



VANRAKDOOM

A Short Adventure for Four
17th-Level Player Characters
Featuring Material from
Champions of Ruin

CREDITS

Design:	Eric L. Boyd
Editing:	Penny Williams
Typesetting:	Nancy Walker
Cartography:	Dennis Kauth/Rob Lazzaretti
Design Manager:	Christopher Perkins
Web Production	Bart Carroll
Web Development:	Mark A. Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The d20 logo is a trademark owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.



This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

©2005 Wizards of the Coast, Inc.
All rights reserved.
Made in the U.S.A.

This product is a work of fiction.
Any similarity to actual people, organizations, places,
or events is purely coincidental.

This Wizards of the Coast game product contains no Open Game Content.
No portion of this work may be reproduced in any form without
written permission. To learn more about the Open Gaming License
and the d20 System License,
please visit www.wizards.com/d20.

For more DUNGEONS & DRAGONS articles, adventures, and information,
visit www.wizards.com/dnd



Champions of Ruin addresses the evil campaign, both as a general concept and as it applies to games set in the FORGOTTEN REALMS Campaign Setting. The book also offers invaluable tips for running evil PCs as well as overcoming evil NPCs.

Vanrakdoom is a short D&D adventure for four 17th-level player characters (PCs) that utilizes the new material in *Champions of Ruin*. It takes place in Waterdeep, also known as the City of Splendors, which lies on the continent of Faerûn in the FORGOTTEN REALMS Campaign Setting. Famed for the legendary dungeon called Undermountain that lies beneath its streets, Waterdeep draws adventurers from all over Faerûn. Dug by the shield dwarves of Clan Melairkyn and their successors, Undermountain consists of nine major levels and fourteen sublevels. Halaster, the Mad Mage (detailed on page 180 of the FORGOTTEN REALMS Campaign Setting and updated on page 294 of the *Epic Level Handbook*), rules this sprawling complex. However, many powerful creatures have carved out personal demesnes within the sprawling caverns and chambers of Halaster's Halls, and the Mad Mage of Undermountain has largely ignored their presence.

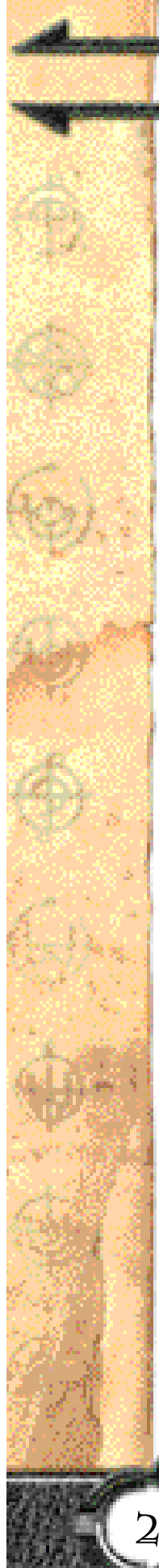
A confused tangle of sublevels between levels 4 and 6 of the main dungeon has come to be known as the Dark Levels of Undermountain. Since many of these sublevels are accessible only via *portals*, few have been explored by outsiders. Several of the Dark Levels, all ruled by undead creatures, are collectively known as dooms.

One of these sublevels, known as *Vanrakdoom*, is controlled by the Church of Shar. Penetration of this area is a mission appropriate for a group of four 17th-level nonevil characters. The inclusion of a cleric in a party planning an excursion to this area is highly recommended.

As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Champions of Ruin*—to run this adventure. The scenario also draws on material from *Complete Arcane* (CAr), *Complete Divine* (CD), *Faiths & Pantheons* (F&P), *Fiend Folio* (FF), FORGOTTEN REALMS Campaign Setting (FRCS), *Lords of Darkness* (LoD), *Magic of Faerûn* (Mag), *Monsters of Faerûn* (MoF), *Monster Manual II* (MM2), *Monster Manual III* (MM3), *Planar Handbook* (PH), and *Player's Guide to Faerûn* (PGtF). The city of Waterdeep is fully detailed in the upcoming *City of Splendors: Waterdeep* supplement, but



that publication is not required to run this adventure. Parenthetical references such as “Blushing Mermaid (D36)” refer to the map key in *City of Splendors: Waterdeep* and are included for the convenience of DMs wishing to run the adventure in conjunction with that setting. The information presented here utilizes the D&D v.3.5 rules.

The adventure is designed for 17th-level characters. If the mission is to clear Vanrakdoom completely, an 18th- or 19th-level party could also find it a sufficient challenge. In addition, it can be appropriate for characters one or two levels lower if the mission involves a quick hit rather than a deep penetration. You can adjust the Encounter Levels of most group encounters simply by choosing lower-level opponents from among those presented.

Statistics are given for the more challenging opponents in Vanrakdoom, particularly those who have prestige classes. Where groups of such characters are encountered, feel free to customize the individuals if desired, raising or lowering the class levels for some of them and substituting different equipment. Single-classed opponents are left for you to develop using the NPC tables in the *Dungeon Master's Guide*.

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. For monster and NPC statistics, refer to either the Appendix or the appropriate pages in the publications noted.

ADVENTURE BACKGROUND

Adherents of the Nightmaiden have long been active in the shadow of Mount Waterdeep, and their missions have been quite varied. However, the Waterdhavian church of Shar traces its origins back to a disastrous expedition to the Black Jungles mounted in the Year of Dark Dawn (1104 DR) by Lord Vanrak Moonstar, a noted explorer in his day. Formerly a charismatic, outgoing swashbuckler, Vanrak was but a pale shadow of his former self when he returned. A scant few tendays later, Lord Andvarran Moonstar, the family patriarch, died of a strange wasting disease that was unknown to Waterdeep's healers and strangely resistant to their spells.

Upon assuming leadership of House Moonstar, Lord Vanrak publicly broke with the priests of the High House of Stars (the temple of Selûne that preceded the House of the Moon), whom he blamed for his father's

untimely death. Consumed with bitterness, the Dark Ranger, as Vanrak came to be known, secretly embraced Selûne's ancient enemy, the Lady of Loss.

By the Year of the Howling Moon (1130 DR), House Moonstar was in open schism. Those nobles who still venerated Selûne aligned themselves with Lord Vanrak's sister, Lady Alathene, and the Moonmaiden's priests, most of whom had taken refuge in the High House of Stars. Meanwhile, at the Moonstar Villa in Dock Ward (now the Blushing Mermaid Feshall; see D36 in *City of Splendors: Waterdeep*), Lord Vanrak and his followers extended their dark influence over much of the city's harbor with the aid of a small army of mercenaries and priests of Shar.

On the night of the seventh full moon of the year, Lady Alathene appeared in open court and asked the Lords of Waterdeep to strip her brother of his title and banish him from the city. To demonstrate the need for such drastic action, she presented evidence of her brother's numerous crimes, including slavery, arson, theft, and murder. The Lords ordered the Dark Ranger's immediate capture, but by the time the Watch had breached the gates of the Moonstar Villa, Lord Vanrak and his followers had disappeared.

Unbeknownst to his moon-worshipping kin, Lord Vanrak had already fled through a secret *portal* into Undermountain. For decades thereafter, he and his followers explored Halaster's Halls. Though they lost many of their number to the wandering beasts that inhabited the area, they managed to recruit new adherents from among the depraved criminals whom the Lords had banished to the depths.

In the Year of the Dark Mask (1171 DR), Vanrak and his followers conquered a highly defensible redoubt in the Dark Levels of Undermountain (UM SLM), which came to be known as Vanrakdoom. Operating from this base, the Church of Shar extended its influence throughout much of Undermountain, and even periodically dispatched elite strike teams to battle followers of the Moonmaiden in the city above.

The Church of Shar achieved its most dramatic success in the Year of the Tomb (1182 DR), when Vanrak's followers managed to infiltrate the High House of Stars through its cellars and slaughter most of the inhabitants before they could raise an alarm. By the time the Watch arrived, the temple was a towering inferno of shadow magic *darkfire*, which appeared impervious to magic, especially to the ill-prepared firefighters. The invaders also acquired enough treasure from the temple vaults to fund Lord Vanrak's personal quest for immortality. Within a few years, the Dark Ranger had voluntarily transformed himself into a death knight—the perfect, eternal servant of the Lady of Loss.

In recent years, Lord Vanrak's followers have failed to execute several important plans. In the Year of the Saddle (1345 DR), the Dark Army of the Night tried but failed to set the House of the Moon afire as part of the so-called Night of Temple Fires. In the Year of Shadows (1358 DR), the avatar of Shar attempted to subvert the Moonmaiden's church by masquerading as the moon goddess and imprisoning the avatar of Selûne. Driven from the city after followers of the Moonmaiden freed Selûne from Shar's clutches, Shar's faithful were forced to nurse their bitterness anew in the darkness of Vanrakdoom.

Lord Vanrak is presently focused on building an army of krinith. He has been approaching krinith refugees after they escape from the city of Shade (see *Champions of Ruin* page 15) and convincing them to settle in the depths of Undermountain.

ADVENTURE SYNOPSIS

Vanrakdoom details a layer of Undermountain suited for exploration by powerful adventurers. A small group might wreak great havoc on the temple through a series of hit-and-run-raids, but a frontal assault is unlikely to succeed given the collective power of the creatures lairing within. Many of the temple's residents were drawn here by the personal charisma and faith of the Dark Ranger, so a clandestine mission to hunt down and destroy the death knight may cause many of the temple's current defenders to drift away over time.

ADVENTURE HOOKS

Vanrakdoom works best as a bastion of evil that the PCs discover during the course of their careers. Those who are drawn into the endless war between Selûne's followers and the minions of Shar may gradually build up a burning ambition to root out the dark temple that has been implementing Shar's machinations along the Sword Coast for so long. Of course, simply divining the location of Shar's primary temple in Undermountain may involve a whole host of adventures of your devising.

As DM, you know best how to involve your characters in an adventure. However, if you're stuck for an idea, you can use any of the following suggestions to prompt a raid on Vanrakdoom.

- House Moonstar and the followers of the Moonmaiden have long sought access to the hidden temple of Shar that is believed to lie in the depths of Undermountain. Recently, an agent of Selûne reported tracking an assassin of Shar back to a heretofore unknown *portal* that the leaders of House Moonstar suspect may lead to that long-sought temple. They ask

the adventurers to travel through the *portal* and determine its destination.

- A noble of House Moonstar (or a well-known cleric of the Moonmaiden) is abducted by the minions of Shar. Selûne's followers ask the PCs to lead a high-stakes rescue mission into the depths of Undermountain to find the missing Selûnite.
- As part of the tit-for-tat skirmishing that has long characterized the war between the churches of the Moonmaiden and the Lady of Loss, the followers of Selûne and Shar have frequently launched raids on one another's strongholds to seize relics sacred to their rivals. Recently, a relic known as the *Rod of Four Moons* was captured during a daring assault on the House of the Moon in Waterdeep. The PCs are asked to recover the missing relic or, failing that, to capture the *Shadowstaff of Gorothis*.

BEGINNING THE ADVENTURE

Vanrakdoom is a site-based adventure in which the action occurs in an isolated section of Undermountain ruled by the Church of Shar. The area is inaccessible except via a physical connection to the 6th level of Undermountain and several *portals*. Thus, PCs must either penetrate Undermountain (a lengthy adventure in itself) or locate an access *portal* to enter. The adventure describes the locations of several access *portals*, but you can alter these as you see fit or create new ones if desired. The adventure begins when the PCs actually enter Vanrakdoom.

VANRAKDOOM (UM SLM)

Vanrakdoom was originally built by Clan Melairkyn as a sprawling temple to Moradin Soulforger. After drow and duergar invaders drove the shield dwarves from these halls, an ever-changing succession of monsters from the depths inhabited the temple.

For nearly two centuries now, this sublevel of Undermountain has been ruled by the Church of Shar, and it has become a powerful bastion of evil beyond the reach of either the Lords of Waterdeep or the Church of Selûne. From this fortified redoubt, Lord Vanrak Moonstar now commands several Shar-ran cults (see *Champions of Ruin*, page 87), which are active along the Sword Coast from Baldur's Gate to Luskan.

INTERIOR FEATURES

The stonework throughout the dungeon is mostly granite of ancient workmanship. The floors, walls, and ceilings are smooth. Unless otherwise noted, the corridor width remains a constant 5 or 10 feet, as shown on the map. Height varies where indicated, but the ceilings are usually 10 feet high in 5-foot-wide halls and 12 feet high in 10-foot-wide halls. The interior doors are constructed of metal-bound oak.

Typical Oak and Iron Door: 2 in. thick; hardness 5; hp 20; break DC 28, Open Lock (when appropriate) DC 30.

Typical Masonry Wall: 1 ft. thick; hardness 8; hp 90; break DC 35; Climb DC 15.

The entire sublevel is cloaked in overlapping *unhallow* spells, and tied to each of these spells is a *deeper darkness* effect. These wards are renewed annually by the clergy of Shar. Room descriptions assume that the viewers are capable of seeing within an area of *deeper darkness*. If not, adjust the descriptions accordingly.

A map of Vanrakdoom can be found at http://www.wizards.com/dnd/images/mapofweek/Dec_X14.jpg, and the map key can be found at http://www.wizards.com/dnd/images/mapofweek/Dec_key.jpg. These maps have been reproduced here for your convenience. Unlabeled spiral stairs lead up to secret doors that open into the Seadeeps (UM L6).

ENTRANCES AND EXITS

Vanrakdoom is physically connected to the 6th level of Undermountain (UM L6), which is known as the Seadeeps. Three spiral staircases—one west of V25, one west of V9, and one south of V11—lead up to a maze of mining tunnels that extends out from the Shaft (UM SLB) under the sea floor. Each staircase is warded by an *alarm* spell (caster level 12th), which triggers an audible alarm.

