

SHE5-01

SOUNDS OF SILENCE

A 2-Round D&D[®] LIVING GREYHAWK[™] SHELDOMAR VALLEY MetaRegional Adventure

Version 1.1

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The Gran March military did not heed the warnings, and evil from a lost temple of the Whispered One has already escaped. A varied menagerie of priests has assumed the responsibility to destroy the temple and the evil that is still within. A call has gone out to recruit a diverse group of adventurers willing to find the key to its destruction. A **SHELDOMAR VALLEY** metaregional adventure for APLs 8-16, and Part 3 of the **Whispers in the Swamp** Series.

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

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For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

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 and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character 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 discussed in the Preparation section above 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*.

LIVING GREYHAWK Levels of Play

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 of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being 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 sidebar 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard [two](#)-round MetaRegional adventure, set in the [Sheldomar Valley](#). Characters native to [Sheldomar Valley](#) pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

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

component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Many centuries ago, a mighty temple of power was built for Vecna in the northern portion of the Rushmoors. It was named Fhar'anod, the "House of Secrets", and towered over 120 feet above the murky water.

The temple was a ziggurat with four levels, called steps. It had only one known entrance, although there were many exits. The bottom step of the temple stood 40 feet tall, although it was slightly sloped. Two sets of stairs led up to the entrance, located on one side of the 130-foot square base. The second step was 30 feet tall and 80-foot square centered on the base level. The third step was also 30 feet tall, but was only 60-foot square. The fourth and final step was only 25 feet tall and only 30-foot square. On the top of this step once stood a series of stone pillars and an altar where sacrifices were performed. There were astrological and magical significances to the pillars, but the knowledge to them has been lost.

The Whispered One gave a loyal servant, Tamarak, the "Word of Vecna", the honor of controlling this temple and he shared a small part of his power with him. Tamarak in turn discovered secrets about his enemies and reported them to his dark master. Tamarak used the temple to pervert items of power, train loyal servants in the art of magic, and seek knowledge throughout the planes. During this time, Fhar'anod was a vibrant source of power for Vecnites and was also used to

train the most loyal and dedicated in the ways of magic.

After the empire's fall, this temple proved to be difficult to defeat. Tamarak was a devious and wise servant and prepared for the upcoming assault. Although he had few allies, he chose them wisely, and they defended the structure for over five months. Before the attack, he used a great deal of strength and magic to bind the evil elemental duke of earth, Grumm, to the temple site to ensure that the structure would be nigh invulnerable. He also performed a ritual that would protect against Fhar'anod's destruction through physical means: any attack could magically imprison the attacker.

The allies of good fought bravely for some time, but to little avail. Finally, followers of Ehlonna and Boccob devised a way to outsmart Tamarak. Several holy warriors sacrificed themselves by storming the temple as a distraction to give eleven wizards of various strengths the chance to perform a ritual that would imprison Fhar'anod. Tamarak discovered the deception too late to prevent the imprisonment, but not too late to alter its effect. Tamarak forced the imprisonment on his location, instead of the temple and gave a death curse to the wizards. Tamarak and all creatures within 60 feet of him disappeared, but Fhar'anod still stood. The followers of Boccob and Ehlonna were weak after their ritual and so few remained from the battles. They decided to sink Fhar'anod into the swamp and deal with it once they regained their strength. However, within six months, all the wizards were dead from various means and no one could remember the location of the great temple.

Thus, Fhar'anod became a distant memory; knowledge of it having literally vanished until it was uncovered recently. The Lichlord had not forgotten and came up with a devious plan to free his loyal servant. Over the years he quietly and slowly used whatever means he could to subtly make arrangements to find Fhar'anod. He also needed some of his loyal servants to alter the ancient ritual that bound Tamarak. When Vecna felt the time was right, he had his followers perform a ritual that they believed would give them great power, when it was meant to alter the imprisonment of Tamarak. The only visible effect of the ritual was increased week-long rain and the death of several followers. It was a small price to pay for the return of his loyal servant.

Two years ago, some ruins that radiated power were accidentally uncovered in the Rushmoors by

a Bullywug savant. It sought to use the power for its own gain without fully understanding its nature. A group of soldiers dealt with the Bullywugs and secured the site until the military could arrive and take over.

Captain Nicoli Jinx was assigned to uncover the ruins and guard it from others. Even with the interference of a nosy druid, many assaults by indigenous Flan, and several attacks by the Bullywugs in the area, the Captain fulfilled his duty. The project to drain and safeguard the area took almost a year, but the upper level of the ruins was uncovered from the swamp.

Upon draining the swamp around the ruins, Captain Jinx was able to learn that the ruins were an ancient temple dedicated to the Whispered One. After hearing the Captain's reports, the Gran March military decided to destroy it, but attempts of force and magic have failed. They learned of the magic on the temple that caused an attacker of the temple to utterly vanish. The Captain received two members of Syrloch, the state academy of magic, along with additional military forces. A druid and priest of Zilchus were sent to the site to aid the exploration if necessary. The Captain spent four months tackling the effort. When external means failed, one of the Syrloch members entered the temple with some guards. A creature emerged in the guise of the Syrloch member but fled quickly. Only the two guards came out bringing the others, who were killed. The Captain recommended sealing the temple's entrance, and a wall of stone was created to block entry.

With Captain Jinx's reports, word had spread about the evil site dedicated to Vecna being uncovered. The Commandant of Gran March has agreed that it is in the best interest of the Sheldomar Valley that representatives from all concerned countries help to investigate the site and eventually purify the evil or destroy it. Captain Jinx was commended for his good work but received orders that he was being reassigned to Fort Tribulation. A diplomat that was more adept to dealing with foreigners was being assigned in his stead.

Since Captain Jinx left three months ago, a priest of Heironeous from the Principality of Ulek, a priest of St. Cuthbert from Bissel, a priest of St. Cuthbert from Gran March, a priest of Trithereon from Yeomanry, a Knight of the Malagari from Keoland, and an Old Faith Druid from Geoff have arrived at the site as well as their accompanying guards. Also, Captain Vandris, a Knight of the

Dispatch, has been assigned to the site. He has his hands full keeping the arguments to a civil tone at times. All total, the encampment has grown to over 100 men. All the nations in the Sheldomar Valley have some representative or contact within the encampment. Most of the people at the site have only been told second-hand of what occurred previously. Only Darden, Helmiphius, and Torok may have seen the details.

This is a two-round adventure to explore and destroy all of the evil found in the temple. The first round of the module is the exploration of the upper level of the temple. The second round of the module is to help the encampment with a fight. There is a bonus section that allows the PCs to explore the second level of the temple..

Adventure Summary

The PCs are brought together from all over the Sheldomar Valley to explore an ancient temple to Vecna and find the means of its destruction. When the PCs arrive at the encampment outside the temple, they must report to Captain Vandris but can also speak to the other people there.

The PCs enter the first level of the temple and can explore part of it in any order. All the mechanical traps have been disabled due to long periods of time underwater. There are still three magical traps intact, however. A group of indigenous Flan has followed them into the temple invisibly and plans to ambush them as they leave. It is possible that a PC can discover them before then and force a combat before the intended ambush.

If the PCs search the bedrooms and the storage room, they might find some treasure. Three wraiths and three wights are trapped in the dining room. Tamarak was imprisoned in the Room of Sacrifice, where most of the worshipping was done. The party can also climb stairs to the balcony above. The final room on the first level is the Experiment Room where magical experiments and summonings were performed, and where acolytes were tested. The Experiment Room has three details of note: an earth elemental, a water elemental, and a huge crystal with beams of energy extending to the walls of the room like a web. The crystal is the key to the destruction of the temple.

The PCs cannot enter the second level without removing Tamarak's imprisonment. Once the PCs have explored the first level, they receive a *sending* alerting them that the camp is being

attacked. The PCs can choose to help the camp or not.

If the PCs decide to leave the temple to help the camp, they are ambushed by the Flan (if they have not been dealt with by that time). Once outside, they must help the camp against a bullywug swarm and a host of summoned creatures. After the battle, they can assess the situation and decide if they want to spend more time at the camp helping to destroy the temple.

If the PCs do not help the camp, there will be no one left outside the temple when they do leave. There will be no chance to enter the second level and the game will end after the Flan ambush.

If the PCs are given the option to help destroy the temple, they will be asked to investigate the second level if they wish. They can enter the second level which is underwater.

The PCs enter the second level through the Room of Solitude and can explore the high priest quarters for some treasure. They can visit the Room of Stars for astrological information (divinations). They can explore the library if they can get by the mud golem(s). There is also the Room of Portals, where one portal still works and can be used as an escape. The final room leads to the vault where they can find more treasure. To get to the vault, the PCs must overcome an illusion and unlock the vault, which requires a sacrifice by one of the PCs.

The conclusion wraps up what happened at the temple and thanks for helping. Weeks later, the PCs hear that a black stone spire has appeared in the Lortmils.

Preparation for Play

This adventure is primarily a two round scenario, however, there is an option in it to spend an additional 1 TU (or 2 if out of metaregion) to finish exploring the temple and helping to destroy it. Doing this bonus section will add some time since it involves exploring the entire second level.

Since this scenario is not linear, it has no specific breaks laid out within it. The GM will need to consider the PC's choice of path as well as the amount of time that has passed to determine an appropriate break. This scenario can, and if the optional round is played will, run long. Here are some tips to keep things moving:

- Limit the roleplaying at the camp to 1 to 1.5 hours. Also, have Captain Vandris suggest a

gathering of the dignitaries rather than seeing them one at a time.

- Have the PCs roll 14 Search checks before the game starts. These can be used for searching the various bedchambers and library. Get the PCs Take 10 and Take 20 values for Search so they can be used if the PCs choose to do those (the Take 10 may be useful for the traps).
- If the PCs use the wand of *detect secret doors*, then there is no need to worry about the searches to find the doors.

The following information should be determined prior to play:

- Received Favor of Captain Nicoli Jinx from either Gran March scenario *Shades of the Past* (GRM3-03) or *Rustling in the Reeds* (GRM3-07).
- Favor of Lydia from the Core scenario *Shedding Scales* (COR4-02).
- Currently have the Mark of the Eye curse from either Gran March scenario *Shades of the Past* (GRM3-03) or *Rustling in the Reeds* (GRM3-07).

Any PC who has the Mark of the Eye curse will begin to hear whispered voices when they come within 300 feet of Fhar'anod. Although it is annoying, these whispers have no game mechanic associated with them (the whispers within the temple will). Those who know Flan can understand the words. The phrases "secrets are in the wind", "all power has a secret", and "eyes are the knowledge of the soul" are repeated over and over in no particular order.

Introduction

All six countries of the Sheldomar Valley have sent representatives to the encampment that surrounds the site. They are primarily priests, with the exception of the Knight of the Malagari from Keoland. The group, through much effort on the part of Special Envoy Captain Vandris, the diplomat assigned to keep peace between the various factions, has come to the conclusion that they need some stalwart adventurers willing to brave the site to learn the secret to its destruction. For the past six months, the priests have been attempting to purify it or to learn more about it but have failed. Divinations regarding the details of the site are not very forthcoming. Only the two guests at the site, Darden Lithonich and

Helmiphius the Bargainer, seem to know much about the site, and even that is little.

There are eight main lead-ins for the adventure. Each one will provide written authorization that can be provided to Captain Vandris at the site. The lead-ins are summarized below:

Favor of Nicoli Jinx: This is a special hook for those PCs who played the previous scenarios in this series and have the either favor of Captain Nicoli Jinx. These PCs are invited to celebrate Captain Jinx's promotion to Knight Colonel in Hookhill of Gran March (give the PCs Player Handout #1). While attending the celebration, the newly frocked Knight Colonel will thank the PCs for their help in the past and also ask them to help with the unholy site one last time, as a favor to him. The PCs should report to Captain Vandris and receive instructions on how they can help. He will also warn the PCs of the bullywug threat as it does not seem to be diminishing.

Out of MetaRegion: PCs who are out of the metaregion can be brought into the adventure by one of the priesthoods listed at the site. The temples at Greyhawk city may be looking for adventurers to assist in the exploration and will pass these people on to the site. PCs can also be brought into the adventure by the priesthood of Lydia and the favor of that priesthood found in the scenario *Shedding Scales*.

Bissel: PCs from Bissel can be brought into the adventure from a military or priestly bent. Active, or reactivated, soldiers are told by Sergeant Nelian Chenros at a barracks in Pellak to report to Captain Vandris for an assignment in the Rushmoors. Directions will be given with a hearty "good luck". The priest connection is Filligren Dalar at the temple of Heironeous in Pellak. He wishes to send adventurers to assist Laslo Novakha, a priest of Heironeous. The PC can also use connections through his companions also.

Geoff: PCs from Geoff can be brought into the adventure from a military or druidic bent. Cadofyth Morgan Hazeleye sends Gyri soldiers to ensure that this Vecnite problem will not escalate enough to cause Gran March to change its mind with regard to their agreement to aid them against the giants in this year's campaign. Directions will be given with orders to report to Captain Vandris for this assignment. Otherwise, Llewellyn the Deeproot, the Old Faith advisor to Alicia Helanasdotter, will request that the PCs aid in finding a druidic relic in the Rushmoors. The PCs

should contact Veldrina Oakenheart at the site for more details.

Gran March: PCs from Gran March can be brought into the adventure from a military or priestly bent. Active, or reactivate, soldiers are told by Corporal Vincen Liggot of Fort Endurance to report to Captain Vandris for an assignment in the Rushmoors. Directions will be given with a hearty "good luck". Non-military personnel can be brought into the adventure by their companions or PCs will be asked by Zandrill Fisk at a small temple in Orlane to assist the church of St. Cuthbert at the site. The PCs would meet with Malt Jhaveri, the priest of St. Cuthbert at the site, and assist him.

Keoland: PCs from Keoland can be brought into the adventure through two methods. If a PC has the favor of Lydia then they will receive a summons using the same contact as the favor utilizes.

If the PC has a favor of the Knights of Malagari (or is a member of the order), they will be summoned by Alexan Shandamar, a low level knight of the Malagari in the capital. He is a middle aged man who is a low level clerk. He puts forth a summons for any PCs who have interest in assisting the Knights. He posts a "job listing" in and around the city. Lastly he hires several criers to spread the word that adventurers are needed. He has a written request from a Sir Darkell Findrist to assist in the exploration of a potential temple dedicated to the Whispered One.

The only information either know about the site is the following:

- Sir Darkell Findrist is a great explorer who has been away the last 3 years at a site in the Crystalmist Mountains. The mission to the Crystalmists was a complete hoax and Findrist has spent the last three years traveling and investigating it. He is the Keoish representative at the site.
- The site is being held by the Gran March army within the Rushmoors swamp. A Knight of Dispatch, Captain Vandris, is in charge at the site. Captain Vandris requires that all adventurers that arrive at the site report to him with authorization to be there.
- PCs should see Findrist for details that they can use to help with the investigation or exploration at the site.

Principality of Ulek: PCs from the Principality of Ulek will make a gather information check at or near one of the Gran March military barracks in their country. They will get the sense that there are strange events taking place in the Rushmoors somewhere between Keoland and the Gran March. There are a lot of politics and colorful rumors to be found about the King of Keoland, the Commandant of the March, the Duke of Geoff, and many of the rulers in the regions (since it has been a hard year on rulers). The most intriguing rumors will persistently come back to the unusual situation below. A gather information check reveals the follow possible information (active military enlisted get a +2, active military officers get a -2, and characters originally from the Gran March or who served with Gran March soldiers get a +2):

- DC8: Timmas Goldtooth, a young dwarf in the Principality of Ulek Royal Army, is reading from a letter he received from his Uncle Brelich. His uncle writes that a lot of soldiers and clergy from other regions of the Sheldomar have come through Willow's bend recently. They must have been moving into the swamp to investigate the old ruin near the village. His uncle's inn is doing great business with all of the adventurers who have come to town over the last week to do work some sort of special work at the site.
- DC15: One of the soldiers overheard the following while working with a group of blacksmiths with the local Gran March battle. The soldier heard that one of the smiths had recently heard from an old friend of his, Tom. The old friend had been helped out recently and needed to call in a favor or two so he was looking for exotic metals. He also mentioned that the group of adventurers who helped him out had returned to the area and were supposed to explore an old ruin dedicated to some evil. Tom's note became a little vague but seemed to indicate that they were calling all adventurers in the area to explore this temple, get a full share of all gold, and destroy any evil inside the temple before it can escape. If you know of any adventurers send them to the swamp to see that Captain Vandris fellow.
- DC20: A member of the spellcasting corps will be discussing strange events. It is interesting that the Raggomoffyn can capture even the strongest of minds. Here are the transcripts where a druid of some power was captured and made to serve the will of the

creature. Isn't one of the leaders of the Syrloch school of wizardry investigating the site where that occurred? Yes, however, he has gone missing. It does not look good; apparently, the captain in charge of the site wants to send adventurers into the site to destroy anything within. He is requesting all candidates go to see a retired knight of the watch to get orders to visit the site. I wonder if there is anyone we could get from here to collect some samples from where the creatures nested?

- DC25: One of the men overheard a couple of Gran March officers talking about the newly commissioned Knight Commander Jinx. They are discussing the fact that he managed to fend off the creatures of the swamp for almost three years and defend this strange religious site. Both of the men seem pleased that the Captain received promotion and wish they could return to some sort of celebration that he is having in Hookhill. The two men continued that in the month since Captain Dispatcher Vandris, Obedient Dove has been at the site he has immediately sent a request for adventurers to help explore and search the site. Neither of the men have anyone who would qualify for this kind of request but there was a retired knight of the watch, Gorlan Everbright, who has authority to send any adventurers to the site (see Appendix One: NPCs for information on Gorlan).

Yeomanry: PCs from Yeomanry can be brought into the adventure from a military or priestly bent. Active, or reactivated, soldiers are told by Serjent Galen Tallonstell at Fort Omar to report to Captain Vandris for an assignment in the Rushmoors. Directions will be given with a hearty "good luck". Non-military personnel can be brought into the adventure by meeting Yors Xim on the road. Yors is a wandering priest of Trithereon that would like to send some adventurers to assist a fellow priest, Alex Quincannon, in his efforts at the site.

Encounter One: Arriving at the Camp

The trek into the Rushmoors to the military encampment is uneventful. Reaching the camp, the 5-foot rough stone wall surrounding it grabs your attention immediately as it stands out in the swamp. Guards are posted in intervals to prevent surprise from unwelcome parties. Within the area are a few shacks and

about 20 tents, most likely for all the personnel. Overall, it has the appearance of a small, temporary fort.

Gaining access into the camp is easy for any of the hooks provided in the Introduction. The PCs must go to Captain Vandris first, no matter the hook, since he is in charge of the camp. The guards escort the PCs there. The PCs must show the writ they received from their contact to the Captain (the captain can recognize forgeries fairly well). Read the following once everything is checked out:

Captain Vandris is a pleasant looking Oeridian man in his forties. He has some dark circles under his eyes and has the look of a harried individual. His demeanor is quite pleasant, however. After he has verified all is in order, he dismisses the guards and turns his attention to you. "I am quite pleased to see that you good adventurers have come to help in this situation. This accursed site has Syrloch perplexed and the clergy bickering. We need brave and stout people such as yourselves to go into the site and recover the answers we need. I think it best if I provide you with the pertinent details here.

The first thing for you to understand is that this site is ... an ancient temple of the Whispered One. We have received some excellent intelligence regarding the site from a partially unsuccessful foray into the Temple. We know it is silent inside; and I mean as a magical silence. Only those guards that had the curse could hear, and they said they also heard strange voices in their heads, too. This curse may have piqued your curiosity, so let me explain. I have been told by my predecessor that the curse is called the 'Mark of the Eye', probably because of the outward appearance it leaves on its bearer. All those with the curse have reported hearing whispers while near the temple. We have a fine priest of Zilchus here who can remove this curse, and he seems to be quite adept at it too, by the way. I am told that the one soldier who had the curse that went inside the temple heard different voices, too. We do not know much information on what is inside the site itself.

There are six different factions here, each representing a neighbor of Gran March and an organization within that country. Sir Duoud Neheli is a pleasant young Keoish man, a member of the Knights of the Malagari, I

believe. Then there is Malt Jhaveri of Gran March from the temple of St. Cuthbert. He is a bit of an older gentleman. Harald Thane, bishop of the 6th circle of stars, is here from the Principality also representing the church of the cudgel. Bissel sent a priest of Heironeous who goes by the name of Laslo Novakha. Alex Quincannon is the representative from Yeomanry and quite an opinionated follower of Trithereon. Lastly, there is Veldrina Oakenheart of Geoff, a follower of the Old Faith. As you can see it is quite a diverse collection.

Besides my men and the various entourages, we have Helmiphius the Bargainer, a trader of Zilchus. All my men speak well of him, and he has been at the camp helping out for quite some time.

Well, I have been rattling on too long now. If you need some more information, feel free to ask my second, Lieutenant Tomas Guilder. The captain looks at you for a moment and says, "If you do not have any questions, I have work to do now."

Captain Vandris implies that the PCs need to get their detail from Lieutenant Guilder. If the PCs do not pick up on it (Sense Motive check DC 12), then the captain spells it out for them.

The PCs can talk to any of the following people: Sir Duoud Neheli, Malt Jhaveri, Harald Thane, Laslo Novakha, Alex Quincannon, Veldrina Oakenheart, Torok, Lieutenant Tomas Guilder, or Helmiphius the Bargainer. Once they are done talking and are ready for business, they should talk with the lieutenant. During the movement around the camp, Darden Lithonich, a bard outside the camp, tries to get the PCs' attention from a tree (Spot check DC 10 to notice him). If the PCs see him, they can choose to talk to him or not.

Each of the priests believes their organization is best suited to deal with any evil items discovered within the temple. Some of the NPCs make it a point to ask the PCs to return any evil items to them for disposal, preferably while not within earshot of the other priests. The druidess wishes only to have the druidic relic, if it is found, while the Knight of the Malagari wants to find intriguing magic that will help his organization.

When the PCs are ready to enter the temple, the Lieutenant has the *wall of thorns* removed.

Captain Dispatcher Vandris, Obedient Dove: Male human (Oeridian) Ftr2/Rog3/Rng5; see Appendix One: NPCs.

In addition to the information in his speech above and information in Appendix One: NPCs, Captain Vandris can provide the following information:

- He was sent here four months ago to replace Captain Jinx. He does not know why the previous captain was being reassigned, but his own duties include preparations for a group of diplomatic envoys from various countries and aiding in peaceful negotiations among them.
- He knows no one can hear within the site except for those cursed with the “Mark of the Eye” curse obtained from the top of the structure. He can convince Helmiphius to remove any curses the PCs get if they do not wish to be cursed when entering. Those cursed do hear voices, he is told.
- He knows the background of what happened at the temple before he arrived.
- He kept Torok on as the only work-gang member here as a favor to Captain Jinx. Torok is a good fighter and has served him well in his short time here.

Sir Duoud Neheli, Knight of the Malagari from Keoland: Male human (Oeridian) Ftr4/Clr5; see Appendix One: NPCs.

In addition to the information in Appendix One, Sir Duoud can give the following information:

- He was sent here to help destroy the evil. If a Diplomacy check (DC 20) is made or a PC has connections with this NPC or organization, he can learn that he also wants to see if there is any useful magic for his organization. If the PCs learn this, Sir Duoud asks them to come to him first with the items.
- If asked whether this relates to Baron Jharmok Redlee Neheli’s son, he responds that he sees no connection, but that there may be something discovered inside.
- He can provide this piece of information about the temple: “The way is paved with secrets. Only those closest to the whispered truth will be protected when the lock is opened”. He is unsure what this truly means.

Malt Jhaveri, priest of St. Cuthbert from Gran March: Male human (Suel) Ex-Bbn2/Clr7; see Appendix One: NPCs.

In addition to the information in Appendix One, Malt can provide this piece of information about the temple that St. Cuthbert has shown him: “Evil begets evil. The one path leads nowhere. Surrendering to the darkness drowns out the light.” His only thought on this is that the path through the temple requires a sacrifice to the Whispered One, which he is unsure the affect. He believes it may require an atonement. He gives the PCs a *wand of detect secret doors* for their use.

Harald Thane, priest of St. Cuthbert from Principality of Ulek: Male human (Oeridian) Clr6; see Appendix One: NPCs.

In addition to the information in Appendix One, Harald can share this piece of information about the temple that St. Cuthbert has given him: “A forceful hand will not always lead the way”. If the PCs agree to do what they can, he provides them with two divine *scrolls of freedom of movement*.

Laslo Novakha, priest of Heironeous from Bissel: Male human (Oeridian) Clr10; see Appendix One: NPCs.

In addition to the information in Appendix One, Laslo can provide this piece of information about the temple that Heironeous has provided him: “The Hands of Pain are hidden within the heart of the silence and can be gained only through sacrifice”. He believes this to mean that the relic is hidden and requires a good ability to find things and that it takes something personal to get to their location. If the PCs agree to retrieve this relic for him, he will provide an *elixir of vision* (*Dungeon Master’s Guide* pg 256) for their use. He also has 6 others available for purchase.

Alex Quincannon, priest of Trithereon from Yeomanry: Male human (Oeridian) Clr11; see Appendix One: NPCs.

In addition to the information in Appendix One, Alex can give the following information:

- He was instrumental in getting the daily group meetings of all the priests and also for having the group vote on decisions that are to be made.
- He can provide this piece of information about the temple: “Yes, there is great evil in this temple, but I also sense something is crying out for freedom from within. Trithereon has

told me that freedom will bring both good and evil, but it will do more good than bad. Keep that in mind as you enter the site." He provides the PCs two divine *scrolls of tongues*.

Veldrina Oakenheart, druidess of the Old Faith from Geoff: Female human (Flan) Drd11; see Appendix One: NPCs.

In addition to the information in Appendix One, Veldrina can provide this piece of information about the temple that she has received while communing with nature: "The swamp lies within and without". She believes some of the temple is still flooded with water and will provide the PCs with 4 *scrolls of water breathing* for their use.

Lieutenant Tomas Guilder: Male human (Oeridian) Rog3/Wiz3; see Appendix One: NPCs.

In addition to the information in Appendix One, the Lieutenant can give the following information:

- He came to the camp with Captain Vandris.
- The goal is to find a means to the temple's destruction.
- He can be convinced to allow Darden into the camp (Diplomacy check DC 15 + APL).
- His assignment is to quell any rough arguments between the factions.
- He is prejudiced toward half-orcs and does not trust Torok

Torok, work-gang member: Male half-orc Ftr5; see Appendix One: NPCs.

