

NYRI-11

THE TEMPLE OF LOVE

A Two-Round D&D LIVING GREYHAWK®
Nyronde Regional Adventure
Round 1

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with the assistance of Team Nyronde

Investigate an old temple located in the Flinty Hills for the church of Rao?
What could be easier than that? An adventure for characters level 3-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND (ROUND 1)

The PCs are recruited by the Temple of Rao to explore an old temple of Rao located in the Duchy of Flinthill. A famous Nyronde siege engineer, Sir Balor Tanethson built the temple to both spread the word of Rao and to please his wife, Glorodana, a devout follower. He was granted these lands, which are located around the small settlement of Tannis in 569 by the King for assisting the Kingdom of Nyronde in various construction projects. Balor was originally born in this area to a local mining family, and had designed and overseen construction of several mines, watchtowers, forts and castles.

In the temple's construction, he had the assistance of local humans, gnomes, and even dwarves, who admired his mining and construction skills. He had giant stained glass windows imported from far away master glass workers. A beautiful garden was built on one side of the temple, with a graveyard for the local people on the other

side. Much of the temple interior was supposedly lined with gems and gold. Many nonbelievers came to see the temple's wealth and beauty. Master craftsmen journeyed to the temple to study the works of others already there.

Glorodana died of plague several years after the temple was completed. Balor was away in Rel Mord at the time and the news of her death crushed him. He was released from his military obligations shortly thereafter for being "mentally unfit". Sir Balor returned to his estate in the Flinty Hills and proceeded to bury his wife in a mausoleum attached to the temple he had built for her. Vowing to protect his beloved Glorodana in death, as he had not in life. Balor expanded her mausoleum using his wealth and the local gnome and dwarf population to assist him. He retired from active life and stayed on his property to live out his days close to his deceased wife.

Sir Balor apparently ignored or did not care about warnings of raiders from the Flinty Hills, the Rakers, and the Bone March, while all around him the local people fled. The rumored wealth of the temple eventually led to its downfall. Attracting a horde of evil humanoids from the Bone March, the temple was finally overrun, looted, and put to the torch in 586. Sir Balor fell with the remaining priests valiantly defending the temple.

The "Followers of Rao" in Rel Mord have recently taken an interest in the old temple after the discovery of Sir Balor's journal. Apparently he not only expanded the mausoleum his wife was buried in, but he also used it as a refuge to hide temple treasures and his own wealth when danger threatened.

The journal contains some very disturbing essays as well as clues and hints about the construction of an elaborate secret mausoleum for his wife beneath the temple. The journal also contains references to something Sir Balor named the "Heart of Rao" which the temple in Rel Mord would very much like to investigate and probably possess.

Durinken, High Priest of Rao in Nyronde, was doubtful at first. He used a *discern location* spell to discover where a symbolic jeweled mace he presented to Sir Balor upon the completion of the temple currently is. He was stunned to find it is still located in the old temple. He then cast a *legend lore* on the "Heart of Rao", what it revealed is unknown, but clerics were sent out two days later.

The "Followers of Rao" have already sent two clerics, Durbin and Kleo, who have been gone for ten weeks. To find the missing brothers, a party of adventurers was dispatched roughly four weeks ago, they have also not returned.

The missing brothers were killed and eaten by the temple guardians. The party of adventurers perished in the first pit trap.

The problem at the old temple is it is currently occupied by a vicious cult to the dark god Erythnul, god of hate, panic, malice, envy, ugliness, and slaughter. The leader of this cult, the "Voice of Erythnul", is an evil human cleric who came down from the Rakers with his war band to loot and pillage. He discovered the temple

and managed to intimidate a large percentage of the local population into meekly obeying him. The locals who put up any fight were quickly sacrificed; while the others will worship any god put in front of them, as long as the monsters hunt elsewhere. With the local Nyrond government concerned with the Gomboge elves, the Pale, the rebel prince, and the Bone March, the “Voice of Erythnul” is planning on staying for a while.

This is where our heroes come in. They answer a petition for “adventurers wanted” and apply in person at the Rel Mord Temple of Rao. They are tasked with traveling to the Flinty Hills temple to find the “Heart of Rao” as well as to discover the state of the temple and what has happened to the people sent before them.

The players must sail from Rel Mord, up the Duntide to Womtham, and then to Big Rapids on a sailing vessel called the Rolling Barrel. Once they arrive in Big Rapids they will meet a young knight, Sir Laurel Boomgren, who will question them about their business and give them some advice on the Flinty Hills.

The characters will then head into the Flinty Hills on foot. They will encounter gnoll raiders their first night in the hills. The second day at nightfall they arrive at a branch in the road that leads to Tannis, where the Temple is located.

Once the characters get to the small settlement Tannis they are confronted and attacked by an angry mob of villagers who are afraid of what will happen if the characters anger the temple occupants.

After they have gotten past the mob of peasants, they head to the abandoned temple. There, the temple guardians will ambush them at the main door of the complex.

The adventure ends with characters deep in the Flinty Hills, at the entrance of the temple, realizing that is not abandoned, and is still in use by somebody.

Adventure Summary and Background (Round 2)

Part Two of this adventure continues inside the temple. The characters must explore the ground floor ruins of the temple. They must also enter the mausoleum of Glorodana and avoid the traps Sir Balor has left for them in the secret lower level. While they are in the lower level, the leader of the cult, “The Voice of Erythnul”, is organizing his followers to greet the characters when they emerge. They must then defeat, outwit, or outrun the angry cult of Erythnul along with their gnoll warband.

INTRODUCTION

When you first read the sheet nailed to the wall of the bar you couldn't believe it. Who would actually put up an “adventurers wanted” sign? Couldn't they be more discreet? Rel Mord is full of sell swords and mercenaries. Don't these priests of Rao people know anybody? As the date and time on the flier approached you decided to wander down to the temple district and check out the job. You can always use a couple more nobles, and being in good

with the church of Rao wouldn't hurt a budding adventurer either.

You were surprised when you arrived at the temple to see that not more people had turned out. At the door stood a brother of Rao, who turned away several people in front of you. He let you in with a serene smile.

So now here you stand in a quiet courtyard at the Temple of Rao. Although the outside walls looked grim and dirty, as does everything in Rel Mord, the garden courtyard is incredible in its greenery. Goldfish glitter in the light of the reflecting pool in the center of the garden. Several acolytes sit in a corner, quietly discussing a book in front of them. Another acolyte meditates under a tree. You stand by the pool next to several other folk who also appear to be adventurers.

At this time have the players quickly describe their characters physical appearances.

ENCOUNTER 1: THE TEMPLE OF RAO

After quite some time in the garden, the brother from the temple door approaches you. He states in a soft voice “Durinken will see you now”. He escorts you to an office on the second floor of a building overlooking the courtyard. The office is sparsely furnished, with a bookshelf on one wall and several chairs that do not match in front of a large wooden desk. On the other wall is a large map of Nyrond and Almor. At the desk sits a grey haired older man who looks up as you walk in.

Durinken invites the characters to sit down. Once they are seated he asks them to swear on whatever deity they hold sacred that what is discussed in this room remains a secret. If any character refuses this they are escorted out.

☞ **Durinken, High Priest of Rao in Rel Mord:** Male human Clr15.

Durinken is a close advisor and friend to King Lynwerd. He was vital in putting Lynwerd on the throne when Prince Swenwardt attempted his coup. Although the followers of Heironeous often get all the credit, the followers of Rao were also involved in the fighting in Rel Mord. It was well known that Durinken believed Archibold was leading Nyrond to ruin, and there are whispered rumors that Durinken foresaw the coup attempt, and did nothing, hoping that Archibold would finally give up the throne and let Prince Lynwerd take it.

Durinken is often called to the king's court where he gives advice to the monarch. It is also rumored that he often has lengthy discussions concerning things he has divined with the reclusive Gray Seer.

He has instructed his local priests to aid the local lords who have the support of their people and are loyal to the crown. He has also started a program where the Church of Rao has sold most of its religious icons to give aid to the poor and hungry. Due to this the churches

ranks have swollen with new members. These new members are extremely fond of him, as many of them believe he personally saved them from starvation with his policies.

His priesthood is also very loyal to the 54-year old, as he has led them for close to 2 decades. There is nobody else even close to him in the church hierarchy as far as being on good terms with both his priests and the flock.

Any characters attacking the kindly old priest are in for a surprise as he is exceptionably capable in Combat. This is an evil action and results in loss of character per the Nyronnd Triad.

The characters get a skill checks as follows to recognize Durinken as the high priest of Rao in Nyronnd.

Knowledge (religion) (DC 15)

Knowledge (Rel Mord) (DC 10)

Knowledge (Nyronnd) (DC 15)

“Although I am familiar with some of you, and have heard of one or two you through your exploits in Rel Mord and other places, please introduce yourselves to me so I can know who I am talking to.”

At this point go around the table and have the characters name themselves and what they do.

“The Followers of Rao need your, ahem, special skills and talents. We have an old temple that was built up in the Flinty Hills by one of our followers. Actually he built it for his wife, Glorodana. She was a very devout follower. This fellow went by the name of Balor Tanethson. Rao protect his soul. Several years ago he built this temple near the village he was born in, out in the middle of nowhere. Balor was quite the builder, he even helped build and expand the basement of this very temple quite a few years back. Some of you may have heard of him by reputation. The temple was reportedly overrun by evil humanoids and destroyed several years ago during the war. We need a group of experienced adventurers to go there and explore it.”

At this point Durinken pauses for any questions or objections.

“As I was saying, the man who built the temple, Balor, was a rather famous siege engineer. He built a large mausoleum under the temple to house his wife’s remains. Recently we have come into possession of his journal. This journal contains writings about some secret mausoleum construction as well as something Balor had in his possession, something he named “The Heart of Rao”. He kept secret from us his possession of this item. I would very much like to recover whatever this heart is. There is also a special ceremonial mace of Rao that is given to each temple when it is opened. Sadly, this is also missing. Any other church property still in the temple should be returned to us as well.”

At this point Durinken pauses for any questions. Clear his throat and take a long swig from a water glass.

“Anything else you find in the temple is yours to keep. At this point we are not interested in reoccupying the temple. Here is a

copy of Balor’s journal made by one of our scribes. You can take these with you.

At this point Durinken reaches into his desk and pulls out a large book and multiple sheets of vellum. He allows the characters to briefly examine the papers before continuing.

Player Handouts 1,2 and 3.

The writings within are obviously not the work of a mentally well man. I have also had copies of the original design of the temple made. I do not know how accurate they are. You can also take this.”

“I know most of you are of good heart, but please, do not disturb the sleep of the deceased buried within the temple.”

Durinken makes the characters swear on whatever they hold sacred that they will not disturb any dead in the temple.

“As for pay, we can not offer you much. We have already spent, and lost, much on this venture. I fear we have already lost two brothers of Rao to this temple. Two young acolytes named Durbin and Kleo, who I ignorantly sent out on their own. The Flinty Hills are still part of Nyronnd! How dangerous could it be? Once they were overdue, we hastily sent a party of adventurers out to fetch them back, it has been four weeks and they also have not returned. I can offer you 50 gold nobles apiece, and another 100 when you complete this mission and return to Rel Mord. If you succeed at discovering the fate of our missing brothers and returning this Heart of Rao, whatever it is, as well as the ceremonial mace, you will have my personal gratitude and the blessings of Rao.”

If the players ask for more money, the most Durinken can offer is 150 GP per person up front and 200 GP per person when they return. Durinken is a shrewd bargainer and does not part with the temple’s gold easily.

If the players accept, Durinken informs them of a boat, “The Rolling Barrel”, heading to Womtham the next morning. The Temple of Rao often uses this boat to transport young clerics up and down the Duntide. He gives the players a message scroll for the captain to take the PCs further up the Duntide past Womtham, and to also bring them back.

At this point the characters may go out and purchase anything they feel they require for the trip. Rations or fishing poles would be advised on the boat trip.

The characters may have heard of this Sir Balor and his Temple in the Flinty Hills. Have them roll the following knowledge checks to see what they have heard.

Knowledge (Nyronnd) or Bardic Knowledge or an Intelligence check for Navy or Ex Navy personnel (DC 15)

You have heard of this engineer. He helped dredge and deepen some parts of the Duntide.

Bardic Knowledge or Knowledge (Rel Mord) (DC 20)

You have heard of this siege engineer. He helped rebuild the walls around Rel Mord.

Bardic Knowledge or Knowledge (Flinty Hills) (DC 10)

You have heard of this Temple. There's supposedly nothing left there but a burnt out shell.

Knowledge (Flinty hills) (DC 15)

You have heard of this Balor Tanethson. He built several mines in the Flinty hills. He was on good terms with the dwarves and was even made a clan member by several clans.

Knowledge (Gnat Marsh)(Army Knowledge) (DC 20)

You have heard of this Siege engineer. Quite a few decades ago, him and the army were actually attempting to drain the Gnat Marsh.

Bardic Knowledge or Knowledge (religion) (DC 10)

This Balor helped build the current Temple of Rao in Rel Mord as well as assisted in building several other large temples in Nyronnd

Bardic Knowledge or Intelligence Check Dwarf (DC 15)

If you remember right, this man Balor rescued several dozen dwarven miners from a major mine collapse, "what clan was that?"

Intelligence Check Militia or Ex Militia (DC 15)

You have heard of this Siege engineer. He helped rebuild the walls around Rel Mord.

Intelligence Check Ex Army (DC 15)

You have heard of this Siege engineer. He helped rebuild the walls around Rel Mord.

Bardic Knowledge or Intelligence Check (DC 5)

The temple of Rao has had an increase in membership due to their charitable work.

ENCOUNTER 2: THE ROLLING BARREL

That morning at the docks it is easy to find the Rolling Barrel. It is a small single masted sailing ship, totally overloaded with crates and swarming with people.

Captain Amerston welcomes the characters aboard his "ship" once he is presented with the letter from Durinken. He tells them that he normally carries cargo, as opposed to passengers, but they should make themselves as comfortable as they can. In the back, there is one main cabin that everyone must share, and a small captain's cabin. There are two sailors on board (Grick and Natche) with the captain as well as 2 acolytes (Televan and Cort) of Rao on their way to the Womtham temple.

The captain, who almost always has a wineskin in his hand, is an extremely good sailor, and sails continuously up the river (even in the dark). He has sailed on the Duntide for decades, and likes to complete these missions for the temple of Rao quickly, he is also a follower of Rao and does this mostly for free. He mentions this fact to

the characters in hopes of getting some payment or tip. He sleeps most of the day and handles the boat at night.

If the wind stops blowing, he asks the characters to row. If any of the characters have profession (sailor), he will let them assist in sailing the ship.

☛ **Captain Amerston:** Male Human Exp4; Medium-size humanoid (human); HD 4d6+4; hp 20; Init +1 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atks +3 melee (1d4/19-20, dagger); AL LG; SV Fort +2, Ref +2, Will +4; Str 11, Dex 12, Con 12, Int 10, Wis 10, Cha 11

Skills and Feats: Bluff +6, Knowledge (Duntide) +7, Knowledge (navigation) +7, Listen +5, Profession (sailor) +9, Sense Motive +5, Spot +5, Swimming +9; Skill Focus (profession - sailor), Skill Focus (swimming)

Possessions: dagger, 3 gp, 11 sp, 15 cp, holy symbol of Rao

☛ **Grick and Natch (Sailors):** Male human Com2; Medium-size humanoid(human); HD 2d4; hp 7; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +1 melee (1d4/19-20, dagger); AL NG; SV Fort +0, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 8, Wis 8, Cha 9

Skills and Feats: Knowledge (Duntide) +2 Profession (sailor) +6, Swimming +5; Skill Focus (profession – sailor)

Possessions: dagger, 7 cp

☛ **Televan and Cort (Clerics of Rao):** Male human Clr1; Medium-size humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +1 melee (1d6+1, light mace); SA Turn undead, spells; AL LG; SV Fort +2, Ref +1, Will +4.

Str 12, Dex 12, Con 10, Int 10, Wis 14, Cha 14

Skills and Feats: Diplomacy +4, Knowledge (religion) +2, Knowledge (Rel Mord) +2, Perform (Oration) +3, Sense Motive +4, Swimming +2; Dodge, Extra Turning

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – light, mending, resistance; 1st – magic weapon, protection from evil*, shield of faith.

*Domain spells. Domains Good (May cast good spells at +1 caster level); Knowledge (All Knowledge skills are class skills. Casts divinations at +1 caster level).

Possessions: light mace, dagger, holy symbol of Rao, clerical robes, 10 sp.

Large Animals (horses, ponies and mules) on this boat are a problem. They do not fit on the boat. Storing the animals in Rel Mord is free of charge however.

The trip up the Duntide to Womtham takes five uneventful days. The gentle sun, the rocking of the boat, and the endless proselytizing and preaching of the acolytes about Rao enhancing their lives makes this an ideal time for adventurers to catch up on their sleep.

Several times during the trip, small boats containing fishermen or peasants sail up to the Rolling Barrel and attempt to sell the characters fish, ale, honey mead or other items. On the third day there is mild rain, making

everyone wet and miserable. The sailors attempt to gamble with the characters, nothing more than coppers though.

The acolytes will meditate and discuss Nyron, Rao, and religion with anyone who will listen.

ENCOUNTER 3: WOMTHAM

That evening, as you dock in the port of Womtham the dockmaster informs you that, "Unless you already have a place to stay, the City of Womtham is closed to travelers. You have to camp outside the walls, or upon your boat".

As you look around the dock area, you realize there are naval ships, sailors and soldiers everywhere.

If the characters ask why they must camp outside, the dock master explains that:

"There are already so many soldiers in the city, that every inn and rooming house within the city is full."

Although the dockmaster is a pleasant fellow, if there is any trouble or nonsense he calls over eight soldiers to back him up.

Captain Amerston advises the PCs to stay on the boat so he can leave as soon as possible.

☞ **Dockmaster:** Male human Exp1; CR 1/2 Medium-size humanoid; HD 1d6+4; hp 10; Init +1 (Dex); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atks (none-unarmed); AL LG; SV Fort +1, Ref +1, Will +2

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

Skills and Feats: Bluff +3, Knowledge (Duntide) +4, Knowledge (Womtham) +4, Listen +2, Profession (bureaucrat) +6, Search +4, Sense Motive +3, Spot +2, Swim +3; Skill Focus (bureaucrat), Toughness

Possessions: dockmaster medallion, clip board, pen and ink, 15 cp.

☞ **Nyron Men at Arms (8):** Male human Ftr3; CR 3; Medium-size humanoid; HD 3d10+9; hp 30; Init +6(+2 Dex, +4 Improved Initiative); Spd 20 ft; AC 17(touch 12, flat-footed 15); Atks +5 melee (1d8+1/19-20, long sword); AL NG; SV Fort +5, Ref +3, Will +1.

Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +5, Listen +3, Search +2, Sense Motive +2, Spot +2, Swim +5; Alertness, Combat Reflexes, Improved Initiative, Toughness, Weapon Focus (long sword)

Possessions: long sword, dagger, chainmail, 12 cp.

You say goodbye to your traveling companions, the acolytes, who head for the Temple of Rao in Womtham.

If the player characters wander in Womtham they will see the following.

In every tavern and store you see the soldiers of the Nyron royal army. There appear to be more soldiers than people in this city.

There are multiple shops in Womtham where just about everything allowed in the campaign is for sale at the listed *Player's Handbook* price.

If the player characters head for the main gate there is no problem getting out although they have to sign a logbook. They will not be let in or out after nightfall. If they attempt to find a room, they find that the dockmaster is correct; there are no rooms for rent. They are also warned continuously about the Womtham nightly curfew and to be off the city streets by nightfall.

