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TEMPLE OF LUMINESCENCE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

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Book References

B(1-4)	Pathfinder® Roleplaying Game Bestiary (1-4)	OA	Pathfinder® Roleplaying Game: Occult Adventures
ACG	Pathfinder® Roleplaying Game: Advanced Class Guide	HA	Pathfinder® Roleplaying Game: Horror Adventures
APG	Pathfinder® Roleplaying Game: Advanced Player's Guide	UC	Pathfinder® Roleplaying Game: Ultimate Combat
		UM	Pathfinder® Roleplaying Game: Ultimate Magic

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ADVENTURE BACKGROUND

The Temple of Luminescence, a monument to the sun goddess Lirikellein, stands on an equatorial plateau deemed the worldly location closest to the sun. This temple serves as the headquarters for the sun deity's faithful and an assignment here is considered a career highlight. Such an assignment was the case for High Priest Grayvin Yourdley, who was initially delighted to essentially lead all of Lirikellein's faithful. However, as his time in office wore on and he ceased delivering the light of his deity unto her undead and wintry foes, he became dissatisfied with his post. He wanted something more than just ensuring that the world received ample sunlight.

Simultaneously, the sun demon Karnzareth was hunting for an opportunity to wreak wide-scale ecological disaster upon the planet. It had some local and regional success as it searched for a more efficient and genocidal option. When one of Karnzareth's minions reported on the Temple of Luminescence and its attendant effect on the sun's light, the demon realized it could use this phenomenon to pull the sun closer to the planet and destroy it. Even better, it could goad the discontented high priest into bringing about this glorious destruction. Presenting itself as Lirikellein's herald, it convinced Yourdley to use the temple's power to draw the sun toward the world, creating a paradise for the deity's followers who would be both closer to their goddess and protected from the intense heat.

Initial attempts, with the demon acting as an "advisor," proved successful, and the world experienced a spike in temperatures as well as an increase in powerful storms. Pleased with its machinations but trying not to attract unwanted attention, the

demon bided its time, cautioning that the sun should be moved in incremental steps. As it insinuated itself further into the temple's graces, it introduced a subtle poison which caused the priesthood's upper echelons to forget about an entire sector of their temple, which gave the demon space to carry out its plan undisturbed. To the demon's delight, Yourdley, now completely under its thrall, expressed his desire to step up the process. Convinced by the demon that Lirikellein's enemies would attempt to stop the final ritual, the high priest locked down the temple, evacuating all low-ranking clergy, and ensured that only his inner circle could access the temple's central halls without facing deadly guardians and traps. Meanwhile, the weather continued to grow increasingly volatile and wildfires raged across the planet.

ADVENTURE SUMMARY

The adventurers receive a request to investigate the Temple of Luminescence. They arrive at the temple to find it on lockdown, only allowing the sun deity's devout worshippers admittance. While they meet with some initial indifference and can bluff their way past the first line of temple guardians, the traps and escalating hostile responses further inside the temple make it clear that they are not welcome there. The adventurers cannot penetrate the doors to the inner temple until they enact a ritual known as the *path of the sun*, a rite of sabotage which negates any protection from fire. They find evidence that the faithful's devotion to their deity has taken on a fevered aspect and begin to learn about the High Priest's ultimate plan to draw the sun closer to the world, allowing everyone to experience the sun deity's glory.

Once the adventurers breach the inner temple's two wings, they find themselves unable to enter the ritual chamber. While

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they explore the accessible areas, they must contend with earthquakes induced by the approaching sun. To gain the seals necessary to access the ritual chamber, they must overcome the Morning Priest, the Noontime Priest, and all their acolytes, while disrupting their contributions to the world-ending ritual. During their search of the inner temple's wings, they also learn about Yourdley's corruption and the priests' doubts about Lirikellein's so-called herald.

Once equipped to enter the ritual chamber, the adventurers must disable the traps in the corridors leading there, where they must confront Yourdley and his minions to disrupt the ritual before he can finish his insane plan, which will burn the planet to cinders. Intensifying earthquakes and goutts of fire add complications to the battle. If the adventurers defeat the high priest, they may believe they have thwarted an apocalypse, but they are then confronted with the horror of the sun's still-inexorable approach. They discover a hidden doorway leading to the temple's highest point where Karnzareth conducts the true ritual. He sends waves of minions to stall the adventurers while he finishes his incantation and then must fight them when he runs out of fodder.

The adventurers should be 15th level at the start of the Temple of Luminescence and will likely reach 16th level before the final confrontation with Karnzareth.

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The adventure drops the adventurers right off at the Temple of Luminescence, but a GM could precede this with an encounter involving a powerful storm or

a mass of large animals or magical beasts instinctively fearful of the oncoming apocalypse.

The Temple of Luminescence is enormous. Each square on the map represents a 20-foot by 20-foot area.

PART I: THE OUTER TEMPLE

For the sake of appearances, the entrance to the outer temple is open to those attempting to access the Temple of Luminescence. However, Pelle politely but firmly turns away visitors who are obviously not faithful servants of the sun deity.

Unless otherwise noted, the outer temple is considered to be brightly lit. All doors are made of reinforced bronze and, unless otherwise indicated, have hardness 15 and 180 hp, and require a **DC 30 Strength** check to break down.

Fire Damage in the Temple of Luminescence

The temple's connection with the sun deity Lirikellein means that all listed fire damage within the temple works similarly to *flame strike*, in that half of the damage is actually fire and half is divine. While this means most prepared parties will have 50% protection from the temple's primary energy damage type, the corrupted *path of the sun* ritual may also remove protection from and/or immunity to fire (and could prevent adventurers from receiving such benefits afterwards). For *flame strike* and other spells that operate in a similar fashion, fire damage is only 25% of the spell's total rather than 50% as usual.

1. Grand Staircase/ Entrance (CR 9)

A massive bronze staircase cuts through the mesa leading to the building at the top, which seems to collect sunlight and reflect it in all directions in a dazzling display.

Hazard: If the characters arrive during the day, sunlight pours into the room, making it difficult for them to see.

Dazzling Sunlight

CR 9

XP 6,400

If the characters arrive during the day, they must succeed on a **DC 28 Fortitude** save or become dazzled for 24 hours as afterimages of the reflected sunlight dance in their eyes. Any spell or class ability that cures blindness can remove the dazzled condition.

2. Foyer (CR 16)

Golden sun motifs cover this room's ceiling, walls, and floors. Cushions line the eastern and

western walls, and a desk stands near the northern one. Apart from the main entrance to the south, two smaller doors lead to the north.

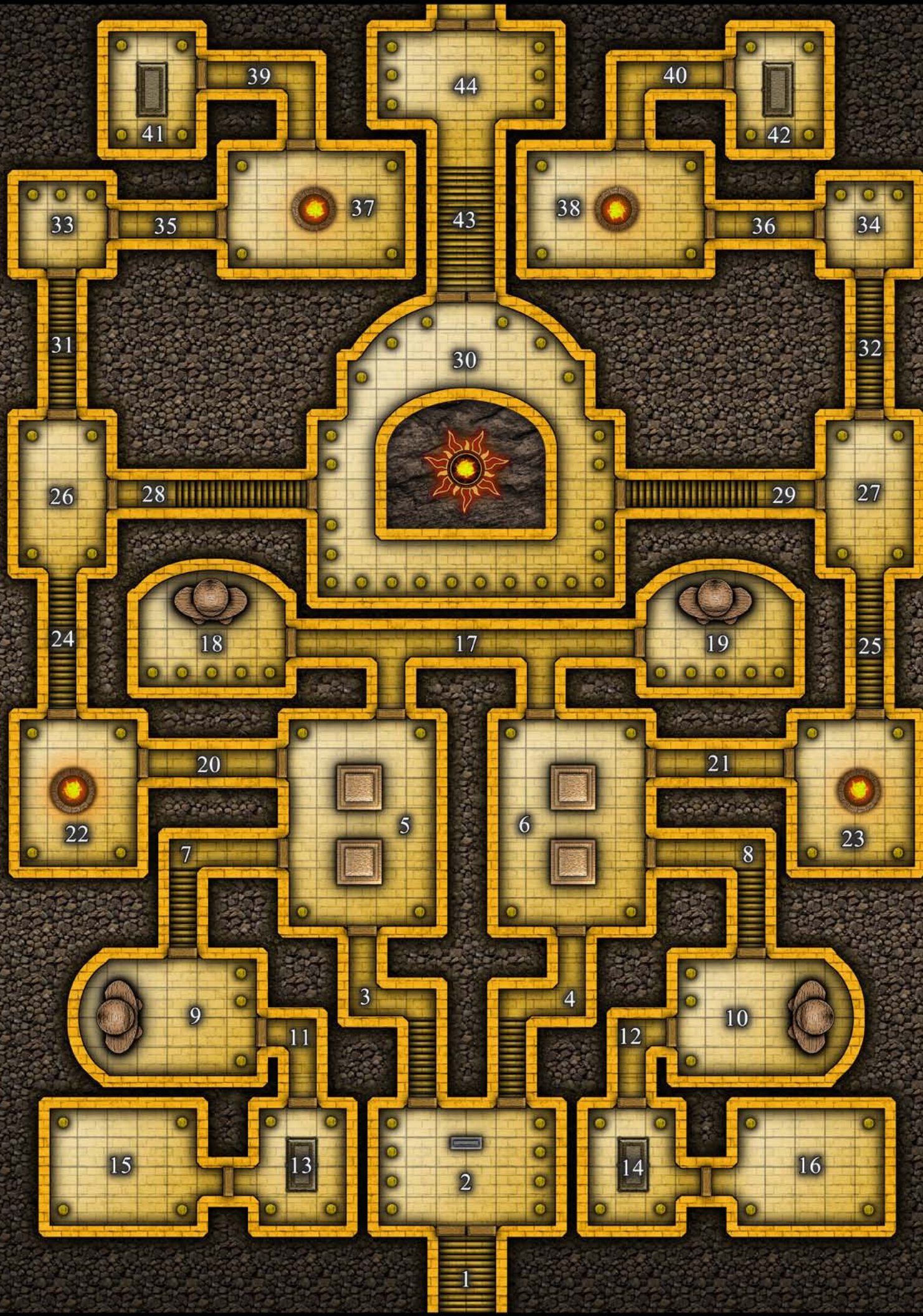
As the first area accessible to visitors to the Temple of Luminescence, the foyer makes an overwhelming first impression by showing off Lirikellein's majesty. Typically, a low-level acolyte stands at the desk to greet visitors, but no such friendly welcome awaits visitors with the temple on high alert.