In addition to the information in Appendix One, Torok can give the following information:

- He was here during the draining of the swamp. He knows of many attacks by Flan barbarians and bullywugs. Most other creatures stayed away.
- If asked, he can expound on how Captain Nicoli Jinx was a good man and gave him a second chance. Otherwise, Torok may have been dead by now. He hopes Jinx is not in trouble.
- He does not like Lt. Guilder because he is always so arrogant and ordering him around doing menial labor.
- The rest of the work-gangers were sent away when the draining was complete, but Captain Jinx kept him on, needing "my expertise in

combat and he was helping me learn proper military way".

Helmiphius the Bargainer, priest of Zilchus: Male human (Oeridian) Clr13; see Appendix One: NPCs.

In addition to the information in Appendix One, Helmiphius can give the following information:

- Fhar'anod is a temple to Vecna.
- Darden Lithonich can give any history known of it to you. He knows Darden isn't allowed in because he would add to the diplomatic headache of Captain Vandris.
- If the PCs obtain the curse, Helmiphius would be happy to remove it for a mere 100gp. He has done it for several people before.
- Helmiphius is here because his deity told him to be here. He has been here since the last group of adventurers talked Captain Nicoli Jinx into letting him come into camp.
- Helmiphius doesn't think anything should be taken out – only destroyed. He doubts that the PCs would have the power to do that, though.
- He can perform other castings (no aligned spells) for cost.

Darden Lithonich, bard and historian: Male human (Oeridian) Brd8/Lor3; see Appendix One: NPCs.

In addition to the information in Appendix One, Darden can give the following information:

- He knows some details about the temple: its name, the curse, the reason for its disappearance (see Appendix One: NPCs and also the Background section).
- He wants entry to the camp so as to gather more detailed information for his books.
- He will sell the PC a copy of his book: *Secret Revealed*.

Encounter Two: Fhar'anod Level One

Fhar'anod is an ancient site of power dedicated to Vecna. The temple is highly magical and evil. *Detect magic* yields an overwhelming abjuration response and drown out any other magical auras. *Detect evil* also yields an overwhelming response

and stuns the observer. It has the following protections and effects:

- Permanent *unhallow* spell (this effect cannot be neutralized, but can be dispelled for 1d4 rounds over an area).
- Permanent *desecrate* spell (this effect can be neutralized in an area with a *consecrate* spell).
- ~~Permanent special *silence* spell (this effect does not affect worshippers of Vecna or those cursed with the "Mark of the Eye" curse).~~
- ~~Prevents detect magic externally.~~
- Prevents spells with sub schools of teleportation, scrying, and calling.
- Prevents spells requiring another deity/extra planar entity to aid the effect (such as *augury*, *divination*, *commune*, *commune with nature*, *contact other plane*, *miracle*, etc).
- Prevents extraplanar travel (such as *blink*, *plane shift*, *etherrealness*, etc).
- ~~Prevents wish from removing Vecna's magic.~~
- Protects against magic with sub school of summoning (requires a DC 20 caster check or the spell fails).

While the crystal is intact, Grumm is entombed in the temple walls, making the temple pseudo-living. In this state, it has the following protections and effects:

- All walls have DR 15/-.
- All walls have SR 27 42.
- All walls are treated like a creature so that incorporeal creatures cannot pass through and spells that effect "only objects" will not work.
- ~~Each time a wall is struck, the attacker is hit by a *trap the soul* spell if they are within 105 feet of the wall (DC 22 Will save or be sucked into the crystal).~~

Due to the above protections, the combat encounters are one EL higher than normally would be expected.

PCs that have the Mark of the Eye curse may have a harder time within the temple. They also will receive visions/voices depending on the room they enter (see Player Handout #2). These are considered "gifts" from Vecna. The visions are secrets about the temple being given in exchange for the sacrifice of the cursed. The purpose is to soften the resolve of the cursed and make them feel like they will get something for their loyalty to Vecna. Give the PCs these handouts when they enter the appropriate room.

The PC also hears a constant droning whisper that can be somewhat distracting. The cursed PCs are inflicted with a -2 Concentration penalty while within the temple, on top of the three normal penalties associated with the curse. These voices are a means of reinforcing the connection between the "chosen" ones and the Whispered One (see Player Handout #3).

Room 1. Temple Entrance

The entrance to the temple has been blocked by a *wall of thorns* to prevent anything else from escaping. When the PCs are ready to enter the temple, Veldrina removes the wall. As the PCs enter the temple, read the following to the appropriate PCs:

There is a slight coolness wafting up the stairs in intervals, as though the site itself were breathing its icy breath past you. Slime and algae still cover the walls and floor, especially toward the darkness that radiates from within.

(For PCs without the curse) ***Upon taking a step within the temple itself, you immediately notice the intense quiet all around. Even the few noises of the swamp just feet away cannot be heard.***

(For PCs with the curse) ***Upon entering the temple, the words being whispered to you change and become personal. They are not loud enough to overpower the other noises around you, but they do become distracting.***

(For PCs with a good aura): ***The deep chill of intense evil can be felt even as you take your first step within the temple confines. Even if the priests in the camp had not warned you, you would still know without a shadow of a doubt that you have stepped onto a powerful unholy site.***

PCs that are affected can make a Spellcraft check (DC 28) to realize that you have walked into permanent *desecrate* and *unhallow* spell effects. The stairs lead 10 feet down into the temple.

Room 2. Entry Room [15-ft by 15-ft / 15-ft high]

This room is fairly dark. Once the PCs can fully see, read the following:

Some mud and remnants of clothing, rope, leather, wood, and chain are strewn about the room. The walls in the room are scorched,

charred, and scarred where some sort of battle took place.

This dark room is a disaster after the recent attacks that occurred here and the water that flooded the area. It looks to have been primarily a coat room and check point where a couple of guards were stationed, but there are remnants of tables, chairs, coats, and other objects scattered around the room coated in mud.

There are two locked secret doors that can be found (DC 20 Search check and DC 20 Open Locks check).

Hidden Stone Doors: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 28.

Room 3. Hallway #1

This hallway connects the entry room to the Room of Sacrifice. There are locked secret doors at both ends (DC 20 Search check and DC 20 Open Locks check). The area in front of the entrance to the Room of Sacrifice is trapped.

Hidden Stone Doors: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 28.

Trap: The 5-foot area before the door that leads to the Room of Sacrifice has a magical trap on it.

APL 8 (EL 7)

Flame Strike Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save for half damage); Search DC 30; Disable Device DC 30. *Cost:* 22,750 gp, 1,820 XP.

APL 10 (EL 9)

Prismatic Spray Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

APL 12 (EL 11)

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. *Cost:* 124,000 gp, 7,920 XP.

APL 14 (EL 13)

2 Energy Drain Traps

~~**Empowered Incendiary Cloud Trap:** CR 12; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*empowered incendiary cloud*, 15th-level wizard, 4d6x1.5/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. *Cost:* 75,000 gp, 6,000 XP.~~

APL 16 (EL 15)

4 Energy Drain Traps

~~**Mass Hold Monster and Heightened, Maximized Fireball Trap:** CR 14; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass hold monster*, 17th-level wizard and heightened (6), maximized *fireball*, 11th-level wizard, DC 23 Will save for hold and then 60 points of damage, DC 19 Reflex save half damage if not held); Search DC 37; Disable Device DC 37. *Cost:* 99,000 gp, 7,920 XP. [Note: the CR of the trap with just the 2 spells is CR 12. Rather than add more spells, the Search and Disable Device were increased by 2 to modify the CR to 14.]~~

Room 4. Storage Room [10-ft by 15-ft / 15-ft high]

This room is completely dark. If the PCs can see, read the following:

This room contains stone shelves along one wall, and there is trash and old worthless crates, furniture, tools, useless remains of weapons and armor are strewn across the floor. Although this room once served as a store room, these remnants have suffered from the ravages or time.

Almost all of the things in this room are worthless. Perhaps centuries ago, the items may have provided some value. A Search check can uncover some items based on the check.

The possible items that can be found are:

- +1 *Astral driftmetal full plate* (Search check DC 15)
- Masterwork composite greatbow [+2 Str] (DC 20 Search check)
- +1 *Maul* (DC 25 Search check)

There are also two locked secret doors leading to this room: one to the Room of Sacrifice and one to the Entry Room (DC 20 Search check and DC 20 Open Locks check).

Hidden Stone Doors: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 28.

Room 5. Hallway #2

This hallway connects the storage room to the Room of Sacrifice. There are locked secret doors at both ends (DC 20 Search check and DC 20 Open Locks check). The area in front of the entrance to the Room of Sacrifice is trapped.

Hidden Stone Doors: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 28.

Trap: The 5-foot area before the door that leads to the Room of Sacrifice has a magical trap on it.

Same traps as Room 3.

APL 8 (EL 7)

~~— **Enervation Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; Atk +4 ranged touch; spell effect (*enervation*, 7th-level wizard); Search DC 29; Disable Device DC 29. Cost: 14,000 gp, 1,120 XP.~~

APL 10 (EL 9)

~~— **Waves of Exhaustion Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*waves of exhaustion*, 13th-level wizard); Search DC 32; Disable Device DC 32. Cost: 46,000 gp, 3,680 XP.~~

APL 12 (EL 11)

~~— **Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. Cost: 76,500 gp, 6,120 XP.~~

APL 14 (EL 13)

~~— **Advanced Weird Trap:** CR 12; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*weird*, 17th-level cleric, DC 23 Fortitude save negates); multiple targets (any creatures within 30 feet); Search DC 37; Disable Device DC 37. Cost: 115,500 gp, 9,240 XP. [Note: the CR of the trap with is CR 10. Rather than add more spells, the Search and Disable Device were increased by 2 to modify the CR to 12.]~~

APL 16 (EL 15)

~~— **Mind Fog and Chain Feeblemind Trap:** CR 14; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mind fog*, 15th-level wizard, and chained *feeblemind*, 15th-level wizard, DC 19 Will save negates the *mind fog* and DC 17 negates the *feeblemind*); multiple targets (any~~

~~creature within 30 feet); Search DC 35; Disable Device DC 35. Cost: 97,500 gp, 7,800 XP. [Note: the CR of the trap with just the 2 spells is CR 10. Rather than add more spells, the Search and Disable Device were increased by 4 to modify the CR to 14.]~~

Room 6. The Room of Sacrifice [60-ft by 60-ft / 80-ft high]

This room is the center of the first level of the temple. It is a 60-foot by 60-foot room with a height of 80 feet. A large Dais is just north of the center of the room. There are nine secret doors within this room: two on the south wall that lead to the entry and storage rooms, two on the east wall that lead to the dining hall, two on the west wall that lead to the bedchambers, and three on the north wall that lead to the experiment room and stairs.

The secret doors on the south, east, and west walls are all locked (Search check and DC 20 Open Locks check).

Hidden Stone Doors: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 28.

The doors on the north wall are harder to find and magically locked (DC 30 Search check). There are two *walls of force* blocking the inside of the door, preventing entry. These walls reset every round, if disintegrated, but get permanently removed when the lock is opened.

Hidden Stone Doors: 12 in. thick; hardness 8; hp 180; AC 5; Break DC 32.

When the first PC enter this room, read the following:

Once the first step is taken within the room, large braziers along the walls blaze with flame, lighting the entire room. The sight of this room easily marks it as the center of the temple. There are six huge pillars within the room that span its height. An extremely large dais with a throne upon it is slightly off center, toward the north. A balcony can be seen nearly 60 feet up against the north wall. There are no obvious exits other than the way you entered. Several frescos depicting different scenes can be seen along the center of each wall.

The northern wall shows an elderly one-armed man dressed in robes working at a forge creating some sort of object while a man in ancient ornate armor is kneeling beside the

forge in prayer. The sun and moons all seem to be present in the picture. There is a caption written in a strange language along the bottom of the fresco.

The eastern wall shows an ancient Flan man in the throes of some sort of ritual standing in the center of a set of stone arches. There are no heavenly bodies in the picture. There is a caption written in a strange language along the bottom of the fresco.

The southern wall shows a man in robes, watching and waiting expectantly with arms crossed, standing above and to the side of a pair of women. There are two women in the fresco. One lies on her lying on her back upon a table and appears to be pregnant. The second woman in the picture, dressed as a simple midwife, speaks to the pregnant woman. There is a caption written in a strange language along the bottom of the fresco.

The western wall shows a giant figure of a withered, old man in robes with arms outstretched standing behind an altar in the center of a great temple. There are many benches and alcoves for windows in the temple; all of the decorations within the temple seem to emphasize the robed man (small statues, carvings in the benches, windows, etc). There is a great key lying on the altar, and there are many figures prostrate before him. There is a caption written in a strange language along the bottom of the fresco.

The dais within the room is raised two feet off the floor with a stair positioned on both the north and south side of it. A massive throne, covered with greenish algae, is centered upon the dais. It is a simple carved throne of stone with a web motif etched into the stone. Closer examination of the throne reveals that the seat of the throne would be in the center of the web spiraling outward. There are carvings on the side of the dais in the same strange language as elsewhere within the temple.

The caption written below each of the frescos is in Flan and reads as follows for those who can read Flan:

(Northern fresco) The caption reads, "Know the secrets of metal to forge the tools for rulership."

(Eastern fresco) The caption reads, "Know the secrets of the stars to master your past."

(Southern fresco) The caption reads, "A powerful secret can make all things possible."

(Western fresco) The caption reads, "The secrets of portals are the most powerful of knowledge."

The writings along the dais include:

- There is great power in secrets.
- A hidden doorway often requires a hidden key.
- The symbol yields the key to the one of secrets or sacrifice.
- The symbol is power that is alive when others find that theirs have died.

The writings are meant to be cryptic, and the players are not expected to figure them out. Instead, allow the PCs an Intelligence check:

- DC 12 provides understanding that the PCs need to be on the dais and one of them needs to sacrifice secrets while sitting on the throne
- DC 15 provides understanding that they should all be on the dais when this is done or something bad will happen to those unprotected.
- DC 18 provides understanding that the one on the throne must make the sacrifice to Vecna willingly, requiring an atonement by the PC in some cases.

The throne has very little deterioration and is quite valuable if it could be removed intact. A Knowledge (history) check (DC 25) reveals this throne is not the real spider throne but an early work styled like what would eventually become Vecna's seat of power. Any non-worshipper of Vecna who stands upon the dais must make a Will save (DC 20) or acquire the Mark of the Eye curse instantaneously. The save must be made every minute he character stands upon it, unless he already has the curse. Any PC that sits in the throne and makes the sacrifice automatically receives the Mark of the Eye curse with the addendum, as he or she has willingly accepted Vecna's blessing.

This is one of the two keys that must be "activated" to to open the temple for further investigation. This lock resulted from the magic that the good worshippers of Ehlonna and Boccob used to lock away this evil some eight centuries ago. In order to "open the lock", a PC must sit in the throne and ask Vecna to "take a secret" from him or her in some form or fashion, which

permanently drains 1 point of Intelligence from the PC - this drain can be recovered by a *restoration* spell or similar magic and the PCs can pay Helmiphius outside to cast it if they need it. Any paladin that makes the sacrifice loses his or her abilities and must atone for his or her action (the GM is free to warn the PC that this act will cause this loss).

When the lock is opened, the following three things happen: access to the Experiment Room is available but the removal of the *walls of force*, several combatants fade into view, and a powerful magic “unmaking” spell (same effect as *Mordenkainen’s Disjunction*, except that it encompasses the entire room) occurs, affecting everyone except those on the dais. There should be several warnings about the fact that everyone should be on the dais. The GM should make every opportunity to give the PCs a chance to get on this dais as this effect isn’t meant to hurt the PCs.

When a PC opens the lock, read the following:

Magical energies pulse throughout the room in a wash of brilliant colors visible to the naked eye. While the magical energy flows, shadowy forms can be seen beginning to appear in various places around the room, while many others lay dormant upon the floor. There are six indistinct forms still standing. As the forms begin to coalesce, two of them take the form of strangely armored men standing over fallen figures on the ground. There is a plainly robed Flan appearing upon the dais and another robed figure near the north door dropping a scroll. Two insectoid-looking creatures stop taking bites from a poor soul on the floor to peer their soulless eyes upon you.

A Spellcraft check (DC 29) can determine that the magical energy has a disjunction effect. The party has one full round to act prior to the forms solidifying into the room (although both the PCs and the enemy can act within this round). They can cast spells and move about the room as they see fit, but they cannot affect the people who are appearing until they phase into the room at the end of the round from their temporal stasis. (A DC 29 Knowledge (arcane) check determines the temporal stasis and not being able to affect each other). The position and tactics of the various people are the same at each APL (suggestion is that the judge roll initiative normally but during the first round, the PCs and phasing figures can only affect themselves).

The Flan man that appears on the dais is Tamarak, the “Word of Vecna”. He is also the only one of the enemies that is not affected by the disjunction so his spells are active. He also cannot die by mortal hands, so if the PCs should drop him to 0 hit points or below, his body and clothing fades away. The other five standing figures are located on the north side of the dais, with the two armored warriors centered, the mystic theurge north just outside the eastern door, and the yuggoths east of the warriors. The scroll that fell at the mystic theurge’s feet was a used up *mass heal* spell for his allies.

APL 8 (EL 12)

Khaf Ryl: male Human (Flan) Ftr5/Tem2 (1); hp 63; see Appendix Two.

Lort Brihn: male Human (Flan) Rng1/Ftr4/Tem1/Blk1 (1); hp 62; see Appendix Two.

Jahf ap Torl: male Human (Flan) Clr3/Wiz3/MyT1 (1); hp 35; see Appendix Two.

Mezzoloth, Weakened (2); hp 65; see Appendix Two.

APL 10 (EL 14)

Khaf Ryl: male Human (Flan) Ftr5/Tem2/EIW2 (1); hp 81; see Appendix Three.

Lort Brihn: male Human (Flan) Rng1/Ftr4/Tem2/Blk2 (1); hp 80; see Appendix Three.

Jahf ap Torl: male Human (Flan) Clr3/Wiz3/MyT3 (1); hp 43; see Appendix Three.

Mezzoloth, Advanced (2); hp 110; see Appendix Three.

APL 12 (EL 16)

Khaf Ryl: male Human (Flan) Ftr5/Tem2/EIW4 (1); hp 99; see Appendix Four.

Lort Brihn: male Human (Flan) Rng1/Ftr4/Tem3/Blk3 (1); hp 98; see Appendix Four.

Jahf ap Torl: male Human (Flan) Clr3/Wiz3/MyT5 (1); hp 50; see Appendix Four.

Mezzoloth, Advanced (2); hp 168; see Appendix Four.

APL 14 (EL 18)

Khaf Ryl: male Human (Flan)
Ftr5/Tem2/EIW5/EWM1 (1); hp 114; see Appendix Five.

Lort Brihn: male Human (Flan)
Rng1/Ftr4/Tem3/Blk5 (1); hp 116; see Appendix Five.

Jahf ap Torl: male Human (Flan)
Clr3/Wiz3/MyT7 (1); hp 58; see Appendix Five.

Mezzoloth, Advanced (2); hp 240; see Appendix Five.

APL 16 (EL 20)

Khaf Ryl: male Human (Flan)
Ftr5/Tem2/EIW5/EWM3 (1); hp 129; see Appendix Six.

Lort Brihn: male Human (Flan)
Rng2/Ftr4/Tem4/Blk5 (1); hp 143; see Appendix Six.

Jahf ap Torl: male Human (Flan)
Clr3/Wiz3/MyT9 (1); hp 65; see Appendix Six.

Mezzoloth, Advanced (2); hp 288; see Appendix Six.

Tactics: The first round, the enemy uses magic to help themselves. The elemental warrior uses his weapon special ability (if he has it). The blackguard casts a spell on his weapon. The yuggoloths either uses a spell-like ability or moves, and the mystic theurge benefits all four of them. Note that the temple's prevention of extraplanar travel also prevents the removal of the yugoloths in the room by PC magic (such as *holy word*).

Tamarak is special in that his goal is to leave. He is the only enemy that realizes what has happened to them (he just doesn't know how much time has passed). Realizing what has happened, he simply leaves by casting *word of recall* (Tamarak can ignore the protective magic of the temple). At this point, he is gone from play. Tamarak is not intended to be the primary enemy of this adventure.

Stairs to the Top

These stairs are behind a secret door north of the Spider Throne (DC 30 Search check to find this door). These stairs lead up to the balcony above, where there is a secret door to reach the top of the temple (although the PCs cannot use it). The upper level is where sacrifices were once held.

(NOTE: The top is the location where *Shades of the Past* took place.)

If the PCs climb the stairs, read the following:

These spiral steps seem like they continue forever, but it is actually only 60 feet. They lead up to the balcony above the room you just came from.

The Balcony [10-ft by 20-ft]

From the balcony you can see the entire room. You notice metal rungs along the outer edge where it appears you could tether rope in case of falling. There is nothing else special about this area.

The balcony that overhangs the Room of Sacrifice is 20 feet from the ceiling of the room. The stairs appear to end here. The PCs do not know it, but a correct pass phrase opens a separate staircase leading to the top of the temple, where sacrifices were made in Vecna's name long ago (and recently).

Room 7. Dining Hall [20-ft by 50-ft / 20-ft high]

Once the secret doors are opened and the PCs decide to go in, read the following:

A set of stairs lead up into a large room. Flickering light can be seen from the room above. As you climb the stairs and enter the room, you see an enormous green stone table in the flickering light of what looks like glowing metal rods. Everything except the table has been destroyed. You barely catch the sight of carvings worked into the table when the shadows of movement catch your eye.

The stairs only go five feet up and lead into the dining hall. Eventually, the PCs can find the physical remnants of the three priests that were transformed into wraiths; all their belongings deteriorated. Long ago, when the imprisonment occurred, there were six priests that were trapped in the dining hall. After they learned they could not escape, they sacrificed themselves to Vecna desiring revenge. Vecna partially gave them what they sought, giving them eternal life in the form of wraiths and wights, but still trapped.

Once the PCs have disposed of the undead, they will discover whatever belongings the priests had are now destroyed. The carving in the jade table is an intricate symbol of an eye. The stonework is

stained a dark reddish brown where the carving was made.

APL 8 (EL 11)

Wraiths (3); hp 45 each; see *Monster Manual* pg 258.

Wights, Spell-stitched Advanced (3); hp 72 each; see Appendix Two.

APL 10 (EL 13)

Wraiths, Evolved Advanced (3); hp 81 each; see Appendix Three.

Wight Mnk1/Clr3 (3); hp 36 each; see Appendix Three.

APL 12 (EL 15)

Wraiths, Twice-Evolved Advanced (3); hp 117 each; see Appendix Four.

Wight Mnk1/Clr5 (3); hp 54 each; see Appendix Four.

APL 14 (EL 17)

Dread Wraiths (3); hp 144 each; see *Monster Manual* pg 258.

Wight Mnk1/Clr6/SaF1 (3); hp 72 each; see Appendix Five.

APL 16 (EL 19)

Dread Wraiths, Advanced (3); hp 216 each; see Appendix Six.

Wight Mnk1/Clr6/SaF3 (3); hp 90 each; see Appendix Six.

Tactics: The wraiths are still within the room, long given up on trying to go through the walls of the temple. Instead, they use the table for some cover as they attack the PCs.

Note to GM: Remember the *unhallow* and *desecrate* effects if the party attempts to turn these creatures.

Room 8. Bedchamber Hallway

Stairs lead down to this hallway, and a foot of murky water is still settled on the floor. There are no doors visible off this hall leaving the hallway's purpose in mystery.

All the bedchambers off this room are behind secret doors. The water makes the floor slick. Characters walking in this hall must do so at half movement rate or risk falling (Reflex save DC 17 or fall and move no farther). The secret doors are

all stuck, requiring a DC 15 Strength check to open them.

Hidden Stone Doors: 6 in. thick; hardness 8; hp 90; AC 5; Break DC 28.

Room 9. Guest Rooms [10-ft by 15-ft / 10-ft high]

There are four rooms set up for guests. Two of them have one bed each, which were for important guests, while the other two are set up in a dormitory fashion, for visiting warriors and such.

(The dormitory room) *Little remains of this bedchamber as the water and time have destroyed what could have been valuable. A quick glance can determine that this room contained multiple inhabitants with sparse belongings.*

(The single bed room) *Little remains of this bedchamber as the water and time have destroyed what could have been valuable. A quick glance can determine that this room was reserved for usually one inhabitant, even though the bed could have been large enough for an ogre.*

If the PCs decide to search the rooms, they can find some broken trinkets and furniture trappings that still have value (these would be gem stones from a goblet or gold filings from furniture for example). They are not worth a lot [value = (PC Search check – 15) * 5 gp]; hence a Search check of 20 would find 25 gp worth of retrievable items. The maximum value of trinkets is 100 gp per room.

Room 10. Lesser Priest Rooms [10-ft by 10-ft / 10-ft high]

There are six rooms set up for acolytes. Each contain the remains of two beds, trunks and desks.

Little remains of this bedchamber as the water and time have destroyed what could have been valuable. A quick glance can determine that this room was reserved for usually two inhabitants, most likely acolytes with few belongings.

If the PCs decide to search the rooms, they can find some broken trinkets and furniture trappings that still have value (these would be gem stones from a goblet or gold filings from furniture for example). They are not worth a lot [value = (PC Search check – 15) * 5 gp]; hence a Search check

of 20 would find 25 gp worth of retrievable items. The maximum value of trinkets is 75 gp per room.

Room 11. Experiment Room [20-ft by 50-ft / 30-ft high]

The secret doors to this room are more difficult to find than others within the temple (DC 30 Search check) and are magically locked until the “imprisonment” lock has been opened (these are actually two walls of force that reset every round).

There are also two inoperable mechanical traps directly on the inside of the door. They can still be found and used to instill a little fear in the PCs (DC 20 Search check to find the crushing walls traps). If they do not find the trap, the PC steps on a pressure plate and hears a crack (but nothing else happens).

Hidden Stone Doors: 12 in. thick; hardness 8; hp 180; AC 5; Break DC 32, Search DC 30.

Trap: The 5-foot area before either door that leads to the Experiment has a magical trap on it.

APL 8 (EL 8)

Acid Fog Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

APL 10 (EL 10)

Mass Inflict Critical Wounds Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*mass inflict critical wounds*, 15th-level cleric, 4d8+15, DC 22 Will save for half); multiple targets (any creature within 30 feet); Search DC 33; Disable Device DC 33. Cost: 60,000 gp, 4,800 XP.

APL 12 (EL 12)

Energy Drain and Blasphemy Trap: CR 11; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, and *blasphemy*, 13th-level cleric, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates for energy drain, plus special effect from blasphemy); multiple targets for blasphemy only (any creature within 40 feet); Search DC 34; Disable Device DC 34. Cost: 124,000 gp, 7,920 XP.

