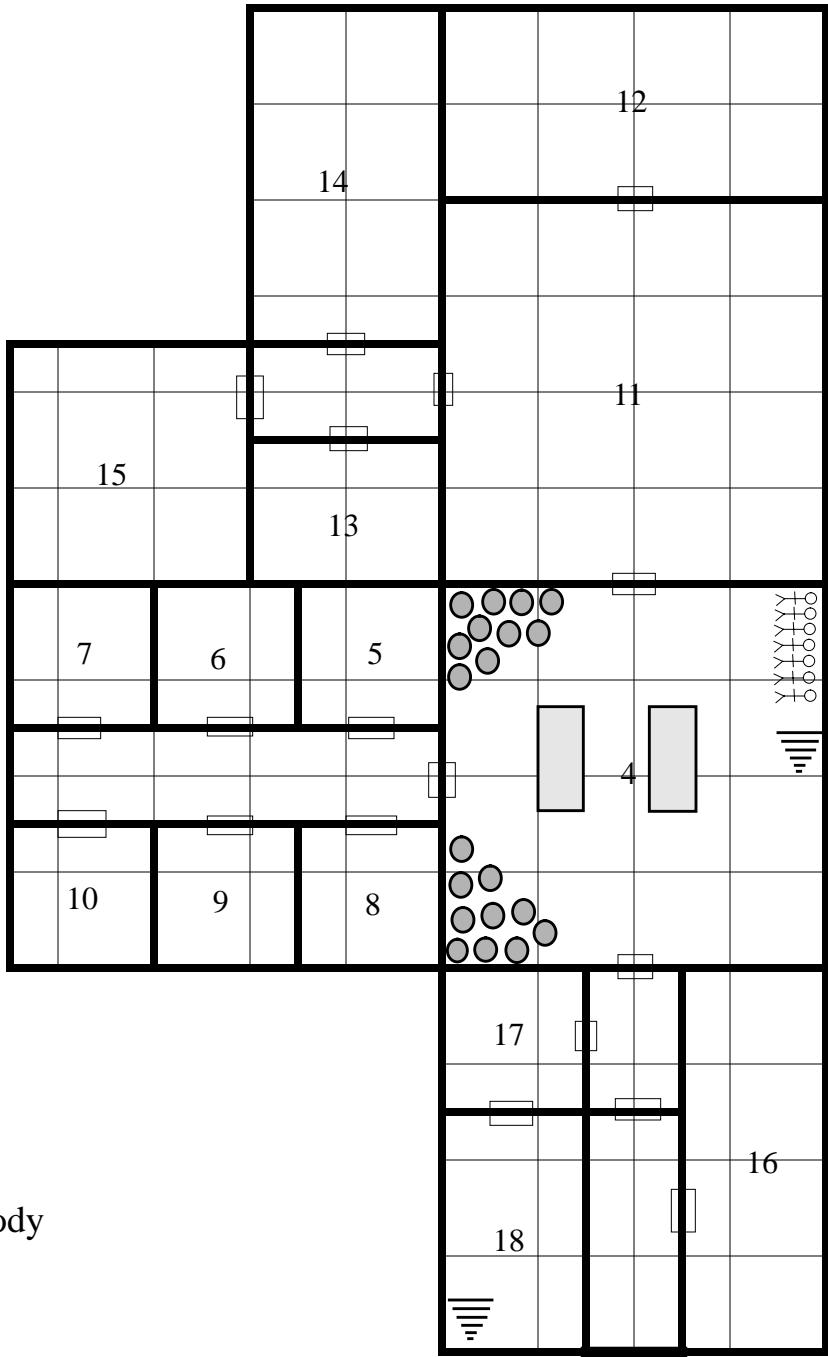
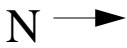


