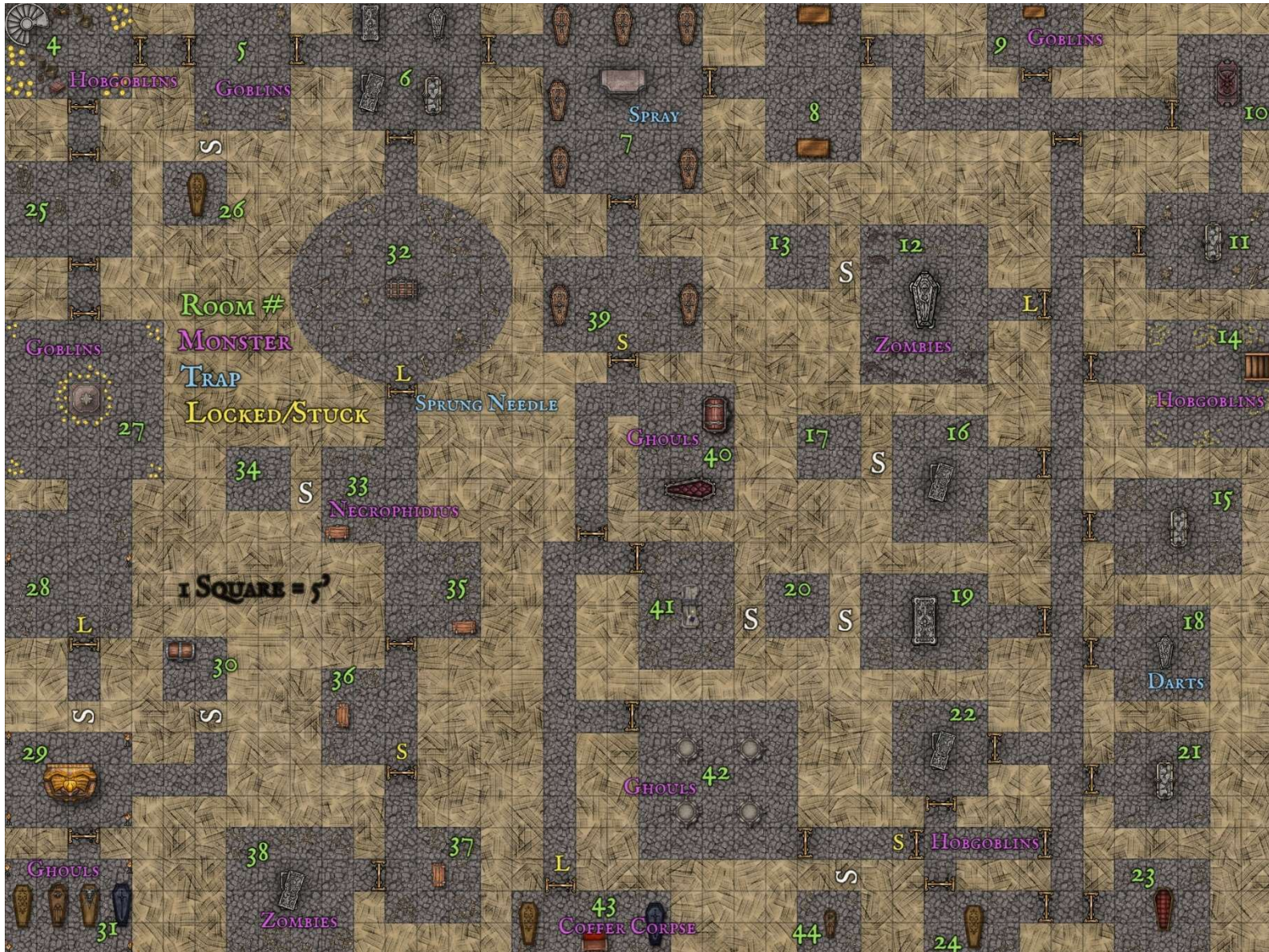


Table of Contents

The All Faiths Temple Referee Map.....	3
The Undercroft Referee Map.....	4
Introduction.....	6
Adventure Overview.....	7
Random Happenings.....	9
Treasure.....	10
All Faiths Temple Area Descriptions.....	11
Undercroft Area Descriptions.....	14
Conclusion.....	44

Introduction

About this Adventure

The Light in the Church is a low-level adventure set in the All Faiths Temple and its undercroft in the town of Braunhaven. The adventure is meant to be a part of the Braunhaven Campaign Setting and is part of a larger plot set in that world. For more information on the town of Braunhaven, and the region, please see the Braunhaven Campaign Setting.

Old-School Essentials

The referee will require a copy of *Old-School Essentials Advanced Fantasy* to run this adventure. While the *Classic Fantasy* rules may work equally well, this adventure and the campaign setting have not been tested with those rules. Other B/X compatible systems may work, as well.

Character Levels 2-3

The Light in the Church is suitable for 2nd and 3rd level characters. As an adventure in the old-school style, it is not intended for all encounters to be balanced to the character's abilities. Indeed, not all

encounters are meant to be met head on! Players should use a copious amount of stealth, tricks, parley, and common sense when dealing with the creatures and characters they will meet. Not everything should be dealt with violently. Encourage the players to interact with the environment and to explore everything. And always, always ask questions.

Continuing *The Thing in the Basement*

The Light in the Church can be used as a continuation of *The Thing in the Basement*. **Area 14** of the undercroft connects to **area 67** on level 2 of the catacombs from that adventure. While *The Thing in the Basement* is a level 1-2 adventure, you may find that your players can complete both adventures as one total dungeon with very few modifications. It is recommended to start with that adventure first, as *The Light in the Church* will be of higher difficulty.

Adventure Overview

Background

Patrons in the taproom of the Braunhouse Coaching Inn love to gossip and tell tales around the blazing hearth over a couple of pints of ale. On this night, many of the locals are chatting about seeing flickering candlelight moving about in the All Faiths Temple in town. They say that they've seen strange shadows skulking about in the old church, long after Father Ainsworth has gone to bed. Some wonder if it is related to the recent events in Teka Crackerbottom's basement or if a fell shade has returned from beyond the veil seeking retribution for some ill passed onto it in life.

As the beer flows, so too do the speculations of what may be transpiring in the church. One thing that all can agree on is that somebody needs to investigate! If only to put the townsfolk at ease and give a little peace of mind. The locals have been pestering Father Ainsworth, the druid that administers to the faithful at the All Faiths Temple, to hire some adventurers or to at least talk to the town constable, Markor Melsmith, about it. Father Ainsworth has begrudgingly agreed but doesn't feel the need to interrupt the constable's busy day with the matter.

With this in mind, it is on this evening that Father Ainsworth approaches the characters in the Braunhouse's taproom, seeking assistance with *The Light in the Church*.