APL 14 (EL 14)

2 Energy Drain traps and 2 Mass Inflict Serious Wounds traps.

~~**Multiple Empowered Mass Inflict Critical Wounds Trap:** CR 13; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*2 mass inflict critical wounds*, 15th-level cleric, (4d8+15)*1.5, DC 22 Will save for half for each one); multiple targets (any creature within 30 feet); Search DC 33; Disable Device DC 33. Cost: 33,000 gp, 2,640 XP. [Note: this trap is really 2 empowered *mass inflict critical wounds* traps]~~

APL 16 (EL 16)

2 Energy Drain traps, 3 Mass Inflict Critical Wounds traps, and 2 Horrid Wilting traps.

~~**Advanced Chained Polymorph Any Object Trap:** CR 15; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*polymorph any object*, 15th-level wizard, DC 22 Fortitude save negates being turned into puppets for 3 hours); multiple targets (any creatures within 30 feet); Search DC 35; Disable Device DC 35. Cost: 115,500 gp, 9,240 XP. [Note: the CR of the trap with is CR 13. Rather than add more spells, the Search and Disable Device were increased by 2 to modify the CR to 15.]~~

Once inside, read the following:

This large room is well lit by a huge, glowing summoning circle near the center of the room. A large, earthen bowl filled with a clear liquid about two feet in diameter sits precariously balanced on large pile of fresh dirt. At each of the five points of the summoning circle is a candle, burned low until an inch of wax remains. Within the circle are two huge creatures; one of earth and one of water. They appear to observe your entrance.

On the left side of the room are tables and stools that were perhaps once set up like a workshop, where alchemy item creation skills may be honed. Broken glassware, metal tubes and sheets, and other odds and ends can be found scattered around. On the right side is a large, open area and a crumpled mat giving the appearance of a “practice” area to hone martial skills or perhaps a place to risk indulgences with the creatures that were summoned. In the middle, looking a bit out of place, is a large red, blue, and green crystal, the size of an ogre’s fist. Multicolored rays looking much like electricity extend from the crystal to the walls, floor, and ceiling in that area of the room, making it hard to maneuver.

On the back wall you can make out some writing etched into the stone wall, although it has been partially removed.

(For PCs that can read the ancient Flan) ***The writing reads "... seeker of power, rival the master's word and the secret ..."***

This room is where acolytes trained on summoning, creating magic items, and some practiced martial talents. It was also used as a trial area for students to obtain a higher station within the temple. The crystal is a set of crystals and gems fused together that was used as a material component in some ritual. The electrical rays can be avoided, but if touched, the PC is affected by the *trap the soul* effect in the walls (DC 22 Will save or be sucked into the crystal body and all). The crystal can be physically destroyed but there is a magical trap on it and it should be dealt with as part of the bonus section of the adventure (the GM should interrupt the PCs with the sending below if they spend too much time with the crystal at this point).

The summoning circle is still active from the time that the temple was assaulted. Two elementals still remain bound to their summoning circles after all this time. They desperately desire to be freed, but they are wary whether the PCs are Vecnites or not. The PCs can speak with the elementals if they wish.

The PCs can deal with the elementals in any method they choose. Should they interact with them, details are laid out below:

APL 8-16 (EL 11)

Greater Earth Elemental (1); hp 199; see *Monster Manual* pg 99.

Greater Water Elemental (1); hp 199; see *Monster Manual* pg 100.

Note: This is an untiered encounter since the elementals do not attack the PCs directly but are trying to escape the temple. The elementals do defend themselves if attacked.

Both elementals desire to be free, but they also have a deep hatred toward Flan and Vecnites because of their imprisonment. Once they determine the PCs are "looters", or if the PCs talk to them, the elementals attempt to obtain their freedom. Once free, the earth elemental will attempt to destroy the crystal (if it is still there) to free Grumm and the water elemental simply wants to leave. They both have useful information that PCs can gather from them through successful

Diplomacy checks (modifiers for assists are allowed, but the PCs receive a -1 cumulative penalty for each PC inflicted with the curse):

- DC 15: Convince the elementals they are not Vecnites. This changes the elementals' attitudes from unfriendly to indifferent. The elementals can tell the PCs they were summoned to the temple long ago but before they were told what to do, the people vanished. They both want to return home. This contact also applies toward the Elemental Savant prestige class requirement.
- DC 20: The earth elemental can tell the PCs that the priests imprisoned the great elemental duke Grumm and he is still bound to the temple through the crystal. He also knows the temple cannot be destroyed until Grumm is freed. The water elemental knows about the way into the second level of the temple. It can relay that the humans speak a funny language, give hand motions and use a small stone. Both the elementals can tell the PCs that the crystal is trapped.
- DC 25: The elementals can be convinced to provide some assistance to the PCs. The earth elemental can tell the PCs that there are areas on the second level that are not connected to earth. The water elemental can tell the PCs that the second level is flooded except for one room. The elementals also tell the PCs that they can be contacted on their own plane and they can give them training toward a warrior of the elements (grants access to the Elemental Warrior prestige class for a cost of 4 TU spent on the elemental plane of earth or water).
- DC 40: This changes the elementals' attitudes to friendly. The water elemental will agree to lower the water of the second floor so that it has only 3 feet of water on the base level, and the earth elemental will help destroy the temple in six days time.

If the PCs decide to attack the elementals or banish them, they automatically receive a free surprise round. They also cannot gain the Boon of the Elementals favor.

PCs can search the room and can possibly find three somewhat useful items: a planar fork to the elemental plane of earth (DC 24 Search check), a planar fork to the elemental plane of water (DC 26 Search check), and partial notes on the binding ritual (DC 15 Search check). The notes are

mostly useless now due to water damage, but a DC 20 Decipher Script check can determine that a ritual was used to bind the evil elemental duke, Grumm, to the temple to protect it from destruction, and that the crystal in the room currently powers it and will explode if it is not disabled properly. Also, a DC 22 Search check reveals a trap door in the floor on the back right of the room. However, the trap door is magically locked (DC 50 Open Locks check). There are three things needed to open this door: a key, a word, and hand motions. The key is a small stone resembling an “eye” (this stone is currently in the possession of Darden Lithonich), the word is “secret” and must be spoken in Flan (if no one knows Flan, a PC with the *tongues* spell active will work), and the motions are the shaping of an eye from top to bottom. PCs can make an Intelligence check to determine the relationship between the writing on the wall and the word that is needed:

- DC 10 reveals the writing has something to do with the door.
- DC 15 reveals that a password must be spoken to open the door.
- DC 20 reveals the word to be “secret”.

Interrupt Note: At some point in this room, the PCs should receive a sending that alerts them that the camp is being attacked. This should definitely occur before the crystal is destroyed. The GM is free to read the following at some point to one of the PCs (either aloud or aside):

A voice that sounds a lot like Lieutenant Guilder inside your head disrupts everything else that you’re doing. “The camp is under attack. Bullywugs. Animals. Overwhelming numbers. Need help.”

Once the PCs have been alerted of the camp attack, the GM should keep track of time passed. To make it simple, just keep track of the number of rounds the Flan thief attack and Bullywug attack take.

Bonus Round Information

If the PCs decide to accept the Captain’s offer to figure out how to destroy the crystal and explore the rest of the temple, then the following information is pertinent.

The crystal within this room is what binds Grumm to the temple. It also contains a couple dozen souls that were sucked inside. It is magically trapped to kill anyone that shatters it.

Crystal Component: 8 in. thick; hardness 1; hp 10; AC 5; Break DC 24.

Trap: The crystal itself is trapped with a special magical trap. Because the crystal is wrapped in the “red electricity” (the *trap the soul* spell), any creature trying to destroy the crystal unarmed must first succeed against the *trap the soul* spell. The trap automatically does damage to the weapon that hits the crystal, dealing 12d10 points of force damage to the weapon (or creature if unarmed attack is used), no save. If a weapon is used and it takes enough damage to be destroyed, it too explodes, creating the magical trap below that could damage the PCs (the description is that of the weapon exploding in a burst of force).

APL 8 (EL 10)

Magical Force Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*limited wish*, 12th-level wizard, 5d10 magical force in a 30-ft radius, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32. *Cost:* 33,000 gp, 2,640 XP.

APL 10 (EL 12)

Magical Force Trap: CR 11; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*limited wish*, 16th-level wizard, 7d10 magical force in a 30-ft radius, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32. *Cost:* 33,000 gp, 2,640 XP.

APL 12 (EL 14)

Magical Force Trap: CR 13; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*limited wish*, 20th-level wizard, 10d10 magical force in a 30-ft radius, DC 20 Reflex save half damage); Search DC 32; Disable Device DC 32. *Cost:* 33,000 gp, 2,640 XP.

APL 14 (EL 16)

Magical Force Trap: CR 15; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wish*, 20th-level wizard, 10d10 magical force in a 30-ft radius, DC 23 Reflex save half damage); Search DC 36; Disable Device DC 36. *Cost:* 33,000 gp, 2,640 XP. [Note: the CR of the trap with is CR 13. Rather than add more spells, the spell used was changed and the Search and Disable Device were increased by 2 to modify the CR to 15.]

APL 16 (EL 18)

Magical Force Trap: CR 17; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wish*, 20th-level wizard, 11d10 magical force in a 30-ft radius, DC 25 Reflex save half damage); Search DC 36; Disable Device DC 36. Cost: 33,000 gp, 2,640 XP. [Note: the CR of the trap with is CR 13. Rather than add more spells, the spell used was changed, the save DC, Search and Disable Device were increased by 2 to modify the CR to 17.]

Once the crystal is destroyed, all souls trapped within are released outside the temple. Grumm leaves to his own plane, although the encampment sees the immense earth elemental. All the effects on the temple walls are now gone (the DR, SR, etc.).

If the PCs open the trap door, read the following:

An immense groan echoes through the room as though the temple were awakening from a long slumber. The room rumbles with a low roar. The floor at the trap door drops away step by step, revealing a black, water-filled staircase. It looks like some kind of watery tomb.

If the summoning circle is still intact, read the following (as well as the box text for breaking the circle):

The liquid in the bowl ripples, and some grains of earth tumble down the pile. The bowl shifts ever so slightly, and a few drops of water fall to the fresh dirt and soaks in.

Encounter Three: The Enemy Within

Shortly after the PCs entered Fhar'anod, a small band of indigenous Flan followed them in while invisible. Their goal is to wait until the PCs uncover some Vecna artifacts and then attempt to take those items away. The Flan lay in wait in the Entry Room but one keeps a watch in the hall. The Flan ambush the PCs in the Entry Room when they exit. It is possible that the PCs could find out about the Flan and prevent an ambush, so it is up to the GM to determine the appropriate actions.

APL 8 (EL 11)

Flan Thieves: male Human Rog2/Ftr2 (4); hp 30 each; see Appendix Two.

Flan Sorcerer: male Human Sor8 (1); hp 38; see Appendix Two.

APL 10 (EL 13)

Flan Thieves: male Human Rog4/Ftr2 (4); hp 42 each; see Appendix Three.

Flan Sorcerer: male Human Sor10 (1); hp 45; see Appendix Three.

APL 12 (EL 15)

Flan Thieves: male Human Rog4/Ftr4 (4); hp 60 each; see Appendix Four.

Flan Sorcerer: male Human Sor12 (1); hp 53; see Appendix Four.

APL 14 (EL 17)

Flan Thieves: male Human Rog6/Ftr4 (4); hp 72 each; see Appendix Five.

Flan Sorcerer: male Human Sor14 (1); hp 60; see Appendix Five.

APL 16 (EL 19)

Flan Thieves: male Human Rog8/Ftr4 (4); hp 81 each; see Appendix Six.

Flan Sorcerer: male Human Sor16 (1); hp 68; see Appendix Six.

Tactics: The Flan thieves are here to steal things from the temple at the PCs expense. They do not care if the PCs live or die, but they will either flee or surrender if they are losing badly (determine if fleeing is even an option). If they flee and the bullywugs are attacking, the bullywugs or their summoned creatures will kill them. A couple of the Flan thieves keep watch for the PCs. If the Flan have enough lead time, the sorcerer buffs them further. At higher APLs, the sorcerer casts *greater invisibility* on himself and also *acid fog* within the room since they have *resist energy*.

Note: The GM needs to keep track of the number of rounds that pass during this combat.

History: The Flan thieves are members of Clan Otter in the Rushmoors and are Vecnites. They wish to retrieve any items of power here so they will grow strong with power. Their goal is to bring back the full power of Vecna.

Encounter Four: Bullywug Blindside

After the PCs leave the temple, read the following:

You walk out into utter chaos. Almost the entire camp is in conflict with what appears to be hundreds of frogmen with a murderous gleam in their eyes. It is also hard to miss the various animals, such as crocodiles and wolverines, which are appearing out of nowhere. The entire encampment looks to be surrounded, with the soldiers forming a circle around one of the larger shacks in the center. After a brief respite, some of the bullywugs notice your entrance and attack.

As the PCs exit the temple, they discover a huge fight occurring. The soldiers have formed a circle around the hut to protect the visiting dignitaries, although they support the fight the best they can. The bullywug savant Xigglub is leading his tribe into an assault on the humans in a final effort to take over the temple site, thinking that the humans are trying to destroy it. The PCs will be attacked, and once that fight is done, it is assumed they continue to help until the bullywugs retreat (the GM is free to embellish the battle as much as he wants).

APL 8 (EL 11)

Bullywug Bbn8 (1); hp 102; see Appendix Two.

Bullywug War6 (3); hp 54 each; see Appendix Two.

APL 10 (EL 13)

Bullywug Bbn10 (1); hp 128; see Appendix Three.

Bullywug War8 (3); hp 72 each; see Appendix Three.

APL 12 (EL 15)

Bullywug Bbn12 (1); hp 153; see Appendix Four.

Bullywug War10 (3); hp 90 each; see Appendix Four.

APL 14 (EL 17)

Bullywug Bbn12 (1); hp 153; see Appendix Five.

Bullywug War10 (3); hp 90 each; see Appendix Five.

Xigglub: Bullywug Savant Sor13 (1); hp 107; see Appendix Five.

APL 16 (EL 19)

Bullywug Bbn14 (1); hp 179; see Appendix Six.

Bullywug War12 (3); hp 108 each; see Appendix Six.

Xigglub: Bullywug Savant Sor15 (1); hp 121; see Appendix Six.

Tactics: The other bullywugs will give their life to protect the savant. They are cruel and fight to the death. At high APLs, the bullywug savant is the leader and stays near the back invisible. The savant has some spells precast, and the bullywugs attack with *haste* precast. The savant flees if all the other bullywugs die and it looks poor for him.

Once the savant dies, the rest of the bullywugs begin to flee. It takes a total of 20 rounds for word to spread among them all.

Note: The GM needs to keep track of the number of rounds that pass during this combat.

Encounter Five: Aftermath

Once the battle with the bullywugs end, read the following with the bullywug retreat:

With your help, the combined forces of the various factions have driven the bullywug swarm back into the depths of the Rushmoors. It did not come without a cost, as you see the many injured and dead around you.

The PCs can determine if any of the dignitaries died. Add up the length of time spent with the two fights (Encounters Three and Four). After every eighth round of combat that the PCs fight with their small group, a dignitary dies.

The order of the dignitaries deaths are as follows: Laslo Novakha, Alex Quincannon, Malt Jhaveri, Harald Thane, Sir Duoud Neheli, and Veldrina Oakenheart. Captain Vandris will try to set about restoring order to the camp, including healing the injured and assessing the dead. Then he will find out what the PCs learned. All this will most likely take the rest of the day. After it is revealed, then the Captain will respond in one of the following ways.

If the PCs failed to discover any information on how to destroy the temple or any way deeper into the temple, read the following:

With a heavy sigh, Captain Vandris says "It's a shame that there were no clues that could be

found on how to destroy this evil site. I will have to send word back on these results and await further instructions. Thank you for your help in this. Even though your services are no longer needed, perhaps we will meet again." The Captain salutes and leaves to meet with the six dignitaries. It appears you are free to leave at any time.

Since the PCs failed to learn anything, their services are no longer required. Go to the Conclusion with failure.

If the PCs found out some information, then read the following:

The Captain appears quite pleased by what he has heard. "Your story is good news indeed! The means to this unholy site's destruction is at hand. Perhaps you would be interested in staying around and aiding in its destruction?"

In game terms, the Captain's offer requires the PCs spending 1 TU more (2 TU if out of metaregion). If the PCs reject the Captain's offer, then go to the Conclusion with success but no bonus. If the PCs accept the Captain's offer, then read the following (this may need to be adjusted if the PCs helped get Darden entrance to the camp):

The Captain looks at you, "I'm glad you have decided to help. First, I'd like you to look in on Darden, the bard that was hanging out near the camp. Hopefully the bullywugs did not get him. He may have some idea about how to enter further into the site. After which I'd like you to investigate the temple further to verify all the evil is destroyed. This may take some time, but it will be worth it."

If the PCs go to check on Darden, Darden is hiding in a tree but is uninjured. He has the stone eye (the key to the second level entrance) but will only give it to the PCs if he is allowed to examine the temple itself. The Captain gives this permission, since he is more assured of the temple's destruction.

The PCs also have the opportunity to talk to any of the NPCs again.

Encounter Six: Fhar'anod Level Two

The second level of Fhar'anod has the same magical protection as mentioned in Encounter Two. The only difference may be that the walls

can now be destroyed normally if the crystal was destroyed.

The entire level is completely underwater. The PCs could have gotten aid to help deal with the hindrances of water from some of the NPCs in Encounter One, the water elemental in the Experiment Room, or their own magics, so that will need to be taken into consideration with the descriptions. If the level is still flooded, consider the level an Aquatic Terrain as per pages 92-93 of the *Dungeon Master's Guide* (murky nonflowing water).

Room 12. Room of Solitude [25-ft by 45-ft / 30-ft high]

The stairs lead directly into the corner of a long room. Leather mats are discarded around the area.

This room was once used for meditation. All the mats have suffered from decay and there is nothing of value in this room.

Hidden Stone Doors: 12 in. thick; hardness 8; hp 180; AC 5; Break DC 32, Search DC 30.

Room 13. Hallway

The main hallway connects the Room of Solitude to the priest chambers, the room of stars, the library alcove, and the archway to the room of portals. The entrance to the vault exterior is also well hidden (DC 35 Search check to find). The ends of two of the hallways have collapsed long ago. Attempting to follow those routes simply leads to the part of the temple that was collapsed in the battle several centuries ago, with nothing useful being found.

Hidden Stone Doors: 12 in. thick; hardness 8; hp 180; AC 5; Break DC 32, Search DC 30.

Hidden Stone Door - Vault: 12 in. thick; hardness 8; hp 180; AC 5; Break DC 32, Search DC 35.

Room 14. Priest Chambers [10-ft by 15-ft / 10-ft high]

Two rooms that survived the collapse centuries ago are set up for high priests. These rooms have the remains of ancient furniture and fine goods. The water has destroyed everything in here except for the gems and gold that was adorning some of the furniture.

Little remains of this bedchamber as the water and time have destroyed what could have been valuable. A quick glance can determine that this room was reserved for usually one inhabitant, and the room was definitely more opulent than others you have seen. There may still be some valuable items remaining with some fine searching.

If the PCs decide to search the rooms, they can find some broken trinkets and furniture trappings that still have value (these would be gem stones from a goblet or gold filings from furniture for example). They are not worth a lot [value = (PC Search check – 15) * 10 gp]; hence a Search check of 20 would find 50 gp worth of retrievable items. The maximum value of trinkets is 250 gp per room.

Room 15. Library Alcove [8-ft by 8-ft / 10-ft high]

Five steps lead down into an eight foot square alcove. Read the following when the PCs enter:

A foot of mud has settled in this relatively small room. There is a stone bench on the left wall, while a small stone pillar lies to the right. A waterlogged, muddy book, ruined beyond any use, sits in soggy pieces on this pillar. On the opposite side of the hallway entrance stands an archway with some glowing runes etched into the stone surface on the inner wall. Upon closer inspection, there are a total of eight runes, but only two are still glowing and one of those is very faint. On the other side of the archway is a short hall with stairs leading down. Upon closer inspection, it appears there is very little water on the other side of the archway.

A closer examination of the runes on the archway may reveal the following information about them:

- Knowledge (arcana) check (DC 20) reveals that four of the runes were of protection. All four of these do not glow and have cracks breaking the rune itself. DC (30 + spell level) Spellcraft check can reveal the various spells they were meant to duplicate (*symbol of insanity, symbol of death, imprisonment, implosion*). They were magical traps triggered by non-Vecnites and are no longer active.
- Two prevents passage from any non-creature not gas or carried by a living or undead creature. These runes are still active, but one is very faint.

- One protects the removal of any book attuned to the library. This rune is no longer active.
- One prevents the passage of extradimensional spaces. This rune is no longer active.

Beyond the archway is very little water, although some is trickling in from the bottom of the archway. The stairs beyond lead down to the library.

The PCs must walk down the stairs and around the passageway to reach the library. There is dried caked mud all over the floor of the hallway.

Room 16. The Library [30-ft by 80-ft / 40-ft high]

Once the PCs reach the library, read the following:

Looking upon this enormous room, you can imagine it was once a beautiful library with thousands of books. The two-story room stretches nearly 60 feet and at the end is a wide staircase that leads to the balconies that are the second floor. Six large flaming braziers hang from the ceiling by chains. They still flicker after all this time. There are smaller braziers attached to the walls around the room, but they no longer provide light, even though it appears that their flames are still going.

Unfortunately, something has happened to the room, but it is unclear what. An inch of mud covers the entire room, except the braziers. The free standing bookshelves have all been broken and can be found in pieces throughout the room. The built-in wall bookcases are at least partially intact, although their shelving has been torn out. Pieces of torn books can be found all over the place. It would take you a couple of human lifetimes to even try to put the various pieces together. There are some scorched areas on the walls as you glance around the room.

Originally, eight mud golems got into this room when the magic on the archway failed to keep them out. They rampaged the room over the centuries, leaving very little. Their magic was soon corrupted, and they began attacking each other over time. Now there is but one or two left. The last golem has books inside it that are still intact and that can be retrieved if destroyed.

The braziers are enchanted with a permanent image, and they hold a stone with a *continual light* spell. The large ones are still providing some light

because their source was quite large, while the smaller ones have burned out, but the image is still going.

APL 8 (EL 12)

Mud Golem (1); hp 135; see Appendix Two.

APL 10 (EL 14)

Mud Golem, Advanced (1); hp 188; see Appendix Three.

APL 12 (EL 16)

Mud Golem, Advanced (2); hp 188; see Appendix Four.

APL 14 (EL 18)

Mud Golem, Advanced (2); hp 255; see Appendix Five.

APL 16 (EL 20)

Mud Golem, Advanced (4); hp 255; see Appendix Six.

Tactics: The mud golem uses its breath weapon whenever it can and attempts to engulf a warrior as soon as possible and hold him until he or she is dead, especially since the engulfed person takes part of the damage done to the golem.

Once the golem is destroyed, mud falls to the floor, revealing a few books within the remains. There are six books still intact:

- Book about the elemental plane of earth (including how to make a planar fork) worth 250 gp. If the PC spends 2 TUs reading this book, he gains a +2 circumstance bonus to Knowledge (the planes) checks involving the elemental plane of earth. The character must keep this book in his or her possession to receive the bonus. The PC may also construct a planar fork to the elemental plane of earth for a cost of 250 gp.
- Book about the elemental plane of water (including how to make a planar fork) worth 250 gp. If the PC spends 2 TUs reading this book, he gains a +2 circumstance bonus to Knowledge (the planes) checks involving the elemental plane of water. The character must keep this book in his or her possession to receive the bonus. The PC may also construct a planar fork to the elemental plane of earth for a cost of 150 gp.
- Book written in Flan about astrology worth 400 gp. If the PC spends 2 TUs reading this book, he gains a +2 circumstance bonus to skill

checks involving the stars or night sky. The character must keep this book in his or her possession to receive the bonus.

- Journal written in Flan regarding the Room of Stars worth 200 gp. This book details some of the construction of the room, but with the damaged area of the book, it looks like the exact method to recreate the room is lost.
- *Boccob's Blessed Book*
- Spellbook of Rha... (4 – *arcane eye, burning blood, detect scrying, dimensional anchor, fear, fire shield, mass darkvision, unluck*)

If the PCs decide to search the floors, they can find trinkets such as rings, candlesticks, brooches, etc. They are not worth a lot [value = (PC Search check – 10) * 5 gp]; hence a Search check of 20 would find 25 gp worth of trinkets. The maximum value of trinkets is 100 gp per floor.

Room 17. Hall to the Vault

This short hallway is merely to prevent anxious intruders from finding the vault. Both secret doors require a Search check (DC 32) to find and an Open Locks check (DC 22) to open.

Room 18. The Vault [15-ft by 15-ft / 15-ft high]

When the secret door is opened, read the following:

Opening the secret door reveals a large room, wherein stands a 12-foot tall creature standing in the center of the room gazing at you. The foul, horned creature has scales along its grotesque body while flames appear to lick and caress its massive frame. It spreads its large, bat-like wings before folding them around its body like a cloak. The creature speaks in a gravelly, deep voice and appears to ready itself, as if preparing to cast a spell.

(For PCs that speak infernal) ***The fiend says, "Only those that know the Word may pass. Tell me the name or die."***

There used to be a guardian here, but it has long since died. Before it did so, it placed a *programmed illusion* of itself to frighten the weak-minded away. PCs can make a Knowledge (the planes) check (DC 28) to determine that the devil is a pit fiend. PCs can make a Spot check (DC 32) to just catch a glimpse of the skeletal remains of the real pit fiend. The PCs can make a Sense

Motive check (DC 28) to determine that the devil seems abnormal in the way it acts. If the PCs attack it or wait 5 rounds they can make a Will save (DC 24) (GM can adjudicate modifiers) to disbelieve the illusion. After 5 rounds, the illusion attacks the nearest creature, but it never leaves the room.

Programmed Image of a Pit Fiend: CR6

On the wall opposite the door is a two-foot square block of adamantine built into the wall. The block is extremely magical and evil. This block is the actual vault. On the face of the block is a glove-shaped imprint of the left hand with an oval depression in the middle of the palm. To enter the vault, a Vecnite must make a sacrifice to him. A small, medium, or large sized humanoid can place its left hand (and only left hand) in the impression; its bare flesh must touch it for it to work. Once the hand is touching it for one round, the metal becomes like molten metal (DC 20 Reflex save to avoid his or her hand sinking in) and the creature's hand sinks into the glove until its arm hits the oval depression (this is approximately 1 inch beyond the wrist) when the sinking stops. The creature no longer feels its hand, and in fact its hand is magically removed from its arm. The creature feels no pain from the loss of the hand as it has gifted Vecna, and he appreciates the gift. This unlocks the vault, and the creature that made the sacrifice is transported into the vault itself. Only one creature can be in the vault at a time.