Monster: Pelle is a planetar who recently arrived to defend the temple and is stationed here to present a friendly yet stern face and perform the unfortunate task of turning visitors out of the temple. It adamantly refuses to allow the adventurers to pass and engages in combat to halt them if necessary. When it does so, it deals nonlethal damage and uses its spell-like abilities to incapacitate foes. Once Pelle realizes its opponents cannot be deterred with the use of its more benign abilities, it unfetters itself. It fights to the death, knowing the importance of keeping troublemakers out of the temple even at the cost of its life.

Shaking Things Up

As the epicenter for a potentially world-destroying ritual, the Temple of Luminescence and the mesa it stands upon undergo terrible seismic stress. At any point during the adventure, the GM can add a seismic event, forcing adventurers to succeed on a **DC 16 Reflex** save to avoid falling prone or suffer 4d6 damage from a falling wall or partially collapsing ceiling. For every three encounters the adventurers overcome, increase the Reflex saves to avoid falling prone by 1 and the damage dealt by 1d6.

Diplomatic or deceitful characters might convince Pelle to let them pass. The planetar starts the encounter with an attitude of unfriendly, but adventurers making it helpful through Diplomacy checks (requiring an initial **DC 27 Diplomacy** check) can gain access to the temple. Likewise, adventurers succeeding at a **DC 37 Bluff** check convince the planetar that they have business in the temple. In this case, Pelle directs them to access the temple through the right door, as per its instructions. As a newcomer, it is not privy to the defenses beyond its station, so it is unaware of the trapped stairways adjoining the foyer. Legitimately faithful followers of the sun deity have





no concern with tripping any defenses in the temple, so the planetar would assume they'd be safe from harm.

Pelle CR 16

XP 76,800

See Angel, Planetar ^{B1}

hp 229 (17d10+136)

Immune fire

3. Western Stairway (CR 14)

Stairs leading upward from south to north end at a landing which opens to a passage that twists to the west and then north at the northern end of this chamber.

Trap: The bronze in this chamber easily melts in heat. When living creatures enter the stairway, the temperature increases greatly, causing the bronze to melt and flow over unsuspecting trespassers. Immediately afterwards, jets of cold water solidify the bronze, trapping its victims within. The molten chamber is intended to capture unwanted guests, but adventurers

may note its relative deadliness. If Pelle (from the foyer) is still alive when this trap is triggered, it investigates the noise and attempts to knock out anyone it finds within the chamber.

Molten Chamber CR 14

XP 38,400

Type mechanical; **Perception** DC 29;

Disable Device DC 27

Effects

Trigger sight (*true seeing*); **Reset** automatic (1 day)

Bypass if at least 50% of the adventurers are openly wearing a holy symbol of Lirikellein, the trap does not activate

Effect molten bronze (8d6 fire damage); DC 27 Reflex halves; multiple targets (all targets in a 20-ft.-by-20-ft. square area)

Effect jets of water solidify the bronze, trapping non-flying creatures (or flying creatures that failed the initial Reflex save; DC 27 Reflex negates; multiple targets (all targets in a 20-ft.-by-20-ft. square area); breaking free of the bronze requires a DC 25 Strength or Escape Artist check or dealing 60 points of damage.

4. Eastern Stairway (CR 15)

Stairs leading upward from south to north end at a landing which opens to a passage that twists to the east and then north at the northern end of this chamber.

Trap: Whereas the trap in the western stairway is more of a deterrent, this trap is deadly to the unprepared. While it is more effective against non-flying targets, the large staircase catches flying creatures in its path and pummels them. The trap's mechanism is virtually silent, so it will not alert Pelle.

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Upending Stairs

CR 15

XP 51,200

Type mechanical; Perception DC 29;

Disable Device DC 27

Effects

Trigger sight (*true seeing*); **Reset** automatic (1 hour)

Bypass if at least 50% of the adventurers are openly wearing a holy symbol of Lirikellein, the trap does not activate

Effect 160-ft.-deep pit (16d6 falling damage); DC 30 Reflex halves; multiple targets (all non-flying targets in a 20-ft.-by-20-ft. square area)

Effect Atk +20 melee (4d6+12 bludgeoning damage); multiple targets (all flying targets in a 20-ft.-by-20-ft. square area)

5. Solstice Chamber

Two display cases fill much of this room. The northern case shows a representation of the world with its northern hemisphere facing away from a lighted globe, bathing the southern hemisphere in total light, while the northern hemisphere sits in darkness. The southern case shows the reverse, with the northern hemisphere covered in light, while the southern hemisphere is utterly dark. Doors lead out to the north and south, and two doors are situated along the western wall.

This room represents two important yearly events among Lirikellein's faithful. Winter solstices drive many of the clergy to bring their deity's light to those who go without it during the endless winter night. Simultaneously, in the opposite hemisphere, summer solstices are cause for

celebration, and the faithful stay awake for the full duration of the eternal day to sing praises to the sun goddess. Often, devout followers swap locations from year to year to gain a full appreciation of their deity.

Along the appropriate sides of the cases read archaic inscriptions in Ignan: "Enjoy the goddess's bounty as she reveals everything to you" along the sunlit side, and "Despair not, for the goddess has not forsaken you and will restore her blessings upon this land" along the darkened side.

Treasure: Adventurers who have no qualms with desecrating the temple might wish to take the golden orbs representing the suns, weighing 5 pounds and worth 2,000 gp each. The "suns" each radiate a *continual flame* effect, but the magic ceases to function once an orb is removed from its placement here.

Development: Adventurers following the *path of the sun* ritual see luminous golden footsteps which circle both displays before leading to the northernmost western door.

6. Equinox Chamber

Two display cases fill up much of this room. Light from a globe in the southern case shines on a representation of the world with no tilt on its axis. The light from the globe illuminates exactly half the world. Doors lead out to the north and south, and two doors are situated along the eastern wall.

Both equinoxes, which they see as a time when the goddess shares her bounty equally with the world, are important to Lirikellein's followers. They celebrate these holidays by linking arms as the sun rises and then returning half a day later to link arms again as the sun sets.

Treasure: Adventurers may be tempted to take the golden orb representing the sun in the southern case. The orb weighs 20 pounds, is worth 16,000 gp, and radiates a permanent *daylight* effect heightened to a 5th-level spell (as per the Heighten Spell metamagic feat). This effect does not end when the orb is removed, but makes it difficult to conceal.

Development: Adventurers following the *path of the sun* ritual see luminous golden footsteps which circle both displays before leading to the northern door.

7. Ascent into Noon

The illumination grows steadily brighter when this walkway rounds the corner from the east to the south, leading to steep stairs connecting to a door radiating more intense light.

Apart from the ritual chamber (Area 30), this wing leads to the temple's highest point. Acolytes used to visit this wing to commune with their deity, but High Priest Yourdley shut off the wing when he converted it into a prison. To allay any alarm bells among the lesser clergy, Yourdley explained the prison was necessary to gain intelligence about potential attempts to thwart the ritual.

8. Descent into Darkness

A palpable gloom suffuses this walkway, which turns from west to south, leading to a flight of stairs descending to a black door.

This wing serves as a reminder of the abject darkness in Lirikellein's absence and acts as a place of punishment for acolytes who violate the religion's tenets (but aren't severe enough to warrant expulsion).

9. Radiance Tracker (CR 10)

A close-up model of the sun fills the alcove on the room's west side and floods the room with painfully bright illumination. A door to the east is the only other way out of the room.

Hazard: The model shows sunspot activity and solar flares and gives a generally good idea of the sun's condition. A character succeeding at a **DC 20 Knowledge (geography)** check realizes the model's purpose. Exceeding this check by 5 also allows a character to realize the sun has recently discharged a massive solar flare heading directly for the adventurers' world.

Radiant Sun

CR 10

XP 6,400

The model releases heat as well as light. It deals 6d6 points of fire damage to any creature that touches it and deals 2d6 points of fire damage to creatures within 5 feet of it (this occurs when an adventurer attempts the above Knowledge [geography] check). Anyone wearing Lirikellein's holy symbol takes no damage.

Treasure: The model also acts as a makeshift, permanent *greater flaming sphere* ^{ACG}. Directing the sphere requires a move action as per the spell. Creatures who are not followers of Lirikellein must attempt a **DC 25 Use Magic Device** check to move the sphere. Selling the sphere to an interested buyer nets 25,200 gp.

10. Eclipse Tracker

A simple orrery in the eastern alcove shows the relation between the sun, the world, and its satellite(s). This room's darkness intensifies near the western door.

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A fascination with the sun has made amateur astronomers out of some of the faithful, and they set up the orrery to follow when the sun might become eclipsed by a moon. This intellectual approach to following the sun's movements in relation to the world clashed with the ecclesiastical view that the goddess wills the sun to shine as it does and cannot be predicted with models. As evidenced by the model's location in the ward devoted to punishment, it is apparent the intellectual faction lost the battle.

11. Walk of Purification

This short passageway is warmer than the room to the west, but not uncomfortably so, as it heads southward to a door barely containing the light on the other side.

Positive energy bathes this passageway, through which High Priest Yourdley would parade his shackled undead prisoners to torture them after he became more fervent in his desired goal to bring the sun closer to the world and correspondingly more paranoid about plots to disrupt his rituals.

Development: The positive energy heals living creatures 1 hit point per round and deals 1 point of damage per round to undead creatures. Living creatures at full hp can gain an additional 10 temporary hit points through this infusion, which last for 1 hour. However, the undead creatures in Area 15 can sense this excess of positive energy, gaining situational benefits against such powered-up foes.

12. The Long Walk

The gloom takes on a physical presence in this passageway. A chill emanates from the door to the south.

While short, this passageway is made to intensify the dread one is supposed to feel on the way toward their punishment.

All creatures passing through this passage must succeed at a **DC 22 Will** save or be *slowed* as per the spell (CL 20th). Unless the adventurers are in combat or on a deadline, this hazard should have no appreciable effect on them.

13. Chamber of Brilliance

Before everything goes to white in this room, one can barely make out the outline of a table in the room's center and a short passageway that leads west to a door.