Father Felister Ainsworth

Father Ainsworth is a tall, lanky fellow, usually seen wearing a drab brown robe cinched at the waist with a simple length of rope. A quiet but deeply kind man, Ainsworth is a druid of the Old Gods. Usually, the term "Father," is reserved for clerics that administer to the faithful in a temple, but the local townspeople have come to refer to Ainsworth by the title as only he has been willing to run the All Faiths Temple.

Ainsworth offers what meager abilities he has to help the poor, heal the sick, and gives a weekly sermon on the tenants of both the Old Gods and the Council of Twelve Elder Gods. He frequently comes into the Braunhouse in the evening for dinner and a glass of sparkling elven wine before turning in early to his room on the second floor of the All Faiths Temple.

Felister Ainsworth

AC 7 [12], **HD** 5 (10hp), **Att** 1 x staff (1d4),
THACO 17 [+2], **MV** 120' (40'), **SV** D9 W10 P12
B14 S12 (Druid 5), **ML** 6, **AL** Neutral, **XP** 300,
NA 1 (0), **TT** Q

- **Spells:** *Animal Friendship, Speak with Animals, Cure Light Wounds, Slow Poison, Call Lightning, Cure Serious Wounds*

What's Really Going On

Duke Bartholomew, a noble in the region, recently purchased an old hunting manor near the town of Braunhaven. For reasons that have yet to be revealed, he has hired orcs from the Rok-Skull Tribe across the Great River to tunnel under the town and into the catacombs beneath. He instructed them to search for a holy symbol of Janus, telling them that they would “know it when they see it.”

The orcs knew little about tunneling into the town in a stealthy manner, so they brought on a clan of hobgoblin and goblin sappers to achieve this goal. The goblins were successful and have caused all manner of mischief in the catacombs beneath the town, but they have yet to find the holy symbol of Janus. As it turns out, they do not know what they are looking for.

The goblins have made their way into the main hall of the All Faiths Temple late at night, searching the hall for clues to the holy symbol's whereabouts. So far, their investigation has come up empty handed. As it turns out, the holy symbol has actually been right under their nose the entire time. Set into the temple's granite altar is a platinum and electrum holy symbol of Janus. The goblins have assumed that the holy symbol they are searching for would be something worn or held by the cleric running the church and not be a permanent fixture of the altar.

As the goblins search the All Faiths Temple, hobgoblins, goblins, and orcs ransack the undercroft as Father Ainsworth sleeps. Felister, and indeed the entire town, would be grateful to the adventurers if they were to put a stop to this sacrilege.



Random Happenings

1-in-6 Chance per Turn

Every turn, roll 1d6. Encounters with monsters occur 2d6 x 10' apart.

1d10	Event
1	1d3 ghouls hunting for prey.
2	The echo of a door with squeaky hinges slams shut in the distance.
3	1d4 Hobgoblins on patrol.
4	Hissing sound and dust erupt from the seam of a sealed tomb.
5	1d6 goblins searching for treasure.
6	Angry poltergeist roams the halls.
7	A child's laughter echoes down the hall from a distance in the dark.
8	A thoul and two hobgoblins are on patrol
9	Faint whispers are heard in one character's ear, but nothing is there.
10	1d3 giant crab spiders are on the hunt.

Treasure

The following treasure is located in the All Faiths Temple and throughout the undercroft. Much of it is hidden or guarded. Only the most thorough and cunning parties will find all of it.

Area	Treasure
5	Platinum and ruby necklace (200gp), electrum and emerald tiara (200gp), two diamond rings (150gp)
8	Silver and ruby studded chalice (150gp), matching electrum and diamond, earrings (500gp), holy book (125gp), ten gems (50gp)
9	Chainmail +1, sapphire studded platinum bracelet (125gp), diamond ring (150gp)
12	Stilts of the jester
13	20pp, 100gp, 90ep, 300sp, 1,300cp, horn of frothing
15	Platinum locket on a chain (200gp), ring of protection
17	20pp, 150gp, 4,000cp, figurine of wondrous power: onyx dog
18	Pearl necklace (400gp), platinum bracelet (500gp)
24	Silver dagger, 20pp, 300gp, 500ep, 200sp, 1,500cp
26	War hammer +1, shield +1, platinum Braun signet ring (500gp), platinum holy symbol of Tula (700gp)
29	sword of sharpness +1, plate mail +1, bag of holding, 1,000pp, 400gp, 950ep, 1,000sp, 600cp, 5 gems (250gp), gem of seeing
30	Gold crown studded with gems (400gp)
33	Frost brand sword +1, leather armour +1, 150gp, 500sp, 1,200cp
35	Opal and diamond silver tiara (250gp), gold Braun family necklace (150gp), electrum and sapphire ring (250gp), platinum and gem studded scepter (300gp)
36	Spices worth 100gp
37	Kitchen cutlery worth 100gp
44	30pp, 250gp, 30ep, 200sp, 1,100cp, staff of striking

Total value of monetary treasure: 13,377gp

All Faiths Temple Area Descriptions



1. Main Hall

Mosaic tiles (floor) and **dark marble** (20' ceiling, walls). **Weighted scent of incense** (the heady smoke of incense burned in the braziers on either side of the granite altar hangs heavily in the air). **Pews** (eight pews flank the hall, with a 15' aisle between them). **Stained glass reflections** (stained glass windows near the peaked ceiling reflect sun or moonlit images of angels of the Elder Gods onto the floor).

- **South:** Large double doors are kept unlocked and lead to a balcony of flagstones that stretches around the temple. Granite steps lead up to the balcony.
- **North:** The granite altar of the Known Gods sits in the middle of the hall. Set into the center of the altar is a platinum holy symbol of Janus with electrum highlights.
- **East and west:** Windows look out into the town of Braunhaven.

Goblins

Three goblins frantically search the main hall. Each holds a dwindling candle that sheds odd shadows onto the walls of the hall.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7 (9 with king), **AL** Chaotic, **XP** 5 (bodyguard: 20, king: 35), **NA** 2d4 (6d10), **TT** R (C)

- **Infra-vision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves.
- **Hate dwarves:** Attack on site.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

2. Rear Hall

Mosaic tile (floor) and **dark marble** (20' ceiling, walls).

