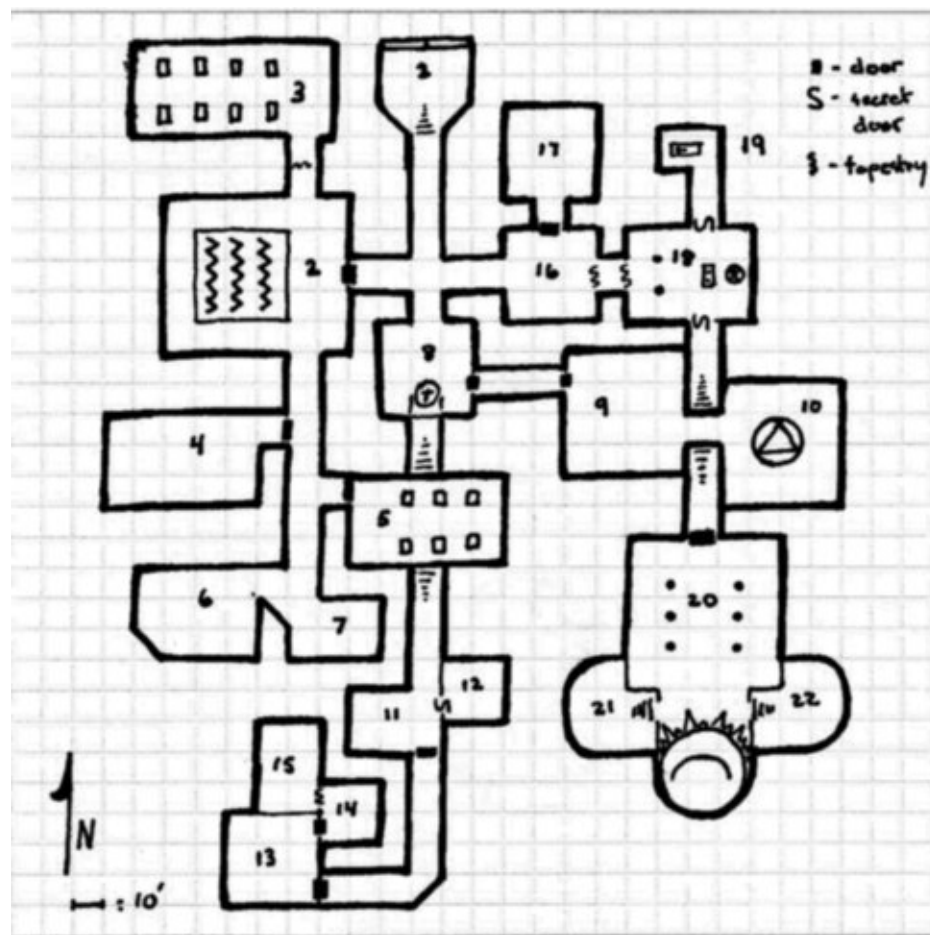


Chantry of the Earthflame



Though the first High Deacon and his apprentice arcanists are dead – and worse – they and their power linger on ...

The Chantry's walls are of rough granite (unless otherwise noted); the floors are buried in almost a foot of earth.

Light is supplied from wall-brackets that burn with a flickering blue-green fire.

Wandering Monsters

(check once an hour, or as desired for rooms)

- 1-6: No encounter
- 7-10: 1-4 ghouls
- 11-12: green, electrified fire elemental
- 13-15: 1-8 giant rats or 1-4 jellies
- 16-17: fiery earth elemental
- 18-19: lesser golem
- 20: spellcasting ghoul

Potential Treasure

- 1. gold coins stashed in a copper urn
- 2. cache of six potions in green crystal flasks
- 3. a magical scroll in an blue jade scroll tube
- 4. 1-6 small bundles of silver buried in the earth
- 5. earth's eye: imperial jade grown round by amber
- 6. jade statuette of fire-winged serpent
- 7. strands of tiny emerald and sapphire beads
- 8. green scaly pouch holding raw sapphires
- 9. dagger that inflicts fire and earth damage

