

# The Gallery

The gallery is an adventure add-on that a DM can place nearly anywhere. The gallery is a small, crumbling building, long abandoned. Anyone who enters and learns its secrets discovers a fantastic new gateway to adventure.

## The Ruin

The gallery is located in a once-stately, now ruined mausoleum. The gallery was built to honor the fallen hero Rexus, and is erected on the spot where he was slain in battle. The ruin was built so long ago that no one remembers who Rexus was anymore, or why he is so honored. The ruin is overgrown, and few if any pay the slightest bit of attention to its presence. If anyone enters the ruin, refer to the descriptions of the individual areas below.

## Area 1 – Entryway and Reflecting Pool

The entryway to the mausoleum of Rexus is in poor condition. Many of the pillars that once supported the roof have fallen, and most of the others are cracked. Weeds and rubble litter the floor here. A long reflecting pool runs the length of the floor, and is in surprisingly good shape. The water looks clean, and a number of coins gleam from the bottom.

This pool is magical. Anyone who tosses money into the pool (at least 1sp per level of the character) receives the blessing of Rexus, and effectively gains a +1 morale bonus to all rolls for the next hour. Anyone who takes money from the pool receives the curse of Rexus, and gains a -1 morale penalty to all rolls until the money, plus an additional 10 percent of the value taken, is returned to the pool.

All told, the reflecting pool contains 14gp, 127sp, and 68cp.

## Area 2 – The Dome

The domed area of the mausoleum is in better shape than the entryway. Weeds and vines still grow throughout the area, but the pillars and ceiling are relatively intact. A number of bones lie scattered about this area. This room is the outer lair of two Polars (see the monster write up at the end of the adventure). Add an additional polar to the encounter for ever level the party members are above 8<sup>th</sup>. Take away a polar if the characters are below 6<sup>th</sup> level.) When the characters enter this area, they are immediately subject to the polarizing field generated by the two cats. The polars attack the party immediately when their lair is threatened. The polars keep their treasure in their inner lair (area 4), so searching through the weeds here is mostly futile, although there is a 10% cumulative chance per minute of searching of finding 1-4 gp worth of various coinage. All told, 13gp worth of coins lie scattered in this room.

Around the walls of the dome are ancient and rotting pictures. The few that are intact show the image of a lean, muscular, smiling swordsman. These paintings are of Rexus, the hero entombed in this ruin.

## Area 3 – Tomb

This area is dominated by a huge stone sarcophagus. The visage of a knight is carved into its lid. The ceiling here is still in good shape, and dense hedges wall off this area from the outside world. There are fewer weeds here than in the outer areas. Prying off the lid of the sarcophagus, (requiring a combined strength check of



