

Forgotten Temple of Shumhanrhu

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Kingdom of Nyrond

Version 1.0

by Bryan Bagnas

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In the wild marshland of the Gnatmarsh, dark places become lost, decayed, and forgotten. For resolute treasure hunters and mystery seekers, it's a nagging call and a ripe lure. One such seeker, Kelwyn, now has mysterious keys that fit a lost door as well as a map to that door. The route leads to a long forgotten temple ruin in the depths of the Gnatmarsh.

Legends say only a fool would use the keys to open that dark door. Kelwyn is looking for such fools. Part Three of the Kelwyn Series (Part One is NYR6-04 *Kelwyn's Keys* and Part Two is NYR7-03 *Requiem to Maglubiyet*). A one-round Regional adventure set in the Kingdom of Nyrond for characters level 1-10 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Blight on the Bright Sands Sourcebook* [Creighton Broadhurst, Stephen Radney-MacFarland], *Creature Catalog VI* [Kevin Baase, Eric Jansing, Dragon Magazine #355], *The Cult of Tharizdun* [Darrin Drader, wizards.com], *NMR3-04 The Wealth of Nations* [T. Troy McNemar], *NYR6-04 Kelwyn's Keys* [Bryan Bagnas], *NYR7-03 Requiem to Maglubiyet* [Bryan Bagnas], *The Shadow Glade* [Jesse Decker, wizards.com], and *WG4 The Forgotten Temple of Tharizdun* [Gary Gygax].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in *Appendix 1*. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round normally to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure.

Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Kingdom of Nyron. Characters from the Kingdom of Nyron pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Of Sulm, Shattados, and Tharizdun

Two millennia ago Flan civilization reached its zenith on the arid grasslands of Sulm. Here, the ancient Flan learned the secrets of agriculture, ironwork, and engineering, founded great cities, and raised majestic temples to their gods.

With its success Sulm grew, absorbing neighboring states. And like many empires, hegemony bred arrogance and decadence. With those black seeds planted, an evil rot eventually disintegrated the Sulm civilization.

The final doom of the Sulm came suddenly, when its last ruler – a mad sorcerer named Shattados – was granted a boon from his divine patron, Tharizdun. The dark god's gift took the form of a powerful artifact called the Scorpion Crown, which promised to allow Shattados' true and everlasting dominion over all of his subjects. What it did was transform almost all of Sulm's people into hideous manscorpions bound to Shattados, and precipitated the eventual decline of Sulm's lush grasslands into a wasteland of sand and rock.

Thus Sulm passed into history, languishing, all but forgotten, until events transpiring in the City of Greyhawk thrust these accursed lands into the minds of the great and the good (*Blight on the Bright Sands Sourcebook v1.0*).

The Temple's Origins

During the final years of the Sulm Empire, under the dark rule of Shattados, several high-ranking priests of Tharizdun were sent out into the borderlands to establish forward bases of operations. These dark temples would provide support for the expansion of the Sulm Empire into new, ripe lands. One such forward installation was built deep in the heart of the Gnatmarsh.

When the curse of the Scorpion Crown unleashed its powerful magic, only a few survivors escaped transformation into manscorpions and the sudden emergence of the Bright Desert.

When communication from the main temple in Utaa ceased suddenly, the high priest and architect, Shumhanrhu (shoe-man-ROO), sealed his temple from the troubles and left for the capital city. He was lost upon his return to the blasted wastelands of the Bright, and set upon by its new, savage inhabitants. Little else is known of Shumhanrhu's fate.

The unhallowed temple's undead guardians just waited. The mighty doors of the temple remained locked. The high priest never returned. Soon the Gnatmarsh began to reclaim the Temple of Shumhanrhu and knowledge of its existence vanished into oblivion. All that remains are the keys Shumhanrhu carried with him to the Bright Desert.

Over the years, adventurers and desert centaurs have uncovered various ruins and underground caches. Their contents looted for weapons against the Traitor. Some innocuous items like the magic Keys of Shumhanrhu were sold to traveling merchants and goblin bandits or kept by roving bands of adventurers.

The Devil Kajabor

During those ancient days, high priest Shumhanrhu developed a method of binding devils to temples, thereby granting the unholy sites more unholy power. As the architect for the temple, Shumhanrhu captured and bound the devil Kajabor to the main chapel. This increase

in power allowed Shumhanrhu's temple to reach through the multiverse and contact the insane god Tharizdun in his dark prison. But before the temple became fully operational, Shumhanrhu left to investigate a loss of contact with Utaa and Emperor Shattados.

Kajabor used these centuries to his advantage. The library of dark arts and religious text on Tharizdun helped his escape plans. He developed a way to separate himself from his shadow, thus creating a near clone of himself. Leaving his blood amulet on his lesser half, Kajabor escaped from his prison into the world. Knowing that no one could enter into the locked and lost temple, Kajabor felt his clone was safe from danger. With it protected, he could return from the dead and seek revenge for any insult. He had gained a modest, but effective form of immortality.

Soon after his precious release, he fell into a union with goblins led by Waerlan Ghel and Lagoch. They appealed to his inflated sense of authority, and he agreed to create offspring for their use. However, a band of adventurers called Devilslayers discovered his trail and slew him.

Kajabor returned to life and again reunited with Lagoch. The goblin lord Waerlan Ghel had perished at the hands of the adventurers. The Devilslayers and Kajabor again battled in Lagoch's shrine-based lair. The Devilslayers managed through mighty magic to trap Kajabor within the walls of the Shrine. Kajabor killed most of them but was unable to escape. Now he sits in anger, trapped in a shrine to Khurgorbaeyag.

Recent Events

Kelwyn, an armchair treasure seeker, learned about the mysterious temple and the keys from several obscure sources. He tracked down each of the keys, one by one, and bought them from adventurers and collectors all over the Flanaess.

When one of his employees acquired two such keys, his caravan was attacked, and the keys lost to a band of goblins under Penjo Fen. Kelwyn hired a band of adventurers to reacquire his keys. Other magic keys were found in such diverse locations as the lair of fire giants, the belly of a giant fish in Woolly Bay, and the decadent homes of Alhaster.

Kelwyn had the keys, but not the elusive location of the forgotten temple. Recently, a band of adventurers uncovered a map to the temple in the crypt of goblin lord Waerlan Ghel. Waerlan's priests and entourage discovered the abandoned temple years ago and used it as one of their bases of operation. However, they weren't able to unlock the doors and discover its evil secrets. So they left to secure other lairs. Now Kelwyn wants a team to go to the temple and open the doors.

ADVENTURE SUMMARY

This adventure is a dungeon crawl through an abandoned temple. It begins with Kelwyn providing information on the temple's location.

The PCs must travel through the Gnatmarsh. Once there, they find the temple in the overgrown swamp-forest.

Strange creatures have built a lair in the shadow of the temple. These creatures can turn the PCs into stone.

Once these monsters are defeated, they must find the door and figure out how to use the keys in the door.

The main shrine is also a dead end filled with undead. It's a false entrance and mock shrine to confuse the unwary. A secret door leads to a narrow tunnel, which provides access to the real temple.

The confusion and diversion doesn't stop there. At the first intersection there is a puzzle. The four statues of color (blue, red, green, and purple) uncover a fifth statue and access through the archways to the rest of the temple.

In the high priest's residence, there is an insane ghost. He relates the information about Shumhanrhu and what happened to Kajabor. Or the party could kill him and not find out any information.

There are other locations to investigate within the temple. The library can also provide clues about Kajabor's shadow magic and his secret.

In the main temple, the PCs find and must defeat Kajabor. Then must take his Blood Amulet and return it to Nyrond.

From here, they return to Curtulenn and Kelwyn, where he tells them of his true motives.

PREPARATION FOR PLAY

Make a note of which PCs have played *NYR6-04 Kelwyn's Keys* and *NYR7-03 Requiem to Maglubiyet*. These PCs will know several of the locals in Curtulenn such as Kelwyn, Gerta, and Elo Frith. Kelwyn will approach these individuals first when he offers the job.

Also, you should be familiar with cold weather effects in the DMG. These severe conditions occur in certain areas of the temple.

Don't mention the name of Tharizdun until after the PCs solve the door puzzle. Their research and other clues can lead them to that discovery, but the puzzle relies on their not knowing the name.

INTRODUCTION

In Curtulenn, along the main trade route between Trigol and Mowbrenn, the party stops off for quick drink at a familiar tavern (see DM Map: *Dancing Dog Tavern*)

Upon entering the Dancing Dog, a tavern off of the main square, you look for a place to sit. The Dog is warmly decorated with natural woods and hand crafted quilts as cushions. The fieldstone hearth fire keeps the place warm and comfortable. Most of the tables are in good repair and the mugs look almost clean.

At the far end of the long, narrow building is the bar. Elo, the bartender, acknowledges your arrival and waves for you to take a seat anywhere you can find one.

Off to the side, there's a seat at a large table. Six stout chairs circle the table and beckon your weary limbs. Soon, others join your table seeking the only empty seats in the place.

A young barmaid approaches the table and bows politely. "I'm so sorry gentlefolk. It's my first day here as a barmaid and I'm nervous. Oh drat. I forgot again. My name is Yasmin, I'll be your barmaid today."

She leans in and lowers her voice, "Elo likes it when we know customers names, so if could you all do me the favor and tell me your names and what you'd like to order? It'd help me a bunch."

At this point, allow the players to introduce their PCs, describe what they look like, and place their orders. Once they are finished, continue reading the box text.

"Thank you." Yasmin jots down the order on her notepad. A confused look crosses her face. She looks like she is remembering something and trots off to fill your order. A few seconds later, you see a young boy bolt out the front door.

She soon returns with your orders. "Here you go gentlefolk. Now if you be needing anything else, just call me over." She bows politely.

Yasmin enthusiastically engages in small talk, especially with anyone who played the previous mods. Pepper her conversation with:

- "Oh I heard about that. Yes, folks around here still talk about that all the time."
- "So you were at the Old Telshin Farm. Well I'll be."
- "I love to eat at Palin's too. His food is delicious."
- "Goblins are very scary. My brother-in-law looks like a goblin."
- "You sure look strong and handsome."

If asked about the boy who ran out, Yasmin is initially vague. When pressed, she says that Kelwyn left descriptions of adventurers he's familiar with and a request to contact him if they arrive at the Dancing Dog. The PCs fit those descriptions.

If none of the PCs played any of the other adventures, then his request is for strong, mercenary types. In either event, Yasmin sent the boy to fetch Kelwyn and claim her finder's fee.

A few minutes later, Kelwyn enters the scene.

The front door bursts open with a bang. Most of the patrons look up from their frothy mugs. Who's making such a commotion? A man dressed in fine clothes enters the Dancing Dog. His eyes are wide and wild with excitement. He points at your table and says loudly, "There you are. I need you now! Come to my office quickly. We have business!"

He turns on his heels and walks off into the square. Yasmin slinks by and says, "Oh, you know Kelwyn the merchant. Why, you must be important."

She looks you over a bit and says, "His office is on the other side of the fountain next to Hoopka's. You can't miss it 'cause his name is on the sign.

Hopefully, the PCs decide to meet with Kelwyn. When they do, continue on with the next encounter. Otherwise, Kelwyn will return an hour later to find out why they missed their meeting.

Development: If the PCs know Elo from the other modules, then he is willing to talk and catch up on old times. He doesn't know what crazy plan Kelwyn has but assumes it's dangerous.

If the PCs seek out Gerta, she's playing with the other children out in the streets. Anyone she recognizes soon earns her attention. She'll follow them around for the remainder of the day.

ENCOUNTER 1: FOOLS RUSH IN

Kelwyn discusses his next project, one that is very dangerous but could pay very well in salvage rights (see DM Map: Kelwyn's Office)

You hastily follow the distracted merchant across the square to his office. His door remains open as if he expects you to be close on his heels.

When you enter the building, you see Kelwyn rummaging through his papers and files. He looks up and spots you. Kelwyn motions for you to find a seat. "Sit, sit. I'll be right with you. Just as soon as I find my notes."

After what seems half an hour, he pulls up a chair and plunks down a stack of papers and books. With a heavy sigh he says, "Blessed be Zilchus. He has sent you to me in my hour of need. Fortune is shining upon our heads."

If any of the PCs have played NYR7-03 Requiem to Maglubiyet, then read the following.

"Those notes you brought from Waerlan Ghel's tomb have provided an excellent source for research. I have here an improved map to the mysterious temple, cross-referenced and compared to other maps of the region. It should prove quite accurate; after all, I paid enough to have it prepared. Spared no expense!"

Otherwise, read this.

"Notes obtained from Waerlan Ghel's tomb have provided an excellent source for research. The note was a crude map. I have here an improved map to the mysterious temple, cross-referenced and compared to other maps of the region. It should prove quite accurate; after all, I paid enough to have it prepared. Spared no expense!"

In either case, continue below:

Kelwyn fetches his tea set and pours everyone a drink. He takes a cup as well before he continues, "There's so much to tell. I've been searching a long time and I'm so close to this material. I fear I may leave some important tidbit out or gloss over key points. Oh well. I should really start at the beginning."

"Over the last few months, I researched information about a strange, nearly forgotten temple. This temple requires special keys to open, magic keys. Through informants and other research, I was able to locate and acquire two keys. They were stolen by goblin bandits, but recovered by a band of adventurers."

"Still, I didn't know the location of the mysterious temple. I acquired several copies of goblin literature, sundry letters, and interrogation notes. To translate these documents, I hired a professor from the University. His expertise in goblin culture and history served me well. It allowed me to connect pieces of local lore and goblin culture to find a secret crypt."

Kelwyn takes a sip of tea from his cup then continues, "I uncovered the location of this secret crypt and sent adventures to investigate. Little did I know they would find something most related to my primary interest. They discovered a crude map to the mysterious temple."

"Had I known the two were related, my research would have gone much more quickly. Anyway, I had the map improved and refined so you can use it on this mission."

A smile emerges upon his face. "I should really offer the job to you to first – my apologies. I would like to offer you 100 gp each to follow this map and explore this forgotten temple. As usual, please provide maps, locations of hazards, and dispatch any nasty things."

"You would of course, receive a great deal on the treasure you find. That is assuming you use me to liquidate your treasure. Can I count on you to investigate this matter?"

Hand the players Player Handout: Kelwyn's Keys and Player Handout: Key Image.

"Here are the keys. There are nine in total. They are shaped like hexagons, only very long like pipes. These strange runes on what appears to be the front have eluded my abilities to decipher." Kelwyn hands over the keys. "Feel free to do whatever research on them as you like."

The keys are cold to the touch and are made of some dark purple stone. The sigils or runes on the top are silver, probably applied in a molten form and skillfully inlaid into the stone.

Kelwyn adds some more information, "I received two from a collector in the County, later recovered from Penjo Fen. Other magic keys were found in the lair of fire giants, the belly of a giant fish in Woolly Bay, and the decadent homes of Alhaster."

"The last few were acquired in the underground cage fights at Oldred (it was part of the prize money), an adventurer's tomb in Greyhawk, and in the Bright with centaur merchants. In all, the nine have taken quite a while and a lot of money to find and acquire. Spared no expense!"

The PCs may decide to perform an investigation on the keys. If the PCs want to study the keys in more detail before they leave on their trip, they can consult the local sages. There are several alternatives detailed here. Use the information presented here as a basis for improvising other investigations.

Detect Magic

The keys each emit a medium Abjuration aura, most likely a part of some magical barrier.

Knowledge (history) DC 15 or Bardic Knowledge DC 20

Here is a bit of obscure history they know:

- During the final years of the Sulm Empire, under the dark rule of Shattados, several high-ranking priests were sent out into the borderlands to establish forward bases of operations. These dark temples would provide support for the expansion of the Sulm Empire into new, ripe lands.
- One priest is mentioned as traveling east beyond the Abbor-Alz into a swamp. His name was Shumhanrhu.

Knowledge (arcana) DC 15

The sigils represent numbers from 1 to 9 (Player Handout: Decoded Sigils).

Comprehend languages or similar spell, **Decipher Script** DC 15

The runes are letters of an ancient alphabet (Player Handout: Deciphered Sigils).

1. Z
2. T
3. U
4. D
5. I
6. A
7. H
8. N
9. R

(Note for the DM, they are also listed with their corresponding numerical value.)

Knowledge (local – NMR or Core) DC 15, Bardic Knowledge DC 20

Scraps of stories, songs, and other tidbits can be collected and reveal the following information.