Outside the main gate of Womtham is a collection of ramshackle tents and campgrounds where the various displaced people of Womtham live and dwell. Beggars, refugees, merchants, and travelers jostle in the dusty street. Tents of different colors and design are everywhere. Merchants hawk their wares, while children play in the street. In the distance you can hear someone playing a stringed instrument.

Once outside the Womtham city walls the players find an entire town of tents in existence in the shadows of the wall. The lord of Womtham (Duke Finelann Boomgren) wants no building outside to give potential enemies cover. So the people/refugees who camp out here live in semi permanent tents several hundred feet from the city wall.

There is a large bazaar where just about everything allowed for purchase in the *Player's Handbook* is for sale at 1.5 times the listed price.

There are also several large tents that serve as taverns, gaming dens, and worse.

It is also quite obvious that the city walls are being expanded to include some of this tent city, although no work is currently occurring. There is also a large ditch that may be a moat someday but appears to be currently functioning as a public latrine.

It is fairly easy to find open patches of ground to camp on if the PCs wish to camp out here. Although there are sheriffs who patrol out here, it would be wise to post a guard as there are several minor thieves outside Womtham who would gladly pick the pocket or steal equipment from a group of exhausted, unwary travelers. If the characters are unwary introduce them to Jackie, who is happy to relieve the PCs of any bothersome valuables they may possess.

☞ **Jackie:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+4; hp 14; Init +3 (Dex); Spd 30 ft; AC 13 (touch 13, flat-footed 10); Atks +2 melee (1d4+1/19-20, dagger); AL NE; SV Fort +2, Ref +8, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10

Skills and Feats: Disable Device +6, Hide +8, Jump +6, Listen +4, Move Silently +8, Open Locks +8, Pick Pockets

+8, Search +6, Spot +4, Tumble +8; Iron Will, Lightning Reflexes

Possessions: dagger, 3 gp

Make a list for reference of who is on guard duty during what shifts as the PCs will get the opportunity to camp several times during this adventure.

LEAVING WOMTHAM

As the Rolling Barrel sails away from Womtham, you see peasants tending the fields and digging irrigation ditches. Some offer a wave or a greeting, but most of them give you hard stares. Several possess weapons. The farmhouses are clustered closely together in clumps, lending each other mutual support.

Morning passes into afternoon, and you realize the cultivated fields are becoming smaller and less frequent. The houses are also changing and getting obviously more fortified. There are fewer boats on the river, and the river is definitely getting shallower and thinner. No one who sees you says anything, and several obviously run for their houses, frightened of armed strangers they do not know. Barren hills begin to rise in the distance to the East.

The day passes uneventfully.

This night is different than the others as the captain asks the PCs to stand guard duty. North of Womtham, this close to the Flinty Hills, there are evil creatures about.

The night passes uneventfully.

The night passes uneventfully, but far to the East in the distance fires are burning on the peaks of hills.

If the sailors or the captain are asked about it they state, *"That's not good news, it means someone in a watch tower spotted something. Probably raiders."*

Soldiers in watchtowers throughout the Flinty hills who keep an eye out for raiding humanoids light the fires.

ENCOUNTER 4: THE VILLAGE OF BIG RAPIDS

Big Rapids is a small, fortified village close to the source of the Duntide, population of about 100, counting the miners.

The next morning you arrive at the small town of Big Rapids on the East side of the River. A small village with several docks jutting out into the Duntide, it is surrounded by a low wall constructed of stone with several small towers. On the tallest nearby hill is a small keep with a large tower. The rapids are just North of the village. They're not that big, but they stop all vessels from progressing further up the Duntide.

As you look past the village you see the brown dirt scrub of the Flinty Hills stretching into the distance.

Small black holes dot the surrounding hills; obviously miners at work. Several of the taller hills have low stone watchtowers upon them.

A patrol of eleven armored men comes down the road from the fort to the boat as it docks. Leading the soldiers is Sir Laurel Boomgren, a nephew of the Duke of Womtham.

☞ Sir Laurel Boomgren: Male human Ftr6/Clr1 (Heironeous); CR 7; Medium-size humanoid (human); HD 6d10+1d8+7; hp 51; Init +6; Spd 20 ft; AC 19(touch 12, flat-footed 17); Atks +6 melee (1d8+3/19-20, long sword); SQ Turn undead, spells; AL NG; SV Fort +8, Ref +4, Will +4; Str 12, Dex 14, Con 12, Int 10, Wis 11, Cha 14

Skills and Feats: Climb +3, Listen +3, Ride +9, Search +2, Sense Motive +3, Spot +2, Swim +2; Alertness, Dodge, Improved Initiative, Mobility, Mounted Combat, Spring Attack, Weapon Focus (long sword), Weapon Focus (lance), Weapon Specialization (long sword), Weapon Specialization (lance).

Possessions: longsword, dagger, chainmail, large shield with Womtham crest, 10 gold nobles, book of known outlaws, holy symbol of Heironeous.

Spells Prepared (3/2+1; base DC = 10 + spell level): 0 – guidance, light, resistance; 1st – detect evil, magic weapon*, shield of faith.

*Domain spells; Deity: Heironeous; Domains Good (May cast good spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

☞ Nyrond Men at Arms (10): Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+11; hp 36; Init +6; Spd 20 ft; AC 17(touch 12, flat-footed 15); Atks +6 melee (1d8+3/19-20, long sword) or +6 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +2, Listen +3, Ride +3, Search +2, Sense Motive +2, Spot +2, Swim +2; Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: longsword, dagger, light crossbow, 15 bolts, chainmail, 12 cp.

Sir Boomgren is a cheerful young knight/cleric of Heironeous, who appears happy to see anybody. He is in charge of the army presence in Big Rapids. He greets the characters with

"Well met travelers, at ease."

Sir Boomgren then greets Captain Amerston and asks him how the trip in went. Amerston smiles, says, **"very well sir, very well"** and hands a bottle of wine to one of the older soldiers to pay off a gambling debt.

Sir Boomgren then politely asks the party to remove any helmets or cowls that they are wearing and to wait patiently through this procedure. While he asks this, the remaining soldiers surround the party at a distance of 20-

30 feet, keeping their crossbows handy. He then flips through a large book of known bandits, troublemakers, rebels, and tax cheats, eyeballing the characters looking for matches.

After this is done he invites the characters to sit down and offer them some water explaining that they cannot be too careful. The other soldiers noticeably relax as well. He then asks the following questions.

*What are your names?

*Where are you from?

*Where are you going?

*What is your business on the road?

*Are you licensed adventurers? May I see your papers?

*Have you seen any bandits or outlaws?

*Will you be returning through Big Rapids?

*Do you by any chance joust?

Sir Boomgren will not joust with a character. He is looking for information and gossip on the summer tournament in Rel Mord. He hopes to compete and win.

Half Orcs get a severe going over and may be separated from the rest of the group to see if their answers match with what everyone else says.

If the characters answer respectfully and truthfully the knight informs the party that the soldiers really don't patrol much outside the village. If the party replied yes to returning through Big Rapids, the knight politely asks them to check in with him and give him a report of what they have found.

If anyone is not a licensed adventurer, he scowls, says "**you really should be**", and then lets it drop.

If asked any questions he answers with the following:

*The old temple is up that road, about two days hike from here.

*Yes I remember the 2 clerics of Rao, nice young fellows, said they were going to the old temple.

*Yes there was another group of adventurers that came through here, very tight lipped. Didn't say much.

*Watch out for the orcs, gnolls, ogres, giants, and Heironeous knows what else.

*If you see a fire on the top of any tower, that's the local signal for raiders spotted.

Encounter 5: Into the Flinty Hills

At this point the party heads east into the Flinty Hills. The PCs have several encounters on their way to Tannis.

The trip should take approximately three days on foot. With the PCs arriving in Tannis at around noon on the fourth day.

Characters with the Wilderness Lore skill may use it to hunt for food during the trip. See the *Player's Handbook* page 76.

A crude sign states Flint Hill Trail. The road you have been on out of Big Rapids has not been the best, but what stretches in front of you now is barely a cart track. The track heads to the east into the nearby Flinty Hills.

As you head into the hills the houses now are extremely few, and many resemble minor keeps built of wood and stone. You also spot several gnome warrens, but all of these seem to be abandoned. The already sparse greenery is gradually replaced by more brown scrub as you head inland.

The characters hike all day seeing almost no one. Strangers are feared and avoided. Even the jovial gnomes seen in the distance mind their own business.

As the sun drops low in the sky, you look about you for a place to camp for the night. As you lay down to sleep you realize two things; one, the Flinty Hills are still wild and uninhabited, and two, you are amazed by how many small sharp stones comprise the Flinty Hills.

At this point the PCs should camp off the trail for the evening.

Encounter 6: Raiders in the Night

All is quiet as you set up camp for the night. The darkness arrives quickly with the occasional cry of a lone wolf in the distance.

Around midnight the character(s) on watch should make a Spot check (DC 15) to see a fire burning on a hill several miles away to the North.

Two hours later, give the character on watch a Listen check (DC 20) to hear distant howling to the North. A successful Wilderness Lore check (DC 15) determines that the howl comes from some kind of large dog or wolf. A gnoll warband is rampaging in the hills to the North of the characters.

One hour after hearing or not, the distant howling, a Listen check (DC 25) must be made to hear the gnolls talking 200 ft to the North. They have spotted the party's camp and are readying themselves behind an adjacent hill.

APL 4 (EL 6)

☛ **Gnolls (6):** hp 11 each; see *Monster Manual* page 105.

Possessions: battleaxe, shortbow, quiver with 20 arrows, scalemail, large wooden shield.

☛ **Gnoll Adept:** Male gnoll Adp2; CR 3 Medium-size humanoid (gnoll); HD 2d8+2d6+4; hp 27; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atks +4 melee (1d8+1, heavy mace) or +1 ranged (1d6/x3, shortbow); AL CE; SV

Fort +4, Ref +0, Will +6; Str 12, Dex 10, Con 13, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +4, Knowledge (religion) +2, Listen +3, Spellcraft +2, Spot +3, Wilderness Lore +4; Power Attack, Weapon Focus (heavy mace)

Spells Prepared (3/2; base DC = 13 + spell level): 0 – create water, detect magic, ghost sound; 1st – burning hands (2)

Possessions: leather armor, holy symbol of Erythnul on chain around neck, heavy mace, short bow, quiver with 20 arrows.

APL 6 (EL 8)

☛ **Gnolls (9):** hp 11 each; see *Monster Manual* page 105.

Possessions: battleaxe, shortbow, quiver with 20 arrows, scalemail, large wooden shield.

☛ **Gnoll Adept:** Male gnoll Adp4; CR 5 Medium-size humanoid (gnoll); HD 2d8+4d6+6; hp 35; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atks +5 melee (1d8+1, heavy mace) or +2 ranged (1d6/x3, shortbow); AL CE; SV Fort +5, Ref +1, Will +7.

Str 12, Dex 10, Con 13, Int 10, Wis 17, Cha 8

Skills and Feats: Concentration +6, Knowledge (religion) +2, Listen +3, Spellcraft +4, Spot +3, Wilderness Lore +4; Dodge, Power Attack, Weapon Focus (heavy mace)

Spells Prepared (3/3/1; base DC = 13 + spell level): 0 – create water, detect magic, ghost sound; 1st – burning hands (3); 2nd – darkness.

Possessions: leather armor, holy symbol of Erythnul on chain around neck, heavy mace, short bow, quiver with 20 arrows.

APL 8 (CR 10)

☛ **Gnolls (12):** Male gnoll Ftr1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d10+3; hp 21; Init +0; Spd 20 ft; AC 17 (touch 10, flat-footed 17); Atks +5 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); AL CE; SV Fort +7, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills and Feats: Jump +4, Swim +4; Cleave, Power Attack, Weapon Focus (battleaxe)

Possessions: battleaxe, shortbow, quiver with 20 arrows, scalemail, large wooden shield.

☛ **Gnoll Adept:** Male gnoll Adp6; CR 7 Medium-size humanoid (gnoll); HD 2d8+6d6+8; hp 44; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atks +6 melee (1d8+1, heavy mace) or +3 ranged (1d6/x3, shortbow); AL CE; SV Fort +6, Ref +2, Will +8.

Str 12, Dex 10, Con 13, Int 10, Wis 17, Cha 8

Skills and Feats: Concentration +8, Knowledge (religion) +2, Listen +3, Spellcraft +5, Spot +3, Wilderness Lore +5; Dodge, Mobility, Power Attack, Weapon Focus (heavy mace)

Spells Prepared (3/3/2; base DC = 13 + spell level): 0 – create water, detect magic, ghost sound; 1st – burning hands (3); 2nd – darkness, web.

Possessions: leather armor, holy symbol of Erythnul on chain around neck, heavy mace, short bow, quiver with 20 arrows.

TACTICS

The Gnolls fire their short bows once at any sentries from 200 ft away. Then they do double moves of 60 ft, starting at 200 ft. towards the party. When they get within 50 feet, they stop in the darkness, sling their bows, draw their weapons, and ready their shields. This takes one turn. They then let out a battle howl, and the fighters charge, while the adept slings spells at the characters.

At APLs 6 and 8, after the gnolls fire their initial volley of arrows and have moved to within 50 ft. of the camp, the gnoll adept casts darkness on an arrow, and fires it directly ahead into the PCs camp. The gnoll warriors will circle the area of darkness, and attack PCs in pairs, as they come out.

If half the gnolls go down the adept waves his mace around his head causing a high pitched whistling sound. This causes the remaining gnolls to flee. They attempt to grab any downed gnolls.

A successful Knowledge (religion) check (DC 15) allows the character to know that a mace with a hole in it is the weapon of Erythnul.

Encounter 7: The Turn off to Tannis

As the afternoon has progressed, and the sun has sank lower in the sky, you have passed several burned houses, and several others that were in ruin and abandoned. Some of them resembled small keeps rather than houses. Only two of the farmsteads appear to be occupied. All of these houses are set well back from the trail.

If the PCs search any of the destroyed farmsteads they have already been picked clean by other looters. Everything that isn't part of the structure has been stolen.

If any of the PCs look for evidence as to what burned the houses, a successful Track or Spot check (DC 15) reveals gnoll prints to be among the human footprints.

A successful Spot or Search check (DC 20) allows characters to spot an old torch on the burned remains of a straw roof. No humanoid remains are found.

If the PCs approach an occupied house they are warned away by the owners and accused of banditry and murder. If they do not heed these warnings they are shot at with crossbows. A successful Spot check (DC 15) allows characters to notice a rusty nail holding dried piece of meat nailed to the door of any occupied dwelling. This is a sign for followers of Erythnul to avoid the farm, as the residents are converts. A successful Knowledge (religion) check (DC 30) allows a character to know precisely what the dried meat is for.

☛ **Peasant Farmers/Miners (1d4):** Male/Female human Com1; CR 1/2; Medium-size humanoid; HD 1d4; hp 4; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +0

melee (1d4/19-20, dagger) or ranged +0 (1d8/19-20, light crossbow); AL N; SV Fort +0, Ref +0, Will +0.

Str 11, Dex 10, Con 10, Int 8, Wis 8, Cha 8

Skills and Feats: Profession (Farmer or Miner) +6, Handle Animal +2; Skill Focus (profession – farmer or miner)

Possessions: dagger, light crossbow, 10 bolts, 4 cp

* *I'm a farmer and a miner, I do both.*

* *Yes we've had a lot of trouble out here, now go away.*

* *The nail on the door, that's a symbol for good luck in these parts.*

* *Yes it is a piece of chicken under there. So what.*

* *Thought you were bandits.*

If the farmers are intimidated or threatened with death, they attempt to flee. If caught they tell the characters about the nail in the door keeping the evil humanoids away. A Diplomacy check versus their unskilled Sense Motive convinces them to talk as well.

They explain that they are afraid for their lives from the evil humanoids and their evil leader, "The Voice of Erythnul".

They do not mention anything about the temple if intimidated as they assume that if it is known they worship there, it is a death sentence. If asked about it, they tell the PCs it is haunted and they have never seen inside it.

* *Nope, never been there, daddy didn't raise no fools.*

As the sun begins to set for the day you see ahead of you a small stream crossed by a destroyed stone bridge. A wagon sits firmly stuck in the mud of the stream, next to the bridge. Two gnomes run around the wagon frantically trying to free it. Beyond this is the turn off to Tannis.

The gnome merchant and his son are busy trying to get their wagon unstuck from the mud so they can get out of here before nightfall. A successful Spot check (DC 15) reveals that there are two loaded crossbows on the seat of the wagon.

The gnomes at first threaten the PCs with their bows, but if the PCs are friendly they soon calm down and ask the PCs for help freeing the wagon, after which they invite the PCs to camp with them for the night.

It requires a Strength check (DC 20) to push the wagon out of the stream. A successful Spot check (DC 20) reveals that there is a small pile of rocks further up the trail off to one side. A successful Wilderness Lore/Track check (DC 15) reveals gnoll prints on the sides of the stream.

This night's sleep is interrupted around midnight by loud cries and howls. A successful Listen check (DC 15) allows the character on watch to identify them as coming

from gnolls. They do not come closer however, and will not be spotted.

☞ **Jinxer Brambleberrybush, Merchant:** Male gnome Exp3; Medium-size humanoid (gnome); HD 3d6+6; hp 20; Init +0; Spd 20 ft; AC 15 (touch 11, flat-footed 15); Atks +3 melee (1d6-1/19-20, masterwork short sword) or +2 ranged (1d8/19-20, light crossbow); SQ May cast *dancing lights, ghost sound, and prestidigitation* each once/day, low-light vision, speak with animals once/day; AL CG; SV Fort +3, Ref +1, Will +4; Str 8, Dex 10, Con 14, Int 14, Wis 12, Cha 12

Skills and Feats: Alchemy +8, Appraise +7, Bluff +7, Craft (weaponsmith) +10, Handle Animal +6, Hide +4, Listen +6, Profession (merchant) +6, Ride +5, Sense Motive +5, Spot +6; Alertness, Skill Focus (craft - weaponsmith)

Possessions: chain shirt, masterwork short sword, light crossbow, 10 bolts, 14 gp

☞ **Jinxer Jr., Merchant's Son:** Male gnome Exp1; Medium-size humanoid (gnome); HD 1d6+3; hp 9; Init +4 (Improved Initiative); Spd 20 ft; AC 11 (touch 11, flat-footed 11); Atks +2 melee (1d6-1/19-20, masterwork short sword) or +1 ranged (1d8/19-20, light crossbow); SQ May cast *dancing lights, ghost sound, and prestidigitation* each once/day, low-light vision, speak with animals once/day; AL CG; SV Fort +3, Ref +0, Will +2; Str 10, Dex 10, Con 16, Int 12, Wis 10, Cha 12

Skills and Feats: Alchemy +6, Appraise +5, Handle Animal +2, Hide +8, Listen +6, Profession (merchant) +4, Ride +4, Spot +4; Alertness, Skill Focus (craft - weaponsmith)

Possessions: masterwork short sword, light crossbow, 10 bolts, 10 sp

The merchant's wagon is loaded with short swords, long swords, axes, and light crossbows. He also has several small barrels of salted fish, and several small barrels of Gnomish wine.

If the characters are interested in buying anything Jinxer sells them at a 10% discount from the Players Handbook for the PCs helping him out.

If the characters are interested in his masterwork short sword he will sell it for no less than 400 gp, and hopefully a bit more. He will first offer it for 500 gp. His son will not part with his.