Room Key

1. **Vestibule:** Its walls ornamented with imagery of fire and earth-serpents, the vestibule's stairs jolt intruders without a sigil with electricity.
2. **Pool of Earth's Tears:** Tinted a faint coppery green, this pool is some 5' deep and mildly acidic, injuring any who enter it. However, a magical sword lies at the bottom of the pool – its prior owner long since dissolved.
3. **Dormer:** Now ramshackle and falling apart, the partitions in here once provided bed, chest, and small desk for each of the Shrine's arcanists.
4. **Refectory:** Once a combination of kitchen and mess hall, the ruined refectory is now the battleground of six giant rats and three glistening jellies.
5. **Ossuary:** The bones of the dead literally line this chamber, used to make frescos on the walls. An earth elemental will rise from the floor to attack.
6. **The Golden Garden:** Filled with irises of a strikingly deep golden-orange colour. These flowers have a 50% chance per round of "spitting" flame, setting off a chain reaction resulting in fire damage to all but the plants in a 10' radius.
7. **The Scarlet Garden:** The white rose vines planted here are slowly growing out into the junction. The roses are vampiric, lashing out at any prey that walks into their vines; semi-sapient, they are clever enough to wait until prey is in their midst.
8. **Crossroads:** When touched with any kind of magic, the coiling serpentine statue in the south retreats against the wall, revealing a passage down.
9. **Library:** Though dusty, the contents of this library – dessicated scrolls mounted on copper and malachite rods – are intact. There are many cultic texts here, as well as geomantic and fire magics and enhancement spells, all carefully recorded. A small collection of wands is hidden on a high shelf.
10. **The Calling Chamber:** Coiled within the malachite-inlaid thaumaturgical triangle is large winged naga. If given the chance, it will offer to trade information about the chantry in return for its freedom. If attacked, it will retaliate with fang and spell as its restraining circle shatters.
11. **Meditation Nook:** The four robed ghouls sitting here will not attack – or react to the party – unless their meditation is disturbed.
12. **Hidden Death:** Three lesser golems are stored within this concealed chamber; they attack any non-arcanists if disturbed.
13. **The Master's Den:** A surprisingly well-preserved sitting room, complete with padded armchairs, a magical fire in the hearth and (soured) wine.
14. **Checkpoint:** Lined in blue-tinted opaque crystal, this chamber's only occupant is a fire elemental which triggers bouts of flame against intruders.
15. **The Master's Rest:** The bed is dust-laden and falling apart – but the wardrobe and chests and their treasures are well-guarded by vampire roses.
16. **Empty Chamber:** Save for the northern door and the tattered tapestries to the east, this chamber is disconcertingly empty.
17. **The Ivory Garden:** The white morning glories in this chamber feed from the bones piled around them – and will animate eight skeletons per round.
18. **Shrine of the Emerald Flame:** The burning pillar of green fire will curse any who take the raw ruby bowl of malachites and sapphires from the altar. At the same time, two earth elementals will emerge from the pillars to attack with green fire.
19. **Forgotten Crypt:** A single sarcophagus rests here, holding the former High Deacon. The corpse is not undead, but the sarcophagus' effigy will animate as a golem and pursue the party until destroyed. In the sarcophagus rests the High Deacon's circlet, ring, sceptre and spellbook.
20. **The Earth's Fire:** The southern end of this chamber is filled with a roiling sphere of brilliant green, crystalline flame. The mage-ghoul High Deacon and two fiery earth elementals will defend the Earthflame from all comers; if defeated, the High Deacon calls a green dragon from the Flame before his final destruction. Contact with the Earthflame drains great vitality if a save is failed against; success grants an extra spell casting ability at the cost of a lesser vitality loss.
21. **Sacristy:** Containing a font of pure water, this chamber crackles softly with the Earthflame's energies.
22. **Sacristy:** Ornate copper racks here hold ceremonial – and enchanted – pairs of spears and staves, and two glittering, curved magical daggers.