Numerous *portals* connect Vanrakdoom to Undermountain, Waterdeep, and the rest of Faerûn. *Portals* leading into and out of the dungeon are located in areas V10, V17, V20, and V24, in a section of the temple known as the Labyrinth (see below). This area is the most likely entry point for the party.

Teleport spells into and out of Vanrakdoom are severely restricted by a powerful ward that enmeshes all of Undermountain. Similar wards interdict transport spells that do not involve teleportation, such as *shadow walk*. However, it is still possible to traverse small stretches of Undermountain via *shadow walk*, and many of Shar's faithful use this route to reach the uppermost levels of Undermountain.

THE LABYRINTH

The area known as the Labyrinth (areas V10, V16, V17, V20, and V24) was built by the dwarves of Clan

Melairkyn as a battleground for fighting intruders. The dwarves filled these rooms with pit traps, shifting walls, and one-way doors, and then provided their fellow clansfolk with extensive training so that everyone could readily exploit these surroundings. The followers of Shar use this battleground for the same purposes as their predecessors did, but they have added their own modifications.

The shifting walls are used to provide Shar's followers with advantages in a fight. All the temple personnel have drilled extensively in these areas and know the terrain well. The four Hands of Shar who occupy the control room in area V16 observe battles in progress and operate the shifting walls, giving their compatriots the opportunity to launch coordinated ambushes, set up flanking attacks, and in some cases, enter rooms unexpectedly. Those in battle with intruders can also signal the operators in the control room as to their wishes. Unless otherwise noted, any given shifting wall can move as far as the area's layout will allow in the indicated directions.

The original one-way doors have been converted into variable *portals* that function both keyed and unkeyed. Anyone using one of these *portals* without a key always goes to area V23 (50% chance per individual), or area V39 (25% chance per individual), or area V40 (25% chance per individual). The results of keyed use are noted in each area description.

Since the access *portals* leading to Vanrakdoom from the outer world transport users to the Labyrinth, it is reasonably likely that the PCs will enter the complex here.

KEY TO VANRAKDOOM

The following sections describe the individual chambers that make up the temple now known as Vanrakdoom. The locations are keyed to the map of the temple.

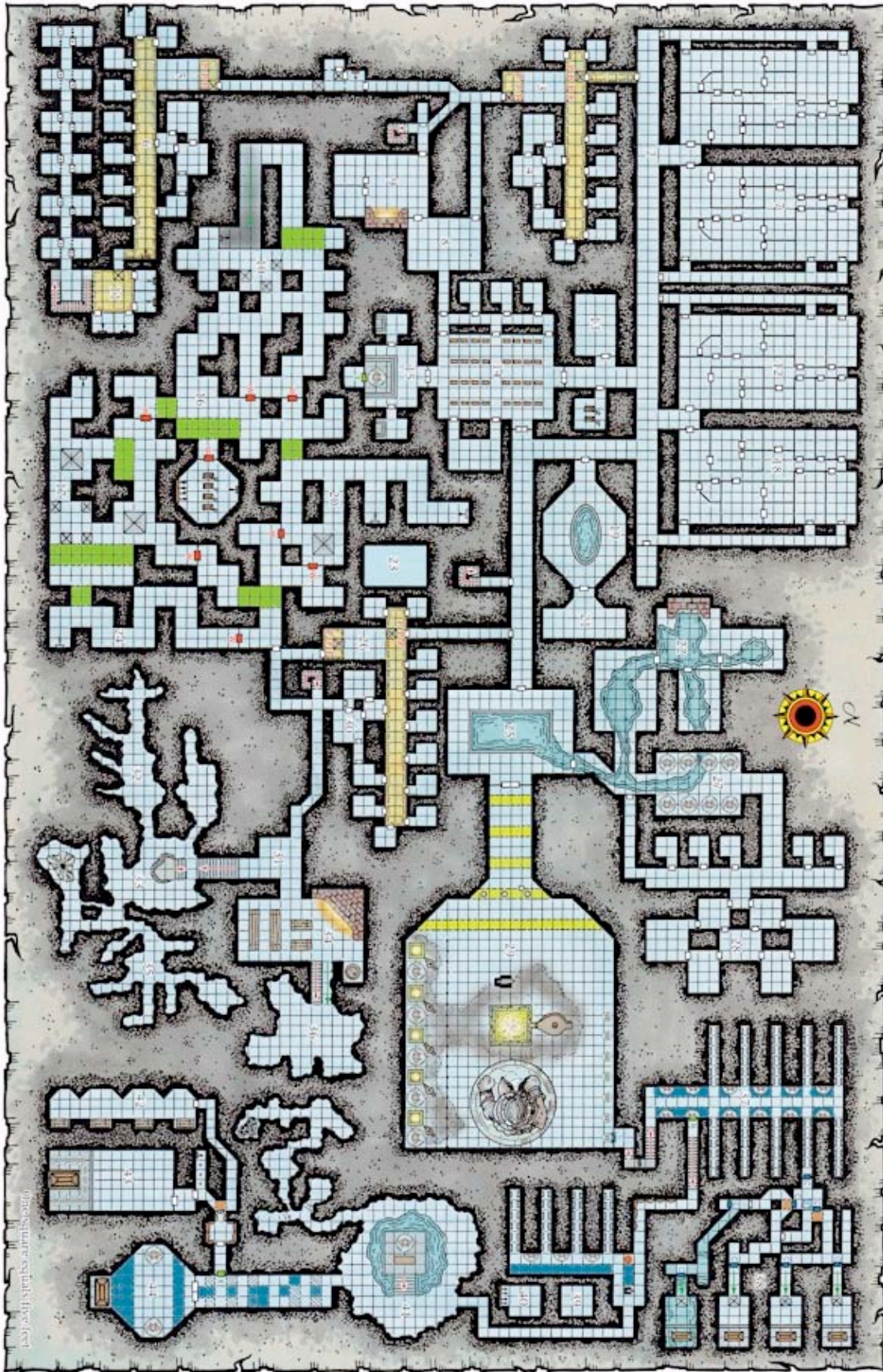
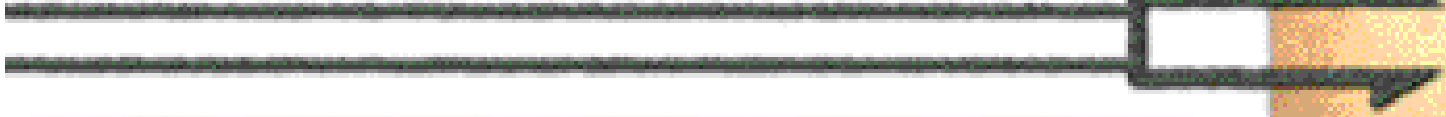
V1. West Adepts' Quarters (EL Varies)

These rooms are simply furnished barracks for the temple's low-level clerics, who belong to a loosely organized temple subcult called the Adepts of the Night. Read or paraphrase the following when the PCs approach any of these chambers.

Each of these rooms is furnished with a washbasin and two to four cots. At the foot of each bed is a small chest.

These sparsely furnished rooms are home to the male Adepts of the Night and their immediate superiors.

Creatures: Two to four clerics share each of these small rooms. Because they are on different shifts, at least half of the occupants are out performing temple duties at any given time.



A total of thirty male Adepts of the Night (primarily humans and half-orcs) are based in the temple. No matter when the PCs arrive, 4d4 male Adepts of the Night and 1d3-1 lower-level nightcloaks (members of a group known as the Watchers) are resting and relaxing in these rooms. Use the following statistics, altering to customize individuals as desired.

➤ **Adepts of the Night (20):** Male human or half-orc cleric 1 or 2; hp 10 or 16 each; see *Dungeon Master's Guide* page 114.

➤ **Adepts of the Night (15):** Male human or half-orc cleric 3 or 4; hp 23 or 29 each; see *Dungeon Master's Guide* page 114.

➤ **Adepts of the Night (5):** Male human or half-orc cleric 5 or 6; hp 36 or 42 each; see *Dungeon Master's Guide* page 114.

➤ **Watchers (3):** Male human cleric 6 of Shar/nightcloak 1; CR 7; Medium humanoid; HD 7d8+14; hp 48; Init -1; Spd 20 ft.; AC 20, touch 9, flat-footed 20; Base Atk +4; Grp +5; Atk +6 melee (1d8+2, +1 *morningstar*) or +4 ranged (1d8+1/19-20, +1 *light crossbow*); SA rebuke undead 4/day (+1, 2d6+4, 6th); SQ darkness spells; AL NE; SV Fort +9, Ref +1, Will +12; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +3, Concentration +8, Hide -6, Jump -12, Move Silently -6, Perform (oratory) +5, Spellcraft +4; Blind-Fight^B, Iron Will, Shadow Weave Magic^{PGF}, Spell Focus (enchantment), Tenacious Magic^{PGF}.

Languages: Chondathan, Common.

Darkness Spells: The Watcher can prepare any Darkness domain spell as if it were on his divine spell list. The spell uses a spell slot equal to its level in the Darkness domain list.

Cleric Spells Prepared (caster level 6th): 0—*create water*, *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*; 1st—*bane* (DC 15), *cause fear* (DC 15), *divine favor* (CL 5th), *doom* (DC 15), *obscuring mist*, *protection from good*^D (CL 7th); 2nd—*blindness/deafness* (DC 16), *darkness*, *desecrate*^D (CL 5th), *hold person* (DC 16), *silence* (DC 16); 3rd—*blacklight*^{FRCS} (DC 16), *deeper darkness*, *dispel magic*, *magic circle against good*^D (CL 7th); 4th—*armor of darkness* (+5 melee touch), *unholy blight*^D (DC 17).

D: Domain spell. Domains: Darkness (Blind-Fight as a bonus feat) and Evil (cast evil spells at +1 caster level).

Possessions: +1 *full plate armor*, heavy steel shield, +1 *morningstar*, +1 *light crossbow* with 10 bolts, 50 gp.

Treasure: Each chest contains the personal belongings of the owner. Choose treasure appropriate for the Encounter Level used.

V2. Hall of Sacred Shadows (EL Varies)

This hallway is the main artery used by living residents of the temple. Read or paraphrase the following when the PCs arrive.

This long, arched hallway appears to run nearly half the length of the temple. The walls are adorned with images of the endless war between Shar and Selûne, and all of them show the followers of the Moonmaiden suffering horrific losses to the forces of darkness.

Just about all of the temple's inhabitants walk this corridor from time to time. It connects the barracks used to house Shar's followers (areas V1, V3, V12, and V18) with the rest of the temple.

The door at the eastern end of this corridor is not locked and opens into a room containing a large, odiferous refuse pit.

Creatures: At any given time, 2d8 NPCs of your choice are walking to and from various destinations along this hallway.

Treasure: Anyone the PCs encounter in this corridor has only the items she usually carries.

V3. North Barracks (EL varies)

These sparsely furnished rooms are home to a contingent of the temple's defenders. Read or paraphrase the following when the PCs enter.

These rooms appear to be simply furnished barracks for temple soldiers. Each contains four cots and a washbasin. At the foot of each bed stands a small chest.

These sparsely furnished rooms house the temple fighters, who are known as Shadow Guards.

Creatures: Four fighters share each of these small rooms. Because they are on different shifts, at least half of the occupants are out performing temple duties at any given time.

A total of forty Shadow Guards are based in the temple. No matter when the PCs arrive, 4d6 male or female Shadow Guards are resting and relaxing in these rooms. Use the following statistics, altering as desired.

➤ **Shadow Guards (40):** Male or female human or half-orc fighter 7; hp 57 each; see *Dungeon Master's Guide* page 117.

Tactics: If attacked, the Shadow Guards attempt to make a stand in the common room (area V5) so that they can take advantage of the punji stick barricades.

Treasure: Each chest contains the personal items of the owner. Choose treasure appropriate for the Encounter Level used.

V4. North Armory (EL Varies)

The two 15-foot-square rooms just east of V3 serve as armories for the Shadow Guards who are based in area V3. Read or paraphrase the following when the PCs arrive.

Weapons and armor of all sorts line the walls and floor of this room. Longswords and chain shirts appear to be the most numerous items in each of those categories.

The Shadow Guards keep extra armor and weapons of their preferred types here.

V5. South Common Room (EL Varies)

This area serves as a common room for the south barracks (V6). At any given time, 2d6 Shadow Guards may be relaxing here.

V6. South Barracks (EL Varies)

This set of rooms is essentially identical to area V3. The two 15-foot-square rooms nearby are armories, and both are identical to V4.

Creatures: These chambers house the same number of Shadow Guards as area V3, broken down by level in the same manner.

➤ **Shadow Guards (40):** Female human or half-orc fighter 7; hp 57 each; see *Dungeon Master's Guide* page 117.

V7. East Adepts' Quarters (EL Varies)

This set of rooms is essentially identical to area V1. Its chambers house the same number of Adepts of the Night and Watchers as area V1 does, except that all the occupants of this area are female.

V8. Mess Hall (EL Varies)

This room serves as the primary dining hall for the temple. Read or paraphrase the following when the PCs arrive.

This square chamber looks like a standard dining hall. Five low, round tables surrounded by simple wooden chairs are scattered about the room.

The temple's occupants come here for meals at any time of the day or night.

Creatures: PCs who enter this chamber have an 80% chance of encountering 2d8 NPCs from elsewhere in the temple (DM's choice) here.

V9. Kitchen (EL Varies)

In this chamber, food is prepared for all the inhabitants of the complex. Read or paraphrase the following when the PCs arrive.