* *He is headed all the way to the Gamboge to trade with woodsmen and elves. He is coming from Knurl where he lives.*

* *They warn you of bandits, orcs and gnolls in the area and how this entire area is no longer safe.*

* *There are a lot of humanoids raiding lately, and the flint hill trail is no longer very safe.*

* *A lot of farmers and miners have moved from the area. Some go south and some going to Knurl.*

* They warn you not to go to Tannis. Several other merchants who have gone there have not returned. Tannis is a troubled place and I avoid it.

* If the PCs have not spotted the grave the gnome points it out to them.

* They tell you there actually used to be an Inn around here that was completely burned to the ground by orcs several years ago. Not even ashes left now.

* The stream runs upstream in the same direction as the path to Tannis and, further downstream, it sooner or later gets to the Duntide.

Encounter 8: The Grave

Just off the trail past the turnoff to Tannis is a small pile of rocks that appears to be a cairn. To see this as you are walking by requires a successful Spot check (DC 15).

As you approach the odd pile of rocks you realize it is obviously a grave. Crude runes are engraved on a piece of stone near the top of the rock pile. There is also a small pendant laying on top of the pile along with eight skulls.

If anyone in the party can read dwarven, the runes read, "Here lays the body of Drado Stonebreaker, a brave warrior who slew eight orcs, finally struck down by the forces of evil." There is also a dwarven date on the stone that is about twelve weeks prior to today.

The skulls are from orcs, and the pendant is a holy symbol of Moradin.

A successful Wilderness Lore check (DC 15) allows the characters to find gnoll tracks around the cairn, as well as identify the scent of gnoll urine upon it.

If the players dig up the dead body they find a decomposed dwarf with damaged chain mail armor whose only other possessions are a dagger, a battleaxe, a horn, and a small steel shield. Whoever physically takes part in digging up the body or takes an item from the grave immediately receives the Curse of Drado Stonebreaker. See certificate for information.

ENCOUNTER 9: TANNIS

As you crest the hill, you see a small group of buildings behind a heavily damaged wooden stockade wall. Parts of the stockade wall have been completely destroyed. This must be Tannis. Whoever named this a "town" was sadly mistaken. Many of the buildings appear to be burnt or deserted. Scrawny goats and cows wander free in the town streets.

One building is slightly larger and in better condition than the rest, and a group of people are gathered in front of it, and drinking. There are also people visible tending the small fields around the central buildings.

If the PCs hide and avoid Tannis skip this encounter. If they wish to be spotted by the villagers continue with the

encounter. Otherwise, any character making a successful Spot check (DC 10) notices the following:

As you approach the town you are spotted. A tall, balding, older man sitting in a chair amongst the crowd grabs a child, says something to it, and sends the child running up the road to the north.

This child immediately runs up the road to the North towards the temple at top speed. If the characters intercept her all she tells them is "He told me to tell the priest up there we had visitors in the village." She then adds to that, "and to hurry". That is all the characters get out of her.

If she is not stopped the temple guardians are warned and waiting in ambush. If the PCs did not make the spot check, or if they decide not to stop the child, read the next paragraph.

The people outside the thorp are running for the walls or the surrounding scrub yelling in alarm as they go.

As the characters approach, a successful Spot check (DC 15) allows them to notice rusty nails holding dried meat nailed to the door of any occupied non-destroyed dwelling in the thorp. This is a sign for followers of Erythnul to avoid the house, as the residents are followers.

The tall, balding, older man gets out of his chair, as a greeting he yells "Yo strangers, what do you want way out here?"

The tall, balding, older man is the headman of the village. The house is his. He steps forward toward the characters as they advance on his porch.

Shuster, Village Headman: Male human Com3; CR 3; Medium-size humanoid; HD 3d4+3; hp 13; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +1 melee (1d4/19-20, dagger); AL NE; SV Fort +1, Ref +1, Will +1.

Str 11, Dex 11, Con 10, Int 12, Wis 8, Cha 12

Skills and Feats: Craft (carpenter) +7, Handle Animal +7, Profession (farmer) +7, Ride +3, Use Rope +3; Skill Focus (Farming), Toughness

Possessions: dagger, 5 cp

The headman is extremely frightened that anything the party does at this point will result in the "Voice" getting angry and destroying what is left of Tannis and everyone in it. He makes general small talk, delaying the party so the child can warn the "Voice" at the temple.

* Hows it goin?

* How was the trip in?

*Where you from?

*Why you here?

If the party asks him specific questions about the missing priests/adventurers, or about the temple itself he lies like a dog.

*Sir Balor was a nice guy, but he's dead now.

* Yeah, the 2 brothers were here, nice young men, left about 8 weeks ago.

* Licensed adventurer? That's one step above bandit aint it?

* Nope, never saw another group like yourselves, cept some bandits we fought off a couple years back.

* The temple is an abandoned ruin. Supposedly cursed. We avoid it if at all possible.

* Rao and his church long ago forgot about this place.

As the talking continues, more people come from their houses to stare at the party until the characters are surrounded by a number of peasants, some armed with pitchforks.

If the party interrogates the headsman he gets angry and tells them **"I am the law in this town, and you had better clear out and leave the temple alone!"**

When the party actually indicates that they're going to go to the temple read the following:

There is a collective intake of breath from the crowd. Several people in the crowd begin yelling at you, "leave the temple alone", "leave us alone", "don't disturb the temple", "go home", "don't bring their wrath upon us".

The headman steps up onto his chair, "Order!" he yells, "Shut Up!" but it is too late. A woman in the crowd steps forward and throws a rock at the party.

This is aimed at a paladin in the party or anyone displaying a holy symbol of a good deity. This attack is a rock, though every other attack that hits has a 50% chance of being excrement.

As you look around more people scoop to pick up rocks and excrement. The single stones become a storm of flying projectiles. The headman quickly retreats into his house and slams the door while the angry mob is crying for your blood.

APL 4 (EL 4)

🗡️**Fighting Peasants (3):** Male human War1/Com1; CR 1; Medium-size humanoid(human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6+1, pitchfork) or +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d3+1, rock) or +2 ranged (0, excrement); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +3; Exotic Weapon Proficiency (pitchfork).

Possessions: pitchforks, dagger, 5 cp.

🗡️**Peasant Farmers (10):** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +0 melee (1d3s, fist) or +0 ranged (1d3, rock) or +0 ranged (0, excrement); AL N; SV Fort +0, Ref +0, Will -1; Str 11, Dex 10, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +5; Skill Focus (farming).

Possessions: none (they're commoners).

APL 6 (EL 6)

🗡️**Fighting Peasants (6):** Male human War1/Com1; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6+1, pitchfork) or +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d3+1, rock) or +2 ranged (0, excrement); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +3; Exotic Weapon Proficiency (pitchfork).

Possessions: pitchforks, dagger, 5 cp.

🗡️**Peasant Farmers (10):** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +0 melee (1d3s, fist) or +0 ranged (1d3, rock) or +0 ranged (0, excrement); AL N; SV Fort +0, Ref +0, Will -1; Str 11, Dex 10, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +5; Skill Focus (farming)

Possessions: none (they're commoners)

APL 8 (EL 9)

🗡️**Fighting Peasants (9):** Male human War1/Com1; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6+1, pitchfork) or +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d3+1, rock) or +2 ranged (0, excrement); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +3; Exotic Weapon Proficiency (pitchfork).

Possessions: pitchforks, dagger, 5 cp

Peasant Farmers (12): Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +0 melee (1d3s, fist) or +0 ranged (1d3, rock) or +0 ranged (0, excrement); AL N; SV Fort +0, Ref +0, Will -1; Str 11, Dex 10, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +5; Skill Focus (farming).

Possessions: none (they're commoners).

Tactics

The mob attempts to drive the characters out of the town, and back down the road they came in on. The party gets hit with the bombardment every round until they flee

from the town or display some offensive action. Any obvious magic, drawing or firing of weaponry, or massive use of Intimidation (DC 25), breaks the mob up fairly quickly. Diplomacy will not work. The mob stays roughly 40 feet from the characters, pelting them with further projectiles. If any characters charge the mob, the fighting peasants with pitchforks counter charge.

If any character is standing separate from the party by more than 30 ft, they are charged and attacked by three of the fighting peasants with pitchforks, flanking to hit.

If the mob is attacked and a peasant is killed, subject to magical attack, or even intimidated, they scatter and flee into the fields and hills.

ENCOUNTER 10: TEMPLE HILL

The temple sits about two miles past Tannis on a large hill which rises approximately 100 feet.

The path is not near as overgrown as you would think leading to an abandoned temple in the middle of nowhere.

The walk up the hill from the town takes about 30 minutes, and although steep in places, it is not difficult.

The Plateau

There are no houses on the hill, and the air is unnaturally silent. As you crest the hill and leave the scrub and trees behind, you see what is left of the temple once called the Jewel of the Flinty Hills.

It is a large impressive building, measuring somewhere around 100 feet wide by 150 feet long. The building has been ravaged by fire, as most of the roof has collapsed. The remaining walls all appear to be about twenty feet high.

As you draw closer to the building you see that the white marble facade on the outside walls of the temple appears to have been chiseled off in most places a man from the ground could reach. The walls and main structure of the temple seem to still be intact.

As the players approach the temple they see the remains of the graveyard and the garden

The Graveyard

To the right of the Temple appears to be a large overgrown graveyard that stretches almost as far as the eye can see. The graveyard is entirely surrounded by a two-foot high wall of stone. Multiple graves appear to have been disturbed, and almost every tombstone has been knocked over, smashed or stolen. The grass is long and untended. Near the corners are several clumps of trees. There is also a large burned building that appears to have been a workshop and lodgings for the gravediggers. Very little of it remains standing. Many graves have been dug up and desecrated.

There is very little of interest in the graveyard. The only building in it has been looted and burned to its shell years ago. The graves have a mixture of common script, gnomish script, and dwarven runes on the headstones.

Most of the graves belong to peasants and they have nothing of value in them.

During the day, the gnoll warband sleeps just outside the far Northeast corner of the graveyard wall. The gnolls are currently not there. Erosion caused by the river has worn away a small part of the hill under the wall, allowing a small tunnel into the graveyard, which they have expanded to five feet in width. They are almost impossible to Spot (DC 35), unless the party walks up or down the river (Spot DC 15) or into the far corner of the graveyard (Spot DC 20). Even if the party spots the tunnel from the graveyard it appears to just be another open grave.

The Garden

To the west of the temple is an untended garden, surrounded by a four-foot high wall of stone. Multiple stone statues, sculptures, and flower boxes lay in pieces, smashed and toppled. Most of the plants appear dead, either from neglect or because something has pulled most of them from the ground. Rusted, wrought iron benches, some toppled over, sit next to mud covered paths. Multiple piles of destroyed statues and debris have been randomly placed into the garden. Behind the garden is a small shed, which has also been put to the torch. Nothing but rubble and ashes remain.

In the center of the garden is an old well, smashed up, as well as covered with debris. The well is impossible to spot without clearing away the debris on top of it. If the PCs ask, the debris looks recently disturbed, but there are no tracks or other clues. Mention the debris covering the well in passing, but you can give tantalizing clues about the hidden well if the party shows interest.

This well drops approximately 100 feet where the shaft appears to widen out slightly. After that is another 30 feet to a large pool of water in a dark cavern below. The water is 80 feet deep. A successful Swim check (DC 5) is required to stay afloat each round.

In this dark pool floats the body of human mage, who is extremely dead. His body has nothing of value except several scrolls and scroll cases, all of which have been ruined by water. He was a member of the first adventuring party. They fell into the first pit trap (See Encounter 4a, Round 2) and were deposited into the well shaft where they fell to their deaths.

The rest of the party also fell into the pit landing in the pool, but sank due to armor and were carried away by the slight underground current.

A successful Climb check (DC 20) is required to climb up or down the well. Climbing the well is extremely slimy and difficult as the well is a ten-foot diameter circle and there is no way to brace against a corner while climbing.

About 40 to 60 feet down, 6 tunnels slant into the wells main shaft at a 45-degree angle. These tunnels are covered by one-way steel trap doors set into the stone of the well's walls and covered with mold and slime. A successful Spot check (DC 25) is required to locate the trap doors. They lead to the pit traps (See encounters 4a and 4e in Round 2 of adventure) in the mausoleums

lower levels. They are impossible to open from the well side.

Anything clearing the debris on top of the well, dropped or falling down the well alerts the stirges and the bats. The first round they do nothing. The second round the bats flee in a giant swarm. They do not reach the mouth of the well until the third round. A successful Listen check (DC 15) is required for the characters to know that something is coming up the well. Anyone climbing must make a successful climb check (DC 22) in order to avoid falling as the bats fly past. It takes three rounds for the bats to completely clear the well.

Once the bats and stirges have cleared the well, they do not return to their nest. These stirges are also listed in Round Two of the module. If they are encountered in Round One, disregard them in Round Two.

APL 4 (EL 4)

➤ **Stirges (5):** hp 5; see *Monster Manual* page 173.

APL 6 (EL 6)

➤ **Stirges (10):** hp 5; see *Monster Manual* page 173.

APL 8 (EL 8)

➤ **Stirges (15):** hp 5; see *Monster Manual* page 173.

A successful Spot check (DC 25) is required for the characters to spot the drains in the garden. These drains are extremely plugged with plant and stone matter. This makes them very hard to see, but they are still functional. The pipes attached to the drains are 6 inches in diameter and run all over under the garden and to the well.

There is very little in the garden of value. Many of the statues must have been worth a fortune when whole, they are now completely ruined.

A successful Craft (stonework) check (DC 15) reveals both multiple sculpture and stone working influences, everything from dwarven to gnomish to human. Also, due to the coloration of the stone, the character can tell that some of the stone has been smashed recently.

Outside the Temple Door

As the players approach the temple several large crows on the roof caw if they spot the party. An entire murder of crows will lift up from within the temple if the PCs are spotted. They fly out of the roof, again cawing loudly, before landing again in nearby trees.

This alerts the guardians inside the temple; they get up and look to see who is coming. The crows have made permanent nests in the destroyed roof of the temple.

➤ **Crows (20):** hp 1; see the Raven listing on *Monster Manual* page 201.

These birds are very territorial and will be a menace to anyone attempting to climb the temple or move across the ceiling. They also harass anything that attempt to fly over or into the temple.

Another statue has been defaced in front of the temple by the right side door. A figure of Rao has had its head and left arm removed. Its right arm still clutches a mace. Next to this destroyed statue lies a large pile of freshly cut wood.

A successful Spot check (DC 20) is required for a PC to notice the hole in the mace out of hand. A successful Knowledge (religion) check (DC 15) allows a character to know a mace with a hole in it is the weapon of Erythnul. The massive front doors to the temple loom before you, the shutters on the windows on the front of the building are all shut. Both the shutters and the doors appear to be raw wood.

ENCOUNTER 11: THE TEMPLE DOOR

What happens the first time the characters approach the temple depends on if the child sent from the village arrived at the temple to warn the inhabitants. The guardians in the temple are prepared for an ambush and the front door will actually be open and unlocked if the child arrived.

If the child did not deliver the warning, and if the bird's cawing warns the guardians when they spot the characters, they scramble into their ambush positions and unlock and open the front door. This makes a lot of noise. The PCs get to make a Listen check versus the guardian's Move Silently to hear movement inside the temple. The characters also suddenly see the front door swing open in front of them as they approach.

APL 4 (EL 4)

➤ **Guardian Bugbears (3):** hp 19; see *Monster Manual* page 27.

Possessions: morningstar, 3 javelins, leather armor, small wooden shield, 30 cp, holy symbol of Erythnul on chain around neck.

APL 6 (EL 6)

➤ **Guardian Bugbears (2):** hp 19; see *Monster Manual* page 27.

Possessions: morningstar, 3 javelins, leather armor, small wooden shield, 30 cp, holy symbol of Erythnul on chain around neck.

➤ **Guardian Troll:** hp 63; see *Monster Manual* page 180.

Possessions: holy symbol of Erythnul on chain around neck.

APL 8 (EL 8)

➤ **Guardian Bugbears (2):** Male bugbear Bbn3; CR 5; Medium-size humanoid (goblinoid); HD 3d8+3d12+9; hp 53; Init +1 (Dex); Spd 40 ft; AC 20 (touch 11, flat-footed 19); Atks +8 melee (1d8+2, morningstar) or +6 ranged

(1d6+2 javelin); SQ Rage, uncanny dodge (Dex bonus to AC), fast movement, darkvision (60 ft); AL CE, SV Fort +5, Ref +5, Will +2; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills and Feats: Climb +8, Hide +6, Jump +6, Listen +6, Move Silently +6, Spot +6, Wilderness Lore +5; Alertness, Toughness, Weapon Focus (morningstar).

Possessions: morningstar, 3 javelins, chain shirt, large wooden shield, 30 cp, holy symbol of Erythnul on chain around neck.

🗡️ **Guardian Troll:** hp 63; see Monster Manual page 180.

Possessions: holy symbol of Erythnul on chain around neck.

Tactics: The guardian's ambush consists of 1 guardian hiding behind a column, while the other 2 guardians hide on either side of the main temple double door, which opens inward. Each of the 2 doors is 5 feet wide. If anyone looks through the door crack they need to make a Spot check versus the guardian's Hide check to spot a guardian on the other side of the door.

The guardian's first action is to kick the main door shut from either side (Surprise action) after several characters have entered and lock it behind them (First Standard Action). They hope to catch some of the party inside the temple and some outside. At this point the third guardian charges from behind the column hoping to flank.

If a character climbs the roof they attempt to hide in the positions they are in. If their ambush is foiled they let out a blood-curdling cry and charge the characters outside. They fight to the death.

If the characters proceed to investigate outside the temple and ignore the front door, the guardians wait several rounds before sending the one hiding behind the column out the front door to get the characters attention while the other two maintain position behind the doors. This guardian then flees back through the front door once spotted, hoping to lead the characters into the ambush.

If this fails, the guardians wait several more rounds before losing patience and charging from the temple, to engage the characters.

If the guardians hear the characters coming through a window, they attempt to set up the same ambush around the window. If surprised by the characters the guardians charge when they get a chance.

CONCLUSION

Having vanquished the temple guardians you pause to catch your breath and check your wounds.

The main temple chamber is 100 feet wide by 150 feet long. Light coming through the wrecked ceiling gives some illumination. Eight large stone columns reach to support a ceiling that is no longer there. Several rows of burnt oaken pews still stand near the main door. The floor is completely covered with garbage.

There is a square pool surrounded by burnt wood in the very center of the room. The far end of the floor rises 10 feet to a stage, upon which sits what appears to be a brown and red altar.

The entire building stinks of rotting meat and feces, flies buzz everywhere. From the rafters strung up by rope hang over 40 decomposing bodies of all types of humanoids. The walls and floor are burnt almost completely black. From the inside you can see that the windows have had all the glass smashed out of them.

Hanging from the back wall above the altar is a black banner with an extremely crude red leering face drawn upon it.

You realize the followers of Rao in Rel Mord were very wrong about the state of their temple. This temple is not abandoned after all and is clearly still in use. The question is by whom or what?

The End of Round 1.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 6

Defeating the Gnoll raiders 250 xp

Encounter 7

Assisting the Gnome merchant 50 xp

Encounter 9

Not slaughtering the farmers in Tannis 50 xp

Encounter 10

Defeating the Stirges 100 xp

Encounter 11

Defeating the Temple Guardians 250 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three

times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Encounter 1

- 50-150 Gold nobles per character: Hiring fee paid in advance to each character by Durinken.