A PC who gives up his or her hand to enter the vault can only have his or her hand restored with no cost by a *wish* or *miracle*. A *regenerate* will return the hand, but Vecna will curse the PC that spurned him by a permanent loss of 1 Con point (cannot be recovered other than through *wish* or *miracle*).

If the PCs decide to destroy the adamantine block, then the vault cannot be accessed.

Vault:

If a PC is transported inside the vault, read the following:

Your eyes blur for only a moment, but when you focus again, you realize you are in a different, smaller room, no larger than a closet. Instead of facing a stone wall, you face a completely metallic one; the only mark on it is the indentation of a glove with an oval depression. Inside the room are a bookcase, a large chest, and a weapon rack. With the bit of disarray on the bookcase, it looks like some

things were hastily removed. What catches your eye is a hand laying on its fingers on the middle shelf of the bookcase. Like a slap in the face, you realize that it is your hand!

The vault itself is no bigger than a closet, and there are still a few items the PC may take. Five items are the powerful items that the priests want.

In fact, they all are evil, so if a character tries to keep any of these items, he or she is converted to an evil alignment and becomes an NPC. The hand is indeed the PC's hand, now gifted as a magic item by Vecna. If the PC chooses to remove the hand from the vault, he or she can wear it, and it will take on the properties of a magical item, as described in the Special Items section. However, there are other consequences for taking the hand after making the sacrifice. For one, as long as the character possesses the hand, he cannot regenerate another hand using the *regenerate* spell. Secondly, the character is more susceptible to the will of Vecna and his servants. Any time the PC is faced with a servant of Vecna, he makes all Will saves against said servant's power at -4. If he is facing Vecna directly, this penalty is doubled to -8.

The PC may guess that he or she is inside the adamantine block, but he or she is really in a nondimensional space.

Items:

- *Tome of the Stilled Tongue* (relic of Vecna)
- *Gauntlets of the Blood-Lord* (relic of Hextor)
- *Cursed Staff of Woodland Pride* (druidic relic evilly cursed by Vecnites)
- *PC's Withered Hand* – magical hand (*Hand of Glory*)
- *Evil stone tablet* – hidden powerful magic requiring a Spellcraft check (DC 45) just to understand it. The tablet radiates evil.
- *Evil stone tablet* – hidden powerful magic requiring a Spellcraft check (DC 62) just to understand it. The tablet radiates evil.
- *Oracle Beads* (see Appendix 5)
- *Periapt of Wound Closure*
- *Trumpeter's Gift* (see Appendix 5)
- *Scabbard of Keen Edges*
- *Elixir of Fire Breath*
- *Brooch of Shielding*

- *Ring of Cold Resistance* (minor at APL 8 and 10, major at APL 12 and 14, greater at APL 16)

Room 19. Secret Hallway

This short secret hallway is more difficult to find than other doors (DC 30 Search check). In the center of this hallway is a secret entrance to the hall that leads to the Room of Portals.

Room 20. Archway to Room of Portals

When the PCs walk down the hall, read the following:

This short hall appears to lead to nowhere, except the stone wall at the ending has the carving of an archway in it. There are runes etched within the outline of the archway that appear to be more like pictograms.

The stone archway is actually the portal to the Room of Portals. Ancient Flan runes are scribed upon the archway itself (DC 20 Decipher Script check reveals it to be “Secret” which is the word that must be spoken to enter the room). If the current phrase is spoken, the stone between the archway fades to show the interior of the Room of Portals. The portal only remains open for 5 rounds before the stone returns.

Note: The room of portals is not truly on the other side of the wall but in an extradimensional location only reachable through the eight portals, so destroying the wall will not lead to it.

Room 21. Room of Portals [15-ft by 15-ft / 10-ft high]

The room of portals is an octagonal room with a similar archway carved into the stone of its 8 walls. The archway you just entered through eventually returns to its solid stone state. Besides the archway you just passed through, only one other archway has runes upon it.

The two archways that have runes is the one that leads back to the temple, and the one that reads “Seneshta”, that leads to some empty ruins in the Lortmils. This room was apparently used by the higher priests to travel to other important locations. This room is one method to escape the temple before it is crushed. If they choose to pass through the “Seneshta” portal (by speaking the word) they arrive in the Lortmils in some long

unused uninhabited ruins. The PCs can then travel back to the swamp.

Room 22. Hallway to Room of Stars

This appears to be a simple hallway that leads to the Room of Stars. However, the hall actually absorbs light, reducing the radius of light by 75%. This was done to keep the Room of Stars dark to see the stars.

Room 23. Room of Stars [25-ft by 25-ft / 30-ft high]

When the PCs open the secret door, read the following:

The expectation of seeing a normal stone room like the others is shattered when it appears the doorway leads to a hilltop at night. Closer inspection reveals that the room is about 25 square feet, but the illusionary sky makes it appear a lot bigger. A stone circle with a large 5-foot diameter font in the middle sits in the center of the room. With only a few moments having passed, you notice that the stars are twinkling and that the sky is a reflection of an actual astrological happening.

This room is meant to be one of the cornerstones to research astrological events associated with different regions of the Sheldomar Valley. The room can show any of the astrological events and times that are best suited for use in any particular rituals. Divinations are also more potent here, providing a +2 modifier to caster level for Divination spells (+10% for *divination*, *contact other plane* spells and the like), although Vecna overhears all. The knowledge about how to control and use the room’s magic has been lost to the ages.

The room has been set up for the last magical enchantments being performed here – enchanting armor with the Styptic special ability (see Appendix Eight). If a PC with an Intelligence of 10 or greater uses the Journal of the Room of Stars from the Library by skimming through it for ten minutes, he or she can determine that any PC can enhance any of his or her existing armor by placing it in the font, saying “endow my (armor) with your power”, and paying an appropriate tribute into the font (the tribute is equivalent to the magic item creation costs of improving the armor with the special ability except the experience cost is doubled – for example, adding styptic ability to

+1 leather armor costs the PC 1,500 gp and 240 xp). This is considered a tribute to Vecna, and clerics and paladins must atone for this action (but the PC is not removed from play).

Conclusion

Failure

If the PCs never found out any clues to the second level or how to destroy the temple, read the following:

This complete adventure feels like a bust. Was there something you missed? Could things have gone better? You are not sure but it is with a heavy heart that you leave. Hopefully, some great evil will not be released from this.

Success without Bonus Round

If the PCs did not chose the bonus round (exploring the second level of the temple and aiding in the temple's destruction), the Captain thanks the PCs for assisting against the Bullywugs when the camp was under attack. Read or paraphrase the following:

You say your farewells, but as you leave the site you can't help but wonder what lurks beneath the surface of the Rushmoors in the lower depths of this unholy place. What will the Word of Vecna do now that he is free again? What did Darden mean when he said that this trial has just begun? What will happen to those people still marked with the curse? There are too many questions for this to be the end...

Success with Bonus Round

If the PCs chose the bonus round (going through the second level of the temple and helping to destroy it) there are a couple of things for them. Depending on how they exited the temple, they may have to travel back to the encampment, where the Captain would wait for them due to divination results. If the PCs entered the vault and retrieved the various relics, then they have a decision to make on whom to give them to. Regardless of the path taken, any PC with the Mark of the Eye curse (that is not permanent) can have it removed by Helmiphius for a 100 gp cost per removal.

Once the PCs have finished the exploration of the temple and have returned to the camp, read or summarize the following to best suit the results:

With the crystal destroyed, the might and magic of the various people at the camp eventually dismantle Fhar'anod. Although it takes many days to ensure its dismantling, there is satisfaction in seeing an evil monument of an era long past being torn asunder. What becomes of the magic that may still be down will never be known. There is no grief shown over this loss, as the area is rid of a great evil taint. But what of the evil released?

The various factions will report the happenings to their organizations but both Helmiphius and Darden give warnings that this is not over, especially for the ones still cursed. There will be a day, perhaps soon, when the evil of the Whispered One will attempt to reclaim a major footing amongst the Sheldomar. Although some of the men dismiss this as posturing, you wonder whether what they say is true. Only time will tell

The End

Experience Point Summary

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

Regular Round

Encounter Two: Room 3 or Room 5

Defeat Trap in either Hallway

APL 8: 210 xp.

APL 10: 270 xp.

APL 12: 330 xp.

APL 14: 390 xp.

APL 16: 450 xp.

Encounter Two: Room 6

Defeat Vecnites

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

APL 14: 540 xp.

APL 16: 600 xp.

Encounter Two: Room 7

Defeat Undead

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Encounter Two: Room 11

Defeat Trap at either Door

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Encounter Three

Defeat Flan Thieves

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Encounter Four

Defeat Bullywugs

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Story Award

Source of temple's protection found

APL 8: 45 xp.

APL 10: 60 xp.

APL 12: 75 xp.

APL 14: 90 xp.

APL 16: 105 xp.

For each of six factions still alive

APL 8: 30 xp each (max of 180 xp).

APL 10: 35 xp each (max of 210 xp).

APL 12: 40 xp each (max of 240 xp).

APL 14: 45 xp each (max of 270 xp).

APL 16: 50 xp each (max of 300 xp).

Discretionary roleplaying award

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

APL 16: 405 xp.

Total possible experience

APL 8: 2250 xp.

APL 10: 2700 xp.

APL 12: 3150 xp.

APL 14: 3600 xp.

APL 16: 4050 xp.

Bonus Round

Encounter Two: Room 11

Defeat Trap on Crystal

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter Three: Room 16

Defeat Golem(s)

APL 8: 360 xp.

APL 10: 420 xp.

APL 12: 480 xp.

APL 14: 540 xp.

APL 16: 600 xp.

Discretionary roleplaying award

APL 8: 40 xp.

APL 10: 85 xp.

APL 12: 130 xp.

APL 14: 175 xp.

APL 16: 220 xp.

Total possible experience

APL 8: 700 xp.

APL 10: 865 xp.

APL 12: 1030 xp.

APL 14: 1195 xp.

APL 16: 1360 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Regular Round

Encounter Two: Room 4:

APL All: L: 158 gp; C: 0 gp; M: +1 *astral driftmetal fullplate* (304 gp); +1 *maul* (192 gp).

Encounter Two, Room 6:

APL 8: L: 496 gp; C: 310 gp; M: spellbook I (79 gp).

APL 10: L: 830 gp; C: 310 gp; M: spellbook I (79 gp), spellbook II (62 gp).

APL 12: L: 830 gp; C: 393 gp; M: spellbook I (79 gp), spellbook II (62 gp), spellbook III (104 gp).

APL 14: L: 974 gp; C: 393 gp; M: spellbook I (79 gp), spellbook II (62 gp), spellbook III (104 gp), spellbook IV (100 gp).

APL 16: L: 832 gp; C: 393 gp; M: spellbook I (79 gp), spellbook II (62 gp), spellbook III (104 gp), spellbook IV (100 gp), spellbook V (95 gp).

Encounter Two, Room 7:

APL 8: L: 1 gp; C: 300 gp; M: (3) +1 *ring of protection* (167 gp each).

APL 10: L: 76 gp; C: 300 gp; M: (3) +1 *ring of protection* (167 gp each).

APL 12: L: 76 gp; C: 300 gp; M: (3) +2 *ring of protection* (667 gp each), (3) +1 *cloak of resistance* (83 gp each).

APL 14: L: 0 gp; C: 300 gp; M: (3) +3 *ring of protection* (1,500 gp each), (3) +2 *cloak of resistance* (333 gp each).

APL 16: L: 0 gp; C: 300 gp; M: (3) +3 *ring of protection* (1,500 gp each), (3) +3 *cloak of resistance* (750 gp each).

Encounter Two, Room 9:

APL All: L: 0 gp; C: 67 gp.

Encounter Two, Room 10:

APL All: L: 0 gp; C: 75 gp.

Encounter Two, Room 11:

APL All: L: 21 gp; C: 0 gp.

Encounter Three:

APL 8: L: 106 gp; C: 22 gp.

APL 10: L: 205 gp; C: 44 gp.

APL 12: L: 205 gp; C: 66 gp.

APL 14: L: 205 gp; C: 88 gp.

APL 16: L: 205 gp; C: 111 gp.

Encounter Four:

APL 8: L: 155 gp; C: 100 gp; M: +1 *falchion* (192 gp); +1 *studded leather armor* (97 gp).

APL 10: L: 155 gp; C: 100 gp; M: +1 *frost falchion* (692 gp); +2 *studded leather armor* (348 gp); +1 *vest of resistance* (83 gp).

APL 12: L: 40 gp; C: 100 gp; M: +1 *icy burst falchion* (1,526 gp); +2 *studded leather armor with improved slick* (1,598 gp); +2 *vest of resistance* (333 gp); (3) +1 *leather armor* (290 gp); (3) +1 *javelin* (575 gp).

APL 14: L: 66 gp; C: 100 gp; M: +1 *icy burst falchion* (1,526 gp); +2 *studded leather armor with improved slick* (1,598 gp); +2 *vest of resistance* (333 gp); (3) +1 *leather armor* (290 gp); (3) +1 *javelin* (575 gp), +5 *bracers of armor* (2,083 gp); +3 *ring of protection* (1,500 gp); +1 *dagger* (192 gp).

APL 16: L: 66 gp; C: 100 gp; M: +2 *icy burst falchion* (2,692 gp); +4 *studded leather armor with improved slick* (2,598 gp); +3 *vest of resistance* (750 gp); (3) +1 *leather armor* (290 gp); (3) +1 *javelin* (575 gp), +6 *bracers of armor* (3,000 gp); +4 *ring of protection* (2,667 gp); +1 *dagger* (192 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 778 gp, C: 874 gp, M: 1,365 gp – Total: 3,017 gp (2,500 gp).

APL 10: L: 1,287 gp, C: 896 gp, M: 2,261 gp – Total: 4,444gp (4,200 gp).

APL 12: L: 1,172 gp, C: 1,001 gp, M: 7,314 gp – Total: 9,487 gp (6,000 gp).

APL 14: L: 1,266 gp, C: 1,023 gp, M: 14,439 gp – Total: 16,728 gp (12,000 gp).

APL 16: L: 1,124 gp, C: 1,045 gp, M: 20,452 gp – Total: 22,621 gp (18,000 gp).

Bonus Round

Encounter Six, Room 14:

APL All: L: 0 gp; C: 83 gp.

Encounter Six, Room 16:

APL All: L: 92 gp; C: 33 gp; M: *Boccob's Blessed Book* (1,042 gp); *spellbook* (800 gp).

Encounter Six, Room 18:

APL 8: L: 0 gp; C: 0 gp; M: *Oracle Beads* (1,599 gp); *Trumpeter's Gift* (1,017 gp); *Scabbard of Keen Edges* (1,333 gp); *Elixir of Fire Breath* (91 gp); *Brooch of Shielding* (125 gp); *Minor Ring of Cold Resistance* (1,000 gp); *Periapt of Wound Closure* (1,250 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Oracle Beads* (1,599 gp); *Trumpeter's Gift* (1,017 gp); *Scabbard of Keen Edges* (1,333 gp); *Elixir of Fire Breath* (91 gp); *Brooch of Shielding* (125 gp); +3 *Ring of Protection* (1,500 gp); +3 *Vest of Resistance* (750 gp); +3 *Amulet of Natural Armor* (1,500 gp); *Minor Ring of Cold Resistance* (1,000 gp); *Periapt of Wound Closure* (1,250 gp).

APL 12: L: 0 gp; C: 0 gp; M: *Oracle Beads* (1,599 gp); *Trumpeter's Gift* (1,017 gp); *Scabbard of Keen Edges* (1,333 gp); *Elixir of Fire Breath* (91 gp); *Brooch of Shielding* (125 gp); *Major Ring of Cold Resistance* (2,333 gp); *Periapt of Wound Closure* (1,250 gp).

APL 14: L: 0 gp; C: 0 gp; M: *Oracle Beads* (1,599 gp); *Trumpeter's Gift* (1,017 gp); *Scabbard of Keen Edges* (1,333 gp); *Elixir of Fire Breath* (91 gp); *Brooch of Shielding* (125 gp); *Major Ring of Cold Resistance* (2,333 gp); *Periapt of Wound Closure* (1,250 gp).

APL 16: L: 0 gp; C: 0 gp; M: *Oracle Beads* (1,599 gp); *Trumpeter's Gift* (1,017 gp); *Scabbard of Keen Edges* (1,333 gp); *Elixir of Fire Breath* (91 gp); *Brooch of Shielding* (125 gp); *Greater Ring of Cold Resistance* (3,666 gp); *Periapt of Wound Closure* (1,250 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 92 gp, C: 116 gp, M: 8,258 gp – Total: 9,133 gp (1,250 gp).

APL 10: L: 92 gp, C: 116 gp, M: 8,258 gp – Total: 9,133 gp (2,100 gp).

APL 12: L: 92 gp, C: 116 gp, M: 9,591 gp – Total: 10,466 gp (3,000 gp).

APL 14: L: 92 gp, C: 116 gp, M: 9,591 gp – Total: 10,466 gp (6,000 gp).

APL 16: L: 92 gp, C: 116 gp, M: 10,925 gp – Total: 11,133 gp (8,333 gp).

Items for the Adventure Record

AR #1: Base Adventure

Special

Secret Revealed: This book, written by Darden Lithonich, reveals information on the history, magic, and religion of Vecna as well as the architecture of his empire. If the PC spends 2 TUs reading this book, they gain a +2 circumstance bonus to Knowledge (arcane, architecture and engineering, history, or religion) checks relating to Vecna. They must keep this book in their possession to receive the bonus. *Market Price:* 400 gp; *Weight:* 3 lbs.

Spellbook 1 of Jahf ap Torl: Book of Arcane Spells; 1st – *comprehend languages, detect secret doors, detect undead, grease, mage armor, magic missile, magic weapon, protection from good, ray of enfeeblement*; 2nd – *blindness/deafness, detect thoughts, invisibility, see invisibility, tasha's hideous laughter*. *Market Price:* 950 gp; *Weight:* 3 lbs.

Spellbook 2 of Jahf ap Torl: Book of Arcane Spells; 1st – *obscuring mist*; 2nd – *false life*; 3rd – *dispel magic, displacement, haste, vampiric touch*. *Market Price:* 750 gp; *Weight:* 3 lbs.

Spellbook 3 of Jahf ap Torl: Book of Arcane Spells; 1st – *enlarge person*; 2nd – *darkness*; 3rd – *greater mage armor, greater magic weapon*; 4th – *bestow curse, greater invisibility, mass enlarge person, stonewall*. *Market Price:* 1250 gp; *Weight:* 3 lbs.

Spellbook 4 of Jahf ap Torl: Book of Arcane Spells; 4th – *phantasmal killer*; 5th – *cloudkill*,

feeblemind, mind fog, telekinesis. *Market Price:* 1200 gp; *Weight:* 3 lbs.

Spellbook 5 of Jahf ap Torl: Book of Arcane Spells; 5th – *wall of force*; 6th – *globe of invulnerability, greater dispel magic, greater heroism*. *Market Price:* 1150 gp; *Weight:* 3 lbs.

Sacrifice to the Whispered One: This PC will be remembered for giving a sacrifice to Vecna. There is a 10% chance that any priest of Vecna will recognize this PC unless he or she is disguised.

Hand of Vecna's Glory: For sacrificing your left hand and recovering it, you now have a hand of Vecna's glory, a hand of glory with the following differences:

- So long as you have the hand, you cannot regenerate a new hand. If you get rid of this hand and regenerate a new hand, the magical properties of the hand are lost, even if this hand is recovered.
- From now on, you suffer a –4 circumstance penalty to all Will saves against magics, spells, and affects used by servants of Vecna. If you ever have the misfortune of facing Vecna himself, your penalty is doubled to –8.

Mark of the "Word": For striking down the "Word of the Whispered One", you have earned his eternal enmity. He will always remember you for what you have done.

Boon of the Elementals: You have obtained the following access after speaking with the elementals:

_____ Made peaceful contact fulfilling Elemental Savant (from the *Complete Arcane*) prestige class.

_____ If you have the means to reach either the elemental plane of water or earth, you have received connections to gain access to the Elemental Warrior prestige class (from the *Planar Handbook*) if you spend 4 TUs on the other plane.

Planar Forks: You have found planar forks to the elemental plane of earth / water (circle appropriately), usable in the *plane shift* spell. The values are 250 gp and 150 gp respectively.

Favor of Captain Vandris: For helping the captain with Fhar'anod, the PC may purchase a single item on this (or the Bonus AR if available) for Frequency: Metaregional instead of Frequency: Adventure. He can also provide access to a maul, greatbow, or composite greatbow (CW) after any adventure.

Item Access

APL 8:

- +1 Astral Driftmetal Fullplate (Adventure, A&EG)
- Wand of Detect Secret Doors (Adventure, DMG)
- Book – Secret Revealed (Adventure, see above)
- Elixir of Vision (Adventure, DMG)
- Planar fork – water (Adventure, see above)
- Planar fork – earth (Adventure, see above)
- Spellbook 1 of Jahf ap Torl (Adventure, see above)

APL 10 (all items from APL 8 plus):

- Masterwork Baatorian Green Steel Battleaxe (Adventure, A&EG)
- Masterwork Baatorian Green Steel Spiked Chain (Adventure, A&EG)
- +2 Studded leather armor (Adventure, DMG)
- +1 Frost falchion (Adventure, DMG)
- Spellbook 2 of Jahf ap Torl (Adventure, see above)
- +1 Vest of Resistance (Adventure, CA)

APL 12 (all items from APL 8, 10 plus):

- +2 Studded leather armor with Improved Slick (Adventure, DMG)
- +1 Icy burst falchion (Adventure, DMG)
- +2 Ring of Protection (Adventure, DMG)
- Spellbook 3 of Jahf ap Torl (Adventure, see above)
- +2 Vest of Resistance (Adventure, CA)

APL 14 (all items from APL 8, 10, 12 plus):

- +5 Bracers of armor (Adventure, DMG)
- +2 Cloak of Resistance (Adventure, DMG)
- +3 Ring of Protection (Adventure, DMG)
- Spellbook 4 of Jahf ap Torl (Adventure, see above)

APL 16 (all items from APL 8, 10, 12, 14 plus):

- +4 Studded leather armor with Improved Slick (Adventure, DMG)
- +2 Icy burst falchion (Adventure, DMG)
- +6 Bracers of armor (Adventure, DMG)
- +3 Cloak of Resistance (Adventure, DMG)
- +4 Ring of Protection (Adventure, DMG)
- +3 Vest of Resistance (Adventure, CA)
- Spellbook 5 of Jahf ap Torl (Adventure, see above)

AR #2: Extra TU Cost Bonus

Special

Planar Book of Earth: This book details the elemental plane of earth. If the PC spends 2 TUs reading this book, they gain a +2 circumstance bonus to Knowledge (the planes) checks involving the elemental plane of earth. They must keep this book in their possession to receive the bonus. The PC may also construct a planar fork to the elemental plane of earth for a cost of 250 gp. *Market Price:* 250 gp; *Weight:* 5 lbs.

Planar Book of Water: This book details the elemental plane of water. If the PC spends 2 TUs reading this book, they gain a +2 circumstance bonus to Knowledge (the planes) checks involving the elemental plane of water. They must keep this book in their possession to receive the bonus. The PC may also construct a planar fork to the elemental plane of earth for a cost of 150 gp. *Market Price:* 250 gp; *Weight:* 5 lbs.

Book on Astrology: This book details information about astrological signs and their meanings and use with magical rituals. If the PC spends 2 TUs reading this book, they gain a +2 circumstance bonus to skill checks involving the stars or night sky. They must keep this book in their possession to receive the bonus. This book is written in Flan. *Market Price:* 400 gp; *Weight:* 3 lbs.

Spellbook of Rha...: 4th – *arcane eye, burning blood, detect scrying, dimensional anchor, fear, fire shield, mass darkvision, unluck.* *Market Price:* 1600 gp; *Weight:* 3 lbs.

Enhancement of the Stars: The PC has used the font to have Vecna's magic imbue their armor with the Styptic special ability (see A&EG). The armor, _____, was enhanced costing the PC _____ gp and _____ xp.

Cursed hand: You have sacrificed your hand to Vecna. In order to get it back without personal loss, a *miracle* or *wish* must be cast on you. A *regenerate* spell can also be used, but Vecna will punish the PC for undoing the sacrifice and the PC will permanently lose 1 point of Constitution (cannot be recovered other than through a *miracle* or *wish*). Either way, a blackened tattoo remains on the PCs arm where the hand was originally removed.

Item Access

APL 8:

- Boccob's Blessed Book (Adventure, DMG)
- Book of Astrology (Adventure, see above)
- Brooch of Shielding (Adventure, DMG)
- +3 Bracers of Armor (Adventure, DMG)
- Elixir of Fire Breath (Adventure, DMG)
- Hand of Glory (Adventure, DMG)
- Oracle Beads (Adventure, A&EG)
- Minor Ring of Cold Resistance (Adventure, DMG)
- Periapt of Wound Closure (Adventure, DMG)
- Planar Book of Earth (Adventure, see above)
- Planar Book of Water (Adventure, see above)
- Scabbard of Keen Edges (Adventure, DMG)
- Spellbook of Rha... (Adventure, see above)
- Trumpeter's Gift (Adventure, A&EG)

APL 10 (all items from APL 8 plus):

- Nothing

APL 12 (all items from APL 8, 10 plus):

- Major Ring of Cold Resistance (Adventure, DMG)

APL 14 (all items from APL 8, 10, 12 plus):

- Nothing

APL 16 (all items from APL 8, 10, 12, 14 plus):

- Greater Ring of Cold Resistance (Adventure, DMG)

AR #3: Mark of the Eye Curse

Special

Mark of the Eye curse: This PC has been cursed by an ancient Vecna symbol. The physical appearance of the curse is a blistered, black circlet around the left eye. The cursed radiates magic (transmutation and divination) but not evil.

The curse has three major drawbacks that the PC must suffer. First, the cursed suffers a –2 penalty to all Intelligence-based skill and ability checks as the curse causes the PC difficulty in clear thought. Second, the cursed is more susceptible to Vecna's will. All attack, damage, ability, skill, and saving throw rolls involving a follower of Vecna are at a –2 circumstance penalty. Finally, once per adventure, the cursed is inflicted by an intense headache that has the same effects as spell *touch of madness* (Will save DC 17). If the cursed fails his or her save, he or she is dazed for 17 rounds. This always occurs at the beginning of a combat of the DMs choosing. [Note that *spell immunity* and other such spells do not prevent this effect.]

