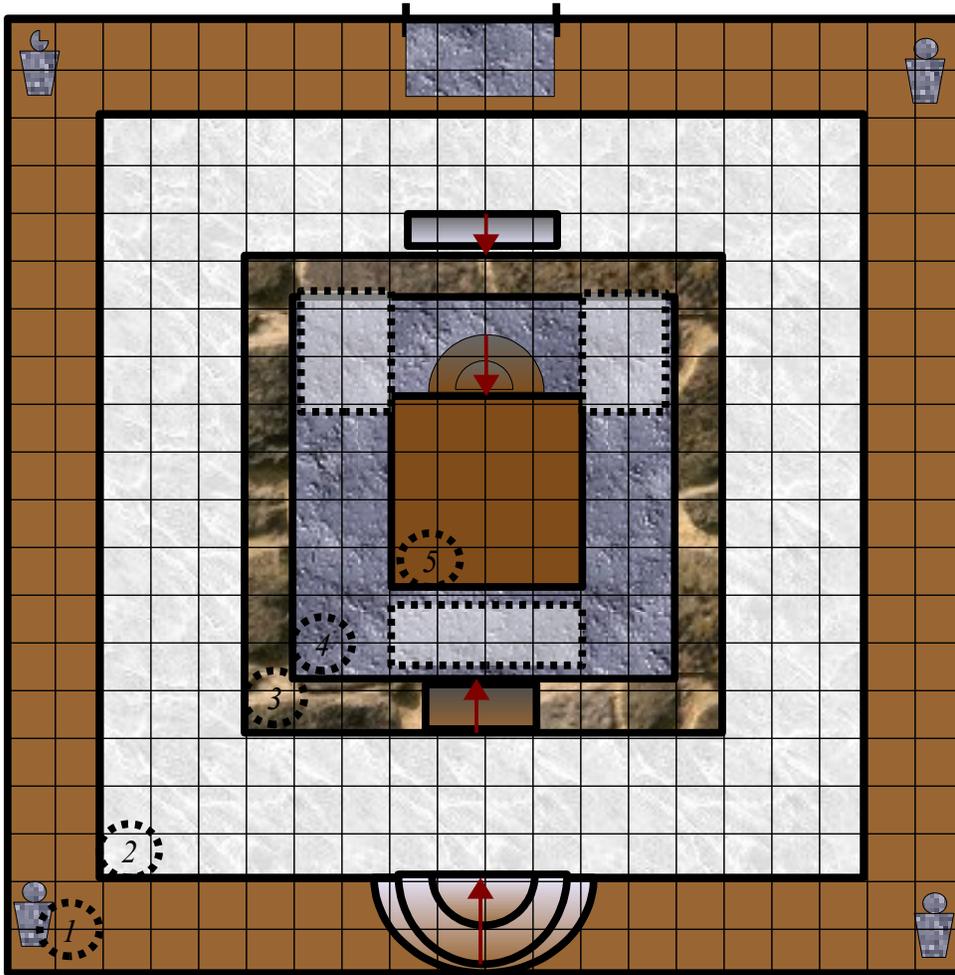


The Reliquary of Adin – A one page “dungeon” by Eric C. Alderson



The details of Adin's history are lost to time. It is known that Adin was hero who fought a great evil that threatened the world. After his death (ascendance?) his allies built a monument in the dessert town of his birth to house his reliquary.

The town of Adin's birth was lost to the sands when the oasis the town was built around dried up. Finding this town is no simple task. However, the monument has become a pilgrimage for heroes in great need, as the monument houses Aden's sword, called Lightning-brand. Those with great need willing to climb the ziggurat monument will have the sword bestowed upon them, for a time. When the holder of the sword no longer has need of it, it is lost by the holder; but it has been found in Adin's monument multiple times over the centuries.

The ziggurat is housed inside a large temple lit by skylight. Within the temple magical spells suppresses all flight spells, and flight abilities. Each level of the ziggurat is 10' tall.

First Level: The first level is entered from the North. From the entrance, the

shape of the ziggurat can be seen, but sight lines are limited. Once anyone steps off the granite pad at the entryway on to the sandstone three large stone golems come to life (the fourth, stationed in the North-west corner, is damaged beyond operation). These are armed with massive greatswords, and will approach the closest party member moving in straight lines, moving slowly, and attacking when within reach. They have great damage resistance and strength, but poor dexterity. The golems will ignore anyone on the granite pad at the entrance or the stairs to the next level. Climbing the wall to the second level is Very Difficult, but surmounting to the second level is Heroic.

Second Level: This level may be approached from the stairs to the South. The floor and facing wall appear to be a highly polished marble. It is a surface with no friction. Individuals stepping onto the surface without any anchor lose purchase and fall. It is obviously very easy to carom off a wall, and fall to the first level. Damaging the surface is possible, but it heals in ~ 5 minutes.

Third Level: This level is approached by the stairs to the North. This level is narrow, roughly 3' wide, requiring a Moderate Dexterity check to move 15' (3 squares). However, the surface is also cursed. Every For every check there is a 1:6 chance of a forced fall, if the character fails to save against a Moderate difficulty curse.

Fourth Level: The stairs of this level is on the South, though climbing up the third level wall to the fourth level is Difficult. The granite floor seems rough hewn, but stable. There are three 10' deep pit traps (shown by shaded regions, with dotted outlines) that are hidden by illusions that are Very Difficult to notice, without interacting with them (i.e. seeing something fall through them).

Fifth Level: This entire level is an enclosed chamber. The door to this chamber is reached by the stairs to the North. This chamber is empty with an inscription on the wall:

The solution: *WHAT goes up MUST COME down.*

The Lightning-brand can be found under the granite pad at the entrance of the First Level. Having surmounted the ziggurat, the golems will lift the granite pad for the party's access.

TMC
AUO
HSM
WTE