

**1. Church Entrance**

The doors of this church seem to be locked with living flame locks. Wreaths of flame writhe around the doors, the frames and the handles. Mocking faces leer at the party from the flames, defying them to open the doors.

The flame lock can only be opened by disabling the defenses in room 30.

**1. Foyer**

As soon as you walk into this room, you realize that you have walked into an area of darkness. The decorations here, in the floors, walls, ceiling and even doors feel evil. Everything is dark and chaotic. The geometric patterns on the walls and floor are somewhat other-worldly. Four alcoves contain sinister looking statues, each a tribute to some dark god.

Upon entering this room, each non-evil party member must make a DC 14 Will save or be affected by an Unholy Aura that grants a (-1) to all checks and saves. This effect is for the whole church and the save only needs to be made once.

Once the party is inside, the 4 statues will animate and attack.

4 *gravedirt golem* (LM: 105)

Notes:

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**2-3. Hallway**

These hallways end in dead ends, with ornate doors on the side.

Nothing here...

Notes:

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**4. Anteroom**

As you enter this room, you are strangely drawn to the ornate archway that seems to dominate this room.

Anyone entering the room will immediately want to just walk into room 5, unless they make a DC 14 Will Save. If they fail, they will walk 5 feet into room 5 without taking any precautions, scouting, etc.

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## 5. Altar Room

The cavernous ceiling in this room is made of dark stained glass, giving the room a dark purple glow. Wide stairs lead up to a large altar, with 2 smaller platforms on the side. Some kind of fog or vapor seems to be rising from the altar.

As soon as any character starts to ascend the stairs, read this:

The purple glow begins to deepen from above. As you look up, a small, inky black vortex opens up above your heads. A skeletal creature coalesces in the middle of the platform. His voice booms out, "How convenient, you've come to me."

Once the lich is defeated, Lazlo will turn to the party and say, "Thank you for your help. I could not have defeated him without you. However, I can defeat you!" He will immediately attack the party.

*Lich* (MM: 167)

Additionally, the lich has the following necromantic spells at his disposal:

*Summon Undead I, Necrotic Cyst, Necrotic Bloat, Necrotic Domination, Night's Caress, Spectral Touch*

Notes:

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**6-7. Side Passage**

This passageway, although almost identical in general appearance to the rest of the chapel, somehow seems less evil. Perhaps the evil hides behind the door?

The passageways are, in fact, less evil. The aura has no effect in these passageways.

Notes:

**8. Choir Room**

One side of this room contains a bookshelf full of books and sheet music. The other has a large chest. It is eerily quiet in here.

The books are all hymnals. If checked, they radiate moderate magic. The chest contains several items, including such things as music stands, instruments and a metronome. It also contains a couple of batons.

If the hymnals are picked up, the doors will shut and lock. (DC 25 break, DC 25 Open Locks). The hymnals will turn into a swarm and will attack. The hymnals can be killed or soothed, in which case they return to the bookshelf and the one that was picked up can be taken. In order to soothe the swarm, the baton should be waved in the air.

One of the instruments is a *chime of interruption*. (DM: 252)

Hymnal Swarm: 9 hit dice (30hp), speed 10ft, AC 18 (touch 18, FF 14), Base Attack +6, Attack 2d6 plus paper cuts, SQ swarm, immune to weapons

Paper cuts: unless healed with magic, causes -1 on all attack, save and physical-based check rolls.

Notes:

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**9. Collection Room**

Several chests are positioned along the back wall. They all have big, sturdy padlocks. A table with felt-lined gold plates sits in the middle of the room. The table also is draped in a velvet tablecloth.

The chests are currently empty, as they have been emptied out after the last service. They are merely locked (DC 25 Open Locks) and not trapped.

The tablecloth is a *cloak of displacement, major*. (DM:253)

Notes:

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**10. Crypt Entrance**

The path to this small outlying building in the graveyard is overgrown. The headstones are in disrepair, and the ground isn't even as the brick-lined walkway has several missing bricks. A rusty gate, with an unknown crest, bars the entrance.

The gate is easy to open. It is a DC 11 Break check to pull open the gate. The stairs inside lead down to room 11 in the crypt. Once inside:

**10. Crypt Entrance**

The floors and walls radiate a faint evil. The ground here is covered in a huge pile of bones that start to move.

The bones are a *boneyard*, and attack immediately.

*Boneyard* (LM: 89)

Notes:

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**11. What's Behind Door #3?**

Three small hallways end in three wooden doors. A voice says "Choose wisely".

Notes:

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**12. Chaotic Room**

This room is completely devoid of any decoration or even feature. It seems to be cut from one piece of stone, except for the two doorways.

The door from 11 opens quite easily. Once the back door is touched, the front door will close and lock and a voice will say, "Enjoy the chaos!" Either door can be opened (DC 25 Break or DC 25 Open Locks). However, only chaotic characters can pass through the door. Once the door shuts, the room starts to fill up poison gas. Treat as Cloudkill cast at 10<sup>th</sup> level. The gas will not leave the room. The gas only affects non-chaotic characters.

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**13. Neutral Room**

This room is featureless, save for the doorways. It seems to be cut from a single stone. A table with a goblet stands in the middle of the room.

As soon as the back door is opened, a voice will say, “Neutrality is the true path”.