- A high priest of the former Sulm Empire, Shumhanrhu, was noted for using stone keys for the protection of Imperial sanctuaries.
- He always had 15 acolytes in attendance for his rituals, public appearances, and research.

Library at Curtulenn

This library is not the best in regards of ancient or arcane research. It mostly houses typical Nyronal stories, religious sacred texts, and local official documents.

Library at Rel Mord

The PCs may decide to take some additional time to consult a better library like the one in Rel Mord. If so, their willingness to delay their assault pays off and they learn the following information.

- The runes are similar to those found in the ruins of Utaa, and Sulm temples prior to its destruction.
- Most keys and scripts like this are attributed to the chief Imperial magic crafter Shumhanrhu.
- He was also a middle-grade priest of the Dark One, and a former courtier of Shattados.
- They seem to be some sort of alphabet or number system. Or perhaps both.
- He was fond of magic squares.
- Fifteen is a magic number.

♣ Gringle Menk

This low life doesn't have any useful information. But he does have a nice silver dagger for sale.

Treasure: Kelwyn pays the adventurers half now and half when they return with information.

👑 **APL 2:** Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

👑 **APL 4:** Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

👑 **APL 6:** Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

👑 **APL 8:** Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Development: When the PCs are ready to move on, Kelwyn has arranged transport by barge down the Franz River to the closest edge of the Gnatmarsh. Kelwyn and the barge captain will advise against taking horses or ponies into the Gnatmarsh. They will break legs. Probably best to leave them in Curtulenn under Kelwyn's care. Centaurs, being sentient, just need to be careful, and camels, with their webbed and padded feet can navigate the swamp, but again, they must be careful. The barge captain is willing to carry any and all animal companions (and such) as long as the PCs take full responsibility for keeping them in check and paying for any damage caused by them.

It should be noted that this approach means that the PCs will need to make their way through the swamp to

leave. The barge will not be there to pick them up when they are ready to leave. But, this is still far easier than having to make their way through the entire swamp in both directions.

ENCOUNTER 2: GNATMARSH SOJOURN

The long trip through the Gnatmarsh is full of perils and dangers. Mosquitoes fly around. Will-o-wisps taunt wanderers with their strange dance. Alligators sulk in the shallow waters (reference DM Map: Area Map).

Once the barge has arrived at the drop off point, the PCs have a couple of options for making their way through the swamp to the hidden temple. The two obvious solutions are:

- Purchase a flat bottom rowboat, with poles and oars, to traverse the river and swamp. It costs 50 gp to hire the rowboat, but the Captain, having expected this, has one on board for them if they want it.
- Travel on foot through the thick mud and leech-infested waters. This method is left to the wisdom of the PCs to figure out.

The Captain also has provisions on board that he is willing to sell at the normal PHB prices in case the PCs forgot to bring any.

Also, when the PCs are ready to leave, the Captain will recommend that they buy some "mosquito goo" before they head into the swamp. He will explain that the goo keeps away the "skeeters" of the swamp. Someone named Seedie makes the goo in the thick of the swamp, and the Count's men, currently the Duchess' men, have been bringing it back to Beetu to sell for a few years now. He happens to have 20 pouches that he will sell to the PCs for 1 gold noble each. Each pouch provides enough goo for 5 doses.

When applied to exposed skin, this foul smelly, sticky green paste repels mosquitoes of all types. One dose lasts 24 hours, but is easily washed off by a dip in the horse's water trough, a good hard rain, or a thorough dousing with wine.

The Trip

Travel through the Gnatmarsh is an adventure in of itself. There are many hazards, but most of them can be avoided by using the long Franz River. Going overland and through the muck of the marsh provides its own rewards. Read the following if the PCs go overland.

As you begin your trek into the Gnatmarsh, the first thing that hits you is its foul smell. Then the ground softens underfoot. Soon after that, the vegetation begins to thicken and block easy passage. The ground gives way to ankle high stagnant water. Thick roots arch out over the water in a mosaic of organic knot work.

The first night was plagued with large flies and tiny mosquitoes that bite the exposed areas of your body. You never seem to dry off and the stinky mud finds its way into strange places.

On the second day, the mosquitoes get larger and the flies more aggressive. Daily sightings of large crocodiles become frequent, some swimming, some sleeping on islands of firm ground. There is also an assortment of colorful birds, frogs, and lizards that skitter past.

Several more days of this muddy, squishy hell pass. Even your rations begin to smell funny and the campfires smolder with dampness. It seems the dangerous creatures that haunt the marsh are fed up with the mud and flies too.

Finally, the infrequent islands of hard earth begin to occur more often. The firm-earth is a welcome feeling to your soggy feet. You must be getting closer.

The trip is filled with peril but nothing attacks from the swamp. Read this if they travel by boat or after they travel by mushy land.

After what seems like an eternity within the swamp without any sign of civilization, you happen upon an odd outcropping. Upon further investigation, it looks like a weed-covered sign. Whatever it used to say, it is no longer discernable. Soon, the soupy, stagnant waters of the swamp give way to more patches of dry land. Perhaps solid ground is a better term since the land is still wet with old rain dripping down from the high tree canopy.

ENCOUNTER 3: GETTING STONED IN THE SWAMP

As they stumble deep into the jungle, they find an overgrown stone structure. That's when they find a strange statue garden and their first encounter (DM Map: Swamp Lair).

PCs that chose to walk through the swamp, rather than purchase the boat, will arrive at this encounter fatigued. They have been fatigued for more than 24 hours and do not know that they are necessarily approaching an encounter until the boxed text is read. So, if they wish to magically deal with the fatigue, they will have to do it after the boxed text has been read, within earshot of the temple.

Likewise, PCs that did not use Seedie's Goo on their trip through the swamp will arrive at this encounter with one point of Constitution damage. As above, if they wish to deal with it, it will have to happen after the reading of the boxed text and within earshot of the temple.

Another hundred yards filled with thick vegetation later, you spot a small hill rising out of swamp. Tree roots and branches writhe and twist around the vine-choked stone. Mud completely covers the

stonework except in the most exposed areas. Thick roots create bastions of dry land and sure footing.

In the nooks and alcoves created by the enormous roots are statues – some broken and lying on the ground. A few others sit waist deep in the last remaining pools of swamp water.

Creatures: Depending on the APL, the PCs will encounter at least one creature capable of turning them to stone, as well as a friend or family members.

APL 2 (EL 4)

☛ **Cockatrice:** hp 27; *Monster Manual* 37.

☛ **Tokté, Grimlock Hermit:** hp 11, *Monster Manual* 140.

APL 4 (EL 6)

☛ **Basilisk:** hp 45; *Monster Manual* 23.

☛ **Tokté, Grimlock Hermit:** male grimlock ranger 2; hp 36; *Appendix 1*.

APL 6 (EL 8)

☛ **Vambeunik, Medusa:** hp 33; *Monster Manual* 180.

☛ **Temek:** male maedar fighter 1; hp 71; *Appendix 1*.

APL 8 (EL 10)

☛ **Vambeunik and Ipai, Medusas (2):** hp 33, 33; *Monster Manual* 180.

☛ **Temek:** male maedar fighter 3; hp 94; *Appendix 1*.

APL 2/4: Grimlock and Pet

The grimlock hermit Tokté (TOK-tay) loves his chicken or pet lizard – both named “Baby.” He often mumbles to himself, “Tokté love me Baby. Tokté protect Baby from rock things.”

He makes cigars from the local plants and always has one lit in his mouth. It keeps the smell of the swamp from his nose.

Tokté lives off the fish and other wild game in the area. He hunts regardless of the time of day, feeding choice bits to his pet. At APLs 2 and 4, Baby does not consider Tokté a threat and in fact shares a bond with him. And of course, at APL 4, without eyes, Tokté is immune to his pet's stone turning abilities.

Tokté arrived many years ago from a deep tunnel a few miles from here. An outcast and loner by disposition, he now finds isolation in the Gnatmarsh very satisfying. If surprised, or if he otherwise fails to detect the PCs before they arrive, he'll yell out, “Why you intrud'n on Tokté crib, mon. You be leave'n Tokté and he baby alone.”

APL 6: Medusa and Mate

Vambeunik (VAM-be-ew-nick) and her mate Temek (tae-MEK) have lived here for decades. Several of her offspring were born here and, now grown, have left the swamp for better hunting grounds. The couple finds the temple a soothing place to remain, with occasional meals wandering by just as they get hungry.

Temek smashes the statues and converts them back to flesh, then prepares the meat over a fire. They have become unofficial guardians of the unholy temple.

APL 8: And Baby Makes Three

At this APL, the small family includes a teen-aged daughter medusa Ipai (E-pie). She is the last of the nest to grow and leave.

Tactics: Vambeunik and Temek prefer surprise tactics that have served them well over the years. They wait for their victims to find the door, and then ambush them with a warm greeting from Temek. As the victims turn to respond, Vambeunik attempts to turn them to stone.

Temek will engage anyone averting his or her eyes but will protect Vambeunik as a priority. He will attempt to sunder or disarm high damage dealer's weapons or PCs waving wands around. She will use her bow as long as it remains an advantage, keeping within 30 ft. so her gaze attack affects as many as possible.

Vambeunik wears a *brooch of shielding* and has *stone salve* in case Temek dies and she needs it.

Development: If Tokté survives his pet's demise, he will heal himself over a few days then stalk the PCs and attack from ambush when they exit the temple.

If either Vambeunik or Temek survives, they will likewise be enraged by the loss of their loved one and plan revenge. Vambeunik will attack from ambush or surprise when the PCs leave the area or the temple. Temek can pass through the stone walls of the temple so he will ambush the PCs during the adventure, most likely during another combat.

In the event that the PCs defeat this encounter, but do not actually kill any of the combatants (e.g. they knock Vambeunik unconscious, but stabilize her), then the survivor will not pursue the PCs. They will simply take their loved one and move off for a time until the PCs have left the area.

Treasure: In the stone alcove that functions as a lair or on the bodies of the monsters, the PCs find:

👑**APL 2:** Loot: 1 gp; Coin: 0 gp; Magic: 333 gp — *stone salve* (333 gp each)

👑**APL 4:** Loot: 34 gp; Coin: 0 gp; Magic: 563 gp — *ring of protection +1* (167 gp), *stone salve* (333 gp each), *wand of cure light wounds* (63 gp each)

👑**APL 6:** Loot: 3 gp; Coin: 0 gp; Magic: 824 gp — *potion of bull's strength* (25 gp each), *potion of cure light wounds* (2) (4 gp each), *potion of protection from arrows* (25 gp each), *stone salve* (333 gp each), *vest of escape* (433 gp each)

👑**APL 8:** Loot: 3 gp; Coin: 0 gp; Magic: 922 gp — +1 *studded leather* (98 gp each), *potion of bull's strength* (25 gp each), *potion of cure light wounds* (2) (4 gp each), *potion of protection from arrows* (25 gp each), *stone salve* (333 gp each), *vest of escape* (433 gp each)

👑**Detect Magic Results:** +1 *studded leather* (faint transmutation), *potion of bull's strength* (faint transmutation), *potion of cure light wounds* (faint conjuration), *potion of protection from arrows* (faint abjuration), *ring of protection +1* (faint abjuration), *stone salve* (strong abjuration transmutation), *vest of escape* (faint conjuration and transmutation), *wand of cure light wounds* (faint conjuration)

👑**Bogs:** If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs cause a -2 circumstance penalty on Move Silently checks.

On the map, the dark area in the lower left corner is deep bog. The lighter squares that border the deep bog are shallow bog. The rest of the area surrounding the temple is normal ground. The temple itself is made of stone and thus also normal movement. The inside chamber with the double doors, under the temple proper through the hidden entrance, is also normal movement. The Banyan trees are impassable in the center (any square on the map where the core of the tree occupies more than 70% of the square). The roots, any square where there is tree jutting out from the core of the tree, are difficult terrain.

ENCOUNTER 4: RIDDLE OF THE DOOR

A brief search for the door, and then the PCs must figure out how to use the keys. They need to unlock the code that releases the locking mechanism.

The PCs must roll a DC 15 Search check to find the entrance to the temple (see DM Map: Temple Entrance). If they are successful then read the following:

Beneath a gnarled tree that sits upon the temple, between its sprawling roots, you find a short passage. The cramped space is overgrown with weeds and roots. There you find the stout stone doors of

the temple. This must be the entrance to this fabled place.

You clear away the mud and years of grime from the face of the doors. Ornate designs of strange beings are etched along the edges. In the center of the two doors is a solid piece of hexagonal shaped stone. It acts like a lock, holding the two doors shut.

Nine hexagonal slots are on this centerpiece. They are the exact size of the keys Kelwyn provided. You now have nine keys and nine holes.

☛ **Stone Doors:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

The Tripartite Puzzle

Figure out that the keys are numbers and then determine that each row of three must equal 15 when added together.

For details regarding information about the keys, see **Encounter 1: Fools Rush In.**

Solution A: Magic Square

The keys, numbered from 1 to 9 must be put into the door in the following pattern. This unlocks the door and opens them automatically.

2	7	6
9	5	1
4	3	8

They can put the entire, solved square in other rotated orientations, as long as each column, row and diagonal sum to 15. The door mechanism works by having the keys in the correct association with each other.

Solution B: Word Scramble

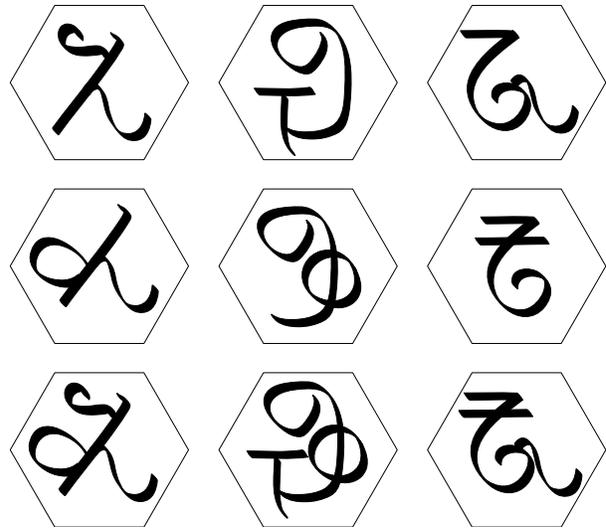
The letters z, t, u, d, i, a, h, n, and r can be unscrambled to form the word "Tharizdun." The first three letters are the top row, the next three are the middle row and the final three are the bottom row.

T	H	A
R	I	Z
D	U	N

Solution C: Pattern Matching

The sigils are arranged in three progressive sets, where two sigils are combined to create a third. The trick is then to arrange the keys in the right sequence.

Here is the correct order for the keys to open the door.



ENCOUNTER 5: UNDEAD END

The doors open to a wide hallway and ornate steps (see *DM Map: Temple Level*). Once within the temple, the mood should be somewhat depressing and haunting, with dark colors such as black and purple being pervasive throughout. Additionally, if at any point the PCs should speak the name of Tharizdun (as opposed to using one of his titles), they should feel the air around them grow thicker. If they say his name three times, have the entire temple structure shudder.

Musty air rushes past you as the doors slide open. The doors open to a dark hallway. Fine stonework leads in and then begins to descend a flight of stairs. Your steps echo in the quiet stillness of this ancient temple.

The stairs end, but the hallway continues a few more feet before opening into a dark chamber. A statue centered upon the far wall is draped on either side by purple curtains. The statue is of a large man-like being with his face obscured.

A few rows of pews line the walls on either side forming a central pathway through the chamber. Against the right wall, near the far end, are a wardrobe, a chest, and a horn. On the left is a creature (or are creatures) looking at you with vacant eyes.

The creature(s) looks like the blackened skeletal remains of a human. Its eyes are such a deep shade of inky black that they stand out against the ebony remains.

If at least one of the PCs speaks Flan:

It speaks, "You have entered a forbidden temple. Now you pay the ultimate price for your desecration. Your life is forfeit!"

If none of the PCs speaks flin:

It says something in a language you don't understand while gesturing threateningly in your direction. It then begins to advance upon you.

APL 2 (EL 4)

☛ **Elhoriad, Advanced:** hp 63; Appendix 1.

APL 4 (EL 6)

☛ **Elhoriad, Advanced (2):** hp 63, 63; Appendix 1.

APL 6 (EL 8)

☛ **Elhoriad, Spellstitched Advanced (2):** hp 81, 81; Appendix 1.

APL 8 (EL 10)

☛ **Elhoriad, Spellstitched Advanced (4):** hp 81, 81, 81, 81; Appendix 1.