Encounter 7

- Masterwork Short Sword (310 GP, 3lb, Steel short sword, Common): This is a plain steel short sword of exceptional quality. Its edge is sharper than most razors.

Encounter 8

- *Drado Stonebreaker's Curse* (0GP, 0lb, no material, Unusual): This is given to all Player Characters who violated the grave of the brave Dwarf warrior Drado. Stronebreaker. At the start of every module played, the player must roll a die 6. On a 1 the curse is in effect. For that module the character is fatigued as the spirit of Drado is haunting his/her sleep and dreams. This fatigued state lasts for the entire module. The character has a -2 to strength and dexterity and can not run or charge. To remove this curse you must get a Remove Curse or Atone spell from a temple or other character. If you get the spell from a temple this requires the GP or Influence Points for the spell and 4 TU's as the temple demands you work off your sin before casting the spell. The curse will then be removed. The curse must affect you in one scenario before you can get it removed (you do not know you are cursed until it actually affects you). This curse must be presented to the DM before play begins.

DM'S AID OR APPENDIX

DM AID #1: BALOR'S JOURNAL AND SKETCH REFERENCE

Explanation and affects of the journal entries found in Sir Balor's journal

Sir Balor's Journal is not a normal journal detailing day-to-day events. It is a compilation of several essays he wrote in the last years of his life. In the front of the Journal is scrawled "Woe to any who disturb my true love's slumber". All essays are written in Common. This aid explains Player Handout #2.

Death of Glorodana - **This essay concerns the loss Sir Balor felt at the death of his wife and how he felt cheated by the world in general and betrayed by his god, Rao.** This essay will take 1 day to read and understand.

Free Will or Fate - **A rambling religious text about whether man is given free will by the gods, or whether the gods have planned his fate.** This essay takes 2 days to read.

The Ideal for the Mausoleum - **This essay discusses how Sir Balor will protect his wife in death, as he was unable to in life by building a tomb that no one will ever penetrate. There are vague hints of doom and death, and also some bragging about how brilliant Sir Balor is. Absolutely no details on what he built. He also praises the aid he received from local gnomes and dwarves.** This essay will take 1 day to read and understand.

The Power of Water - **In this essay Sir Balor discusses how he is fascinated by the power of water, specifically its beauty, power, and deadliness. There are several formulas in here for water weight and water pressure.** This essay will take 1 day to read and understand. It hints at the water traps player characters will encounter.

His Dogs - **A moving tribute to Sir Balor's 3 hunting dogs, Rolli, Otto, and Fritz. Explains how he loved his dogs and that he plans on using them to guard his wife in her tomb.** This essay will take 1 day to read and understand. It hints at the animated statue traps player characters will encounter.

The Right Hand - **A bizarre text detailing how the right hand is good and lawful while the left hand is the hand of evil. Apparently Sir Balor came to this conclusion after studying many religious statues, books, and paintings of religious beings. In the essay he gives multiple examples of this, including some you have seen. Wow, he may actually be onto something with this! Anyone who reads this will realize Sir Balor was a very ill man and also that he was left handed. The tone and pacing of the writing makes it appear to have been written by several different people.** This essay is hinting at the overall design of the dungeon, and how if you turn right or pick the right door, you will, almost always, be safe. This essay will take 1 day to read and understand.

The Rescue - **This essay is an overview of a rescue operation Sir Balor headed that rescued over 100 dwarf miners from a collapsed mine in the Rakers. Why Balor was present in the dwarf hold when the cave in occurred is not stated. Although Sir Balor gives all the credit to the "Inspiration of Rao" and the hard work of the dwarven rescuers, it is obvious from the essay that Sir Balor and his knowledge of mining had a lot to do with the success.** This essay will take 1/2 day to read and understand.

The Search for Knowledge - **This is an essay that illustrates how upon his deathbed, after all his years of study, Sir Balor actually knew nothing at all.** This text is depressing but not as bad as Death of Glorodana. This essay will take 1 day to read and understand.

The Gift - **A rambling discussion on a gift Sir Balor has received from a friend unexpectedly. In the essay he refers to the gift several times as "The Heart of Rao". Besides referring to its size as large, he never gives any description of what the gift actually is. Sir Balor after many twists and turns comes to the conclusion that he does not know what to do with it and will take it to the temple in Rel Mord on his next trip down there.** This essay will take 1/2 day to read and understand.

The Town of Tannis - **A discussion on how the town is growing due to the visitors to the temple. It discusses how Sir Balor hopes the temple will bring Rao's calm guidance to the entire Flinty Hills.** This essay will take 1 day to read and understand.

Explanation of Sir Balor's Sketches

Color of the Rainbow and the column of letters as well as the circled W refer to the hallway in section with the arrow traps. The column of letters is the colors that set a trap off in order. The W represents white and never sets a trap off.

On the right side upper corner, these two pictures are rough sketches of the stone doors in the mausoleum. The one on the left is a normal door, and the other one shows a trap trigger, which Sir Balor marked with an x.

The other drawing is actually a crude map of the lower level of the mausoleum, with all traps marked with x's. Players may figure this out part way through the mausoleum.

The stairs quote refers to the first three stairs encountered. The first stairs encountered are the pit trap. The second stairs contain an arrow trap. The third stairs will get you past the pit traps if you use them to open the secret door.

The flood quote refers to a dwarf assistant pointing out that the water maze could flood the rest of the mausoleum. Sir Balor finally agreed with him and installed the drains that provide a way of defeating the maze.

DM AID #2: TIMELINES

EVENTS THE MODULE REFERS TO:

- 548 Balor Tanethson is born in the Flinty hills near Tannis.
- 565-581 Balor Tanethson joins the military, eventually becoming a siege engineer. Earns honorary knighthood and land in the Flinty Hills.
- 568 Sir Balor Tanethson is married to Glorodana, a devout follower of Rao.
- 575 Temple construction officially started
- 579 Temple construction completed and temple is consecrated.
- 581 Glorodana dies of Plague while Sir Balor is in Rel Mord on army business.
- 581-58? Secret construction and excavation begins and is completed.
- 586 Evil Humanoids raid the temple, burning it and the village of Tannis. Sir Balor falls fighting in its defense.
- 10 weeks ago-2 Brothers of Rao, Durbin and Kleo, go to the temple and are slain.
- 4 weeks ago-First party of adventurers sent out to temple and fall into first pit trap.
- 591 Player characters are hired

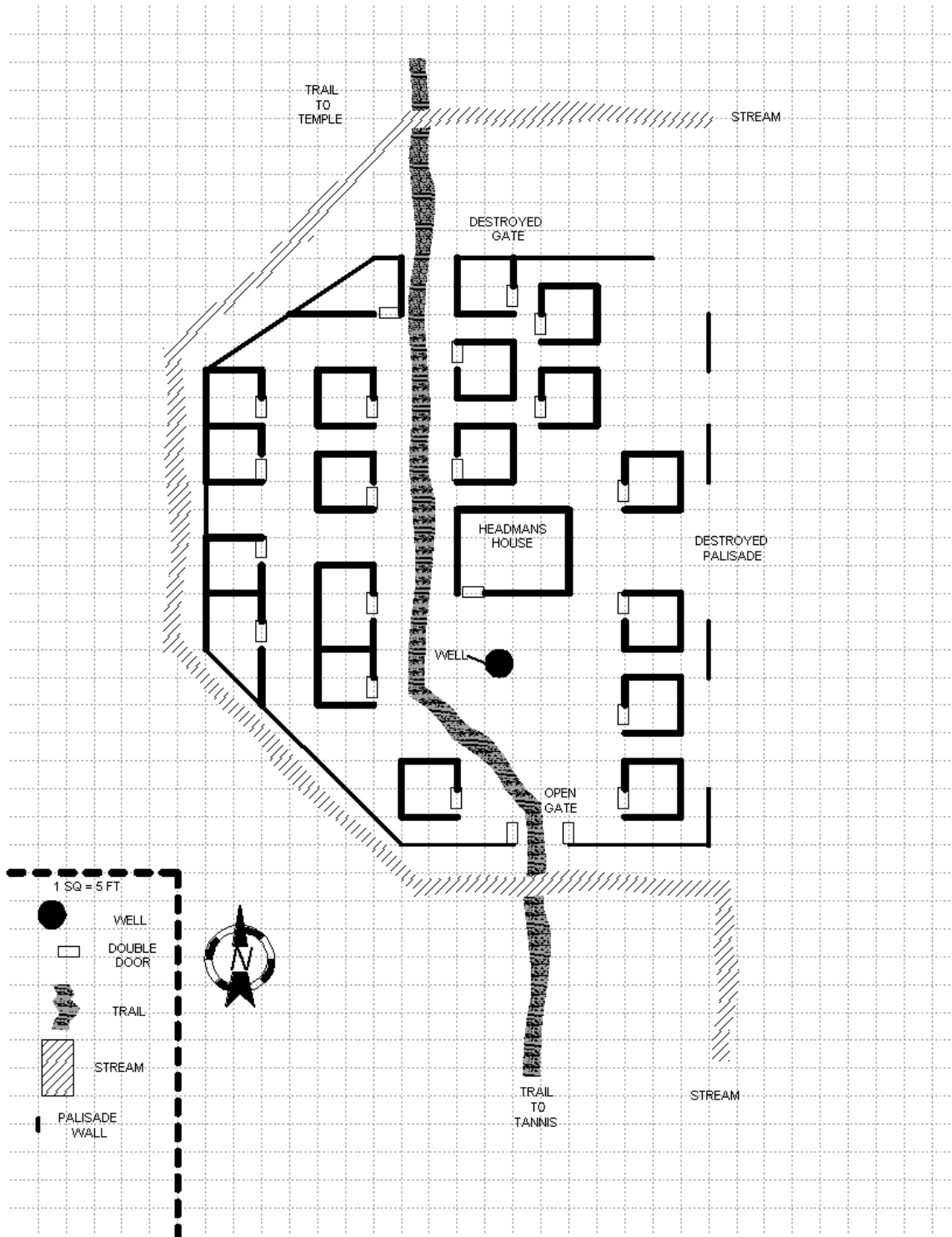
PARTY TRAVEL

- 5 Days of sailing up the Duntide from Rel Mord to the City of Womtham.
- 1 Days sailing past Womtham to the settlement called Big Rapids. The party arrives in the early morning.
- 1 Days hike into the flinty hills. The party is attacked by Gnolls this night.
- 1 Days hike to the turn off for Tannis. The Party should camp with the gnome merchant this night
- ½ days hike to Tannis and the temple, arriving around noon.

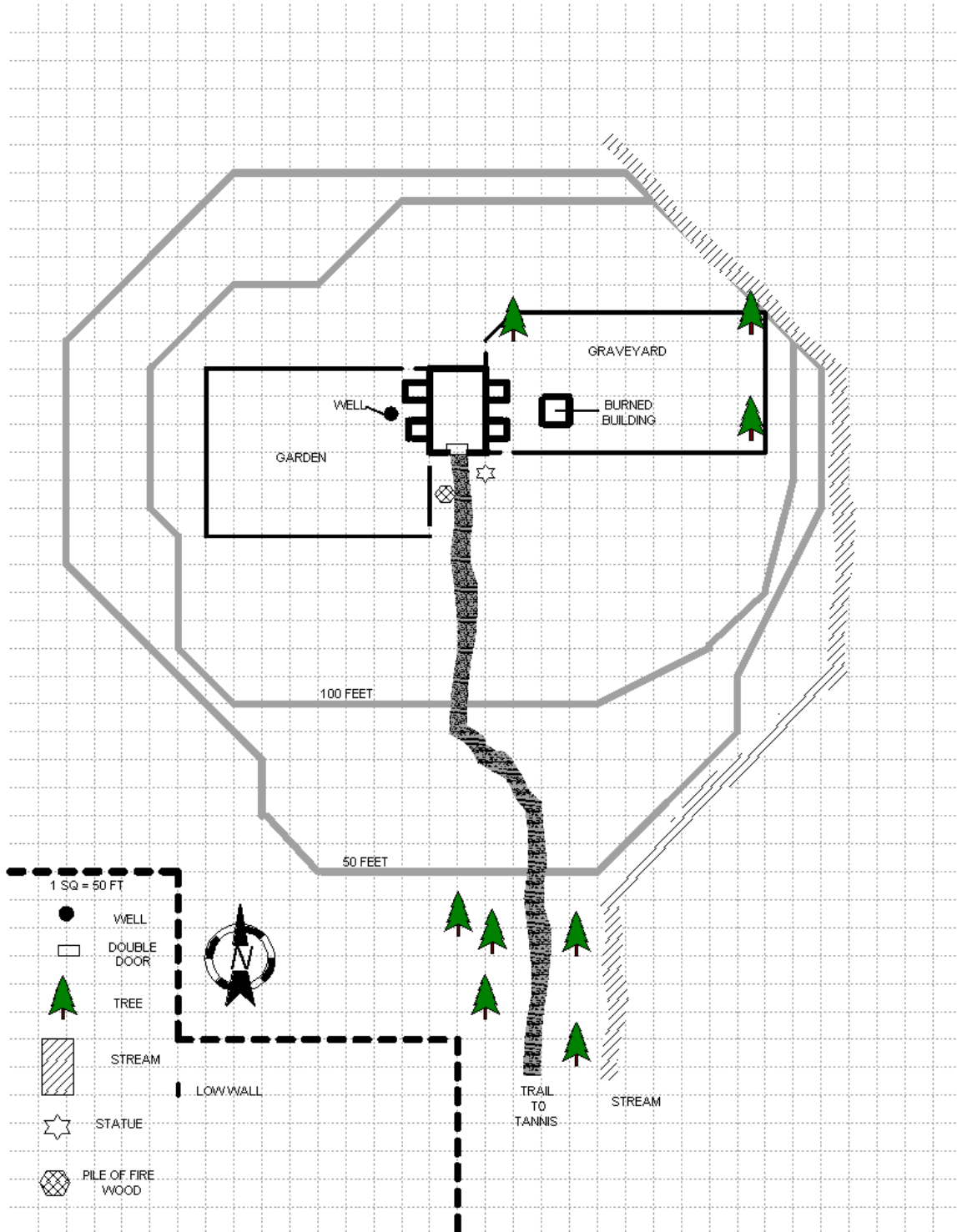
PARTY RETURN

- 1 Days forced hike to get away from Temple.
- 1.5 Days forced hike to Big Rapids.
- 1 Days sailing past Womtham
- 3 Days of sailing down the Duntide from the City of Womtham to Rel Mord.