The warmth of a large, lit hearth makes this room's temperature almost tolerable. Three massive tables in the center of the chamber are littered with food and cutlery that have apparently been used in the preparation of the next meal.

Kitchen duty rotates among the lesser adepts. The temple's population is large enough that someone is almost always looking for a meal, so food preparation occurs 24 hours a day.

The two rooms to the south of the kitchen are fully stocked pantries.

Creatures: At any given time, 2d8 Adepts of the Night are engaged in food preparation herein.

➤ **Adepts of the Night:** See area V1 for statistics.

V10. West Labyrinth (EL 16+)

The western portion of the Labyrinth looks like all the other sections (areas V16, V17, V20, and V24), and like those, it has its own guardian. Read or paraphrase the following when the PCs arrive.

The smooth stone walls of these tunnels are devoid of any markings, and the corridors seem to twist and turn without reason.

Traps: This area includes three pit traps lined with poisoned spikes.

➤ **Poisoned Spiked Pit Traps (3):** CR 10; see *Dungeon Master's Guide* page 74.

Each of the three pit traps in this area can be locked or unlocked by a lever in the control panel on the south wall of the control room (area V16).

Creature: This area is patrolled by a nightwalker, which acts in concert with the other four of its ilk in areas V16, V17, V20, and V24.

➤ **Nightwalker:** hp 178; see *Nightshade* entry, see *Monster Manual* page 196.

Other Features: This area includes one shifting wall and one *portal*.

➤ **Shifting Wall:** The shifting wall in this chamber moves north/south and is controlled by the westernmost lever in the control room of area V16. The wall can also be forcibly moved by pushing it and making a successful DC 30 Strength check.

➤ **Portal:** The one *portal* in this area has partially malfunctioned. It serves as the terminus of three different *portals*: the one-way *portal* from the more

western of the two small rooms north of area V11, the *portal* in area V17, and the southern *portal* in area V20. With a sliver of basalt as a key, it acts as a one-way *portal* to the terminus in area V24. With a sliver of black marble as a key, it acts as a one-way *portal* to the northern *portal* in area V20. With a holy symbol of Shar as a key, it acts as a two-way malfunctioning *portal* that connects with the Plane of Shadow. Used in this way, it transports the user to a swamplike darkland near Shar's Palace of Loss (see *Player's Guide to Faerûn* page 163). A nightcrawler (*Monster Manual* page 195) guards this terminus and feeds on those foolish enough to come through the *portal*.

Because it has malfunctioned, this *portal* acts as a minor planar breach (see *Planar Handbook* page 151) to the Plane of Shadow. Because of this effect, the hallway to the north and west of it has the enhanced magic trait of the Plane of Shadow (see *Player's Guide to Faerûn* page 163).

V11. Dungeon (EL Varies)

This room serves as the torture chamber for prisoners of the Shadow Guards. Read or paraphrase the following when the PCs arrive.

This 20-foot square room is lined with doors—two on the northern wall and two on the eastern wall. An archway on the south wall opens onto a spiral staircase leading down. Four manacles are embedded in a man-sized stone table in the center of the room, and spots of dried blood dot the table's surface.

If the PCs descend the stairs from V11, read or paraphrase the following.

This long, dank hallway is lined with cells. From some emanate the piercing cries of lost souls; from others wafts the musky odor of death.

The dungeon still serves its original purpose—to imprison and torture captives.

Trap: A pit trap (identical to those in area V10) blocks the entrance to this room. The trap is usually locked and not functioning, but the Shadow Guards unlock it when they pour through this room on their way to the Labyrinth via the *portals*.

➤ **Poisoned Spiked Pit Trap:** CR 10; see *Dungeon Master's Guide* page 74.

Creatures: At any given time, these cells collectively house 2d12–2 prisoners. Most are unlucky slaves purchased in the markets of Skullport, or travelers kidnapped and then forgotten, or captured followers of the

Moonmaiden. Few retain more than a small measure of their original sanity.

➤ **Prisoners:** Male or female human or elf commoner 1; hp 3.

Other Features: The dungeon area contains four *portals*.

➤ **Portals:** Use of any *portal* in this area without a key transports the user to area V23 (50% chance per individual), area V39 (25% chance per individual) or area V40 (25% chance per individual).

When a piece of basalt is used as a key, the *portals* operate as follows.

- The one-way *portal* in the west room on the north wall transports the user to the *portal* in area V10.
- The one-way *portal* in the east room on the north wall transports the user to the *portal* in area V17.
- The one-way *portal* in the north room on the east wall transports the user to the northern *portal* in area V20.
- The one-way *portal* in the south room on the east wall transports the user to the *portal* in area V24.

V12. Shadowstalkers' Quarters (EL Varies)

These rooms are simply furnished barracks for members of the temple's elite cadre of stealth workers, who are known as Shadowstalkers. Read or paraphrase the following when the PCs enter.

These rooms appear to be simply furnished barracks. Each contains two to four cots and a washbasin. At the foot of each bed stands a small chest.

These sparsely furnished rooms house the shadowstalkers.

Creatures: Two to four Shadowstalkers share each of these small rooms. Because they are on different shifts, at least half of the occupants are out performing temple duties at any given time.

A total of fifty Shadowstalkers (primarily humans and half-orcs) are based in the temple. While some have other temple duties, most work outside the temple on the Dark Lady's behalf—sometimes for ten days or months at a time. No matter when the PCs arrive, 4d4 male and female Shadowstalkers and 1d3–1 shadowdancers are resting and relaxing in these rooms. Use the following statistics, altering as desired.

➤ **Shadowstalkers (20):** Male or female human or half-orc rogue 1 or 2; hp 7 or 11 each; see *Dungeon Master's Guide*, page 123.

➤ **Shadowstalkers (15):** Male or female human or half-orc rogue 3 or 4; hp 16 or 20 each; see *Dungeon Master's Guide*, page 123.

➤ **Shadowstalkers (10):** Male or female human or half-orc rogue 5 or 6; hp 25-29 each; see *Dungeon Master's Guide*, page 124.

➤ **Shadowstalkers (5):** Male or female human or half-orc rogue 7; hp 34 each; see *Dungeon Master's Guide*, page 124.

➤ **Shadowdancers (3):** Male or female human rogue 7/shadowdancer 1; CR 8; Medium humanoid; HD 7d6+7 plus 1d8+1; hp 37; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 19; Base Atk +5; Grp +6; Atk +9 melee (1d6+2/19-20, +1 *short sword*) or +9 ranged (1d6+1/×3, +1 *shortbow*); SA sneak attack +4d6; SQ evasion, hide in plain sight, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +5, Climb +11, Escape Artist +14, Hide +14, Jump +5, Listen +11, Move Silently +14, Open Lock +13, Perform (dance) +9, Search +12, Sleight of Hand +14, Spot +11, Tumble +14, Combat Reflexes, Dodge, Mobility, Weapon Finesse.

Languages: Abyssal, Chondathan, Common, Draconic.

Sneak Attack (Ex): The shadowdancer deals 4d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. The shadowdancer may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If the shadowdancer is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Hide in Plain Sight (Ex): The shadowdancer can hide in while within 10 feet of a shadow even while being observed.

Trapfinding (Ex): The shadowdancer can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): The shadowdancer retains her Dexterity bonus to Armor Class even

when flat-footed or targeted by an unseen foe. (She still loses her Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 studded leather armor, +1 buckler, +1 short sword, +1 shortbow with 20 arrows, 2 potions of cure moderate wounds, 100 gp.

V13. Guest Chamber (EL 7)

This room is reserved for visiting guests. Read or paraphrase the following when the PCs enter.

This bedchamber is handsomely appointed with an old four-poster bed, a table, a chair, and a washbasin.

For the past few tendays, the temple has hosted Tharag the Devoted, a half-orc emissary of the Monks of the Dark Moon. He is currently engaged in discussions with Lord Vanrak and the temple's senior clergy as to whether his order should base a group of monks in Vanrakdoom.

Creature: At any given time, Tharag has a 20% chance to be resting or reading in this room. Otherwise, he is with either Lord Vanrak or a senior nightcloak (see areas V26, V28, V41, V42, or V43).

Tharag the Devoted: hp 35; see *Lords of Darkness*, page 163.

V14. Lecture Hall (EL Varies)

This room is used for instructing the faithful in Shar's dogma. Read or paraphrase the following when the PCs arrive.

The benches within this arched hall are arranged in four rows divided by a center aisle.

The acolytes use the small rooms to the east and west for study. At any given time, the PCs have a 30% chance to find 1d4 acolytes seated around the table in each of those rooms.

Creatures: A lecture may be occurring (20% chance) at any time in this chamber. If so, 1d2 senior NPCs from the temple are lecturing, and 4d6 Adepts of the Night are in attendance.

➤ **Adepts of the Night:** See area V1 for statistics.

➤ **Lecturers:** Choose from among the NPCs detailed elsewhere in this adventure.

V15. Chapel of Darkness (EL 14)

This chamber functions as a lesser chapel for the followers of Shar. Read or paraphrase the following when the PCs arrive.

An almost palpable aura of dread cloaks this rectangular room. Atop a low, basalt dais in the center of the chamber stands a black marble statue of a nude human female. Twin basalt pillars, each 6 feet tall, flank this dark altar. Atop each pillar crouches a black gargoyle with great shadowy wings, curling horns, a lashing tail, a blank face, and pale, lifeless orbs in lieu of eyes. These dreadful statues appear to have been sculpted from purest night.

The inhabitants of the temple usually use this chapel for private devotions to the Dark Lady. In the smaller rooms to the west and the east of the main altar stand smaller altars used for private devotions.

Creature: Two nighthaunts in the service of Shar guard the altars here. They permit only followers of the Dark Lady (whom they recognize by a secret sign known only to inhabitants of the temple) to worship herein.

The PCs also have a 10% chance to find a follower of Shar (chosen from among the NPCs detailed elsewhere) herein at any given time.

☞ **Nighthaunts (2):** hp 102 each; see Nightshades entry, *Lost Empires of Faerûn* page 185.

Treasure: In the small room behind the altar, atop a black marble pillar, rests a *talisman of ultimate evil* (6 charges) in the shape of a holy symbol of Shar.

V16. Central Labyrinth and Control Room (EL 16+)

This section of the Labyrinth is basically identical to area V10. At its center, however, is an octagonal control room that features four large levers, each of which operates a shifting wall somewhere within the Labyrinth. On the south wall is a panel of smaller levers, each of which locks or unlocks one of the pit traps in the complex. The control room also contains four *crystal balls* with *clairaudience*, which the devotees of Shar use to monitor battles within the Labyrinth. The north wall of the control room is the terminus of a one-way *portal* that originates in the south wall of area V30. Read or paraphrase the following when the PCs arrive.

The smooth, stone walls of these tunnels are devoid of any markings, and the corridors seem to twist and turn without reason.

Creatures: As with area V10, a nightwalker guards this chamber. In addition, whenever intruders are detected in the Labyrinth, four Hands of Shar (see area

V26) immediately use the *portal* in area V30 to move to the control room.

☞ **Nightwalker:** hp 178; see Nightshade entry, *Monster Manual* page 196.

☞ **Hands of Shar (4):** See area V26 for statistics.

Tactics: When the Hands of Shar are in the control room, they employ the *crystal balls* to observe the progress of any battle between the temple's defenders and interlopers. The Hands of Shar use the levers to provide the followers of Shar with timely strategic advantages.

Other Features: This area has two shifting walls that are controlled by levers in the small control room.

☛ **Small Shifting Wall:** The second lever from the west in the control room operates this wall, which moves north/south. A successful Strength check (DC 20 from the north or south face, or DC 30 from the east or west face) can also force it to move.

☛ **Large Shifting Wall:** The easternmost lever in the control room operates this wall, which moves east/west. A successful Strength check (DC 30 from the east or west face, or DC 50 from the north face) can also force it to move.

Treasure: Four *crystal balls* with *clairaudience* are located in the control room.

V17. South Labyrinth (EL 16)

This portion of the labyrinth is similar to area V10 and contains the same kind of guardian. Read or paraphrase the following when the PCs arrive.

The smooth stone walls of these tunnels are devoid of any markings, and the corridors seem to twist and turn without reason.

Traps: This area contains six pit traps. The pits function like those in area V10, although two of them are four times as large. Each is controlled by one of the levers in the panel on the south wall of the control room (area V16).

☞ **Small Poisoned Spiked Pit Traps (4):** CR 10; see *Dungeon Master's Guide* page 74.

☞ **Large Poisoned Spiked Pit Trap (2):** CR 10; see *Dungeon Master's Guide* page 74.

Creatures: As with area V10, a nightwalker guards this chamber.

☞ **Nightwalker:** hp 178; see Nightshade entry, *Monster Manual* page 196.

Other Features: This area contains two shifting walls and one *portal*.

☛ **Western Shifting Wall:** This wall is 20 feet long and moves north/south. It is controlled by the second lever from the east in the control room of area

V16. A successful Strength check (DC 20 from the north or south face, or DC 30 from the east or west face) can also force it to move.

☛ **Eastern Shifting Wall:** This wall is 30 feet long and moves east/west. It is controlled by the western lever in the control room of area V16. A successful Strength check (DC 30 from the east or west face, or DC 50 from the north face) can also force it to move.

☛ **Portal:** The *portal* at the western end of this section serves as the terminus of three different *portals* in other locations: a one-way *portal* from the eastern small room north of area V11, the northern *portal* in area V20, and the *portal* in area V24. With a sliver of basalt as a key, it functions as a one-way *portal* that transports the user to the terminus in area V10. With a sliver of black marble as a key, it becomes a one-way *portal* leading to the southern *portal* in area V20. With a holy symbol of Shar as a key, it acts as a two-way *portal* leading to a cave in the depths of Kryptgarden Forest.