1 Square = 10 ft

Lower Level



table



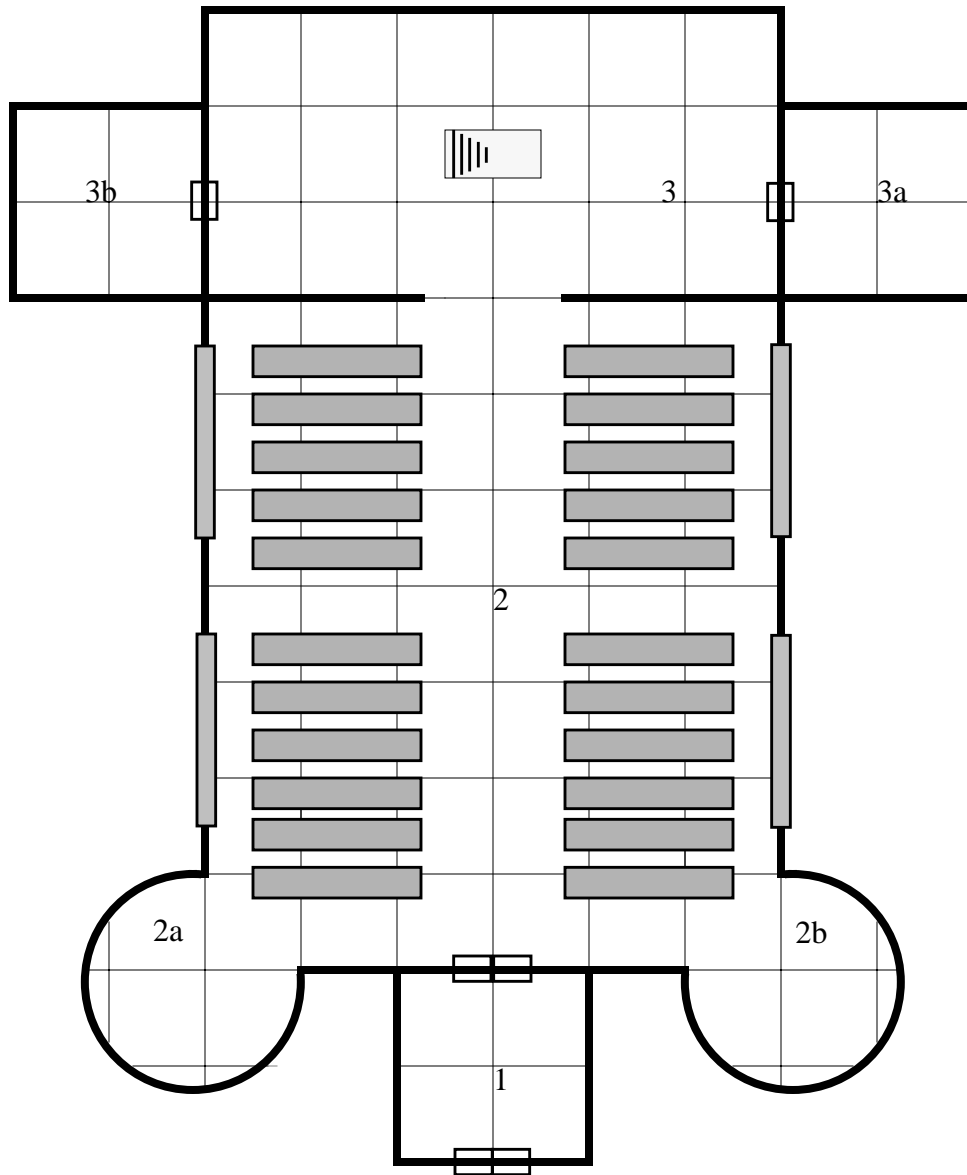
barrel



dead body

Cellar Level

1 Square = 10 ft



pew



stained glass window

1 Square = 10 ft

# Cathedral Level



## Paper Golem

Climate/Terrain:	Any
Frequency:	Very Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non-(0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	6
Movement:	6
Hit Dice:	11(50hp)
THAC0:	9
No. of Attacks:	2
Damage/Attack:	1d6+7 (Str 19)
Special Attacks:	Nil
Special Defenses:	See Below
Magic Resistance:	Nil
Size:	L (8 ft tall)
Morale:	Fearless(19-20)
XP Value:	5000

The paper golem is a humanoid body made from paper, standing 8 feet tall and weighing around 450 pounds. A paper golem appears very much as a bad attempt at a paper mache sculpture of a human being, except that the inside of a paper golem is fashioned from a solid paper mass, and as such does not have complex features. The face is very simple and angular, and the rest of the body is mostly smooth. The golem moves stiffly, and will crinkle slightly with each movement. It generally wears no clothing or items of any kind.