Intense light infuses every aspect of this room. Treat it as if it emanated *daylight* heightened to a 9th-level spell (as per the Heighten Spell metamagic feat). While the winterwight imprisoned in Area 15 suffered no ill effects other than blindness from the overwhelming light, the light violently affected the nightwalker, which greatly pleased Yourdley.

The light in this room makes it impossible to see anything, and it also insidiously causes temporary blindness for those who are not followers of Lirikellein. If a creature fails a **DC 20 Fortitude** save, it is rendered blind for 1 hour. A **DC 20 Heal** check is necessary to uncover the blindness as a lingering condition. *Remove blindness/deafness* or similar spells will cure this condition.

14. Chamber of Castigation (CR 17)

Several obsidian chairs encircle the table filling this room. A space is open near the northern door, allowing someone to stand at the

table. A darkness-filled alcove to the east leads to a door.

Those who fail to fulfill their duties to Lirikellein receive notification of their crimes here, followed by commensurate punishment in the Penance Room (Area 16). For most of the temple's existence, this room entertained very few defendants, as most would be ejected from the temple instead. However, as High Priest Yourdley sensed an increasing number of enemies within the ranks, this room saw frequent use.

Trap: Creatures who have no business in this room are whisked to the Penance Room with no chance to state their case.

Unwelcome Guest Disposal CR 17

XP 102,400

Type magic; Perception DC 33;

Disable Device DC 33

Effects

Trigger sight (*true seeing*); **Reset** automatic (1 hour)

Bypass if at least 50% of the adventurers openly wear the mark of Lirikellein, the trap does not activate

Effect spell effect (empowered *freezing sphere*, 15d6 damage plus 50%, DC 19 Reflex halves); spell effect (*teleportation circle*, no save); multiple targets (all targets in a 40-ft.-radius burst)

15. Sunlit Prison (CR 18)

The light is considerably less harsh in this room compared to the adjoining chamber but omnipresent nonetheless.

This chamber was once used for quiet contemplation surrounded by the warmth and light of the sun deity. Yourdley converted it to a prison for undead and other monsters tied to the forces of darkness.

Monsters: Most of the undead imprisoned here perished under Yourdley's ministrations, but a captive nightwalker proved far too resilient to perish, and the High Priest could not kill the winterwight which he inadvertently created. The illumination in this room triggers the nightwalker's light aversion as if it were in natural sunlight (causing it to be sickened and suffer double the penalties), which reduces its CR. Both undead fight until they are destroyed, but the winterwight's fate may change, as per development below.

Nightwalker, Nightshade ^{B2} CR 15

XP 51,200

hp 241 (21d8+147)

Winterwight ^{B2} CR 17

XP 102,400

hp 270 (20d8+180)

Development: It is possible for the adventurers to recognize the winterwight's features from the haunt in the Penance Room (Area 16). If they decide to spare the wight and let it go free, the wight surreptitiously follows them as they gain access to the inner sanctum, then aids them during their battle with Yourdley in Area 30. If Yourdley perishes, the wight's vengeance is sated and it dissipates.

Treasure: A small ruby is set behind a panel in this room. A character succeeding on a **DC 25 Perception** check notes the loose panel. This gem is worth 500 gp and is vital for the operation of the Sunset Brazier in Area 22.

16. Penance Room (CR 14)

Darkness, soundlessness, and a bone-penetrating chill permeate this room, leaving inhabitants no choice but to contemplate their lives.

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The purpose of this room is to show those who failed the sun goddess a world in which she does not provide her holy light and warmth. The entirety of the room is affected by permanent *deeper darkness* and *silence* spells. The door leading out of the room is locked and requires a **DC 30 Disable Device** to bypass.

Haunt: In a fit of paranoia, High Priest Yourdley hauled off one of his acolytes into the Penance Room and left him here to starve to death. The cold not only generated the winterwight found in Area 15, but also caused a splinter of his spirit to manifest here. The High Priest managed to hide physical evidence of his wrongdoing, but the remaining shade of his victim stays behind to violently remind him of his terrible crime. Unfortunately, the spirit lashes out at anyone who enters this room and subjects them to its wrath. The haunt activates on initiative count 20. The haunt's destruction has no effect on the winterwight.

Insatiable Hunger

CR 14

XP 38,400

NE fast ^{OA} persistent haunt (40 ft.-by-50-ft. room)

Caster Level 14th

Notice Perception DC 30 (the sound of scratching at the door)

hp 63; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, the adventurers see a vision of Yourdley throwing the acolyte in here, and then a time lapse that leaves the acolyte's emaciated body next to the door. All creatures in the room are targeted by a *harm* spell (Will DC 19) as they feel a quickening hunger gnawing within their guts.

Destruction The acolyte's bones must be found (requiring a DC 25 Perception check) and interred at the base of the mesa where Lirikellein's other faithful are buried.

Treasure: A fire opal rests among the acolyte's bones. This gem is worth 200 gp and is vital to the operation of the Sunset Brazier in Area 22.

17. The Midday Arc

Between the two passageways to the south, this floor curves gently upward while the ceiling matches its curve. A fiery sun is emblazoned on the ceiling above the curve's zenith. Other passageways leading east and west end at doors.

Noontime is the most important part of the day for Lirikellein's followers, so the *path of the sun* makes a momentary stop here to bask in the noonday glow. A plaque inscribed in both Common and an archaic version of Ignan just below the sun reads, "May Lirikellein's light always shine upon you."

Development: Those who have started the *path of the sun* ritual can see glowing golden footsteps leading from the southeastern passage over the curve and into the southwestern passage. When a creature on the *path of the sun* moves beneath the sun depicted on the ceiling, the footsteps momentarily disappear, while the sun shines with a soft light. After a couple of seconds of someone bathing in the light, the footsteps resume for them.

18. The Sun Deity's Reflection

A large globe modelling the world's moon shines with a ghostly light. Five columns on the south side of the room glow in time, demonstrating the full and gibbous phases of the moon.



Lirikellein enjoys a mercurial relationship with the lunar deity. This room demonstrates the partnership between the two at its strongest, when the moon receives and reflects the light from the sun. The sun goddess's faithful believe the moon is at its strongest when giving homage to their deity and point to the transformation of lycanthropes as proof of this power.

Hazard: Creatures within 40 feet of the globe typically affected by the presence of a full moon, such as a lycanthrope forced to assume hybrid shape, must succeed on a **DC 20 Will** save to avoid being affected by this model, instantly shifting into that form as if the moon were full.

Treasure: The moon itself sheds light as per *continual flame*, but its greatest power is its ability to forcefully transform lycanthropes. To an interested buyer, the model is worth 15,000 gp.

19. The Hidden Face (CR 18)

This room is bathed in darkness and suffused with a faint chill. The source is a black globe sitting in the northern part of this room.

Acknowledging the negative aspect of the relationship between Lirikellein and the moon deity, this room also serves to demonstrate how enemies of the sun goddess use darkness to hide their true natures.

The moon model reduces illumination by two levels (as per *deeper darkness*) and forces lycanthropes in a 60-foot radius which fail a **DC 20 Will** save to assume their humanoid form.

Monster: An ancient lunar dragon observes the party while under the effects of *greater invisibility*. Interested in the rituals that have disrupted the cosmic order, the dragon yearns to understand the reasons why mortals seek to effect such monumental change. Recognizing that the adventurers do not belong in the temple, especially if they attempt to remove the representation of the new moon, it confronts them. If the adventurers do not attack, it parleys with them and asks them if they know why these events are transpiring. Since it cannot access the inner temple, where it is sure the adventurers can discover the answers, it offers a modest reward if they report back to it with their findings. Fulfilling this agreement with the lunar dragon awards the adventurers experience as if they had defeated a CR 16 encounter. If engaged in combat, the dragon fights until reduced to 70 hp, at which point it attempts to escape with *greater teleport*. While the dragon takes affront to lesser beings preemptively attacking it, it does not desire to die just to preserve its pride.

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Ancient Lunar Dragon ^{B4} **CR 18**

XP 153,600

hp 348 (24d12+192)

Treasure: Considering its magical properties, the model would be worth 15,000 gp to an interested buyer.

20. Path of the Setting Sun

This passageway descends from east to west. The walls' coloration changes from bright yellow to orange and then red as the passageway descends.

This somber part of the *path of the sun* ritual moves toward the sunset and the temporary loss of the sun goddess. A plaque inscribed in an archaic form of Ignan reads, "Lirikellein must shine her light on all the world, as she loves everyone."

Development: Those following the *path of the sun* ritual notice glowing footsteps leading from east to west, but the footsteps grow fainter as they proceed.

21. Path of the Rising Sun

This passageway ascends from east to west. The walls' coloration changes from purple to yellow as the passageway ascends.

This section of the ritual path takes the initiate from the goddess's awakening to the height of her power. A plaque inscribed in an archaic form of Ignan reads, "Rejoice! Lirikellein spreads her arms around you as she imparts her love."

Development: Those following the *path of the sun* ritual notice glowing footsteps leading from east to west. The dim footsteps in the east give way to vibrantly glowing footsteps in the west.

22. Sunset Brazier

A cold brazier is set in the center of this room. The western wall is painted black and a door leads to the north.

A plaque at the brazier's base inscribed in Ignan reads, "Submit yourself to the waning power of Lirikellein to complete the ritual path."

Anyone trying to light a fire in the brazier causes it to light for a second before the flame gutters out. A successful **DC 15 Perception** check allows an adventurer to note that the brazier is missing two gems (located in Areas 15 and 16) necessary for the brazier to operate. Adventurers may attempt a **DC 30 Knowledge (geography or religion)** check to notice that the brazier's motifs match sunrise rather than sunset, which may give adventurers a clue something is amiss.

The doorway to the stairs in Area 24 is inaccessible until the *path of the sun* ritual has been completed. If a creature that hasn't completed the ritual interacts with the door, the door releases a 30-foot cone of fire (10d6 fire damage, **DC 25 Reflex** halves).

Curse: Karnzareth left an insurance policy for those who might meddle in its affairs, allowing invaders to complete the ritual but at the cost of protections from fire. Adventurers can avoid this curse by not completing the *path of the sun* ritual and switching the brazier in this chamber with its sibling in Area 23 before starting the ritual. Award adventurers experience as if they had defeated a CR 14 encounter if they thwart the curse instead of succumbing to it.

Curse of the Inferno

Type curse ^{HA}; **Save** Will DC 30

Frequency 1/day

Effect target loses resistance and immunity to fire damage; any attempt to grant the target resistance or immunity to fire must succeed on a **DC 30 caster level** check, or the spell or effect does not function.