V18. Darkweavers' Quarters (EL Varies)

These rooms house the sorcerers devoted to the Dark Lady. Read or paraphrase the following when the PCs enter.

These rooms appear to be simply furnished barracks. Each contains two to four cots and a washbasin. At the foot of each bed stands a small chest.

These sparsely furnished rooms are home to members of the sorcerous subcult known as Darkweavers and their immediate superiors.

Creatures: Two to four Darkweavers share each of these small rooms. Because they are on different shifts, at least half of the occupants are out performing temple duties at any given time.

A total of forty Darkweavers (primarily humans and half-drow) are based in the temple. These individuals play a wide variety of roles within the temple. Some supplement the Shadow Guard patrols, and others have temple duties, but most work outside the temple on the Dark Lady's behalf—sometimes for ten days or months at a time. No matter when the PCs arrive, 4d4 male or female Darkweavers and 1d3–1 shadow adepts are resting and relaxing in these rooms. Use the following statistics.

☛ **Darkweavers (20):** Male or female human or half-drow sorcerer 1 or 2; hp 5 or 8 each; see *Dungeon Master's Guide* page 124.

☛ **Darkweavers (15):** Male or female human or half-drow sorcerer 3 or 4; hp 12 or 15 each; see *Dungeon Master's Guide* page 124.

☛ **Darkweavers (5):** Male or female human or half-drow sorcerer 5; hp 19 each; see *Dungeon Master's Guide* page 124.

☛ **Shadow Adepts (8):** Male or female human sorcerer 6/shadow adept^{PGIF} 2; CR 8; Medium humanoid; HD 8d4+8; hp 30; Init +2; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +4; Grp +3; Atk or Full Atk +4 melee (1d6–1, masterwork quarterstaff) or +7 ranged (1d8+1/19–20, +1 *light crossbow*); SQ familiar (cat), familiar benefits (Alertness, empathic link, share spells), low-light vision; AL NE; SV Fort +4, Ref +5, Will +10; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +6, Concentration +11, Hide +6, Knowledge (arcana) +8, Listen +3*, Move Silently +5, Spellcraft +10, Spot +3*; Alertness^B, Combat Casting, Insidious Magic^{B,PGIF}, Pernicious Magic^{B,PGIF}, Shadow Weave Magic^{PGIF}, Silent Spell, Still Spell, Tenacious Magic^{B,PGIF}.

Languages: Chondathan, Common.

Familiar: Each shadow adept's familiar is a cat. The familiar uses the better of its own and the shadow adept's base save bonuses. The creature's abilities and characteristics are summarized below.

Male or female cat familiar: CR —; Tiny magical beast; HD 1/2d8 (effective 8d8); hp 15; Init +2; Spd 30 ft.; AC 17, touch 14, flat-footed 15; Base Atk +4; Grp –8; Atk +8 melee (1d2–4, 2 claws) and +3 melee (1d3–4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master; AL NE; SV Fort +2, Ref +4, Will +9; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Bluff +1, Climb +6, Concentration +10, Hide +18**, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

Deliver Touch Spells: The cat may deliver touch spells for its master.

Improved Evasion (Ex): If the shadow adept is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw and half damage if the saving throw fails.

Speak with Master (Ex): The cat can communicate verbally with the shadow adept. Other creatures do not understand the communication without magical help.

Skills: A cat has a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. A cat has a +8 racial bonus on Balance checks. It uses its Dexterity

modifier instead of its Strength modifier for Climb and Jump checks. **In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Familiar Benefits: The shadow adept gains special benefits from having a familiar. This creature grants her a +3 bonus on Move Silently checks (included in the above statistics).

Alertness (Ex): *The familiar grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): The shadow adept can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): The shadow adept may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Sorcerer Spells Known (6/7/7/6/3 per day; caster level 8th): 0—*acid splash*, *detect magic*, *mage hand* (CL 7th), *message* (CL 7th), *open/close* (CL 7th), *ray of frost* (+6 ranged touch, CL 7th), *read magic*, *touch of fatigue* (+3 melee touch); 1st—*cause fear* (DC 15), *chill touch* (+3 melee touch, DC 15), *claws of darkness*^{FRCS} (DC 15), *mage armor*, *net of shadows*^{Mag} (DC 15); 2nd—*darkness*, *invisibility*, *skull watch*^{PGIF}; 3rd—*bedevil*^{CoR}, *control darkness and shadow*^{CoR}; 4th—*fear* (DC 18).

Possessions: *Bracers of armor +1*, *ring of protection +1*, masterwork quarterstaff, +1 *light crossbow* with 10 bolts, *cloak of resistance +1*, *dust of illusion*, *potion of blur*, 2 *potions of cure moderate wounds*, *potion of haste*, 250 gp.

V19. Bathing Pool (EL Varies)

The temple residents use this chamber for bathing.

An oval-shaped pool dominates this sharply tapered room.

Small drains discreetly take overflow water away, channeling it into the depths of the pool in area V25.

Creatures: Given the large number of occupants the temple has, this room is usually in use. At any given time, the PCs have an 80% chance of encountering 2d8 bathers here. In addition, Adepts of the Night carry water from area V25 to area V9 to be warmed, then bring it here.

Adepts of the Night: hp 10 or 16; see area V1 for statistics.

Development: The levers in the small room due west of area V19 can be used to drain this pool completely and to flush it with cold water via a hidden pipe from area V22.

V20. North Labyrinth (EL 16+)

This portion of the Labyrinth is similar to area V10 and contains the same kind of guardian. Read or paraphrase the following when the PCs arrive.

The smooth stone walls of these tunnels are devoid of any markings, and the corridors seem to twist and turn without reason.

Trap: This area contains one large pit trap, which functions like those in area V10 (although it is four times as large). It is controlled by one of the levers in the panel on the south wall of the control room (area V16).

Large Poisoned Spiked Pit Trap: CR 10; see *Dungeon Master's Guide* page 74.

Other Features: This area contains one shifting wall and two portals.

Shifting Wall: The shifting wall in the southwestern portion of this chamber is 10 feet long and moves east/west. It is controlled by the second lever from the west in the control room of area V16. It can also be forcibly moved by pushing it and making a successful DC 30 Strength check.

Portals: The northern *portal* in this section serves as the terminus of three different *portals* in other locations: a one-way *portal* from the more northern of the two small rooms east of area V11, the *portal* in area V10, and the southern *portal* in this area. With a sliver of basalt as a key, it acts as a one-way *portal* leading to the terminus in area V17. With a sliver of black marble as a key, it functions as a one-way *portal* leading to the terminus in area V24. With a holy symbol of Shar as a key, it acts as a two-way *portal* that connects with a cave high above the Trade Way, amidst the mountains of the Cloud Peaks of Amn.

The southern *portal* in this section of the Labyrinth serves as the terminus of two different *portals*: the one-way *portal* in area V17, and the *portal* in area V24. With a sliver of basalt as a key, it acts as a one-way *portal* to the northern terminus in this area. With a sliver of black marble as a key, it functions as a one-way *portal* to the *portal* in area V10. With a holy symbol of Shar as a key, it acts as a two-way *portal* that connects with a deep, heavily shadowed vale in the hills west of the Shadow Sea, within sight of the City of Shade.

V21. Privy (EL 3+)

This room is the temple's only designated privy. Read or paraphrase the following when the PCs enter.

The unmistakable odor of a privy wafts from this chamber. Within its confines, wooden walls provide privacy for up to five occupants.

Given the temple's large number of occupants, the privy is barely up to its task.

Creatures: Two Adepts of the Night are assigned to this room at all times. Their duties are to ensure that the privy remains as clean as possible. Thus, both are constantly busy gathering up chamber pots and dumping them into the refuse pit in the small room at the east end of area V2. At any given time, the PCs have a 90% chance of encountering at least one adept here in, plus 1d6-1 living NPCs from other areas of the complex.

➤ **Adepts of the Night (2):** Male human cleric 1; hp 10 each; see *Dungeon Master's Guide* page 114.

V22. Sargauth Stream

The stream that runs through this area serves as the temple's water supply. Read or paraphrase the following when the PCs arrive.

A large hearth carved to resemble the gaping maw of a purple worm disgorges a small trickle of water. The stream pools in the center of the room before draining away through shallow channels beneath the three exit doors.

The worm's mouth holds the terminus of a one-way *portal* from the depths of the River Sargauth near Skullport. Through it comes a small trickle of potable water that feeds the pool in area V25 and keeps the natural cisterns in the surrounding chambers full.

V23. Portal Prison (EL Varies)

This rectangular chamber is wholly embedded in solid rock and reachable only via *portals*. It serves as a prison cell for intruders who dare to use the temple's *portals*.

This empty, featureless room is about 20 feet wide and 60 feet in length.

When the *portals* in the dungeon (area V11) and the Labyrinth (areas V10, V16, V17, V20, and V24) are used without a key, they serve as one-way *portals* that transport the users here (50% chance) or to area V39 or V40 (25% chance each). Those who come here are generally just left to die. Once in a while, followers of Shar who can use the *shadow walk* ability come and empty the room of its contents.

Creatures: At any given time, this chamber contains the decaying remains of 1d10-1 humanoid creatures. At your discretion, it may also contain one or more living prisoners (DM's choice).

V24. East Labyrinth (EL 16+)

This portion of the labyrinth is similar to area V10 and contains the same kind of guardian. Read or paraphrase the following when the PCs arrive.

The smooth stone walls of these tunnels are devoid of any markings, and the corridors seem to twist and turn without reason.

Creatures: As with area V10, a nightwalker guards this chamber.

➤ **Nightwalker:** hp 178; see Nightshade entry, *Monster Manual* page 196.

Other Features: This area contains two shifting walls and one *portal*.

➤ **Northern Shifting Wall:** This wall is 20 feet long and moves east/west. It is controlled by the second lever from the east in the control room of V16. A successful Strength check (DC 20 from the north or south face, or DC 30 from the east or west face) can also force it to move.

➤ **Southern Shifting Wall:** This wall is 10 feet long and moves east/west. It is controlled by the western lever in the control room of area V16. A successful Strength check (DC 30 from the east or west face, or DC 50 from the north face) can also force it to move.

➤ **Portals:** The *portal* at the southeastern end of this section serves as the terminus of three different *portals* in other locations: a one-way *portal* from the more southern of the two small rooms east of area V11, the *portal* in area V10, and the northern *portal* in area V20. With a sliver of basalt as a key, it functions as a one-way *portal* that transports the user to the terminus in area V17. With a sliver of black marble as a key, it becomes a one-way *portal* leading to the southern *portal* in area V20. With a holy symbol of Shar as a key, it acts as a two-way *portal* that connects with a small cave on the western bank of the River Reaching, just within the northern fringe of the Reaching Wood.

V25. Pool of Darkness (EL 9)

The temple residents use this chamber for bathing. Read or paraphrase the following when the PCs arrive.

This chamber houses a large, rectangular pool filled with inky black water. A small stream of dark water runs under a door at the east end of the north wall to feed the pool, making a soft shushing sound. Gentle ripples in the water suggest that some creature may lurk beneath the surface.

Despite its dangerous appearance, this water is safe to drink. A small crack at the bottom of the pool drains the water down into the Underdark.

Creature: An advanced shadow jelly from the Plane of Shadow lurks herein.

Tactics: The advanced shadow jelly attacks anyone who touches the water or stands next to the pool, except for characters opening displaying the holy symbol of Shar. (Although the creature is nonintelligent, the Dark Maiden's hand stays it from attacking her followers.)

Advanced Shadow Jelly: CR 9; Huge ooze (extraplanar); HD 18d10+108; hp 207; Init -5; Spd 10 ft., climb 10 ft.; AC 3, touch 3, flat-footed 3; Atk +17 melee (1d8 Str damage, slam); Space/Reach 15 ft./10 ft.; SA improved grab, Strength damage; SQ blindsight 60 ft., ooze traits; AL N; SV Fort +12, Ref +1, Will +1; Str 23, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +14, Hide -13.

Improved Grab (Ex): To use this ability, an advanced shadow jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can automatically deal 1d8 points of Strength damage each round.

Strength Damage (Su): The touch of an advanced shadow jelly deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by an advanced shadow jelly dies. This is a negative energy effect.

Ooze Traits: An advanced shadow jelly is immune to poison, sleep, paralysis, stunning, polymorphing, and mind-influencing effects. It is not subject to critical hits or flanking. Shadow jellies are blind.

Treasure: On the bottom of the pool lies a long-forgotten relic called *Sunglory*, which is sacred to the followers of Lathander. A company of Lathanderites once tracked a noted Sharran assassin through a mysterious *portal* to his base in Vanrakdoom, intending to stage a raid on the Sharran stronghold. In the confusion of the ensuing wild battle, a Knight of the Aster dropped *Sunglory* in the pool as he died. The Sharrans never realized that their foes had possessed a weapon of such worth, so they never looked for it after the fight.

Sunglory is a heavy mace that is equivalent to a *sun blade* (see the description on page 228 of the *Dungeon Master's Guide*, but replace all references to "bastard sword" with "heavy mace" and all references to "short sword" with "light mace.")

V26. Quarters of the Hands of Shar (EL Varies)

These modestly furnished chambers house the senior priests of the order. Read or paraphrase the following when the PCs approach any of these chambers.

Each of these rooms is furnished with a washbasin and two to four cots. At the foot of each bed is a small chest.

Several senior Watchers and the select group known as the Hands of Shar live in these chambers.

Creatures: Four of the senior temple personnel share each of these small rooms. Because they are on different shifts, at least half of the occupants are out performing temple duties at any given time.

