

# The Crystal Cathedral Of The Whispering Wastes

Hidden partway down the northern cliffs of one of the deep, narrow clefts of Lightning Ravine in the Siljan Hills of the Whispering Wastes in Peredur, is a ledge from which two stone doors open into this small temple complex. The route down to the ledge is well-concealed, narrow and difficult, running from the western end of this leg of the Ravine. A few low, scrubby plants survive on the ledge, among the fallen rocks and debris from the cliffs above, whose instability makes attempting to climb down them especially difficult.

The region of the Ravine was once, long ago, the scene of a significant meteorite fall, when the creature now revered here, maintained in the Crystal Cathedral chamber, arrived on Nibirum, sinking rapidly into the rock to protect itself from the planet's atmosphere, which is inimical to it. Everything that is crystalline within the complex, whether connected directly to the rock surfaces or not (thus including the more mobile crystalline entities as well) is directly linked to the creature, effectively as an extension of itself.

This creature is known as "The Shimmering". It has established a cult of humanoid worshippers, "The Shimmering Cult", to bring it living creatures from which it can draw life energies and magical power, with a view to one day being strong enough to return whence it came in the cosmos. In doing so, the affected creatures become partly, or wholly, crystalline, eventually becoming part of the crystalline forms found in the complex. The Cult treat The Shimmering as a god. Cult members dress in dark green coloured garments that make little sound, which they wear all the time here, and much of the time elsewhere, except when they need to better blend-in. They communicate only in whispers, and make as little sound generally as possible. This is because loud noises enrage The Shimmering, which could cause it even to destroy its own worshippers entirely, if sufficiently provoked, without realising its mistake until too late.

While largely secret, there are folks across the Whispering Wastes area who are aware of the Cult's existence, who, with others less knowledgeable, are liable to attribute any mysterious disappearances, especially of lone travellers, isolated farmers and recluses, to the Cult, commonly called "The Whisperers" or "The Dark Whisperers". While the creature and its Cult have been here for a long time, it is unlikely the Whispering Wastes regional name relates to the Cult; the two are probably merely coincidental.

Many aspects of this mapped layout were determined and adapted, often randomly, using elements from the free PDF supplement for the Shadowdark RPG, available from The Arcane Library website <https://www.thearcanelibrary.com/>, "Shadowdome Thunderdark". For those using these rules, notes relevant to them, where different to those in the main rulebook, have been added here in parentheses, using the abbreviations "SD" for the main rules, and "SD:TD" for the free PDF supplement, sometimes with page numbers.

## The Shimmering

This creature has a physical form something like a gigantic, ancient catfish, with at least six eyes, and several, lengthy, tentacular appendages. It is able to move with astonishing speed when it wishes, and its skin is covered with tiny, iron-hard scales that sparkle and shimmer with rainbow hues. It fell to earth long ago, and, as Nibirum's atmosphere is inimical to it, created a protective crystalline casing for itself, in which it still lives, as it sank beneath the surface here. The casing is known to the Cultists as The Fallen Star of Outer Night, and it can be found in the Crystal Cathedral chamber in the complex. The Shimmering has been slowly, over long years, gathering life and magical energies into itself through living creatures brought into direct physical contact with its crystal casing, such that it hopes eventually to have enough power to return to the stars. The creature can control this feeding process, which converts living flesh to crystal, such that a fully drained and absorbed being will become entirely crystalline too, usually as a slight increase in the size of the crystal casing, or as a new crystal feature somewhere within the complex, in whatever manner and form The Shimmering requires. The original creature is completely destroyed, as the process cannot be reversed, so far as anyone knows. Chosen Cultists are usually only partly transformed at first, typically having one of their limbs converted into crystal. In so doing, the Cultist also partially becomes an ambulatory element of The Shimmering, gaining additional powers, yet is still able to act independently much of the time. Not all Cultists survive their initial transition, and the part of their body which is crystalline continues to slowly increase over time, until eventually they too become simply another crystalline element somewhere in the complex. The Shimmering is telepathic, able to read the thoughts of any creatures anywhere within the Cathedral complex where its crystal is present. It can temporarily use this power to directly control any one creature whose thoughts it can read within this same area, whether Cultist or not. Quiet, eerily ethereal music (like that of a theremin) calms it and keeps it in the state as described above. Without such sounds, The Shimmering can become impatient, and is then liable to simply keep demanding to be fed living creatures continually. Loud