Development: The Elhoriad (E-lor-e-ad) will fight until slain, as their sole mission is to protect the temple. They will pursue retreating PCs to the entrance of the temple and no further. Once there, they close the doors and relock the temple entrance.

🛡️ **Wall Superior Masonry:** 1 ft. thick; hardness 8; hp 90; AC 5; Break DC 35; Climb DC 25.

Treasure: In addition to the Elhoriads' longswords (the robes and holy symbols are not saleable, but could be kept for role-playing reasons), in the wardrobe and chest, the PCs will find:

👑 **APL 2:** Loot: 13 gp; Coin: 232 gp; Magic: 242 gp — *potion of endure elements* (2) (4 gp ea.), *potion of restoration* (2) (117 gp ea)

👑 **APL 4:** Loot: 15 gp; Coin: 232 gp; Magic: 117 gp — *potion of restoration* (117 gp ea)

👑 **APL 6:** Loot: 15 gp; Coin: 232 gp; Magic: 0 gp

👑 **APL 8:** Loot: 17 gp; Coin: 232 gp; Magic: 0 gp

🔮 **Detect Magic Results:** *potion of endure elements* (faint abjuration), *potion of restoration* (moderate conjuration)

The undead guardians of Tharizdun have a black iron horn intricately engraved with a strange, purple metal. It hangs on the back wall upon a simple hook. The horn is called the 'Wailer of Tharizdun' and gives off an undulating magical pulse. It detects as magic. If played, it makes a horrible, deep tone that seems to make every wall within the temple quiver. If the PCs try to take the Wailer out of the temple, they will find it vanishes and returns to the temple.

🔮 **Detect Magic Results:** *Wailer of Tharizdun* (strong conjuration and transmutation)

Background: This area was designed to serve the lay members of the temple. A presiding priest would hold

services for those loyal to Tharizdun here in this chamber. Only priests and ranking followers descended into the holiest areas of the temple.

ENCOUNTER 6: THE SECRET ENTRANCE

To find and open the secret entrance to the true temple, the PCs must succeed at a DC 20 Search check finding the square containing the secret door. Keep track of any elves, dwarves, or deep halflings that pass near the secret door (within 5 ft. for elves or 10 ft. for dwarves and deep halflings), as they should receive a chance to automatically notice the secret door.

The secret door on the wall slides quietly to the side revealing a small hallway leading directly away. It turns to the left after a short distance. Air rising from the depths of the staircase seems colder, more primal. Around the corner, more stairs lead down into the darkness.

Assuming the PCs walk down the stairs, they descend 33 steps into the true temple arriving at the next encounter.

ENCOUNTER 7: FIVE FACES OF THARIZDUN

This is the security system designed to keep non-believers and weak-willed individuals out of the main temple area.

The gray stone steps and hewn hallway lead to a small chamber. At the center of the carved black stone chamber is a square column containing statues. The column consists of a strange purple stone.

The purple column has four niches. Each niche is tiled with the darkest black stones. Inside each niche is also a statue. The statues are carved from different colored stone – black, green, red, and blue.

This appears to be some sort of formal procession way. The chamber is vaulted, rising up to 30 ft. at the center. There are archways to left, right and straight ahead. However, the archways are filled with the surrounding stone – as if the chamber was unfinished.

Black Idol:

This stone figure is nearly 10 ft. tall. It is humanoid in form, wearing armor of an unusual design. The plates are fluted, runneled, and winged. The mail showing beneath the plates is triangular. Some form of cape drapes the shoulders, scalloped edges hanging to the figure's knees. The hands clasp a huge, wavy-edged sword. The helm, like the armor,

bears many strange projections and spiky ridges. Oddest of all, its helmet shows no openings.

Green Idol:

This figure is also nearly 10 ft. tall. It is made of a deep dark green stone. This humanoid form appears swathed in a flowing gown from feet to neck, but it is obviously male because of its broad chest and shoulders. The long sleeves of the garment cover the hands. A high collar wraps its neck from cheek to cheek, and a tight cap covers the head. What is obviously a mask covers the face, for some unknown reason. The mask, however, is craggy and seamed, imitating an old man perhaps. A staff leans against the right shoulder.

Red Idol:

This statue of a humanoid, on the far face of the column, is an intense carmine shade of dark red. The apparel depicted is high boots and hose, doublet garment, and gauntlets. All of these items seem foreign and strange in design. A long hood, drawn tight around the face so as to show only an indefinable oval covers the head. An axe-like weapon with short handle, long blade with many angles, and a top spike is set butt upward before the idol. The figure's gauntleted hands rest easily atop the haft.

Blue Idol:

On the last face is yet another huge, 10-ft. tall statue of deep indigo blue. The humanoid form is robed in a many-pleated garment. The girdle depicted is ornately carved with unknown signs and sigils. A broad cowl covers the head and projects well beyond the face, so that it is hidden in shadow. Illumination reveals only blank, blue stone. The arms of the idol are held across the body to meet just below the chest, the folds of the robe hiding all, even the hands. Where the hands must meet projects a strange device, possibly a scepter, with a convoluted end and many filigreed sections.

The Puzzle: Only if the great iron horn is in the possession of the party will they see the wonders of this puzzle. One blast of the horn will cause all four figures and the entire pillar to shimmer and turn translucent. Next it will become transparent, then it will disappear altogether to reveal a vaguely humanoid figure about 12 ft. tall draped in purple, standing where the column and idols were. This form will do nothing for a round, and then a hollow, sepulchral voice will boom out in *tongues*, "What aspect of Eternal Tharizdun would you see?"

If no answer is forthcoming from the PCs in two rounds, the voice will speak again, "Trouble not the mighty again until your mind is fit to comprehend Greatness! Go Back! Meditate and follow what instructions are given to you by those wiser than you."

With that, the figure will seem to be enveloped in black smoke, then return to its original form of a column with four statues.

If an answer resembling any of the following is given, a more positive scene will occur.

Key words:

- Strength, prowess, might, invincibility – black aspect
- Wisdom, skill, craft, glory, leadership – green aspect
- Death, anger, revenge, hatred, slaying – red aspect
- Knowledge, secret, hidden, magic – blue aspect

When such words occur in the answer, the first so spoken will trigger a similar scene as above except the figure will say, "Now behold the <corresponding color aspect> Face of Eternal Tharizdun!"

With that the figure vanishes in a flash of mauve fire, and purple smoke shoots upward. When the smoke clears, there will remain a 10 ft. tall statue of the appropriate color. It grows before the PCs from the 10 ft. size to a colossal 20 ft. tall statues. It then speaks, "My countenance is turned upon you mortal. I know you are too weak to behold it. To obtain the (strength/wisdom/death/knowledge) you seek, you must first do that which is bid. Let it be known to you, then will you be favored!"

Then the figure will seem to be enveloped in black smoke, then return to its original form of a column with four statues. The four archways will also glow with a soft purple light as the obstructions clear. The PCs now have access to the three corridors leading off of this chamber.

If the answer doesn't fit any of the keywords or is obviously contemptuous, then the pillar will go through its transformation, but a four-part form will eventually be revealed, a form with four bodies, four heads and four colors. A four-toned voice will boom out, "Tharizdun is not to be mocked! Tharizdun brooks no dishonor! Foolish unbelievers, bear now the curse of impending doom!"

Tentacles of colored light spring forth from the quartet as it rotates to present first one aspect then the others in sequence. One tendril of each color touches each individual, and as each lashing tendril undulates and strikes, the victim feels a tiny tingling of weakness (black), confusion (green), fear (red), and feeble-mindedness (blue). Then the four-toned voice speaks again as the pillar returns to its original state, "Seek forgiveness by faithful service, or the doom that brushed you will return tenfold!"

Shumhanrhu had this installed to continually test his students and to instill fear in unbelievers. It also helped to keep strangers or wanderers out of the main temple. All former Tharizdun acolytes and priests could pass this 'test' easily and had a secret password to open the passages without all this grandeur. This password was forgotten long ago.

ENCOUNTER 8: THE MAN TIME FORGOT

In the priests' quarters, the PCs find an insane ghost who can relate information about the dungeon. He was acting High Priest until Shumhanrhu returned. Obviously that never happened and he died here awaiting his return. When Pavis initially speaks, he begins in Flan. If it becomes obvious that no one understands him, he will switch to Common. You may need to adjust the boxed text if no one speaks Flan.

This area of the temple is not as dark or purple as the other sections. In fact, it looks rather normal compared to the doom and gloom décor of the rest of the temple so far. Inside one of the rooms, you spot a man dressed in priestly robes mumbling. His hunched form and occasional sobs are interrupted by spurts of curses and yelling.

As you look on, the fuzzy form of the man sits up strait. His head turns towards you. His form flickers for a moment becoming a bit incorporeal. A thin smile emerges on his face.

"Visitors. I see that Shumhanrhu isn't with you. Why, he wouldn't travel with a motley crew such as you. Ah, but visitors you are. Please come in. I am Pavis Auswyn, acting High Priest of this temple."

Pavis stands up and floats away from his chair. He floats in the air non-aggressively and beckons you to enter the room.

Inside the room are an old bed, a chest, a wardrobe, and a small latrine. A couch sits on the other side of the room and is garnished with worn pillows.

APL ALL

☠ **Ghost of Pavis Auswyn:** HD 8; (non-combatant)

Pavis Auswyn (OWS-win) is so interested in talking that even feeble attempts at gathering information will make the poor soul talk. He willingly answers any questions he can. Here's a list of the things he knows.

- Shumhanrhu was able to tap into the Plane of Shadow using a bound devil and the Dark Vault as anchor points. This allowed him to bridge the metaphysical distance between this temple and Tharizdun's prison. Thus increasing his access to more powerful spells and blessings from the Dark One.
- Kajabor is bound to the temple to enhance its connection with the imprisoned Tharizdun. Extraplanar creatures have a natural transplanar essence that can be tapped for such conduits to divine beings.
- This enhancement allows the priest more power and the temple more gifts from Tharizdun. I'm sure Shumhanrhu gained Tharizdun's favor in building

such a complex temple, even if it is small compared to more traditional temples.

- Kajabor spent a lot of time in the library after he escaped the sanctuary. His binding was restricted to the lower temple area. For many decades, he poured over the books and worked many types of rituals.
- He eventually discovered a way to split his shadow from his normal form. Since his shadow form is also Kajabor and was there at the time of his binding, the magic keeping him here is satisfied.
- This allowed him to circumvent the conditions of his binding. Apparently, the magic Shumhanrhu used is a binary conditional statement to test the state of the containment. It wasn't sophisticated enough to deal with altered states of being.

Background: Once a loyal follower and student of Shumhanrhu, Pavis Auswyn was entrusted with the operation of this temple while the high priest was away. Communication with the Empire ceased, then all communication with the outside world stopped. Most of the inhabitants and priests left or died.

True to his obligation, Pavis stayed behind to keep the temple going until his eventual death. His passion and loyalty made him into a ghost.

The centuries of isolation have made the follower of dark evil and madness a little gentler in spirit. Instead of festering resentment and blood-soaked revenge, Pavis has instead developed an appreciation for balance and goodness. His evil ways have unwound and now he is eager to help others.

Development: If ignored, Pavis simply returns to his ramblings and ignores the PCs. If they attack, he will flee. He is subject to Turning and Greater Turning. His effective Hit Dice is listed above. Should he be destroyed, this information cannot be obtained. Even if the PCs wait for him to reform, he will no longer talk with them.

8A: These rooms are empty priests' quarters.

8B: This room is the high priest's bedroom. It is also empty.

ENCOUNTER 9: DARK PASSAGE OF INSANITY

A trick door that requires you to be non-good to enter, or you can use positive energy to disable it. Along the passage are pebble-sized purple stones.

At the end of this passage sits an ornate doorway with a murky, black energy curtain. The doorframe is richly engraved and bedecked with precious stones. At the apex of the doorframe is a large, dark opal about fist size.

The doorway actually cuts across the hallway just before reaching the passages to rooms 12 & 13. Really,

there is nothing of interest behind the black curtain, but the PCs won't know that until they look.

↗ **Arcane Lock Door Trap:** CR 1; magic; *detect good* trigger; automatic reset; bypass Positive Energy (Turn 2 HD); Search DC 27; Disable Device DC 27. *Note:* DC +10 to break through the stone door. Market Price: 3,500 gp + 280 XP.

Touching the energy curtain reveals that it is enchanted stone. Non-good aligned creatures can walk through but good creatures are met with a stone door.

The purple stones are just curiosities. They have no intrinsic powers or gifts.

ENCOUNTER 10: BLACK WATER OF THARIZDUN

In the hallway leading to the Main temple, there's a statue under a waterfall draining from the Plane of Water to the Plane of Water.

The dark stone hallway continues down for several feet. You can hear the gentle sound of pouring liquid ice in the stark hall. No other sounds are present.

The hallway widens about mid-way down. In the center of the enlarged hall is pillar-like fountain. The front and rear are pillars while the middle section is open. Ornatly carved figures descend from the ceiling, forming a font. Water pours out from this font.

The black water pours out into the bottom structure, a carved pool. The figures on the whole piece are strange fish-like humanoids. Some have octopoidal appendages, while other figures have crustacean like appendages. Other carved figures are completely unfamiliar and distorted.

Explanation of the Pillar-Statue: The center block of stone in the wide section of the hallway has a hole in the middle viewable from the sides. Inside of the hole is the fountain, draining from the ceiling to the floor. The whole cube is carved with tiny statues like an engraved mural.

Development: Bringing light within 10 ft of the statue-pillar-fountain causes intense coldness. The temperature drops to just below 0° F. Unprotected PCs must make a DC 15 Fortitude save or take 1d6 points of nonlethal damage. As per the DMG, they must save once every 10 minutes in this condition. The DC increases by +1 per previous check.

If daylight conditions, or their equivalent, occur near the fountain, then the temperature drops to below -20° F and deals 1d6 points of lethal cold damage per minute to unprotected PCs. In addition, a PC must make a DC 15 Fortitude save (+1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or

coming into contact with very cold metal are affected as if by a *chill metal* spell.

Taking the light source outside the 10 ft. distance will restore normal temperature around the statue-pillar-fountain.

Anyone who drinks water from the fountain, and isn't a devout follower of Tharizdun, gets the Black Water Curse.

The fountain is a double portal to the Plane of Water. The top, a 2 in. diameter portal, only allows water (and things) to leave the Plane of Water. The bottom pool, with a 2 in. diameter drain, only allows entrance into the Plane of Water.

Anything dropped into the drain (thus smaller than 2 in. diameter) will be lost to the Plane of Water. It doesn't flow back from the font above.

ENCOUNTER 11: LIBRARY OF KNOWLEDGE, SHADOW, AND GORE

The library is filled with shelves are various body parts and malodorous fluids. There are also books and scrolls, all written in Flan, in the room providing clues to shadow magic used by Kajabor.

There is a book bound in a black, scaly hide. Its pages are all black with sigils and glyphs inscribed in silver. The book is entitled "Lament for Lost Tharizdun."

Other books are treaties on the Far Realm, research papers on the Shadow Realm, and magical research on shadow creatures.

There are more recent research notes from Kajabor compiled from other books here. The gist of his research is how to tear your shadow from yourself. Notes on the margins also postulate that the shadow is still he, so it will satisfy the magic keeping him here.

ENCOUNTER 12: THE PIT OF BLOOD

A sacrificial deposit area with no encounters — there is a tube slide there where the PCs fall down but won't get hurt.

This room contains a large pit of dried blood. Rusted pipes empty into the room above the pit. Iron cages and other devices of torture litter the room. The desiccated corpse of an otyugh sits in the center of the pit. This is apparently the final destination of sacrificial blood and living sacrifices.

Runoff from the upstairs temple flows into this area. It serves as a waste-containment room and once housed a beast to consume the refuse. From centuries of disuse, the otyugh has long since perished.

ENCOUNTER 13: CRYPT OF THE DARK PRIESTS

The crypts for presiding priests of the temple reside here.

A stout door opens to a crypt. Maybe fifty alcoves designed for coffins line the walls. Thick layers of dust and debris fill the floors and walls. Only twenty alcoves are filled with coffins. They are built in an ancient design and bear strange writing.

The writing is Flan and lists the names of the deceased and their town of birth.

ENCOUNTER 14: SACRIFICIAL HOLDING PENS

These dark and crude cells are holding pens for sacrifices. Much like dungeon cells, these small 5 x 5 ft pens have a door and little else. Large rusted locks keep each door shut.

🔒 **Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

Each lock requires a DC 20 Open Lock check to unlock.

ENCOUNTER 15: STOREROOM

This room is filled with boxes and crates of centuries old food and equipment. Any attempt to open the crates and boxes results in the crate or box crumbling into splinters.