A total of twenty Watchers and ten Hands of Shar are based in the temple. Six of the Watchers are garrisoned in areas V1 and V7; the rest live here. No matter when the PCs arrive, 3d4 watchers and 2d4 Hands of Shar are resting and relaxing in these rooms. Use the following statistics.

Watchers (14): Male or female human cleric 6 of Shar/nightcloak 1; hp 48 each; see area V26 for statistics.

Hands of Shar (8): Male or female human cleric 6 of Shar/nightcloak 4; CR 10; Medium humanoid; HD 10d8-10; hp 40; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 21; Base Atk +7; Grp +8; Atk +9/+4 melee (1d8+2, +1 *heavy mace*) or +10 ranged (1d8+1/19-20, +1 *light crossbow*); SA rebuke undead 4/day (+1, 2d6+1, 6th); SQ darkness spells, eyes of Shar, shadow talk; AL NE; SV Fort +9, Ref +6, Will +16; Str 13, Dex 14, Con 8, Int 10, Wis 18, Cha 12.

Skills and Feats: Bluff +6, Concentration +8, Diplomacy +3, Hide -1, Intimidate +3, Jump -10, Move Silently -1, Perform (oratory) +5, Spellcraft +7; Blind-Fight^B, Insidious Magic^{B,PGIF}, Iron Will, Pernicious Magic^{PGIF}, Shadow Weave Magic^{PGIF}, Spell Focus (illusion), Via Negativa^{CoR}.

Languages: Chondathan, Common.

Darkness Spells: A Hand of Shar can prepare any Darkness domain spell as if it were on her divine spell list. The spell uses a spell slot equal to its level in the Darkness domain list.

Eyes of Shar (Ex): The Hand of Shar's eyes are totally black, granting her darkvision to a range of 60 feet. She can also see through magical darkness to a range of 10 feet in the same black-and-white sight that darkvision provides. She cannot be blinded by magical effects.

Shadow Talk (Su): The Hand of Shar can communicate mystically through the shadows of the mind. She can whisper short messages to other worshipers of Shar within 500 feet. All Shar worshipers within range of the message hear it as a whisper in their minds. Observers can hear the words if they are close enough to physically hear the Hand of Shar's actual whispers (a DC 15 Listen check if the listener is within 10 feet,

+1 DC per 5 feet beyond that). Shadow talk is a language-dependant free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of Shar worshipers.

Cleric Spells Prepared (caster level 10th): 0—*create water*, *detect magic*, *guidance*, *read magic*, *resistance*, *virtue*; 1st—*bane* (DC 16), *cause fear* (DC 16), *divine favor* (CL 9th), *doom* (DC 16), *obscuring mist*, *protection from good*^D (CL 12th); 2nd—*blindness/deafness* (DC 18), *darkness*, *desecrate*^D (CL 9th), *enthrall* (DC 17), *hold person* (DC 17), *silence* (DC 17); 3rd—*blacklight*^{FRCS} (DC 17), *deeper darkness*, *dispel magic* (2), *magic circle against good*^D (CL 11th); 4th—*armor of darkness* (+9 melee touch), *greater magic weapon* (CL 9th), *poison* (DC 18), *summon monster IV*, *unholy blight*^D (DC 18); 5th—*darkbolt*^{D,FRCS} (+9 ranged touch, DC 19), *dispel good*^D (CL 11th, DC 19), *true seeing* (+9 melee touch).

D: Domain spell. Domains: Darkness (Blind-Fight as a bonus feat) and Evil (cast evil spells at +1 caster level).

Possessions: +2 full plate armor, +1 heavy mace, +1 light crossbow with 10 bolts, *sanguine nostrum*^{CoR}, *periapt of Wisdom* +2, *ring of protection* +1, *ring of feather falling*, *cloak of resistance* +1, 5 potions of cure moderate wounds, 50 gp.

Treasure: Each chest contains the personal belongings of the owner. Choose treasure appropriate for the Encounter Level used.

V27. Shadowstone Hall (EL Varies)

This chamber serves as a sort of art gallery in which the temple residents can take their leisure. Read or paraphrase the following when the PCs arrive.

Eight black marble bases line this hall, four on each side. Five of the bases (four on the right, one on the left) are empty, while the other three are occupied with black crystalline statues.

The first statue depicts a massive bear of a man with a thick beard, a great belly, and a wild mane of hair. His thickly muscled arms are open wide, as if he is encompassing all the world in his grasp. He wears the flowing robes of a priest of Shar.

The second statue depicts a tall, graceful woman of Netherese heritage with long flowing hair. She wears a thin shift and a forbidding expression.

The third statue depicts a tiny, wizened woman of Calishite heritage. She is dressed in traditional Shoon robes and poised as if dancing.

During the rule of Clan Melairkyn, statues of Melairbode's greatest kings adorned the bases in this hall. Lord Vanrak had the dwarven statues destroyed, and he is slowly replacing them with statues depicting the most favored servants of the Lady of Loss.

Creatures: The PCs have a 15% chance to encounter 1d4 of the temple's residents (DM's choice) in this hall at any given time.

Development: Once the PCs have defeated anyone they find in the hall, they can examine the statues more closely.

The first statue depicts Go rothir of Shar, the Dark Prophet of the Night (see area V44 for further details). A successful DC 30 Knowledge (history) check is required to identify him.

The second statue is of Dahlia, also known as the Queen of the Night—the greatest high priestess of the Reign of Night in the Netherese city of Sepulcher. The Queen of the Night led the entire Netherese church in her day and successfully transformed the port city of Sepulcher into a bastion of Sharran might.

The third statue depicts Irtemara el Eradsari, the Dancer before Dawn, who is the debauched and jaded high priestess of the Temple of Old Night in Calimport. Since Irtemara still lives, her inclusion in this collection is a subtle slight by Lord Vanrak, suggesting that his rival's time has passed.

Treasure: The statues are fashioned from black chalcedony that has been magically transformed (using *Trobriand's glassteel*, a new spell from *City of Splendors: Waterdeep*) into a transparent material with the durability of steel. Each is worth 2,000 gp for materials alone, and as much as three times that amount to a collector of religious or historical objects of art.

V28. Darklord and Krinth Quarters (EL varies)

This complex serves as living quarters for Shar's most senior servants and special guests. The five rooms to the west of the hallway are occupied by senior temple personnel, and the tangle of interconnected rooms to the east houses krinth refugees from the City of Shade who were rescued and brought here by Lord Vanrak.

Read or paraphrase the following when the PCs enter any of the western rooms.

These rooms are finely furnished and obviously designed for single occupants. Each contains one bed draped in fine linen, a crystal washbasin, an oak table and chair, and a small bookshelf filled with books. At the foot of each bed is a small chest.

These rooms are home to the senior leaders of the church, who are known as Darklords and Darkladies.

Creatures: Each chamber has only one occupant. Because they work different shifts within the temple, only two are in their rooms at any given time.

➤ **Darkladies Eveline and Condelia and Darklord Junther:** Male or female human cleric 6

of Shar/nightcloak 8; CR 14; Medium humanoid; HD 14d8; hp 66; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 21; Base Atk +10; Grp +11; Atk +12 melee (1d8+2, +1 *heavy mace*) or +14 ranged (1d4+1, +2 *returning chakram*); Full Atk +12/+7 melee (1d8+2, +1 *heavy mace*) or +14/+9 ranged (1d4+1, +2 *returning chakram*); SA rebuke undead 4/day (+1, 2d6+1, 14th); SQ darkness spells, disk of night, eyes of Shar, mind of Shar, shadow talk, Shar's caress, *true lies*; AL NE; SV Fort +11, Ref +6, Will +17; Str 13, Dex 14, Con 11, Int 10, Wis 19, Cha 12.

Skills and Feats: Bluff +15, Concentration +9, Diplomacy +8, Hide +6, Intimidate +3, Jump -10, Move Silently -1, Perform (oratory) +5, Spellcraft +7; Blind-Fight^B, Exotic Weapon Proficiency (chakram), Initiate of Shar^{CoR}, Insidious Magic^{B,PGtE}, Iron Will, Pernicious Magic^{PGtE}, Shadow Weave Magic^{PGtE}, Spell Focus (illusion).

Languages: Chondathan, Common.

Darkness Spells: Vanrak can prepare any Darkness domain spell as if it were on his divine spell list. The spell uses a spell slot equal to its level in the Darkness domain list.

Disk of Night (Su): Any chakram used by a Darklady is treated as if it were a +2 *returning chakram*. If it remains out of her hand for more than 1 round, it reverts to its original abilities.

Eyes of Shar (Ex): The Darklady's eyes are totally black, granting her darkvision to a range of 60 feet. She can also see through magical darkness to a range of 10 feet in the same black-and-white sight that darkvision provides. She cannot be blinded by magical effects.

Shadow Talk (Su): The Darklady can communicate mystically through the shadows of the mind. She can whisper short messages to other worshipers of Shar within 500 feet. All Shar worshipers within range of the message hear it as a whisper in their minds. Observers can hear the words if they are close enough to physically hear the Darklady's actual whispers (a DC 15 Listen check if the listener is within 10 feet, +1 DC per 5 feet beyond that). Shadow talk is a language-dependant free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of Shar worshipers.

Shar's Caress (Su): Vanrak can surround a held chakram, whip, or dagger with Shadow Weave magic, giving the weapon the unholy property for 1 round per use. The Darklady can invoke this power as a free action once per day. She must decide to use this ability before the attack is made, and if the attack misses, that use of Shar's caress is wasted.

True Lies (Sp): A darklady can reach into a creature's mind and modify its memories as the 4th-level

bard spell *modify memories*. The Darklady can use this ability once per tenday as a 10th-level bard.

Cleric Spells Prepared (caster level 14th): 0—*create water*, *detect magic* (CL 15th), *guidance* (CL 15th), *read magic* (CL 15th), *resistance*, *virtue* (CL 13th); 1st—*bane* (DC 16), *cause fear* (DC 16), *detect secret doors*^D (CL 15th), *disguise self* (DC 16), *divine favor* (CL 13th), *doom* (DC 16), *obscuring mist*; 2nd—*blindness/deafness* (DC 17), *darkness*, *desecrate* (CL 13th), *detect thoughts*^D (CL 15th), *enthrall* (DC 17), *hold person* (DC 17), *silence* (DC 17); 3rd—*blacklight*^{FRCS} (DC 17), *clairaudience/clairvoyance*^D (CL 15th), *crushing despair* (DC 18), *deeper darkness*, *dispel magic*, *slashing darkness*^{CoR} (+12 ranged touch, CL 13th); 4th—*armor of darkness* (+11 melee touch), *death ward* (+11 melee touch), *divination*^D (CL 15th), *greater magic weapon* (CL 13th), *poison* (DC 19), *summon monster IV*; 5th—*darkbolt*^{FRCS} (+12 ranged touch, DC 19), *dispel good* (DC 19), *true seeing*^D (+11 melee touch, CL 15th) *unhallow* (CL 13th); 6th—*find the path*^D (+11 melee touch, CL 15th), *harm* (+11 melee touch, CL 15th, DC 21), *prying eyes* (CL 15th), *remorseless charm*^{CoR} (DC 21); 7th—*legend lore*^D (CL 15th), *nightmare* (DC 22), *shadow trap*^{CoR} (DC 21).

D: Domain spell. Domains: Darkness (Blind-Fight as a bonus feat) and Knowledge (cast divinations at +1 caster level).

Possessions: +2 *full plate armor*, +1 *heavy mace*, +1 *chakram*, +1 *ring of protection*, *periapt of Wisdom* +2, *amulet of health* +2, *camellia of the Black Lady*^{CoR}, *cloak of elvenkind*, *potion of cure moderate wounds*, 200 gp.

Darklady Semione: Female human sorcerer 6/shadow adept 7; CR 13; Medium humanoid; HD 13d4+13; hp 45; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Base Atk +6, Grp +6; Atk +7/+2 melee (1d8, *masterwork morningstar*) or +10 ranged (1d4+2, +2 *chakram*); SQ darkvision, familiar (cat), familiar benefits (Alertness, empathic link, share spells), low-light vision, shadow defense +2, *shadow walk*, shield of shadows; AL CE; SV Fort +5, Ref +6, Will +9; Str 10, Dex 14, Con 13, Int 10, Wis 8, Cha 20.

Skills and Feats: Bluff +21, Concentration +17, Diplomacy +7, Intimidate +7, Knowledge (arcana) +8, Listen +1*, Move Silently +5, Spellcraft +10, Spot +1*; Alertness^B, Combat Casting, Entangling Spell^{CoR}, Exotic Weapon Proficiency (chakram), Insidious Magic^{B,PGtE}, Lingerling Spell^{CoR}, Pernicious Magic^{B,PGtE}, Reaping Spell^{CoR}, Shadow Weave Magic^{PGtE}, Tenacious Magic^{B,PGtE}.

Languages: Chondathan, Common.

Darkvision (Su): Semione can see in the dark as though she were permanently affected by a *darkvision* spell.

Familiar: Semione's familiar is a cat named Mirra. The familiar uses the better of her own and Semione's

base save bonuses. The creature's abilities and characteristics are summarized below.

Mirra, Female Cat Familiar: CR —; Tiny magical beast; HD 1/2d8 (effective 13d8); hp 22; Init +2; Spd 30 ft.; AC 17, touch 14, flat-footed 15; Base Atk +6; Grp -6; Atk +10 melee (1d2-4, 2 claws) and +5 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master; AL NE; SV Fort +4, Ref +6, Will +11; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Bluff +14, Climb +6, Concentration +16, Hide +18**, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

Deliver Touch Spells: Mirra may deliver touch spells for her master.

Improved Evasion (Ex): If Semione is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw and half damage if the saving throw fails.

Speak with Master (Ex): Mirra can communicate verbally with Semione. Other creatures do not understand the communication without magical help.