noises enrage it, such that it will rapidly destroy by conversion any creature in contact with its crystalline extensions anywhere in the complex. (SD: While based on the Aboleth, p. 194, and adapted from the SD:TD, p. 15 "Shimmering" concept, this is its own distinct variant, with the following stats: **AC** 18, **HP** 50, **ATK** 2 tentacles (near) +5 (1d8 + curse; applies directly or through touched area of its crystalline casing) or 1 tail +5 (3d6), **MV** far (fly/swim, inside crystalline casing only), **S** +5, **D** +2, **C** +5, **I** +4, **W** +2, **Ch** +1, **AL** C, **LV** 10. **Curse.** DC 15 CON, target gains a magical curse, turning into a mutated Chosen Cultist over 2d10 days, or death (converted body part becomes crystalline if survive; if die, becomes part of the Cathedral's crystalline elements). **Enslave.** In place of attacks, one creature within far of any crystalline element in the Cathedral complex, DC15 WIS or The Shimmering controls it for 1d4 rounds. **Telepathic.** Read the thoughts of all creatures within far of any crystalline element in the Cathedral complex.)

## The Shimmering Cultists

Beyond the Cultists who may be found here, there are other Cult outposts and safe-houses scattered over the Whispering Wastes, where Cult members can stay, keeping watch for suitable, typically lone, travellers, or physically weaker victims they can snatch in the wilds, possibly drugging them, before bringing them back to the Cathedral to be fed to The Shimmering. There are five grades of Cultist, Acolyte, Chosen, Cult Priest, High Priest and Exalted.

**Acolyte:** Once identified as a suitable Cult candidate, the potential Acolyte is inducted into the Cult during a regular ceremony at the Cathedral, during which they are tattooed with a small, star-like crystal shape, much like that shown in the Crystal Cathedral chamber on the map. This is usually done on the hand, wrist, or neck. This is a magical mark that allows other Cultists to recognise one another without necessarily displaying the tattoo, and enables the Cult Priests and High Priests to learn the general location of any specific Acolyte, or to determine if they are alive or dead, whenever they choose. Acolytes do most of the work away from the Cathedral, sometimes as unrevealed long-standing members of their original communities. (SD: As the Cultist, p. 203, but with HP 4, LV 1, no spellcasting powers, speaking only in whispers.)

**Chosen:** At a separate, rarer, ceremony at the Cathedral, Acolytes selected to become Chosen, individually rest naked against the crystalline casing in the Cathedral chamber with their whole body. When The Shimmering touches the interior of the casing where they are, the Curse effect begins. As they transform, one random limb becomes crystalline, and they gain new powers once the full effect has occurred, between two and twenty days later. Not all survive being Chosen, as noted above, and those who fail will sicken and die during a similar time-interval, while also transforming into crystal. (SD: As the Cultist, p. 203, but with S +2, and their Deathtouch ability operates only by contact with their crystalline limb. Again, they communicate solely by whispering.)

**Cult Priest:** As the crystalline Curse slowly spreads from the affected limb of a Chosen Cultist, so their power level and unusual abilities also increase. At the same time, their mobility declines, along with their ability to still pass as unremarkable outside Cult circles. There are currently four such Cult Priests. They may accompany a party of Chosen and/or Acolytes on a special mission away from the Cathedral, although this is rare. They gain the magical ability to have a selected normal weapon close-by take on the form and power of a magical crystalline version temporarily, or they may similarly cause one item of armour to transform into a magical crystalline defence for a time. (SD: **Cult Priest.** **AC** 15 (mail + shield), **HP** 19, **ATK** 1 longsword +2 (1d8) or 1 spell +2, **MV** near, **S** +2, **D** -1, **C** +1, **I** +0, **W** +2, **Ch** -1, **AL** C, **LV** 4. They retain the Fearless and Deathtouch abilities of a Chosen. **Crystal Force.** Close. One weapon or one armour becomes a magical +2 crystalline version for 10 rounds.)