Development: Immersing the same limb as the ritualist immersed in the sunrise brazier, once it is operational, imparts a glowing brand of the sun upon the limb. This allows the recipient to access the temple's inner sanctum and allows her to avoid traps set for those who are not devoted to the sun goddess.

23. Sunrise Brazier

A dim yellow fire sits in the brazier set in the center of this room, but it flares up whenever anyone approaches. The eastern wall is painted a dark purple with specks of white and yellow representing the night sky. A second door leads to the north.

A plaque at the brazier's base inscribed in Ignan reads, "Bathe in the nascent light to awaken with Lirikellein and follow her as she takes her daily walk."

Adventurers may attempt a **DC 30 Knowledge (geography or religion)** check to notice the brazier's motifs match sunset rather than sunrise, which may give adventurers a clue something is amiss. If both this check and the one in Area 23 are successful, the adventurers should realize that the two braziers have been switched. Switching them back requires a **DC 20 Strength** check for each. Failure means the brazier was dropped (**DC 25 Reflex** save to avoid dropping it on your toes, causing 3d10 points of damage).

The doorway to the stairs in Area 25 is inaccessible until the *path of the sun* ritual has been completed. A creature that hasn't completed the ritual and interacts with the door causes the door to release a pulse of light (6d6 damage and blindness, **DC 25 Reflex** halves the damage and negates the blindness) that affects everyone in the room who has not completed the ritual.

Development: Adventurers who completed the *path of the sun* ritual see a set of golden footsteps leading through the western door.

PART 2: THE INNER TEMPLE

Having accessed the two wings of the inner temple, the adventurers find themselves thwarted in their attempt to breach the ritual chamber and must contend with more powerful guardians to gain the keys they require.

24. West Access to Inner Temple

Steep stairs climb northward toward an opening leading to another chamber.

This corridor provides access to the Noontime Wing of the temple's inner sanctum. While Karnzareth wanted to trap the stairs to drive home the power of the curse he created, he relished the idea of invaders reaching a point of no return before realizing their protections had failed them. One of the brass golems from Area 26 follows escaping characters into this corridor and beyond once they are activated.

25. East Access to Inner Temple (CR 17)

Steep stairs descend northward toward an opening leading to another chamber.

† TEMPLE OF LUMINESCENCE

This corridor provides access to the Dawn Wing of the temple's inner sanctum. The walk downward signifies a descent toward the horizon to meet the rising sun. One of the iron golems from Area 27 follows escaping adventurers into this corridor and beyond once they are activated.

Trap: Karnzareth decided the restraint he exercised with respect to the western access corridor (Area 24) was unnecessary here. However, he decided to change things up by electrocuting invaders rather than burning them, just in case they decided to enter this part of the inner temple first. Deviously, the trap triggers when the second creature passes through the center of the corridor.

Electric Ward CR 17

XP 102,400

Type magic; **Perception** DC 34;
Disable Device DC 34

Effects

Trigger sight (*true seeing*); **Reset** automatic (1 hour)

Effect spell effect (maximized *chain lightning*, 84 damage, DC 23 Reflex halves [initial target], DC 21 Reflex halves [secondary targets]); multiple targets (one target plus all secondary targets within 30 feet of the initial target)

26. The Goddess of Noon (CR 16)

Brass statues representing Lirikellein stand in all four corners of this room. They all look upwards as if to a midday sun. Doors to the east and north provide exits from this room.

A sign in Common hangs above the eastern door, reading "Access prohibited during sun ritual. Return in two hours."

This door cannot be opened without the key found in Area 41. However, the northern door is unlocked and allows access.

Monsters: The easternmost statues are actually brass golems. They stand motionless, requiring a successful **DC 34 Knowledge (arcana)** check to realize they are constructs, until the adventurers open the door to Area 28, at which point they attack. The golems fight to the death.

Brass Golems B3 (2) CR 14

XP 38,400 each

hp 150 (20d10+40) each

27. The Goddess of Dawn (CR 15)

Steel statues, polished to a mirror sheen and representing Lirikellein, stand at attention and face the east. A bright yellow arc illustrative of the rising sun is painted on the east wall starting and ending at the floor.

Similarly to its twin room on the other side of the temple, a sign in Common hangs above the western door, reading "Access prohibited during sun ritual. Return in two hours." This door cannot be opened without the key found in Area 42. However, the northern door is unlocked and allows access.

Monsters: The westernmost statues are actually iron golems. They stand motionless, requiring a successful **DC 33 Knowledge (arcana)** check to realize they are constructs, until the adventurers open the door to Area 29, at which point they attack. The golems fight to the death.



Iron Golems ^{B1} (2) CR 13

XP 25,600 each

hp 150 (18d10+30) each

28. Sun Portal's Western Access (CR 15)

A shallow flight of stairs climbs to a door to the east. The walls flanking the stairs are painted with large depictions of the sun. Heat flows from the seams around the door.

Walking up the stairs to the Sun Portal access door causes the painted suns to illuminate, providing the equivalent of a *daylight* spell.

Hazard: The light from the painted suns heats up the room so severely as to burn the flesh from bones.

Searing Heat

CR 11

XP 12,800

The corridor heats up rapidly, creating an effect similar to *heat metal*, except the searing temperature lasts until no creatures remain in the corridor, at which point the temperature diminishes to hot and then to warm as per the spell. Additionally, the fire damage inflicted by this effect is doubled. Unlike other fire damage in the temple, this is 100% fire and can be negated or mitigated by resistance or immunity to fire.

Trap: Yourdley activated one last trap to prevent tampering with his ultimate ritual. He also left a failsafe to ensure he and his retinue would not fall prey to the trap. Attempting to open the door fails, triggering the trap, unless the door to the Sun Portal is opened in Area 29 simultaneously. When the trap triggers, the eastern door slams shut, requiring a successful **DC 40 Disable Device** check to bypass.

Acidic Gas Trap

CR 14

XP 38,400

Type mechanical; Perception DC 29;
Disable Device DC 29

Effects

Trigger location; **Reset** automatic (10 minutes)

Bypass opening the door to the Sun Portal in Area 29

Effect acidic gas (3d6 acid damage for 3 rounds); all sight is obscured, including darkvision, beyond 5 feet; multiple targets (all creatures in Area 28)

TEMPLE OF LUMINESCENCE

29. Sun Portal's Eastern Access (CR 15)

A steep flight of stairs climbs to a door to the west. Globes representing the sun's relative strength as it climbs to noon hang from the ceiling. Light flows from the seams around the door.

Walking up the stairs to the Sun Portal access door causes the globes to illuminate with increasing intensity as one travels west. The first half of the globes provide illumination equivalent to *continual flame*, while the latter half provide illumination equivalent to *daylight*.

Trap: The other half of Yourdley's final trap awaits those who fail to open the two doors accessing the Sun Portal simultaneously. Attempting to open the door fails, triggering the trap, unless the door to the Sun Portal is simultaneously opened in Area 28. When the trap triggers, the western door slams shut, requiring a successful **DC 40 Disable Device** check to bypass.

Rain of Holy Sulfur Trap CR 15

XP 51,200

Type mechanical; **Perception** DC 29;
Disable Device DC 29

Effects

Trigger location; **Reset** automatic (10 minutes)

Bypass opening the door to the Sun Portal in Area 28

Effect rain of holy sulfur (12d6 fire damage, Reflex DC 29 for half damage); multiple targets (all creatures in Area 28)

30. Sun Portal (CR 20)

This is the largest room in the temple, the majority of which is

taken up with a glass hemisphere through which one can see, and feel the heat from, a glowing orb which looks like the sun.

This portal grants the most direct access to Lirikellein and by extension the sun. The portal radiates overwhelming conjuration and transmutation magic. Karnzareth had no problem convincing High Priest Yourdley to use this chamber as the focal point for his rituals, while the demon set up the chamber to the north as the true locus for the ritual. The auxiliary rituals (including the one performed in this area) power the ritual conducted by the sun demon, and any disruptions slow down its plans—but even so, it is on the cusp of achieving planetary obliteration at this point.

The door to the north blends seamlessly with the wall, requiring a successful

DC 30 Perception check to notice it.

Consumed with the completion of what the participants believe is the true ritual—and thanks to some judicious tampering of their memories—they have no knowledge of the passage beyond the doors.

Hazard: While the sunshield barrier will hold back any amount of sunlight and many other types of damage, it is not protected against cold damage. If the adventurers deal cold damage to the sunshield, it begins to crack, unleashing the full power of the sun into the room, if in little pieces at first.

Sunshield Barrier CR 13

XP 25,600

A glass shield protects everyone in this room from the sun's raw energy. It is immune to all damage except cold. For every 20 points of cold damage the shield takes, a hole in the glass breaks open, shining pure sunlight on a single random 5-foot square. Any creature in a square

with the sun shining on it at the start of their turn or entering such a square during their turn takes 20d6 points of fire damage (**DC 30 Fortitude** halves). After the shield has taken 100 points of cold damage, and after every 20 points of cold damage thereafter, one of the cracks in the shield becomes a hole, letting in enough sunlight to fill a random 10-foot square. After the shield has taken 160 points of cold damage, and after every 10 points of cold damage thereafter, a section of the sunshield falls apart, flooding a random 20-foot square with sunlight. The first time the shield takes damage, the GM should give the players a clue of the possible impending doom by describing the cracked glass and sudden spike in temperature.

Note: If the adventurers do not use cold damage or deal enough damage to let sunlight into the room, this hazard is not encountered and the adventurers should not earn experience for it.

Monsters: High Priest Yourdley oversees the ritual being performed here and is assisted by two acolytes, who have the same stats as the Noontime Priest but do not possess *cloaks of resistance* and have suffered 2 negative levels as a result of providing their life energy to power the ritual. Additionally,

another planetar stands ready to repel intruders. While Yourdley is reluctant to discontinue the ritual to turn back invaders, he knows he has time to break from the ceremony to enter combat. The pair of acolytes and the planetar do their best to keep melee fighters from attacking the High Priest; failing that, they move to protect him or enhance his attacks. All creatures present fight to the death. The acolytes and Yourdley have direct access to the sun's energies within this chamber; each round, one of them can use a move action to cast *flame strike* (CL 9th), using their concentration bonus to cast the spell defensively.