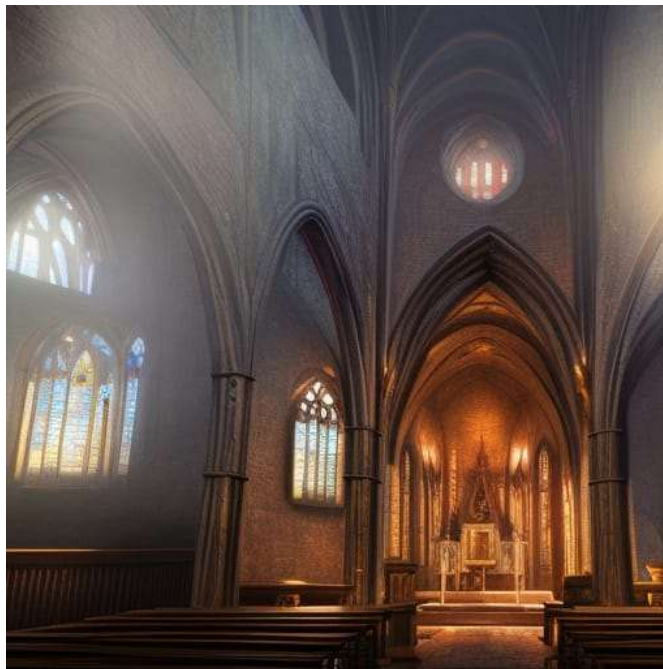
- **East:** 10' tall door that is locked after dark. Leads to a 5' wide section of flagstone balcony that wraps around the entire church. A 5' wide set of marble stairs leads down to town cobblestones.
- **West:** The 5' wide hall leads to the back of the main hall in **area 1**.
- **North and south:** Windows line the walls, looking out onto the town outside.
- **Southwest:** A marble spiral staircase ascends to the

second floor, where the Father's private chambers reside.

3. Undercroft Staircase

White marble (4' wide leads down 25' to the undercroft beneath the church to **area 4**). **Heavy scent of incense** (smoke from the braziers weighs heavily in the air).

- **East:** The rear hall leads to a back door that is locked after dark.
- **South:** The two braziers flank the granite altar in the center of the main hall. Each brazier burns a brick of incense.



Undercroft Area Descriptions



4. Undercroft Landing

Candles (hundreds of candles light the room). **Rough cobblestones** (floor, 20' ceiling). **Golden doors** (east and south, the doors are gleaming).

- **Northwest:** 4' wide shining marble staircase that leads to area 3 of the temple.
- **West:** Golden doors (quickly discerned to be fake).
- **South:** Golden doors (quickly discerned to be fake).

Hobgoblins

Commanders of the goblins, these nasty beasts seek nothing but blood. Four hobgoblins attack any that enter the landing.

Hobgoblin

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 x rusty scimitar (1d8), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8 (10 with king), **AL** Chaotic, **XP** 15 (Bodyguard: 75, king: 175), **NA** 1d6 (4d6), **TT** D

- **Hobgoblin king and bodyguards:** A 5HD(22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul may sometimes be found among the king's bodguards.

5. The Mistress' Chamber

Rough cobblestones (floor, walls).

Wooden beams and teal tiles (10'

vaulted ceiling). Polished golden doors

(West and east). Large burial niche

(north wall, female skeletal corpse lying in repose).

- **West:** A polished golden door (easily discerned to be fake) leads to a 10' hall ending in area 4.
- **East:** A polished golden door (easily discerned to be fake).
- **Burial niche:** A 7' long stone bed is cut into the north wall. On the bed lies a skeletal corpse that was once buried in a wedding dress. A brass plaque at the base reads, "Mistress Katriana Altenworf: Her altruistic endeavors will live on in perpetuity."
- **Secret door:** A tile in the southwest corner is engraved with a shield with a sprig of wheat upon it. Pushing the tile will open a sliding passage to area 26.

Treasure: Mistress Katriana Altenworf wears a platinum and ruby necklace (200gp), an electrum and emerald tiara (200gp), and two diamond rings (150gp).

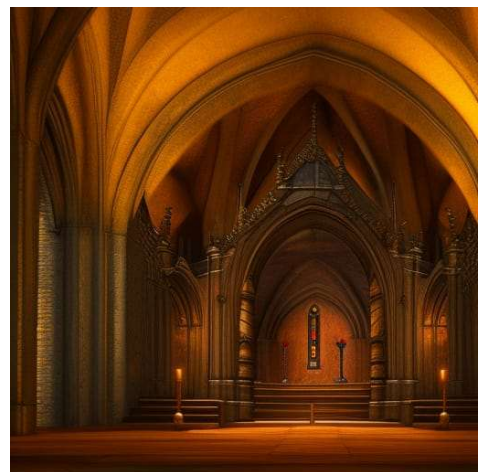
Goblins

Six goblins are attempting to dismantle the hinges on the eastern door in an attempt to steal the "golden" door. It does not appear that they have inspected the corpse of Mistress Katriana Altenworf yet.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7 (9 with king), **AL** Chaotic, **XP** 5 (bodyguard: 20, king: 35), **NA** 2d4 (6d10), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves.
- **Hate dwarves:** Attack on site.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.



6. The Handmaidens Rest

Cracked cobblestones (floor, 10' ceiling, walls). **Four coffins** (the coffin in the southwest corner is open). **Dust covered golden doors** (the gold metallic paint has started to chip and wear off these doors).

- **West:** 10' hall ending in a chipped gold painted door leading to **area 5**.
- **South:** A chipped gold painted door stands slightly ajar, leading

to **area 32**. A brass plaque over the door reads, "Braun Family Treasury."

- **East:** A chipped gold painted door leads to **area 7**.
- **Open coffin:** The interior of the coffin contains the remains of a goblin. Inspection of the body shows numerous claw marks and that it was disemboweled. Something appears to have fed on the entrails.



7. Priestly Chambers

Cracked cobblestone (floor, walls).

White and gold tiles, wooden beams

(10' vaulted ceiling). **Gold paint flakes** (piled in front of doors to the west, south, and east). **Six coffins** (wood with iron inlay and silver holy symbols).

Large altar (center of room, 10' x 5').

- **West:** The gold paint covering this side of the door has completely flaked off and dusts a 5' square in front of the door.
- **East:** The gold paint on this door has flaked off in large flakes and lays in a pile 5' in front of the door.
- **South:** The gold paint on this door looks like it has been scratched off by something with sharp claws. Amid the flakes and dust in front of the door, careful investigation will show several broken fingernails. A brass plaque in the lintel of the door states, "Priests of the Old Gods."
- **Coffins:** Aside from the silver holy symbol of Sadus on the lid, the coffins are unremarkable.
- **Altar:** Investigation of the altar shows a heavily worn engraving of a prayer to Sadus on the surface. "All hail the Great Wave Mother and welcome the Kraken in the Deep. Embrace Her and accept the tempest." If this prayer is not spoken aloud, there is a 2-6 chance of triggering the **spray trap**. A briny liquid sprays from a secret jet in the altar, covering the character that investigated the prayer. The liquid stinks of death and decay.

The chance for wandering monsters is doubled for 1d6 hours.