**High Priest:** Two of these currently exist. They are more powerful versions of the Cult Priests. They are the last of the Cultists to still retain some mobility. One crystalline arm on each now has the permanent form and powers of a magical weapon, which can also create a magical energy attack at distance. Retaining the abilities of the Cult Priest, they are also able to have their own weapons ignite in neon flames temporarily, causing extra harm. Furthermore, they have the ability to prevent many of those seeking to do them harm from attacking or approaching them, using a spell-like ability. (SD: **High Priest.** **AC** 17 (+2 crystalline magical armour), **HP** 38, **ATK** 2 crystal sword-arm +3 (1d8) or 1 neon blast (far) +3 (1d12) or 1 spell +3, **MV** close, **S** +3, **D** -3, **C** +2, **I** +0, **W** +3, **Ch** -2, **AL** C, **LV** 8. They retain the Fearless, Deathtouch and Crystal Force abilities of the Cult Priest. **Neon Fire.** Self. Weapons held ignite with magical neon flame, causing an extra 1d6 damage for 5 rounds. **Repel.** DC 13. Focus. Lawful and Neutral creatures cannot attack the High Priest or move within near of them for the duration.)

**Exalted:** As the final stage of their conversion approaches, the High Priests cease to be mobile, or to have any of their former powers and abilities, melding into the crystalline structures somewhere within the Cathedral complex. They cease to be separate creatures once they have done so. The two more recent Exalted Cultists are now parts of the crystalline musical generators in the pair of barred-cell-like areas on the southeastern side of the Priests' Chamber (area 8), one in each cell. They are still referred to as separate entities by the Cultists, although they no longer are in reality.

## Cathedral Complex

Ceilings in the passageways and rooms, where not noted otherwise, are about 10 feet high (3 metres), with all surfaces made of dressed native stone, interspersed with crystalline outgrowths, chiefly on the walls and ceilings. Faceted crystalline **glowlights** among these outgrowths in the walls react to movement in the rooms and corridors throughout the complex, activating as soon as anyone enters the room, or passes within 20 ft (6 m) of one in the passageways. These provide light like torches. They are elements of The Shimmering, and as such can be controlled by it, to plunge an area into darkness, for instance. Cultists routinely carry one or more magical crystalline **glowsticks** about them as well. These are cylindrical crystal rods about 6 inches long by 1 inch diameter (15 centimetres by 2.5), which are ordinarily inert. If flexed until they make a cracking sound, they then glow with steady, neon light like a torch for a short time (SD:TD glow lasts 15 minutes). They can only be used once, and once dropped onto the floors in the Cathedral complex, are rapidly reabsorbed as part of The Shimmering's crystalline elements. None of these crystal lights generate heat.

**Outer Doors:** A pair of stone doors around 50 ft apart (15 m) open onto the ledge in Lightning Ravine, inset slightly within the start of their respective passageways. The western door is used by Cultists only; the eastern by Cultists bringing in captives. Neither door has any indication of what lies beyond them on their outer sides.

**False Doors A, B & C:** Three dead-end passageways in the early part of the complex have false doors set into their closed ends. In future, the complex may be expanded beyond any or all of these. **Door A** has a large, cracked crystal embedded in its centre, from which a puddle of harmless, sticky goo has apparently seeped out onto the floor. Anyone stepping into this puddle and not cleaning the goo off very carefully can be tracked by The Shimmering wherever they go (even outside the Cathedral complex), as if they were within sight of one of its crystal elements here. The goo loses its effectiveness within half a day (SD: 2d6 hours). **Door B** has its outer surface covered in a sheet with a swirling, hypnotic, crystalline design, that may cause temporary magical confusion in viewers (SD: DC 12 WIS or suffer the effects of a Confusion spell, p. 57, for 1d4 rounds). **Door C** has a pattern of crystalline musical notation inlaid on it. If the music is played on an instrument here, it causes mildly damaging pain in the ears of listeners nearby, and then hypnotises those affected for a short time (SD: DC 12 WIS or suffer 1 damage and the effects of a Confusion spell for 1d4 rounds).

**Instruction Room:** Midway between the two western False Door passages are double doors on the eastern wall. Several hand-written notices on scrappy pieces of paper have been pinned to the outside (more are on the inside of the doors), using a coded language that uses an oddly spiky notation. Some of the notices have layouts suggestive of calendars and rosters, and if magically read, all pertain to the general activities and duties of Cult members within the complex. In the Room itself are backed, wooden, pew-like benches, cupboards containing spare dark green robes, mail armour, swords, shields and other items for use outside the complex, with various Cult paraphernalia, and a large lectern towards the chamber's southern end. The ceiling is about 12 ft high (3.5 m). One of the cupboards has a bundle of five red dragon scales in it (SD: 5 gp each). A flock of six, small, bloodsucking, bat-like creatures (SD: Stingbats, p. 254, like D&D's Stirges) act as guards for the Room, usually roosting in one of the cupboards. Each has a collar with a palely-glowing crystal in it, which allows The Shimmering to use them to "see" through, and control the creatures.