Several boxes and crates are filled with spoiled wheat, flour, tobacco, cinnamon, ginger, and peppers. The extremely decayed carcasses of chickens and pigs lie in the corner.

There are 33 yards of linen and silk that are salvageable, as they were in an airtight sealed box. Melted wax dripped along the lid of the box in a fortunate accident and thus sealed it from the environment.

Treasure:

👑 **APL ALL:** Loot: 22 gp; Coin: 0 gp; Magic: 0 gp

ENCOUNTER 16: BATHROOM

There is one large area with both chamber pots and a magically assisted bathing room. Each alcove has a wood chair with a hole in the center of the seat.

On the other side of the area is a pillar with two disc-shaped symbols, one high above the head and one at elbow height. If the lower one is pressed, warm water comes out of the upper disc. Pressing it again stops the water.

Water in the room runs off into a small opening on the floor draining off to some unknown location.

The toilets don't work anymore because the magic running them faded long ago. However, they are empty and can be used for several months before overflowing.

ENCOUNTER 17: KITCHEN AND MESS HALL

This room has four long tables and benches. On the side is a cooking area complete with fire pit and grates. There's also a chopping block with ancient bloodstains of brown.

The kitchen and mess hall are filled with pots, pans, utensils, benches, and tables. Not much else has survived the long years since its last use.

Treasure:

👑 **APL ALL:** Loot: 10 gp; Coin: 0 gp; Magic: 0 gp

ENCOUNTER 18: THE MAIN TEMPLE

The PCs fight the shadow devil Kajabor. Kajabor has a blood amulet around his neck, under his clothes. This room is very cold and PCs can take cold damage here if they linger for more than five minutes.

🔮 For purposes relating to Kajabor's temple, this main temple is linked to the Plane of Shadow and puts this chamber in perpetual shadowy conditions. All light spells function at half duration, half range, and half area of effect.

As the door opens, a chilling cold escapes the room in a howling blast. This large chamber is cloaked in an inky dark mist. The limited view of the room shows it to be some sort of temple, with dark stonework and deep indigo tiles along the floor. Faceless humanoid figures are ornately carved into the wall all along the circumference of the room.

The room echoes all sounds. You can hear your own heart beat in the still silence. You can hear the heavy breathing of your companions...and something else.

Creatures: This is the room where Kajabor's Shadow is currently meditating. When the PCs open the door, Kajabor will spring into action. Place him anywhere in the room that seems reasonable and simply have the PCs roll initiative; the first PC to go, if Kajabor has not gone yet, will simply see a shadowy and menacing figure retrieving his glaive and moving toward the party.

APL 2 (EL 4)

👑 **Kajabor:** shadow-bound tiefling fighter 3; hp 28; Appendix 1.

APL 4 (EL 6)

☛ **Kajabor:** shadow-bound bearded devil; hp 54; Appendix 1.

APL 6 (EL 8)

☛ **Kajabor** shadow-bound bearded devil fighter 2; hp 83; Appendix 1.

APL 8 (EL 10)

☛ **Kajabor** shadow-bound bearded devil fighter 3/ranger 1; hp 104; Appendix 1.

Tactics: Kajabor will initially attack from the shadows, using his abilities to maximize the damage of his attacks. He prefers to extinguish light sources, but if the PCs appear strong, he'll go right to killing soft (unarmored or lightly armored) or dangerous (high damage inflicting) targets first.

Kajabor will use his summon devil abilities if the fight looks difficult. He'll also use *teleport* to disrupt the battlefield, so he can gain an advantage.

Treasure:

👑 **APL 2:** Loot – 92 gp, Coin – 0 gp, Magic 200 gp — +1 glaive (192 gp each), *potion of cure light wounds* (2) (4 gp each)

👑 **APL 4:** Loot – 92 gp, Coin – 0 gp, Magic 200 gp — +1 glaive (192 gp each), *potion of cure light wounds* (2) (4 gp each)

👑 **APL 6:** Loot – 0 gp, Coin – 0 gp, Magic 667 gp — +1 glaive (192 gp each), +1 mithral shirt (175 gp each), *bead of force* (250 gp each), *potion of cure moderate wounds* (2) (25 gp each)

👑 **APL 8:** Loot – 0 gp, Coin – 0 gp, Magic 750 gp — +1 glaive (192 gp each), +2 mithral shirt (258 gp each), *bead of force* (250 gp each), *potion of cure moderate wounds* (2) (25 gp each)

🔮 **Detect Magic Results:** +1 glaive (faint transmutation), +1 mithral shirt (faint transmutation), +2 mithral shirt (faint transmutation), *bead of force* (moderate evocation), *potion of cure light wounds* (faint conjuration), *potion of cure moderate wounds* (faint conjuration)

Development: Should he be losing the fight, he'll *teleport* to the Dark Vault to heal himself. He'll find the PCs somewhere else in the temple and attack them there. The only time he won't pursue the PCs is if they leave the temple.

If his enemies obviously have the *Wailer of Tharizdun* in their possession, he won't retreat to the Dark Vault in case they know how to access the room. Instead, he'll retreat to one of the other rooms in the temple.

ENCOUNTER 19: THE DARK VAULT

This is the treasury of the temple. And it also acts as a power focus lens to draw more power from the imprisoned Tharizdun.

In the corner of the main temple room is an inlaid stone sigil. If anyone presses the sigil, a purple glowing circle appears on the back wall. Should anyone sound the horn in the next three rounds, the circle opens to reveal another chamber beyond. If no one sounds the horn, the glowing circle fades. There is no secret door there; so all attempts fail to locate it.

Pressing the Sigil:

In the back of the main temple is a stone inlaid sigil. This holy symbol of Tharizdun is finely crafted and hard to see in the shadowy conditions. You touched the sigil, causing a soft purple light to emit from the sigil. The eerie light beckoned you to sound the horn.

Blowing the Horn:

The deep blast of the horn made the light flicker and glow dimmer. The edges of the sigil seem to get sucked into a growing black hole. The inlaid stones float in a spiraling circle, eventually being devoured by the black hole.

Finally, the hole replaces the sigil and allows access to a further passage. Inside, you can see several open crates and coffers. They should have treasure, but most are nearly empty.

The PCs could also choose to break down the wall instead.

🔨 **Stone Wall:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

Treasure: The PCs find the treasure room oddly devoid of much treasure. With some exceptions, like the *fork of shadows*, most of the treasure is worth very little.

👑 **APL 2:** Loot – 10 gp, Coin – 0 gp, Magic 42 gp — *fork of shadows* (42 gp each)

👑 **APL 4:** Loot – 10 gp, Coin – 0 gp, Magic 125 gp — *fiendslayer crystal, least* (83 gp each), *fork of shadows* (42 gp each)

👑 **APL 6:** Loot – 10 gp, Coin – 0 gp, Magic 42 gp — *fork of shadows* (42 gp each)

👑 **APL 8:** Loot – 10 gp, Coin – 0 gp, Magic 292 gp — *fiendslayer crystal, lesser* (250 gp each), *fork of shadows* (42 gp each)

🔮 **Detect Magic Results:** *fiendslayer crystal, least* (moderate transmutation), *fiendslayer crystal, lesser* (moderate transmutation), *fork of shadows* (moderate conjuration)

CONCLUSION

👑APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Once the temple is cleared and after they make their way back to the surface, the PCs can return to Curtulenn with news of their adventure.

The trip back to Curtulenn seems more difficult as your treasure-laden bodies trudge through the swamp. Other than the usual nighttime noises in the swamp, your return trip is uneventful.

You arrive in Curtulenn and make your way to Kelwyn's office. After you open the door, his eyes are wide with excitement. Before you can begin your debriefing, he shoos his customers from his office. Kelwyn asks you to come back to his private office. There he sets chairs and tea out for you.

He listens attentively to your story, making notes in his notebook for further reference. Kelwyn gives you the rest of your fee and collects your maps. Then he sits back with a sorrowful face. He sighs and begins his tale.

"I haven't been completely forthcoming with all the details of your missions. You see, I have more interest in these events and locations than mere greed and curiosity."

He clears his throat. "My father, Kralis, was one of the Devilslayers. He fell trying to kill Kajabor. His body was never recovered and I swore to my mother and his departed spirit that I would find his body and get revenge on that devil."

"But as you know, I'm just a merchant, not some fiend slaying hero like you. So I had to use my money and influence to gain what my sword arm could not. Please don't be cross with me." A tear runs from his eye as he looks down.

If the PCs did not learn of Kajabor's deception regarding his shadow self, then read the following.

"At least I was able to find someone to kill that foul murderer. I only wish I could have found my father's body. May Zilchus witness my gratitude to you all and I am forever in your debt."

Otherwise, Kelwyn realizes that his revenge is only partially fulfilled so read this.

"Alas, even in my enthusiasm to kill my father's murderer, I have failed. Kajabor is truly a deceitful foe. How could there be two of him? What are we to do now? There are no more leads to follow or places to find. I am at a dead end. Still I am grateful for what you have done so far. I am in your debt."

Treasure: Kelwyn pays the adventurers the other half that he owes them.

👑APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

👑APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

👑APL 6: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 3: Getting Stoned

Defeat the Gnatmarsh inhabitants:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 5: Undead End

Defeat the undead guardians:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 18: The Main Temple

Defeat Kajabor's Shadow:

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Story Award

Solve the riddle of the door:

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP

Story Award

Return with the Blood Amulet:

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1: Fools Rush In

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Encounter 3: Getting Stoned

APL 2: Loot: 1 gp; Coin: 0 gp; Magic: 333 gp —stone salve (333 gp each)

APL 4: Loot: 34 gp; Coin: 0 gp; Magic: 563 gp —ring of protection +1 (167 gp), stone salve (333 gp each), wand of cure light wounds (63 gp each)

APL 6: Loot: 3 gp; Coin: 0 gp; Magic: 824 gp —potion of bull's strength (25 gp each), potion of cure light wounds (2) (4 gp each), potion of protection from arrows (25 gp each), stone salve (333 gp each), vest of escape (433 gp each)

APL 8: Loot: 3 gp; Coin: 0 gp; Magic: 922 gp —+1 studded leather (98 gp each), potion of bull's strength (25 gp each), potion of cure light wounds (2) (4 gp each), potion of protection from arrows (25 gp each), stone salve (333 gp each), vest of escape (433 gp each)

Encounter 5: Undead End

APL 2: Loot: 13 gp; Coin: 232 gp; Magic: 242 gp — *potion of endure elements* (2) (4 gp ea.), *potion of restoration* (2) (117 gp ea)

APL 4: Loot: 15 gp; Coin: 232 gp; Magic: 117 gp — *potion of restoration* (117 gp ea)

APL 6: Loot: 15 gp; Coin: 232 gp; Magic: 0 gp

APL 8: Loot: 17 gp; Coin: 232 gp; Magic: 0 gp

Encounter 15: Storeroom

APL ALL: Loot: 22 gp; Coin: 0 gp; Magic: 0 gp

Encounter 17: Kitchen and Mess Hall

APL ALL: Loot: 10 gp; Coin: 0 gp; Magic: 0 gp

Encounter 18: The Main Temple

APL 2: Loot – 92 gp, Coin – 0 gp, Magic 200 gp —+1 *glaive* (192 gp each), *potion of cure light wounds* (2) (4 gp each)

APL 4: Loot – 92 gp, Coin – 0 gp, Magic 200 gp —+1 *glaive* (192 gp each), *potion of cure light wounds* (2) (4 gp each)

APL 6: Loot – 0 gp, Coin – 0 gp, Magic 667 gp —+1 *glaive* (192 gp each), +1 *mithral shirt* (175 gp each), *bead of force* (250 gp each), *potion of cure moderate wounds* (2) (25 gp each)

APL 8: Loot – 0 gp, Coin – 0 gp, Magic 750 gp —+1 *glaive* (192 gp each), +2 *mithral shirt* (258 gp each), *bead of force* (250 gp each), *potion of cure moderate wounds* (2) (25 gp each)

Encounter 19: The Dark Vault

APL 2: Loot – 10 gp, Coin – 0 gp, Magic 42 gp —*fork of shadows* (42 gp each)

APL 4: Loot – 10 gp, Coin – 0 gp, Magic 125 gp — *fiendslayer crystal, least* (83 gp each), *fork of shadows* (42 gp each)

APL 6: Loot – 10 gp, Coin – 0 gp, Magic 42 gp —*fork of shadows* (42 gp each)

APL 8: Loot – 10 gp, Coin – 0 gp, Magic 292 gp — *fiendslayer crystal, lesser* (250 gp each), *fork of shadows* (42 gp each)

Conclusion

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 148 gp; Coin: 332 gp; Magic: 785 gp;
Total 1,245 gp

APL 4: Loot: 183 gp; Coin: 332 gp; Magic: 890 gp;
Total 1,385 gp

APL 6: Loot: 60 gp; Coin: 332 gp; Magic: 1,491 gp;
Total 1,925 gp

APL 8: Loot: 62 gp; Coin: 332 gp; Magic: 1,964 gp;
Total 2,066 gp

Special

☠ **Black Water Curse** – By drinking the Black Waters of Tharizdun, you have been cursed by the Dark God. Your skin is jet-black, your eyes are milky white and the mark of Tharizdun is tattooed upon your forehead in silver. This curse cannot be removed by any known means. You now have:

Light Blindness: (For PCs with darkvision or low-light Vision) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds you for 1 round. On subsequent rounds, you are *dazzled* as long as you remain in the affected area.

Light Sensitivity: (For PCs with normal vision) You are *dazzled* in bright sunlight or within the radius of a *daylight* spell.

☞ **Favor of Kelwyn:** You have performed a valuable service for Kelwyn by killing Kajabor. When the PC exercises this favor, Kelwyn will have his extensive mercantile contacts locate any one Regional-access item that the player has access to at the time this favor is used. Kelwyn will arrange a one-time 10% discount off the normal purchase price of the item. Cross this favor off when used. Until this favor is expended, the PC is deemed to have an Influence Point with Kelwyn.

☞ **Blood Amulet of Kajabor:** By defeating Kajabor, you have acquired his *blood amulet*. Made of obsidian and shaped like a circle, it has a glass compartment with a deep red liquid. Containing his diabolical blood, the amulet allows Kajabor to regenerate slowly back to life. It detects as transmutation magic and as strong evil. Possessing this amulet will cause the PC to detect as evil. It may be useful in further adventures.

☞ **Seedie's Mosquito Goo:** When applied to exposed skin, this foul-smelling, sticky green paste repels mosquitoes of all types. One dose lasts 24 hours, but is easily washed off by a dip in the horse's water trough, a good hard rain, or a thorough dousing with wine. 5 doses per pouch. Expires one year after purchase.

Prerequisites: Craft (alchemy) +10, *exotic plants found only in the Gnatmarsh.*

Market Price: 1 gp per pouch.

☞ **Fork of Shadows:** This dark black tuning fork gives off no sound when struck, but the black material does seem to shift and twist in the users hand. This object is in fact a planar fork attuned to the Plane of Shadows.

Market Price: 500 gp.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Fork of shadows* (Adventure; See above)
- *Mithral shirt* (Adventure; DMG)
- *Potion of restoration* (Adventure; DMG)
- *Seedie's mosquito goo* (Adventure; See above)
- *Stone salve* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Fiendslayer crystal, least* (Adventure; MIC)

APL 6 (all of APLs 2-4 plus the following):

- *+1 mithral shirt* (Adventure, DMG)
- *Bead of force* (Adventure, DMG)
- *Vest of escape* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following):

- *+2 mithral shirt* (Adventure, DMG)
- *Fiendslayer crystal, lesser* (Adventure; MIC)

APPENDIX 1: APL 2

ENCOUNTER 5: UNDEAD END

ELHORIAD, ADVANCED

CR 4

NE Medium undead

Init +7; **Senses** darkvision 60 ft., Listen +12, Spot +12

Aura moderate evil

Languages Flan

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 63 (7 HD); DR 5/bludgeoning

Immune cold, undead immunities

Fort +2, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)

Melee 2 claws +7 (1d4+3 plus entropic touch) or

Melee longsword +6 (1d8+4/19-20)

Base Atk +3; **Grp** +6

Atk Options entropic touch, Power Attack

Abilities Str 16, Dex 17, Con --, Int 11, Wis 10, Cha 12

SQ undead traits

Feats Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Hide +13, Listen +10, Move Silently +13, Spot +10

Possessions clerical robes, holy symbols, longsword

Entropic Touch (Su) An elhoriad's touch disrupts most living tissue. Whenever an elhoriad successfully strikes an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, or vermin with a claw attack, the creature struck must make a Fortitude save (DC 14) or take 1d4 points of permanent Constitution drain and 1d4 points of permanent Strength drain. The save DC is Charisma based.