Skills: Mirra has a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. She has a +8 racial bonus on Balance checks. She uses her Dexterity modifier instead of her Strength modifier for Climb and Jump checks. **In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Familiar Benefits: Semione gains special benefits from having a familiar. This creature grants her a +3 bonus on Move Silently checks (included in the above statistics).

Alertness (Ex): *Mirra grants her master Alertness as long as she is within 5 feet.

Empathic Link (Su): Semione can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Semione may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Shadow Defense (Ex): Semione has a +2 profane bonus on saving throws against spells from the schools of enchantment, illusion, and necromancy, as well as spells with the darkness descriptor.

Shadow Walk (Sp): Semione can use *shadow walk* (caster level 7th) once per day.

Shield of Shadows (Su): Semione can surround herself with a globe of purple-black force as a standard action. This shield of shadows functions like a *shield* spell, granting her a +4 shield bonus to AC and absorbing *magic missiles* cast at her. In addition, the shield of shadows provides concealment (20% miss chance) against melee and ranged attacks. Semione can see and reach through the shield, so it does not provide cover or concealment to opponents. Semione may use a shield of shadows for up to 14 rounds per day. This duration need not be consecutive—she may break it up into increments as small as 1 round if she so desires. Creating or dismissing the shield of shadows is a standard action.

Spells Known (6/8/7/7/7/7/4 per day; caster level 13th): 0—*acid splash*, *daze* (DC 16), *detect magic*, *ghost sound* (DC 16), *open/close* (CL 12th), *prestidigitation* (DC 15), *ray of frost* (+8 ranged touch, CL 12th), *read magic*, *touch of fatigue* (+6 melee touch); 1st—*charm person* (DC 17), *chill touch* (+8 melee touch, DC 18), *corrosive grasp*^{Mag} (+6 melee touch), *magic missile* (CL 12th), *true strike*; 2nd—*ghoul touch* (+6 melee touch, DC 18), *misdirection* (DC 18), *scare* (DC 18), *spectral hand*, *Tasha's hideous laughter* (DC 18); 3rd—*bedevil*^{CoR}, *control darkness and shadow*^{CoR}, *suggestion* (DC 19), *vampiric touch* (+6 melee touch, DC 19); 4th—*contagion* (DC 20), *enervation*, *fear* (DC 20), *phantasmal killer* (DC 20); 5th—*dominate person* (DC 21), *necrotic skull bomb* (DC 21), *shadow evocation* (DC 21); 6th—*acid fog*, *circle of death* (DC 22).

Possessions: Amulet of natural armor +1, bracers of armor +3, ring of protection +2, masterwork morningstar, +2 *chakram*, wand of shocking grasp, cloak of Charisma +2, 250 gp.

Darklord Rainther: Male human rogue 7/shadowdancer 8; CR 15; Medium humanoid; HD 7d6+7 plus 8d8+8; hp 78; Init +5; Spd 30 ft.; AC 22, touch 17, flat-footed 22; Base Atk +11; Grp +12; Atk +14 melee (1d6+3/17-20, +2 *keen short sword*) or +17 ranged (1d6+1/x3, +1 *shortbow*); Full Atk +14/+9/+4 melee (1d6+3/17-20, +2 *keen short sword*) or +17/+12/+7 ranged (1d6+1/x3, +1 *shortbow*); SA sneak attack +4d6; SQ darkvision, defensive roll, evasion, hide in plain sight, improved uncanny dodge, *shadow illusion*, shadowjump, slippery mind, summon shadow, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +16, Will +4; Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +25, Bluff +17, Diplomacy +19, Escape Artist +23, Hide +15, Intimidate +11, Jump +13, Listen +5, Move Silently +23, Perform (dance) +9, Spot +5, Tumble +17; Combat Reflexes, Craven^{CoR}, Dirty Rat^{CoR}, Dodge, Mobility, Natural Bully^{CoR}, Spring Attack.

Languages: Abyssal, Chondathan, Common, Draconic.

Sneak Attack (Ex): Rainther deals 4d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Rainther may choose to deliver non-lethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Darkvision (Su): Rainther can see in the dark as though he were permanently under the effect of a *darkvision* spell.

Defensive Roll (Ex): Rainther can roll with a potentially lethal blow to take less damage from it. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny him any Dexterity bonus to AC, he can't attempt a defensive spell.

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

Hide in Plain Sight (Ex): Rainther can hide while within 10 feet of a shadow even while being observed.

Improved Uncanny Dodge (Ex): Rainther cannot be flanked and can be sneak attacked only by a character who has at least 19 levels of rogue.

Shadow Illusion (Sp): Rainther can create visual illusions from surrounding shadows. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Shadow Jump (Su): Rainther can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. Rainther can jump up to a total of 80 feet each day in this manner; this may be a single jump of 80 feet or two jumps of 40 feet each. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Slippery Mind (Ex): This ability represents Rainther's ability to wriggle free from magical effects that would otherwise control or compel him. If Rainther is affected by an enchantment and fails his saving throw, he can attempt his saving throw again 1 round later. He gets only this one extra chance to succeed on his saving throw. If it fails as well, the spell's effects occur normally.

Summon Shadow (Su): Rainther can summon a shadow (see *Monster Manual* page 221 for the shadow's statistics, except that it has 2 extra Hit Dice, with the requisite increases to base attack bonus and saves). Unlike a normal shadow, this one's alignment matches Rainther's, and the creature cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to Rainther and can communicate intelligibly with him. If a shadow companion is destroyed, or Rainther chooses to dismiss it, he must attempt a DC 15 Fortitude save. If it fails, Rainther loses 3,000 XP, though his XP total can never drop below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Trapfinding (Ex): Rainther can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Rainther retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: Amulet of natural armor +1, bracers of armor +4, ring of protection +2, +2 keen short sword, +1 shortbow with 20 arrows, gloves of Dexterity +2, hat of disguise, 200 gp.

Read or paraphrase the following when the PCs enter any of the chambers to the east of the hallway.

These rooms were once finely appointed guest quarters for visitors to the temple, but they now bear witness to the extended occupancy of far less civilized creatures. Each room has two to four cots and a washbasin. At the foot of each bed is a small chest of personal items.

These eastern rooms are now given over to krinth refugees rescued by Lord Vanrak from the City of Shade. The krinth vary widely in level and ability, but their number includes many would-be adventurers.

➤ **Krinth (78):** Various classes; hp varies; see *Champions of Ruin* page 14.

Treasure: Each chest contains the personal belongings of the owner. Choose treasure appropriate for the Encounter Level used.

V29. Darkfire Temple (EL 18+)

This immense chamber once housed a temple to Moradin. To honor the Lady of Loss, the followers of Shar have transformed it into a twisted parody of the Soulforger's original chapel. Read or paraphrase the following when the PCs open the doors.

The double doors part to reveal a 20-foot-wide passage that leads 50 feet eastward and then opens into a vast room outfitted as a temple. Fashioned of black marble blocks inlaid with arcane runes, the temple appears to be approximately 140 feet deep and 100 feet wide. Its arched ceiling soars some 60 feet above.

In the center of the temple is a vast forge lit by black fire. Dark, noxious smoke billows forth from it, obscuring all else within. A dozen or so man-sized humanoids work the vast bellows that maintain the fire. In front of the forge stands a large altar made of rough-hewn granite and stained with rivers of dried blood.

Dimly visible beyond the billowing smoke is a giant, black statue of a male dwarf with his hands bound behind his back. His head is bowed, and he has been shorn of his beard. Black tears appear to gush forth from the statue's empty eye sockets.

Along the south wall are additional forges, each burning with the same black fire as the central one. Two shadowy humanoid figures work a smaller set of bellows to maintain each, and a large, still figure, barely visible through the smoke, stands nearby. Along the north wall stand a few statues of humanoid figures, but the details are obscured by the smoke.

The dwarf statue is in fact a heretical depiction of the Soulforger. Any dwarf recognizes it as such automatically, and any other character can do so with a DC 15 Knowledge (religion) check.

The room actually contains five lesser forges spaced evenly along the south wall. The figures next to them are Large statues of humiliated dwarf patriarchs, each depicted in the same manner as his god. The north wall is lined with seven Medium statues, each of a human wearing tattered black robes and beseeching the heavens for mercy. Behind the last of these statues, on the north wall in the northeast corner of the room, is a concealed door.

The large forge in the center of the room and the five smaller forges along the south wall are permanently lit

by billowing *darkfire*^{Mag/LoD}, and each is considered an altar to Shar. The Sharran priests burn their offerings to the Lady of Loss within the *darkfire*, thus ensuring that they are truly lost once consumed.

As shown on the map, the forges produce a large volume of smoke that envelops much of the temple. Any living creature that spends 1 full round within an area covered by smoke is affected as if by a *stinking cloud* spell (caster level 12th).

The five yellow-green lines on the map represent sections of the floor that can be tilted up to form 5-foot-high, 6-inch-deep barriers. In the raised position, they function as obstacles, each of which costs 2 squares of movement to cross. Intended to prevent charges and other forms of fast movement, they are controlled by a set of levers behind the altar. If forced to defend the temple, Shar's followers stage a fighting withdrawal, slowly conceding each barrier as they retreat. A successful DC 15 Disable Device check lowers a 5-foot-wide section of wall and prevents the lever mechanism from raising it anew.

Creatures: The creatures working the bellows are ogre zombies. Twelve of them attend the main bellows, and two operate each of the lesser bellows.

The clergy of Shar have transformed the defaced idol of Moradin into a blackstone giant. It in turn has aided them in decorating this temple with statuary.

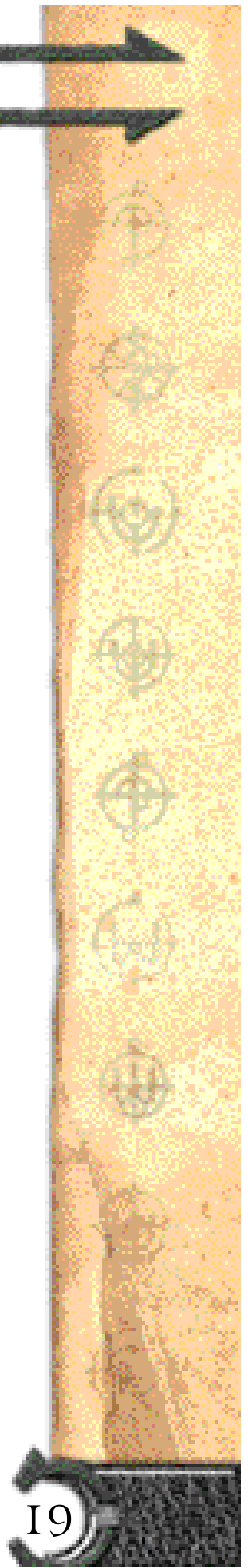
The five statues that line the south wall were once shield dwarves. They were purchased as slaves in Skullport, attired as nobility, enlarged with magic, then petrified by the blackstone giant and placed here by the clergy of Shar to make a mockery of the temple that once belonged to their kind. The seven statues that line the northern wall were agents of House Moonstar who were captured by Lord Vanrak's followers, petrified by the blackstone giant, and placed here as reminders to any others who would try to challenge the power of Shar. The blackstone giant can transform the statues along the south wall into Large animated objects and those along the north wall into Medium animated objects by touch.

In addition, 2d8 worshipers of Shar are present at any given time. (Draw these from among the NPCs described elsewhere in the adventure.) Furthermore, if the alarm has been raised, Lord Vanrak has assigned twelve members of the Shadow Guard (see area V3) to defend the temple.

➤ **Ogre Zombies (22):** hp 55 each; see *Monster Manual* page 265.

➤ **Blackstone Giant:** hp 236; see *Fiend Folio* page 21.

➤ **Medium Animated Objects (up to 7):** hp 31 each; see *Monster Manual* page 13.



➤ **Large Animated Objects (up to 5):** hp 52 each; see *Monster Manual* page 13.

Development: If the followers of Shar are hard pressed, those who cannot flee or choose not to do so make their final stand in this room.

V30. Labyrinth Portal (EL 11+)

This chamber serves as the primary access to the control room (see area V16) in the Labyrinth.

This 15-foot-square chamber is empty save for a large stone arch piercing the south wall. The swirling mists in the center of the arch suggest that it may be a *portal*.

Four Hands of Shar (see area V26) are stationed here at all times. They protect the *portal* and use it to access the control room if intruders are reported in the Labyrinth.

V31. Wyrmswhisper Landing (EL 0, 2, or 3)

This chamber is the access point for the cavern complex (areas V31, V32, V33, and V35) claimed by the shadow dragon Umbraxakar, who serves as Vanrak's steed. Read or paraphrase the following when the PCs arrive.

Two large passageways provide egress from this 20-foot-square room. One corridor leads off to the east, and the other gives access to a wide staircase leading down to the south. Two crude cots are tucked in the southeast corner of the room.

Two 2nd-level Adepts of the Night (see areas V1 and V7) are stationed here at all times. Their assignment is to pass messages from Umbraxakar (see area V33) to the other inhabitants of Vanrakdoom and to attend to any other needs the dragon may have. The PCs have a 95% chance of finding one or both of the adepts here at any given time.

V32. Wyrmhørde Cave (EL 0 or 16)

This cavern serves as the temple treasury and as Umbraxakar's bedchamber.

The walls of this natural cavern glisten with slime, and the air is unnaturally cold. The cavern floor is littered with the bones of many different creatures. In the center of the room lies a great horde of treasure, spread out to form a wyrm-sized bed.

In addition to serving as Vanrak's steed, Umbraxakar guards the temple treasury by sleeping on it. He considers it his, but he allows Vanrak to "borrow" from it as needed.