**Combat:** The golem is a mindless automaton, and will only follow simple instructions. It will never use a weapon, it always strikes with its fists. Paper golems have a strength of 19 for purposes of lifting, throwing or breaking down doors.

Paper golems can only be struck by magical weapons. Furthermore, blunt weapons do 1/2 damage, and missile weapons do 1 point of damage. Cold based attacks have no effect, electrical attacks do 1/2 damage, and fire based attacks do double damage. All other spells are ignored. There is a 5% chance that an encountered paper golem will be still wet, in which case fire attacks do no damage. However, cold-based attacks do 1/2 damage, and if the golem fails a saving throw vs. the attack, he instantly freezes, becoming completely immobile for 4-8 turns. Attacks vs. a frozen golem automatically hit with the following conditions: 1-"Breaks the ice", golem is unfrozen and can function normally; 20-Destroy golem. Additionally, blunt weapons now do normal damage.

**Habitat/Society:** Paper golems are artificially created, under the power of their creator until destroyed. Paper golems must be made from 400 pounds of high-quality paper.

## New Magic Items

### Amulet of Reversal

This is a clerical magic item, that, when worn, will reverse the effects of spells cast, if they have a reversible form. It will work with spells cast from scrolls as well.

## New Monsters

### Skeletal Mage

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Band
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Non-(0)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	6
Movement:	12
Hit Dice:	1-4
THACO:	16
No. of Attacks:	1
Damage/Attack:	1-6(weapon)
Special Attacks:	See Below
Special Defenses:	See Below
Magic Resistance:	See Below
Size:	M (6')
Morale:	Special
XP Value:	300

Skeletal Mages are exactly like normal skeletons in most respects, except that they have spellcasting abilities. In addition to *animate dead*, *enchant an item*, plus whatever spells the magic-user wants the skeletal mage to have are cast at the time of the skeletal mage's creation. Enchant an item must be cast for each spell the skeletal mage has. The number of hit dice that a skeletal mage has are determined by the number of spells the skeletal mage has, one hit die per spell. In any case, a skeletal mage can have no more than 4 spells and 4 hit dice. A skeletal mage may cast his spells once per day. Skeletal mages are usually found in the company of normal skeletons. Liches will often employ skeletal mages as their servants. Rumors exist that it is possible to create more powerful skeletal mages.

## 22. **Zombie Room**

This room contains 10 **zombies**, who will immediately attack any intruders.

zombie (AC 8; MV 6"; HD 2; hp 12; #AT 1; D 1-8; THAC0 19; Always attack last)

## 23. **Ghoul Room**

This room has a pile of decaying bodies on the floor, and smells horrid. 5 **ghouls**, delighted at the prospect of feeding on living flesh, will immediately attack.

ghoul (AC 6; MV 9"; HD 2; hp 12; #AT 3; D 1-3/1-3/1-6; THAC0 19)

## 24. **Skeletal Mage Room**

This room is currently empty.