8. Priestly Donations

Gray flagstones (walls, floor). **White and gold tiles, wooden beams** (10' vaulted ceiling). **Large, copper banded wooden chests** (north and south). **Iron banded wooden door** (west and east).

- **West:** 10' passage to an iron banded wooden door. The gold paint covering the door has worn off and glitters on the floor in a 5' square.
- **East:** Iron banded wooden door. The dust in a 5' square in front of the door looks to have been disturbed, as though someone had scooped it up.
- **Chests:** Both chests have been looted and rummaged through. However, close investigation of the south chest reveals a false bottom.

Treasure: The false bottom in the south chest holds a silver and ruby studded chalice (150gp), a matching pair of electrum and diamond monogram ("K") earrings (500gp), a holy book of prayers to the Old Gods (125gp), and a sack with ten gems (5gp each).

9. Mistress Katriana's Vault

Iron door with gold filagree (Unlike others, this door is not painted and inlaid with real gold). **Gray tile** (floor, 15' ceiling, walls). **Iron banded chest** (center of north wall).

- **South:** The iron door is slightly ajar. 1-6 chance of hearing voices inside speaking in Pukischoll (Goblinoid).
- **North:** The iron banded chest is open and much of its contents have been dumped on the floor.

Treasure: +1 Chainmail, sapphire studded platinum bracelet (125gp), diamond ring (150gp).

Goblins

Five goblins are crowded around the open chest to the north, pulling items out and dumping them on the floor as they loot it.



Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7 (9 with king), **AL** Chaotic, **XP** 5 (bodyguard: 20, king: 35), **NA** 2d4 (6d10), **TT** R ©

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves.
- **Hate dwarves:** Attack on site.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.

10. The Duke's Tomb

Burgundy and gold mosaic tiles (floor). **White and gold tiles** (walls). **Wooden beams and brick** (15' vaulted ceiling). **Two dead goblins** (laying on the floor on the east side of the coffin).

- **West:** Iron door with an inlaid platinum fillagree.
- **South:** 10' passage leading to **area 11**.
- **Coffin:** The elaborate coffin of Duke Talomey Altenworf appears to be undisturbed.
- **Dead goblins:** The goblins appear very pale and there is sticky resin on their face. Aside from this, their cause of death cannot be discerned.

12. Tomb of the Jester

Cracked flagstones (walls, 10' ceiling, floor). **Stone coffin** (center of the room).

- **East:** A locked wooden door with an engraving of a plump, impish man playing a mandolin.
- **Coffin:** The coffin appears to be undisturbed and is 4' x 7' in size. Inside lays the mummified corpse of a 4' tall man wearing a jester's costume. The corpse is wearing stilts (see Treasure).
- **Secret door:** A secret door in the western wall opens via a finger hole mechanism, leading to **area 13**.

Treasure: The stilts that the jester mummy wears are a magical svirfneblin design.

Stilts of the Jester

A pair of 2' long stilts that have a ring that attaches to the big toe on each foot. The ring can be tugged on with the toe to produce the following effects:

- **Grow or shrink:** Tugging up or pressing down on the toe ring causes the stilts to change their length. The stilts add 2' to the character's height but can grow to add up to 6'.
- **Pogo:** Wiggling the toes in an alternating fashion causes the stilts to act as pogo sticks. The character can jump up to 10'. A character wearing the stilts will also take half damage from falls on a successful DEX ability check.

Zombies

Opening the secret door in the western wall causes three zombies to animate from beneath the flagstone floor on the south side of the coffin.

Zombie

AC 8 [11], **HD** 2 (9hp), **Att** 1 x weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None

- **Guardians:** Always attack on sight.
- **Initiative:** Always lose (no roll).
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

13. The Jester's Reward

Gravel floor (small stones, undisturbed). **Dirt walls and ceiling** (8' ceiling). **Large sack** (center of the room).

- **Sack:** A grey and white tartan flannel sack with a fur lining sits in the middle of the room. The draw string is pulled tight, and the sack is cinched shut.

Treasure: 20pp, 100gp, 90ep, 300sp, 1,300cp, and a *Horn of Frothing*.

14. Descent to the Catacombs

Cracked and broken cobblestone (walls, 10' ceiling, floor). **Piles of bones** (litter the floor around the edge of the room). **Old wooden stairs** (descend into the darkness).

- **West:** Wooden door that leads to the long north-south hall of this section of the undercroft.
- **East:** Stairs lead down to **area 67** on level 2 of the catacombs from *The Thing in the Basement*.

Hobgoblin King and Bodyguards

The hobgoblin king, Dukoth, has set up his camp here with his two bodyguards. Dukoth has taken a personal interest in the goblin sappers doing their job properly, since the Rok-Skull orcs have promised to split the reward offered by Duke Bartholomew.