ENCOUNTER 18: THE MAIN TEMPLE

KAJABOR

CR 4

Male tiefling, shadow-bound fighter 3

LE Medium outsider (native)

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +3

Languages Common, Draconic, Flan, Goblin, Infernal, Orc, Suloise

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

Miss Chance 20% shadow blend

hp 28 (3 HD)

Resist cold 5, electricity 5, fire 5

Fort +5, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)

Melee +1 *glaive* +7 (1d10+4/X3) or

Ranged javelin +5 (1d6+2)

Base Atk +3; **Grp** +5

Atk Options Cleave, Combat Reflexes, Power Attack

Special Actions shadow blend, *shadow walk*

Combat Gear *potion of cure light wounds* (2)

Spell-Like Abilities (CL 3rd):

1/day—*darkness*;

Abilities Str 15, Dex 15, Con 14, Int 14, Wis 10, Cha 6

SQ shadow curse

Feats Combat Reflexes, Power Attack, Cleave, Weapon Focus (*glaive*)

Skills Bluff +3, Climb +8, Hide +4, Speak Language 3, Spot +3

Possessions combat gear plus blood amulet, mithral shirt, 6 javelins, +1 *glaive*

Shadow Blend (Su): In conditions other than full daylight, a shadow-bound creature can wrap itself in shadows, giving it concealment. Attacks against a creature with concealment suffer a 20% miss chance (see the Chapter 8: Combat in the Player's Handbook for more information on concealment). Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will negate this ability.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadow-bound creature's soul, which is only tenuously connected to its mortal body. Any time a shadow-bound creature is stunned, dazed, staggered, or unconscious (other than from natural sleep), the creature must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. A shadow-bound creature with a damaged soul gains one negative level that cannot be removed until it restores its soul. If exposed to another event that requires a save against the shadow curse, a shadow-bound creature may gain additional negative levels. A shadow-bound creature on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul. A shadow-bound creature afflicted with the shadow curse cannot be raised from the dead or resurrected, and it cannot gain experience. The touch of the shadow curse galls a shadow-bound creature, filling its heart with an icy emptiness that eventually drives all but the most determined creatures to capitulate and leave the Material Plane altogether. A shadow-bound creature that goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if it leaves the Plane of Shadow without restoring its soul, it suffers the effects of the shadow curse until it returns to the Plane of Shadow or restores its soul.

Shadow Walk (Sp): The shadow-bound creature can shadow walk, as the spell of the same name, except that the ability works only on the shadow-bound creature. Caster level equals the creature's HD.

ENCOUNTER 3: GETTING STONEDTOKTÉ CR 3

Male grimlock ranger 2

NE Medium monstrous humanoid

Init +1; **Senses** blindsight 40 ft., scent; Listen +5, Spot +3**Languages** Common, Grimlock**AC** 19, touch 13, flat-footed 17

(+2 Dex, +2 armor, +1 deflection, +4 natural)

hp 36 (4 HD)**Immune** gaze attacks, visual effects, illusions, and other attack forms that rely on sight**Fort** +6, **Ref** +8, **Will** +3**Weakness** partially blinded by silence**Speed** 30 ft. (6 squares)**Melee** masterwork battleaxe +11 (1d8+7/x3) or**Melee** masterwork battleaxe +9 (1d8+5/x3) and handaxe +7 (1d6+2/x3) or**Ranged** longbow +6 (1d8/x3)**Base Atk** +4; **Grp** +9**Atk Options** favored enemy +2 (humanoid [human])**Combat Gear** *wand of cure light wounds***Abilities** Str 20, Dex 15, Con 16, Int 10, Wis 10, Cha 4**SQ** wild empathy -1 (-5 magical beasts)**Feats** Alertness, Track, Two-Weapon Fighting, Weapon Focus (battleaxe);**Skills** Climb +7, Handle Animal +1, Hide +6 (+16 in mountains or underground), Listen +6, Profession (farmer) +2, Ride +4, Spot +4, Survival +4**Possessions** combat gear plus masterwork battleaxe, handaxe, crocodile leather armor, longbow, quiver, 60 arrows, *ring of protection* +1**Blindsight (Ex)** Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.**Skills** A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.**ENCOUNTER 5: UNDEAD END**ELHORIAD, ADVANCED CR 4

NE Medium undead

Init +7; **Senses** darkvision 60 ft., Listen +12, Spot +12**Aura** moderate evil**Languages** Flan**AC** 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 63 (7 HD); DR 5/bludgeoning**Immune** cold, undead immunities**Fort** +2, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares)**Melee** 2 claws +7 (1d4+3 plus entropic touch) or**Melee** longsword +6 (1d8+4/19-20)**Base Atk** +3; **Grp** +6**Atk Options** entropic touch, Power Attack**Abilities** Str 16, Dex 17, Con --, Int 11, Wis 10, Cha 12**SQ** undead traits**Feats** Improved Initiative, Power Attack, Weapon Focus (claw)**Skills** Hide +13, Listen +10, Move Silently +13, Spot +10**Possessions** clerical robes, holy symbols, longsword**Entropic Touch (Su)** An elhoriad's touch disrupts most living tissue. Whenever an elhoriad successfully strikes an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, or vermin with a claw attack, the creature struck must make a Fortitude save (DC 14) or take 1d4 points of permanent Constitution drain and 1d4 points of permanent Strength drain. The save DC is Charisma based.**ENCOUNTER 18: THE MAIN TEMPLE**KAJABOR CR 6

Male bearded devil, shadow-bound

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** see in darkness; Listen +9, Spot +9**Aura** Strong Evil**Languages** Common, Infernal; telepathy 100 ft.**AC** 23, touch 12, flat-footed 21

(+2 Dex, +4 armor, +7 natural)

Miss Chance 20% shadow blend**hp** 54 (6 HD); DR 5/silver or good**Immune** fire, poison**Resist** acid 10, cold 10; **SR** 17**Fort** +8, **Ref** +7, **Will** +5**Speed** 40 ft. (8 squares)**Melee** +1 *glaive* +10/+5 (1d10+4/x3 plus infernal wound) or**Melee** 2 claws +8 (1d6+2)**Base Atk** +6; **Grp** +8**Atk Options** beard, battle frenzy, Power Attack**Special Actions** shadow blend, *shadow walk*, *summon devil***Combat Gear** *potion of cure light wounds* (2)**Spell-Like Abilities** (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10
SQ shadow curse

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +11, Sense Motive +9, Spot +9

Possessions combat gear plus blood amulet, mithral shirt, +1 *glaive*

Battle Frenzy (Ex) Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

Infernal Wound (Su) The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Shadow Blend (Su) In conditions other than full daylight, a shadow-bound creature can wrap itself in shadows, giving it concealment. Attacks against a creature with concealment suffer a 20% miss chance. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will negate this ability.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on shadow-bound creature's soul, which is only tenuously connected to its mortal body. Any time a shadow-bound creature is stunned, dazed, staggered, or unconscious (other than from natural sleep), the creature must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. A shadow-bound creature with a damaged soul gains one negative level that cannot be removed until it restores its soul. If exposed to another event that requires a save against the shadow curse, a shadow-bound creature may gain additional negative levels. A shadow-bound creature on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul. A shadow-bound creature afflicted with the shadow curse cannot be raised from the dead or resurrected, and it cannot gain

experience. The touch of the shadow curse galls a shadow-bound creature, filling its heart with an icy emptiness that eventually drives all but the most determined creatures to capitulate and leave the Material Plane altogether. A shadow-bound creature that goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if it leaves the Plane of Shadow without restoring its soul, it suffers the effects of the shadow curse until it returns to the Plane of Shadow or restores its soul.

Shadow Walk (Sp) The shadow-bound creature can shadow walk, as the spell of the same name, except that the ability works only on the shadow-bound creature. Caster level equals the creature's HD.

Summon Devil (Sp) Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Battle frenzy when in battle frenzy, Kajabor's stats change as follows:

AC 21, touch 10, flat-footed 19

hp 57

Fort +10, Will +7

Melee +1 *glaive* +12/+7 (1d10+7/x3 plus infernal wound) or

Melee 2 claws +10 melee (1d6+4)

Grp +10

Abilities Str 19, Con 21

Skills Climb +13

ENCOUNTER 3: GETTING STONED

TEMEK **CR 5**

Male maedar fighter 1
 LE medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Draconic, Infernal

AC 15, touch 12, flat-footed 13
 (+2 Dex, +3 natural)
hp 71 (7 HD)
Immune medusa poison, paralysis, petrification (as well as any magic intended specifically to inhibit movement, such as *hold person* and *slow*)
Fort +8, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)
Melee 2 slams +12 (1d6+5)
Base Atk +7; **Grp** +12
Atk Options Combat Expertise, Improved Disarm, Improved Sunder, Power Attack
Special Actions adamantine strike, ferocity, stone to flesh (DC 14)
Combat Gear *potion of bull's strength*, *potion of cure light wounds (2)*, *potion of protection from arrows*

Abilities Str 20, Dex 15, Con 18, Int 14, Wis 12, Cha 10
SQ earth walk, medusa blood, transfer essence
Feats Combat Expertise, Improved Disarm, Improved Sunder, Power Attack, Track
Skills Disguise +6, Escape Artist +8, Hide +7, Listen +5, Move Silently +7, Profession (cook) +2, Spot +7, Survival +7, Swim +7
Possessions combat gear plus a pipe with special herbs, *vest of escape*

Adamantine Strike (Ex) A maedar's fists are extremely hard and can punch through most materials. A maedar's slam attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and hardness.
Earth Walk (Su) A maedar can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. A maedar requires a full round of concentration to activate or deactivate this power. The maedar moves at its normal speed without hindrance, leaving behind no tunnel or hole, nor creating any ripple or other signs of its presence. A *move earth* spell cast on an area containing a maedar using its earth walk ability flings the maedar back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Ferocity (Ex) A maedar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying
Medusa Blood (Ex) For all special abilities and effects, a maedar is considered a medusa. Maedar, for example, can use or create medusa weapons and magic items with racially specific medusa powers as if they were ordinary medusas.
Stone to Flesh (Su) Five times per day, on a successful melee touch attack, a maedar can use *stone to flesh* as the spell (caster level 12th)

Transfer Essence (Su) A maedar that senses its impending death can transfer its life force into the surrounding earth and rocks. A maedar can only use this ability while in contact with stone, dirt, or almost any other sort of earth except metal. This act kills the maedar's body, but its spirit lives on. The maedar's consciousness drifts through the ground until it encounters crystals, such as feldspar or amethyst. The maedar's spirit then permanently merges with the rock crystal, becoming a glyptar (see below)

Bull's strength while under the effects of the *bull's strength*, Temek's stats change as follows:
 Melee 2 slams +14 (1d6+7)
 Grp +14
 Abilities Str 24
 Skills Swim +9

ENCOUNTER 5: UNDEAD END

ELHORIAD, SPELL-STITCHED ADVANCED **CR 6**

NE Medium undead
Init +7; **Senses** darkvision 60 ft., Listen +12, Spot +12
Aura strong evil
Languages Flan

AC 18, touch 13, flat-footed 15
 (+3 Dex, +5 natural)
hp 81 (9 HD); **DR** 5/bludgeoning and magic or bludgeoning and silver
Immune cold, undead immunities
Resist +2 turn resistance; **SR** 11
Fort +5, **Ref** +8, **Will** +8

Speed 30 ft. (6 squares)
Melee 2 claws +8 (1d4+3 plus entropic touch) or
Melee longsword +7 (1d8+4/19-20)
Base Atk +4; **Grp** +7
Atk Options Cleave, entropic touch, Power Attack
Spell-Like Abilities (CL 9th):
 2/day—*shocking grasp*, *chill touch* (DC 11)

Abilities Str 16, Dex 17, Con --, Int 11, Wis 10, Cha 13
SQ undead traits
Feats Improved Initiative, Power Attack, Cleave, Weapon Focus (claw)
Skills Hide +15, Listen +12, Move Silently +15, Spot +12
Possessions clerical robes, holy symbols, longsword

Entropic Touch (Su) An elhoriad's touch disrupts most living tissue. Whenever an elhoriad successfully strikes an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, or vermin with a claw attack, the creature struck must make a Fortitude save (DC 15) or take 1d4 points of permanent Constitution drain and 1d4 points of permanent Strength drain. The save DC is Charisma based.

ENCOUNTER 18: THE MAIN TEMPLE

KAJABOR **CR 8**

Male bearded devil, shadow-bound fighter 2
 LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** see in darkness; Listen +9, Spot +9

Aura Strong Evil

Languages Common, Infernal; telepathy 100 ft.

AC 24, touch 12, flat-footed 22

(+2 Dex, +5 armor, +7 natural)

Miss Chance 20% shadow blend

hp 83 (8 HD); DR 5/silver or good

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +12, **Ref** +7, **Will** +5

Speed 40 ft. (8 squares)

Melee +1 *glaive* +12/+7 (1d10+4/x3 plus infernal wound) or

Melee 2 claws +10 (1d6+2)

Base Atk +8; **Grp** +10

Atk Options beard, battle frenzy, Cleave, Combat Reflexes, Power Attack

Special Actions shadow blend, *shadow walk*, *summon devil*

Combat Gear *bead of force*, *potion of cure moderate wounds* (2)

Spell-Like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 15, Dex 15, Con 18, Int 6, Wis 10, Cha 10

SQ shadow curse

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (*glaive*)

Skills Climb +13, Diplomacy +2, Hide +11, Listen +9, Move Silently +11, Sense Motive +9, Spot +9

Possessions combat gear plus blood amulet, +1 *mithral shirt*, +1 *glaive*

Battle Frenzy (Ex) Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 18 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

Infernal Wound (Su) The damage a bearded devil deals with its *glaive* causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 18 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's *glaive* must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Shadow Blend (Su) In conditions other than full daylight, a shadow-bound creature can wrap itself in shadows, giving it concealment. Attacks against a creature with concealment suffer a 20% miss chance. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will negate this ability.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on shadow-bound creature's soul, which is only tenuously connected to its mortal body. Any time a shadow-bound creature is stunned, dazed, staggered, or unconscious (other than from natural sleep), the creature must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. A shadow-bound creature with a damaged soul gains one negative level that cannot be removed until it restores its soul. If exposed to another event that requires a save against the shadow curse, a shadow-bound creature may gain additional negative levels. A shadow-bound creature on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul. A shadow-bound creature afflicted with the shadow curse cannot be raised from the dead or resurrected, and it cannot gain experience. The touch of the shadow curse galls a shadow-bound creature, filling its heart with an icy emptiness that eventually drives all but the most determined creatures to capitulate and leave the Material Plane altogether. A shadow-bound creature that goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if it leaves the Plane of Shadow without restoring its soul, it suffers the effects of the shadow curse until it returns to the Plane of Shadow or restores its soul.

Shadow Walk (Sp) The shadow-bound creature can shadow walk, as the spell of the same name, except that the ability works only on the shadow-bound creature. Caster level equals the creature's HD.