**1. Harmonic Chamber:** The door into this room from the entrance passageway past the corridor to False Door B is studded on both sides with colourful crystalline fragments. These glitter in the light, and are harmless (other than being linked to The Shimmering, at least). In the Chamber walls, floor and ceiling here are larger crystalline outgrowths than are typical elsewhere, and of more elaborate, faceted forms. Loud sounds in here, including persistently talking in a normal voice, will activate these crystals, causing them to create harmonic sounds that target those making the noise, making them confused and disoriented. Others in the room not making such noises are unaffected. (SD: DC 15 WIS or suffer the effects of a Confusion spell for 1d4 rounds.) The door to the Passage Closet (2) has a large, crystalline, black-and-white chequerboard

design panel over most of it, visible from both sides. The paler squares in this are translucent. Captives brought in by the Cultists are warned not to make any noise beyond this room, if they are conscious, and suffer the effects of the harmonic crystals here should they try.

**2. Passage Closet:** The dead, western, end of this short connecting area between rooms 1 and 3 has a pile of worn, discarded clothing piled on the floor. Buried among these items may be found an unused glowstick, a magical finger-ring that allows its wearer to drop safely over considerable vertical distances (SD: Ring of Feather Falling, p. 312), and an opalescent pearl (SD: 40 gp). The door to the Shrinking Room (3) has a shimmering, crystalline snakeskin appearance all across it, on both sides.

**3. Shrinking Room:** Two large, roughly 3 ft tall (1 m), gem-like, crystalline forms grow from the southern half of the floor, shaped rather like flat-capped toadstools. The more easterly of the pair has a reddish coloration, while the more westerly is green. Touching the red one, even momentarily, with bare skin, causes the toucher to shrink until doll-sized (SD:TD - shrinking rate is 1d6 inches per round). Clothing and all other gear retains its original size and form. Touching the green one with bare skin restores a shrunk person to their former size (at a similar rate). The western door to the Crystal Corridor (4) has the same shimmering, crystalline, snakeskin patterning on both sides to the door in from the Passage Closet (2). Captives are completely and efficiently stripped using these crystal elements. Old, worn clothing is discarded in the Passage Closet. Better-quality clothing and any valuable items are kept and sold outside to help finance the Cult's activities, although some may be kept for Cult use as well, such as weapons, armour and magic items. Captives are taken from here through the Crystal Corridor to the Captive Cells chamber, and imprisoned until required to participate in a ceremony in the Cathedral chamber.

**4. Crystal Corridor:** A long, roughly north-south passage with no doors, leading to a dead-end. Crystalline clumps sprout from the walls (only) at random intervals all along it, some, though not all, of the normal glowlight type. Near the otherwise unmarked secret door to the Captive Cells chamber on the west wall, is one of these crystal clumps. It seems no different to any others along here. Touching it with bare skin will open or close the secret door from the passage side. The door cannot be opened from the Captive Cells side, except by one of the High Priests.

**Captive Cells:** One of the largest rooms in the complex, still with a 10 ft ceiling height (3 m). Six Cell areas with floor-to-ceiling stout metal rods and cross-bars, occupy most of the central area, in each of which is a stone-lined pit, around 10 ft deep, covered by a locked metal grille. In the large southern alcove is a huge statue of a golden Stingbat with outspread wings (SD, p. 254; like one of D&D's Stirges), which is missing one of its ruby eyes. A broad, low, stone brazier-bowl is on the floor in front of the statue, which once contained fire. Now, it is empty, except for the reddening effect due to those old flames. Alongside the statue, towards the western side of the alcove, is the chamber's guardian, a colourful, sparkling, gem-like Crystal Golem. This reacts only to loose humanoids not in a Cell or being held/guarded by Cultists in this room, and will not leave it (the tattoos of Acolytes, or the crystal body parts of the higher-ranked Cult members are what it uses to identify miscreants). (Based on the SD:TD, p. 15, Crystaltron 6400b concept, as adapted from the Stone Golem in SD, p. 222. **Golem, Crystal.** A wide-limbed, lumbering statue of iron-hard faceted crystal that shakes the ground. **AC** 18, **HP** 40, **ATK** 2 slams +6 (1d8) and 2 crystal shards (far) +3 (1d8), or 1 light show, **MV** near, **S** +4, **D** +0, **C** +4, **I** -2, **W** +0, **Ch** +2, **AL** N, **LV** 8. **Golem.** Immune to damage from fire, cold or non-magical sources. **Light Show.** Flashing neon lights shine and flash from various body and limb areas. All who see it in far, DC 18 WIS or suffer Confusion (as spell) for 2d4 rounds.)