Hobgoblin King

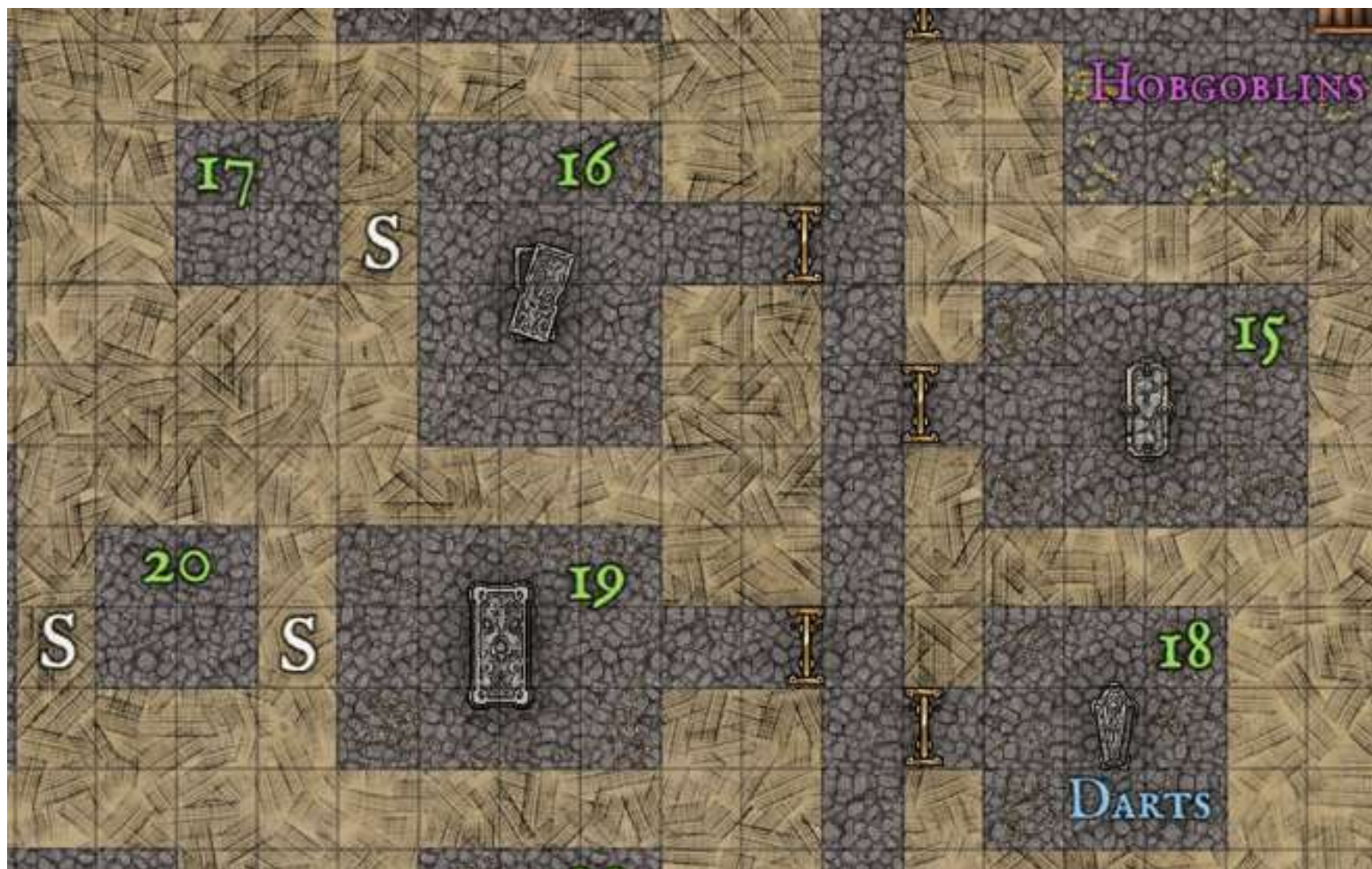
AC 6 [13], **HD** 5 (22hp), **Att** 1 x sword (1d8+2), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Chaotic, **XP** 175, **NA** 1d6 (4d6), **TT** D

Hobgoblin Bodyguard

AC 6 [13], **HD** 4 (8hp), **Att** 1 x polearm (1d10), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 75, **NA** 1d6 (4d6), **TT** D

- **Hobgoblin king and bodyguards:** A 5HD (22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul may sometimes be found among the king's bodyguards.





15. Tomb of the Brave Pauper

Gravel and dirt (floor, walls). **Wooden beams** (hold up an 8' dirt ceiling. Dirt frequently drops down in a dusty cloud, threatening a cave in). **Plain stone coffin** (the coffin is unadorned except for a small brass plaque).

- **West:** Wooden door that leads to the long north-south hallway in this wing of the undercroft.
- **Coffin:** The brass plaque reads, "To my love. May my brave pauper rest in peace."

Treasure: The corpse inside the coffin wasn't buried with anything other than a platinum locket on a chain (200gp) around his neck containing a watercolor portrait of beautiful woman with dark hair and a *Ring of Protection* on this left ring finger.

16. Tomb of the Big Boy

Flagstones (10' entry hall). **Cobblestones** (floor). **Wood beams and brick** (8' vaulted ceiling, walls). **Open coffin** (the 6' x 10' stone coffin's lid has been pushed aside). **Small sliding tile grid** (inset in the west wall).

- **East:** Wooden door that leads to the long north-south hallway in this wing of the undercroft.
- **Coffin:** The interior of the coffin is empty. Inspection of the lid shows that the stone is cracked throughout and appears to have been hit from the inside.
- **Secret door:** The secret door can be opened by correctly placing the tiles on the grid in order. The grid consists of three rows and three columns, with eight tiles. The empty tile space allows you to rearrange the tiles. A combined INT modifier of +3 will allow an INT ability check to solve the puzzle.

- **East:** Secret door leads back to area 16.
- **Toy chest:** Investigation of the toy chest finds a porcelain piggy bank (see Treasure).
- **Marionette:** Despite what many may feel, the puppet isn't looking at anyone. It is simply an optical illusion (HA!).
- **Table:** The tea set is of high-quality porcelain with a gold rim from the far-off land of Orentis, across the Dragon Sea. The lead soldier is worthless, but the black dog figure is not (see Treasure).

Treasure: The piggy bank holds 20pp, 150gp, and 4,000cp. The toy tea set is worth 500gp. The black dog figure is a *Figurine of Wondrous Power: Onyx Dog*.

17. The Nursery

Multicolored tiles (floor, 10' ceiling, walls. All decorated in bright colors with images of dancing clowns). **Toy chest** (on the west wall, full of stuffed animals and wooden toys). **Marionette** (a marionette dangles from a hook in the ceiling. Its eyes seem to follow you around the room). **Table and tea set** (a table in the northeast corner is set with a toy tea set. A stuffed bear sits at the table and a small black toy dog, and a lead soldier are on the table).



18. Tomb of the Harlot

White marble (floor, 10' ceiling, walls).

Plain stone coffin (aside from a brass plaque, the coffin is undecorated).

- **West:** Wooden door that leads to the long north-south hallway in this wing of the undercroft.
- **Coffin:** The brass plaque reads, "Here lies a harlot. May she be penetrated once more."
- **Dart trap:** Opening the coffin has a 2-6 chance of triggering a dart trap. 1d6 darts shoot out of tiny holes in the marble walls, dealing 1d4 damage each.

Treasure: The corpse of the woman in the coffin wears a pearl necklace (400gp) and has a platinum bracelet (500gp).

19. Tomb of the Ne'er-do-well

Red veined white marble (floors, 10' ceiling, walls). **Intricately engraved alabaster sarcophagus** (very fine engraving shows a myriad of images).

- **East:** 10' passage to the wooden door leads to the long north-south hallway in this wing of the undercroft.
- **Secret door:** A door hides behind a sliding marble slab in the west wall.
- **Sarcophagus:** Close inspection of the engravings reveals images of tiny devils and imps dancing on a bed of corpses.

Treasure: The corpse appears to have been buried in finery made of purple velvet. He was buried with a +1 rapier and a Jug of Endless Liquids.

20. The Stash

Packed earth (floor, walls). **Wooden beams** (8' ceiling).

- **East:** Secret door leads to **area 19** and is a simple sliding marble piece.
- **West:** A secret door consisting of a granite slab on a central pivot leads to **area 41**.



21. Looted Tomb

The wood door is ajar (top hinge is broken completely and the door hangs at an awkward slant). **Cracked flagstone** (floor) and **brick** (walls, 10' ceiling). **Stone sarcophagus** (the lid has been cracked and broken through in multiple places).