Summon Devil (Sp) Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Battle frenzy when in battle frenzy, Kajabor's stats change as follows:

AC 22, touch 10, flat-footed 20

hp 99

Fort +14, Will +7

Melee +1 *glaive* +14/+9 (1d10+7/x3 plus infernal wound) or

Melee 2 claws +12 melee (1d6+4)

Grp +10

Abilities Str 19, Con 22

Skills Climb +13

ENCOUNTER 3: GETTING STONED

TEMEK **CR 7**

Male maedar fighter 3
 LE medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Draconic, Infernal

AC 20, touch 13, flat-footed 17
 (+4 armor, +3 Dex, +3 natural)
hp 94 (9 HD)
Immune medusa poison, paralysis, petrification (as well as any magic intended specifically to inhibit movement, such as *hold person* and *slow*)
Fort +9, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)
Melee 2 slams +14 (1d6+5)
Base Atk +9; **Grp** +18
Atk Options Combat Expertise, Improved Disarm, Improved Sunder, Power Attack
Special Actions adamantine strike, ferocity, stone to flesh (DC 14)
Combat Gear *potion of bull's strength*, *potion of cure light wounds (2)*, *potion of protection from arrows*

Abilities Str 20, Dex 16, Con 18, Int 14, Wis 12, Cha 10
SQ earth walk, medusa blood, transfer essence
Feats Combat Expertise, Improved Disarm, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Power Attack, Track
Skills Disguise +6, Escape Artist +9, Hide +8, Listen +5, Move Silently +8, Profession (cook) +4, Spot +7, Survival +7, Swim +11
Possessions combat gear plus a pipe with special herbs, +1 *studded leather*, *vest of escape*

Adamantine Strike (Ex) A maedar's fists are extremely hard and can punch through most materials. A maedar's slam attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and hardness.
Earth Walk (Su) A maedar can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. A maedar requires a full round of concentration to activate or deactivate this power. The maedar moves at its normal speed without hindrance, leaving behind no tunnel or hole, nor creating any ripple or other signs of its presence. A *move earth* spell cast on an area containing a maedar using its earth walk ability flings the maedar back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Ferocity (Ex) A maedar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying
Medusa Blood (Ex) For all special abilities and effects, a maedar is considered a medusa. Maedar, for example, can use or create medusa weapons and magic items with racially specific medusa powers as if they were ordinary medusas.
Stone to Flesh (Su) Five times per day, on a successful melee touch attack, a maedar can use *stone to flesh* as the spell (caster level 12th)

Transfer Essence (Su) A maedar that senses its impending death can transfer its life force into the surrounding earth and rocks. A maedar can only use this ability while in contact with stone, dirt, or almost any other sort of earth except metal. This act kills the maedar's body, but its spirit lives on. The maedar's consciousness drifts through the ground until it encounters crystals, such as feldspar or amethyst. The maedar's spirit then permanently merges with the rock crystal, becoming a glyptar (see below)

Bull's strength while under the effects of the *bull's strength*, Temek's stats change as follows:
 Melee 2 slams +16 (1d6+7)
 Grp +20
 Abilities Str 24
 Skills Swim +13

ENCOUNTER 5: UNDEAD END

ELHORIAD, SPELL-STITCHED ADVANCED **CR 6**

NE Medium undead
Init +7; **Senses** darkvision 60 ft., Listen +12, Spot +12
Aura strong evil
Languages Flan

AC 18, touch 13, flat-footed 15
 (+3 Dex, +5 natural)
hp 81 (9 HD); DR 5/bludgeoning and magic or bludgeoning and silver
Immune cold, undead immunities
Resist +2 turn resistance; **SR** 11
Fort +5, **Ref** +8, **Will** +8

Speed 30 ft. (6 squares)
Melee 2 claws +8 (1d4+3 plus entropic touch) or
Melee longsword +7 (1d8+4/19-20)
Base Atk +4; **Grp** +7
Atk Options Cleave, entropic touch, Power Attack
Spell-Like Abilities (CL 9th):
 2/day—*shocking grasp*, *chill touch* (DC 11)

Abilities Str 16, Dex 17, Con --, Int 11, Wis 10, Cha 13
SQ undead traits
Feats Improved Initiative, Power Attack, Cleave, Weapon Focus (claw)
Skills Hide +15, Listen +12, Move Silently +15, Spot +12
Possessions clerical robes, holy symbols, longsword

Entropic Touch (Su) An elhoriad's touch disrupts most living tissue. Whenever an elhoriad successfully strikes an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, or vermin with a claw attack, the creature struck must make a Fortitude save (DC 15) or take 1d4 points of permanent Constitution drain and 1d4 points of permanent Strength drain. The save DC is Charisma based.

ENCOUNTER 18: THE MAIN TEMPLE

KAJABOR **CR 10**

Male bearded devil, shadow-bound fighter 3/ ranger 1
 LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +6; **Senses** see in darkness; Listen +9, Spot +13

Aura Strong Evil

Languages Common, Infernal; telepathy 100 ft.

AC 25, touch 12, flat-footed 23

(+2 Dex, +6 armor, +7 natural)

Miss Chance 20% shadow blend

hp 104 (10 HD); DR 5/silver or good

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +14, **Ref** +10, **Will** +8

Speed 40 ft. (8 squares)

Melee +1 *glaive* +14/+9 (1d10+4/x3 plus infernal wound) or

Melee 2 claws +12 (1d6+2)

Base Atk +10; **Grp** +12

Atk Options beard, battle frenzy, Cleave, Combat Reflexes, favored enemy +2 (humanoid [human]), Power Attack

Special Actions shadow blend, *shadow walk*, *summon devil*

Combat Gear *bead of force*, *potion of cure moderate wounds* (2)

Spell-Like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only)

Abilities Str 15, Dex 15, Con 18, Int 6, Wis 10, Cha 10

SQ shadow curse, wild empathy +1

Feats Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (*glaive*)

Skills Climb +14, Diplomacy +2, Hide +11, Listen +9, Move Silently +11, Sense Motive +9, Spot +13

Possessions combat gear plus blood amulet, +1 *glaive*, +2 *mithral shirt*

Battle Frenzy (Ex) Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 19 Fortitude save or be infected with a vile disease known as *devil chills* (DMG, pg 292). The save DC is Constitution-based.

Infernal Wound (Su) The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 19 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 19 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as

well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Shadow Blend (Su) In conditions other than full daylight, a shadow-bound creature can wrap itself in shadows, giving it concealment. Attacks against a creature with concealment suffer a 20% miss chance. Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will negate this ability.

Shadow Curse (Su) The Plane of Shadow exerts a tremendous pull on shadow-bound creature's soul, which is only tenuously connected to its mortal body. Any time a shadow-bound creature is stunned, dazed, staggered, or unconscious (other than from natural sleep), the creature must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. A shadow-bound creature with a damaged soul gains one negative level that cannot be removed until it restores its soul. If exposed to another event that requires a save against the shadow curse, a shadow-bound creature may gain additional negative levels. A shadow-bound creature on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul. A shadow-bound creature afflicted with the shadow curse cannot be raised from the dead or resurrected, and it cannot gain experience. The touch of the shadow curse galls a shadow-bound creature, filling its heart with an icy emptiness that eventually drives all but the most determined creatures to capitulate and leave the Material Plane altogether. A shadow-bound creature that goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if it leaves the Plane of Shadow without restoring its soul, it suffers the effects of the shadow curse until it returns to the Plane of Shadow or restores its soul.

Shadow Walk (Sp) The shadow-bound creature can shadow walk, as the spell of the same name, except that the ability works only on the shadow-bound creature. Caster level equals the creature's HD.

Summon Devil (Sp) Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Battle frenzy when in battle frenzy, Kajabor's stats change as follows:

AC 23, touch 10, flat-footed 21

hp 124

Fort +16, Will +10

Melee +1 *glaive* +16/+11 (1d10+7/x3 plus infernal wound) or

Melee 2 claws +14 melee (1d6+4)

Grp +10

Abilities Str 19, Con 22

Skills Climb +13

OTHER NPCS

KELWYN

CR 4

Male human expert 5

N Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Common

AC 10, touch 10, flat-footed 10
(+0 Dex)

hp 22 (5 HD)

Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)

Melee club +3 (1d6) or

Melee dagger +3 (1d4/19-20)

Base Atk +3; **Grp** +3

Abilities Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 12

Feats Skill Focus (use magic device), Skill Focus (knowledge [arcana]), Skill Focus (profession [merchant])

Skills Appraise +8, Bluff +6, Diplomacy +12, Disguise +3, Gather Information +2, Intimidate +3, Knowledge (arcana) +10, Profession (merchant) +10, Sense Motive +8, Spellcraft +10, Use Magic Device +8
Possessions club, dagger, merchant's outfit, fine hat, jewelry, accounts ledger, and money pouch.

Kelwyn, a merchant of Curtulenn – He's obsessed with hidden lore and mysterious places. Kelwyn is an armchair adventurer of sorts. His merchant house sells mundane items, grain, wine, wood and other supplies, but he fancies himself an antiques dealer. His father was an adventurer during the war and his mother exerted a lot of pressure for him to take on a respectable job.

GRINGLE MENK

CR 2

Male human commoner 3

N Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +2

Languages Common, Halfling

AC 9, touch 9, flat-footed 9
(-1 Dex)

hp 6 (3 HD)

Fort +0, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares); run x5

Melee sap +1 (1d6) or

Melee dagger +1 (1d4/19-20)

Base Atk +1; **Grp** +1

Abilities Str 10, Dex 9, Con 8, Int 12, Wis 11, Cha 13

Feats Run, Skill Focus (appraise), Skill Focus (bluff)

Skills Appraise +8, Bluff +6, Gather Information +2, Intimidate +3, Sense Motive +2, Spot +2
Possessions dagger in boot, dagger in belt sheath, sap, commoner outfit, money pouch, skullcap

Gringle Menk is an oily, crooked, unscrupulous shopkeeper and fence. He'll buy and sell darn near anything, including selling out anyone if he can get away with it. Most people don't trust him, but he pays for things with real silver or gold so he maintains a steady business.

APPENDIX 2: NEW RULES

NEW TEMPLATES

Shadow-Bound

(<http://www.wizards.com/default.asp?x=dnd/re/20030728a>)

Creating a Shadow-Bound Creature

"Shadow-bound" is an acquired template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, or vermin (referred to hereafter as the base creature).

Size and Type: Animals and vermin with the shadow-bound template become magical beasts (with the augmented animal or augmented vermin subtype respectively). Do not recalculate base attack bonus, saves, or skill points. All other types remain unchanged. The creature's size remains unchanged.

Challenge Rating: Same as the base creature +1.

Alignment: Same as base creature (often changes to evil).

Skills: A shadow-bound creature gains a +4 racial bonus on Hide and Move Silently checks.

Special Qualities: A shadow-bound creature has all the special qualities of the base creature, plus the following special qualities.

Low-Light Vision (Ex): A shadow-bound creature can see twice as far as a human in dim lighting.

Shadow Blend (Su): In conditions other than full daylight, a shadow-bound creature can wrap itself in shadows, giving it concealment. Attacks against a creature with concealment suffer a 20% miss chance (see the Chapter 8: Combat in the Player's Handbook for more information on concealment). Artificial illumination, even a light or continual flame spell, does not negate this ability. A daylight spell, however, will negate this ability.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on shadow-bound creature's soul, which is only tenuously connected to its mortal body. Any time a shadow-bound creature is stunned, dazed, staggered, or unconscious (other than from natural sleep), the creature must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow.

A shadow-bound creature with a damaged soul gains one negative level that cannot be removed until it restores its soul. If exposed to another event that requires a save against the shadow curse, a shadow-bound creature may gain additional negative levels. A shadow-bound creature on the Material Plane (or elsewhere) must use a wish or miracle spell to restore her soul. A shadow-bound creature afflicted with the shadow curse cannot be raised from the dead or resurrected, and it cannot gain experience. The touch of the shadow curse galls a shadow-bound creature, filling its heart with an icy emptiness that eventually drives all but the most determined creatures to capitulate and leave the Material Plane altogether.

A shadow-bound creature who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if it

leaves the Plane of Shadow without restoring its soul, it suffers the effects of the shadow curse until it returns to the Plane of Shadow or restores its soul.

Shadow Walk (Sp): The shadow-bound creature can shadow walk, as the spell of the same name, except that the ability works only on the shadow-bound creature. Caster level equals the creature's HD.

Level Adjustment: Same as the base creature +1.

Spellstitched

(Complete Arcane)

Creating a Spellstitched Creature

"Spellstitched" is an acquired template that can be added to any corporeal undead with a Wisdom score of 10 or higher (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Fort, Ref, Will: Spellstitched creatures gain a +2 profane bonus on all saving throws.

Spell-Like Abilities: A spellstitched creature can be imbued with spell-like abilities according to its Wisdom, as indicated on the table below. Any spells selected must be from the conjuration, evocation, or necromancy school. The number of spell-like abilities is cumulative; for example, a spellstitched undead with a Wisdom of 12 can cast two 2nd-level spells four times per day and two 1st-level spells four times per day. Caster level equals the creature's Hit Dice.

Wisdom	Example Undead	Spells Imbued	Times per Day
10	Skeleton, zombie	Two 1st-level	4
11-12	Bodak	Two 2nd-level	4
13-14	Ghoul, ghastr	Two 3rd-level	2
15-16	Devourer	Two 4th-level	2
17-18	Some liches	Two 5th-level	2
19 or higher	Nightshade	One 6th-level	1

The creator of a spellstitched creature decides how to allocate the spells known against the number of times per day spells of each level can be cast, and once made, this determination cannot be changed. For example, if a spellstitched skeleton has cause fear usable once per day and shocking grasp useable three times per day imbued as its 1st-level spell-like abilities, its creature cannot later change either the spells or how frequently each can be sued (to two times per day each, for example).

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities.

Damage Reduction (Ex): Spellstitched creatures with 1-3 HD have no damage reduction, those with 4-11 HD have damage reduction 5/magic or silver, and those with

12 or more HD have damage reduction 5/magic and silver.

Spell Resistance (Ex): A spellstitched creature has spell resistance equal to 10 + the base creature's Charisma modifier.

Turn Resistance (Ex): A spellstitched creature gains +2 turn resistance (added to the base creature's turn resistance, if any).

Ecology

Spellstitched creatures are undead that have been powerfully enhanced and fortified by arcane means. They are more difficult to attack in melee and more resistant to being turned, and they gain the ability to cast spells. The process is much more effective when applied to intelligent undead than those that are mindless, since intelligent undead can discharge their spells tactically.

A spellstitched undead can be identified by the runes that cover its body, either carved into its skeletal remains or tattooed onto its rotting flesh. Under casual observation or while in combat, the runes can be noticed only with a DC 15 Spot check, otherwise simply appearing to be cracks in the creature's bones or wrinkles in its skin.

Spellstitched creatures can be created only by a wizard or sorcerer with the Craft Wondrous Item feat and of sufficient level to cast the spells to be imbued within the undead's body. The creation process takes a number of days equal to the Wisdom score of the undead creature being spellstitched (so a minimum of 10 days) and requires the expenditure of 1,000gp for carving or tattooing materials in addition to 500xp x the undead creature's Wisdom score.

Undead with arcane spellcasting abilities can spellstitch themselves.

NEW MONSTERS

Elhoriad

(<http://wizards.com/default.asp?x=dnd/re/20040510x>)

The creature looks like the blackened skeletal remains of a human. Its eyes are such a deep shade of inky black that they stand out against their ebony remains.

ELHORIAD

CR 3

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Flan

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 32 (5 HD); DR 5/bludgeoning

Immune cold, undead immunities

Fort +1, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares)

Melee longsword +5 (1d8+4/19-20) or

Melee 2 claws +5 melee (1d4+3 plus entropic touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +5

Atk Options entropic touch, Power Attack

Abilities Str 16, Dex 17, Con --, Int 11, Wis 10, Cha 12

SQ undead traits

Feats Improved Initiative, Power Attack

Skills Hide +11, Listen +8, Move Silently +11, Spot +8

Advancement: 6-15 HD (Medium)

Possessions longsword

Entropic Touch (Su) An elhoriad's touch disrupts most living tissue. Whenever an elhoriad successfully strikes an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, or vermin with a claw attack, the creature struck must make a Fortitude save (DC 13) or take 1d4 points of permanent Constitution drain and 1d4 points of permanent Strength drain. The save DC is Charisma based.

Strategies and Tactics

Elhoriads are used primarily for melee combat. Their job is to weaken opponents before their foes can reach the cultists whom they protect. Elhoriads typically use longswords to cut through less powerful enemies, but if they are pitted against higher level foes, they instead use their claw attacks to deliver their entropic touch, which quickly weakens their opponents.

Sample Encounter

Encountered within the strongholds of Tharizdun's followers are elhoriads, which serve as an undead force for the cultists. Though many adventurers often dismiss elhoriads as trivial when they first encounter the creatures, they quickly discover that these undead foes are not as easily dispatched as most first surmise. As a result, elhoriads serve as one of the cult's secret weapons against those who seek to destroy them. To preserve the element of surprise, the cult keeps a tight rein on these creatures.

Elhoriads are not allowed to wander, and they are not sent to mindlessly terrorize the surrounding countryside. The cult uses them for protection and for attack whenever they move against a selected target. The cultists remain near them in battle, and they ensure that all elhoriads either return with them to their temple or are utterly destroyed. They fear that one of these creatures will fall into the hands of their enemies, allowing their foes to better prepare the next time they encounter the undead creatures.

The cult of Tharizdun created the elhoriads to act as guardians. The cult researched the various methods of undead creation for several years and even went so far as to recruit accomplished necromancers into their ranks to unlock the secrets that would allow them to manipulate the various forms of undead. Cultists produced elhoriads by taking the base skeleton and infusing them with the very power of entropy channeled from unearthed remnants of Tharizdun's oncemighty artifacts. This grants these creatures their above average intelligence and their deadly entropic touch ability.

