

**Varachan** (elven male ex-cleric; brown hair, scarred face; normally in black, loose-fitting clothing rather than ochre robes) has the following information for **Rician** and the party:

1. There are two ways into the Inner Fane:
  - A. The first way is via the Vestibule (area 21) on the east side of the Outer Fane. Bring cold weather protection or the purple robes from the Vestry (area 8) or **Hedrack's** Chamber (area 19), as the room will draw the heat from your body. There is a *protection from good* effect in this room although it won't affect creatures with more than 6HD. Exit to the west and into the Blasted Yard, then to the narrow span bridge at the north edge of the Black Spike. Cross the scarred and wounded earth via the bridge and pass through the door into the Spike. Beware the undead that roam the Blasted Yard.
  - B. The second way is through a secret door from the Hall of Priests (area 42) that slides down into the floor at the touch of the gem from the Chamber of Hate (area 38), and then through a second secret door that pivots in the center, and across the Blasted Yard to the span bridge, as described above.
2. The *Orb of Silvery Death* is an artifact that can protect you from the divine magic of clerics of Tharizdun. To find it, start in the Vestibule (area 21). Hidden behind a screen at the north end of the room is a set of three silver switches that will only appear in the light of a *torch of revealing*. To enter the Black Cyst, flip the left-most switch and then blow the iron horn on the table after touching it with a Master key. A black column will rise from the floor. Flip the second switch and blow the horn again; a similar column will rise from the floor, approximately 30 feet away from the first. Flip the last switch and sound the horn, and the area between the two columns will come alive with a flickering radiance of purplish light. Step through the veil and you will be in the Black Cyst. The *Orb of Silvery Death* rests like an egg atop a long black block of polished stone. Bring the *torch of revealing* with you -- other light sources will not work. Kneel before the block and speak "Tharizdun", then take the orb. Light a *black thurible* and twirl it about you to exit.
3. The general plan of the Doomdreamers is to excavate part of the Temple of Elemental Evil to gain access to the elemental Nodes. This doesn't do them any good until they have found the Champion of Elemental Evil and trained him (or her) in their responsibilities in the ceremonies needed to open the Node(s). Once the Nodes are open, they can summon the Elemental Princes, which can then accompany the Champion of Elemental Evil to defeat the solar who guards Tharizdun's prison.
4. Another artifact, which the Doomdreamers keep locked away from all in the cult, is the *talisman of pure good*. It is on sublevel 4 of the Black Spike, but I don't know how it's guarded. :(
5. The Doomdreamers are led by three beings known as the **Triad**. There is a human, an aboleth, and a half-elemental. They call themselves, the **First**, the **Second**, and the **Third**, respectively.