- **West:** The wooden door hangs at a slant, ajar, propped up by the bottom hinge.
- **Sarcophagus:** Whoever looted this tomb was very angry and in a hurry. All valuables have been taken from the disheveled corpse.

22. Tomb of the Prophet

Packed earth and stone (floor, 8' ceiling, walls). **Stone sarcophagus** (lid engraved with the holy symbol of Friezia. The lid is ajar).

- **East:** Wood door that leads to the main north-south hall for this wing of the undercroft.
- **South:** Wood door. Listening at the door has a 2-6 chance of hearing the hobgoblins trying to push through the stuck door in the hallway beyond.
- **Sarcophagus:** The lid has been pushed aside and the interior is empty, as though the prophet got up and walked out.

23. Tomb of the Dark Virgin

Purple veined dark stone (floor, 10' ceiling, walls). **Red rolled leather coffin** (the lid is lined with rolled, quilted red leather set on black ebony wood).

- **West:** Wood door leads to the end of the north-south hallway for this wing of the undercroft.
- **Coffin:** The interior contains the mummified corpse of a teen girl wearing a black lace wedding dress.

Treasure: The corpse wears a holy symbol of Vueslux and a pewter finger-gauntlet ring.



24. Tomb of Prince Romera

Gray marble (floor, 10' ceiling, walls).

Wood coffin (sits undisturbed in the middle of the room).

- **North:** Wooden door. There is a 2–6 chance of hearing the hobgoblins on the other side as they attempt to open the stuck door.
- **East:** Wooden door that leads to the south end of the north–south hallway in this wing of the undercroft.
- **Coffin:** The lid is engraved with a long forgotten royal heraldic insignia.

Treasure: The prince was buried with a silver dagger, 20pp, 300gp, 500ep, 200sp, and 1,500cp.

Hobgoblins

Six hobgoblins crowd the east–west hall between **area 22** and **area 24**. Two of the hobgoblins are attempting to push on the stuck door to the west.

Hobgoblin

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 x rusty scimitar (1d8), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8 (10 with king), **AL** Chaotic, **XP** 15 (Bodyguard: 75, king: 175), **NA** 1d6 (4d6), **TT** D

- **Hobgoblin king and bodyguards:** A 5HD(22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul may sometimes be found among the king's bodguards.



25. The Braun Wing

Granite tile (floor) with **marble** (15' vaulted ceiling, walls). **Stained wood beams** (crisscross 15' vaulted ceiling). **Scattered bones** (the bones of several skeletons are scattered about the room).

- **North:** A brass plaque in the lintel above the iron bound wood door reads, "The Braun Wing."
- **South:** Iron bound wood door leading deeper into this wing of the undercroft.
- **Bones:** Spending 1 turn examining the bones shows that there are three complete skeletons here. The bones have teeth marks, as though something had gnawed the meat off them.

26. Tomb of Gilda Braun

Granite tile (floor) and **gray marble** (10' vaulted ceiling, walls). **Stained wood beams** (crisscross 10' vaulted ceiling). **Stained and polished coffin** (rests in the center of the room).

- **Secret door:** A secret door slides open and leads to **area 5** in the northeast corner.
- **Coffin:** The coffin is of exquisite craftsmanship. Inside shows the desiccated remains of Gilda Braun. Time has rotted away much of the clothing and now shows that she was apparently crucified, drawn, and quartered, and finally beheaded.

Treasure: +1 War Hammer, +1 Shield emblazoned with the Braun family crest (top diagonal of shield yellow, bottom blue, sprig of wheat in center), platinum Braun family signet ring (500gp), platinum holy symbol of Tula (700gp).



27. Chapel of Tula

Cobblestone (floor). **Painted murals** (walls and 15' vaulted ceiling is painted to show fields of wheat and a blue sky). **Gold statue** (10' tall gold statue of Tula stands in center of room). **Candles** (hundreds of candles with *continual light* cast on them illuminate the room).

- **North:** Iron bound wooden door. A brass plaque on the lintel over the entrance to the room states, "The Chapel of Tula."
- **South:** 10' wide hallway leading to area 28.

Treasure: The statue is worth 12,000gp and weighs 900 lbs. Drakh Pence coins litter the floor in a 5' radius of the statue, totaling 5,000cp.

Goblins

Six goblins stand around the statue of Tula, debating with one another in Pukischoll (Goblinoid) about how to get the statue out of the room.

Goblin

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 x short sword (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7 (9 with king), **AL** Chaotic, **XP** 5 (bodyguard: 20, king: 35), **NA** 2d4 (6d10), **TT** R (C)

- **Infravision:** 90'
- **Hate the sun:** -1 to hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves.
- **Hate dwarves:** Attack on site.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.



28. Tula's Contemplation

Cobblestone (floor) and **painted murals** (walls, 10' ceiling, painted depicting fields of wheat and a cloudy sky). **Torches** (in sconces with *continual light* spells cast on them illuminate the room). **Benches** (set into the walls around the room).

- **North:** 10' hall that leads to **area 27**.
- **South:** A locked iron bound wood door that leads to a 10' deep alcove.
- **Secret door:** A section of the south stone wall in the alcove beyond the locked door leads to **area 29**.

29. Tomb of Relevar Braun

Red veined gray marble tiles (floor) and **white marble tiles** (walls, 20' vaulted ceiling). **Polished brass beams** (across the vaulted ceiling). **Polished gold sarcophagus** (in the shape of an altar in the center of the chamber). **Torches** (lit with *continual light* spells stand in each corner of the chamber).

- **North:** A secret door slides into a recess leading to **area 28**.
- **East:** A 15' passage hooks to the north and leads to a dead-end alcove.
- **South:** An iron bound wood door stands closed, leading deeper into the tomb.
- **Secret door:** A block of white marble stands on a central pivot leading to **area 30** at the end of the east passage.

Treasure: The body of Relevar Braun lies in perfect state, appearing to have died only yesterday. Several items are buried with the body: *+1 Sword of Sharpness*, *+1 Plate mail*, *Bag of Holding*. The *bag of holding* contains: 1,000pp, 400gp, 950ep, 1,000sp, 600cp, 5 gems (50gp each), *Gem of Seeing*.

30. Relevar's Vault

Gray stone brick (floor, 8' ceiling, walls). **Iron banded chest** (sits in the northwest corner).

- **South:** A block of white marble stands on a central pivot leading to **area 29**.
- **Chest:** The chest is locked. The interior is velvet lined and contains a gold crown studded with gems (400gp).

31. Crypt of Heirs

Flagstone (floor) and **granite** (walls, 10' ceiling). **Torches** (lit with *continual light* spells rest in sconces in the corners of the chamber). **Polished wood coffins** (four coffins rest in the center of the room).