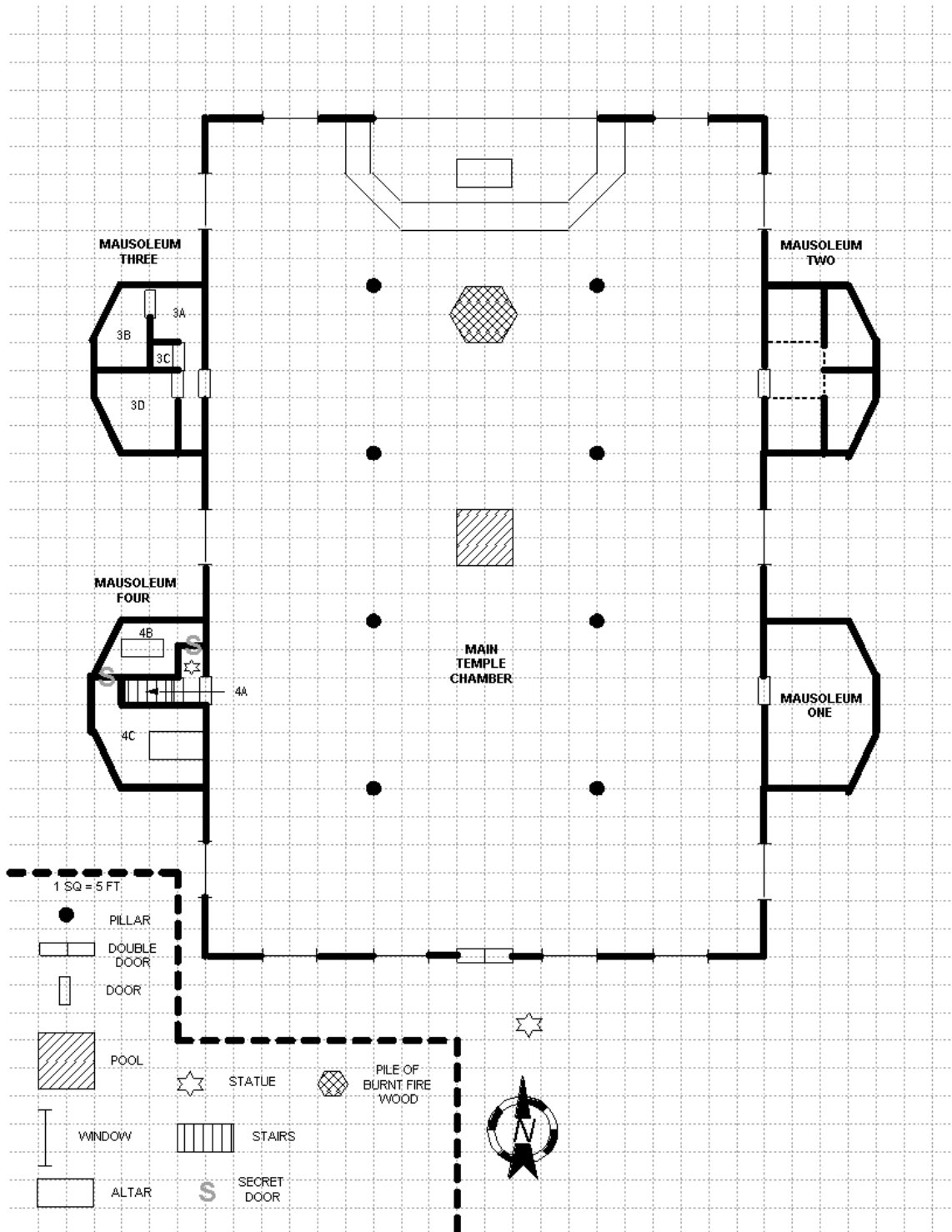
DM AID #3: MAP OF TANNIS



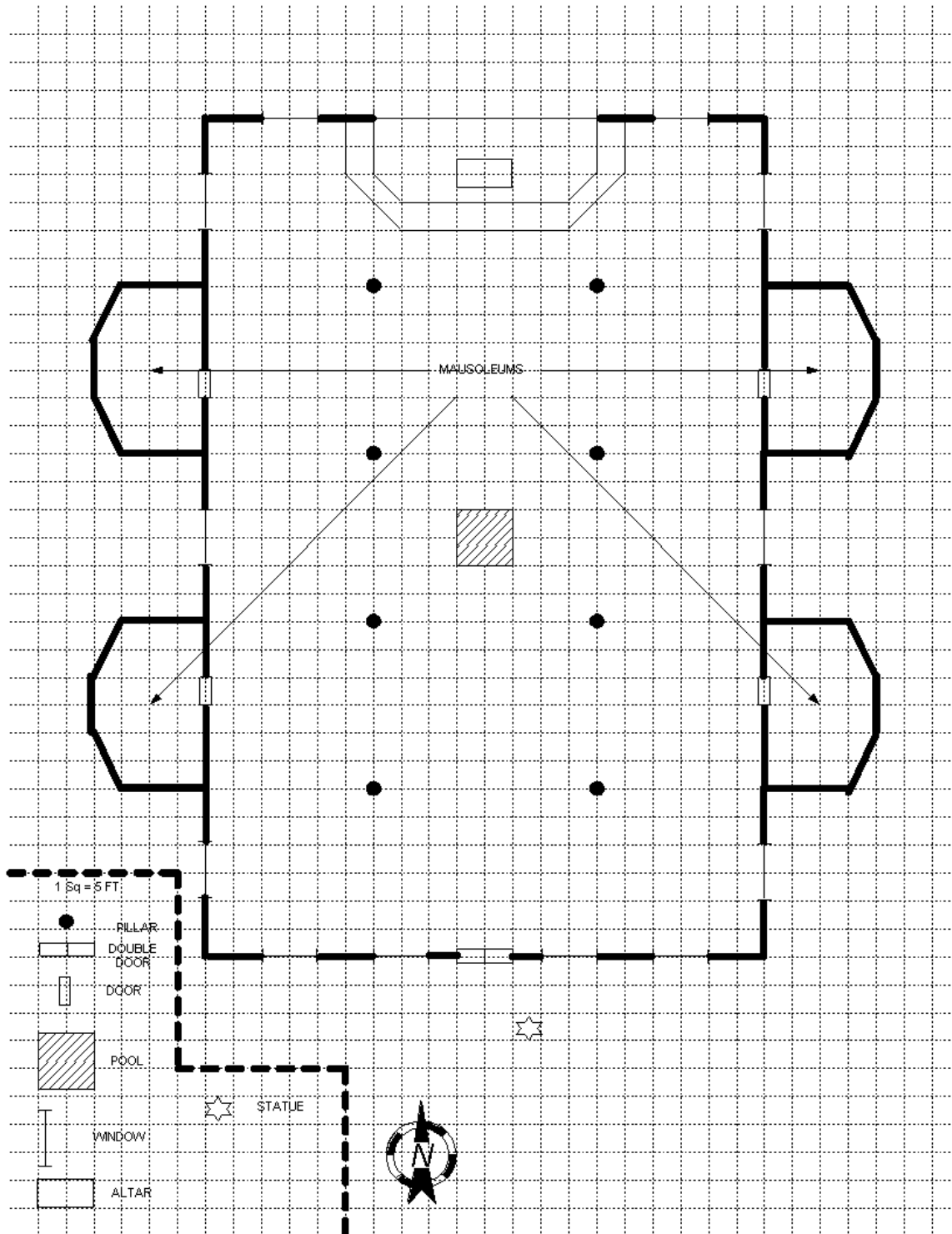
DM AID #4: MAP OF TEMPLE HILL



DM AID #5: MAP OF TEMPLE – GROUND LEVEL



PLAYER HANDOUT #1- ORIGINAL CONSTRUCTION PLAN OF TEMPLE



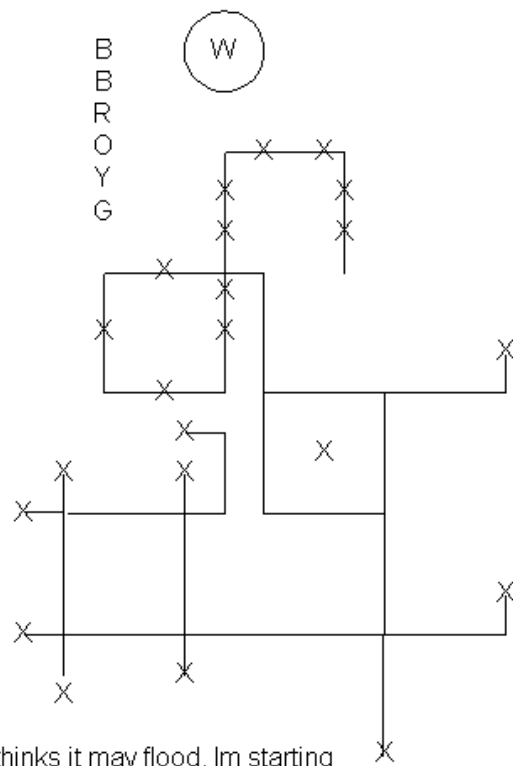
PLAYER HANDOUT #2- SIR BALOR'S JOURNAL AND SKETCHES

Sir Balor's Journal is not a normal journal detailing daily events. It is a compilation of several essays he wrote in the last years of his life. All essays are written in Common. The essays are extremely lengthy, wordy and convoluted. In the front of the Journal is scrawled "Woe to any who disturb my true love's slumber".

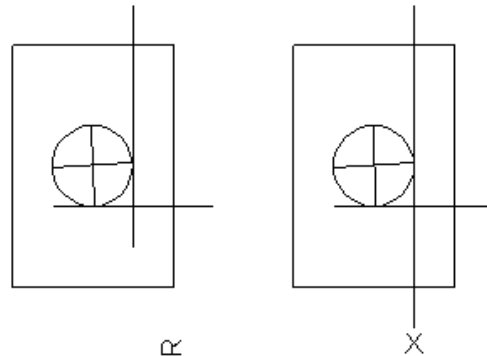
The Death of Glorodana
Free Will or Fate
The Mausoleum
The Power of Water
A Tribute to my Dogs
The Right Hand
The Rescue
The Search for Knowledge
The Gift
The Town of Tannis

Sketches in his journal

The Color of the Rainbow

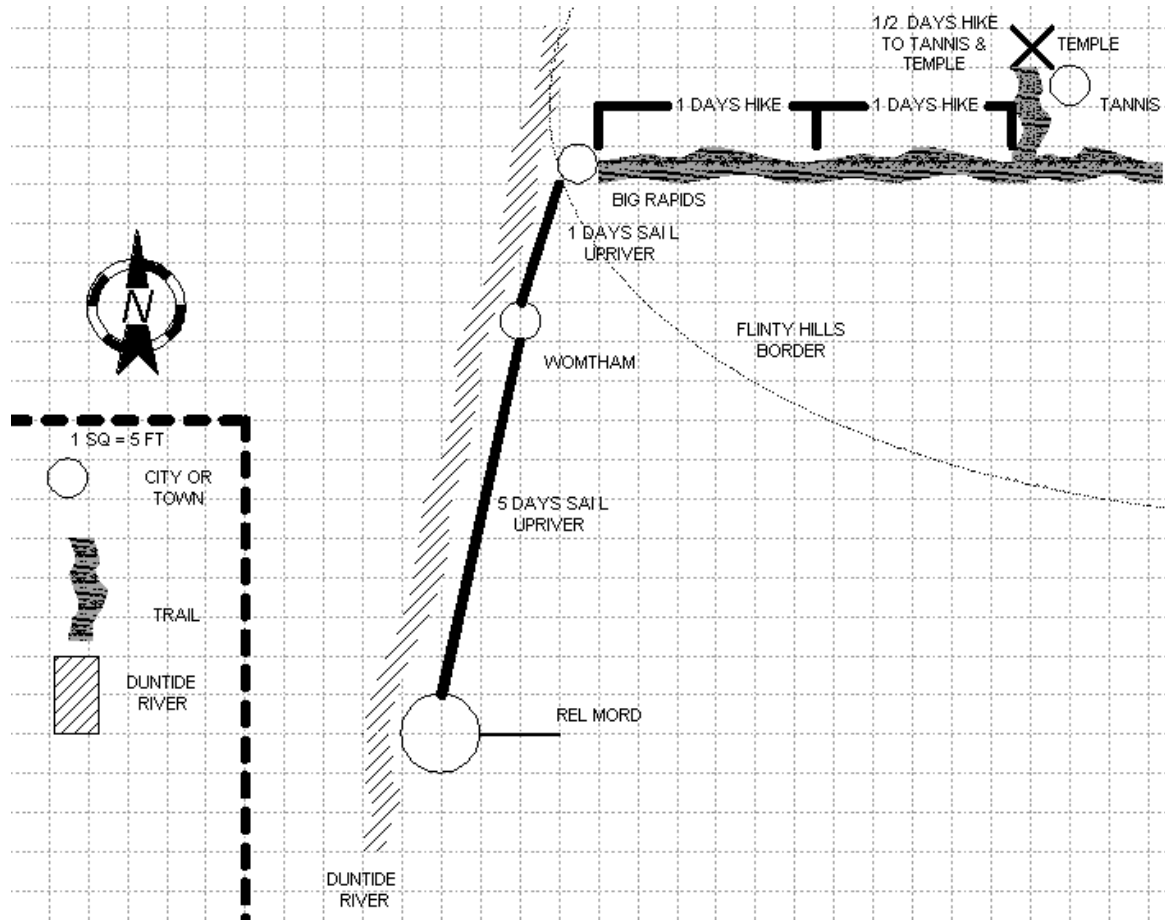


Treble thinks it may flood, Im starting to think the dwarf is right.



THE STAIRS WILL BE YOUR
DAMNATION, BUT ALSO YOUR
SALVATION

PLAYER HANDOUT #3- MAP OF THE JOURNEY TO THE TEMPLE



Nyrond Triad Information Sheet for Part One of The Temple of Love

Please complete this sheet and forward to the Nyrond Triad.

Did the characters behave themselves in the temple of Rao in Rel Mord, especially in front of Durinken?

Did the characters enter Womtham? Did the characters cause any trouble there?

Were the characters polite to Sir Boomgren in Big Rapids? Were any characters particularly friendly with him?

Did the Characters wipe out the Gnoll raiders? Did the adept escape or was he slain?

Did any Characters loot the grave of Drado Stonebreaker and receive the curse? Please give character names. Were any dwarf characters in the party named Stonebreaker?

Did the Characters kill peasants in Tannis? Did they wipe out the town of Tannis? Please give names and specific details.

Did any Characters do anything else special, such as exhibit extreme bravery or cowardice? Please give name and specific examples.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.

NYRI-11

THE TEMPLE OF LOVE

A Two-Round D&D LIVING GREYHAWK®
Nyronde Regional Adventure
Round 2

by Uwe Menzel
with the assistance of Team Nyronde

Investigate an old temple located in the Flinty Hills for the church of Rao.
What could be easier than that? An adventure for characters level 3-8.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

4. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
6. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 5) Determine the character level for each PC participating in the adventure.
 - 6) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 7) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 8) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 4) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 5) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 6) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

In Round 1 the characters answered an advertisement for adventurers wanted and applied in person at the Rel Mord Temple of Rao. They were tasked with traveling to the Flinty Hills temple to find the "Heart of Rao" and a ceremonial mace as well as to discover the state of the temple and what has happened to the two groups sent before them. The first being a pair of clerics in the service of Rao, and the second being another group of adventurers.

The players traveled from Rel Mord, up the Duntide, past Womtham, to Big Rapids in the Flinty Hills. From there they marched East into the hills encountering gnoll raiders as well as several other inhabitants. They overcame a mob in the town of Tannis and the temple guardians at the entrance to the temple.

In Round 2, the characters have just defeated the temple guardians. They must enter the old temple and

explore the ruins to discover which mausoleum is the proper one. They must then enter this mausoleum and avoid the traps Sir Balor has left for them in the secret lower level. While they are in the lower level, the leader of the cult is organizing his followers on the ground floor of the temple to greet the characters when they emerge. They must then defeat, outwit, or outrun the angry cult of Erythnul along with their gnoll warband.

INTRODUCTION

Investigate an old temple located in the Flinty Hills for the church of Rao. What could be easier than that? That high priest Durinken sounded pretty convinced this would be easy.

"Find out what happened to the priests and a group of adventurers I sent out who never came back" He said. "See if you can recover a ceremonial mace and something called the "Heart of Rao" How hard could it be?

After a five day boat ride up the Duntide, and three days hike into the hills, you have already encountered evil gnoll raiders, and a mob of angry peasants in the Town of Tannis. Now as you stand on a hill in front of the temple you start to wonder if the 200 gold he promised on your return was worth it.

At this point Player Handouts 1,2 and 3 should be given to the players if they do not already have them.

ENCOUNTER 1: THE TEMPLE, UPPER LEVEL

The main temple chamber is 100 feet wide by 150 feet long. Light coming through the wrecked ceiling gives some illumination. 8 large stone columns reach to support a ceiling that is no longer there. Several rows of burnt oaken pews still stand near the main door. The floor is completely covered with garbage.

There is a square pool surrounded by burnt wood in the very center of the room. At the far end the floor raises ten feet to a stage, upon which sits what appears to be a brown and red altar.

The entire building stinks of rotting meat and feces, flies buzz everywhere. From the rafters strung up by rope hang over 40 decomposing bodies of all types of humanoids. The walls and floor are burnt almost completely black. From the inside you can see that the windows have had all the glass smashed out of them.

Hanging from the back wall above the altar is a black banner with an extremely crude red leering face drawn upon it.

A successful Knowledge (religion) check (DC 10) is required to recognize the symbol of Erythnul on the black banner.

The altar is actually a crude stone block covered with dried blood.

Once the characters are in the main temple chamber they may explore the mausoleums. There are no other enemies currently present on the main floor.

MAUSOLEUM 1: GUARDIANS ROOM

The stench in this room is unbelievable. This is where the temple guardians lived. If they were not alerted they are

found here eating. There is very little in this room except some straw for sleeping, a dead human for snacking, and several wineskins full of water.

A successful Search (DC 15) in the straw will find several more skeletal remains under the straw as well as two holy symbols of Rao, which belonged to the two acolytes initially sent. One is inscribed, "To Durbin," the other is inscribed, "To Kleo." The characters have discovered the fate of the two acolytes of Rao. They were slain and eaten by the guardians.

There are also 15 cp and 8 sp scattered around under the straw.

MAUSOLEUM 2: PRISONER

There has been fresh construction in this room. Three stone walls have been built, with iron grating in front of them forming cells for sacrifices to Erythnul.

All the cells are empty except one in which is sprawled a severely beaten male elf.

➤ **Bertrand:** Male elf Brd 1; CR 1; Medium-size humanoid (elf); HD 1d6+1; hp 7(0); Init +4; Spd 30 ft; AC 10 (touch 10, flat-footed 10); Atks +0 melee (1d3, fist); SA Bardic music, bardic knowledge; AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 18.

Skills and Feats: Decipher Script +4, Diplomacy +8, Gather Information +8, Knowledge (Nyrond) +4, Listen +4, Perform (epics, lute, melody, storytelling) +8, Pick Pocket +4, Spellcraft +4; Improved Initiative.

Possessions: *shredded clothes.*

Spells Known (2; base DC = 14 + spell level): 0 – *daze, flare, ghost sound, resistance.*

The cell doors are locked, and require a successful Open Lock check (DC 25) to open.

➤ **Strong Wooden Doors:** Thick 2 in.; Hardness 5, hp 20; Break DC 25.

The bard was part of the first adventuring group. He was brought along to record their epic adventure. All he knew was they were going to this cursed temple to get something. The first party did not completely trust him and never filled him in on what they were actually doing. All he knows is "They went into the mausoleum and never came out again". He was captured by the "Voice" and is to be sacrificed.

Several other people, mostly farmers, have been brought to the cells, beaten, tortured, and sacrificed. He figures since he is the last one left in the cells his time will come shortly.

He begs the party for more healing, and then begs the party to flee before "The Voice" catches them. He has had it with the adventuring lifestyle.

If the PCs insist on adventuring or sticking around the temple, he pretends to accompany them, but actually attempts to flee as soon as he can. He uses his fascinate ability and spells to do this in necessary. The other cells contain nothing but dirty straw.

MAUSOLEUM 3: THE VOICE'S CHAMBERS

Back when the followers of Rao occupied the temple, this mausoleum was turned into an office and living quarters for the priests of the temple. The door at the front of the mausoleum is a standard wooden door and is locked.

3A-Entrance Hall and Office

When the players enter 3a to their left is a closet with several cloak pegs. No cloaks hang there now. The room to the right was an office. There is a smashed up desk in one corner and a pile of burnt wood in the other. There is also extremely dirty straw scattered around the room. The entire room smells bad.

A successful Wilderness Lore check (DC 15) allows the characters discover that this is what gnoll smells like. When the "Voice" first moved into the temple the gnolls lived here. They were shortly thereafter kicked out due to their constant howling and barking.

3B-The Bedroom

This used to be the bedroom for Filbert, the elf assistant to the "Voice". There is an unmade bed in the room. Several very worn robes lie on the floor, and a pair of good elven boots sits by the bed. An empty backpack, a longbow, and 20 arrows are under the bed.

There is also a nightstand in the corner, which is completely empty. Carved into the wall above the bed is the word "Erythnul" written in large elven letters.

3C-Closet

This door has obviously been kicked in. Inside the closet are several tools, a shovel, a saw, a hammer and nails, a digging pick, and a crowbar. One of the maintenance men kept his tools here and they have never been taken.

3D-The "Voice's" Bedroom

There is an unmade bed in one corner that is filthy. Several bloody rags lie on the floor in a corner. A sheet is nailed to one wall that has had a symbol painted on it. A successful Knowledge (religion) check (DC 10) is required to recognize a symbol of Erythnul on the sheet.

In the corner of the room is a backpack with two books in it. There is also a sharpening stone. One book has a cover of what appears to be human skin. It is an evil tome written in Abyssal detailing how you go about worshipping Erythnul. It radiates Evil, and anyone of a good alignment handling it will feel queasy and sickened. The other book is the "Voice's" journal. Hand the players Player Handout 4.

MAUSOLEUM 4: THE TOMB OF GLORODANA

Above the wooden door, chiseled into the stone, is written in common "Here lay my true love, Glorodana". The door is not locked. This is the entry way to the temples lower level.

ENCOUNTER 2: THE TEMPLE, LOWER LEVEL

The first room is a small alcove 5 by 10 feet wide. In the Alcove on the right stands a statue of a woman with three dogs at her feet. All the heads of the statues have been removed. Ahead of you is a stone door with an iron bar coming out of its center. Attached to the bar is an iron circle.

Turning the circle to the right requires a successful Strength check (DC 10) and produces an audible click. The stone door then swing inwards.

The walls of the entire room are covered in small multi colored tiles, and a successful Search check (DC 10) reveals the right arm of the statue moves if pulled down. If pulled down this unlatches the secret door behind the statue.

A successful Search check (DC 15) reveals the secret door if the back wall behind the statue is checked. Any dwarf, due to stonemasonry, will also automatically get a chance to notice with successful Search check (DC 25). Elves automatically get a chance to locate the secret door with a successful Search check (DC 25).

A successful Spot or Track check (DC 10) reveals two sets of dirt-covered runes carved into the statues base. They read in common "May the blessings of Rao always be upon you. The second set is smaller and in dwarven runes carved into the back of the base. They read "Careful brother, we did evil down here"

DOORS ON THE LOWER LEVEL

All doors in the mausoleum of Glorodana are circular, constructed of stone with iron bars. They all require a successful Strength Check (DC 10) to open when unlocked and unstuck. They also all have the exact same circular handle device on both the front and back of the door.

🔨 **Stone Doors:** Thickness 4 in. Hardness 8, hp 60; Break DC 28.

The secret doors on this level are of the same construction, only hidden.

ENCOUNTER 4A: THE STAIR TRAP *AHEAD OF YOU STRETCH A SET OF DAMP STAIRS THAT DROP ROUGH 10-FEET AND ARE 10- FEET LONG.*

Once the PCs descend the stairs they see the following.

At the bottom of the steps is a five-foot wide 10-foot long hallway at the end of which is another stone door with a handle. Above this door is written in Common "Here lay my true love."

The stairs and the hallway are an elaborate pit trap. A successful Spot or Search check (DC 20) reveals that the faces of the steps have a lot of scuff marks and grooves worn into them from flattening out to let people slide into the pit. A successful Spot or Search check (DC 20) on the hallway reveals a small crack in the middle of the floor all along the hallway.

Any dwarf, due to stonemasonry, also automatically get a chance to notice the closed trap door as they walk up to it, with a successful Search check (DC 20).

