# Scenario Concept

**Location**: 8000-year-old temple dedicated to the gods of life and death.

**Denizens:** Faj’Ri and flesh monsters. Ghost of former wizard.

**Goal:** Get access to the fountain of life and death.

**History:**

1. The Formless (before they become formless) built a temple dedicates to the circle of life and prayed to both the god of death and life.
2. After the Formless made their pact with Juiblex they attempted to convert the temple to Juiblex but was stopped by the powerful wizard “Vilex” who sought the grail of life and death in the temple.
3. The wizard expanded the temple with additional defences but was ultimately defeated by a group of Faj’Ri.
4. The Faj’Ri has survived by isolation, and devolved even further into their sadistic nature.

# Dungeon Features

## Outer circles (Wizard)

**Illumination**: None.

**Ceiling Height**: 10 ft where non-broken, 25 ft where broken.

**Walls:** Rusty metal. Plain and boring. Functional.

**Doors:** All non-central are rotted away.

## Inner circles (Temple)

**Illumination**: Magic torches.

**Ceiling Height**: 10 ft where non-broken, 25 ft where broken.

**Walls:** Beautiful, well-kept limestone. One side features art of death, the other of life.

**Doors:** Wood reinforced with metal. Different ages indicate replacements/repairs.

## Faj’Ri underground city

**Illumination**: Torches and glowing gems.

**Ceiling Height**: 6 ft.

**Walls:** Crude, clearly cut out. Reinforced by wood and metal.

**Doors:** A piece of cloth.

# Corridor themes

**Outer circle**

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| **Kast** | **Theme** |
| 1 | Broken, rusty remains of clockwork machinery |
| 2 | Cobwebs full of long dead lizard husks. |
| 3 |  |
|  |  |
|  |  |

**Inner circle**

|  |  |
| --- | --- |
| **Kast** | **Theme** |
| 1 | Wall paintings all perverse parodies of other rooms, yet the style is identical suggesting the same artist. |
| 2 | Colour and placement of stones in the floor suggests a wide open mouth with teeth. |
| 3 |  |
|  |  |
|  |  |

**Faj’Ri city**

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| --- | --- |
| **Kast** | **Theme** |
| 1 | Bones of small rodents. |
| 2 | Ancient bones of humanoid bird-like creatures (The Formless) |
| 3 | Green glowing, radioactive liquid moving up the wall. |
| 4 | Support has broken and one part of the corridor has collapsed. |
|  |  |

# Outer Circles (Wizard)

## AX – Sphere of Ascendency (Twist: Reward turned trap)

Hidden laboratory. Vilex will show them if they have been nice. Circular stone dais with magic runes and a 6 ft sphere of white energy illuminating the room. Scorch marks on the walls. Two magically reinforced chest with names “Jasper” and “Vilex”.

**Magic chests**Both Arcane locked DC 25. Magic trap that activates the sphere of Ascendency causing everyone to make a DC 18 Strength save or be pulled towards it (see below if touches).

* Jasper’s Chest (Codeword: Daydreamer):
  + Aaa
* Vilex’ Chest (Codeword: Mastermind):
  + Aaa

**The Sphere**   
The white sphere is a powerful version of Sphere of Annihilation. Upon touching it, DC 25 Strength save or be sucked into it and die. On success, takes 10d10 damage and if it reduces to 0 hp loses a relevant limb. Any magical effect disturbs it and deals 3d10 force damage to all creatures in the room (Vilex warns about using magic on it). A creature killed by the sphere is sucked into it together with all their belongings. After 1 minute, they become a ghost that now haunts the temple.

**Vilex dialogue:**

*“Ah, as for your reward! This sphere is practically a portal which will let you go to where I reside, such that I can learn you any secrets you may desire. Spells, feats, you name it! I will warn you, there is a downside: Simple minds have been driven crazy by my immense ability to speak. Jasper is a sad example. I think he is still around here somewhere, but he is craaaaazy! And dangerous. Yeah, not a nice guy anymore.”*

## AX Jaspers room (Secret, Social challenge)

Jasper is an insane ghost, which possesses different objects and, in his anger, causes damaging effects to the party. If they manage to calm him down, he can tell them the codeword (Daydreamer) to his chest, but also tell them his fate and how the Sphere of Ascendency works.