- **North:** An iron bound wood door leads back into **area 29**.
- **Coffins:** The coffins contain the remains of Relevar's four teenaged children, who were cursed to return as ghouls.



Ghouls

Relevar's four children were cursed to return to unlife as ghouls and haunt the tomb. 4-in-6 chance of having surprise.

Ghoul

AC 6 [13], **HD** 2* (9hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d6 (2d8), **TT** B

- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



32. Braun Family Treasury

Granite tile (floor, 20' ceiling, walls).

Bones (the bones of many skeletons are scattered about the room). **Chest** (a solitary chest sits in the middle of this circular chamber).

- **North:** A chipped gold painted door stands ajar, leading to **area 6**.
- **South:** A locked iron bound wood door seals the passage to the south.
- **Chest:** The chest has already been looted of common valuables. Only a book remains (see **Treasure**).

- **Sprung needle trap:** Attempting to unlock the south door has a 2-6 chance of triggering a poison needle trap. **Save versus poison** or die.

Treasure: The book is more valuable than it would appear. It contains the genealogy of the Braun family up to the Era of Plague. There is a 2-in-6 chance that one of the human, half-elf, or half-orc characters has a family member listed in the book, making them of noble lineage of the Braun family.



33. Vault of Serpents

Green and silver stone tiles (floor, walls). Polished wood beams (10' ceiling). Bones (scattered around the chamber). Iron banded chest (in southwest corner).

- **North:** The long north-south passage that runs through the center of this wing of the undercroft, ends in an iron bound wood door.
- **South:** The north-south hall that runs through this wing stops at an iron bound wood door that leads further south into the undercroft.
- **Secret door:** A section of the green tiles can be pushed in to reveal a secret door in the middle of the western wall, leading to area 34.
- **Chest:** The chest is locked. However, any attempt to open the chest without the proper key (not available in this dungeon) will cause the Necrophidius to animate from the bones scattered about the chamber.

Treasure: +1 Frost Brand Sword, +1 Leather Armour, 150gp, 500sp, 1,200cp.

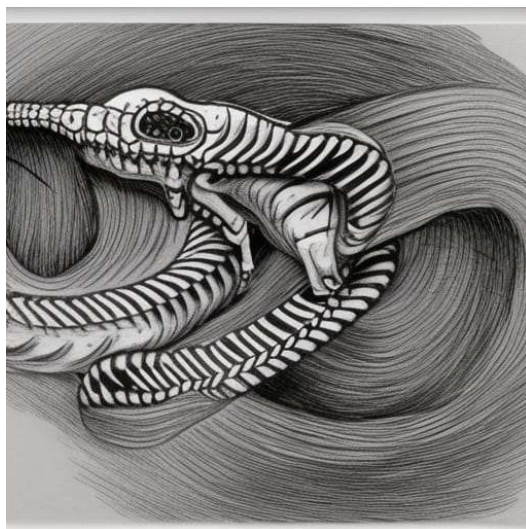
Necrophidius

Any attempt to open the chest, whether successful or not, will cause the necrophidius to animate. The bones swirl about the room to form a 10' long skeletal snake.

Necrophidius

AC 1 [18], **HD** 2** (9hp), **Att** 1 x bite (1d8 + paralysis), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP**30, **NA** 1 (0), **TT** None

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Surprise:** If a necrophidius surprises enemies, it begins to sway hypnotically. All who observe must **save versus spells** or be hypnotized for 1d4 rounds, unable to move or act. The necrophidius attacks hypnotised victims.
- **Paralysing bite:** Victim must **save versus paralysis** or be paralysed for 1d4 turns.



34. Hidden Vault

Packed earth and wooden beams (floor, 8' ceiling, walls). Rack of vials (rests along the west wall).

- **East:** The secret door leads back into area 33.
- **Rack and vials:** The rack holds twenty empty vials, though there are six that are full (see Treasure).

Treasure: 3 Potions of Healing, Potion of Speed, Potion of Diminution, Potion of Giant Strength.

35. Vault of Jewels

Green and silver stone tiles (floor, 10' ceiling, walls). **Bones** (scattered about the chamber). **Brass banded chest** (in the southeast corner).

- **North:** The 5' passage leads back into **area 33**.
- **South:** An iron banded door leads further south into this wing of the undercroft.
- **Chest:** The chest is locked.

Treasure: The chest contains the Braun family jewels. An opal and diamond silver tiara (250gp), a gold necklace with the Braun family signet (150gp), an electrum and sapphire ring (250gp), and a scepter made of platinum studded with gems (300gp).



36. The Spice Rack

Black and white checkered tiles (floor). **White tiles** (walls). **Polished wooden beams** (10' ceiling). **Folding storage chest** (center of west wall).

- **North:** Iron banded wood door that leads to **area 35**.
- **South:** A swollen iron banded door that is stuck fast in the door jam.
- **Chest:** This chest resembles a steamer trunk and folds out to become a mobile spice rack.

Treasure: The spice rack has been sitting here for a very long time. The spices that can be salvaged are worth 100gp.

37. Mobile Kitchen

White tiles (floor, 10' ceiling, walls). **Polished iron shelves** (along the east and south wall). **Folding storage chest** (center of the chamber).

- **North:** A swollen iron banded door leads to **area 36**.
- **West:** Iron banded door.
- **Chest:** This chest resembles a steamer trunk and folds out to become a mobile kitchen cutlery rack.

Treasure: While of very high quality, the cutlery is of little value. The full collection is worth 100gp.

38. Tomb of the Chef

Gray granite (floor) and **White tiles** (walls). **Polished wooden beams** (10' ceiling). **Polished copper sarcophagus** (the lid is ajar).

- **East:** An iron banded wood door leads back into **area 37** at the south end of the north-south hall of this wing of the undercroft.
- **Sarcophagus:** Initially, the interior of the sarcophagus looks dark. However, moving the lid aside will release the four zombies within.

Zombies

The Braun family chef and his three assistants have been turned into zombies to guard the Braun Family Treasury!

Zombie

AC 8 [11], **HD** 2 (9hp), **Att** 1 x weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None

- **Guardians:** Always attack on sight.
- **Initiative:** Always lose (no roll).
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



39. Tombs of the Priests

Dark flagstones (floor, 10' ceiling, walls).

Old wood coffins (east and west walls, smell of dried pine pitch).

- **North:** Gold painted wood door that leads to **area 7**. The paint is chipped and flaked off into a powder 5' in front of the door.
- **South:** A swollen iron banded wood door is stuck in its door jam.
- **Coffins:** The remains in the coffins have nearly rotted away to dust. Still, one can see that the skeletal remains were once clad in simple brown robes.

40. Tomb of the Defiler

Packed earth and cracked stone (floor, 10' ceiling, walls). **Insects** (scurry everywhere). **Iron banded chest** (in the northeast corner of the chamber). **Red velvet and ebony coffin** (near the south wall).