When the handle on the stone door is grasped and turned to the right, (DC 10 Strength check) the trap door opens in its center, the stairs into the hallway from the mausoleum fall flat to form a chute, sliding anyone on the stairs into the pit. The stone door at the end of the hall does not actually open.

Who ever turned the doorknob to trigger the trap gets a +5 circumstance bonus to their Reflex save bonus as they can grab onto the doorknob and hang there.

When the doorknob is released and there is no weight on the stairs the entire trap slowly resets. The entire reset process takes 30 minutes.

🔪 **Pit Trap (20 Ft. Deep):** CR 1; no attack roll necessary (2d6); Reflex Save (DC 20); Search (DC 20); Disable Device (DC 20).

The bottom of the pit is steeply slanted towards the well. When you hit the slant, the characters get a Reflex save (DC 15) to stop their continued descent. If they do not make this save they slide 20 feet and are dropped into the well.

APL 4 (EL 2)

🔪 **Slide Pit Trap (40 Ft Drop into water):** CR 2; no attack roll necessary (2d3 subdual); Reflex Save (DC 15).

APL 6 (EL 3)

🔪 **Slide Pit Trap (60 Ft Drop into water):** CR 3; no attack roll necessary (2d3 subdual + 2d6); Reflex Save (DC 15).

APL 8 (EL 4)

🔪 **Slide Pit Trap (80 Ft Drop into water):** CR 4; no attack roll necessary (2d3 subdual + 4d6); Reflex Save (DC 15).

At the bottom of the first pit at the top of the slide is the dead body of a halfling rogue who managed to jam his dagger into a crack, stopping his slide, and then tied himself to it. He has an obvious broken leg, an empty potion flask in his hand, which he drank before dying, and 4 large holes in his back from the sturges. His equipment is leather armor, 2 daggers, backpack, flint and steel, 4 days rations, 2 torches, 50 feet rope, and thieves' tools. He was a member of the first adventuring party, who all perished in this pit trap.

The PCs who fall into the bottom of the well are now in a pool of water that is 80 feet deep. A successful Swim

check (DC 5) is required to stay afloat each round. –1 to Swim check for every 5 pounds carried. They must shed armor quickly or drown.

Also, anyone falling into the well will be buffeted by the bats and attacked by the stirges who nest there. See Round 1, Encounter 10, subsection the Garden for the well description.

ENCOUNTER 4B: THE COFFIN ROOM

This room has plain stonework on the walls. In the middle of the room lies a large stone coffin (3-foot wide by 8-foot long). Engraved on it is a picture of a beautiful woman. There is a torch bracket set into the wall.

A successful Search check (DC 10) reveals the torch bracket is attached to the wall and can be pulled down. This unlatches the secret door. A successful Search check (DC 20) reveals the secret door if the wall is checked. Due to stonecunning, any dwarf also gets a chance to notice the secret door, with a successful Search check (DC 20).

Lifting the lid of the coffin requires a successful Strength check (DC 30). Attached to the bottom of the coffin lid, on the inside of the coffin, are several wires that are laying in a yellow mold. The yellow mold will release its spores when the coffin is opened. A successful Search check (DC 30), by a rogue only, will reveal the Yellow Mold if the coffin is searched. The rogue finds a small dead stray piece of Yellow Mold.

☛ **Yellow Mold Fungus (CR 6):** All within 10 feet must make a successful Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required – even by those who made the first save – 1 minute later to avoid another 2d6 points of temporary Constitution damage, even to those who made the first save. Fire destroys yellow mold and sunlight renders it dormant.

ENCOUNTER 4C: THE SECOND COFFIN ROOM

This room has plain stonework on the walls. Against the East wall lays a large stone coffin (5 ft wide by 10 ft long). Engraved on it is a picture of a beautiful woman. There is a torch bracket mounted in the wall to the left and to the right of the coffin.

A successful Search check (DC 20) reveals both torch brackets are attached to the wall and can be pulled down. A successful Search or Spot check (DC 15) reveals grooves worn into the stone on the left side of the stone coffin from the coffin to the wall. A successful Search check (DC 22) reveals the trap to rogues who have seen the grooves.

Due to stonecunning, any dwarf also gets a chance to notice the door with a successful Search check (DC 22) Any Elf also gets a chance to notice the secret door with a successful Spot or Search check (DC 22).

When either torch bracket is pulled down the coffin will violently shift to the left opening the stairway hidden beneath it. If the right bracket is pulled there is no

problem, if the left bracket is pulled any character standing on the left must make a successful Reflex save (DC 15) or take 3d6 points of crushing damage as the coffin pins them to the wall.

Sliding Coffin Trap: CR 3; no attack roll necessary (3d6); Reflex Save (DC 15); Search (DC 22); Disable Device (DC 22).

The coffin rolls back into place slowly, after moving. To keep the coffin door open the characters must weigh down one of the torch brackets with something.

Lifting the lid of the coffin is impossible, as the coffin is actually a giant stone block. A successful Search check (DC 15) reveals this. A dwarf who searches may automatically notice this due to stonecunning.

There is another lever in the revealed stairwell below the coffin that opens and closes the secret door from the stairs. The sliding coffin can also be spiked in place.

ENCOUNTER 4D: THE COLOR HALLWAY

After the PCs have descended the stairs.

A bizarre hallway stretches ahead of you. Bright colored tiles form a giant spiral on the walls, ceiling and floor that spins away from you; blue, green, red, orange, yellow, and white. The hallway is 5 feet wide and appears to turn to the left 20 feet ahead. 10 feet ahead of you something is lying in the hallway.

It is a body, that of an incredibly small ugly elf. He is wearing a regular robe and has a holy symbol of Erythnul around his neck. In his hand is a heavy mace with a hole in it. This is Filbert, the “Voice’s” assistant cleric. Filbert went to investigate what the first party of adventurers were looking for and made it all the way to here. His right foot has broken through the blue tiles underneath it, and three arrows hit him in the back. His pouch contains 8 sp, 20 cp.

A successful Knowledge (religion) check (DC 15) is required to know a mace with a hole in it is the weapon of Erythnul.

In each 10 foot section of the hallway the spiral pattern repeats once. Looping from the floor, up the wall, to the ceiling, down the wall, ending in the next section of hallway on the floor. If a PC steps on the wrong colored spiral in that section they trigger a number of arrows, based on their APL, to fire at them. The sequence of colors that will trigger the trap is.

- 10 ft. Blue – already sprung. Fires from the steps they entered from.
- 20 ft. Blue- Fires from the wall ahead of them.
- 30 ft. Red – Fires from the wall behind them.
- 40 ft. Orange- Fires from the wall ahead of them.
- 50 ft. Yellow- Fires from the wall behind them.
- 60 ft. Green- Fires from the wall ahead of them.

APL 4 (EL 3)

↖**Arrow Trap (3 Arrows):** CR 1; +10 ranged (1d6/x3); Search (DC 20), Disable Device (DC 20).

APL 6 (EL 5)

↖**Arrow Trap (6 Arrows):** CR 1; +10 ranged (1d6/x3); Search (DC 20), Disable Device (DC 20).

APL 8 (EL 7)

↖**Arrow Trap (8 Arrows):** CR 1; +10 ranged (1d6/x3); Search (DC 20), Disable Device (DC 20).

A PC can search either the tile on the floor where the triggers are located, or the walls and stairs where the firing mechanisms are hidden.

The characters can also avoid all the arrow traps by crawling along the floor or by always stepping only on the white tiles, which do not trigger anything. Of course they can also use magic to avoid stepping on the floor entirely.

If the PCs randomly walk down the hallway, each person has a one in 6 chance of triggering the trap in each section. However, once someone has triggered the trap in that section, no one else can.

ENCOUNTER 4E: PIT TRAPS

Once out of the spiral hallway, the tiled hallway turns completely white at a 90-degree corner to the right. At the corner are three one and a half-foot steps leading down.

A successful Search check (DC 10) reveals that the face of the second step can be pushed in to open a secret door. A successful Search check (DC 25) reveals the secret door if the wall is checked. Due to stonemasonry, any dwarf approaching the section gets a Search check (DC 25) to notice as well. Elves get as Search check (DC 25) as well.

The secret door swings out and there are handholds in the wall here to climb to the hallway located 10 feet below.

A pit trap is triggered when anyone steps on it. The last pit trap is extremely vicious as after finding the fourth pit trap characters may jump it and land on the fifth pit trap.

↖**Pit Trap (20 Ft. Deep):** CR 1; no attack roll necessary (2d6); Reflex Save (DC 20); Search (DC 20); Disable Device (DC 20).

The bottom of the pit is steeply slanted towards the well. When a PC hits the slant, the character gets another Reflex save, DC 15. If they do not make this save they slide 5 feet and are dropped into the central well shaft.

APL 4 (EL 2)

↖**Slide Pit Trap (40 Ft Drop into water):** CR 2; no attack roll necessary (2d3 subdual); Reflex Save (DC 15).

APL 6 (EL 3)

↖**Slide Pit Trap (60 Ft Drop into water):** CR 3; no attack roll necessary (2d3 subdual + 2d6); Reflex Save (DC 15).

APL 8 (EL 4)

↖**Slide Pit Trap (80 Ft Drop into water):** CR 4; no attack roll necessary (2d3 subdual + 4d6); Reflex Save (DC 15).

The PCs who fall into the bottom of the well are now in a pool of water that is 80 feet deep. A successful Swim check (DC 5) is required to stay afloat each round. -1 to Swim check for every 5 pounds carried. They must shed armor quickly or drown.

Also, anyone falling into the well will be buffeted by the bats and attacked by the stirges who nest there. See Round 1, Encounter 10, for the well description.

ENCOUNTER 4F: THE STATUE ROOM

This hallway remains completely tiled in white. Up ahead it opens into a room that is also tiled completely in white. In the center of this room is a 10-foot square pool. In the middle of the pool stands a statue of Rao, looking at the entrance you just came through. His left hand points at you and his right hand is tucked behind him. Another hallway opens up to the left.

The right hand of Rao is pointing behind him directly at the secret door. There are 2 sp and 6 cp in the pool. The pool is 5 feet deep.

A successful Search check (DC 15) reveals the secret door if the wall is checked. Due to stonemasonry, any dwarf approaching the section gets a Search check (DC 15) to notice as well. Elves get as Search check (DC 15) as well.

The statue animates if anyone steals money out of the pool. The statue returns to the pillar and becomes inanimate again if the money removed from the pool is returned and the statue is not currently grappling with anyone.

➤**Large Animated Object:** hp 22; see *Monster Manual* page 17.

Tactics: The turn the statue animates it jumps out of the fountain and attempts to grapple a character. The next turn it falls into the pool and attempts to pin the grappled character, drowning them. It attempts to pin them in the water until they are dead and then repeat this with the next character. If it cannot "see" a character to attack it will return to its perch and become inanimate.

ENCOUNTER 4G: THE FALSE TOMB

Around the turn in this hallway is another stone door with a handle. Above this door is written in Common "Here lays my true love."

Immediately inside this room, where it begins to widen, is a glyph of warding. The glyph discharges upon the first person crossing it.

APL 4 (EL 2)

↗**Glyph of Warding:** Fire Blast (2d8); Reflex save for half damage (DC 15); Search DC 28, Disable Device DC 28.

APL 6 (EL 3)

↗**Glyph of Warding:** Fire Blast (3d8); Reflex save for half damage (DC 15); Search DC 28, Disable Device DC 28.

APL 8 (EL 4)

↗**Glyph of Warding:** Fire Blast (4d8); Reflex save for half damage (DC 15); Search DC 28, Disable Device DC 28.

Inside this room is a large five by ten foot stone coffin. Painted on the wall behind the coffin is a picture of a beautiful woman on a hill with three dogs on a clear summer day. An image of Rao can be seen in the clouds.

The coffin requires a successful Strength check (DC 25) to open. Inside the coffin is a decomposing woman holding a bouquet of dried flowers and wearing a white burial shroud. Around her neck is a necklace worth 25 gold nobles. Disturbing this body will not trigger a curse.

ENCOUNTER 4H: THE THREE WAY

At this point, the hallway splits into three different directions. A stone door with an iron handle bars each of them. This hallway remains completely tiled in white. Above all three doors is written in Common "Here lays my true love"

Each of the doors opens onto a short hallway that leads to a flight of stairs that are 20 feet long and drop 20 feet.

ENCOUNTER 4I: THE WATER TRAP

At the bottom of the stairs the hallway goes ten more feet and turns left. The hallway is still completely covered with white tile.

Around the corner is another stone door with an iron handle. Above the door in Common is written, "Here lies my true love"

The handle on this door does turn, but the door does open and is permanently fixed in place.

When the handle is turned, a portcullis will drop behind the players at the grate mark, and the entire area will flood with water all the way back to the halfway point of the stairs. It will take 5 rounds (30 seconds) to do this.

The portcullis is made of Iron bars, Hardness 10, hp 30, DC 24 to bend. If they break or Bend one bar, small creatures can get out. Two bars allow medium-size creatures to get through.

The portcullis weighs in at 800 lbs, which is not that heavy among multiple characters, but it latches into place. A successful Disable Device check (DC 25) is required to open the latch so that the portcullis can then be lifted.

Anyone standing under the portcullis when it drops may attempt to jump under it and escape. (Reflex save, DC 10, +5 DC for every 5 feet away they are). If their roll is a failure, yet within 5 of what they needed, the grate has landed on them, not latching, but doing 4d6 points of damage. This is also the reflex check DC for jamming something under it when it is falling.

↗**Portcullis water trap:** CR4; Reflex save (DC 10+5/5 ft away); Search (DC 20); Disable Device (DC 20).

Dwarves may also notice this mechanical trap hidden by stone due to stonemasonry, with a successful Search check (DC 20).

ENCOUNTER 4J: THE LIGHTNING TRAP

At the bottom of the stairs the hallway goes ten more feet. The hallway is still completely covered with white tile. At the end of the hallway is another stone door with an iron handle. Above the door in Common is written, "Here lays my true love."

When the handle to the door is touched the lightning blast trap is triggered. The handle on this door does turn, but the door does not open and is permanently fixed in place. The blast affects anyone in the hallway or on the bottom half of the stairs.

APL 4 (EL 3)

↗**Lightning Blast:** CR3; 5-foot wide, 50-foot long blast (3d6); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

↗**Lightning Blast:** CR3; 5-foot wide, 50-foot long blast (5d6); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 7)

↗**Lightning Blast:** CR3; 5-foot wide, 50-foot long blast (7d6); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

ENCOUNTER 4K: THE WATER MAZE

At the bottom of the stairs the hallway goes another twenty-five feet. The hallway is still completely covered with white tile. At the end of the hallway is a five-foot wide square pit filled with dirty dark water.

Also at the end of the hallway is a small dresser as well as several cloak pegs. In the dresser is a plain leather loincloth.

The characters must navigate this "underwater maze" and find their way out. The maze is completely pitch black and the water is extremely cold and dirty. There is a very good chance they may not even see the branches off a hallway if swimming (Spot check, DC 20). They must feel their way along a wall to successfully navigate it.

At the end of each hallway is an underwater stone door. They require a successful Strength check (DC 12) to open because they are underwater. All but the correct one drops a portcullis behind you when turned.

When the handle is turned, a portcullis will drop behind the players at the grate mark, trapping characters in a dead end hallway full of water.

The portcullis is made of Iron bars, Hardness 10, hp 30, DC 24 to bend. If you break or bend one bar small creatures can get out. Two bars allow Medium-size creatures to get through.

The portcullis weighs in at 800 lbs, but it latches into place. Disable Device DC 27 to open the latch so that the portcullis can be lifted.

Anyone swimming/floating under the portcullis when it drops may attempt to jump under it and escape, Reflex save DC 10, +5 difficulty for every 5 feet away you are. If your roll is a failure yet within 5 the grate has landed on you, not latching, but doing 2d6 points of damage to you. This is also the reflex check DC for jamming something under it when it is falling.

✦ **Portcullis water trap:** CR4; Reflex save (DC 10+5/5 ft away); Search (DC 22); Disable Device (DC 20).

Dwarves may also notice this mechanical trap hidden by stone due to stonecunning, with a successful Search check (DC 20).

The way characters defeat this trap is to come up with some way of breathing water or to remove the water from the maze. The water traps in the dungeon are filled from the drains above, and do not refill automatically (only when it rains). If water is removed from the maze using wineskins, buckets, or whatever, the water level drops. After working for a day, removing water using wineskins, buckets, or whatever, there will be an inch or so along the ceiling where characters can actually breathe. Yes, Sir Balor overlooked this obvious way through his trap.

ENCOUNTER 4L: THE TOMB OF DOGS

As you enter this large white tiled room you notice a slightly raised stone platform in the middle of the room.

On this foot high platform sit three stone cubes with a stone statue of a dog sitting on each of. There are two stone doors leading from the room.

This room is where Balor buried his three faithful guard dogs. The dog statues will animate if any damage is done to them, a coffin is opened, or the left door is touched.

The left door leads nowhere and is only there to trigger the animation of the dogs.

APL 4 (EL 4)

✦ **Small Animated Objects (3):** hp 5; see *Monster Manual* page 17.

APL 6 (EL 5)

✦ **Medium Animated Objects (3):** hp 11; see *Monster Manual* page 17.

APL 8 (EL 7)

✦ **Large Animated Objects (3):** hp 22; see *Monster Manual* page 17.

Lifting the lids of the coffins requires a successful Strength Check (DC 25). Inside each coffin is the corpse of a dog on a simple pillow.

ENCOUNTER 2M: THE FINAL TOMB

As you enter this room a large five by ten foot stone coffin lies against the back wall. On the lid of the coffin is engraved a picture of a beautiful woman. On the wall above the coffin is written in Common "Here lays my true love Glorodana"

Painted on the wall behind the coffin is a picture of a beautiful woman on a hill with a handsome man, three puppies playing at their feet. An image of Rao can be seen in the clouds.

Immediately inside this room where the room begins to widen is a teleportation trap.

The trap does not discharge on a cleric or paladin of Rao or anyone carrying one of the holy symbols of Rao from the two deceased acolytes from upstairs. The third way to pass the trap is by saying the word "Rao" when crossing the floor, or the trap goes off. If the character fails his Will saving throw, hand the player Player Handout 5.

APL 4 (EL 4)

✦ **Teleportation Trap:** CR 4; *Teleport*; Will save (DC 13) negatives; Search (DC 30); Disable Device (DC 30).

APL 6 (EL 6)

Teleportation Trap: CR 6; *Teleport*; Will save (DC 15) negatives; Search (DC 30); Disable Device (DC 30).

APL 8 (EL 8)

Teleportation Trap: CR 8; *Teleport*; Will save (DC 17) negatives; Search (DC 30); Disable Device (DC 30).

The trap only goes off once, affecting a single target. The character and their equipment are teleported to a small cell in a totally dark sub basement of the Temple of Rao in Rel Mord. Balor was very familiar with the temple basement and cell as he built them. He felt anyone penetrating this far into his wife's tomb that did not belong there should be brought to the temple's attention.

Acolytes of Rao discover the character if he/she yells loudly for help. Otherwise they are discovered on the third day. Then they must explain the situation to Durinken.

The cell is made of iron bars, Hardness 10, hp 30, Break (DC 24). Bending one bar allows small creatures to get out. Two bars allow medium-size creatures to get

through. Open Lock (DC 25) allows a PC to open the lock on the door.

Inside the coffin, which requires a successful Strength check (DC 25) to open, is a decomposed woman holding a bouquet of dried flowers wearing a white burial shroud. Around her neck is a necklace worth 250 gp. On her finger is a ring worth 50 gp.