## 25. **Skeleton Room**

This room contains 12 **skeletons**, one of which is actually a **skeletal mage**.

skeleton (AC 7; MV 12"; HD 1; hp 6; #AT 1; D1d6; THAC0 19)

skeletal mage (AC 6; MV 12"; HD 4, hp 24; #AT 1; D1d6; THAC0 16; Turn as ghoul)

Spells memorized:

**1st:** Magic Missile, Chill Touch

**2nd:** Ray of Enfeeblement, Spectral Hand

## 26. **Master Priest's Quarters**

This is an opulent, though ghoulishly decorated room. Fine silks and deep carpeting abound, as well as statues and pictures of undead and demons. There is a plush bed, a table, chairs, chest and an oak writing desk. In the chest is an **amulet of reversal** and a 2 **scrolls of destruction**. The priest is deep in thought, but will not be surprised.

priest (C9; MV 12; AC 6; hp 48; #AT 1; D1d6+2; THAC0 15)

Carries a mace, but prefers not to use it. Spells Memorized:

**1st:** Cause Light Woundsx2, Cause Fearx2, Darkness, Curse

**2nd:** Hold Personx2, Charm Personx2, Silence 15' radius, Heat Metal

**3rd:** Cause Disease, Bestow Curse, Speak With Dead, Animate Dead

**4th:** Poison, Spell Immunity

**5th:** Slay Living

He will have cast *Spell Immunity* vs *Magic Missile* on himself, and will next try *Slay Living* on the strongest looking fighter. Any remaining undead from this level will arrive in 1d4 rounds to assist.

## 17. Cloak Room

12 black, hooded cloaks hang on pegs. A black door leads east. The door is locked, and trapped with a **glyph of warding**. (Save vs. Magic or take 4d4 points of fire damage)

## 18. Descent Into the Depths

If the characters have not donned the robes, they must save vs. Magic or begin to suffocate. Characters will faint after 6 rounds, and die after 9, until the robes are donned. This room is completely black, as if made from obsidian, yet glows with an unnatural light.

# Lower Level

Do not check for wandering monsters on this level.

## 19. Antechamber

This room is also black. The door to the south is easily opened.

## 20. Entry Chamber

This room is also deep black. A pair of **paper golems** flank the double doors to the south.

paper golem (AC 6; MV 6"; HD 11; hp 50; #AT2; D1d6+7; THAC0 9)

+1 or better weapon to hit, blunt weapons do 1/2 damage, missile weapons do 1 point of damage. Immune to cold, electrical attacks do 1/2 damage, fire attacks do double damage.

## 21. Undead Workroom

This is a soundproof laboratory used to fashion undead creatures. Tables and laboratory equipment are spread throughout, and a few beakers lie broken on the ground. 2 of the tables contain dead bodies, and a barrel of the milky-white substance is in the NW corner, opened. This room is also quite cool. 4 priests are here, wearing strange looking white robes, and are armed with hypodermic needles.

priests (C4; MV 12"; AC 9; hp 20; #AT 1; D1d2+special(see below); THAC0 17)

Upon a successful hit with the needle, the character must save vs. poison. A failed save will cause the character to become "stiff", moving at 1/2 speed and always attacking last. A second hit and failed save results in the character becoming completely stiff and immobile. A *cure disease* will return the character to normal. If the character is not cured within a week, he will become an undead servant of Barbos. The priests here have expended the spells in the creation process, and as thus, have no spells ready.

Priest #2 (C4; MV 9"; AC 5; hp 20; #AT 1; D1d6+2, THAC0 17)

Chain mail and mace. Spells memorized:

**1st:** Cause Light Woundsx3, Cause Fear, Darkness

**2nd:** Hold Personx2, Charm Person, Silence 15' radius

Noise of combat will alert the occupants of rooms 13 and 15, who will come to aid their brothers.

## 15. Library

Bookshelves filled with tomes that describe the history, rituals and philosophy of this cult. It seems that these people worship Barbos, a minor demon residing in the Abyss. A single priest is here, studying.

Priest (C3, MV 9"; AC 5; hp 15; #AT 1; D1d6+2; THAC0 19)

Chain mail and mace. Spells memorized:

**1st:** Cause Light Woundsx2, Cause Fear, Darkness

**2nd:** Hold Person, Charm Person, Silence 15' radius

## 16. Overseer's Quarters

This room is walled with pine panelling, and the floor is covered with a plush, deep blue carpeting. The eastern part of this room has a desk, table, chair and a bed, while the western part has an oak chest, and a small, but elaborate shrine. The overseer kneels before the shrine, and is in the process of lighting candles. The chest contains 1,000ep, a **jewel of attacks**, and a **girdle of masculinity/femininity**.