TEMPLE OF LUMINESCENCE

High Priest Yourdley CR 17

XP 102,400

Male dwarf warpriest of Lirikellein 17

N Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.;
Perception +13

Defenses

AC 27, touch 13, flat-footed 27 (+9 armor,
+4 deflection, -1 Dex, +5 natural)

hp 216 (17d8+102+17 temporary)

Fort +19, **Ref** +6, **Will** +19; +2 vs.
poison, spells, and spell-like abilities

Defensive Abilities defensive training,
fortification 50%, sacred armor (+4, 17
minutes/day) **Resist** fire 20; **SR** 29

Offense

Speed 20 ft.

Melee +1 brilliant energy dispelling
morningstar +23/+23/+18/+13
(2d6+12/19-20)

Special Attacks blessings 11/day (armor
of flame, blinding strike, cleansing fire,
fire strike), channel positive energy 9/
day (DC 25, 6d6), hatred, sacred weapon
(2d6, +4, 17 rounds/day)

Warpriest Spells Prepared (CL 17th;
concentration +24)
6th—*blade barrier* (DC 23), *harm* (2, DC
23)
5th—*flame strike* (DC 22), *righteous
might*, *spell resistance*, *true seeing*, *wall
of stone*
4th—*air walk*, *blessing of fervor* ^{APG},
divine power, *freedom of movement*,
spell immunity
3rd—*bestow curse* (2, DC 20), *blindness/
deafness* (DC 20), *daylight*, *invisibility
purge*, *protection from energy* (2)
2nd—*align weapon*, *hold person* (3, DC
19), *owl's wisdom*, *sound burst* (DC 19),
spiritual weapon
1st—*bane* (DC 18), *command* (2, DC 18),
doom (DC 18), *liberating command* ^{UC},
sanctuary (DC 18), *shield of faith*, *sun
metal* ^{UC} (DC 18)
o (at will)—*bleed* (DC 17), *detect magic*,

guidance, *resistance*, *spark* ^{APG} (DC 17)

Tactics

Before Combat Yourdley has plenty of
warning regarding any intrusion to drink
his potion of *barkskin* and cast *divine
power*, *owl's wisdom*, *shield of faith*, and
spell resistance.

During Combat Yourdley protects
himself with *wall of stone* and *blade
barrier*, then uses his most powerful
offensive spells on spellcasters and
ranged attackers. When it becomes clear
he must fight in melee, he casts *righteous
might* and empowers his morningstar
with his sacred weapon ability, increasing
its enhancement bonus.

Morale Yourdley fights to the death.

Statistics

Str 18, **Dex** 8, **Con** 20, **Int** 10, **Wis** 24,
Cha 10

Base Atk +12; **CMB** +21; **CMD** 29 (33
vs. bull rush and trip)

Feats Combat Casting, Critical Focus,
Dazzling Display, Deadly Finish ^{UC}, Extra
Channel, Great Fortitude, Greater Vital
Strike, Improved Critical (morningstar),
Improved Vital Strike, Shatter
Defenses, Sickening Critical, Skill Focus
(Intimidate), Toughness, Vital Strike,
Weapon Focus (morningstar)

Skills Appraise +0 (+2 to assess non-
magical metals or gemstones), Climb +3,
Heal +12, Intimidate +26, Knowledge
(religion) +10, Perception +13 (+15 to
notice unusual stonework), Sense Motive
+12; **Racial Modifiers** +2 Appraise to
assess non-magical metals or gemstones,
+2 Perception to notice unusual
stonework

Languages Common, Dwarven

Combat Gear *potion of barkskin*
(CL 12th); **Other Gear** +1 moderate
fortification adamantine half-plate, +1
brilliant energy dispelling morningstar,
belt of physical might +4 (Str, Con),
cloak of resistance +2

Helper Acolytes (2) CR 13

XP 25,600

See Noontime Priest, page 23

hp 122 (15d8+61)

Fort +9, **Ref** +5, **Wis** +13

Cleric Spells Prepared (CL 13th; concentration +19)

Planetar ^{B1} CR 16

XP 76,800

hp 229 (17d10+136)

Immune fire

Treasure: Apart from the items carried by this room's occupants, Yourdley also had a *gravity belt* tucked away among his belongings. He preferred the *belt of physical might*, but his raging paranoia prevented him from bequeathing the belt to anyone else out of fear they would use it against him.

Gravity Belt

Aura strong abjuration and transmutation; **CL** 13th

Slot belt; **Price** 94,000 gp; **Weight** 2 lbs.

Description

A *gravity belt* is extraordinarily heavy when held, but surprisingly light when worn. The wearer of the belt gains a +10 enhancement bonus to all movement speeds, a +20 enhancement bonus on Acrobatics checks made to attempt jumps, and a +8 enhancement bonus to CMD against bull rush, drag, reposition, and trip attempts. The wearer can choose to treat her weapons as 1 size larger or smaller as a free action when she attacks (dealing more or less damage, as appropriate); she cannot change this option until the beginning of her next turn. The wearer also does not need to make a Wisdom check to set a new direction in areas of subjective directional gravity.

Finally, the wearer can manipulate gravity around her. Three times per day as a full-round action that does not incur attacks of opportunity, she can change the subjective gravity for all creatures within 100 feet of her. She can choose from any of the following effects:

- Increase gravity, which causes affected creatures to become *slowed* (as the spell) or causes flying creatures to drop 60 feet, taking falling damage if they hit the ground as a result.
- Decrease gravity, which increases the base movement speed for affected creatures by 10 feet.
- *Reverse gravity*, as the spell.

Affected creatures receive a DC 20 Will save to negate any of these effects.

Construction

Requirements Craft Wondrous Item, *certain grip* ^{UC}, *jump*, *reverse gravity*, *slow*; **Cost** 47,000 gp

31. Ascent to Noon

These stairs take a steep ascent to a door at the northern end.

This hallway is usually open to all members of Lirikellein's faithful, but Yourdley's lockdown has required the temple's lieutenants to activate alarms and traps and sequester themselves away so that he and his assistants can perform their parts of the ritual undisturbed. The door at the northern end of the area is locked, requiring a **DC 30 Disable Device** check to bypass. When someone opens the door, an *alarm* activates, alerting the Noontime Priest in Area 37 and the peris in Area 41 of incoming visitors.

TEMPLE OF LUMINESCENCE

32. Descent to Predawn

This dark stairway descends to a door at the northern end of the stairs. Warm light from the other side outlines the door.

While dawn has less importance than noon among Lirikellein's faithful, it marks the reappearance of the goddess after night is allowed to consume the world, so sunrise still marks a significant moment among the sun deity's followers. The door at the northern end is locked, requiring a **DC 30 Disable Device** check to bypass. When someone opens the door, an *alarm* activates, alerting the Morning Priest in Area 38 and the movanic devas in Area 42 of incoming visitors.

Hazard: To preserve the notion of the dawning light breaking the darkness, no other light sources are allowed in here to disrupt the scene. Non-magical flames are snuffed as if affected by *gust of wind* (with no other effect on the adventurers), while magical flames or light sources are targeted with *dispel magic* (CL 20th). This is most likely a nuisance at worst for high-level adventurers.

33. Noontime Audience Chamber

Murals along the western and northern wall depict pastoral scenes of sun-dappled wheat fields and grassy plains upon which bunnies and other harmless animals frolic. Comfortable cushions line the northern wall, and a door to the east depicts the midday sun shining over a smaller representation of the room's murals.

The noon wing of the Temple of Luminescence supports the temple in matters of dogma, providing lessons for initiates and acolytes alike. The current Noontime Priest's predecessor commissioned the murals to contrast with the general austerity of the rest of the temple so as to make discussions with his staff more comfortable. While she believes the paintings give a false impression of the faith, the current priest has not had the time to recommission something she sees as more appropriate, such as a fresco of the goddess smiting powerful undead.

34. Dawn Audience Chamber (CR 9)

Brass scales stand along the northern wall. A reddish orb representing the rising sun is painted in such a way that it seems to rest perfectly in the rightmost pan when the scales are balanced.

The dawn wing oversees crusades against creatures of the night or winter and administers the temple's law. The solar dragon acting as the Dawn Priest serves admirably in its capacity as judge, since it provides an impartial viewpoint on matters related to the law. This suited Yourdley well, especially as he slipped into paranoia, since the High Priest didn't have to worry about compassion for fellow faithful getting in the way of punishment for questioning his plans.

Hazard: The Audience Chamber of Dawn detects the guilt of those those that enter this room and makes that guilt evident to all of the faithful.

Judgment of Lirikellein CR 9 XP 6,400

An automated system determines whether the room's inhabitants have transgressed against the temple. This includes taking temple property or harming Lirikellein's faithful (including outsiders called to the temple, but excluding the undead in Area 15 or the lunar dragon in Area 19). If it finds anyone guilty, it pronounces the entire group guilty and invisibly marks them. The temple's faithful can see the dragon's symbol and gain a bonus against anyone marked as if they possessed the ranger's favored enemy class feature. This grants the faithful a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks against marked creatures, as well as a +2 bonus on weapon attack and damage rolls against them; the bonus increases by +2 for every 5 Hit Dice possessed by the faithful. This is a curse effect that can be removed by *remove curse* or more powerful magic. The curse is effectively caster level 20th.

35. Gravitic Corridor (CR 18)

The bronze walls in this corridor and floor are warped, showing signs of withstanding major external stress. The door leading to the east looks remarkably untouched, however.

As heads of the premiere temple to Lirikellein, the temple leaders have access to incredible aspects related to the sun. One such property is devastating gravity, with which the powers that be have experimented safely—until recently, that is, when they decided to turn it into a deadly trap.

Trap: This room's trap triggers extreme gravity befitting the sun both in this corridor and in Area 33.

Pulverizing Force CR 18 XP 153,600

Type mechanical; **Perception** DC 29;
Disable Device DC 25

Effects

Trigger sight (*true seeing*); **Reset** automatic (1 hour)

Effect extreme gravity (at the beginning of each turn, target takes 6d6 points of damage and must succeed on a **DC 25 Fortitude** save to avoid being immobilized; on a successful save, target is staggered); 3-round duration; multiple targets (all creatures in Area 33 and Area 35)

36. Incandescent Corridor (CR 16)

The walls in this corridor look like they are made of the same bronze as the rest of the temple, but they appear to have been bleached. The corridor ends at a normally-hued door to the west.