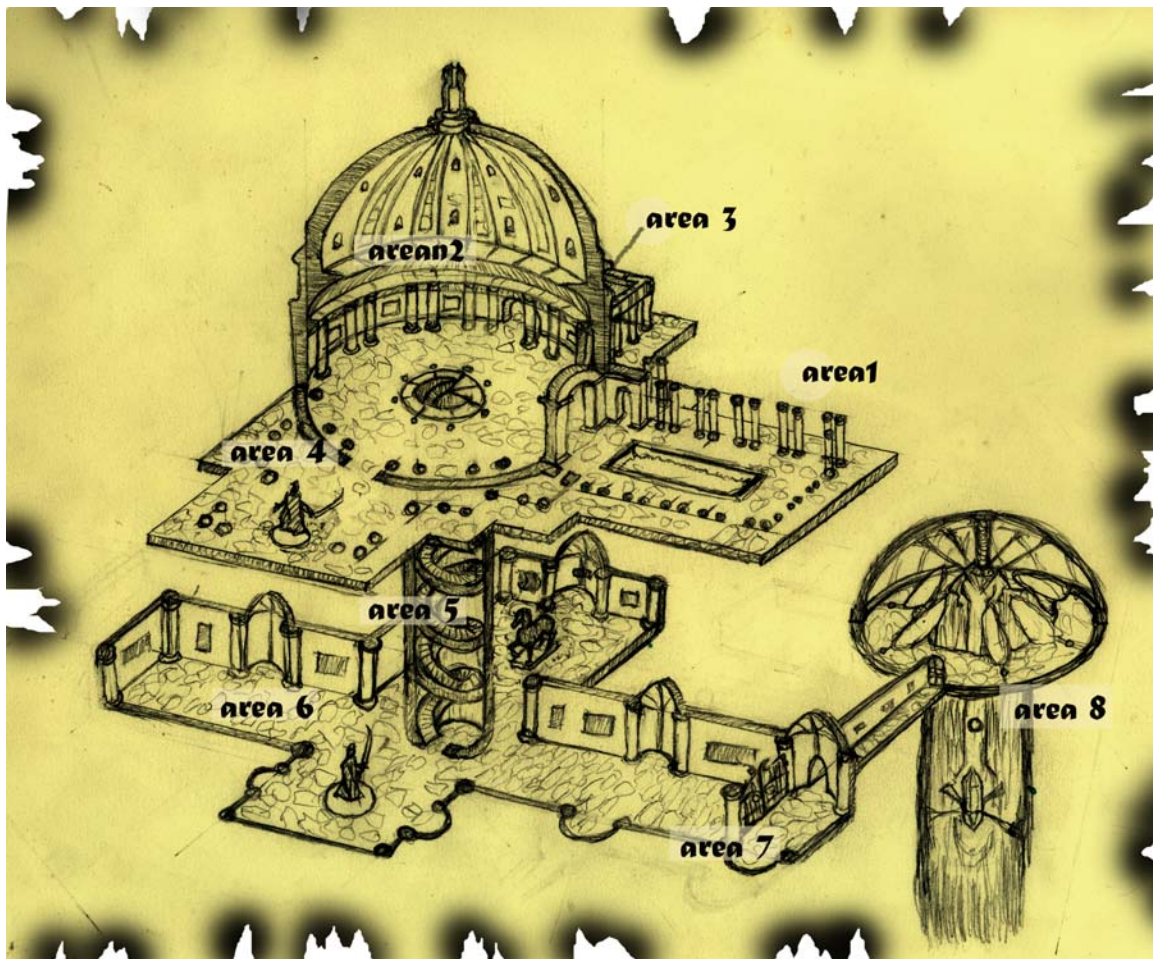
60) reveals the well preserved, but quite dead body of a strong warrior (Rexus). Any items of value in the casket have long-ago been removed by thieves. Anyone who removes the body, or who leaves the area without replacing the lid of the sarcophagus receives a curse of intense guilt, and suffers a morale penalty of -2 to all attack rolls, skill checks, and saving throws until the body or lid is replaced. Raising Rexus from the dead is impossible, as is animating his body. His spirit is long gone, and divine magics protect his corpse.

## Area 4 – Veranda

This terrace is open to the sky, and surrounded on all sides by a thick hedge. Various benches, fountains, and pieces of

ornamental stonework are elegantly arranged throughout the area. A large statue of a knight dominates the area. He is depicted in full plate armor and bearing a wicked saber. A lion crest is emblazoned on his breastplate, and a flowing cape hangs from his shoulders. The arms of the statue are spread wide, as if in a challenge.

Anyone who carefully inspects this statue (search check DC 12) may notice subtle hinges in its shoulders. If the arms are pulled inward, they will swing together, and a loud sound will be audible from the dome area. Anyone investigating this sound discovers that the stairway leading down from the dome room has closed up, and has been replaced by a lion crest carved into the floor of the room. Opening the arms of the statue again also reopens the door to the stairwell.





In the far corner of this area, behind the curve of the dome room is the nest of the polars encountered in area 2. It consists of a large matted pile of vines and leaves. The following treasure can be recovered if the nest is dismantled and searched:

- 10 pp and 7000 sp.
- 2 gems – 1 50gp bloodstone, and 1 1000gp sapphire
- A rust colored *bag of tricks*

## Area 5 – Stairwell

This long deep well descends 50ft into darkness. There is no railing on the narrow flight of stone stairs, and footsteps echo eerily off of its walls.

## Area 6 – The Gallery

This ornate set of long narrow rooms is filled with what appear to be paintings of all sizes and shapes. However, each and every one of them is simply a matte-black canvas. Anyone that attempts to lift one of the pictures off of the wall finds that the frame comes off easily, but that the painting itself has been done directly on the wall behind. All of the paintings radiate magic, but their nature is not evident, even upon careful study. There are 23 paintings in the gallery.

Also in the gallery are two large statues. The first is identical to the armed knight in area 4, excepting that its arms are closed, in a combat-ready pose. If the arms are swung open, the gate in area 7 will swing open as well.