With some irony, the curse also imbues the PC with spell ability. This ability functions as the *imbue with spell ability* spell (see PH, page 216), except that the spells available for the cursed are random as per the following charts and the spells are good for the adventure for which they were rolled. The spell level is that of a 17th level caster. At the beginning of each adventure (in front of the DM), the spells are determined and can be used once during that adventure. If any spell is used, it should be noted on the AR that this ability of the curse was used.

Level 1 spells (roll d6)

| Roll | Spell |
|------|-------------------------|
| 1 | Cure light wounds |
| 2 | Remove fear |
| 3 | Detect magic (extended) |
| 4 | Endure elements |
| 5 | Detect secret doors |
| 6 | Entropic shield |

Level 2 spells (roll d6)

| Roll | Spell |
|------|------------------------|
| 1 | Find traps |
| 2 | Delay poison |
| 3 | Resist energy |
| 4 | Remove paralysis |
| 5 | Undetectable alignment |
| 6 | Cure moderate wounds |

There are specific ways to remove this curse. *Dispel magic* does not remove the curse. However, it does suppress the effects of the imbue benefit and headache for 1d4 rounds if successful. *Break enchantment* removes the curse with a DC 28 check. *Greater dispelling* can remove the curse with a dispel check against caster level 17. *Limited wish* (duplicating *greater dispelling*), *miracle*, or *wish* removes the curse. Finally, as a special note, the curse is specifically difficult to remove by a *remove curse* spell. It requires an effective caster level of 17 to remove it. It should be noted on the AR that the curse was removed and by whom.

TOUCH OF MADNESS As Presented In Complete Divine

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. A dazed creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Addendum: This PC has willingly accepted this gift from the Whispered One, and therefore cannot get it removed except through direct deific intervention (casting of *miracle* with 5,000 xp cost or some other non-spell intervention). The PC's eye becomes a milky cloud before hardening and losing sight from that eye. The PC now suffers a -2 penalty on all ranged attacks due to the loss of depth perception. However, the PC has been gifted with the ability to cast *true seeing* as a spell-like ability at 17th effective caster level. The PC only gains this sight through his hardened eye. If the PC did not make a sacrifice on the throne in Fhar'anod, then cross this Addendum off the AR.

Appendix One – NPCs

Knight Colonel Nicoli Jinx: Male human (Oeridian) Ftr6/Pal8; hp 125; AL LG; Diplomacy +13, Handle Animal +22, Knowledge (religion) +10, Profession (soldier) +13, Ride +20, Swim +5; Cleave, Extra Smiting, Improved Critical (longsword), Improved Smiting, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword); speaks Common, Flan, and Goblin.

Knight Colonel Nicoli Jinx is a career Gran March soldier, having spent twenty years in the Commandant's service. In his late thirties, he has had many assignments, primarily in the Lortmils and the Rushmoors. His last assignment was a two-year stint in the Rushmoors protecting and ensuring ruins found in the Rushmoors would be uncovered. Nicoli is a loyal Gran March officer with only his faith to Heironeous coming before his duty. He is a widower with one son who also serves in the military as a scout. He is tough but fair and follows the chain of command. He will not break direct commands but will fulfill his task through means he deems within his duty. He believes in loyalty, honesty, and honor, and if someone he knows breaks one of those in his eyes, it takes a great effort to restore any relationship he had to the level it was.

Sir Darkell Findrist, Knight of the Malagari from Keoland: Male human (Suel) Ex-Brd2/Rng4/RoE2; AL N; hp 62; speaks Common and Keoish.

Darkell has been exploring ruins and ancient sites for some twenty years. He is a fit looking Suel man in his early forties who dresses in leather adventurer garb. He is beginning to slow down now that he is older and has begun to train and work with assistants when he is exploring. He has been from one side of the continent to the other in explorations to find, destroy, recover, or relocate relics dedicated to the Whispered One. He recently returned from a long expedition in the Crystalmist Mountains investigating a stone circle dedicated to the Whispered One. The site proved to be a hoax, and Darkell spent the last three years involved in this perilous journey due to the dangers presented by the Giants. He is an inquisitive man who likes to understand and document all of the difficulties in recovering artifacts. He is

also very interested in what happens to the PCs should they venture into the site. Will they be tainted by the evil, will they recover anything? What evil magics were used against them? What information about the Whispered One and potentially other sites can be gleaned from them? He would like to spend some time debriefing them after they have been in the site.

Watcher Gorlan Everbright Most Elder Vigil: Male human (Oeridian) Rog2/Pal4/KoW1; AL LG; hp 61; speaks Common and Dwarven.

Watcher Gorlan Everbright Most Elder Vigil is an Oeridian in his 50s with gray hair and moderate build who seems relatively fit. This grizzled old veteran lives on the outskirts of the city of Thunderstrike. He is an old veteran of many battles in the last 20 years (most notably the March of the Dead) who can be found working in a small plot of land near his house near the city. Gorlan is perceptive and will measure the characteristics of any group he sends to Knight at the site. He will check them for evil while seeming to drift off in thought. He will quiz them on what they would do if they found an ancient artifact of evil. He is serious in his questioning and detection and will not offer a letter of introduction to any evil characters. He does not know much about what is going at the site other than that the Captain in charge of the site is looking to destroy whatever evil he finds in an ancient temple dedicated to the Whispered One. He does not want to send anyone who would further complicate the situation.

Helmiphius the Bargainer, priest of Zilchus: Male human (Oeridian) Clr13; AL N; hp 113; Bluff +20, Diplomacy +22, Disguise +20, Heal +23, Knowledge (religion) +11, Spellcraft +13; Craft Wondrous Item, Divine Spell Power, Extra Turning, Improved Initiative, Quicken Spell, Spell Penetration; speaks Common and Flan.

Helmiphius is a cleric of Zilchus from the city of Greyhawk who claims to have been sent by his deity to help the military with these ruins. Some adventurers were able to convince Captain Jinx to let him help at the encampment, and because of his usefulness, he has been there ever since. He is trying to help destroy the temple and is here to help with the cursed.

Darden Lithonich: Male human (Oeridian) Brd8/Lor3; AL CG; hp 53; Decipher Script +17,

Diplomacy +18, Gather Information +19, Knowledge (arcane) +17, Knowledge (architecture & engineering) +16, Knowledge (dungeoneering) +4, Knowledge (geography) +6, Knowledge (history) +19, Knowledge (nature) +4, Knowledge (nobility) +4, Knowledge (religion) +16, Knowledge (the planes) +4, Sense Motive +10, Spellcraft +21, Use Magic Device +21; Craft Wand, Craft Wondrous Item, Magical Aptitude, Scribe Scroll, Skill Focus (knowledge-history); speaks Common, Draconic, Ancient Sueloise, and Flan.

Darden is a small man, slight of build, in his early thirties with thinning brown hair and keen green eyes. He is an animated scholar of ancient Vecna history. He knows everything to know about Vecna's ancient empire and is more than happy to lecture and present this information to everyone. He is primarily a historian and heard about these ruins in his travels. He came to the site in an attempt to study it for his research; however, Captain Vandris won't let him in the encampment, on advice of his predecessor. He has recently published a book on Vecna that he compiled with the help of an adventurer he met while investigating the ruins. He is always looking for a closer look for his research.

He already surmises much about the site, having guessed that it is Fhar'anod. He knows a lot of its history (detailed in the Background).

Darden also knows a lot about the curse. Besides the obvious effects of the curse, there is a conflicting legend that the Cursed will be part of a ceremony to enhance the Whispered One's power. Although most of the ceremony is unknown, part of it involves sacrifices. It does require that it be orchestrated by a powerful servant or the Whispered One himself. Of course, the legend spans back to a day when the Whispered One wandered Oerth. He guesses that those cursed will be used as sacrifices in some grand ceremony.

Captain Dispatcher Vandris, Obedient Dove: Male human (Oeridian) Ftr2/Rog3/Rng5; AL LN; hp 75; speaks Common, Flan, and Keoish.

Captain Vandris is a career military man in his early forties, valued by his superiors for his diplomatic skills. He is a devout follower of Heironeous. Despite his title, he is not a pacifist, although he does have a great deal of patience. His job is to ensure peace among the factions and facilitate the goal of destroying the temple.

He is used to the swamp and even has extensive experience dealing with Bullywugs.

Lieutenant Tomas Guilder: Male human (Oeridian) Rog3/Wiz3; AL N; hp 35; speaks Common.

Lt. Tomas Guilder has been Captain Vandris' aid since he was stationed here. He does what he is told and keeps a keen eye and ear out as he is quite nosy and intent on learning everything around him. The lieutenant has arcane scrolls of *sending* for relaying messages to other places in Gran March in case of emergency.

Torok: Male half-orc Ftr 5; AL: LN; hp 44; speaks Common and Orc.

Torok was a criminal sentenced to the work-gangs for his crime of theft and assault. He was pulling duty in the Dim Forest for two years where he earned a little bit of trust by the military and was put in charge of other work-gangers to keep them in line. He was then delivered to the encampment in the Rushmoors under Captain Jinx. Jinx saw something in Torok and took special interest in trying to make a military man out of him, as well as teaching him about Heironeous. Jinx did this in his spare time, and Torok took a liking to it, perhaps because he spent much of his life without a father. When Captain Jinx was reassigned, he made sure Torok was kept under Captain Vandris's charge so that he could learn other ways of the military. Unbeknownst to Torok, Knight Colonel Jinx has arranged the ending of Torok's work-gang assignment near the end of the year and waits to see if he enlists.

Sir Duoud Neheli, Knight of the Malagari from Keoland: Male human (Oeridian) Ex-Pal4/Rog3; AL N; hp 62; speaks Common and Keoish.

Sir Duoud Neheli is a young Keoish man of mixed descent in his early twenties. He was once a knight in the service of Heironeous and served the church in his teens. After the recovery of an evil blade dedicated to Hextor, he lost his faith in the church and joined the knighthood. He gradually rose within the order for the last several years being where the action is and collecting several very powerful tainted items for the order.

He prefers to keep to himself and tries not to antagonize the other factions. He is looking to further himself within the Malagari with a

success here, so he is keenly interested in the PCs recovering something and turning it over to him. Duoud is politically in charge of the mission to this temple, and his advisor is Sir Darkell, a seasoned explorer. Duoud does not care about the details during the PCs' mission or about anything other than his success in the recovery of dark magics.

Malt Jhaveri, priest of St. Cuthbert from Gran March: Male human (Suel) Ex-Bbn2/Clr7; AL NG (LG) mostly LG now; hp 54; speaks Common and cold tongue.

Malt Jhaveri is a fairly young priest from Gran March who is more progressive than the typical Cuthbertine. He prefers to avoid conflict, and in fact abhors it. He believes there is a less risky way of destroying the temple, just that they have not found it. Malt is a scholarly, tall Suel man in his thirties with big bushy eyebrows. He walks with a bit of a stoop and always wears the robes of a monk. His actions are more like a man twice his age. He is a man who listens to what others say and then provides answers according to his faith. He is very calm and instructive in the ways of the Church of St. Cuthbert. When confrontation looms during conversation, he seems like a man being restrained. When conversing directly with him, it seems as though there is always something more that he would say but he does not. He always seeks to interpret what he is told in a way that avoids direct confrontation. His counsel regarding the site is to wall the site off and send people to research the site at various libraries across the land to determine a better way to deal with the site.

Malt was not always the calm and relaxed individual that he is today. When he was a young lad, he was in the army of a great barbarian general in Stonefist. He was one of the many hordes that traveled south to plunder and raid. Although he won't specifically talk about his past, he did convert to the worship of St Cuthbert sometime after his first raid in the Southlands. Malt then served for a couple of years in the remains of the Shield Lands. He then moved to Gran March to serve the church there about ten years ago, completed his service to the country, and became a citizen. He has accepted all of the ways of the land and embraced the people of the March as his own.

Harald Thane, priest of St. Cuthbert from Principality of Ulek: Male human (Oeridian)

Clr6; AL: LG; hp 65; speaks Common and Giantish.

Harald Thane is a boisterous young man in his late twenties with a loud, direct manner. He is somewhat hotheaded and impulsive. He prefers a straight up assault over all the research and investigative methods currently underway. He is a man of action, but the decision to go into the temple does not lie in his hands. He is lower rank in the church hierarchy, so he defers to Malt. He has chafed with every delay at getting into the site to destroy whatever is in the site.

Harald has served in Orlane for the last five years. He has seen many battles with the giants and was there when the land fell during the Battle of Orlane, where he played a key role when he defended many of the refugees fleeing the city from being attacked. He was instrumental in the slaying of several of the devourers that attacked the city. He has not forgiven or forgotten the giants for the attack on his land. He believes strongly in the retributive side of his faith, and once evil has reared its head, he is more than happy to be the one smiting it.

Laslo Novakha, priest of Heironeous from Bissel: Male human (Oeridian) Clr10; AL LN; hp 65; speaks Common.

Laslo Novakha is a middle-aged priest of Oeridian decent with brown hair and gray eyes. He has two striking features – a lock of white hair and a finely healed scar that runs from his temple across his face to his chest. Laslo is a steady, even-headed man who believes that the nobility of man is something that every Heironeon must demonstrate daily so that others will follow. Laslo believes that with a good plan, and the might of Heironeous at one's side nothing is impossible. Laslo prefers battle on horseback, having seen many battles from his saddle, and is not familiar with underground and underwater action, so he defers to other experienced people at the site. He prefers to plan a strategy, a contingency or two, and then act. He thinks through his actions before taking them, which has served him well in the past. He would prefer to destroy the evil of the temple and return to Bissel as soon as possible.

Laslo is something of a crusader at heart. Once he decides on an action, he believes that every challenge or obstacle that he encounters was placed there by Heironeous as a test of his mettle. He has spent years fighting back the

Ketites and the various nomadic raiders from the North lands. He has no love for the Baklunish people, but will not judge someone until they act. He is here to assist at the site and help strengthen the ties between Bissel and Gran March. He is worried that he has forgotten something or there is something about the site that he should be ready for although he cannot place what that is.

Alex Quincannon, priest of Trithereon from Yeomanry: Male human (Oeridian) Clr11; AL CG; hp 49; speaks Common.

Alex Quincannon is a middle-aged, slightly overweight man with a fondness for good food and fun. He is an independent thinker, free to voice his opinions, which he does frequently and eloquently. He does not care for the swamp, but his calling has sent him here. When at home, he enjoys researching various topics and getting others to act where it is needed. He is relaxed, easy going, and far more at home in the rolling hills than here in the swamps. He is a simple man and does not handle knights, chivalry, rules, or military very well. He prefers the ability to forge his own destiny. He has a particular grief with the work-gangs and feels that they are a form of slavery and has stated this repeatedly to Captain Vandris, although it falls on deaf ears.

Alex has served the church for years in the Yeomanry spreading the word of Trithereon and working to get his faith accepted there. He has made it a particular goal of his to search out potential slavers and work to destroy their organizations. Over the years, he has been directly responsible or partially responsible for the elimination of many slaver organizations. Alex served a time in the militia and enjoyed those years traveling about the Yeomanry and helping the soldiers defeat whatever evil they encountered. He has come to the site by a bizarre dream: "He sees a ship that is being buffeted by a massive storm in a bay. As he begins to focus on the ship, he can see that there is no one on the ship, but he can hear cries from below. He takes a lantern and moves below into the hold. When he reaches the hold, he finds a giant robed man sitting on the floor with great shackles on his hands and legs. The huge man looks at Alex and silently pleads for help. Alex examines the chains and notes that they are mystical and perhaps beyond his strength. The first time he had the dream, he tried to use his magic on the chains, and they snaked out and trapped him with the giant man.

In all of his other dreams, he searches through the hold for the key to the chains but can never seem to find it. Usually, he wakes up with a feeling of depression and failure after a long night of searching the boat in his dreams." He feels that Trithereon is telling him that someone is chained to the site and unable to free themselves without help.

Veldrina Oakenheart, druidess of the Old Faith from Geoff: Female human (Flan) Drd11; AL NG; hp 60; speaks Common and Flan.

Veldrina is a quiet and reserved Flan female from Geoff. She is best described as masculine and homely and may appeal more to half-orcs than humans. She has been sent to the site by Llewellyn the Deeproot, the old faith advisor to Alicia Helanasdotter. She, like Llewellyn, feels that people often use too many words and confuse things; so her information, requests, and manner is always short and to the point. She is here seeking a druidic relic that is rumored to be at this site. She has spoken to the half-orc druid Krag Sathan and knows of his quest and the problems that he encountered (he was taken over by a Raggomoffyn in the Entry Room and left the temple but later saved by some adventurers). She is curious about what is in the site but it is more of a passing curiosity since she has orders to make sure the situation does not get out of hand. Even though the relic is her primary reason for being here, she still believes the temple is an unnatural abomination and that it needs to be destroyed.

Veldrina has served the Old Faith for all her life and is a strict follower of the way. She was one of the druids that felt that they should lend support to the Brennin and help reclaim the land. She has seen the suffering of the land and the people in Geoff and wants it to end whatever the cost. She has come to the site to recover a tool that she feels might help her people against the Giants. Once she arrived here she examined the site and immediately felt a sense of anguish and corruption. She believes that it may be better to destroy the site than to recover what is within the ancient Temple. The Whispered One's time in the lands ended long ago and it should stay that way.

Standard soldier 1: male human War2; AL LN; hp 11; Profession (soldier) +2, Ride +5, Handle Animal +2, Swim +5; Combat Reflexes, Power Attack.

These are the lowly Gran March soldiers in charge of doing a lot of the grunt work around the camp.

Standard soldier 2: male human Ftr3; AL LN; hp 19; Profession (soldier) +4, Ride +8, Handle Animal +6, Swim +5; Combat Expertise, Combat Reflexes, Dodge, Mobility, Power Attack.

These are the upper Gran March guards as well as the other factions' guards.

Appendix Two – APL 8

Encounter Two: Room 6 (EL 12)

Khaf Ryl: Male human (Flan) Ftr5/Tem2; Medium humanoid (human) CR7; HD 7d10+14, hp 63; Init +0; Spd 20 ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk +7; Grp +10; Atk +12 melee (2d4+6, masterwork spiked chain); Full Atk +12/+7 melee (2d4+6, masterwork spiked chain) or +12/+7 melee (1d4+3/19-20, masterwork dagger) or +8/+3 ranged (1d8/19-20, masterwork light crossbow); Space/Reach: 5ft./5ft. (10 ft. with chain); SA: smite; SQ mettle; AL LE; SV Fort +8, Ref +1, Will +5; Str 16, Dex 10, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Intimidate +9, Knowledge (religion) +7, Knowledge (the planes) +6, Swim +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Toughness, True Believer, Weapon Focus (dagger, spiked chain), Weapon Specialization (spiked chain).

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Possessions: Masterwork full plate, masterwork spiked chain, masterwork dagger, masterwork light crossbow, 10 bolts.

Pious Templar's Spells Prepared (2): 1 – cure light wounds, inflict light wounds.

Lort Brihn: Male human (Flan) Rng1/Ftr4/Tem1/Blk1; Medium humanoid (human) CR7; HD 1d8+6d10+14, hp 62; Init –1; Spd 20 ft.; AC 19 (–1 Dex, +8 armor, +2 shield), touch 9, flat-footed 19; Base Atk +7; Grp +9; Atk +11 melee (1d8+4/x3, masterwork battleaxe); Full Atk +11/+6 melee (1d8+4/x3, masterwork battleaxe) or +11/+6 melee (1d4+2/19-20, masterwork dagger) or +7/+2 ranged (1d8+2/x3, masterwork composite longbow (+2 Str)); Space/Reach: 5ft./5ft.; SQ favored enemy (human) +2, wild empathy, mettle, poison use, aura of evil, detect good, dark blessing; AL LE; SV Fort +12, Ref +2, Will +3; Str 14, Dex 8, Con 14, Int 10, Wis 11, Cha 16.

Skills and Feats: Handle Animal +11, Hide +4, Knowledge (religion) +4, Listen +4, Move Silently –1, Spot +4, Survival +4, Swim –3; Cleave, Improved Sunder, Power Attack, Track, True Believer, Weapon Focus (dagger, battleaxe), Weapon Specialization (battleaxe).

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Possessions: Masterwork full plate, masterwork heavy steel shield, masterwork battleaxe, masterwork dagger, masterwork

composite longbow (+2 Str), 20 cold iron arrows.

Jahf ap Torl: Male human (Flan) Clr3/Wiz3/MyT1; Medium humanoid (human) CR7; HD 3d8+4d4+7, hp 35; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, masterwork dagger); Space/Reach: 5ft./5ft.; SQ Rebuke undead 7/day; AL LE; SV Fort +5, Ref +4, Will +10; Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +10, Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (the planes) +10, Spellcraft +15; Extra Turning, Empower Spell, Practiced Spellcaster (wizard), Divine Spell Power, Scribe Scroll.

Possessions: Masterwork dagger, belt pouch, spell component pouch, spellbook.

Cleric Spells Prepared (5/4/3): 0 – *cure light wounds* (x2), *detect magic*, *guidance*, *virtue*; 1st – *bleed*, *detect secret doors**, *inflict light wounds*, *sanctuary*, *shield of faith*; 2nd – *calm emotions*, *cure moderate wounds*, *detect thoughts**, *hold person*.

Wizard Spells Prepared (4/4/3): 0 – *detect magic*, *mage hand*, *ray of frost*, *resistance*; 1st – *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*; 2nd – *invisibility*, *see invisibility*, *tasha's hideous laughter*.

Wizard Spellbook: 0 – *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st – *comprehend languages*, *detect secret doors*, *detect undead*, *grease*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *detect thoughts*, *invisibility*, *see invisibility*, *tasha's hideous laughter*.

Viper Familiar: CR 1; Tiny animal; HD 7d8; hp 15; Init +3; Spd 15 ft., swim 15 ft., climb 15 ft.; AC 19, touch 15, flat-footed 16 (+2 size, +3 Dex, +4 natural); Base Atk +3; Grp -8; Atk +8 melee (1d3-4, bite); Full Atk +8 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master, weapon finesse; AL N; SV Fort +4,

Ref +5, Will +9; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Mezzoloth, weakened; CR 5; medium outsider (evil, extraplanar, yugoloth); HD 10d8+50; hp 65; Init +5; Spd 40 ft.; AC 21 (+1 Dex, +8 natural, +2 shield), touch 11, flat-footed 20; Base Atk +10; Grp +13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 *trident*) or +13 ranged (1d8+4/19-20, +1 *trident*); Full Atk +13 melee (1d4+3, 2 claws) or +15/+10 melee (1d8+4/19-20, +1 *trident*) or +13 ranged (1d8+4/19-20, +1 *trident*); Space/Reach: 5ft./5ft.; SA Spell-like Abilities, *Summon Yugoloth*; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13; Improved Critical (*trident*), Improved Initiative, Power Attack, Weapon Focus (*trident*).

Immunities (Ex): Mezzoloths are immune to poison and acid.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Spell-like Abilities (Sp): At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – ~~*cloudkill* (DC 17), *dispel magic*~~. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Possessions: gems worth 930 gp.

Note: The mezzoloth's summon ability has the same penalty as PCs summon check (requires a caster check DC 20). Their greater teleport does not work within the temple. In its weakened state, it has less hit points, no summon ability (used already), and neither its *cloudkill* or *dispel magic* spell-like abilities.

Encounter Two: Room 7 (EL 11)

Spellstitched advanced wight; CR 5; medium undead; HD 8d12; hp 72; Init +5; Spd 30 ft.; AC

16 (+1 Dex, +4 natural, +1 deflection), touch 12, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee (1d4+1 plus energy drain, slam); Space/Reach: 5ft./5ft.; SA Create spawn, energy drain, spell-like abilities; SQ Damage reduction 5/magic and silver, spell resistance 17, darkvision 60 ft., +2 turn resistance, undead traits; AL LE; SV Fort +4, Ref +5, Will +9; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Blind-Fight, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Spell-like Abilities (Sp): 4/day – *mage armor* or *magic missile*; 4/day – *false life* or *ghoul touch* (DC 13); 2/day – *lightning bolt* or *vampiric touch* (DC 14). Effective caster level 8th. The save DCs are Wisdom-based.

Turn Resistance (Ex): A spellstitched creature has +2 turn resistance. This value is added to the base creature's turn resistance (if any).

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Skills: Wights have a +8 racial bonus on Move Silently checks.

Possessions: +1 *ring of protection*, gem-studded necklace with Vecna's holy symbol worth 600 gp.

Encounter Three (EL 11)

Flan Thief: Male Flan human Rog2/Ftr2; Medium humanoid (human) CR 4; HD 2d6+2d10+8, hp 30; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +7 melee (1d8+3, morningstar) or +4 melee (1d4+1/19-20, dagger) or +4 melee (1d6+1, sap) or +6 ranged (1d6/x3, shortbow); Full Atk +7 melee (1d8+3, morningstar) or +4 melee (1d4+1/19-20, dagger) or +4 melee (1d6+1, sap) or +6 ranged (1d6/x3, shortbow); Space/Reach: 5ft./5ft.; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL NE; SV Fort +5, Ref +6, Will -1; Str 13, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +5, Disable Device +5, Hide +9, Jump +8, Move Silently +9, Open Lock +7, Search +6, Sense Motive +4, Sleight of Hand +10, Spot +4, Swim +4, Tumble +10; Combat Reflexes, Dodge, Mobility, Improved Initiative, Weapon Focus (morningstar).

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature

with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Possessions: Masterwork studded leather armor, morningstar, dagger, sap, shortbow, 20 arrows, backpack, masterwork thieves' tools, 8 gp.

Note: The thieves have the following spells cast upon them: *greater magic weapon*. Their morningstar stats include this spell.

Flan Sorcerer: Male Flan human Sor8; Medium humanoid (human) CR 8; HD 8d4+18, hp 38; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch 11, flat-footed 14; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger); Full Atk +4 melee (1d4/19-20, dagger); Space/Reach 5ft./5ft.; AL NE; SV Fort +3, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 16.

Skills and Feats: Bluff +14, Concentration +15, Craft (alchemy) +13, Knowledge (arcane) +13, Spellcraft +15; Improved Initiative, Improved Toughness, Silent Spell, Skill Focus (concentration).

Possessions: spell component pouch, 100 gp.

Sorcerer Spells Known (6 / 7 6 / 7 2 / 6 2 / 3): 0 – *acid splash*, *daze*, *detect magic*, *mage*

hand, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st – *detect secret doors*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *invisibility*, *knock*; 3rd – *greater magic weapon*, *slow*; 4th – *enervation*.