Similarly to the extreme gravity accessible in Area 35, this location has access to the intense light at the surface of the sun. The temple's elite conducted their experiments with the light from a safe distance, and were amazed when the light stripped the color from the walls with one use.

Trap: The cannon protects the western door and activates when someone attempts to open the door, possibly catching multiple targets in its beam.

Photonic Cannon CR 16

XP 76,800

Type mechanical; **Perception** DC 35;
Disable Device DC 35

Effects

Trigger touch (*true seeing*); **Reset** automatic (1 minute)

Effect Atk +15 ranged touch (10d6 fire); multiple targets (all targets in a 60-ft.-by-10-ft. line)

TEMPLE OF LUMINESCENCE

37. Noontime Priest's Chamber (CR 15)

The light pouring out of the hole in this room's floor is eye-wateringly bright and seems to attract everything toward it.

The Noontime Priest is the temple's second in command, and she conducts research and communes with Lirikellein from this chamber. She divines the future from the variations in sunlight beaming into this chamber. Unfortunately, Karnzareth managed to corrupt the visions she saw and allowed her to convince herself that these world-ending rituals are necessary to bring true glory to Lirikellein's faithful.

Hazard: Normally the font of divine light in this chamber spews forth the raw essence of the noonday sun, but the gravitic energy used to power the trap in Area 35 has commingled with this chamber's radiant nimbus, creating a dangerous hazard.

Gravitic Nimbus CR 11

XP 12,800

At initiative count 10, the font attempts a single combat maneuver check (CMB +22, as per the pull universal monster ability) against all creatures in the chamber and pulls all affected creatures 10 feet toward it. If a creature would move into the font's space as a result, it must attempt a **DC 20 Reflex** save or take 7d6 points of divine damage. Creatures can move normally on their turn.

Monsters: One of the few human leaders who stayed behind when High Priest Yourdley ordered the evacuation, the Noontime Priest wholeheartedly believes in the glorious change the ritual will herald. Appeals to her better nature do not dissuade her from repelling those

she regards as evil saboteurs. She fights to the death because she cannot possibly flee and fail in her duty to bring about this wondrous transformation of the world. The Noontime Priest has already used *planar ally* to call the greater fire elemental; it is included in the list of combatants, but note that the adventurers do not gain experience for defeating it.

Noontime Priest CR 14

XP 38,400

Female elf cleric of Lirikellein 15
NG Medium humanoid (elf)

Init +1; **Senses** low-light vision;
Perception +8

Aura nimbus of light (30 ft., 15 rounds/day)

Defenses

AC 25, touch 16, flat-footed 23 (+7 armor, +4 deflection, +1 Dex, +1 dodge, +2 natural)

hp 146 (15d8+60, 15 temporary hp)

Fort +13, **Ref** +9, **Will** +17; +2 vs. enchantments

Immune sleep; **Resist** fire 20

Offense

Speed 40 ft. (50 ft. without armor)

Melee +1 *flaming burst morningstar*
+21/+21/+16/+11 (1d8+9 plus 1d6 fire)

Special Attacks channel positive energy
5/day (DC 19, 8d6 [+15 vs. undead]),
sun's blessing

Domain Spell-Like Abilities (CL 15th;
concentration +21)
9/day—*fire bolt* (1d6+7 fire)

Cleric Spells Prepared (CL 15th;
concentration +21)

8th—*fire storm* (DC 26), *sunburst* ^D (DC 24)

7th—*destruction* (DC 23), *holy word* (DC 23), *sunbeam* ^D (DC 23)

6th—*blade barrier* (DC 22), *fire seeds* ^D,
harm (DC 22), *heal*, *planar ally*

5th—*break enchantment*, *dispel evil*,
flame strike ^D (DC 23), *flame strike* (2,

DC 23), *true seeing*
 4th—*air walk*, *divine power*, *holy smite* (DC 20), *inflict critical wounds* (DC 20), *greater magic weapon*, *wall of fire* ^D
 3rd—*blindness/deafness* (DC 19), *daylight*, *dispel magic*, *invisibility*, *purge*, *remove blindness/deafness*, *searing light* ^D
 2nd—*aid*, *bear's endurance*, *heat metal* ^D (DC 20), *hold person* (DC 18), *resist energy*, *spiritual weapon*, *weapon of awe* ^{APG} (DC 18)
 1st—*bane* (DC 17), *bless*, *burning hands* ^D (DC 19), *command* (2, DC 17), *protection from evil*, *shield of faith*
 0 (at will)—*detect magic*, *light*, *resistance*, *spark* ^{APG} (DC 16)
D Domain spell; **Domains** Fire, Sun

Tactics

Before Combat The Noontime Priest drinks her potions of *haste* and *barkskin* and casts *bear's endurance*, *divine power*, and *shield of faith*.

During Combat The Noontime Priest uses her most powerful offensive spells while she can maintain distance from her foes. She gleefully enters melee combat, but she intersperses that with castings of *flame strike* centered on herself.

Morale The Noontime Priest fights to the death.

Base Stats Without *barkskin*, *bear's endurance*, *divine power*, *haste*, and *shield of faith*, the Noontime Priest's statistics are **AC** 19, touch 12, flat-footed 18; **Fort** +11, **Ref** +8; **Speed** 20 ft. (30 ft. without armor); **Melee** +1 *flaming burst morningstar* +15/+10/+5 (1d8+4 plus 1d6 fire); **Con** 14; **CMB** +13.

Statistics

Str 15, **Dex** 12, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14

Base Atk +11; **CMB** +18; **CMD** 29
Feats Combat Casting, Elemental Channel (fire), Elemental Focus ^{APG} (fire), Greater Elemental Focus ^{APG} (fire), Improved Vital Strike, Toughness, Vital Strike, Weapon Focus (morningstar)
Skills Heal +17, Knowledge (religion) +15, Perception +8, Spellcraft +13 (+15 to identify magic item properties); **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties
Languages Common, Elven
SQ elven magic
Combat Gear *potion of barkskin* (CL 3rd), *potion of blur*, *potion of haste*;
Other Gear +1 *chainmail*, +1 *flaming burst morningstar*, *belt of giant strength* +2, *cloak of resistance* +2, *headband of inspired wisdom* +4, 42 gp

Greater Fire Elemental ^{B1} **CR** —

hp 123 (13d10+52)

38. Morning Priest's Chamber (CR 17)

A column of pure light in this room's center runs from floor to ceiling.

This font of light feeds the photonic cannon in Area 36. Shutting down the font requires a **DC 40 Disable Device** check and wracks the entire complex with an *earthquake* (as per the spell).

Monster: The Temple of Luminescence happily welcomed the solar dragon that took residence here and assumed the mantle of Morning Priest. The dragon views itself as a near-equal to the goddess and believes that bringing light to the world's creatures is the best course of action for them overall.

TEMPLE OF LUMINESCENCE

Morning Priest

CR 17

XP 102,400

Very old solar dragon ^{B4}

LN Gargantuan dragon (fire)

Init +4; **Senses** dragon senses see in darkness; Perception +30

Aura alien presence (300 ft., DC 29)

Defenses

AC 34, touch 6, flat-footed 34 (+28 natural, -4 size)

hp 310 (23d12+161)

Fort +19, **Ref** +15, **Will** +19

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 28

Offense

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +31 (4d6+18), 2 claws +31 (2d8+12), tail slap +29 (2d8+18), 2 wings +29 (2d6+6)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (120-ft. line, 18d10 fire, Reflex DC 27 half), channel life (9/day), channel radiation (DC 27), crush, primal fire, tailsweep

Spell-Like Abilities (CL 23rd; concentration +29)

At will—*blight* (DC 21), *cup of dust* ^{APG} (DC 19), *detect magic*, *searing light*

Sorcerer Spells Known (CL 13th; concentration +19)

6th (5/day)—*contagious flame* ^{APG}, *disintegrate* (DC 22)

5th (7/day)—*break enchantment*, *dominate person* (DC 22), *wall of force*

4th (7/day)—*charm monster* (DC 21), *dimension door*, *fear* (DC 20), *greater invisibility*

3rd (7/day)—*dispel magic*, *fireball* (DC 19), *lightning bolt* (DC 19), *protection from energy*

2nd (8/day)—*alter self*, *continual flame*, *knock*, *resist energy*, *scorching ray*

1st (8/day)—*charm person* (DC 18), *color spray* (DC 17), *mage armor*, *magic missile*, *shield*

o (at will)—*acid splash*, *bleed* (DC 16), *dancing lights*, *daze*, *detect magic*, *light*, *mage hand*, *mending*, *read magic*

Statistics

Str 34, **Dex** 11, **Con** 22, **Int** 21, **Wis** 18, **Cha** 23

Base Atk +23; **CMB** +39; **CMD** 49 (53 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Multiattack, Power Attack, Quick Channel ^{UM}, Quicken Spell, Selective Channeling, Silent Spell, Spell Focus (enchantment), Toughness

Skills Diplomacy +32, Fly +12, Heal +28, Knowledge (arcana, geography, history, nature, planes, religion) +31, Linguistics +10, Perception +30, Sense Motive +30

Languages Auran, Celestial, Common, Draconic, Elven, Ignan, Sylvan, Terran

SQ no breath, starflight

Special Abilities

Alien Presence (Su) A creature that fails its saving throw against the Morning Priest's alien presence is blinded for 5d6 rounds (or permanently if it has 4 Hit Dice or fewer).

Channel Life (Su) The Morning Priest can channel positive energy a number of times per day equal to 3 + its Charisma modifier as a cleric of 11th level. This energy can be used only to heal living creatures.

Channel Radiation (Su) The Morning Priest can use its channel life ability to instead channel radiation that deals an equal amount of damage to living creatures. A living creature that succeeds at a Fortitude save takes half damage.

Primal Fire (Su) The Morning Priest's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is treated as 10 less than normal.



Treasure: The Morning Priest received the *sun rod* as a symbol of the station. The solar dragon found no need for it other than as a trinket to add to its hoard, so it sits abandoned in the chamber.

Sun Rod

Aura strong evocation; **CL** 15th
Slot —; **Price** 122,312 gp; **Weight** 6 lbs.