Overseer (C8; MV 9"; AC 3; hp 40; #AT 1; D1d6+2; THAC0 16)

Chain mail and mace. Spells memorized:

**1st:** Cause Light Woundsx2, Cause Fearx2, Darkness

**2nd:** Hold Personx2, Charm Personx2, Silence 15' radius

**3rd:** Cause Disease, Bestow Curse, Speak With Dead, Animate Dead

**4th:** Poison, Spell Immunity

The Overseer is an intelligent opponent, and will not be surprised. He will have cast *Spell Immunity* on himself vs. *Magic Missile*. Next he will try to *Bestow Curse* upon a fighter, and then use his *Hold Person* spells on spellcasters and PC's with missile weapons. He will also be able to summon forth 1d4 **skeletal mages**.

skeletal mage (AC 6; MV 12"; HD 4, hp 24; #AT 1; D1d6; THAC0 16; Turn as ghoul)

Spells memorized:

**1st:** Magic Missile, Chill Touch

**2nd:** Ray of Enfeeblement, Spectral Hand



## 5-10. Apprentice Quarters

Each of these rooms are nearly identical, containing a bed, table, chair, lamp and desk. Each desk has paper and quill. There is a 25% chance that an apprentice (use stats from Table 1) will be here, studying at his desk. If combat ensues, check all unchecked rooms for apprentices, who will come to aid their brother.

## 11. Mess Hall

This is a large dining room, with large tables and wooden benches. It is also empty.

## 12. Kitchen

This is obviously a kitchen, and a well-kept one at that. Pots and pans are tidily stowed away on shelves, and a copper stove glistens in the corner. It is also empty.

## 13. Cook's Quarters

This is the home of Medwin, the cook and a retired fighter. There is a desk, bed, table, chest and bookshelf; all very neat and tidy. The bookshelf contains several cookbooks and texts on such things as brewing and gardening. The chest contains a suit of human-sized **elvin chain mail**, and 4 rubies, worth 500 gp each. Medwin enjoys his life, and as such will fight with an additional +2 bonus(reflected in THAC0) and will wield **Golem Killer**.

**Medwin** (F8; S18/52 W 9 I 13 D 17 C 16 Ch 12; AC 7; hp 80; THAC0 9; #AT 2; D 1d8+4)  
**Golem Killer** longsword +1 +3 vs. magically animated creatures (not including undead)  
Provides protection from Cantrips in a 5' radius.

Noise of combat will alert the occupants of rooms 14 and 15, who will come to aid Medwin.

## 14. Chapel

Black and red tile adorn the wall, ceiling and floor. Set into the floor are tacks (-2 initiative, movement x1/2,) that are part of a religious ceremony. 2 priests kneel before a demon idol., chanting a twisted melody. The priests will be furious to have been intruded upon, and will attack immediately. (They do not suffer the penalty from the floor, as they are used to it)

Priest #1 (C6; MV 9"; AC 5; hp 30; #AT 1; D 1d6+2; THAC0 17)

Chain mail and mace. Spells memorized:

- 1st:** Cause Light Woundsx2, Cause Fearx2, Darkness
- 2nd:** Hold Personx2, Charm Personx2, Silence 15' radius
- 3rd:** Animate Dead, Cause Disease

zombie (AC 8; MV 6"; HD 2; hp 12; #AT 1; D 1-8; THACO 19; Always attack last)

## Cellar Level

Check for wandering monsters. An encounter occurs on a 1 out of 6, check each turn. Roll a **d6** to determine monster type.