Note: This sorcerer has the following spells cast upon himself: *mage armor*,

Encounter Four (EL 11)

Bullywug barbarian: Male bullywug Bbn8; Medium humanoid (aquatic) CR9; HD 8d12+40, hp 102; Init +7; Spd 30 ft., swim 30 ft.; AC 20 (+3 Dex, +4 armor, +3 natural), touch 13, flat-footed 17; Base Atk +8; Grp +9; Atk +12 melee (2d4+2/15-20, +1 *falchion*); Full Atk +12/+7 melee (2d4+2/15-20, +1 *falchion*) or +11/+6 ranged (1d6+1, javelin); Space/Reach: 5ft./5ft.; SA Rage 3/day; SQ Damage reduction 1/-, improved uncanny dodge, marsh move, trap sense +2, uncanny dodge; AL NE; SV Fort +11, Ref +5, Will +1; Str 12, Dex 16, Con 20, Int 7, Wis 8, Cha 7.

Skills and Feats: Intimidate +9, Listen +10, Swim +9; Improved Critical (*falchion*), Improved Initiative, Weapon Finesse.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These

extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Trap Sense (Ex): Bullywugs Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: +1 studded leather armor, +1 falchion, 3 javelins, diamond worth 300 gp.

Bullywug warrior: Male bullywug War6; Medium humanoid (aquatic) CR6; HD 6d8+24, hp 54; Init +3; Spd 20 ft., swim 30 ft.; AC 20 (+3 Dex, +2 armor, +2 shield, +3 natural), touch 13,

flat-footed 17; Base Atk +6; Grp +6; Atk +10 melee (1d6, masterwork javelin); Full Atk +10/+5 melee (1d6, masterwork javelin) or +9/+4 ranged (1d6, javelin); Space/Reach: 5ft./5ft.; SQ Marsh move; AL NE; SV Fort +9, Ref +5, Will +1; Str 10, Dex 16, Con 18, Int 7, Wis 8, Cha 7.

Skills and Feats: Jump +4, Swim +13; Combat Reflexes, Endurance, Weapon Finesse.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Masterwork leather armor, Masterwork heavy wooden shield, Masterwork javelin, 3 javelins, 100 gp.

Encounter Six: Room 16 (EL 12)

Mud golem; CR 11; large construct; HD 15d10+30; hp 135; Init –1; Spd 20 ft. (can't run), swim 20 ft.; AC: 21 (–1 size, –1 Dex, +13 natural), touch 8, flat-footed 21; Base Atk: +11; Grp: +22; Atk +17 melee (2d10+10, slam); Full Atk +17 melee (2d10+10, 2 slams); Space/Reach: 10ft./10ft.; SA Breath weapon, Engulf; SQ Construct traits, Damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +5, Ref +4, Will +5; Str 24, Dex 9, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide –5*, Swim +15.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 17 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex DC 17). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1

Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to any spells, spell-like abilities, and supernatural effects that allows spell resistance, except as follows:

A *transmute mud to rock* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute rock to mud* spell heals all its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
*A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Appendix Three – APL 10

Encounter Two: Room 6 (EL 14)

Khaf Ryl: Male human (Flan) Ftr5/Tem2/EIW2; Medium humanoid (human) CR9; HD 9d10+18, hp 81; Init +0; Spd 20 ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk +8; Grp +11; Atk +13 melee (2d4+7/19-20, masterwork spiked chain); Full Atk +13/+8 melee (2d4+7/19-20, masterwork spiked chain) or +13/+8 melee (1d4+3/19-20, masterwork dagger) or +9/+4 ranged (1d8/19-20, masterwork light crossbow); Space/Reach: 5ft./5ft. (10 ft. with chain); SA: Smite; SQ Cold resistance 10, elemental affinity [cold], elemental manifestation, mettle; AL LE; SV Fort +11, Ref +1, Will +5; Str 17, Dex 10, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Intimidate +11, Knowledge (religion) +8, Knowledge (the planes) +8, Swim +5; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Toughness, True Believer, Weapon Focus (dagger, spiked chain), Weapon Specialization (spiked chain).

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities. At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity. She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively). She also gains resistance 10 to a particular type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element. The effect lasts for 1 minute and may be used a number of times per day equal to her class level. It can be dismissed as a free action.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the

spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Possessions: Masterwork fullplate, Masterwork baatorian green steel spiked chain, Masterwork dagger, Masterwork light crossbow, 10 bolts.

Pious Templar's Spells Prepared (2): 1 – cure light wounds, inflict light wounds.

Lort Brihn: Male human (Flan) Rng1/Ftr4/Tem2/Blk2; Medium humanoid (human) CR9; HD 1d8+8d10+18, hp 80; Init -1; Spd 20 ft.; AC 19 (-1 Dex, +8 armor, +2 shield), touch 9, flat-footed 19; Base Atk +9; Grp +11; Atk +13 melee (1d8+5/x3, masterwork battleaxe); Full Atk +13/+8 melee (1d8+5/x3, masterwork battleaxe) or +13/+8 melee (1d4+2/19-20, masterwork dagger) or +9/+4 ranged (1d8+2/x3, masterwork composite longbow (+2 Str)); Space/Reach: 5ft./5ft.; SA Smite good, Smite; SQ favored enemy (human) +2, wild empathy, mettle, poison use, aura of evil, detect good, dark blessing; AL LE; SV Fort +14, Ref +2, Will +5; Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Handle Animal +13, Hide +4, Knowledge (religion) +5, Listen +5, Move Silently -1, Spot +5, Survival +5, Swim +0; Cleave, Extra Smiting, Improved Sunder, Power Attack, Track, True Believer, Weapon Focus (dagger, battleaxe), Weapon Specialization (battleaxe).

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Possessions: Masterwork fullplate, Masterwork heavy steel shield, Masterwork baatorian green steel battleaxe, Masterwork dagger, Masterwork composite longbow (+2 Str), 20 cold iron arrows.

Blackguard Spells Prepared (2): 1st – align weapon, cure light wounds.

Pious Templar Spells Prepared (2): 1st – corrupt weapon, divine favor.

Jahf ap Torl: Male human (Flan) Clr3/Wiz3/MyT3; Medium humanoid (human) CR9; HD 3d8+6d4+9, hp 43; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk +5 melee (1d4/19-20, masterwork dagger); Space/Reach: 5ft./5ft.; SQ Rebuke undead (Su) 7/day; AL LE; SV Fort +6, Ref +5, Will +11; Str 10, Dex 14, Con 12, Int 16, Wis 15, Cha 10.

Skills and Feats: Concentration +13, Decipher Script +14, Knowledge (arcana) +15, Knowledge (religion) +15, Knowledge (the planes) +10, Spellcraft +17; Extra Turning, Empower Spell, Practiced Spellcaster (cleric), Practiced Spellcaster (wizard), Divine Spell Power, Scribe Scroll.

Possessions: Masterwork dagger, belt pouch, spell component pouch, spellbook.

Cleric Spells Prepared (5/4/4/2): 0 – cure minor wounds (x2), detect magic, guidance, virtue; 1st – bless, detect secret doors*, inflict light wounds, sanctuary, shield of faith; 2nd – calm emotions, cure moderate wounds, detect thoughts*, hold person, sound burst; 3rd – dispel magic*, magic vestment, prayer.

Wizard Spells Prepared (4 / 4 / 4 / 3): 0 – detect magic, mage hand, ray of frost, resistance; 1st – mage armor, magic missile, protection from good, ray of enfeeblement; 2nd – false life, invisibility, see invisibility, tasha's hideous laughter; 3rd – magic missile (empowered), displacement, haste.

Wizard Spellbook: 0 – acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st – comprehend languages, detect secret doors, detect undead, grease, magic armor, magic missile, magic weapon, obscuring mist, protection from good, ray of enfeeblement; 2nd – blindness/deafness, detect thoughts, false life, invisibility, see invisibility, tasha's hideous laughter; 3rd – dispel magic, displacement, haste, vampiric touch.

Viper Familiar: CR 1; Tiny animal; HD 9d8; hp 21; Init +3; Spd 15 ft., swim 15 ft., climb 15 ft.; AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +4; Grp -7; Atk +9 melee (1d3-4, bite); Full Atk +9 melee (1d3-4,

bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master, weapon finesse; AL N; SV Fort +5, Ref +6, Will +10; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Mezzoloth, advanced; CR 7; medium outsider (evil, extraplanar, yugoloth); HD 12d8+72; hp 110; Init +5; Spd 40 ft.; AC 21 (+1 Dex, +8 natural, +2 shield), touch 11, flat-footed 20; Base Atk +12; Grp +15; Atk +15 melee (1d4+3, claw) or +17 melee (1d8+4/19-20, +1 *trident*) or +15 ranged (1d8+4/19-20, +1 *trident*); Full Atk +15/+15 melee (1d4+3, 2 claws) or +17/+12 melee (1d8+4/19-20, +1 *trident*) or +15 ranged (1d8+4/19-20, +1 *trident*); Space/Reach: 5ft./5ft.; SA Spell-like abilities, *summon yugoloth*; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +14, Ref +9, Will +10; Str 16, Dex 12, Con 22, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +16, Intimidate +17, Knowledge (the planes) +13, Listen +15, Move Silently +16, Spot +15; Improved Critical (*trident*), Improved Initiative, Iron Will, Power Attack, Weapon Focus (*trident*).

Immunities (Ex): Mezzoloths are immune to poison and acid.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Spell-like Abilities (Sp): At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, see invisibility; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Possessions: gems worth 930 gp.

Note: The mezzoloth's summon ability has the same penalty as a PC's summon check (requires a caster check DC 20). Their greater teleport does not work within the temple.

Encounter Two: Room 7 (EL 13)

Evolved Advanced wraith; CR 7; medium undead (incorporeal); HD 9d12; hp 81; Init +7; Spd fly 60 ft. (good); AC 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13; Base Atk +4; Grp --; Atk +7 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +7 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5ft./5ft.; SA Constitution drain, create spawn, spell-like abilities; SQ Darkvision 60 ft., daylight powerlessness, fast healing 3, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +10; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 18.

Skills and Feats: Diplomacy +7, Hide +15, Intimidate +15, Listen +16, Search +14, Sense Motive +12, Spot +14, Survival +2 (+4 following tracks); Ability Focus (constitution drain), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Iron Will.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 20 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Spell-like Abilities (Sp): 1/day – *haste* (wraith #1) or *greater invisibility* (wraith #2) or *unholy blight* (wraith #3) (DC 18). Effective caster level 9th. The save DCs are Charisma-based.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not

subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Wight Mnk1/Clr3; CR 7; medium undead; HD 4d12; hp 36; Init +5; Spd 30 ft.; AC 16 (+1 Dex, +4 natural, +1 Deflection), touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk +4 melee (1d6+2 plus energy drain, slam) or +5 melee (1d4+2, masterwork dagger); Full Atk +4 melee (1d6+2 plus energy drain, slam) or +5 melee (1d4+2, masterwork dagger); Space/Reach: 5ft./5ft.; SA Create spawn, energy drain, flurry of blows, rebuke undead, spontaneous casting; SQ Undead traits; AL LE; SV Fort +5, Ref +4, Will +9; Str 15, Dex 12, Con --, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +7, Diplomacy +7, Knowledge (religion) +8, Knowledge (the planes) +4, Sense Motive +8, Spellcraft +4, Spot +8, Tumble +5; Combat Casting, Combat Reflexes, Improved Initiative, Stunning Fist, Unarmed Strike.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

A wight can control a number of spawn equal to its HD x 2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Energy Drain (Su): Any living creature struck by a wight's natural attack must succeed on a Fortitude saving throw DC 15 or gain two negative levels. For each negative level it bestows, the wight heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed on a Fortitude save (same DC) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Possessions: Masterwork dagger, +1 ring of protection, gem-studded necklace with Vecna's holy symbol worth 600 gp.

Cleric Spells Prepared (4/3+1/2+1): 0 – inflict minor wounds (x2), detect magic, guidance; 1st – bless, magic weapon, protection from good*, sanctuary; 2nd – bull's strength, desecrate*, owl's wisdom.

Encounter Three (EL 13)

Flan Thief: Male Flan human Rog4/Ftr2; Medium humanoid (human) CR 6; HD 4d6+2d10+12, hp 42; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +9 melee (1d8+3, morningstar) or +6 melee (1d4+1/19-20, dagger) or +6 melee (1d6+1, sap) or +8 ranged (1d6/x3, shortbow); Full Atk +9 melee (1d8+3, morningstar) or +6 melee (1d4+1/19-20, dagger) or +6 melee (1d6+1, sap) or +8 ranged (1d6/x3, shortbow); Space/Reach: 5ft./5ft.; SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +6, Ref +7, Will +0; Str 13, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Disable Device +5, Hide +12, Jump +8, Move Silently +12, Open Lock +7, Search +8, Sense Motive +6, Sleight of Hand +12, Spot +6, Swim +4, Tumble +14; Combat Reflexes, Dodge, Mobility, Improved Initiative, Spring Attack, Weapon Focus (morningstar).

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels.

thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These

bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Possessions: Masterwork studded leather armor, masterwork morningstar, dagger, sap, shortbow, 20 arrows, backpack, masterwork thieves' tools, 8 gp.

Note: The thieves have the following spells cast upon them: *greater magic weapon* and *stoneskin*. Their morningstar stats include this spell.

Flan Sorcerer: Male Flan human Sor10; Medium humanoid (human) CR 10; HD 10d4+20, hp 45; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch 11, flat-footed 14; Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20, dagger); Full Atk +5 melee (1d4/19-20, dagger); Space/Reach: 5ft./5ft.; AL NE; SV Fort +6, Ref +4, Will +9; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 16.

Skills and Feats: Bluff +16, Concentration +17, Craft (alchemy) +15, Knowledge (arcane) +15, Spellcraft +17; Great Fortitude, Improved Initiative, Improved Toughness, Silent Spell, Skill Focus (concentration).

Possessions: spell component pouch, 100 gp.

Sorcerer Spells Known (6 / 7 6 / 7 2 / 7 2 / 5 0 / 3): 0 – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st – *detect secret doors*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *invisibility*, *knock*, *mirror image*; 3rd – *dispel magic*, *greater magic weapon*, *slow*; 4th – *enervation*, *stoneskin*; 5th – *hold monster*.

Note: This sorcerer has already cast *mage armor* and *stoneskin* upon himself.

Encounter Four (EL 13)

Bullywug barbarian: Male bullywug Bbn10; Medium humanoid (aquatic) CR 11; HD 10d12+50, hp 128; Init +7; Spd 30 ft., swim 30 ft.; AC 21 (+3 Dex, +5 armor, +3 natural), touch 13, flat-footed 18; Base Atk +10; Grp +11; Atk +14 melee (2d4+2/15-20 plus 1d6 cold, +1 *frost falchion*); Full Atk +14/+9 melee (2d4+2/15-20 plus 1d6 cold, +1 *frost falchion*) or +13/+8 ranged (1d6+1, javelin); Space/Reach: 5ft./5ft.; SA Rage 3/day; SQ Damage reduction 3/-, improved uncanny dodge, marsh move, trap sense +3, uncanny dodge; AL NE; SV Fort +13, Ref +7, Will +3; Str 12, Dex 16, Con 20, Int 7, Wis 8, Cha 7.

Skills and Feats: Intimidate +11, Listen +12, Swim +9; Greater Resiliency, Improved Critical (falchion), Improved Initiative, Weapon Finesse.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require

patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Trap Sense (Ex): Bullywugs Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: +2 studded leather armor, +1 frost falchion, 3 javelins, +1 vest of resistance, diamond worth 300 gp.

Bullywug warrior: Male bullywug War8; Medium humanoid (aquatic) CR8; HD 8d8+32, hp 72; Init +3; Spd 20 ft., swim 30 ft.; AC 20 (+3 Dex, +2 armor, +2 shield, +3 natural), touch 13, flat-footed 17; Base Atk +8; Grp +8; Atk +12 melee (1d6, masterwork javelin); Full Atk +12/+7 melee (1d6, masterwork javelin) or +11/+6 ranged (1d6, javelin); Space/Reach: 5ft./5ft.; SQ

Marsh move; AL NE; SV Fort +10, Ref +5, Will +1; Str 10, Dex 17, Con 18, Int 7, Wis 8, Cha 7.

Skills and Feats: Jump +5, Swim +14; Combat Reflexes, Endurance, Weapon Finesse.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: Masterwork leather armor, masterwork heavy wooden shield, masterwork javelin, 3 javelins, 100 gp.

Encounter Six: Room 16 (EL 14)

Advanced mud golem; CR 13; large construct; HD 22d10+30; hp 188; Init -1; Spd 20 ft. (can't run), swim 20 ft.; AC: 21 (-1 size, -1 Dex, +13 natural), touch 8, flat-footed 21; Base Atk: +16; Grp: +27; Atk +22 melee (2d10+10, slam); Full Atk +22 melee (2d10+10, 2 slams); Space/Reach: 10ft./10ft.; SA Breath weapon, engulf; SQ Construct traits, Damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +7, Ref +6, Will +7; Str 24, Dex 9, Con --, Int --, Wis 11, Cha 1.

Skills and Feats: Hide -5*, Swim +19.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 21 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex DC 21). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to any spells, spell-like abilities, and supernatural effects that allows spell resistance, except as follows:

A *transmute mud to rock* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute rock to mud* spell heals all its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Appendix Four – APL 12

Encounter Two: Room 6 (EL 16)

Khaf Ryl: Male human (Flan) Ftr5/Tem2/EIW4; Medium humanoid (human) CR11; HD 11d10+22, hp 99; Init +0; Spd 20 ft., swim 20 ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk +10; Grp +13; Atk +15 melee (2d4+7/19-20, masterwork spiked chain); Full Atk +15/+10 melee (2d4+7/19-20, masterwork spiked chain) or +15/+10 melee (1d4+3/19-20, masterwork dagger) or +11/+6 ranged (1d8/19-20, masterwork light crossbow); Space/Reach 5ft./5ft. (10 ft. with chain); SA: Elemental weapon, smite; SQ Cold resistance 10, elemental affinity [cold], elemental manifestation, elemental movement, mettle; AL LE; SV Fort +12, Ref +2, Will +6; Str 17, Dex 10, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +3, Intimidate +13, Knowledge (religion) +9, Knowledge (the planes) +10, Swim +5; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Toughness, True Believer, Weapon Focus (dagger, spiked chain), Weapon Specialization (spiked chain).

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities. At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity. She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively). She also gains resistance 10 to a particular type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element. The effect lasts for 1 minute and may be used a number of times per day equal to her class level. It can be dismissed as a free action.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Elemental Movement (Su): The elemental warrior gains a swim speed of 30 feet (or equal

to her base speed, whichever is lower). She also gains the ability to breathe water.

At 4th level, elemental warriors of all kinds also gain the ability to use plane shift once per day to reach their chosen Elemental Plane (or from that Elemental Plane to the Material Plane).

Elemental Weapon (Su): At 3rd level and higher, an elemental warrior can, as a move action, imbue any melee weapon she wields with the energy of her chosen element. The imbued weapon deals an extra 2d6 points of energy damage on each hit. The effect lasts for 1 minute and may be dismissed as a free action. She can use this ability a number of times per day equal to her class level.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental weapon effect.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Possessions: Masterwork full plate, masterwork baatorian green steel spiked chain, masterwork dagger, masterwork light crossbow, 10 bolts.

Pious Templar's Spells Prepared (2): 1 – cure light wounds, inflict light wounds.

Lort Brihn: Male human (Flan) Rng1/Ftr4/Tem3/Blk3; Medium humanoid (human) CR11; HD 1d8+10d10+22, hp 98; Init -1; Spd 20 ft.; AC 19 (-1 Dex, +8 armor, +2 shield), touch 9, flat-footed 19; Base Atk +11; Grp +13; Atk +15 melee (1d8+5/x3, masterwork battleaxe); Full Atk +15/+10/+5 melee (1d8+5/x3, masterwork battleaxe) or +15/+10/+5 melee (1d4+2/19-20, masterwork dagger) or +11/+6/+1 ranged (1d8+2/x3, masterwork composite longbow (+2 Str)); Space/Reach: 5ft./5ft.; SA Smite good, smite; SQ Favored enemy (human) +2, wild empathy, mettle, poison use, aura of evil, damage reduction 1/–, detect good, dark blessing, rebuke undead 6/day, aura of despair; AL LE; SV Fort +17, Ref +7, Will +9; Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 16.

Skills and Feats: Handle Animal +13, Hide +7, Knowledge (religion) +5, Listen +5, Move Silently -1, Spot +5, Survival +5, Swim +3; Cleave, Extra Smite, Improved Sunder, Power Attack, Track, True Believer, Weapon Focus (dagger, battleaxe), Weapon Specialization (battleaxe, dagger).

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally

poisoning themselves when applying poison to a blade.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Possessions: Masterwork fullplate, Masterwork heavy steel shield, Masterwork baatorian green steel battleaxe, Masterwork dagger, Masterwork composite longbow (+2 Str), 20 cold iron arrows.

Blackguard Spells Prepared (2): 1st – align weapon, cure light wounds.

Pious Templar Spells Prepared (2): 1st – corrupt weapon, divine favor.

Jahf ap Torl: Male human (Flan) Clr3/Wiz3/MyT5; Medium humanoid (human) CR11; HD 3d8+8d4+11, hp 50; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +5; Grp +5; Atk +6 melee (1d4/19-20, masterwork dagger); Space/Reach 5ft./5ft.; SQ Rebuke undead 7/day; AL LE; SV Fort +6, Ref +5, Will +12; Str 10, Dex 14, Con 12, Int 16, Wis 15, Cha 10.

Skills and Feats: Concentration +15, Decipher Script +17, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +10, Sense Motive +3, Spellcraft +19; Extra Turning, Empower Spell, Practiced Spellcaster (cleric), Practiced Spellcaster (wizard), Divine Spell Power, Scribe Scroll.

Possessions: Masterwork dagger, belt pouch, spell component pouch, spellbook, 500 gp of diamond dust.

Cleric Spells Prepared (6/5/4/3/2): 0 – *cure minor wounds (x2), detect magic, guidance, mending, virtue*; 1st – *bless, detect secret doors*, inflict light wounds, protection from good, sanctuary, shield of faith*; 2nd – *calm emotions, cure moderate wounds, detect thoughts*, hold person, sound burst*; 3rd – *dispel magic*, magic vestment, prayer, searing light*; 4th – *cure critical wounds, divination*, freedom of movement*.

Wizard Spells Prepared (4/5/4/4/2): 0 – *detect magic, mage hand, ray of frost, resistance*; 1st – *grease, magic missile, obscuring mist, protection from good, ray of enfeeblement*; 2nd – *blindness, false life, see invisibility, tasha's hideous laughter*; 3rd – *magic missile (empowered), displacement, greater mage armor, haste*; 4th – *greater invisibility, stoneskin*.

Wizard Spellbook: 0 – *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st – *comprehend languages, detect secret doors, detect undead, enlarge person, grease, magic armor, magic missile, magic weapon, obscuring mist, protection from good, ray of enfeeblement*; 2nd – *blindness/deafness, darkness, detect thoughts, false life, invisibility, see invisibility, tasha's hideous laughter*; 3rd – *dispel magic, displacement, greater mage armor, greater magic weapon, haste, vampiric touch*; 4th – *bestow curse, greater invisibility, mass enlarge person, stoneskin*.

Viper Familiar: CR 1; Tiny animal; HD 11d8; hp 25; Init +3; Spd 15 ft., swim 15 ft., climb 15 ft.; AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +5; Grp -6; Atk +10 melee (1d3-4, bite); Full Atk +10 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master, weapon finesse; AL N; SV Fort +5, Ref +6, Will +11; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Mezzoloth, advanced: CR 9; medium outsider (evil, extraplanar, yugoloth); HD 16d8+96; hp 168; Init +5; Spd 40 ft.; AC 21 (+1 Dex, +8 natural, +2 shield), touch 11, flat-footed 20; Base Atk +16; Grp: +19; Atk +19 melee (1d4+3, claw) or +21 melee (1d8+4/19-20, +1 trident) or +19 ranged (1d8+4/19-20, +1 trident); Full Atk

+19 melee (1d4+3, 2 claws) or +21/+16/+11 melee (1d8+4/19-20, +1 trident) or +19 ranged (1d8+4/19-20, +1 trident); Space/Reach: 5ft./5ft.; SA Spell-like abilities, *summon yugoloth*; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +12; Str 17, Dex 12, Con 22, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +20, Intimidate +21, Knowledge (the planes) +17, Listen +19, Move Silently +20, Spot +19; Improved Critical (trident), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (trident).

Immunities (Ex): Mezzoloths are immune to poison and acid.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Spell-like Abilities (Sp): At will – *cause fear* (DC 13), *darkness, desecrate, produce flame*, see invisibility; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Possessions: gems worth 930 gp.

Note: The mezzoloth's summon ability has the same penalty as PCs summon check (requires a caster check DC 20). Their greater teleport does not work within the temple.

Encounter Two: Room 7 (EL 15)

Twice-Evolved Advanced wraith; CR 9; medium undead (incorporeal); HD 13d12; hp 117; Init +7; Spd fly 60 ft. (good); AC 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14; Base Atk +6; Grp --; Atk +9 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +9 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Space/Reach: 5ft./5ft.; SA Constitution drain, create spawn, spell-like abilities; SQ Darkvision 60 ft., daylight powerlessness, fast healing 6, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +4, Ref +7, Will +12; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 21.

Skills and Feats: Diplomacy +8, Hide +19, Intimidate +20, Listen +20, Search +18, Sense Motive +16, Spot +18, Survival +2 (+4 following tracks); Ability Focus (constitution drain), Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 23 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Fast Healing (Ex): An evolved undead heals 6 points of damage each round so long as it has at least 1 hit point.

Spell-like Abilities (Sp): 1/day – *greater invisibility* and *haste* (wraith #1) or *confusion* (DC 19) and *greater invisibility* (wraith #2) or *greater invisibility* and *unholy blight* (wraith #3) (DC 19). Effective caster level 13th. The save DCs are Charisma-based.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Wight Mnk1/Clr5; CR 9; medium undead; HD 6d12; hp 54; Init +5; Spd 30 ft.; AC 17 (+1 Dex, +4 natural, +2 deflection), touch 13, flat-footed 16; Base Atk +3; Grp +5; Atk +5 melee (1d6+2

plus energy drain, slam) or +6 melee (1d4+2, masterwork dagger); Full Atk +5 melee (1d6+2 plus energy drain, slam) or +6 melee (1d4+2, masterwork dagger); Space/Reach: 5ft./5ft.; SA Create spawn, energy drain, flurry of blows, rebuke undead, spontaneous casting; SQ Undead traits; AL LE; SV Fort +7, Ref +5, Will +11; Str 15, Dex 12, Con --, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +9, Diplomacy +8, Knowledge (religion) +10, Knowledge (the planes) +5, Sense Motive +8, Spellcraft +6, Spot +8, Tumble +5; Combat Casting, Combat Reflexes, Divine Spell Power, Improved Initiative, Stunning Fist, Unarmed Strike.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

A wight can control a number of spawn equal to its HD x 2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Energy Drain (Su): Any living creature struck by a wight's natural attack must succeed on a Fortitude saving throw DC 15 or gain two negative levels. For each negative level it bestows, the wight heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed on a Fortitude save (same DC) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Possessions: Masterwork dagger, +2 ring of protection, +1 cloak of resistance, gem-studded necklace with Vecna's holy symbol worth 600 gp.