Elhoriads are intelligent creatures, but they derive their power from Tharizdun, so they remain fiercely loyal to him and his followers. Elhoriads are the foot soldiers whenever the cult takes action against the outside world. Within their hidden temples, they serve as guards who protect the clergy in the event that their sanctuary is attacked.

If the party is sent to deal with a cult plaguing an area or with some specific cultists who are looking for an artifact, elhoriads are present to guard the temple or the cultist group if the group is extremely close to acquiring their item (and need to bolster their numbers). Likewise, if the cult attacks an area where the PCs are staying, the PCs may encounter the elhoriads as they try to defend the region.

Gang (EL 6-10): A group of guards.

Ecology

Environment: Any land and underground

Typical Physical Characteristics: The appearance of the elhoriads is not entirely unlike that of typical animated skeletons. Many who encounter them simply dismiss them as blackened skeletons, so they often make the mistake of employing the same tactics that they would against these all-too common undead. The inky blackness within the elhoriads' eye sockets and the constant shadow that surrounds their claws are the only outward characteristics that they display that cause them to appear as anything but common skeletons. These differences are subtle and have cost numerous adventurers their lives.

Alignment: Neutral evil

Typical Treasure

None.

Maedar

(*Dragon Magazine* #355, May 2007)

This being appears to be a male human with a muscular frame and baldhead, wearing only a simple loincloth. His cold eyes resemble those of a serpent's, and his skin is unusually smooth and completely hairless.

MAEDAR

CR 4

Usually LE medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Infernal

AC 16, touch 11, flat-footed 13

(+1 Dex, +3 natural)

hp 39 (6 HD)

Immune medusa poison, paralysis, petrification (as well as any magic intended specifically to inhibit movement, such as *hold person* and *slow*)

Fort +4, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)

Melee 2 slams +9 (1d6+3)

Base Atk +6; **Grp** +9

Atk Options Combat Expertise, Improved Sunder, Power Attack

Special Actions adamantine strike, ferocity, stone to flesh (DC 14)

Abilities Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 12

SQ earth walk, medusa blood, transfer essence

Feats Combat Expertise, Improved Sunder, Power Attack, Track^B

Skills Disguise +5, Hide +6, Listen +5, Move Silently +6, Spot +5, Survival +6

Advancement by character class; **Favored Class** ranger

Level Adjustment +4

Adamantine Strike (Ex) A maedar's fists are extremely hard and can punch through most materials. A maedar's slam attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and hardness.

Ferocity (Ex) A maedar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

Stone to Flesh (Su) Five times per day, on a successful melee touch attack, a maedar can use *stone to flesh* as the spell (caster level 12th)

Earth Walk (Su) A maedar can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. A maedar requires a full round of concentration to activate or deactivate this power. The maedar moves at its normal speed without hindrance, leaving behind no tunnel or hole, nor creating any ripple or other signs of its presence. A *move earth* spell cast on an area containing a maedar using its earth walk ability flings the maedar back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Medusa Blood (Ex) For all special abilities and effects, a maedar is considered a medusa. Maedar, for example, can use or create medusa weapons and magic items with racially specific medusa powers as if they were ordinary medusas.

Transfer Essence (Su) A maedar that senses its impending death can transfer its life force into the surrounding earth and rocks. A maedar can only use this ability while in contact with stone, dirt, or almost any other sort of earth except metal. This act kills the maedar's body, but its spirit lives on. The maedar's consciousness drifts through the ground until it encounters crystals, such as feldspar or amethyst. The maedar's spirit then permanently merges with the rock crystal, becoming a glyptar (see below)

The little-known male counterparts to medusas, maedars lack the petrifying gaze of their species' females. A maedar can take his pick among available medusas, but once chosen he mates for life. A maedar shows a fierce devotion to his mate and goes to any length to assist or avenge her. A maedar can easily restore a petrified medusa with his stone to flesh power. A widowed maedar pursues his mate's killer relentlessly.

Strategies and Tactics

A maedar often enters combat unarmed, slamming opponents with his powerful fists. To terrify his opponents, a maedar sometimes smashes victims a medusa has petrified and transforms the remains back into bloody chunks of flesh. When a maedar faces certain death, he may surrender his life as a last resort by becoming a glyptar. If confronted by a very powerful enemy, the maedar and his mate attempt to flee.

Ecology

Because of the maedar's rarity, most sages do not know of its existence. The reclusive maedar generally remains in the lair it shares with a medusa, guarding the pair's hoard of food and treasure while his mate hunts. A maedar's stone to flesh power provides food for him and his mate; he smashes her petrified victims with his fists and then transforms them into raw flesh, which they both consume.

Most medusas have no choice but to mate with blinded or blindfolded human males, as a maedar can be difficult to find. Such a pairing produces two to six eggs that hatch into either human males that turn to stone upon the sight of their mother or fledgling medusas. When a medusa is a le to find a maedar to mate with, their offspring are generally medusas, although a minute percentage born from such a pairing are maedar.

Although generally antisocial, a maedar sometimes cooperates with evil creatures such as kobolds, orcs, and even

devils. A maedar might provide security for such creatures, or some other reward for servitude. Maedar abhor being forced to serve other creatures, and will always take revenge for such an affront.

Environment: Maedar are most often encountered in areas frequented by their medusa mates, primarily warm marsh environments.

Typical Physical Characteristics: A typical maedar is 5 to 7 feet tall and about the same weight as a human.

Alignment: Maedar share the same calculating cruelty of their mates, making the majority of them lawful evil.

Typical Treasure: Maedar value jewelry and jewelry above all else and can typically be found with approximately 800 gp worth of gems and a few potions (usually *bull's strength* and two *potions of cure light wounds*).

Glyptar

A glyptar is a tiny crystal infused with the spirit of a maedar. It typically forms below the earth, and cannot free itself from being buried. Removing a glyptar intact from the ground allows the maedar's spirit to animate the crystal. Able to fly at a speed of 25 feet per round, with perfect maneuverability, the glyptar retains the maedar's mental ability scores (Int, Wis, Cha) and memories.

A glyptar can use *animate objects*, as the spell (caster level 20th) at will, on any inorganic object if firmly attached to it. It has direct control over any object it animates. A glyptar set in the hilt or handle of a melee weapon allows the weapon to function as if it has the dancing quality, allowing the glyptar to make attacks with the weapon using the maedar's base attack bonus and Strength bonus on damage rolls. Setting the crystal in the eye of a stone statue allows the glyptar to animate the statues. A glyptar can animate a part of a larger object (such as a section of a wall), although it cannot control an area larger than 20 feet on a side. When attached to a magic item the glyptar makes Use Magic Device checks to activate the item as if it had 10 ranks in that skill (or the maedar's ranks, if higher). All of these effects end if the glyptar is removed from or removes itself from the item.

A glyptar retains all of the maedar's powers, except for the ability to transfer its essence. It can use its stone to flesh attack and can use this power through any object it animates. A glyptar can use its earth walk ability, taking any object it animates with it. A glyptar also has the same traits as a construct. It has both darkvision out to 90 feet and low-light vision.

A glyptar only cooperates with living beings when it chooses to do so. It cannot speak but can use an appropriate animate object to write out message in any language that the maedar understood.

Shattering a glyptar's stone destroys it and frees the maedar's spirit to take its place in the afterlife. A glyptar has damage reduction 8/adamantine and 5 hit points.

Maedar Lore

Characters with ranks in Knowledge (nature) can learn more about maedars. When a character makes a successful skill check,

the following lore is revealed. Including the information from lower DCs.

Knowledge (nature)

14	Maedars are the male counterparts of the medusa species. They are extremely rare. This result also reveals all monstrous humanoid traits.
19	A maedar's fists are as hard as adamantine. They have numerous earth-related powers and can turn a medusa's victim back into flesh.
24	A dying maedar can transfer his essence into a special crystal known as a glyptar. This stone retains much of his memories and powers. A glyptar can animate objects as well.

REFERENCE

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

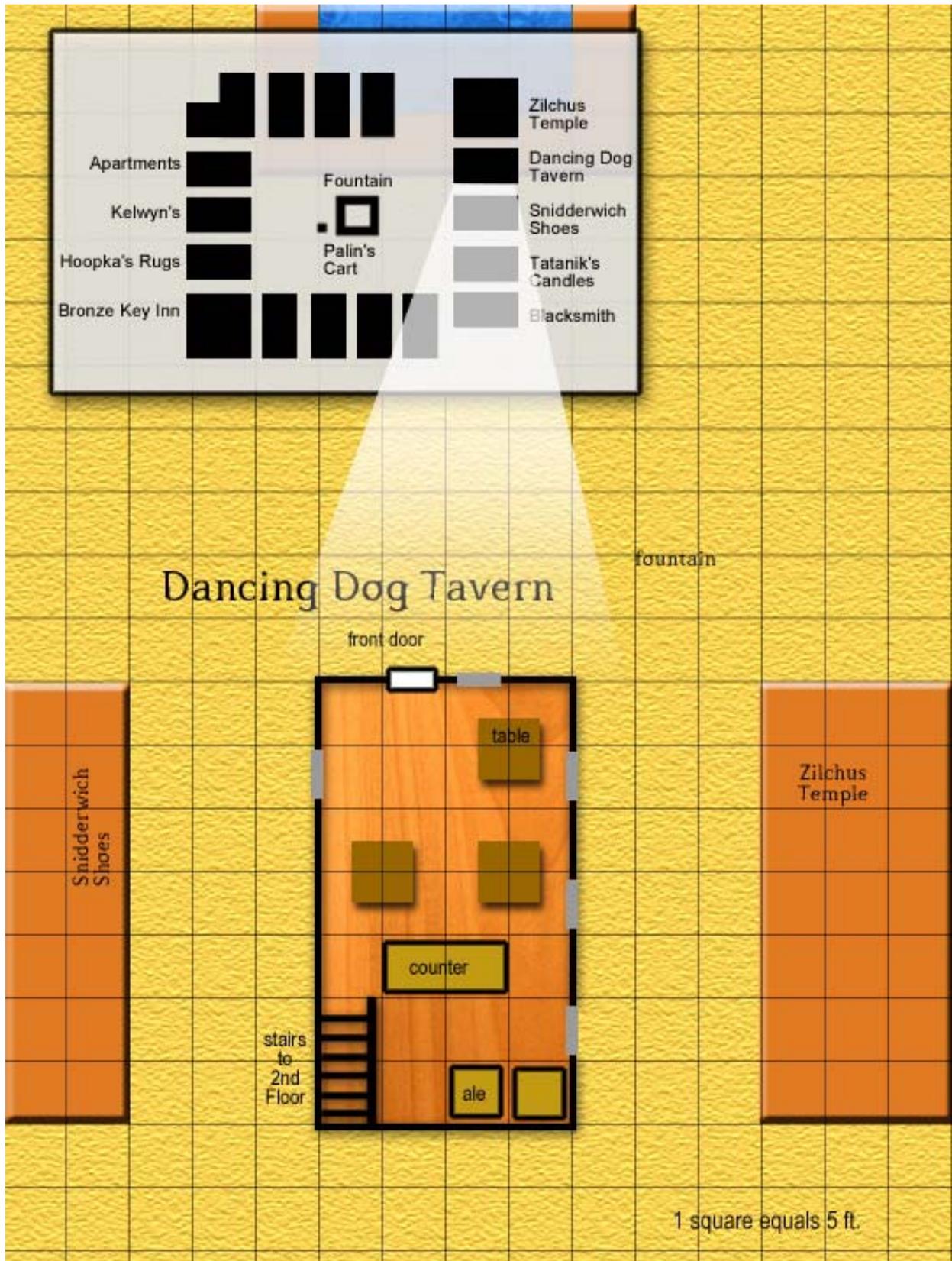
An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well.

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

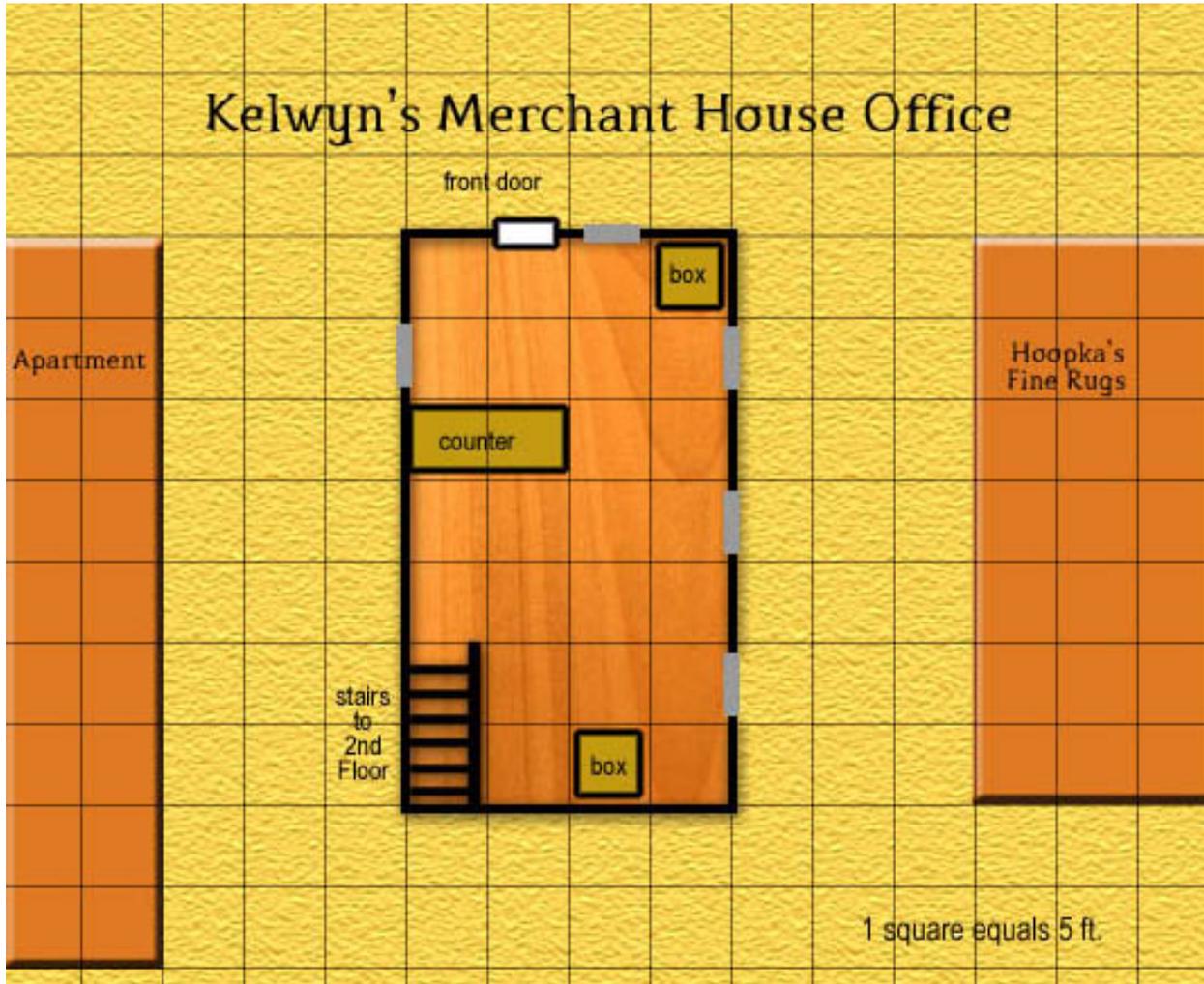
A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell

DM MAP: DANCING DOG TAVERN



DM MAP: KELWYN'S OFFICE

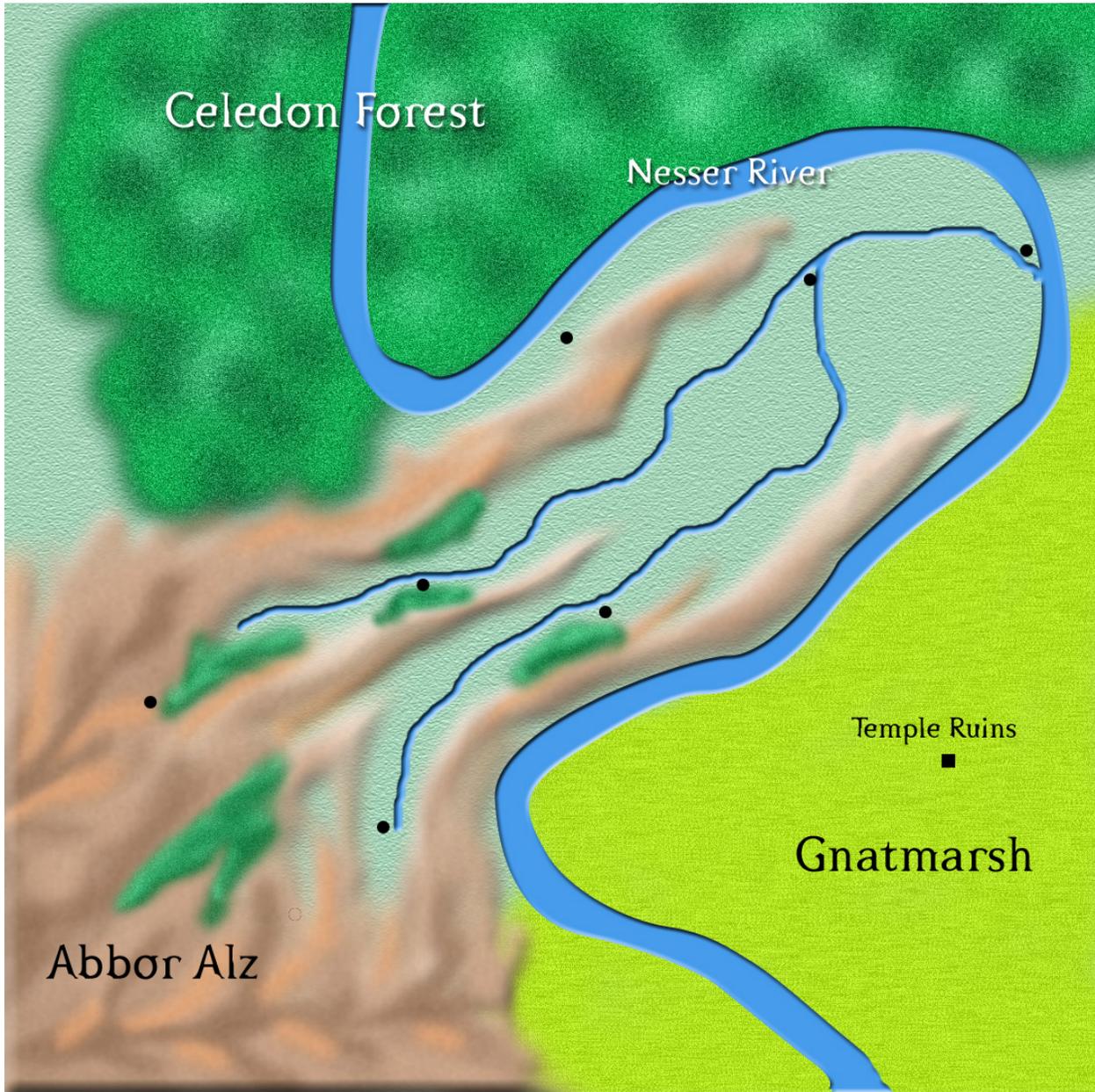


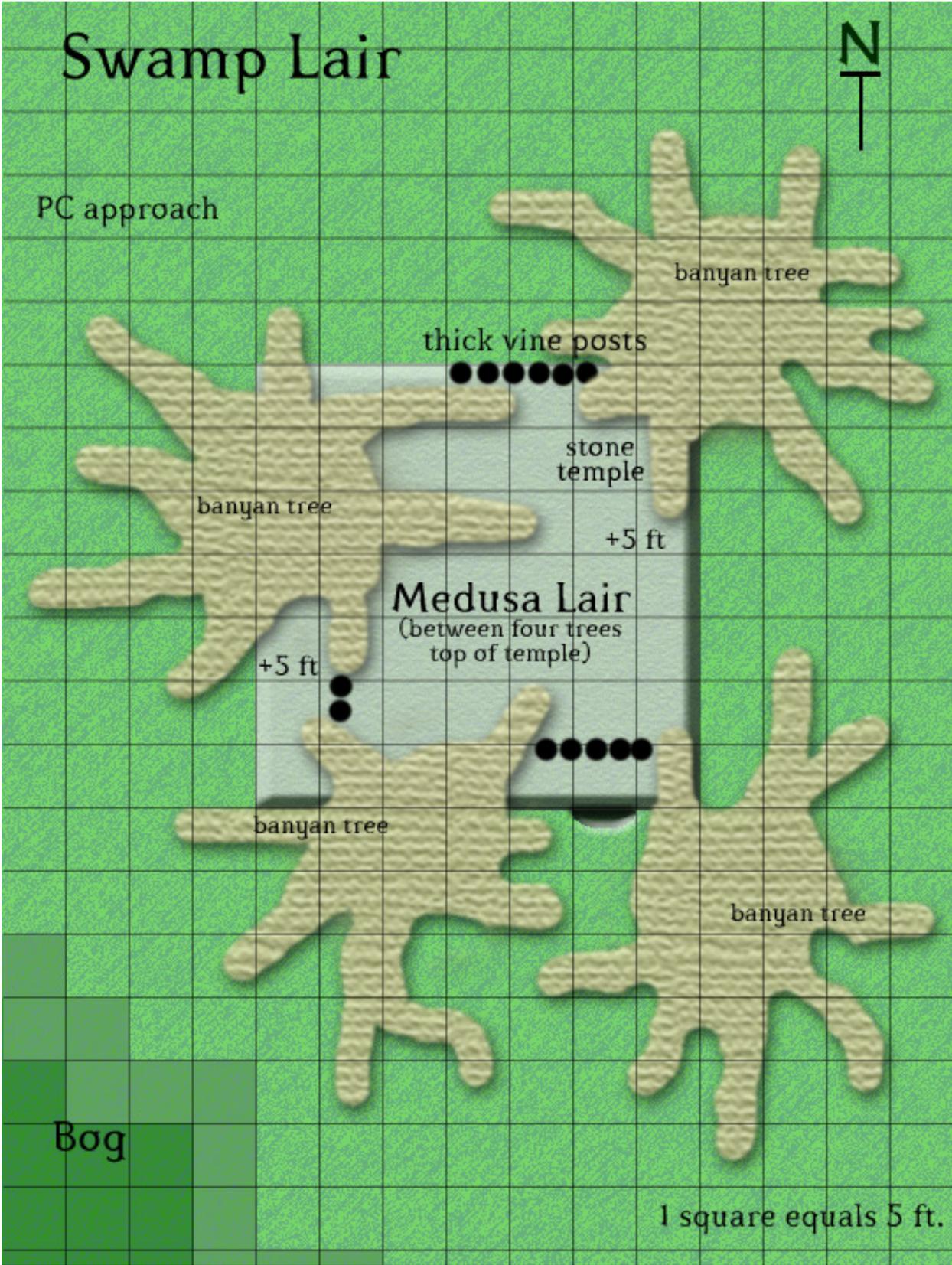
Second floor information:

Dancing Dog Tavern has additional seating upstairs. The staff lives in the nearby apartments.

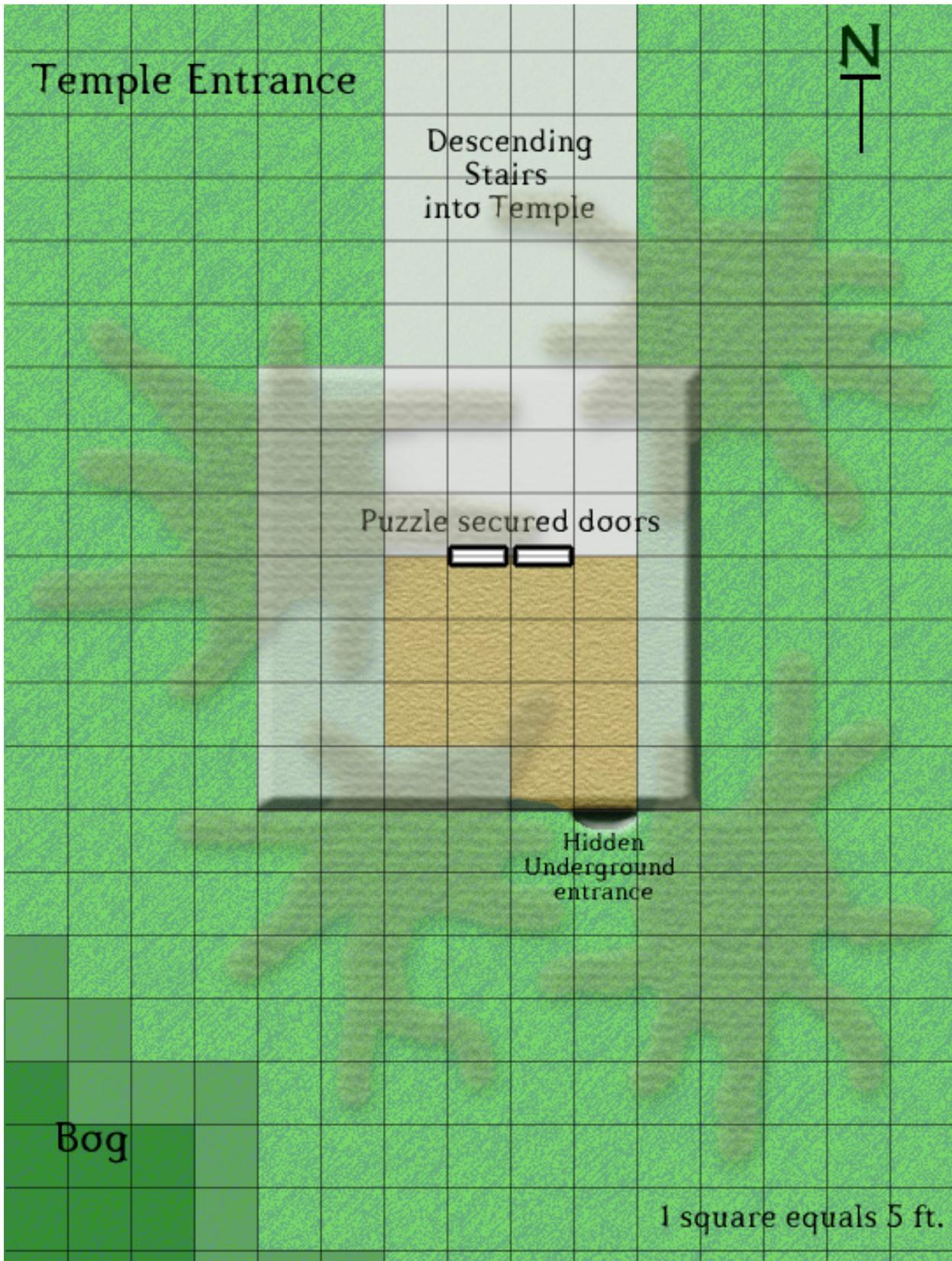
Kelwyn has living quarters upstairs.

DM MAP: AREA MAP

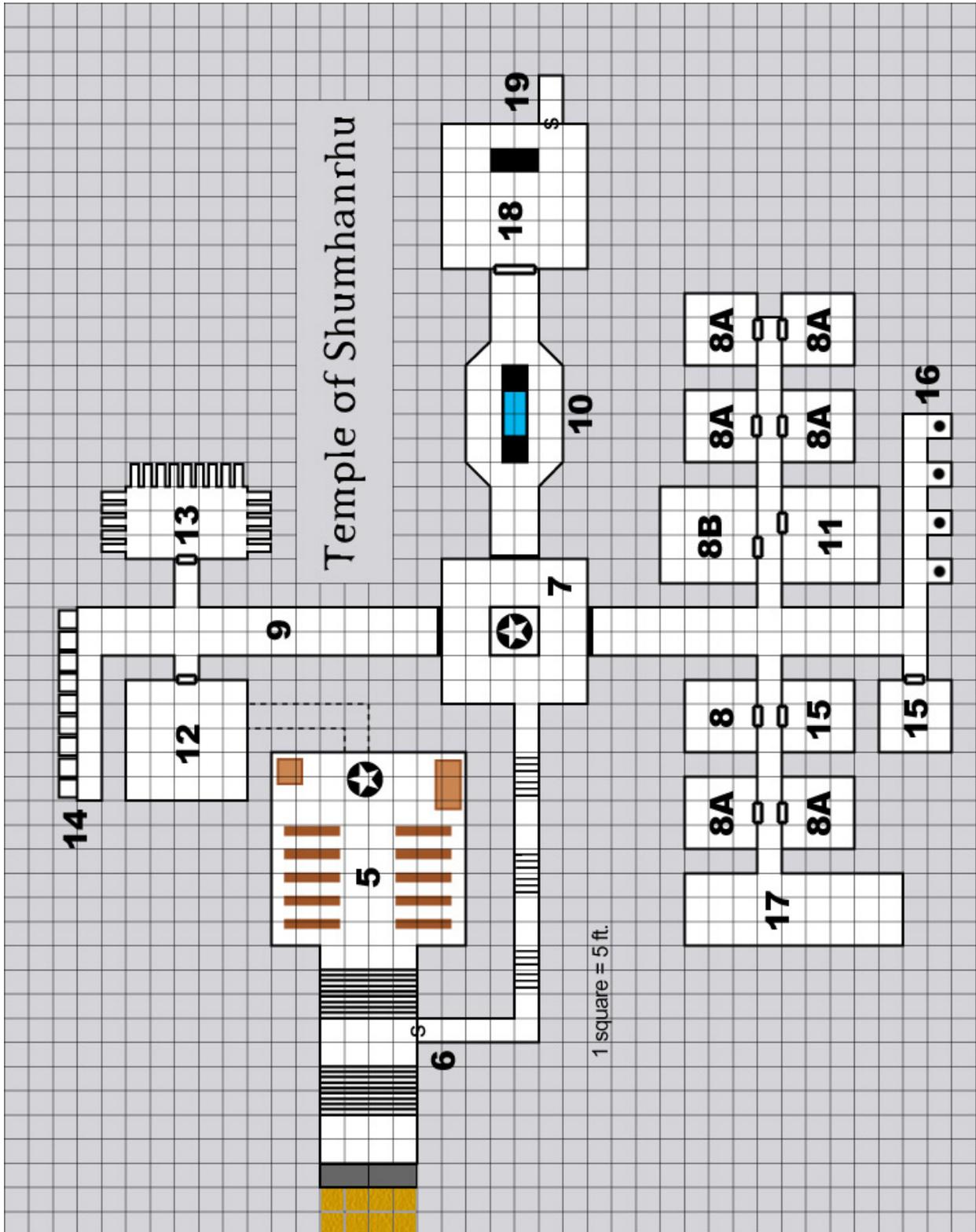




DM MAP: TEMPLE ENTRANCE



DM MAP: TEMPLE LEVEL

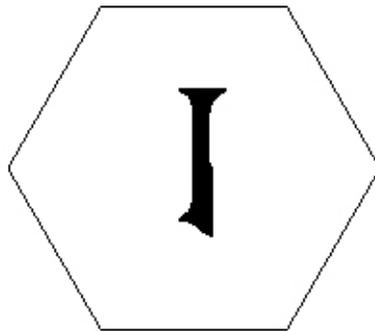
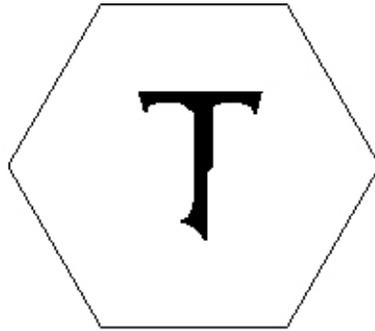


PLAYER HANDOUT: KELWYN'S KEYS



Print out and cut around the edges.

PLAYER HANDOUT: DECIPHERED SIGILS



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PLAYER HANDOUT: DECODED SIGILS

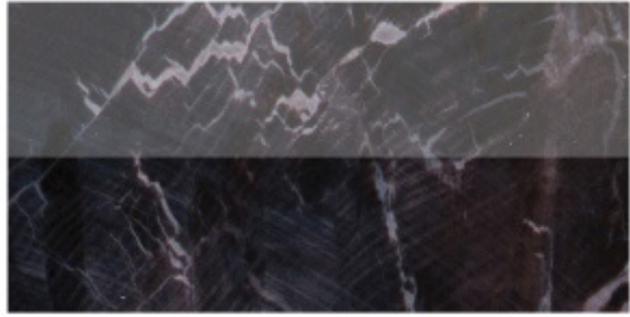


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PLAYER HANDOUT: KEY IMAGE



Front



Side View