Creature: Umbraxakar, a wyrm from the Plane of Shadow, sleeps on the pile of treasure in this chamber.

At any given time, he may be here, or in area V33, or in area V35 (25% chance for each). The rest of the time, he is either hunting in the Underdark (20% chance; see area V35) or ferrying Lord Vanrak across the night skies of Faerûn (5% chance).

➤ **Umbraxakar:** Male mature adult shadow dragon; CR 16; Large dragon; HD 22d12+88; hp 231; Init +0; Spd 80 ft., fly 150 ft. (poor); AC 34, touch 9, flat-footed 34; Base Atk +22; Grp +32; Atk +28 melee (2d6+6, bite); Full Atk +28 melee (2d6+6, bite) and +22 melee (1d8+3, 2 claws) and +22 melee (1d6+3, 2 wings) and +22 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon (40-ft. cone of shadows), frightful presence, spell-like abilities, spells; SQ damage reduction 10/magic, darkvision 120 ft., immunities (energy drain, paralysis, sleep), low-light vision, shadow blend, spell resistance 25; AL CE; SV Fort +17, Ref +13, Will +18; Str 23, Dex 10, Con 19, Int 20, Wis 20, Cha 21.

Skills and Feats: Concentration +29, Diplomacy +34, Hide -4, Intimidate +30, Jump +26, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (the planes) +30, Listen +30, Search +30, Sense Motive +30, Spellcraft +9, Spot +30, Use Magic Device +30; Blind-Fight, Combat Casting, Flay Foe^{CoR}, Flyby Attack, Intimidator, Mutilator^{CoR}, Shadow Weave Magic^{PGF}, Weapon Focus (bite).

Languages: Abyssal, Auran, Chondathan, Common, Draconic, Giant, Terran.

Breath Weapon (Su): Umbraxakar's breath weapon is an 80-foot cone of billowing, smoky shadows with an energy drain effect. Each creature within the cone gains four negative levels. A successful DC 25 Reflex save halves the number of levels lost (rounded down). This same DC is used for the Fortitude save to overcome the negative levels 24 hours later.

Frightful Presence (Ex): Whenever Umbraxakar attacks, charges, or flies overhead, each creature within a radius of 210 feet that has fewer than 22 HD is subject to the effect. A potentially affected creature that succeeds on a DC 26 Will save remains immune to Umbraxakar's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. Umbraxakar ignores the frightful presence of other dragons.

Spell-Like Abilities: 3/day—*mirror image*; 2/day—*dimension door*. Caster level 7th.

Spells: Umbraxakar casts spells as a 7th-level sorcerer.

Shadow Blend (Su): In any condition of illumination other than full daylight, Umbraxakar can disappear into the shadows, gaining total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Sorcerer Spells Known (6/8/7/5 per day; caster level 7th): 0—*arcane mark*, *daze* (DC 16), *detect magic*, *ghost sound* (DC 16), *net of shadows*^{Mag} (DC 16), *read magic*, *spirit worm*^{Mag} (+28 melee touch, DC 16); 1st—*chill touch* (+28 melee touch), *magic missile* (CL 6th), *shadow spray* (DC 17), *sleep* (DC 17), *unseen servant*; 2nd—*darkness*, *ghoul touch* (+28 melee touch, DC 18), *undead torch*^{Mag}; 3rd—*shadow well*^{Mag}, *suggestion* (DC 19).

Treasure: The dragon's horde includes a *greater shadow staff*^{Und}, a *helm of darkness*^{Mag}, *lenses of darkness*^{CAr}, a *mace of the darkchildren*^{Mag}, *moon bracers* +8^{Mag}, a *rod of four moons* (see sidebar), a *wand of polymorph*, and a *staff of night*^{Mag/CAr}, plus gems, art, and coins worth approximately 107,000 gp.

V33. Lair of Umbraxakar (EL 0 or 16)

This cavern serves as the entrance chamber to Umbraxakar's caverns.

Carved stone steps lead up into a natural cavern. Its walls glisten with slime, its floor is strewn with bones, and the air is unusually cold. Three rough passages lead away into the darkness.

This cavern provides access to areas V32 and V35.

Creature: Umbraxakar has a 25% chance to be here at any given time.

➤ **Umbraxakar:** Male mature adult shadow dragon; hp 231; see area V32 for statistics.

V34. Mastiff Master's Quarters (EL 11+)

This area once served as a small kitchen for the dwarves of Clan Melairkyn.

This spacious, square room is almost comfortable, given the modicum of warmth provided by the slow-burning coals in its great fireplace. Several tables placed throughout the room are covered with the remnants of uneaten food and spilled ale, and crude kegs line the wall.

The kegs along the wall contain shadow syrup ale. This chamber is now the home of the temple's mastiff master. However, the prodigious amounts of shadow ale and the occasional bite to eat make it a popular spot for temple patrols to take a short break as well.

Creatures: Grimtooth, the gluttonous, grinning shadurakul who keeps and trains the temple's pack of shadow mastiffs, resides in this room. He rarely leaves except to train the shadow mastiffs in area V36. Thus, PCs have a 90% chance to find him here at any given time.

Whether or not Grimtooth is present, the PCs have a 45% chance to find 2d4 temple NPCs (chosen from among those detailed elsewhere) relaxing here.

➤ **Grimtooth:** Male shadurakul; hp 99; see *Hend Folio* page 27.

Tactics: If combat breaks out here, Grimtooth whistles for the shadow mastiffs from area V36. They come racing up the stairs to battle intruders at his signal—or if they hear any sounds of battle—arriving in 1 round.

V35. Sinkhole (EL 0 or 16)

This sinkhole near the rear of Umbraxakar's lair twists and turns down into the Underdark. Read or paraphrase the following when the PCs arrive.

A large sinkhole has opened in the floor at the rear of this cavern. A hot, sulfurous breeze wafting up from the hole suggests that it leads down into the depths of the earth.

Umbraxakar typically uses this route to reach his normal hunting grounds. The path is twisting and tortuous, and in some places the passage is so narrow that Umbraxakar must employ magic to reduce his size.

V36. Kennel (EL 12)

The dwarves had hollowed out this cavern in search of ore, but later abandoned it. Now it serves as the kennel for the temple's dogs.

NEW MAGIC ITEM

The *Rod of Four Moons* is the personal weapon of the Moonmaiden. During lunar eclipses, Selûne gives a lesser replica of it to a champion of her faith as a symbol of her covenant that her light will return.

Rod of Four Moons: The *Rod of Four Moons* functions as a +2 *defending holy heavy mace*. The wielder can use each of the following spells once per day:

hold monster, *lightning bolt*, *polymorph*, and *rope trick*. To use this relic, the wielder must worship Selûne and either sacrifice a 7th-level divine spell slot or have the True Believer feat plus at least 13 HD.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, Craft Rod, Sanctify Relic^{CD}, *polymorph*, *hold monster*, *holy smite*, *lightning bolt*, *rope trick*, *shield or shield of faith*, creature must be good; Price 151,112 gp.

A foul stench suggestive of carrion wafts up from the cavern below. Narrow steps lead down into the gloom, and beside them runs a greased slide caked with bits of blood and rotten meat.

This rough stone cavern is home to a pack of twelve shadow mastiffs. Most of the temple's inhabitants are afraid to enter the cave, so they feed the hounds by sending corpses down the slide into the cavern below.

➤ **Shadow Mastiffs (12):** hp 30 each; see *Monster Manual* page 22.

Tactics: If the extraplanar hounds smell intruders, they withdraw into the shadows and wait. Once their prey has entered the cavern, the shadow mastiffs attempt to encircle it before unleashing their baleful howls.

Development: If the alarm is raised in the temple but the intruders cannot be found, twelve members of the clergy who are skilled at handling shadow mastiffs come get the dogs. They split up the creatures into teams of two and order them to hunt down the interlopers by scent. If the priests believe that the intruders got away via the Seadeeps, Vanrak dispatches a hunting party that includes Grimtooth and all twelve mastiffs to pursue them through Halaster's Halls.

V37. Undercroft of Lost Souls (EL 12)

This undercroft once housed the dead of Clan Melairkyn, but the dwarven remains once interred here have been replaced by the fallen followers of the Dark Goddess.

Twelve statues of leering, grinning gargoyles line this long hall. Between each pair of adjacent statues (except for the first pair on either side) is a low, narrow passageway lined with bas relief stone plaques.

Shar teaches that the dead are lost, bitterly leaving behind what they held in life. Thus, these graves contain no treasure.

Creatures: The dwarves once buried herein do not rest easy. Ten of them have risen as spectres to haunt the place where their remains once rested. Six now haunt the western reaches of the undercroft, and the other four haunt the eastern reaches.

➤ **Spectres (10):** hp 45 each; see *Monster Manual* page 232.

Tactics: The ten spectres attack any creature that dares disturb their burial place, but the two groups do not work in concert.

V38. Deepcrypts (EL 12)

These four crypts were commandeered by the Sharrans to house the mortal remains of their most important priests. Read or paraphrase the following when the PCs pass through any of the secret doors that give access to the crypts.

Beyond the secret door, a narrow, sloping passage leads downward. At the far end of the rectangular chamber, a sarcophagus lies atop a narrow bier.

The southernmost deepcrypt is flooded waist-high, thanks to a natural spring that recently broke through a crack in the floor. The others are dry.

Each of these chambers contains the remains of a senior follower of Shar.

Trap: The pit trap at the entrance to each crypt is identical to the smaller version of the pit traps in the Labyrinth (see area V10). The lever in the southeast section of area V37 locks the traps.

➤ **Poisoned Spiked Pit Traps (4):** CR 10; see *Dungeon Master's Guide* page 74.

Creature: Each crypt is haunted by a greater shadow. Combat noise in any one crypt draws the other shadows.

➤ **Greater Shadows (4):** hp 58; see *Monster Manual* page 221.

V39. Portal Prison

Other than its size, this chamber is identical to area V23.

V40. Portal Prison

Other than its size, this chamber is identical to area V23.

V41. Chapel of Loss (EL 17+)

This chamber is the private chapel of Lord Vanrak Moonstar.

A large pool dominates the center of this rough-hewn cavern. From the center of the pool rises a three-step pyramid carved of basalt. Slick stone steps lead from the eastern edge of the pool to the top of the pyramid.

Atop the pyramid stands a glistening, purple-black marble cube inscribed with a circular symbol. Behind it stands a black granite statue of a woman, her arms outstretched as if welcoming someone into her embrace.

The pyramid serves as an altar to Shar, and the symbol on the cube is her holy symbol. The statue depicts the Dark Maiden.

Nodes: This chamber is both a Class 3 Evil Node and a Class 3 Shadow Weave Node. (See *Champions of Ruin*, pages 95 and 98, respectively.)

Evil Node Granted Spells: The Evil Node grants *bedevil-CoR*, *slashing darkness-CoR*, and *vampiric touch*.

Shadow Weave Node Granted Spells: The Shadow Weave Node grants *control darkness and shadows-CoR*, *crushing despair*, and *lesser shadow tentacle-LoD*.

Creature: A sorrowsworn demon lairs in the rough-hewn tunnels to the southeast of this cavern. The creature was drawn to the lingering sorrow of Clan Melairkyn that clings to this sublevel.

In addition, Lord Vanrak has imprisoned within this node the undead remains of three failed Sharran priests who failed to master the Evil Node. He can call upon them to defend him if attacked in his private sanctum, as noted in *Champions of Ruin*.

The PCs also have a 10% chance to find Lord Vanrak in this room if the alarm has not been raised. Otherwise, he returns to this chamber only if he needs to draw upon the power of the Evil Node or the Shadow Weave Node.

☛ **Sorrowsworn Demon:** hp 297; see *Monster Manual III* page 36.

☛ **Bodaks (3):** hp 28; see *Monster Manual* page 10.

☛ **Lord Vanrak:** hp 104; see Appendix for statistics.

Treasure: Atop the altar lies the *Book of Stolen Secrets*, a tome that has become legendary among the faithful of Shar. This item is equivalent in all ways to a *book of vile darkness*. Of the current occupants of the temple, only Lord Vanrak has thus far perused this tome.

V42. Gallery of Night (EL 0 or 19)

This area is one of Lord Vanrak's favorite places in the complex.

This long, quiet hall is lined on both sides with alcoves. The rectangular ones along the west wall hold simple wooden benches. The trapezoidal alcoves on the east wall hold tapestries of swirling shadowstuff.

Lord Vanrak spends countless hours here, staring at the otherworldly tapestries while quietly contemplating the Lady of Loss.

Creatures: The PCs have a 25% chance of encountering Lord Vanrak herein.

☛ **Lord Vanrak Moonstar:** hp 104; see Appendix for statistics.

V43. Death Knight's Rest (EL 13+)

Once a crypt for a dwarven laird of Clan Melairkyn, this chamber now serves as Vanrak's resting place. Read or paraphrase the following when the PCs arrive.

This long, arched chamber is styled in the manner of a cathedral. The farthest portion of the room contains a raised platform, on which sits a lidless stone sarcophagus surrounded by nine crouching gargoyle statues. The gargoyles are contorted in various positions suggesting fear or supplication.

The chamber is actually 30 feet in width and 60 feet in length, and the platform dominates the last 20 feet of it. Although Lord Vanrak has no need to sleep, he retires to his sarcophagus from time to time to commune with his goddess.

Creatures: The PCs have a 10% chance of encountering Lord Vanrak in this room at any given time. Whether he is present or not, two dread wraiths, drawn to the death knight's service from elsewhere in Undermountain, guard this chamber.

Dread Wraiths (2): hp 104; see *Monster Manual* page 258.