Each Cell has a lockable, barred gate in it, the keys for which, and those for the pit grilles, are kept by one or both of the High Priests (one if the other is absent from the complex). The keys are usually given to the Cult Priests to store or release captives. Captives are taken from here through the Preparation Room (5), to be sacrificed to The Shimmering in the Crystal Cathedral chamber. Cultists normally use the other, northern, door to access this room, unless using the secret door. That northern door is a sheet of iron-hard, clear crystal. The door into the Preparation Room is similar, other than it being of an opaque grey colour. The Cell-pits currently contain the following. **A:** Empty. **B:** Two naked, unarmed, Human former Bandits (SD: Stats as p. 197, except AC 10, ATK 1 fist +1 (1d4)). **C:** The grille latch and top have become warped by force from beneath, making it very difficult to open, and it will no longer lock, requiring brute strength even to move. The pit contains three humanoid skeletons, each with one body part now made of crystal fused to the bones. This crystal changes colour when touched by living flesh. These are normal skeletons, not undead. **D:** A lithe, naked humanoid with green, scaled skin, a cobra-like snake's head, and colourful feathers growing from its body and arms (SD: Stats as Viperian, p. 262, with no weapon attack, only 2 fists +2 (1d4)). **E:** Two naked former beggars, one Human, one Dwarf, with an unused glowstick in the waste at the pit's base (SD: Treat the

beggars as Thugs, p. 259, with these replacement stats - AC 10, HP 2, ATK 1 fist +1 (1d4), AL N). **F:** Empty, but at the bottom of the pit is a crystalline music box, that can be played once a day to bring a minor stroke of good fortune, although it is very loud (SD:TD, p. 17, table-entry 88-89). There is also a crystal dart here that when it strikes a living target, as well as causing minor damage, has the magical effect to cause the person to only be able to say "Precious" for about an hour (SD:TD, p. 11, adapted table item 3; does 1d4 damage).

**5. Preparation Room:** A square-plan room with an open passageway west into the corridor connecting to the Crystal Cathedral chamber. The Room is ankle-deep in sparkling, crystalline dust that does an initial small amount of blistering damage to unprotected living skin (SD: 1d4), to which it clings as shiny, visible sparkles, like glitter, thereafter. It will fall away in time, or can be washed off eventually, although it is very difficult to remove it all this way, even weeks later. A pile of discarded captives' belongings, including bags and straps, though very few clothes (most of those in generally better condition than those in Passage Closet, 2), is in the west corner. Buried away among these items is an unused glowstick, two gold coins and a matched pair of polished bone dice (SD: 25 gp).

**Crystal Cathedral:** Largest room in the complex, this has a roughly 40 ft high ceiling (12 m), supported by six large, crystalline pillars in two east-west lines. In the middle, between these pillar-lines, is a huge, star-pointed, faceted, gem-like crystalline column in a loosely conical, "pine-tree" shape that almost touches the ceiling. Apparently widest, as mapped, at floor level, this structure is completely embedded in the floor, suggesting that what can be seen here is only perhaps half, or less, the full crystal's size. Both this gigantic crystal and the pillars glow with a soft radiance, showing slowly swirling, misty, translucent patterns and shapes within them. The pillars have a clear paired colour-preference, although the main crystal's luminance constantly changes subtly. The western pair of pillars are predominantly red, the middle pair yellow and the eastern pair blue. Eerie, soft ethereal music, rather like a theremin, continually fills the air, without an obvious source. All five doors leading into this chamber have six translucent, rectangular, crystalline panels set into them, in each of which panels is one or more small, neon-glowing, vaguely insect-like shapes. These are in constant motion, at various speeds. Breaking a panel releases whatever such objects it contained as neon-glowing, small flying insects of indeterminate form. Swatting one successfully causes it to explode in a neon flare, temporarily blinding the swatter (SD: for 1d6 rounds). At times in the great central crystal star-column may be seen something of the form of The Shimmering. During the ceremonies here, sacrificial captives are forced against the star-column so The Shimmering can feed on them, while those Cult Acolytes selected to become Chosen, willingly touch the crystal-column themselves. Such ceremonies typically happen during the days nearest new White Moon, which is also when more of the Cult's members are gathered here than at any other time.