Cleric Spells Prepared (5/4+1/3+1/2+1): 0 – inflict minor wounds (x2), detect magic, guidance, virtue; 1st – bless, cause fear, magic weapon, protection from good, sanctuary; 2nd – bull's strength, desecrate*, owl's wisdom, sound burst; 3rd – blindness/deafness, dispel magic*, prayer.*

Encounter Three (EL 15)

Flan Thief: Male Flan human Rog4/Ftr4; Medium humanoid (human) CR 8; HD 4d6+4d10+16, hp 60; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +7; Grp +9; Atk +13 melee (1d8+8, morningstar) or +9 melee (1d4+2/19-20, dagger) or +9 melee (1d6+2, sap) or +10 ranged (1d6/20/x3, shortbow); Full Atk +13/+8 melee (1d8+8, morningstar) or +9/+4 melee (1d4+2/19-20, dagger) or +9/+4 melee (1d6+2, sap) or +10/+5 ranged (1d6/x3, shortbow); Space/Reach 5ft./5ft.; SA Sneak attack +2d6; SQ Evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +7, Ref +8, Will +1; Str 14, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Disable Device +5, Hide +12, Jump +15, Move Silently +12, Open Lock +7, Search +8, Sense Motive +6, Sleight of Hand +12, Spot +6, Swim +7, Tumble +14; Combat Reflexes, Dodge, Mobility, Improved Initiative, Spring Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage

to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains

her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Possessions: Masterwork studded leather armor, masterwork morningstar, dagger, sap, shortbow, 20 arrows, backpack, masterwork thieves' tools, 48 gp.

Note: The thieves have the following spells cast upon them: *greater magic weapon* and *stoneskin*. Their morningstar stats include this spell.

Flan Sorcerer: Male Flan human Sor12; Medium humanoid (human) CR 12; HD 12d4+22, hp 53; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch 11, flat-footed 14; Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20, dagger); Full Atk +6/+1 melee (1d4/19-20, dagger); Space/Reach: 5ft./5ft.; AL NE; SV Fort +7, Ref +7, Will +10; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 17.

Skills and Feats: Bluff +18, Concentration +19, Craft (alchemy) +17, Knowledge (arcane) +17, Spellcraft +19; Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Silent Spell, Skill Focus (concentration).

Possessions: spell component pouch, 100 gp.

Sorcerer Spells Known (6 / 7 6 / 7 2 / 7 2 / 6 1 / 5 4 / 3): 0 – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st – *detect secret doors*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *invisibility*, *knock*, *mirror image*, *resist energy*; 3rd – *dispel magic*, *greater magic weapon*, *slow*, *water breathing*; 4th – *dimension door*, *enervation*, *stoneskin*; 5th – *hold monster*, *rary's telepathic bond*; 6th – *greater heroism*.

Note: This sorcerer has the following spells cast upon himself: *mage armor*, *stoneskin*, and *rary's telepathic bond*.

Encounter Four (EL 15)

Bullywug barbarian: Male bullywug Bbn12; Medium humanoid (aquatic) CR13; HD

12d12+60, hp 153; Init +7; Spd 30 ft., swim 30 ft.; AC 21 (+3 Dex, +5 armor, +3 natural), touch 13, flat-footed 18; Base Atk +12; Grp +13; Atk +16 melee (2d4+2/15-20 plus 1d6 cold, +1 *icy burst falchion*); Full Atk +16/+11/+6 melee (2d4+2/15-20 plus 1d6 cold, +1 *icy burst falchion*) or +15/+10/+5 ranged (1d6+1, javelin); Space/Reach: 5ft./5ft.; SA Greater rage 4/day; SQ Damage reduction 3/–, improved uncanny dodge, marsh move, trap sense +4, uncanny dodge; AL NE; SV Fort +15, Ref +9, Will +7; Str 12, Dex 17, Con 20, Int 7, Wis 8, Cha 7.

Skills and Feats: Escape Artist +13, Intimidate +13, Listen +14, Swim +9; Greater Resiliency, Improved Critical (falchion), Improved Initiative, Iron Will, Weapon Finesse.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Greater Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of

rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

Trap Sense (Ex): Bullywugs Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: +2 *studded leather armor (improved slick)*, +1 *icy burst falchion*, 3 javelins, +2 *vest of resistance*, diamond worth 300 gp.

Bullywug warrior: Male bullywug War10; Medium humanoid (aquatic) CR10; HD 10d8+40, hp 90; Init +3; Spd 20 ft., swim 30 ft.; AC 21 (+3 Dex, +3 armor, +2 shield, +3 natural), touch 13, flat-footed 18; Base Atk +10; Grp +10; Atk +14 melee (1d6+1, +1 *javelin*); Full Atk +14/+9 melee (1d6+1, +1 *javelin*) or +13/+8 ranged (1d6, javelin); Space/Reach 5ft./5ft.; SQ Marsh move; AL NE; SV Fort +11, Ref +6, Will +4; Str 10, Dex 17, Con 18, Int 7, Wis 8, Cha 7.

Skills and Feats: Jump +6, Swim +15; Combat Reflexes, Endurance, Iron Will, Weapon Finesse.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: +1 *leather armor*, *Masterwork heavy wooden shield*, +1 *javelin*, 3 *javelins*, 100 gp.

Encounter Six: Room 16 (EL 16)

Advanced mud golem; CR 13; large construct; HD 22d10+30; hp 188; Init –1; Spd 20 ft. (can't run), swim 20 ft.; AC 21 (–1 size, –1 Dex, +13 natural), touch 8, flat-footed 21; Base Atk +16; Grp +27; Atk +22 melee (2d10+10, slam); Full Atk +22 melee (2d10+10, 2 slams); Space/Reach: 10ft./10ft.; SA Breath weapon, Engulf; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +7, Ref +6, Will +7; Str 24, Dex 9, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide –5*, Swim +19.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 21 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex DC 21). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see

Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to any spells, spell-like abilities, and supernatural effects that allows spell resistance, except as follows:

A *transmute mud to rock* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute rock to mud* spell heals all its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
*A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Appendix Five – APL 14

Encounter Two: Room 6 (EL 18)

Khaf Ryl: Male human (Flan) Ftr5/Tem2/EIW5/EWM1; Medium humanoid (human) CR13; HD 13d10+22, hp 114; Init +0; Spd 20 ft., swim 20 ft.; AC 18 (+8 armor), touch 10, flat-footed 18; Base Atk +11; Grp +15; Atk +17 melee (2d4+9/19-20, masterwork spiked chain); Full Atk +17/+12/+7 melee (2d4+9/19-20, masterwork spiked chain) or +17/+12/+7 melee (1d4+4/19-20, masterwork dagger) or +12/+7/+2 ranged (1d8/19-20, masterwork light crossbow); Space/Reach 5ft./5ft. (10 ft. with chain); SA: Elemental strike, elemental burst weapon, exotic weapon stunts, smite; SQ Cold resistance 10, elemental affinity [cold], elemental manifestation, elemental movement, mettle; AL LE; SV Fort +14, Ref +2, Will +6; Str 18, Dex 10, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +8, Intimidate +15, Knowledge (religion) +9, Knowledge (the planes) +11, Swim +6; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Toughness, Power Attack, True Believer, Weapon Focus (dagger, spiked chain), Weapon Specialization (spiked chain).

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities. At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity. She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively). She also gains resistance 10 to a particular type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element. The effect lasts for 1 minute and may be used a number of times per day equal to her class level. It can be dismissed as a free action.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Elemental Movement (Su): The elemental warrior gains a swim speed of 30 feet (or equal to her base speed, whichever is lower). She also gains the ability to breathe water.

At 4th level, elemental warriors of all kinds also gain the ability to use plane shift once per day to reach their chosen Elemental Plane (or from that Elemental Plane to the Material Plane).

Elemental Strike (Su): Once per day, a 5th-level elemental warrior can channel her chosen element to deal a devastating touch attack. The attack requires a standard action to deliver; if it hits, the target takes 10d6 points of damage as moisture is drawn from its body and becomes nauseated for 1 round (Fort save negates nausea). No save is allowed against the damage dealt by the attack, but a successful Fortitude save negates the secondary effect. The save DC for these effects is 15 + the elemental warrior's Con modifier.

Elemental Weapon (Su): At 3rd level and higher, an elemental warrior can, as a move action, imbue any melee weapon she wields with the energy of her chosen element. The imbued weapon deals an extra 2d6 points of energy damage on each hit. The effect lasts for 1 minute and may be dismissed as a free action. She can use this ability a number of times per day equal to her class level.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental weapon effect.

When an elemental warrior reaches 5th level, this ability improves. The extra damage remains the same, but on a successful critical hit, the weapon releases a burst of energy that deals even more energy damage of the same type (for a total of 6d6). The additional damage is 4d6 points for weapons with a x2 critical multiplier, 6d6 points for weapons with a x3 critical multiplier, or 8d6 for weapons with a x4 critical multiplier.

Exotic Weapon Stunts (Ex): flurry of strikes, double weapon defense, show off.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the

spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Possessions: *Masterwork fullplate, Masterwork baatorian green steel spiked chain, Masterwork spiked chain, Masterwork dagger, Masterwork light crossbow, 10 bolts.*

Pious Templar's Spells Prepared (2): 1 – *cure light wounds, inflict light wounds.*

Lort Brihn: Male human (Flan) Rng1/Ftr4/Tem3/Blk5; Medium humanoid (human) CR13; HD 1d8+12d10+26, hp 116; Init -1; Spd 20 ft.; AC 19 (-1 Dex, +8 armor, +2 shield), touch 9, flat-footed 19; Base Atk +13; Grp +15; Atk +17 melee (1d8+5/19-20x3, masterwork battleaxe); Full Atk +17/+12/+7 melee (1d8+5/19-20x3, masterwork battleaxe) or +17/+12/+7 melee (1d4+2/19-20, masterwork dagger) or +13/+8/+2 ranged (1d8+2/x3, masterwork composite longbow (+2 Str)); Space/Reach: 5ft./5ft.; SA Smite good, smite, sneak attack +1d6; SQ Aura of despair, aura of evil, damage reduction 1/–, dark blessing, detect good, favored enemy (human) +2, fiendish servant, mettle, poison use, rebuke undead 6/day, wild empathy; AL LE; SV Fort +18, Ref +7, Will +9; Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 17.

Skills and Feats: Handle Animal +17, Hide +9, Knowledge (religion) +5, Listen +5, Move Silently -1, Spot +5, Survival +5, Swim +3; Cleave, Extra Smiting, Improved Critical (battleaxe), Improved Sunder, Power Attack, Track, True Believer, Weapon Focus (dagger, battleaxe), Weapon Specialization (battleaxe, dagger).

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard

gets a sneak attack bonus from another source the bonuses on damage stack.

Possessions: Masterwork fullplate, Masterwork heavy steel shield, Masterwork baatorian green steel battleaxe, Masterwork dagger, Masterwork composite longbow (+2 Str), 20 cold iron arrows.

Blackguard Spells Prepared (2/1): 1st – align weapon, cure light wounds; 2nd – bull's strength.

Pious Templar Spells Prepared (2): 1st – corrupt weapon, divine favor.

Dire Rat Fiendish Servant: CR 2; Small animal; HD 5d8+5; hp 34; Init +8; Spd 40 ft., climb 20 ft.; AC 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +7 melee (1d4+1 plus disease, bite); Full Atk +7 melee (1d4+1 plus disease, bite); Space/Reach 5ft./5ft.; SA Disease; SQ Empathic link, improved evasion, improved initiative, low-light vision, scent, share saving throws, share spells, speak with blackguard, weapon finesse; AL N; SV Fort +14, Ref +9, Will +6; Str 12, Dex 18, Con 12, Int 7, Wis 12, Cha 4.

Jahf ap Torl: Male human (Flan) Clr3/Wiz3/MyT7; Medium humanoid (human) CR13; HD 3d8+10d4+13, hp 58; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +6; Grp +6; Atk +7 melee (1d4/19-20, masterwork dagger); Space/Reach: 5ft./5ft.; SQ Rebuke undead 7/day; AL LE; SV Fort +7, Ref +6, Will +14; Str 10, Dex 14, Con 12, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +17, Decipher Script +19, Knowledge (arcana) +19, Knowledge (religion) +19, Knowledge (the planes) +10, Sense Motive +6, Spellcraft +21; Divine Spell Power, Empower Spell, Extra Turning, Practiced Spellcaster (cleric), Practiced Spellcaster (wizard), Quicken Spell, Scribe Scroll.

Possessions: Masterwork dagger, belt pouch, spell component pouch, spellbook, 500gp of diamond dust.

Cleric Spells Prepared (6 / 5 / 5 / 4 / 3 / 2): 0 – cure minor wounds (x2), detect magic, guidance, mending, virtue; 1st – bless, detect secret doors*, inflict light wounds, protection from good, sanctuary, shield of faith; 2nd – calm emotions, cure moderate wounds, detect thoughts*, hold person, sound burst, spiritual weapon; 3rd – dispel magic*, magic vestment

(x2), prayer, searing light; 4th – cure critical wounds, divination*, freedom of movement, greater magic weapon; 5th – flame strike, mass cure light wounds, spell resistance*.

Wizard Spells Prepared (4/5/5/4/3/2): 0 – detect magic, mage hand, ray of frost, resistance; 1st – grease, magic missile, obscuring mist, protection from good, ray of enfeeblement; 2nd – blindness, darkness, false life, see invisibility, tasha's hideous laughter; 3rd – magic missile (empowered), displacement, greater mage armor, haste; 4th – greater invisibility, phantasmal killer, stoneskin; 5th – ray of enfeeblement (quicken), feeblemind.

Wizard Spellbook: 0 – acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st – comprehend languages, detect secret doors, detect undead, enlarge person, grease, magic armor, magic missile, magic weapon, obscuring mist, protection from good, ray of enfeeblement; 2nd – blindness/deafness, darkness, detect thoughts, false life, invisibility, see invisibility, tasha's hideous laughter; 3rd – dispel magic, displacement, greater mage armor, greater magic weapon, haste, vampiric touch; 4th – bestow curse, greater invisibility, mass enlarge person, phantasmal killer, stoneskin; 5th – cloudkill, feeblemind, mind fog, telekinesis.

Viper Familiar: CR 1; Tiny animal; HD 13d8; hp 29; Init +3; Spd 15 ft., swim 15 ft., climb 15 ft.; AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +6; Grp -5; Atk +11 melee (1d3-4, bite); Full Atk +11 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master, weapon finesse; AL N; SV Fort +6, Ref +7, Will +12; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Mezzoloth, advanced: CR 11; large outsider (evil, extraplanar, yugoloth); HD 20d8+160; hp 240; Init +4; Spd 40 ft.; AC 21 (-1 size, +10 natural, +2 shield), touch 9, flat-footed 21; Base Atk +20; Grp +32; Atk +27 melee (1d6+8, claw) or +29 melee (2d6+9/19-20, +1 large trident) or +27 ranged (2d6+9/19-20, +1 large trident); Full Atk +27/+27 melee (1d6+8, 2 claws) or +29/+24/+19/+14 melee (2d6+9/19-20, +1 large trident) or +27 ranged (2d6+9/19-20, +1 large trident); Space/Reach: 10ft./10ft.; SA Spell-like

abilities, *summon yugoloth*; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +19, Ref +14, Will +14; Str 26, Dex 10, Con 26, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +23, Intimidate +25, Knowledge (the planes) +21, Listen +23, Move Silently +23, Spot +23; Improved Critical (trident), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (trident).

Immunities (Ex): Mezzoloths are immune to poison and acid.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Spell-like Abilities (Sp): At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, see invisibility; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Possessions: *gems worth 930 gp.*

Note: The mezzoloth's summon ability has the same penalty as PCs summon check (requires a caster check DC 20). Their greater teleport does not work within the temple.

Encounter Two: Room 7 (EL 17)

Wight Mnk1/Clr6/SaF1; CR 11; medium undead; HD 8d12; hp 72; Init +5; Spd 30 ft.; AC 19 (+1 Dex, +4 natural, +1 dodge, +3 deflection), touch 15, flat-footed 17; Base Atk +5; Grp: +8; Atk +8 melee (1d6+3 plus energy drain, slam); Full Atk +8 melee (1d6+3 plus energy drain, slam); Space/Reach: 5ft./5ft.; SA Create spawn, energy drain, flurry of blows, rebuke undead, spontaneous casting; SQ Undead traits; AL LE; SV Fort +11, Ref +9, Will +13; Str 16, Dex 12, Con –, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +8, Knowledge (religion) +11, Knowledge (the planes) +6, Sense Motive +8, Spellcraft +8, Spot +8, Tumble +9; Combat

Casting, Combat Reflexes, Divine Spell Power, Improved Initiative, Stunning Fist, Unarmed Strike.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

A wight can control a number of spawn equal to its HD x 2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Energy Drain (Su): Any living creature struck by a wight's natural attack must succeed on a Fortitude saving throw DC 15 or gain two negative levels. For each negative level it bestows, the wight heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed on a Fortitude save (same DC) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Possessions: +3 *ring of protection*, +2 *cloak of resistance*, *gem-studded necklace with Vecna's holy symbol worth 600 gp.*

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1): 0 – *inflict minor wounds* (x2), *detect magic*, *guidance*, *light*, *virtue*; 1st – *bless*, *cause fear*, *divine favor*, *magic weapon*, *protection from good**, *sanctuary*; 2nd – *bull's strength*, *death knell*, *desecrate**, *owl's wisdom*, *sound burst*; 3rd – *blindness/deafness*, *dispel magic**, *magic circle against good*, *prayer*; 4th – *divine power*, *freedom of movement*, *unholy blight**.

Encounter Three (EL 17)

Flan Thief: Male Flan human Rog6/Ftr4; Medium humanoid (human) CR 10; HD

6d6+4d10+20, hp 72; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +8; Grp +10; Atk +14 melee (1d8+8/19-20, morningstar) or +10 melee (1d4+2/19-20, dagger) or +10 melee (1d6+2, sap) or +11 ranged (1d6/x3, shortbow); Full Atk +14/+9 melee (1d8+8/19-20, morningstar) or +10/+5 melee (1d4+2/19-20, dagger) or +10/+5 melee (1d6+2, sap) or +11/+6 ranged (1d6/x3, shortbow); Space/Reach: 5ft./5ft.; SA Sneak attack +3d6; SQ Evasion, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +8, Ref +9, Will +2; Str 14, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +9, Disable Device +5, Hide +16, Jump +15, Move Silently +16, Open Lock +7, Search +10, Sense Motive +8, Sleight of Hand +14, Spot +8, Swim +7, Tumble +16; Combat Reflexes, Dodge, Improved Critical (morningstar), Improved Initiative, Mobility, Spring Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature

with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Possessions: Masterwork studded leather armor, masterwork morningstar, dagger, sap, shortbow, 20 arrows, backpack, masterwork thieves' tools, 90 gp.

Note: The thieves have the following spells cast upon them: *greater magic weapon*, *resist energy (acid)*, and *stoneskin*. Their morningstar stats include this spell.

Flan Sorcerer: Male Flan human Sor14; Medium humanoid (human) CR 14; HD 14d4+24, hp 60; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch 11, flat-footed 14; Base Atk +7; Grp +7; Atk +7 melee (1d4/19-20, dagger); Full Atk +7/+2 melee (1d4/19-20, dagger); Space/Reach: 5ft./5ft.; AL NE; SV Fort +7, Ref +7, Will +11; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 17.

Skills and Feats: Bluff +20, Concentration +21, Craft (alchemy) +19, Knowledge (arcane) +19, Spellcraft +21; Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Silent Spell, Skill Focus (concentration).

Possessions: spell component pouch, 100 gp.

Sorcerer Spells Known (6 / 7 6 / 7 1 / 7 2 / 6 1 / 6 5 / 5 / 3 2): 0 – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st – *detect secret doors*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *knock*, *mirror image*, *resist energy*, *see invisibility*; 3rd – *dispel magic*, *greater magic weapon*, *slow*, *water breathing*; 4th – *dimension door*, *enervation*, *greater invisibility*, *stoneskin*; 5th – *baleful polymorph*, *hold monster*, *rary's telepathic bond*; 6th – *acid fog*, *greater heroism*; 7th – *mass invisibility*.

Note: This sorcerer has the following spells cast upon himself: *mage armor*, *rary's telepathic bond*, *resist energy (acid)*, *stoneskin*, and *see invisibility*.

Encounter Four (EL 17)

Bullywug barbarian: Male bullywug Bbn12; Medium humanoid (aquatic) CR13; HD 12d12+60, hp 153; Init +7; Spd 30 ft., swim 30 ft.; AC 21 (+3 Dex, +5 armor, +3 natural), touch 13, flat-footed 18; Base Atk +12; Grp +13; Atk +16 melee (2d4+2/15-20 plus 1d6 cold, +1 *icy burst falchion*); Full Atk +16/+11/+6 melee (2d4+2/15-20 plus 1d6 cold, +1 *icy burst falchion*) or +15/+10/+5 ranged (1d6+1, javelin); Space/Reach: 5ft./5ft.; SA Greater rage 4/day; SQ Damage reduction 3/–, improved uncanny dodge, marsh move, trap sense +4, uncanny

dodge; AL NE; SV Fort +15, Ref +9, Will +7; Str 12, Dex 17, Con 20, Int 7, Wis 8, Cha 7.

Skills and Feats: Escape Artist +13, Intimidate +13, Listen +14, Swim +9; Greater Resiliency, Improved Critical (falchion), Improved Initiative, Iron Will, Weapon Finesse.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Greater Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at –2.

Trap Sense (Ex): Bullywugs Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: +2 *studded leather armor (improved slick)*, +1 *icy burst falchion*, 3 javelins, +2 *vest of resistance*, diamond worth 300 gp.

Bullywug warrior: Male bullywug War10; Medium humanoid (aquatic) CR10; HD 10d8+40, hp 90; Init +3; Spd 20 ft., swim 30 ft.; AC 21 (+3 Dex, +3 armor, +2 shield, +3 natural), touch 13, flat-footed 18; Base Atk +10; Grp +10; Atk +14 melee (1d6+1, +1 *javelin*); Full Atk +14/+9 melee (1d6+1, +1 *javelin*) or +13/+8 ranged (1d6, *javelin*); Space/Reach: 5ft./5ft.; SQ Marsh move; AL NE; SV Fort +11, Ref +6, Will +4; Str 10, Dex 17, Con 18, Int 7, Wis 8, Cha 7.

Skills and Feats: Jump +6, Swim +15; Combat Reflexes, Endurance, Iron Will, Weapon Finesse.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: +1 *leather armor*, masterwork heavy wooden shield, +1 *javelin*, 3 javelins, 100 gp.

Xigglub: Male bullywug savant Sor13; Medium monstrous humanoid CR15; HD 2d8+13d4+60, hp 96; Init +7; Spd 30 ft., swim 20 ft.; AC 24 (+3 Dex, +5 armor, +3 natural, +3 deflection), touch 16, flat-footed 21; Base Atk +8; Grp +8; Atk +9 melee (1d4+1/19-20, +1 *dagger*); Full Atk +9/+4 melee (1d4+1/19-20, +1 *dagger*); Space/Reach: 5ft./5ft.; SA Poison; SQ Marsh move, summoning; AL NE; SV Fort +11, Ref +10, Will +8; Str 10, Dex 16, Con 18, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +17, Spellcraft +13, Swim +8; Empower Spell, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Still Spell.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Summoning (Sp): Bullywugs Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Possessions: +5 *bracers of armor*, +1 *dagger*, *Masterwork silver dagger*, +3 *ring of protection*.

Sorcerer Spells Known (6 / 8 / 7 2 / 7 / 7 6 / 7 / 4): 0 – *acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *light*, *mending*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *lesser cold orb*, *mage armor*, *magic missile*, *ray of enfeeblement*, *summon monster I*; 2nd – *resist energy*, *scorching ray*, *see invisibility*, *summon monster II*, *tasha's hideous laughter*;

3rd – *dispel magic*, *haste*, *lightning bolt*, *summon monster III*; 4th – *dimension door*, *greater invisibility*, *ice storm*, *summon monster IV*; 5th – *cloudkill*, *cone of cold*, *feeblemind*; 6th – *otiluke's freezing sphere*, *shadow walk*.

Note: Xigglub has the following spells precast on himself: *greater invisibility*, *resist energy* (fire, cold, acid, lightning), and *see invisibility*.

Toad Familiar: CR 1; Diminutive animal; HD 15d8; hp 53; Init +1; Spd 5 ft., swim 15 ft., climb 15 ft.; AC 22 (+4 size, +1 Dex, +7 natural), touch 15, flat-footed 21; Base Atk +8; Grp –9; Atk +7 melee (1, bite); Full Atk +7 melee (1, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, amphibious, deliver touch spells, empathic link, improved evasion, low-light vision, scent, scry on familiar, share spells, speak with animals of its kind, speak with master, spell resistance 18; AL N; SV Fort +7, Ref +8, Will +10; Str 1, Dex 12, Con 11, Int 12, Wis 14, Cha 4.

Encounter Six: Room 16 (EL 18)

Advanced mud golem; CR 17; huge construct; HD 30d10+40; hp 255; Init –1; Spd 20 ft. (can't run), swim 20 ft.; AC: 21, touch 6, flat-footed 21 (–2 size, –2 Dex, +15 natural); Base Atk: +22; Grp: +41; Atk +31 melee (4d8+16/20, slam); Full Atk +31 melee (4d8+16/20, 2 slams); Space/Reach: 15ft./15ft.; SA Breath weapon, Engulf; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +10, Ref +8, Will +10; Str 32, Dex 7, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: Hide –5*, Swim +27.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 25 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex DC 25). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it

establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to any spells, spell-like abilities, and supernatural effects that allows spell resistance, except as follows:

A *transmute mud to rock* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute rock to mud* spell heals all its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Appendix Six – APL 16

Encounter Two: Room 6 (EL 20)

Khaf Ryl: Male human (Flan) Ftr5/Tem2/EIW5/EWM3; Medium humanoid (human) CR15; HD 15d10+22, hp 129; Init +0; Spd 20 ft., swim 20 ft.; AC 19 (+8 armor, +1 shield bonus), touch 10, flat-footed 19; Base Atk +13; Grp +17; Atk +19 melee (2d4+9/19-20, masterwork spiked chain); Full Atk +19/+14/+9 melee (2d4+9/19-20, masterwork spiked chain) or +19/+14/+9 melee (1d4+4/19-20, masterwork dagger) or +14/+9/+4 ranged (1d8/19-20, masterwork light crossbow); Space/Reach: 5ft./5ft. (10 ft. with chain); SA: Elemental strike, elemental burst weapon, exotic weapon stunts, smite; SQ Cold resistance 10, elemental affinity [cold], elemental manifestation, elemental movement, mettle; AL LE; SV Fort +14, Ref +2, Will +6; Str 18, Dex 10, Con 12, Int 13, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmithing) +10, Intimidate +17, Knowledge (religion) +9, Knowledge (the planes) +12, Swim +7; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Improved Toughness, Lightning Reflexes, Power Attack, True Believer, Weapon Focus (dagger, spiked chain), Weapon Specialization (spiked chain).