Description

This golden rod functions as a +1 *brilliant energy disruption heavy mace*, but the light powering the rod allows it to harm undead (if it doesn't destroy them with its *disruption* special ability). If the wielder confirms a critical hit with the rod, it deals 6d6 points of damage (15d6 to an undead creature) and permanently blinds the target. The rod always sheds light as a *daylight* spell heightened to 8th level. Additionally, three times per day as a

standard action the wielder can fire a globe of light at a target as a ranged touch attack. On a successful hit, the target glows as if targeted by a non-heightened *daylight* spell and must succeed on a DC 22 Fortitude save or become blind for 1 minute; on a successful save, the target is blind for 1 round and dazzled for an additional minute.

A *sun rod* must spend at least two hours exposed to natural sunlight within a three-day period. If it does not receive this sunlight, it temporarily loses its magic. If it goes a full week without sunlight, it becomes permanently non-magical.

Construction

Requirements Craft Magic Arms and Armor. Craft Rod, Heighten Spell, *continual flame daylight*, *gaseous form*, *heal*, *sunburst*; **Cost** 61,312 gp

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39. The Folding and Unfolding Corridor (CR 10)

This corridor turns west after 40 feet. A repetitive crashing sound echoes from around the corner.

Hazard: Spillover energy from the gravity font in Area 37 powers this corridor's hazard.

Encapsulated Singularity CR 10

XP 25,600

Gravity causes the 60 feet of corridor after the turn leading into Area 41 to collapse and expand in rapid succession. Getting through the crushing room requires a **DC 30 Acrobatics** or **Escape Artist** check. On a failure by less than 5, a creature takes 5d6 points of damage (**DC 30 Reflex** save halves). On a failure by 5 or more, a creature takes 15d6 points of damage (no save), becomes entangled for the round in the middle of the corridor. The door to Area 41 opens easily, allowing the creature to pass through to that area without having to make further checks. A lever in the southwest corner of Area 41 disables this hazard.

40. Hall of Deadly Beams (CR 14)

The corridor takes a bend to the east after 40 feet. Beams of light striking the western wall originate from further down the eastern end.

Hazard: Spillover energy from the gravity font in Area 37 powers this corridor's hazard.

Luminescent Pulses

CR 14

XP 38,400

Light beams rapidly pulse down the corridor. Passing through the corridor without being hit by the lights requires a **DC 35 Acrobatics** check. On a failure by less than 5, 1d4 light beams each make a touch attack at a +10 bonus and deal 4d6 points of damage on a successful hit. On a failure by 5 or more, a creature takes 16d6 points of damage (no attack roll required). Failing this check does not prevent movement down the corridor. The door to Area 42 opens easily, allowing the creature to pass through to that area without having to make further checks. A lever in the southeast corner of Area 42 disables this hazard.

41. Shadowless Acolytes' Quarters (CR 16)

The light in this room shines in such a way that no inhabitant can cast a shadow. It looks like several pieces of furniture used to stand in here, but the only thing remaining is a 40-foot long bronze desk bolted to the floor. A swirling gate opens to an incredibly serene vista, and melodious music can be heard from beyond the gate.

This room housed the acolytes supporting the Noontime Priest, but High Priest Yourdley ordered them to leave when he evacuated the temple, cleared the beds and chests, and made room for a *gate* used to pull in reinforcements from the upper planes.

The connection to Heaven creates a strongly neutral good-aligned area in this room. All creatures who are lawful or chaotic take a -2 penalty on any Intelligence-, Wisdom-, or Charisma-

based checks made here. All creatures who are neutral or evil also take a –2 penalty on Intelligence-, Wisdom-, or Charisma-based checks made here. These penalties are cumulative.

Monsters: Acting as a go-between for the temple and the forces of Heaven, two peris stand guard. They fight until one of them dies and the other has reached half its hit point total, at which point the peri jumps through the *gate* to gather reinforcements. It will take it 10 minutes to find two more peris. The guards do not pursue adventurers escaping back into Area 39, but they add to their numbers as mentioned above if their foes retreat.

Peris ^{B3} (2) **CR 14**

XP 38,400 each
hp 180 (19d10+76) each

Treasure: The desk contains a key unlocking the door in Area 26 that leads to Area 28. In addition, a *scroll of heal* has been wedged in one of the desk drawers—the acolytes missed it when they cleared out their belongings. An adventurer succeeding on a **DC 15 Perception** check finds both items.

Development: Flipping a lever in the southwest corner of the room restores the corridor in Area 39 to normal.

42. Dawn's Acolytes' Quarters (CR 16)

In contrast with other areas of the temple, this chamber has modest and less harsh illumination, sporting warmer orange and reddish hues. Silver light emanates from a round portal in the northern wall, but makes no impact on the room's illumination. A desk is all that

remains of several pieces of furniture which have obviously been recently removed.

The Dawn Priest's acolytes roomed here, but they also gave up their quarters when the High Priest evacuated the temple. Yourdley then converted this chamber into a nexus point where power is drawn from the Positive Energy Plane.

Hazard: Positive energy normally may heal but too much of it can kill. This room is flooded with lethal doses of positive energy.

Vital Overflow **CR 14**

XP 38,400

The positive energy emanating here is destructive, dealing 2d6 points of damage (**DC 25 Fortitude** halves, undead automatically fail this check) to both living and undead creatures at the beginning of their turns. The devas are immune to this effect. Channeling negative energy suppresses this effect for a number of rounds equal to the number of dice used for the channel energy, but the channel has no other effect.

Monsters: Movanic devas are the best outsiders equipped to survive a connection to the Positive Energy Plane, so they stand guard here. The devas fight to the death, committed to their sacred duty against what they view as enemies even if they don't register as evil.

Movanic Devas ^{B2} (4) **CR 10**

XP 9,600 each
hp 126 (12d6+60) each

Treasure: The desk contains a key which unlocks the door in Area 27 that leads to Area 29. In addition, the acolytes misplaced a *ring of greater cold resistance* in one of the drawers. An adventurer succeeding on a **DC 20 Perception** check finds both items.

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Development: Flipping a lever in the southeast corner of the room cuts off the light beams in Area 40.

43. Pathway to the Sun (CR 12)

A magnificent golden stairway rises up to a platform from which guttural intonations emanate.

This portion of the temple, hidden from and forgotten by Lirikellein's followers until the adventurers' intrusion, gave High Priest Yourdley and his lieutenants a place where they could directly commune with the sun deity. Karnzareth sealed off access to the goddess in Area 44 and refocused attention to the Sun Portal chamber in Area 30.

Traps: As a last-ditch effort to keep interlopers from ruining his plans, Karnzareth and his minions used a minor amount of magic and specially-made nets to slow down intruders as they prepare for battle.

Slippery Floor CR 10

XP 9,600

Type magic; Perception DC 34;
Disable Device DC 34

Effects

Trigger location (*true seeing*); **Reset** none

Effect spell effect (heightened *grease*, Reflex DC 23 negates); multiple targets (all targets in Area 43)

Flying Nets CR 10

XP 9,600

Type magic; Perception DC 34;
Disable Device DC 34

Effects

Trigger location (*true seeing*); **Reset** none

Effect Atk +20 ranged touch (entangled); multiple targets (all flying targets in Area 43)

44. True Ritual Chamber (CR 19)

Cinders swirl about this golden chamber. A massive brass door, covered in arcane symbols and holding back a palpable aura of power, seems to have been hastily installed in the northern end of this chamber.

Lirikellein's power flows through the chamber to the north. The sun demon Karnzareth cut off access to the goddess to keep her from alerting her faithful to the enemy within their midst. It also used a specialized poison to manipulate the upper echelons of the priesthood into forgetting this chamber's existence entirely.

Monsters: Karnzareth stands in the middle of the chamber. Having reached the final few minutes of the ritual, it is angry about the adventurers' interruption, and decides to punish their impudence by incapacitating them and forcing them to watch the end of the world. It uses its meager healing magic to revive any foe it has knocked unconscious, but it does not care about collateral damage and so does not check its attacks. Two nalfeshnee demons run interference for Karnzareth, allowing it to use its *ring of molten orbs* to affect creatures from a distance. Karnzareth flees the battle once reduced to 60 hp or fewer. It harbors furious anger toward the adventurers if defeated, but will bide its time to get its revenge.

Note that a GM could apply the events from the 'Shaking Things Up' sidebar (page 4) to add an extra dimension of complexity to this combat.

Sun Demon CR 18

XP 153,600

See page 32

hp 312 (25d10+175)

Nalfeshnee Demons ^{B1} (2) CR 14

XP 38,400 each

hp 203 (14d10+126) each

Immune fire

Development: Tearing down the brass doors takes 20 minutes' worth of work by the adventurers. When they do so, they feel Lirikellein's overwhelming presence.

Treasure: In addition to Karnzareth's *ring of molten orbs*, the room contains the ritual's focus, a ruby worth 20,000 gp. It is embedded in the floor, requiring a **DC 25 Strength** check to remove it without damaging it. On a failure by 5 or more, the ruby cracks, reducing its worth to 10,000 gp.

Ring of Molten Orbs

Aura strong evocation; **CL** 17th

Slot ring; **Price** 165,000 gp; **Weight** —

Description

This misshapen golden ring appears to have melted and solidified numerous times. Four rubies sit loosely in warped settings. Three times per day, the ring's wearer can fire four globes of fire at the same target or multiple targets. If the wearer succeeds on a ranged touch attack with a 100-foot maximum range, a target takes 2d6 points of bludgeoning damage. Regardless of whether the globe strikes its intended target, it explodes in a 30-foot radius for 6d6 points of fire damage (**DC 23 Reflex** halves). For 1 minute afterwards, the spheres remain active, allowing the wearer to direct all of them as a move action. The wearer can move a sphere up to 60 feet per round, including up to 30 feet in height. If the sphere ends its movement in a creature's space, the creature must succeed on a **DC 23 Reflex** save or take 6d6 points of damage and catch fire.