The second statue is of a heavy warhorse. A search roll on this statue also reveals a set of hinges, running along the underside of the body. Lifting the tail of the horse causes the body to split open along its length, revealing a large, purple, glowing crystal. This crystal is highly magical, and feels warm to the touch. The crystal is about two feet in diameter and

five feet in length. It weighs only about five pounds.

## Area 7 – Gate

The gates here are shut and cannot be forced open. A motif on the gates shows two interlocking hands meeting at the center between the two gates. The gates are immune to all magical effects and attempts at bashing open. They can only be opened by manipulation of the statue in area 6. It is possible to get around the gates by other means, such as by a *dimension door* or a *blink* spell.

The narrow hallway beyond the gates is about 30ft long, and contains an additional five paintings, similar to those in area 6.

## Area 8 – Mana Engine

This room is a perfect half-circle, and is made of a solid and sturdy glass. It is about 40ft in diameter, and bears a deep, wide shaft at its center. Six large crystals are spread around the shaft, and point towards a central glass spire, running down into the shaft from the ceiling. The shaft itself appears bottomless, and anyone falling into plummets for nearly a mile before dropping into a pool of magma. About twenty five feet into the shaft, the central spire ends at a large, purple crystal. This crystal is obviously cracked, and is about five feet long and two feet in diameter. If anyone descends into the shaft and replaces the cracked crystal with the glowing crystal in area 6 (requiring a successful Disable Device check at DC 12), the whole room begins to glow and energy zigzags through the spire and the crystals.

Once the room has been activated, the portraits in areas 6 and 7 suddenly spring to life. Each one shows a different landscape. Anyone touching one of the pictures is instantly drawn into it, and is *teleported without error* to the area depicted.

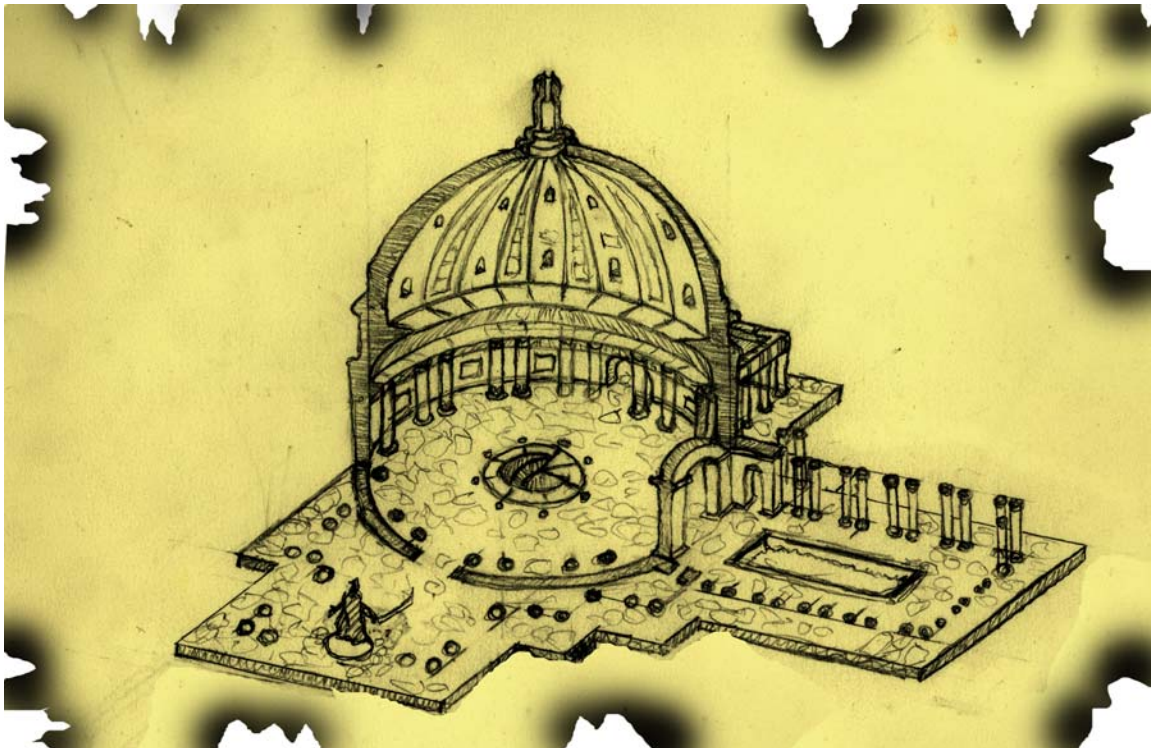


The landscapes in the pictures can lead to anywhere the DM chooses, on any world or plane. Each one is a place where the hero Rexus did some great deed, although this matters little to the adventurers.