V44. Crypt of Gorothis (EL 17)

In the Year of the Shadowkin Return (1136 DR), the whispers of the Dark Lady led Lord Vanrak to the long-lost remains and shattered staff of her servant Gorothis. Once the Dark Ranger had claimed Vanrakdoom as his own, he interred Gorothis's remains there, in a place sacred to his goddess.

This dark, freezing cold chamber is filled with shadows that seem to dance and flicker in an unfelt breeze. At the south end lies a black marble sarcophagus atop a tarnished silver bier. Two extremely tall, humanlike, and repulsive creatures with long, rotting wings and peeling flesh stand guard in front of the sarcophagus. Rivulets of filth and decay drip down their rotting forms to coat the floor in a pool of ooze.

Gorothis of Shar, the Dark Prophet of the Night, dominated the Church of the Dark Lady from the waning of Netheril (circa -310 DR) until his death in the Year of the Unblinking Eye (446 DR). Hated by his countless descendants for his tyrannical ways, the Dark Prophet was destroyed by his own grandchildren, who arranged for his foes (mages whose magics he had commandeered, clergy of rival gods, and rulers whose thrones he had usurped) to ambush him while he raided a place of power sacred to Selûne. The massive conflagration of warring magic destroyed Shar's servant, leaving only his staff and girdle untouched. An archwizard of Selûne shattered the *Shadowstaff of Gorothis*—an act for which he paid with his life—but *Gorothis's girdle* survived and

has since passed through many hands. (See *Underdark* page 134 for more details of this relic.)

Creatures: Selûne is served by seven shards, angelic creatures of the moon equivalent to planetars. On rare occasions, the Lady of Loss has managed to corrupt these divine servants of her eternal rival, transforming them into angels of decay. Two such fallen shards (since replaced) stand eternal guard over the interred corpse of Gorothir.

☛ **Angels of Decay (2):** hp 198 each; see *Libris Mortis* page 83.

Trap: The lid of Gorothir's sarcophagus is inscribed with a *symbol of death* (caster level 18th).

☛ **Symbol of Death Trap:** CR 9; spell; location trigger; no reset; spell effect (*symbol of death*, 15th-level cleric, death, DC 22 Fort save negates); Search DC 33; Disable Device DC 33. Cost: 11,200 gp to hire NPC spellcaster.

Treasure: The bier upon which the sarcophagus rests is a massive block of tarnished silver weighing about 2,000 pounds and worth its weight in silver. In the surface of the silver just beneath the sarcophagus is carved a symbol of the Moonmaiden, eclipsed and defaced by a cloying shadow in the shape of Shar's holy symbol. This silver block is the Plinth Stone of the Moonmaiden, one of the earliest altars used by the followers of Selûne on the slopes of Mount Waterdeep. Reclaiming it and reconsecrating it to the Moonmaiden would be a great victory for the followers of Selûne.

Once Gorothir's remains had been properly interred, Shar rewarded her servant by reforming Gorothir's shattered staff. The *Shadowstaff of Gorothir* is now a sacred relic (major artifact) of the Church of Shar, equivalent to a *shadow magic Shadowstaff* (see page 281 in the *Dungeon Master's Guide*). The *Shadowstaff of Gorothir* lies within the sarcophagus, atop the pile of shattered bones that was once the Dark Prophet's skeleton.

CONCLUDING THE ADVENTURE

The PCs can achieve many victories in this adventure. Recovering the Plinth Stone of the Moonmaiden from area V44 and turning it over to Selûne's followers, destroying Lord Vanrak and clearing the temple of his followers, or taking the *Shadowstaff of Gorothir* from Shar's faithful are all worthy conclusions, depending upon the level of the PCs and their exact mission.

FURTHER ADVENTURES

Vanrakdoom is the focus of the Dark Maiden's power in Undermountain, Waterdeep, and up and down the

Sword Coast. A successful assault on this stronghold deals a sharp and devastating check to the ambitions of Shar's followers for years thereafter. It also incites their ever-simmering wrath, inducing an orgy of violence not seen since the Year of the Triton's Horn (697 DR), when the machinations of Lalondra incited Shar's followers to riot along the length and breadth of the Sword Coast. The PCs may be called to deal with one or more of these vengeful incidents, or they may suffer attacks on their own persons.

If the PCs gained possession of the *Shadowstaff of Gorothir*, Shar's followers will go to any lengths to reclaim it before it can be destroyed or hidden. A quest to destroy the staff or to reconsecrate the Plinth Stone of the Moonmaiden might also be a worthy undertaking for the characters.

APPENDIX: VANRAK'S STATISTICS

This section provides complete statistics and a personal history for Lord Vanrak Moonstar.

LORD VANRAK MOONSTAR

Lord Vanrak Moonstar, also known as the Dark Ranger, long ago betrayed his family's traditional patron, the Moonmaiden, to embrace the worship of Shar. Lord Vanrak's personal history is interwoven with the history of House Moonstar and the City of Splendors, as detailed in the Adventure Background section.

Long considered the bogeyman of House Moonstar and the Church of Selûne, Lord Vanrak resides in the depths of Undermountain as the uncontested master of Vanrakdoom (UM SLM). Vanrak seeks nothing less than the destruction of the Moonmaiden, but he is content to begin by destroying House Moonstar and the House of the Moon, and subjugating all of Waterdeep to the bitter comfort of the Dark Maiden.

The Dark Ranger stands just over 6 feet in height, his broad shoulders making a striking foil for his strapping, skeletal frame. He wears a mantle of black velvet over his gleaming black mithral shirt, and he keeps a jet black chakram strapped to the back of each of his black leather gauntlets. His eyes are twin pits of darkness reflecting a soul that has been utterly consumed by the Lady of Loss.

☛ **Lord Vanrak Moonstar:** Male elite Tethyrian human death knight ranger 2/cleric 4 of Shar/night-cloak 10; CR 19; Medium undead (augmented humanoid); HD 16d12; hp 104; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; Base Atk +12; Grp +17; Atk or Full Atk +17 melee (1d8+2 plus 1 Con, negative energy touch) or +12 ranged (1d4+7/19–20/x3, 2 +2 ravenous

returning chakrams^{CoR}); SA abyssal blast, fear aura, rebuke undead 5/day (+4, 2d6+6, 4th), touch attack; SQ damage reduction 15/bludgeoning and magic, darkness spells, disk of night, eyes of Shar, favored enemy (humans +2), immunities (cold, electricity, polymorph), mind of Shar, *minion of Shar*, shadow talk, Shar's caress, spell resistance 26, summon mount, *true lies*, turn immunity, undead followers, undead traits, *voice of ineffable evil*, wild empathy +4; AL NE; SV Fort +15, Ref +8, Will +19; Str 20, Dex 10, Con —, Int 13, Wis 20, Cha 14.

Skills and Feats: Bluff +8, Concentration +12, Diplomacy +5, Hide +20, Intimidate +5, Knowledge (religion) +20, Knowledge (the planes) +20, Move Silently +5, Perform (oratory) +8, Spellcraft +5, Survival +10; Blind-Fight^B, Exotic Weapon Proficiency (chakram), Insidious Magic^{B,PGIF}, Iron Will, Node Spellcasting (Shadow Weave)^{CoR}, Pernicious Magic^{PGIF}, Practiced Spellcaster^{CA}, Shadow Weave Magic^{PGIF}, Spell Focus (necromancy), Track^B, Two-Weapon Fighting^B.

Languages: Abyssal, Chondathan, Common.

Abyssal Blast (Su): Once per day, Vanrak can unleash a blast of eldritch fire that fills a 20-foot-radius spread anywhere within a range of 1,040 feet. The blast deals 16d6 points of damage, half fire and half divine (Reflex DC 20 half).

Fear Aura (Su): Vanrak is shrouded in a dreadful aura of death and evil. Any creature with fewer than 5 HD within 15 feet of Vanrak must succeed on a DC 20 Will save or be affected as though by a *fear* spell (caster level 16th).

Touch Attack: Vanrak's touch attack uses negative energy to deal 1d8+2 points of damage plus 1 point of Constitution damage to a living creature. A DC 20 Will save reduces the damage by half and negates the Constitution damage.

Darkness Spells: Vanrak can prepare any Darkness domain spell as if it were on his divine spell list. The spell uses a spell slot equal to its level in the Darkness domain list.

Disk of Night (Su): Any chakram used by Vanrak is treated as if it were a +2 *returning chakram*. If it remains out of his hand for more than 1 round, it reverts to its original abilities. Any additional abilities (such as ravenous) that the weapon may have still apply.

Eyes of Shar (Ex): Vanrak's eyes are totally black, granting him darkvision to a range of 60 feet. He can also see through magical darkness to a range of 10 feet in the same black-and-white sight that darkvision provides. He cannot be blinded by magical effects.

Favored Enemy (Ex): Vanrak gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Minion of Shar (Sp): Once per tenday as a standard action, Vanrak can summon ten shadows to do his bidding for 10 rounds. Any shadows that a summoned shadow creates by draining Strength are under Vanrak's control, but vanish along with the original when the duration of the effect expires. Vanrak can verbally communicate with the shadows as if he knew their language. He can also use his shadow talk ability to communicate with them.

Shadow Talk (Su): Vanrak can communicate mystically through the shadows of the mind. He can whisper short messages to other worshipers of Shar within 500 feet. All Shar worshipers within range of the message hear it as a whisper in their minds. Observers can hear the words if they are close enough to physically hear Vanrak's actual whispers (a DC 15 Listen check if the listener is within 10 feet, +1 DC per 5 feet beyond that). Shadow talk is a language-dependant free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of Shar worshipers.

Shar's Caress (Su): Vanrak can surround a held chakram, whip, or dagger with Shadow Weave magic, giving the weapon the unholy property for 1 round per use. Vanrak can invoke this power as a free action twice per day. He must decide to use this ability before the attack is made, and if the attack misses, that use of Shar's caress is wasted.


Summon Mount (Su): Vanrak can summon a mount, typically a nightmare, though it may be of any other species used as a mount. The mount may have no more than 8 Hit Dice. If the mount is lost or killed, Vanrak may summon another one after a year and a day.

True Lies (Sp): Vanrak can reach into a creature's mind and modify its memories as the 4th-level bard spell *modify memories*. Vanrak can use this ability twice per tenday as a 10th-level bard.

Turn Immunity (Ex): Vanrak cannot be turned. He can be banished with *holy word*, however, just as if he were an evil outsider. When banished, he returns to Shar's plane.

Undead Followers: Vanrak attracts lesser undead creatures that happen to exist within a 200-mile radius. He may have up to 32 HD of such followers. These creatures remain in his service until destroyed and are in addition to any undead creatures Vanrak might be able to command or rebuke as a class ability. Vanrak's current followers are the two dread wraiths that haunt area V43.

Undead Traits: Vanrak is immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on



objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals him, and he is not at risk of death from massive damage, but is destroyed at 0 or fewer hit points. He has darkvision to a range of 60 feet. Vanrak cannot be raised, and resurrection works only if he is willing.

Voice of Ineffable Evil (Sp): Once per day, Vanrak can command a creature as per the *dominate monster* spell (caster level 10th). The effect lasts for 24 hours. Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

Cleric Spells Prepared (caster level 16th): 0—*detect magic, guidance, inflict minor wounds* (2, DC 17), *read magic, resistance*; 1st—*bane* (DC 17), *curse water* (CL 17th), *divine favor* (CL 15th), *doom* (DC 18), *magic weapon* (CL 15th), *obscuring mist, protection from good*^D (CL 17th), *shield of faith*; 2nd—*bull's strength* (CL 15th), *desecrate*^D (CL 15th), *enthrall* (DC 18), *hold person* (DC 18), *owl's wisdom* (CL 15th), *silence* (DC 18), *zone of truth* (DC 18); 3rd—*animate dead* (CL 17th), *blacklight*^{D,FRCS} (DC 18), *darkfire*^{Mag} (+17 melee touch or +12 ranged touch, CL 15th), *dispel magic, slashing darkness*^{CoR} (+12 ranged touch, CL 15th), *speak with dead* (DC 20); 4th—*dismissal* (DC 19), *freedom of movement, poison* (+17 melee touch, DC 21), *screaming* (DC 19), *tongues, unholy blight*^D

(DC 19, CL 16th); 5th—*commune, crawling darkness*^{Mag} (+17 melee touch), *darkbolt*^{D,FRCS} (+12 ranged touch, DC 20), *righteous might* (CL 15th), *slay living* (+17 melee touch, DC 22); 6th—*create undead*^D (CL 17th), *greater dispel magic, gate seal*^{FRCS}, *harm* (+17 melee touch, DC 23); 7th—*blasphemy* (DC 22, CL 16th), *ravage*^{CoR} (DC 24, CL 17th), *nightmare*^D (DC 23, CL 17th).

D: Domain spell. Domains: Darkness (Blind-Fight as a bonus feat) and Evil (cast evil spells at +1 caster level).

Possessions: *Mail of darkness* (+4 *greater shadow mithral shirt*), *Shar's hunger* (2 +1 *ravenous chakrams* that act as +2 *returning ravenous chakrams* in Vanrak's hand), *whispered writings of the night* (*lesser phylactery of the priesthood*^{Mag}).

ABOUT THE AUTHOR

Eric L. Boyd has been a fan of the FORGOTTEN REALMS product line since the first time Elminster graced the pages of DRAGON magazine. When he's not playing the role of software development manager or dad, Eric enjoys writing about Faerûn late into the night and knitting together obscure bits of Realmslore. Eric has written or coauthored nearly a dozen books about Faerûn and contributed to many more. His most recent credits include *Faiths and Pantheons*, *Races of Faerûn*, *Serpent Kingdoms*, *Champions of Ruin*, and the upcoming *City of Splendors: Waterdeep*.