**Table 1: Wandering Monsters**

roll	description
1-2	1d4 evil acolytes
3	2d4 zombies
4	d6 guards
5-6	d4 apprentices

Evil acolyte:

1st level cleric (AC 8; MV 12"; hp 5; #AT 1, D 1d6+2; THACO 19)  
leather armor and mace. Memorized spells:

**1st:** Cause Light Wounds, Darkness, Cause Fear

Zombies:

As above

Guards:

1st level fighter (AC 5; MV 9"; hp 8; #AT 1; D 1-8; THACO 19)  
Chain mail and longswords

Apprentices:

3rd level cleric (AC 5; MV 9"; hp 15; #AT 1; D 1d6+2; THACO 19)  
Chain mail and mace. Memorized spells:

**1st:** Cause Light Woundsx2, Cause Fear, Darkness

**2nd:** Hold Person, Charm Person, Silence 15' Radius

**Note:** All of the clerics housed here are +1 to hit and damage, due to the effects of their temple.

### 4. Storage Room

This room is used for storage, and is quite cool. There are seven dead bodies, behind the stairs, along the north wall. There are 10 barrels in each of the SE and SW corners of the room. The barrels in the SE corner contain a white, milky-like substance used to prepare dead bodies for zombification, while the barrels in the SW corner contain ale. Two large iron tables are set in the middle of the room. They are blood-stained and rusty.

## 1. Foyer

This is a small, stone tiled room with wooden benches along the east and west walls. Large oak double doors are in the middle of the north wall.

## 2. Main Cathedral

Oak pews line the east and west side of the cathedral. Elaborate stained glass windows, depicting scenes of nature, are in the east and west walls. High above, magnificent statues and frescoes decorate the ceiling. 4 of these statues are actually **gargoyles**, and will attack any who enter area 3.

**gargoyle** (AC 5; MV 9"/15"; HD 4+4 ; hp 28; #AT 4; D 1-3/1-3/1-6/1-4; +1 or better to hit)

### 2a. Baptismal

A small white marble baptismal occupies the center of this area. It is filled with *unholy water*, which caused 1-8 points of damage to good clerics or paladins.

### 2b. Candelabrium

This small alcove is filled with a huge candelabrum, containing 24 unlit black candles. Lighting any of the candles will cause the candles to emit a 10'x10'x10' cube of poison gas, save vs. poison or take 1-8 points of damage.

## 3. Altar

A gold ceremonial setting (a goblet and plate, worth 2000 gp) sits atop a granite altar. A white robe is draped over one side of the altar. Close inspection will reveal small traces of blood on the altar and the gold plate. If the altar is pushed north, it will move to reveal stairs.

### 3a. Vestry

This is a closet, filled with robes, hats and other ceremonial religious garb.

### 3b. Sacrificial Room

If the characters haven't figured out by now that there is evil afoot, this should clue them in. The door to this room is locked, and trapped with a **glyph of warding** (Save vs. magic or have one limb paralyzed for 1-12 turns). Along the walls of this room are various sacrificial tools. A rotting corpse lies on the ground. The corpse is actually a **zombie**, and will awaken and attack 1-4 rounds after the room has been entered.

## Introduction

This is a mini-adventure, ideal for a placing between two adventures, whose main purpose is to recover the scoll of destruction and amulet of reversal, in order to resuurrect a dead PC. The cathedral in question is actually a temple of Bardos, a minor demon from the Abyss. The priests are starting to form a small, undead army to seize control of the surrounding region. They do not want to draw attention to themselves, and are masking their activities behind the veil of a normal, good-aligned cathedral. The PC's will have been sent here by an unknowing party, who only knows that there is a cathedral here, and that they can probably help the PC's. At the time that the PC's come upon the cathedral, it will be manned by a skeleton crew (no pun intended) as many of the clerics and fighters normally present are out, collecting bodies and material to build the army. Also, the priests have grown a bit compacent, as their charade has worked very well up to this point, and they probably haven't taken the precautions that they normally would. As such, this should still be a challenging adventure. Bardos himself will not get personally involved as he does not want to draw attention to himself. Also, the complacency of the priests will have upset him to the point that anything the PC's mete out, he will consider it as punishment for his complacent followers.

# **Cathedral of the Dead**

a mini-adventure for characters level 3-5  
by  
Rory Toma

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