- **North:** A very swollen iron banded door leads to **area 39**.
- **South:** The passage on the western side of the chamber ends at an iron banded door.
- **Chest:** The chest is locked.
- **Coffin:** The last resting place of a druid that defied the Old Gods, it is now home to five ghouls.

Treasure: The chest contains a *Candle of Invocation*, *Chime of Opening*, and 4 vials of holy water.

Ghouls

Five ghouls now reside in the coffin of the Defiler and attack as soon as anyone opens the lid.

Ghoul

AC 6 [13], **HD** 2* (9hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d6 (2d8), **TT** B

- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).





41. Damaged Tomb

Broken stone and dirt (floor, 10' ceiling, walls). **Roots** (tree roots and other vegetation has grown through floors and walls in places). **Bones** (scattered everywhere in piles, as if discarded). **Smashed sarcophagus** (the stone sarcophagus has been smashed nearly in two).

- **North:** An iron banded door leads back to **area 40**.
- **East:** Two iron banded doors lead off the main north-south hall for this wing of the undercroft. One to **area 41** and one to **area 42**.
- **South:** The north-south hall ends at a locked iron banded wood door.
- **Bones:** Investigation of the bones shows that the meat has been gnawed off them and they have been discarded in a haphazard manner.
- **Sarcophagus:** The sarcophagus has taken a mighty blow to the center of the lid that has smashed it almost in two. All the treasure in this chamber was looted long ago.

42. Chapel of the Four Pillars

White marble cobblestone (floor) and **grey brick walls** (wall, 15' ceiling). **Four silver veined marble pillars** (floor to ceiling,

engraved with images of trees, dryads, and nymphs).

- **West:** Iron bound wood door leads to the north-south hall for this wing of the undercroft.
- **East:** An iron bound wood door leads to a 20' hallway that ends in a swollen iron bound door that is stuck fast in its jam. 2-6 chance of hearing the hobgoblins attempting to open the stuck door.
- **Secret door:** A sliding slab of stone in the east hall leads to **area 44**.

Ghouls

Six ghouls lay in wait in this chamber, ready to ambush any that enter.

Ghoul

AC 6 [13], **HD** 2* (9hp), **Att** 2 x claw (1d3 + paralysis), 1 x bite (1d3 + paralysis), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d6 (2d8), **TT** B

- **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After paralyzing a target, ghouls will attack others.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



43. Jessie's Ghoul

Locked iron banded door (the capstone over the door jam is simply engraved, "8675309"). **Cracked flagstone and dirt** (floor, 10' ceiling, walls). **Two wooden coffins** (old and rotten, they are falling apart). **Rotting wood and red velvet prayer bench** (the bench is obviously hollow and can be opened).

- **North:** The north-south passage for this wing of the undercroft ends in this chamber.
- **Coffins:** The west coffin is rotting to the point that the corpse is half out of the bottom and partially laying on the floor. The east coffin is of a dark stained wood with rotted holes showing a dark interior. Opening the east coffin releases the coffer corpse.
- **Prayer bench:** A purple velvet cloth covers something inside the bench (see Treasure).

Treasure: The purple velvet cloth covers a +2 *Short Sword of Quickness*.

Coffer Corpse

It is assumed that this was Jessie's ghoul, but it didn't come out right. The

coffer corpse attacks as soon as the east coffin is investigated.

Coffer Corpse

AC 7 [12], **HD** 2** (9hp), **Att** 1 x grasp (1d6 + throttle), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 30, **NA** 1 (1), **TT** B

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Turning:** Treated as a 4 HD monster.
- **Throttle:** On a successful grasp attack, the corpse's hands lock around the victim's throat, inflicting 1d6 automatic damage each subsequent round.
- **Mundane weapons:** Seem to damage but do not. (Can only be harmed by magical attacks). A mundane attack with "damage" of 4 or more causes the coffer corpse to drop to the ground as if dead, rising again next round. Any characters who were in melee with it must **save versus spell** or flee.
- **Fleeing characters:** Run away at maximum speed for 4 rounds. There is also a 50% chance of dropping held items.

44. Tomb of Estevar Braun

Broken stone and packed earth (floors, 8' ceiling, walls). **Rotting wood coffin** (the moisture has gotten the better of the wood coffin and it has greatly deteriorated).

- **Secret door:** A simple 8' stone seals the entrance to the tomb and is hidden in the wall of the east-west hallway to the north.
- **Coffin:** Estevar was buried with a sack of gems and coins.

Treasure: 30pp, 250gp, 30ep, 200sp, and 1,100cp. He was also buried with his *Staff of Striking*.

Conclusion

If the characters have not made the connection between the inset holy symbol in the altar of the All Faiths Temple and the note from *The Thing in the Basement*, Father Ainsworth is able to assist in piecing it together for them. He is extremely thankful to the characters for assisting with the goings on in the church and the undercroft and offers them free healing whenever they are in town or in need. The rest of the town is equally impressed with the characters and words like, “heroes,” or “champions,” start to filter around. It

seems the characters are starting to make a name for themselves.

Markor Melsmith, Braunhaven's constable, is interested in knowing more about why Duke Bartholomew would want the holy symbol of Janus from the All Faiths Temple in the first place. And why would he go to such lengths to get it? He could have simply come to the town and asked about it. The constable and the town council soon call the characters to the town hall and ask them to embark on a fact-finding mission to *The Nobleman's Manor*.



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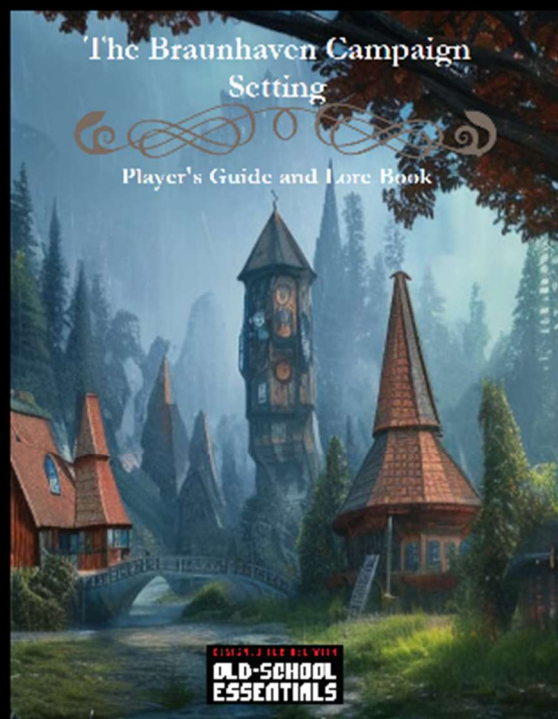
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