**6 & 7. High Priests' Chambers:** Identical, mirror-imaged, rooms just off the Cathedral's floor are the quarters used by the two High Priests. There is a bed, one or more chests, and cupboards in each room, with the usual dark green robes, although there is little other Cult gear, and no armour or weapons. These have been passed on to the current Cult Priests, as the High Priests' increasingly powerful, crystalline forms no longer require such. In Chamber 6 may be found a silver torc set with sapphires and pearls (SD: 360 gp), an experimental crystalline longsword that looks very beautiful, has perfect balance, and radiates a magical aura, yet will shatter instantly if it is ever used in combat, a golden ram's horn with strange sigils painted on it in red (SD: 30 gp) and a stained glass vase that looks like crystal, though it is really just glass, and which has several bite marks on it (SD: 50 gp). Chamber 7 houses the more senior of the two High Priests. In here are the following items: six different, miniature crystal animals, all of kinds native to this area, and all so perfect they might be converted, shrunken actual creatures, although each has what seems an unfortunate small chip in its surface (SD: 15 gp for all six); a silver finger-ring with a tiny emerald in it (SD: 40 gp); a half-empty cask of Dwarven Honey Mead (SD: 5 gp); a golden circlet encased in amber so perfectly it can be worn still, as the amber conforms to the shape of the circlet exactly (SD: 250 gp); and The Ashen Bow of Ages, a magical longbow whose arrow-strikes turn blood to rose petals, and whose powers restore health to its user whenever the weapon is used to slay another creature, as well as giving them an advantage in every combat (SD: 900 gp; +3 magic longbow; regain 1d6 HP when a creature is slain using the bow; user always has advantage on initiative rolls).

**8. Priests' Chamber:** At the western wall of the Crystal Cathedral chamber, a flight of stairs rises to the fifth door out of there, which leads into this room. It contains the quarters for the four current Cult Priests, including beds, a couple of tables, four chairs and cupboards for their robes, armour, weapons and other gear, when not in use. Two barred-cell-like structures separate off part of the eastern alcove from the rest of this room. Each has a broad, barred gate in its roomward side, neither of which has a lock, merely a latch, thus both are

more like openwork doors with a simple handle. There are palely-glowing, substantial crystalline structures inside these cell areas, covering much of the eastern alcove wall. These are of similar character, though lesser size, to the great star-crystal column in the Cathedral chamber. Close inspection indicates vague traces still of where the two most recent Exalted Cultists have become melded into these crystalline forms, as they continue to assimilate into the structure. These crystal forms somehow generate the ethereal music in the Cathedral chamber, which music can be heard, more faintly, throughout this room too. It is relatively loudest within the cell-cages. Fresh Exalted Cultists are needed from time to time, to ensure the music continues, since as the assimilated Exalted ones become more fully parts of the crystal, their ability to generate the music ceases. Nothing indicates how the music is created. Amongst the gear stored in the cupboards may be found the following: a bottle of rare incense that repulses the undead (SD: 50 gp); a magnetic, iridescent piece of the meteorite in or on which The Shimmering is believed to have arrived (SD: 70 gp), a potion that gives its drinker the strength of a giant, temporarily (SD: p. 310; 200 gp); a bag holding twenty glass marbles (SD: 5 sp each); ten gold coins in a small wooden box (SD: 10 gp only); a jade and gold scarab pin (SD: 20 gp); a small golden bowl (SD: 15 gp); a silver humanoid tooth (SD: 1 gp); an unusual, precious-metal locket in which is a painting of a Halfling (SD: mithral; 20 gp); a crystalline fragment known as a Shimmering Shard, crushing which enhances the spellcasting power of a magic-user for up to an hour (SD:TD, p. 17, table-entry 48-49); and a magical tuning-fork, which when struck and held against a solid surface cancels out the sonic effects from the two crystalline music generators, whether this is done here or in the Cathedral (if used elsewhere, the tuning-fork can be used to cancel-out any one inimical sonic effect of whatever kind). Set on the west wall of the alcove facing the door from the stairs out of the Cathedral chamber, is a crystalline statue of The Shimmering, with its unnerving six eyes that seem to look directly into the mind of anyone entering this Chamber. Like many other crystal forms here, this grows right out of the stone wall.