Nothing happens here, however, the back door can only be passed by neutral characters.

Notes:

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**14. Vacuum Room**

Whoosh!

As soon as the front door is opened, a voice will say, "Law and Order shall rule the universe".

The door from room 11 is stuck and very hard to open. It is not locked, but just appears stuck. Any character(s) that break the door (DC 20 break check) will immediately be swept into the formerly vacuous room to be bounced off the far wall. A character can attempt a DC 20 Strength check to see if he grabs onto the door. If a character succeeds in holding onto the door, it rips off the hinges and travels with the character. The far wall is covered in small spikes. Characters impacting the far wall take 3d6 damage. If the character is holding the door, he takes an additional 1d6 damage from the door.

Lawful characters will not be affected. Non-lawful characters will not be able to pass through the back door.

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**15. Chapel Entrance**

A huge ornate archway beckons you to enter the rest of the crypt. Two sets of stairs go up.

The stairs are blocked with tons of stone and rubble.

Notes:

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## 16. Crypt

The alcoves in this room all have small brass plaques on them. A raised platform is in the middle of the room.

The brass plaques all have various names of deceased initiates on them. They must all be buried here. The middle platform is used for preparation.

One of the alcoves is slightly open (DC 17 Search). Inside it are 1 *potion of cure light wounds*, 1 *potion of darkvision*, 1 *potion of lesser restoration*, and 1 *potion of cure serious wounds*.

Notes:

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**17. Tool Room**

Various tools, some perhaps sacrificial in nature hang on the walls in here.

There is nothing of value here.

Notes:

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**18. Preparation Room**

Old blood stains the floor here. They seem to be mostly around the center with a few drops here and there.

This is where a lot of the body preparation would happen before burial.

Notes:

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**19. Storeroom**

Various containers hold different substances and liquids. There are also several buckets, ladles and brushes in here.

The containers are all filled with various fluids used in embalming and burial rituals.

Notes:

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**20. Rift to the Plane of Shadow**

A dark gash in the floor radiates negative energy and infuses the room with darkness.

The blackness in the floor is actually a gateway to Limbo.

A Knowledge:Arcana or Knowledge:Planes DC 10 check will reveal this for what it is. Nobody should be stupid enough to enter...

An *entropic reaper* has decided to pop out here, and kill anyone he encounters. The wards in room 22 keep him at bay, but it will happily let the characters enter.

*Entropic reaper* (LM: 98)

Notes:

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**21. Coffin Storage**

A dozen or so pine coffins are stacked against the back wall.

Nothing here but coffins. Well, not really. One of the coffins has a *scroll with Remove Curse, Remove Disease and Remove Paralysis*, all cast at 10<sup>th</sup> level.

Notes:

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**22. Mystical Room**

Strange runes and drawings cover the walls and floor of this room. The magic in the air makes the skin tingle.

After the rift opened in room 20, these runes and sigils were placed to control the rift to keep it from spreading. Strong magic protects the runes. Think lots of d6. Also on the floor is a small book which describes how these runes protect from the rift in the next room.

Notes:

**23. Crypt**

Several brass plates are set into the walls here.

The plates bear the names of long-deceased clerics.

Notes:

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**24. We bury people the old-fashioned way... We Urn them!**

Several ceramic jars with names etched on them line the walls. The back wall contains a fountain filled with dust.

Once characters enter the room, 12 *dessicators* arise from the dust and urns to attack the party.

*Dessicator* (LM: 94)

Notes:

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**25. Control Room**

The back wall of this room has two buttons, a red one and a black one.

The red button deactivates the northern energy pit in room 30. The black one turns it back on.

Notes:

**26. Incinerator**

The interior of this room is blackened. A huge pile of cloth lies in the middle of the room.

An accident long ago scorched this room. It has never been repaired. Several acolytes were killed in the accident. Their clothes, transformed into *raiments*, are still here and will attack.

*Raiment* (LM: 117)

Notes:

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**27. Sarcophagus Room**

Two gold sarcophagi sit in the back of the room. Each has a carving of a magnificently armored warrior, bearing a shield. Nobody mentioned \*2\* paladins...

See character sheets. They will, of course, awaken the 14<sup>th</sup> level paladin (the wrong one) first.

Notes:

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**28. Control Room**

The back wall of this room has two buttons, a red one and a black one.

The red button deactivates the northern energy pit in room 30. The black one turns it back on.

Notes:

**29. Swinging Log Trap**

Why is there a spiked log in the ceiling?

Swinging Log Trap (DC 5 Search/Spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

Notes:



**31. Stairs Up**

The stairs lead up to a dusty corridor. It looks like it has been quite some time since it has been used.

Nothing here but dust.

Notes:

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### 32. Lazlo's Sword

A fire burns without heat in the fireplace in front of a bear rug. Above the fireplace, on the mantle sits a magnificent urn, perhaps from the first dynasty. A magnificent sword, belonging to Lazlo, hangs above the mantle. A statue made of tombstones stands near the sword.

The statue is a *tombstone golem* (LM: 105, MM: 136) and will attack anyone who gets within 2 feet of the sword, which, coincidentally, is the range of the *ghoul glyph* below.

The sword is Lazlo's and a *holy avenger* (DM:226) It has a *ghoul glyph* (LM: 66) inscribed on it.

Notes:

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