Whenever anyone enters a picture, a tiny card appears in his hand, showing the scene depicted on the portrait entered. If card is torn in half or destroyed, the bearer will instantly find himself standing back in the gallery.

The gallery is designed to give a party a gateway to an assortment of different adventures, as well as a safe haven to use as a base of operations. The gallery itself is truly the real treasure here.

## Player's Map





# Polar

## Large Magical Beast

**Hit Dice:** 9d10+27 (76 hp)

**Initiative:** +3 (Dex)

**Speed:** 40 ft.

**AC:** 18 (+3 Dex, -1 size, +6 natural)

**Attacks:** Bite +13 melee and 2 Claws +11 melee

**Damage:** Bite 2d6+5, Claws 1d8+2

**Face/Reach:** 5 ft. by 10ft / 5 ft.

**Special Attacks:** Polarizing Field

**Special Qualities:** SR 17 vs. mind affecting spells

**Saves:** Fort +9, Ref +6, Will +9

**Abilities:** Str 21, Dex 16, Con 17, Int 4, Wis 12, Cha 11

**Skills:** Hide +7, Jump +6, Listen +4, Move Silently +7, Spot +4

**Feats:** Iron Will, Multiattack

**Climate/Terrain:** Any temperate land

**Organization:** Solitary, Pair, or Pride (4-13)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually Neutral

**Advancement:** 10-13 HD (Large), 14-18 HD (Huge)

The polar is a large and ferocious feline, similar in appearance to a saber-toothed tiger but equipped with talonlike claws. Its most dangerous feature is not at all evident on first glance. This polar produces a strong field of psionic energy that polarizes the brain waves of any creature within 30 feet, paralyzing them until the beast moves out of range. If more than one polar is encountered, their effects are amplified, making it more and more difficult to resist polarization.

These creatures are highly feared and are generally the top predators in their ecosystem. They are extremely territorial, and often competing prides fight over rights to a particular area. Also, due to the nature of these beasts, they are highly resistant to mental attacks.

It is a mystery as to how these creatures generate their psychic fields. If one of them is killed, the field around the beast stops instantly, and no unusual gland exists in their anatomy that could produce such an effect. The polar is carnivorous, and its presence can be detected easily by examining corpses whose cranial cavities have been emptied by the polar's fangs and claws.

## Combat

The polarizing field of the polar is functioning constantly. Once in combat, the polar attacks with its claws and bite. It typically attacks enemies not paralyzed by its polar field first, leaving downed opponents for later. If several of the beasts are encountered, polars not engaged will begin to feed on those poor souls unable to move.

**Polarizing Field (Ex):** A polar emits a constant buzz of mental energy. This field extends 30 feet in all directions from the beast, polarizing the brain waves. Characters within the field must make a Will save (DC 18) or act as if under the effects of a *confusion* spell for 1d4 rounds. The DC increases by 1 for every additional polar beyond the first. The polar field remains effective through up to a foot of stone or earth and 6 inches of metal. Once creatures emerge from the field, they are returned to normal and free to act normally (though entering the field again requires another saving throw to be made).

Every 2d4 rounds, all creatures within 30 feet of the polar must make new saving throws, as the polarizing field increases in intensity. This isn't a conscious ability on the part of the polar. The effect of being near multiple polars does not stack (only the DC increases), but creatures emerging from one polarizing field can find themselves deep within another unless they succeed at a new saving throw.

## Campaign

When designing encounters for your campaign, remember that Will saves are the weakest link for barbarians and fighters. It's highly likely that these characters will wander around confused for the duration of the battle.

Though dangerous, these creatures are not necessarily deadly if encountered by themselves. Those party members that make their saving throws should be able to defend others until the effects from the polarizing field wear off, although different players may rise or fall at different times. The polar really becomes a serious threat when encountered in large numbers.

A polar can also be an effective minion or guard for an evil psionist or spellcaster who has created an item or developed an ability that shields him from the effects of the polarizing field. News of such an immunity would get out in certain circles of the world, and many would pay a pile of gold and gems to have the party unearth such secrets. Whether that knowledge would be used for weal or woe is up to you to decide.







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