If the characters open Glorodana's coffin, they receive Sir Balor's Revenge. See the certificate in the *Treasure Summary*.

In front of the coffin lie four small chests, and a jeweled ceremonial mace of Rao (useless as a weapon). Mace in its entirety is worth 300 gp, the individual gems pried off of the mace are worth 80 gp. This mace should be returned to the temple.

Chest 1 - 200 gold pieces

Chest 2 - Potions – 2 potions of cure light wounds, 2 potions of cure moderate wounds, 1 potion of expeditious retreat.

Chest 3 - *The Heart of Rao*

A ruby the size of a fist in the rough shape of a human heart. Value: 7500 gp.

On top of the Ruby is a simple letter written in Dwarven runes that states:

“Balor, Please accept this small token of my family's appreciation for the part you played in the rescue of my sons. Although you declined any reward, we hope this is a proper show of respect and gratitude. Be well my friend, Borin Ironbar.”

Anyone who succeeds at a Knowledge (history) check (DC 20), Knowledge (Rakers or Flinty Hills) check (DC 20), Bardic Knowledge check (DC 20), or is a Dwarf, who may make an Intelligence check (DC 20), to realize that Borin Ironbar is an important Dwarven clan leader from the Rakers, recently deceased, who has four sons.

ENCOUNTER 3: THE FIGHT IN THE TEMPLE

As the characters emerge from the mausoleum, the “Voice of Erythnul” is waiting for them in the temple. He has spent the time to gather the loyal members of his flock from Tannis and several other local farmsteads and then return to the temple to wait for the characters to emerge.

As the characters approach the mausoleum door leading into the main temple chamber a successful Spot check (DC 15) is required that they notice a number of torches have been lit in the temple, giving normal visibility. A successful Listen check (DC 10) is required to allow them to hear a buzz of conversation from the main temple room.

They hear someone yell “They're coming” as they approach the door into the main temple chamber, which is open, even if the characters left it closed.

The front door of the temple is open as are all of the shutters on the windows.

APL 4 (EL 6)

☛ **Fighting Peasants (2):** Male human War₁/Com₁; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +5; Skill Focus (profession – farmer).

Possessions: light crossbow, 20 bolts, dagger, 5 cp.

☛ **Fighting Peasants (1):** Male human War₁/Com₁; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6+1, pitchfork) or +2 melee (1d4+1/19-20, dagger); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +3; Exotic Weapon Proficiency (pitchfork).

Possessions: pitchforks, dagger, 5 cp.

☛ **The Voice of Erythnul:** Male human Clr₅; CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft; AC 19 (touch 13, flatfooted 16); Atks +4 melee (1d8, heavy mace); AL CE; SV Fort +6, Ref +4, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 15, Cha 10

Skills and Feats: Concentration +10, Diplomacy +4, Hide +2, Intimidate +1, Knowledge (arcana) +4, Knowledge (religion) +4, Listen +2, Spot +2; Combat Casting, Dodge, Improved Initiative, Weapon Focus (heavy mace)

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – detect magic, detect poison, purify food and drink, read magic, resistance; 1st – bane, command, doom, cure light wounds, change self*; 2nd – darkness, invisibility*, sound burst (2); 3rd – blindness, magic vestment*.

*Domain Spells. Domains Trickery (Bluff, Disguise, and Hide are class skills); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon)

Possessions: breastplate armor engraved with the holy symbol of Erythnul, heave mace with whistling hole

APL 6 (EL 8)

☛ **Fighting Peasants (3):** Male human War₁/Com₁; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +5; Skill Focus (profession – farmer).

Possessions: light crossbow, 20 bolts, dagger, 5 cp.

☛ **Fighting Peasants (2):** Male human War/Com; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6+1, pitchfork) or +2 melee (1d4+1/19-20, dagger); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10.

Skills and Feats: Handle Animal +2, Profession (farmer) +3; Exotic Weapon Proficiency (pitchfork).

Possessions: pitchforks, dagger, 5 cp.

☛ **The Voice of Erythnul:** Male human Clr7; CR 7; Medium-size humanoid (human); HD 7d8+1d4; hp 52; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft; AC 19 (touch 13, flatfooted 16); Atks +6 melee (1d8, heavy mace); AL CE; SV Fort +7, Ref +5, Will +7. Str 10, Dex 16, Con 14, Int 10, Wis 15, Cha 10

Skills and Feats: Concentration +12, Diplomacy +4, Hide +2, Intimidate +2, Knowledge (arcana) +4, Knowledge (religion) +6, Listen +2, Spot +2; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (heavy mace)

Spells Prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, guidance, purify food and drink, read magic, resistance*; 1st – *bane, command, doom, cure light wounds, change self⁶, shield of faith*; 2nd – *darkness, hold person, invisibility^{*}, sound burst (2)*; 3rd – *blindness, magic vestment^{*}, protection from elements*; 4th – *confusion, divine power*.

*Domain Spells. *Domains* Trickery (Bluff, Disguise, and Hide are class skills); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon)

Possessions: breastplate armor engraved with the holy symbol of Erthynul, heave mace with whistling hole

APL 8 (EL 10)

☛ **Fighting Peasants (3):** Male human War/Com; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10

Skills and Feats: Handle Animal +2, Profession (farmer) +5; Skill Focus (profession – farmer)

Possessions: light crossbow, 20 bolts, dagger, 5 cp

☛ **Fighting Peasants (3):** Male human War/Com; CR 1; Medium-size humanoid (human); HD 1d8+1d4; hp 11; Init +0; Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +2 melee (1d6+1, pitchfork) or +2 melee (1d4+1/19-20, dagger); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 13, Con 10, Int 10, Wis 8, Cha 10

Skills and Feats: Handle Animal +2, Profession (farmer) +3; Exotic Weapon Proficiency (pitchfork)

Possessions: pitchforks, dagger, 5 cp

☛ **The Voice of Erythnul:** Male human Clr9; CR 9; Medium-size humanoid (human); HD 9d8+1d8; hp 66; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft; AC 19 (touch 13, flatfooted 16); Atks +7/+2 melee (1d8, heavy mace); AL CE; SV Fort +8, Ref +6, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Diplomacy +4, Hide +6, Intimidate +2, Knowledge (arcana) +4, Knowledge (religion) +6, Listen +2, Spot +2; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (heavy mace)

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – *detect magic, detect poison, guidance, purify food and drink, read magic, resistance*; 1st – *bane, command, doom, cure light wounds, change self⁶, shield of faith*; 2nd – *darkness, hold person (2), invisibility^{*}, sound burst (2)*; 3rd – *blindness, dispel magic, magic vestment^{*}, protection from elements, searing light*; 4th – *confusion^{*}, divine power, freedom of movement*; 5th – *circle of doom, flame strike^{*}*.

*Domain Spells. *Domains* Trickery (Bluff, Disguise, and Hide are class skills); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon)

Possessions: breastplate armor engraved with the holy symbol of Erthynul, heave mace with whistling hole

The peasants have surrounded the entrance in a semi circle standing roughly 35 feet back from the mausoleum door. The crossbow peasants are scattered around the front of the crowd with readied actions in case the characters charge. The pitchfork peasants are the "Voice's" bodyguard, standing in front of him, 35 feet from the door, also with a readied action to counter charge anyone who charges the Voice.

The "Voice of Erythnul" is a tall (6'4") skinny human who has evil ritualistic tattoos and scarring over his entire body. It also appears he has removed his nose. He is a totally evil individual who takes great pride and pleasure in his "work". He is thoroughly evil and his mere presence will make lawful good characters uncomfortable. A detect evil reveals a darkness greater than any the caster has seen before. There is a lingering stench of rotting meat that constantly surrounds him. After defeating many other clerics of Erythnul in ritual combat, he has come to believe he is blessed and that Erythnul talks through him to the faithful. He has been the "spiritual advisor" and leader to the gnoll warband since killing their original Adept of Erythnul in a duel up in the Rakers.

The "Voice" will command the players to "Stop where you are, what did you find in my Temple?" If the players do not promptly answer "I mean you no harm, now in the name of Erythnul I command you to answer me." No matter how the players answer, the next thing the voice says is "Step from the mausoleum and surrender to the will of Erythnul if you wish to survive!" If the characters follow this order, they are told to immediately drop their weapons and shields and to remove their armor. After this is done Clerics, Druids and Paladins are told they must

immediately renounce their God. The next round the party is attacked and beaten into unconsciousness by the peasants. This is game over as they will be immediately sacrificed and the Heart of Rao gem is smashed upon the altar.

If the characters do not immediately surrender, the next round the Voice yells loudly, "I said Surrender." At this point the voice begins a magical barrage, casting sound burst in an attempt to stun the majority of the party in the first round (circle of doom) at higher level.

The peasants fire their crossbows. The rest charge forward.

CONCLUSION

Once the characters have defeated the Voice they are pretty much in the clear. With the treasure they are carrying they should high tail it out of the Flinty Hills back to the Rolling Barrel, which is still anchored in Big Rapids. If they give their report to Sir Laurel he will look very concerned and thank the characters for their help. Shortly thereafter as the Rolling Barrel is preparing to leave, he and several other mounted men will head off in the direction of Tannis riding their horses at top speed.

The Rolling Barrel will proceed uninterrupted down the Duntide, past Womtham and back to Rel Mord. This will take approximately 3 days as you sail with the current. At the temple of Rao, Durinken immediately greets the characters at the front door and usher them inside.

If the characters did not succeed in recovering the ceremonial mace and the Heart of Rao, Durinken greets them in a somber mood. He has used his divine spells to check on the character's progress and knows they have not succeeded. He promptly pays the characters what they are due, and asks them to tell him the entire tale of the adventure. He then swears the characters to secrecy and tells the characters he would like to be alone to pray and usher them out.

If the characters succeeded in recovering the ceremonial mace and the Heart of Rao, Durinken is excited as a little child. He has used his divine spells to check on the character's progress and knows they have succeeded. He promptly pays characters what they are due, and take possession of the heart and the mace. When he takes possession of the gem he states "Dear Rao, it will feed an entire generation" and appear to break down in tears before telling the characters they have his support if they ever need it. He then swears the characters to secrecy and then tells the characters he would like to be alone to pray and usher them out. The characters should walk out of the temple knowing they have done a great deed for the side of good and Nyronnd. They also receive the Blessing of Rao and an influence point with the church of Rao.

The End.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Exploring the Upper Level of the Temple	25 xp
Rescuing Bertram the Bard	25 xp
Discovering the fate of the brothers of Rao.	25 xp
Discovering the fate of the first adventuring party.	25 xp

Encounter 2

Finding the Secret Lower Level.	25 xp
Getting Past the Pit Traps	75 xp
Defeating Sliding coffin trap	75 xp
Defeating Arrow trap	75 xp
Defeating Glyph of Warding trap	75 xp
Defeating Porcullis-Water trap	75 xp

Encounter 3

Defeating the "Voice of Erythnul"	200 xp
Discretionary roleplaying award	0-50 xp

Total possible experience 750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character

must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Encounter 1 (3D)

- Tome of Erythnul*
Book has a cover of what appears to be human skin. It is an evil tome written in Abyssal detailing how you go about worshipping Erythnul. Value: 100 gp

Encounter Four(2G)

- necklace worth 25 gp

Encounter Four(2M)

- Certed Item-Provide 6- Sir Balor's Revenge (0 GP, 0 lb, no material, Unusual): This is given to all Player Characters who violated the actual stone coffin of Glorodana. The eternal ghost of Sir Balor is looking for you. Every evening while the character sleeps in a module there is a 1 in 20 chance of Sir Balor's ghost finally seeking revenge for violating his wife's tomb. For the ghost, use the ghost found on page 213 of the *Monster Manual*. The ghost will only attack the cursed character, but the ghost's special effects will affect all party members in range. Once the character is killed or the ghost is destroyed, the curse is lifted. Since you do not know Sir Balor's angry ghost is hunting you, you can not Atone or get a Remove Curse spell until after the Ghost attacks once. This curse must be presented to the DM before play begins.
- Necklace worth 250 gp
- Ring 50 worth gp
- 200 gp
- 4 potions of *cure light wounds* (50 gp, 5 lb, common, is tradable) The potion affects the drinker as the spell cure light wounds cast by a first level caster. The potion bottle is ceramic.
- 2 potions of *cure moderate wounds* (300 gp, 5 lb, common, is tradable) The potion affects the drinker as the spell cure moderate wounds cast by a third level caster. The potion bottle is ceramic.
- Potion of expeditious retreat* (50 gp, 5 lb, common, is tradable) The potion affects the drinker as the spell expeditious retreat cast by a first level caster. The potion bottle is ceramic.

Conclusion

- 100-200 gold nobles per character.
- Certed Item - Provide 1 – Blessing of Rao (0 gp, 0 lb, uncommon, not tradable) The Blessing of Rao provides a one-time +20 competence bonus to any one knowledge skill check. Once used it is lost.
- Certed Item- Provide 6 –Influence Point with Durinken, high priest of Rao, and the Church of Rao (0 gp, 0 lb, common, not tradable) This is an influence point with the church of Rao. This influence point counts as three influence points if used in Rel Mord at the main temple of Rao due to the presence of Durinken, the high priest of Rao in Rel Mord.

DM AID #1: BALOR'S JOURNAL AND SKETCH REFERENCE

Explanation and affects of the journal entries found in Sir Balor's journal

Sir Balor's Journal is not a normal journal detailing day-to-day events. It is a compilation of several essays he wrote in the last years of his life. In the front of the Journal is scrawled "Woe to any who disturb my true love's slumber". All essays are written in Common. This aid explains Player Handout #2.

Death of Glorodana - **This essay concerns the loss Sir Balor felt at the death of his wife and how he felt cheated by the world in general and betrayed by his god, Rao.** This essay will take 1 day to read and understand.

Free Will or Fate - **A rambling religious text about whether man is given free will by the gods, or whether the gods have planned his fate.** This essay takes 2 days to read.

The Ideal for the Mausoleum - **This essay discusses how Sir Balor will protect his wife in death, as he was unable to in life by building a tomb that no one will ever penetrate. There are vague hints of doom and death, and also some bragging about how brilliant Sir Balor is. Absolutely no details on what he built. He also praises the aid he received from local gnomes and dwarves.** This essay will take 1 day to read and understand.

The Power of Water - **In this essay Sir Balor discusses how he is fascinated by the power of water, specifically its beauty, power, and deadliness. There are several formulas in here for water weight and water pressure.** This essay will take 1 day to read and understand. It hints at the water traps player characters will encounter.

His Dogs - **A moving tribute to Sir Balor's 3 hunting dogs, Rolli, Otto, and Fritz. Explains how he loved his dogs and that he plans on using them to guard his wife in her tomb.** This essay will take 1 day to read and understand. It hints at the animated statue traps player characters will encounter.

The Right Hand - **A bizarre text detailing how the right hand is good and lawful while the left hand is the hand of evil. Apparently Sir Balor came to this conclusion after studying many religious statues, books, and paintings of religious beings. In the essay he gives multiple examples of this, including some you have seen. Wow, he may actually be onto something with this! Anyone who reads this will realize Sir Balor was a very ill man and also that he was left handed. The tone and pacing of the writing makes it appear to have been written by several different people.** This essay is hinting at the overall design of the dungeon, and how if you turn right or pick the right door, you will, almost always, be safe. This essay will take 1 day to read and understand.

The Rescue - **This essay is an overview of a rescue operation Sir Balor headed that rescued over 100 dwarf miners from a collapsed mine in the Rakers. Why Balor was present in the dwarf hold when the cave in occurred is not stated. Although Sir Balor gives all the credit to the "Inspiration of Rao" and the hard work of the dwarven rescuers, it is obvious from the essay that Sir Balor and his knowledge of mining had a lot to do with the success.** This essay will take 1/2 day to read and understand.

The Search for Knowledge - **This is an essay that illustrates how upon his deathbed, after all his years of study, Sir Balor actually knew nothing at all.** This text is depressing but not as bad as Death of Glorodana. This essay will take 1 day to read and understand.

The Gift - **A rambling discussion on a gift Sir Balor has received from a friend unexpectedly. In the essay he refers to the gift several times as "The Heart of Rao". Besides referring to its size as large, he never gives any description of what the gift actually is. Sir Balor after many twists and turns comes to the conclusion that he does not know what to do with it and will take it to the temple in Rel Mord on his next trip down there.** This essay will take 1/2 day to read and understand.

The Town of Tannis - **A discussion on how the town is growing due to the visitors to the temple. It discusses how Sir Balor hopes the temple will bring Rao's calm guidance to the entire Flinty Hills.** This essay will take 1 day to read and understand.

Explanation of Sir Balor's Sketches

Color of the Rainbow and the column of letters as well as the circled W refer to the hallway in section with the arrow traps. The column of letters is the colors that set a trap off in order. The W represents white and never sets a trap off.

On the right side upper corner, these two pictures are rough sketches of the stone doors in the mausoleum. The one on the left is a normal door, and the other one shows a trap trigger, which Sir Balor marked with an x.

The other drawing is actually a crude map of the lower level of the mausoleum, with all traps marked with x's. Players may figure this out part way through the mausoleum.

The stairs quote refers to the first three stairs encountered. The first stairs encountered are the pit trap. The second stairs contain an arrow trap. The third stairs will get you past the pit traps if you use them to open the secret door.

The flood quote refers to a dwarf assistant pointing out that the water maze could flood the rest of the mausoleum. Sir Balor finally agreed with him and installed the drains that provide a way of defeating the maze.

