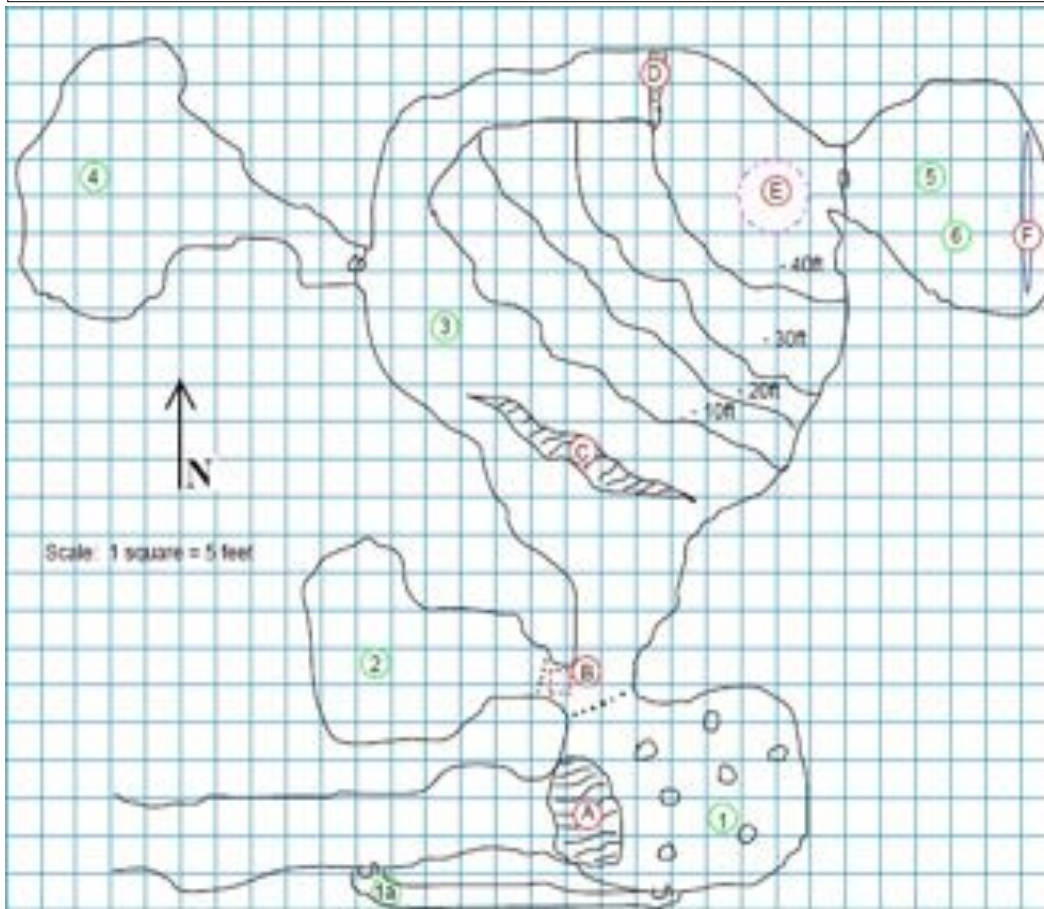


# The Soul Harvester



## Legend

S – Secret Door

A – rocky ground

B – pit trap

C – crevice venting superheated air

D – 40' sheer drop

E – the Soul Harvester

F – portal to Demon Lord's domain

## Background

Located in a deep mountain cavern, the Soul Harvester is a processing facility used to remove the souls from mortal beings and fill them with necrotic energy to create minions for the Demon Lord of Undead.

Recently, reports of missing people from the surrounding area have increased. Just the other night the residents of an entire small town disappeared and tracks leading away from town lead up into the mountains and to the entrance to these caverns.

## Room Key

- 1. Guard Chamber:** The entrance to this chamber is partially blocked by rocks that are difficult to cross. Several natural columns provide cover for 3 Demon brute guards. The Demon brutes are adept at traversing difficult terrain. Area 1a is a lookout point where an Acolyte of the Demon Lord can spot intruders and warn the guards. A locked iron gate separates this area from the rest of the cavern.
- 2. Prisoner Chamber:** This chamber is closed with a locked iron gate that is difficult to pick, with a pit trap in front of it. Prisoners are chained inside, waiting for their turn at the Harvester. If the pit trap is sprung, as the victim falls to the bottom, large rocks also rain down upon them from the ceiling.
- 3. Main Chamber:** A large crevice venting superheated air makes entry into the chamber dangerous. The superheated air has a 2 in 6 chance of being active on any turn, and burns anyone within or adjacent to it. A good portion of the chamber has collapsed, dropping 40 feet to the Soul Harvester in the north east corner. The sloped area is covered in loose rock and dirt making movement difficult. PC's can move at half speed to cross it without a check, regular speed with a check (failure results in being prone), or slide down at double speed and ending prone. Alternatively the PC's could avoid the slope and circle around the north wall, and either climb or jump the 40 foot sheer drop. The Soul Harvester is operated by a Priest of the Demon Lord and two Acolytes, and guarded by 3 more Demon brutes and 5 Ghouls. Any living creature entering the Harvester takes physical and ability damage as their soul is slowly sucked out and replaced by necrotic/negative energy.
- 4. Temple to the Demon Lord:** This cave contains a temple dedicated to the Demon Lord of Undead where the occupants of the cavern can worship. It is currently occupied by a Priest and 5 Acolytes. There are several large gold statues of the Demon Lord here that are of great value.
- 5. Transfer Chamber:** This chamber contains a portal to the realm of the Demon Lord. Undead created by the Harvester are brought here for transfer to the other side. Guarding this side of the portal are a Wight and 5 more Ghouls. The portal is turned on by one of the attending Priests or Acolytes when a transfer is ready to be performed, and it can also be opened from the other side. Next to the portal is a locked chest containing valuable items taken from the victims of the Harvester, awaiting transfer to the other side.
- 6. Demon Lord's Wrath:** If the PC's clear the rest of the cavern and defeat the portal guards, the portal activates and the PC's hear "You, who have disrupted this sanctuary dedicated to elevating creatures past life, know that you have only succeeded once. For your reward, I send you this...", as the Demon Lord sends one last group through the portal in an attempt to thwart them. In addition to defeating a High Priest, 3 more Acolytes, and 4 more Demon brutes, the PC's must disable the portal from their side to prevent further use by the Demon Lord and his minions.