Construction

Requirements Forge Ring, *greater flaming sphere* ^{ACG}, *meteor swarm*; **Cost** 82,500 gp

CONCLUDING THE ADVENTURE

Assuming the adventurers succeed in thwarting Karnzareth, they prevent the sun from immolating the planet. Yourdley claims his mind was controlled by the demon and seeks to retain his post as High Priest, but the adventurers could weigh in with evidence of Yourdley's involvement in the acolyte's detestable murder, which predated the demon's arrival. If this happens, the Noontime Priest takes leadership of the Temple of Luminescence. Regardless of the High Priest's fate, the adventurers are rewarded with magic items (mostly related to fire and light), gold, and gems worth a total of 100,000 gp (less any costs to resurrect fallen clergy other than Yourdley). If the adventurers pledge themselves to Lirikellein's cause, especially in the face of the demon's massive disruption weakening the faith, the temple commissions the creation of a *helm of brilliance* for the adventurers. Additionally, they receive free healing from any cleric of Lirikellein or at any temple devoted to the goddess. Finally, they can hire a cleric with a level equal to their average level minus 2 when they plan to eliminate a powerful undead creature or darkness- or cold-related villain. However, these rewards are all contingent upon the adventurers returning anything they looted from the temple (or managing to convince the temple's leadership they stole nothing). As a relatively minor benefit, the adventurers enjoy clear skies wherever they travel. This beneficial weather does not disrupt local or regional ecologies, though.

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If Karnzareth succeeds in its plans, widespread ecological disasters occur around the world, and surviving adventurers must contend with these symptoms, leading up to the world's eventual incineration at an endpoint to be determined by the GM. Demons of various power levels arrive to add to the chaos and revel in the wide-scale destruction and death. Karnzareth establishes itself at the former temple; while surrounded by willing allies and in full command of the temple's defenses, the adventurers may have another chance to defeat the demon and undo the results of its machinations. The adventurers may have to make a deal with an equally evil power devoted to cold in order to counteract the intense heat so as to preserve as much life as possible. Should they ultimately fail, the world will turn to ash and add a new layer to the Abyss.

CONTINUING THE ADVENTURE

With the Temple of Luminescence noticeably weakened, the threats it keeps at bay will test its resolve. An increase of undead activity and attempts to extend wintry lairs more than likely involves the adventurers, especially when these villains decide to challenge the temple's saviors.

If the adventurers leave the lunar dragon in Area 19 alive, the dragon shows great interest in them and follows them, subtly influencing events in their favor or against them to see how they react. It has no desire to kill the adventurers, so it will



not knowingly imperil them, but it may inconvenience them. The dragon sulkily departs forever if the adventurers threaten or attack it.

If the winterwight is spared and attacks Yourdley in the Sun Portal chamber, the acolyte's grateful spirit visits the adventurers once at some point soon thereafter, granting them the benefit of a *divination* spell (CL 15th) concerning an upcoming threat to them.

Adventurers curious about the flare they noticed in Area 9 might wish to investigate it. It may turn out to be an invading aberration or something imprisoned in (and subsequently escaping from) the sun.

Finally, if Karnzareth escapes the adventurers, this will not be the last they see of the demon, who now holds a powerful grudge against them. Karnzareth attempts to learn all it can about the adventurers' homes, family, and friends, and uses that information to identify locations it can target with more ecological disasters.

APPENDIX: SUN DEMON

This being looks like an ordinary human with an angelic mien. The red tint to its skin and the embers glowing in its eyes give it a sinister edge, though.

Sun Demon CR 18

XP 153,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *true seeing*; Perception +25

Aura unholy aura (DC 26)

Defenses

AC 32, touch 20, flat-footed 26 (+4 deflection, +5 Dex, +1 dodge, +12 natural)

hp 297 (18d10+198)

Fort +21, **Ref** +20, **Will** +20

Defensive Abilities fire healing; **DR** 15/cold iron and good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 29

Offense

Speed 30 ft., fly 60 ft. (good)

Melee 2 slams +28 (2d6+9/19–20 plus 3d6 fire and burn)

Special Attacks burn (3d6, DC 30), explosive critical

Spell-Like Abilities (CL 18th; concentration +26)

Constant—*misdirection*, *true seeing*, *unholy aura*

At will—*greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word blind*

3/day—*detonate* ^{APG} (DC 22), *sunbeam* (DC 25), *sunburst* (DC 26)

1/day—*implosion* (DC 27), *meteor swarm* (DC 27), *prismatic sphere* (DC 27), *summon* (level 8, 1 sun demon 25%, 1 nalfeshnee 50%, 1d3 glabrezus 70%)

Statistics

Str 28, **Dex** 21, **Con** 33, **Int** 18, **Wis** 20, **Cha** 27

Base Atk +18; **CMB** +27; **CMD** 47

Feats Combat Expertise, Deceitful, Dodge, Improved Critical (slam), Improved Feint, Improved Initiative, Mobility, Spring Attack, Weapon Focus (slam)

Skills Bluff +33, Disable Device +23, Disguise +33, Fly +18, Intimidate +25, Knowledge (planes, religion) +25, Perception +25, Sense Motive +25, Sleight of Hand +23, Use Magic Device +29

Languages Abyssal, Celestial, Common, Ignan; telepathy 120 ft.

SQ change shape (Medium or Small humanoid, *alter self*)

Ecology

Environment any (Abyss)

Organization solitary

Treasure standard

Special Abilities

Explosive Critical (Ex) When a sun demon confirms a critical hit with its slam attack, it deals an additional 3d10 points of fire damage.

Fire Healing (Su) A sun demon is immune to fire, but when it would otherwise take fire damage, it instead regains hit points equal to that amount of fire damage.

Sun demons seek the destruction and death of mortals through ecological disasters. While they gain some joy out of setting off a wildfire that claims lives and destroys property, they prefer to goad mortals into engineering their own demise. They desire for this happen on as grand a scale as possible. Two aspects where they differ from most demons make this job easier: their appearance is far less

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demonic than all but the most seductive of demons, and they have enormous amounts of patience. These traits make them pariahs among demonkind, but they still command demonic assistance, especially when a large region or entire world is about to undergo an apocalyptic change. The demons use their innate

persuasiveness along with their ability to change shape to gain access to the world's elite and convince them to step up mining and foresting to unsustainable levels or engage in activities which irrevocably pollute the air and water. They find particular joy in subverting a good cause's motivations to wreak destruction.

APPENDIX: LIRIKELLEIN

Lirikellein

NG goddess of hope, the sun, warmth

Priests

Domains Fire, Good, Protection, Sun

Subdomains Day, Defense, Light, Purity

Mysteries Flame, Heavens, Life

Inquisitions Fervor, Illumination, Zeal

Favored Weapon morningstar

Faith

Sacred Animal phoenix; **Symbol** golden ankh topped with a sun

Sacred Texts *The Balance of Light*

Lirikellein is primarily known as the goddess of the sun, but her followers know her as more than a mere deity who makes the sun shine. Lirikelkein's most devout view her as the breaker of darkness and reliever of coldness, focusing on her ability to provide hope for the most despairing. As such, her followers are strident enemies of the undead, other creatures that take advantage of darkness, and creatures that spread cold beyond its natural confines. The question often comes up among those outside the faith regarding Lirikelkein's inability or refusal to shine upon everyone. A study of *The Balance of Light* provides an answer at least as far as the goddess's faithful see it: without changes in fortune, good and bad, for which the promise of hope allows one to survive through adversity, any

being will succumb to inertia. As the sun must continually generate its own energy to maintain itself, people will wither and die with nothing to challenge them. With nothing but challenges, however, people will collapse in on themselves and destroy everyone around them, so they must have the promise of something to overcome those challenges and usher in a period of calm.

Lirikellein's followers value dawn and noon as important times related to their goddess and at the very least give her a quick prayer acknowledging her during those times. At the sun goddess' temples, services take place at dawn and noon, and last for about an hour each. Her followers travel the world and make observances during both equinoxes, when she shares her light equally with the world, and during the solstices, which signify great hope for those enjoying an endless day or assurance that things can only improve during a period of lengthy darkness. While many of her clergy would prefer to celebrate the summer solstice, they alternate between summer and winter to gain an understanding of the conditions endured by those suffering from darkness and an appreciation of their responsibility to bring Lirikelkein's light to them.

APPENDIX: PATH OF THE SUN

Created by an ancient high priest—Borean Fellstar—the *path of the sun* is a means of allowing those who do not yet follow Lirikellein to see inside the church, letting them experience Lirikellein's goodness and bask in the glory of her sunlight.

The ritual was meant to admit trusted guests, but was somehow smuggled out and used to rob some of Lirikellein's temples. Even worse, copies were eventually made and now reside in several other hidden libraries around the world. The church of Lirikellein now holds tightly secret the techniques for making the braziers, keeping uses of the ritual to a minimum.

Unfortunately for the faithful of Lirikellein, Karnzareth stole the soul of a craftsman who knew how to make the braziers and tortured a priest of Lirikellein until he agreed to consecrate them, allowing the demon to enter the temple disguised as a servant of Lirikellein.

Path of the Sun

School enchantment; **Level** 4

Casting Time 40 minutes

Components V, S, F (two braziers consecrated to Lirikellein, one depicting sunrise, one sunset), SC (up to 8)

Skill Checks Knowledge (religion) DC 30; Diplomacy, or Perform (act, oratory, or sing) DC 30; Knowledge (planes) DC 30, 1 success; Spellcraft DC 30, 1 success

Range touch

Target primary and secondary casters

Duration 1 day/character level of the caster

Saving Throw Will negates (harmless, object); **SR** yes (harmless, object)

Backlash The primary and secondary casters each take 2d6 points of damage.

Failure For 1 day, all casters are vulnerable to fire damage. The primary caster gains 2 permanent negative levels.

Effect

Each of the casters must begin this incantation by immersing a limb in a brazier dedicated to Lirikellein and adorned with images of the dawn (such as the Sunrise Brazier originally located in Area 23), dealing no damage to the casters but making the casters glow as per the *light* spell.

From there, a caster must speak or sing praises to Lirikellein while moving clockwise from the first brazier to another brazier set to the west of the first, which must be decorated with images of the sunset (such as the Sunset Brazier originally located in Area 22). The praises must continue the entire time the casters are moving between the braziers.

Once the casters arrive at the second brazier, the primary caster must read certain passages from *The Balance of Light* to the secondary casters.

Lastly, a caster must trace Lirikellein's holy symbol in the air while all the other casters touch the tracing caster, drawing out the light from the *light* spell affecting the casters. This leaves a glowing ankh hanging in the air for a brief moment before it flickers out. If they performed the ritual correctly and the backlash occurs, the primary and secondary casters are treated as worshipers of Lirikellein by any area effects within the Temple of Luminescence whose mechanics are dependent upon a creature's faith. For the ritual's duration, the footsteps of those who performed the ritual are marked with a golden ankh that is only visible to Lirikellein's followers and others who have successfully completed the *path of the sun* ritual. Additional benefits may also be granted to the casters, as described in the adventure.



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