DM AID #2: TIMELINES

EVENTS THE MODULE REFERS TO:

- 548 Balor Tanethson is born in the Flinty hills near Tannis.
- 565-581 Balor Tanethson joins the military, eventually becoming a siege engineer. Earns honorary knighthood and land in the Flinty Hills.
- 568 Sir Balor Tanethson is married to Glorodana, a devout follower of Rao.
- 575 Temple construction officially started
- 579 Temple construction completed and temple is consecrated.
- 581 Glorodana dies of Plague while Sir Balor is in Rel Mord on army business.
- 581-58? Secret construction and excavation begins and is completed.
- 586 Evil Humanoids raid the temple, burning it and the village of Tannis. Sir Balor falls fighting in its defense.
- 10 weeks ago-2 Brothers of Rao, Durbin and Kleo, go to the temple and are slain.
- 4 weeks ago-First party of adventurers sent out to temple and fall into first pit trap.
- 591 Player characters are hired

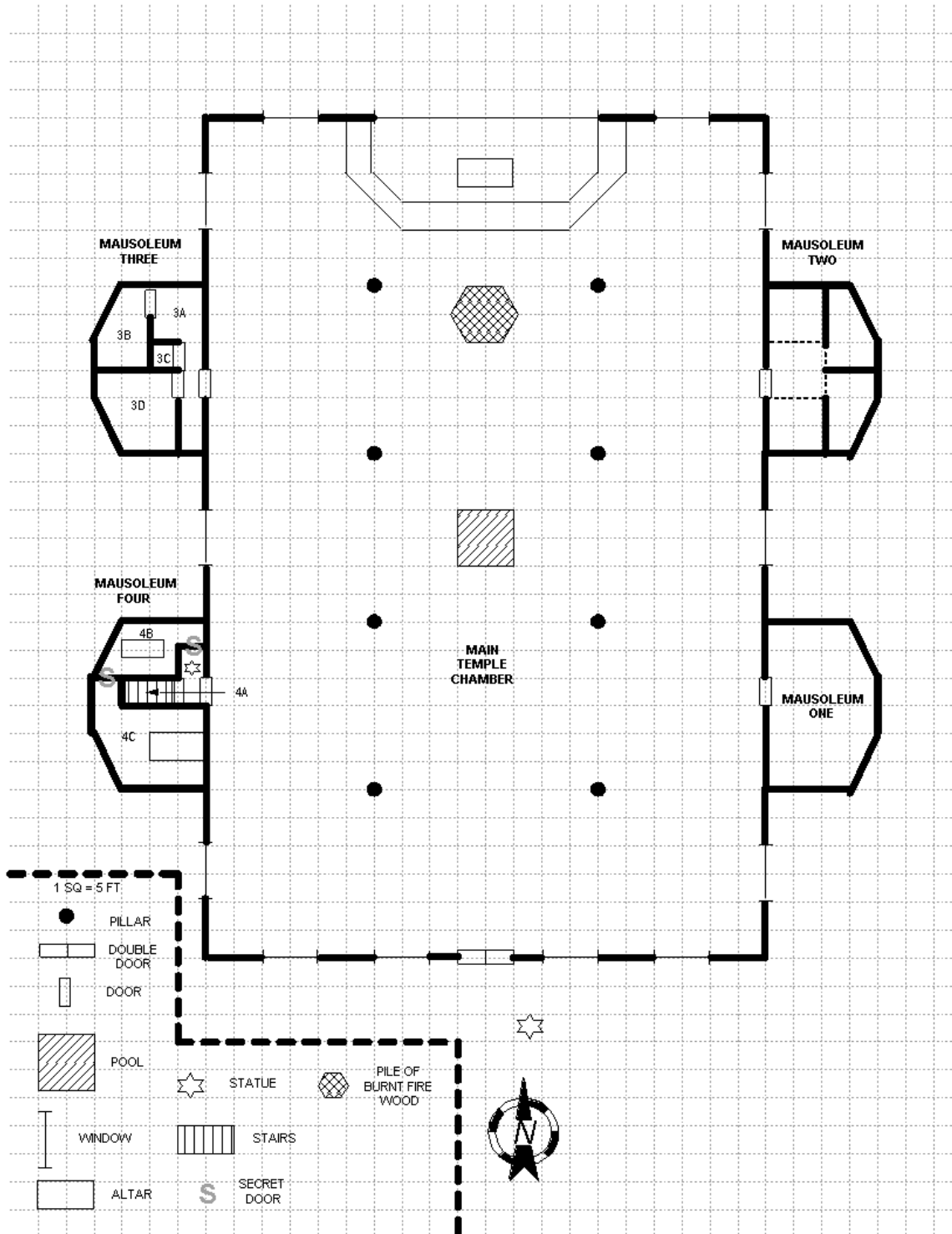
PARTY TRAVEL

- 5 Days of sailing up the Duntide from Rel Mord to the City of Womtham.
- 1 Days sailing past Womtham to the settlement called Big Rapids. The party arrives in the early morning.
- 1 Days hike into the flinty hills. The party is attacked by Gnolls this night.
- 1 Days hike to the turn off for Tannis. The Party should camp with the gnome merchant this night
- ½ days hike to Tannis and the temple, arriving around noon.

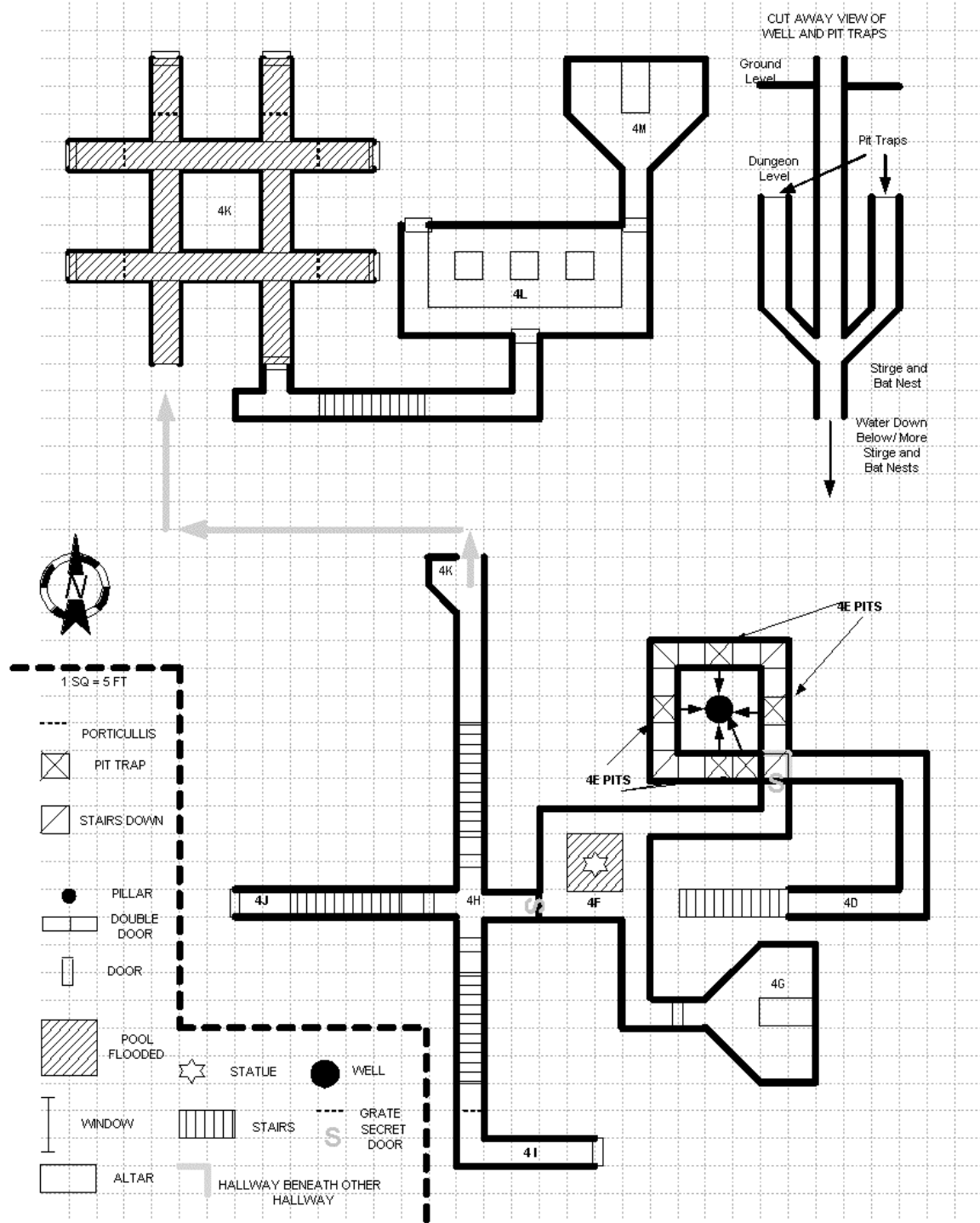
PARTY RETURN

- 1 Days forced hike to get away from Temple.
- 1.5 Days forced hike to Big Rapids.
- 1 Days sailing past Womtham
- 3 Days of sailing down the Duntide from the City of Womtham to Rel Mord.

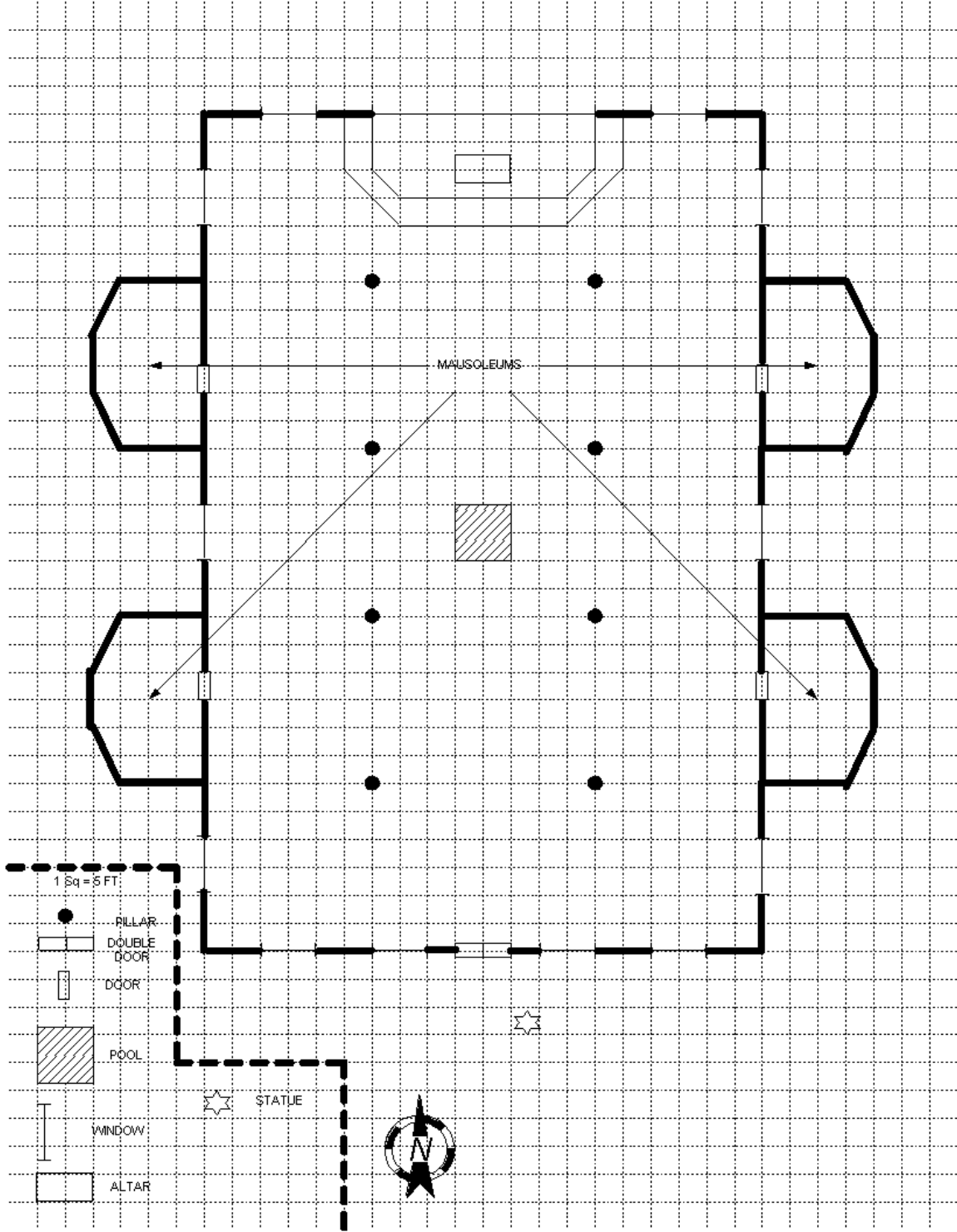
DM AID #3: MAP OF TEMPLE – GROUND LEVEL



DM AID #4: MAP OF TEMPLE – LOWER LEVEL



PLAYER HANDOUT #1- ORIGINAL CONSTRUCTION PLAN OF TEMPLE



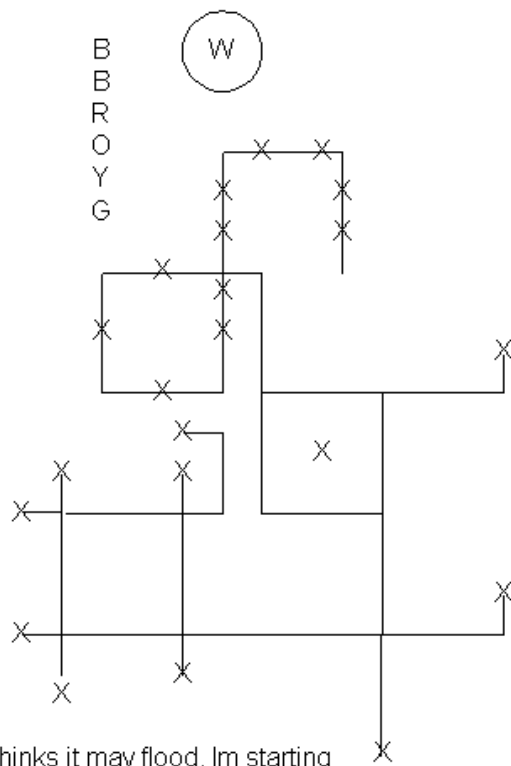
PLAYER HANDOUT #2- SIR BALOR'S JOURNAL AND SKETCHES

Sir Balor's Journal is not a normal journal detailing daily events. It is a compilation of several essays he wrote in the last years of his life. All essays are written in Common. The essays are extremely lengthy, wordy and convoluted. In the front of the Journal is scrawled "Woe to any who disturb my true love's slumber".

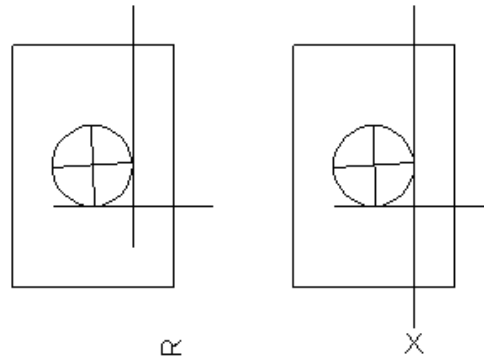
The Death of Glorodana
 Free Will or Fate
 The Mausoleum
 The Power of Water
 A Tribute to my Dogs
 The Right Hand
 The Rescue
 The Search for Knowledge
 The Gift
 The Town of Tannis

Sketches in his journal

The Color of the Rainbow

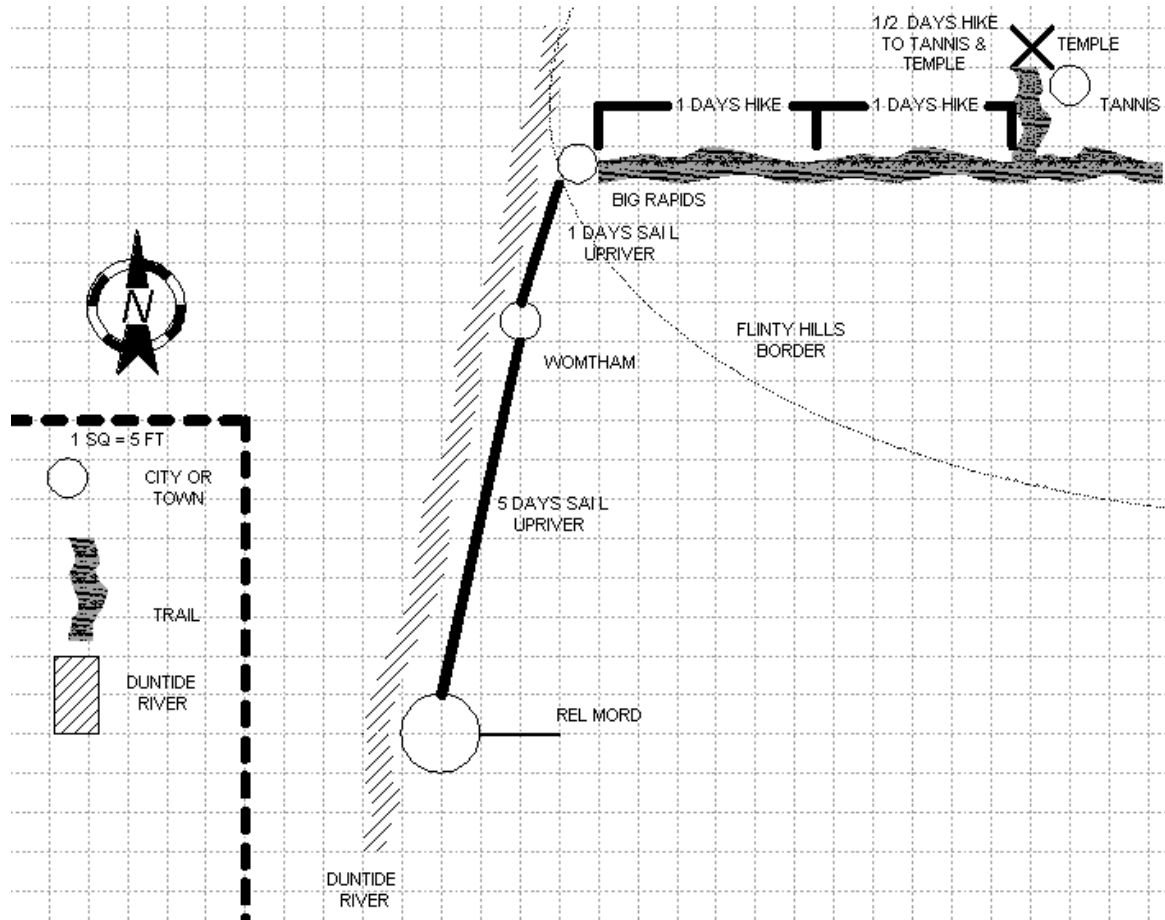


Treble thinks it may flood, Im starting to think the dwarf is right.



THE STAIRS WILL BE YOUR
 DAMNATION, BUT ALSO YOUR
 SALVATION

PLAYER HANDOUT #3- MAP OF THE JOURNEY TO THE TEMPLE



PLAYER HANDOUT #4 - THE JOURNAL OF THE VOICE OF ERYTHNUL

The entries in this journal are written in what appears to be dried blood.

This journal tells how the owner moved into the temple, converting it to the worship of Erythnul. It also details how he has used his servants to intimidate and sacrifice the surrounding farmers and miners. The owner of this journal brags of now having several hundred followers in the area.

Several times in the journal the owner refers to himself/herself as the "Voice of Erythnul"

The last part of the journal details the arrival of the two clerics of Rao and their deaths at the hands of the temple guardians. It also details how the Voice let the first party of adventurers into the temple to see what they were looking for. According to the journal he/her was puzzled by their disappearance into the mausoleum. The journal also speaks of a captured bard and how he is being saved for a special holy day.

On the last page of the journal is written, "Now Filbert has also gone missing after poking around the mausoleum. I must be patient with the next group to come along, and see where they lead me. There is something there in that mausoleum that I am missing and to serve Erythnul I must be patient, very patient."

PLAYER HANDOUT #5 – WHAT THE HECK HAPPENED?

You see a blinding flash of light and are suddenly standing in complete darkness. No sounds reach your ears. You are slightly stunned but do not appear to be wounded. You feel around and find that solid iron bars enclose you in a 10 by 10 by 10-foot square cage that is resting on a solid stone floor. A very large lock holds what you can guess is the door firmly shut.

You have no ideal what just happened, but you are alive, uninjured, locked in a cage in complete darkness and silence, and as far as you can tell, completely alone.

Please sit quietly for a moment and figure out what you are going to attempt to do. The Judge will deal with your character near the end of the adventure.

Nyrond Triad Information Sheet for Part Two of The Temple of Love

Please complete this sheet and forward to the Nyrond Triad.

Did the Characters loot the coffin of Glorodana and receive the curse of Sir Balor? Please give character names.

Was a character teleported back to the city of Rel Mord by the Glyph of Warding? Please give character name.

Did the Characters retrieve the Heart of Rao? Yes No

Was the Voice of Erythnul slain? Captured? or did he escape?

Did the Characters wipe out the peasant cultists and gnoll warband?

Did the Characters report to Sir Boomgren in Big Rapids on their way back? Yes? No?

Did the Characters return the Heart of Rao to the church of Rao in Rel Mord?

Please give character name, player name and RPGA number if a character currently has possession of it.

Did any Characters do anything else special, such as exhibit extreme bravery or cowardice? Please give name and specific examples.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.