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities. At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity. She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively). She also gains resistance 10 to a particular type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element. The effect lasts for 1 minute and may be used a number of times per day equal to her class level. It can be dismissed as a free action.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Elemental Movement (Su): The elemental warrior gains a swim speed of 30 feet (or equal to her base speed, whichever is lower). She also gains the ability to breathe water.

At 4th level, elemental warriors of all kinds also gain the ability to use plane shift once per day to reach their chosen Elemental Plane (or from that Elemental Plane to the Material Plane).

Elemental Strike (Su): Once per day, a 5th-level elemental warrior can channel her chosen element to deal a devastating touch attack. The attack requires a standard action to deliver; if it hits, the target takes 10d6 points of damage as moisture is drawn from its body and becomes nauseated for 1 round (Fort save negates nausea). No save is allowed against the damage dealt by the attack, but a successful Fortitude save negates the secondary effect. The save DC for these effects is 15 + the elemental warrior's Con modifier.

Elemental Weapon (Su): At 3rd level and higher, an elemental warrior can, as a move action, imbue any melee weapon she wields with the energy of her chosen element. The imbued weapon deals an extra 2d6 points of energy damage on each hit. The effect lasts for 1 minute and may be dismissed as a free action. She can use this ability a number of times per day equal to her class level.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental weapon effect.

When an elemental warrior reaches 5th level, this ability improves. The extra damage remains the same, but on a successful critical hit, the weapon releases a burst of energy that deals even more energy damage of the same type (for a total of 6d6). The additional damage is 4d6 points for weapons with a x2 critical multiplier, 6d6 points for weapons with a x3 critical multiplier, or 8d6 for weapons with a x4 critical multiplier.

Exotic Weapon Stunts (Ex): flurry of strikes, double weapon defense, show off.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Possessions: *Masterwork fullplate, Masterwork baatorian green steel spiked chain, Masterwork spiked chain, Masterwork dagger, Masterwork light crossbow, 10 bolts.*

Pious Templar's Spells Prepared (2): 1 – cure light wounds, inflict light wounds.

Lort Brihn: Male human (Flan) Rng2/Ftr4/Tem4/Blk5; Medium humanoid (human) CR15; HD 2d8+13d10+45, hp 143; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19 (-1 Dex, +8 armor, +2 shield); Base Atk +15; Grp +17; Atk +19 melee (1d8+5/19-20x3, masterwork battleaxe); Full Atk +19/+14/+9 melee (1d8+5/19-20x3, masterwork battleaxe) or +19/+14/+9 melee (1d4+2/19-20, masterwork dagger) or +15/+10/+5 ranged (1d8+2/x3, masterwork composite longbow (+2 Str)); Space/Reach: 5ft./5ft.; SA Smite good, smite, sneak attack +1d6; SQ Aura of despair, aura of evil, damage reduction 2/-, dark blessing, detect good, favored enemy (human) +2, fiendish servant, mettle, poison use, rebuke undead 6/day, wild empathy; AL LE; SV Fort +20, Ref +8, Will +10; Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 17.

Skills and Feats: Handle Animal +18, Hide +16, Knowledge (religion) +5, Listen +6, Move Silently -1, Spot +6, Survival +6, Swim +6;

Cleave, Extra Smiting, Greater Resiliency, Improved Critical (battleaxe), Improved Sunder, Improved Toughness, Power Attack, Track, True Believer, Weapon Focus (dagger, battleaxe), Weapon Specialization (battleaxe, dagger).

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite (Su): One per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.

Possessions: *Masterwork fullplate, Masterwork heavy steel shield, Masterwork baatorian green steel battleaxe, Masterwork dagger, Masterwork composite longbow (+2 Str), 20 cold iron arrows.*

Blackguard Spells Prepared (2/1): 1st – *align weapon, cure light wounds*; 2nd – *bull's strength*.

Pious Templar Spells Prepared (2/1): 1st – *corrupt weapon, divine favor*; 2nd – *resist energy*.

Dire Rat Fiendish Servant: CR 2; Small animal; HD 5d8+5; hp 34; Init +8; Spd 40 ft., climb 20 ft.; AC 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15; Base Atk +3; Grp +0; Atk +7 melee (1d4+1 plus disease, bite); Full Atk +7 melee (1d4+1 plus disease, bite); Space/Reach 5ft./5ft.; SA Disease; SQ Empathic link, improved evasion, improved initiative, low-light vision, scent, share saving throws, share spells, speak with blackguard, weapon finesse; AL N; SV Fort +16, Ref +10, Will +7; Str 12, Dex 18, Con 12, Int 7, Wis 12, Cha 4.

Jahf ap Torl: Male human (Flan) Clr3/Wiz3/MyT9; Medium humanoid (human) CR15; HD 3d8+12d4+15, hp 65; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +7; Grp +7; Atk +8 melee (1d4/19-20, masterwork dagger); Space/Reach: 5ft./5ft.; SQ Rebuke undead 7/day; AL LE; SV Fort +8, Ref +7, Will +15; Str 10, Dex 14, Con 12, Int 16, Wis 16, Cha 10.

Skills and Feats: Concentration +19, Decipher Script +21, Knowledge (arcana) +21, Knowledge (religion) +21, Knowledge (the planes) +10, Sense Motive +8, Spellcraft +23; Divine Spell Power, Empower Spell, Extra Turning, Improved Initiative, Practiced Spellcaster (cleric), Practiced Spellcaster (wizard), Quicken Spell, Scribe Scroll.

Possessions: *Masterwork dagger, belt pouch, spell component pouch, spellbook, 500gp of diamond dust.*

Cleric Spells Prepared (6/6/5/5/3/3/2): 0 – *cure minor wounds (x2), detect magic, guidance, mending, virtue*; 1st – *bleed*, *detect*

*secret doors**, *inflict light wounds, protection from good, sanctuary, shield of faith (x2)*; 2nd – *calm emotions, cure moderate wounds, detect thoughts**, *hold person, sound burst, spiritual weapon*; 3rd – *cure serious wounds, dispel magic**, *magic vestment (x2), prayer, searing light*; 4th – *cure critical wounds, divination**, *freedom of movement, greater magic weapon*; 5th – *bleed (quicken)*, *flame strike, mass cure light wounds, spell resistance**, 6th – *antimagic field**, *harm, sound burst (quicken)*.

Wizard Spells Prepared (4/5/5/5/3/3/2): 0 – *detect magic, mage hand, ray of frost, resistance*; 1st – *grease, magic missile, obscuring mist, protection from good, ray of enfeeblement*; 2nd – *blindness, darkness, false life, see invisibility, tasha's hideous laughter*; 3rd – *displacement, magic missile (empowered), greater mage armor, haste, ray of enfeeblement (empowered)*; 4th – *greater invisibility, phantasmal killer, stoneskin*; 5th – *feeblemind, obscuring mist (quicken)*, *ray of enfeeblement (quicken)*; 6th – *greater dispel magic, greater heroism*.

Wizard Spellbook: 0 – *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st – *comprehend languages, detect secret doors, detect undead, enlarge person, grease, magic armor, magic missile, magic weapon, obscuring mist, protection from good, ray of enfeeblement*; 2nd – *blindness/deafness, darkness, detect thoughts, false life, invisibility, see invisibility, tasha's hideous laughter*; 3rd – *dispel magic, displacement, greater mage armor, greater magic weapon, haste, vampiric touch*; 4th – *bestow curse, greater invisibility, mass enlarge person, phantasmal killer, stoneskin*; 5th – *cloudkill, feeblemind, mind fog, telekinesis, wall of force*; 6th – *globe of invulnerability, greater dispel magic, greater heroism*.

Viper Familiar: CR 1; Tiny animal; HD 13d8; hp 32; Init +3; Spd 15 ft., swim 15 ft., climb 15 ft.; AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +7; Grp -4; Atk +12 melee (1d3-4, bite); Full Atk +12 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master, weapon finesse; AL N; SV Fort +7,

Ref +8, Will +13; Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2.

Mezzoloth, advanced; CR 13; large outsider (evil, extraplanar, yugoloth); HD 24d8+192; hp 288; Init +4; Spd 40 ft.; AC:21 (–1 size, +10 natural, +2 shield), touch 9, flat-footed 21; Base Atk: +24; Grp: +36; Atk +31 melee (1d6+8, claw) or +33 melee (2d6+9/19-20, +1 *large trident*) or +31 ranged (2d6+9/19-20, +1 *large trident*); Full Atk +31 melee (1d6+8, 2 claws) or +33/+28/+23/+18 melee (2d6+9/19-20, +1 *large trident*) or +31 ranged (2d6+9/19-20, +1 *large trident*); Space/Reach: 10ft./10ft.; SA Spell-like abilities, *summon yugoloth*; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +23, Ref +16, Will +16; Str 26, Dex 11, Con 26, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +27, Intimidate +29, Knowledge (the planes) +25, Listen +27, Move Silently +27, Spot +27; Blind-fight, Great Fortitude, Improved Critical (trident), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (trident).

Immunities (Ex): Mezzoloths are immune to poison and acid.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Spell-like Abilities (Sp): At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, see invisibility; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Possessions: gems worth 930 gp.

Note: The mezzoloth's summon ability has the same penalty as PCs summon check (requires a caster check DC 20). Their greater teleport does not work within the temple.

Encounter Two: Room 7 (EL 19)

Advanced dread wraith; CR 13; large undead (incorporeal); HD 24d12; hp 216; Init +13; Spd

fly 60 ft. (good); AC 26 (–1 size, +10 Dex, +7 deflection), touch 26, flat-footed 16; Base Atk +12; Grp: –; Atk +21 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +21 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach: 10ft./10ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +8, Ref +18, Will +20; Str –, Dex 30, Con –, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +25, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Spring Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 27 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Wight Mnk1/Clr6/SaF3; CR 13; medium undead; HD 10d12; hp 90; Init +5; Spd 40 ft.; AC 19 (+1 Dex, +4 natural, +1 dodge, +3 deflection), touch 15, flat-footed 17; Base Atk +7; Grp: +10; Atk +10 melee (1d8+3 plus energy drain, slam); Full Atk +10/+5 melee (1d8+3 plus energy drain, slam); Space/Reach: 5ft./5ft.; SA Create spawn, energy drain, flurry of blows, rebuke undead, spontaneous casting; SQ Evasion, undead traits; AL LE; SV Fort +13, Ref +11, Will +15; Str 16, Dex 12, Con --, Int 12, Wis 18, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +8, Knowledge (religion) +11, Knowledge (the planes) +6, Sense Motive +8, Spellcraft +13, Spot +8, Tumble +14; Combat Casting, Combat Reflexes, Divine Spell Power, Extra Turning, Improved Initiative, Stunning Fist, Unarmed Strike.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

A wight can control a number of spawn equal to its HD x 2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Energy Drain (Su): Any living creature struck by a wight's natural attack must succeed on a Fortitude saving throw DC 15 or gain two negative levels. For each negative level it bestows, the wight heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed on a Fortitude save (same DC) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not

subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Possessions: +3 ring of protection, +3 cloak of resistance, gem-studded necklace with Vecna's holy symbol worth 600 gp.

| Cleric | Spells | Prepared |
|--|--------|----------|
| (6/5+1/5+1/4+1/3+1/1+1): 0 – inflict minor wounds (x2), detect magic, guidance, light, virtue; 1st – bless, cause fear, divine favor, magic weapon, protection from good*, sanctuary; 2nd – bull's strength, death knell, desecrate*, magic circle against good, owl's wisdom, sound burst; 3rd – blindness/deafness, deeper darkness, dispel magic*, prayer; 4th – divine power, freedom of movement, spell immunity, unholy blight*; 5th – righteous might, spell resistance*. | | |

Encounter Three (EL 19)

Flan Thief: Male Flan human Rog8/Ftr4; Medium humanoid (human) CR 12; HD 8d6+4d10+20, hp 81; Init +7; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +10; Grp +12; Atk +17 melee (1d8+9/19-20, morningstar) or +12 melee (1d4+2/19-20, dagger) or +12 melee (1d6+2, sap) or +13 ranged (1d6/x3, shortbow); Full Atk +17/+12 melee (1d8+9/19-20, morningstar) or +12/+7 melee (1d4+2/19-20, dagger) or +12/+7 melee (1d6+2, sap) or +13/+8 ranged (1d6/x3, shortbow); Space/Reach: 5ft./5ft.; SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +8, Ref +10, Will +4; Str 14, Dex 17, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +11, Disable Device +7, Hide +18, Jump +15, Move Silently +18, Open Lock +9, Search +12, Sense Motive +10, Sleight of Hand +16, Spot +10, Swim +7, Tumble +18; Combat Reflexes, Dodge, Improved Critical (morningstar), Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Possessions: Masterwork studded leather armor, masterwork morningstar, dagger, sap, shortbow, 20 arrows, backpack, masterwork thieves' tools, 120 gp.

Note: The thieves have the following spells cast upon them: *greater magic weapon*, *resist energy (acid)*, and *stoneskin*. Their morningstar stats include this spell.

Flan Sorcerer: Male Flan human Sor16; Medium humanoid (human) CR 16; HD 16d4+26, hp 68; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch 11, flat-footed 14; Base Atk +8; Grp +8; Atk +8 melee (1d4/19-20, dagger); Full Atk +8/+3 melee (1d4/19-20, dagger); Space/Reach: 5ft./5ft.; AL NE; SV Fort +8, Ref +8, Will +12; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 18.

Skills and Feats: Bluff +23, Concentration +23, Craft (alchemy) +21, Knowledge (arcane) +21, Spellcraft +23; Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Maximize Spell, Silent Spell, Skill Focus (concentration).

Possessions: spell component pouch, 100 gp.

Sorcerer Spells Known (6 / 7 6 / 7 1 / 7 3 / 7 2 / 6 5 / 6 / 5 4 / 3): 0 – *acid splash*, *daze*, *detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st – *detect secret doors*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *knock*, *mirror image*, *resist energy*, *see invisibility*; 3rd – *dispel magic*, *greater magic weapon*, *slow*, *water breathing*; 4th – *dimension door*, *enervation*, *greater invisibility*, *stoneskin*; 5th – *baleful polymorph*, *hold monster*, *rary's telepathic bond*, *wall of force*; 6th – *acid fog*, *greater heroism*, *true seeing*; 7th – *mass invisibility*, *mordenkainen's sword*; 8th – *otto's irresistible dance*.

Note: This sorcerer has the following spells cast upon himself: *mage armor*, *rary's telepathic bond*, *resist energy (acid)*, *stoneskin*, and *see invisibility*.

Encounter Four (EL 19)

Bullywug barbarian: Male bullywug Bbn14; Medium humanoid (aquatic) CR15; HD 14d12+70, hp 179; Init +7; Spd 30 ft., swim 30 ft.; AC 23 (+3 Dex, +7 armor, +3 natural), touch 13, flat-footed 20; Base Atk +14; Grp +15; Atk +19 melee (2d4+3/15-20 plus 1d6 cold, +2 *icy burst falchion*); Full Atk +19/+14/+9 melee (2d4+3/15-20 plus 1d6 cold, +2 *icy burst falchion*) or +17/+12/+7 ranged (1d6+1, javelin); Space/Reach: 5ft./5ft.; SA Greater rage 4/day; SQ Damage reduction 4/–, improved uncanny dodge, indomitable will, marsh move, trap sense +4, uncanny dodge; AL NE; SV Fort +17, Ref +10, Will +8; Str 12, Dex 17, Con 20, Int 7, Wis 8, Cha 7.

Skills and Feats: Escape Artist +13, Intimidate +15, Listen +16, Swim +9; Greater Resiliency, Improved Critical (falchion), Improved Initiative, Iron Will, Weapon Finesse.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him,

unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Greater Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional

time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at – 2.

Trap Sense (Ex): Bullywugs Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: +4 studded leather armor (improved slick), +2 icy burst falchion, 3 javelins, +3 vest of resistance, diamond worth 300 gp.

Bullywug warrior: Male bullywug War12; Medium humanoid (aquatic) CR12; HD 12d8+48, hp 108; Init +4; Spd 20 ft., swim 30 ft.; AC 22 (+4 Dex, +3 armor, +2 shield, +3 natural), touch 14, flat-footed 18; Base Atk +12; Grp +12; Atk +17 melee (1d6+1, +1 javelin); Full Atk +17/+12/+7 melee (1d6+1, +1 javelin) or +16/+11/+6 ranged (1d6, javelin); Space/Reach: 5ft./5ft.; SQ Marsh move; AL NE; SV Fort +12, Ref +8, Will +5; Str 10, Dex 18, Con 18, Int 7, Wis 8, Cha 7.

Skills and Feats: Jump +7, Swim +16; Combat Reflexes, Die Hard, Endurance, Iron Will, Weapon Finesse.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Possessions: +1 leather armor, Masterwork heavy wooden shield, +1 javelin, 3 javelins, 100 gp.

Xigglub: Male bullywug savant Sor15; Medium monstrous humanoid CR17; HD 2d8+15d4+68,

hp 108; Init +7; Spd 30 ft., swim 20 ft.; AC 26, touch 17, flat-footed 23 (+3 Dex, +6 armor, +3 natural, +4 deflection); Base Atk +9; Grp +9; Atk +10 melee (1d4+1/19-20, +1 dagger); Full Atk +10/+5 melee (1d4+1/19-20, +1 dagger); Space/Reach: 5ft./5ft.; SA Poison; SQ Marsh move (Ex), summoning (Sp); AL NE; SV Fort +12, Ref +11, Will +9; Str 10, Dex 16, Con 18, Int 10, Wis 10, Cha 21.

Skills and Feats: Concentration +19, Spellcraft +15, Swim +8; Empower Spell, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Still Spell.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Summoning (Sp): Bullywugs Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Possessions: bracers of armor +6, +1 dagger, Masterwork silver dagger, +4 ring of protection.

Sorcerer Spells Known (6 / 8 / 7 2 / 7 / 7 6 / 7 / 6 / 4): 0 – acid splash, arcane mark, dancing lights, detect magic, light, mending, prestidigitation, ray of frost, read magic; 1st – lesser cold orb, mage armor, magic missile, ray of enfeeblement, summon monster I; 2nd – resist energy, scorching ray, see invisibility, summon monster II, tasha's hideous laughter; 3rd – dispel magic, haste, lightning bolt, summon monster III; 4th – dimension door,

greater invisibility, ice storm, summon monster IV; 5th – cloudkill, cone of cold, feeblemind, summon monster V; 6th – otiluke's freezing sphere, shadow walk, summon monster VI; 7th – mass hold person, power word blind.

Note: Xigglub has the following spells precast on himself: *greater invisibility, resist energy (fire, cold, acid, lightning), and see invisibility.*

Toad Familiar: CR 1; Diminutive animal; HD 17d8; hp 60; Init +1; Spd 5 ft., swim 15 ft., climb 15 ft.; AC 23 (+4 size, +1 Dex, +8 natural), touch 15, flat-footed 22; Base Atk +9; Grp -8; Atk +8 melee (1/20/x2, bite); Full Atk +8 melee (1, bite); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Alertness, amphibious, deliver touch spells, empathic link, improved evasion, low-light vision, scent, scry on familiar, share spells, speak with animals of its kind, speak with master, SR 20; AL N; SV Fort +8, Ref +9, Will +11; Str 1, Dex 12, Con 11, Int 13, Wis 14, Cha 4.

Encounter Six: Room 16 (EL 20)

Advanced mud golem; CR 17; huge construct; HD 30d10+40; hp 255; Init -1; Spd 20 ft. (can't run), swim 20 ft.; AC 21 (-2 size, -2 Dex, +15 natural), touch 6, flat-footed 21; Base Atk +22; Grp +41; Atk +31 melee (4d8+16, slam); Full Atk +31 melee (4d8+16, 2 slams); Space/Reach 15ft./15ft.; SA Breath weapon, engulf; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +10, Ref +8, Will +10; Str 32, Dex 7, Con --, Int --, Wis 11, Cha 1.

Skills and Feats: Hide -5*, Swim +27.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 25 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex DC 25). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to any spells, spell-like abilities, and supernatural effects that allows spell resistance, except as follows:

A *transmute mud to rock* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A *transmute rock to mud* spell heals all its lost hit points.

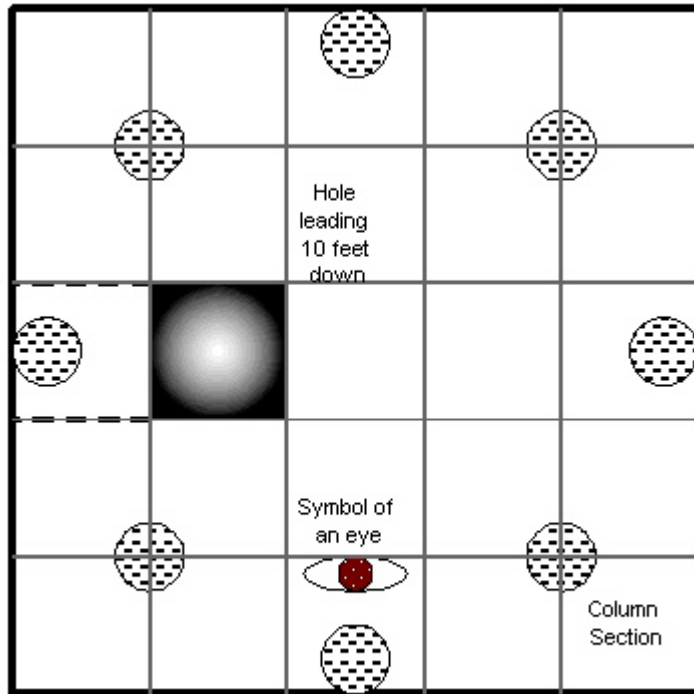
A *stone to flesh* spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Appendix Seven - Maps

Map of the top of the temple



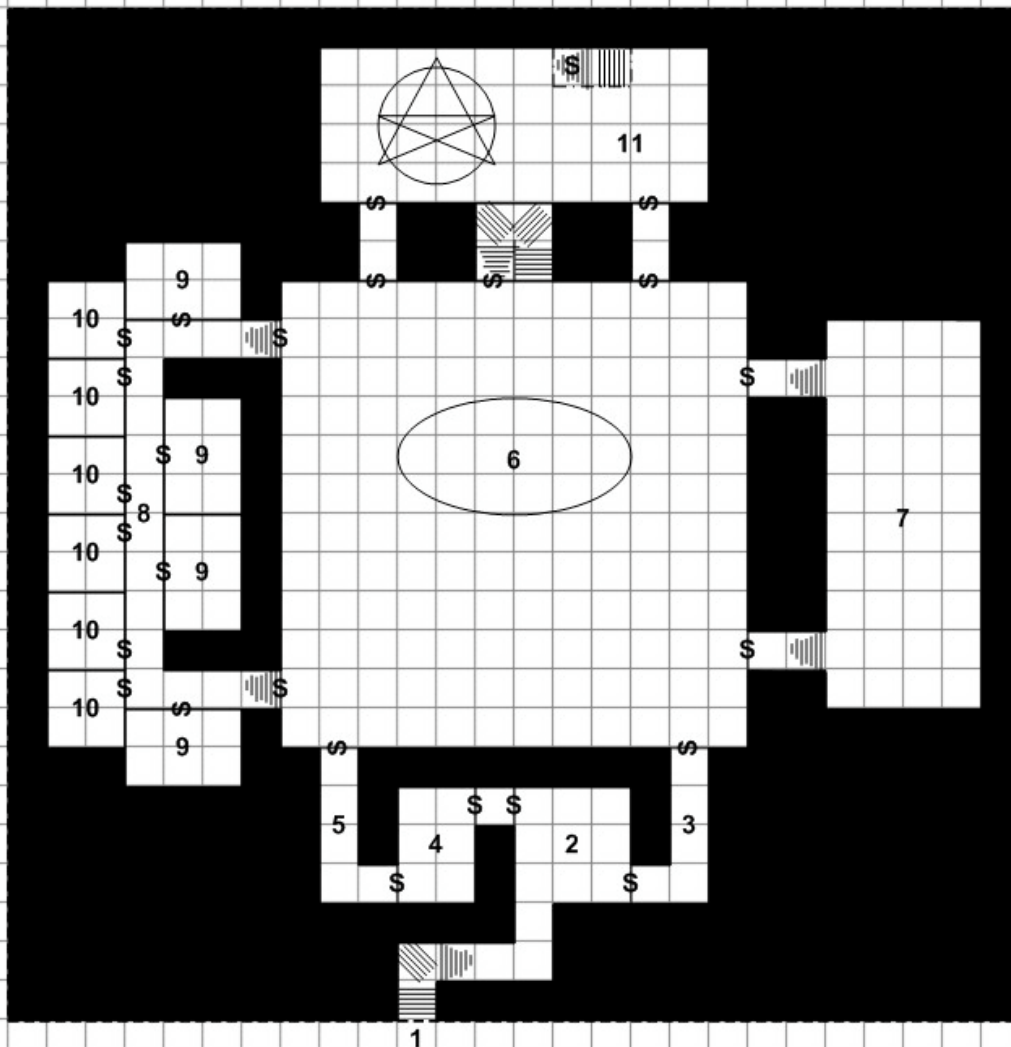
Each square is 5-feet.

Fhar'anod Level One

Level One of Fhar'anod is the top level of the base of the Ziggurat. There is only one entrance to the temple, but three possible exits (although the one through the top of the Room of Sacrifice is only accessible by a follower of Vecna).

The whole area is dark (unless noted in the room description or through some magical circumstance).

- 1 = Temple Entrance
- 2 = Entry Room
- 3 = Hall to Room of Sacrifice
- 4 = Storage Room
- 5 = Hall to Storage Room
- 6 = Room of Sacrifice
- 7 = Dining Room
- 8 = Hall to Sleeping Quarters
- 9 = Guest Chambers
- 10 = Acolyte Chambers
- 11 = Experiment Room

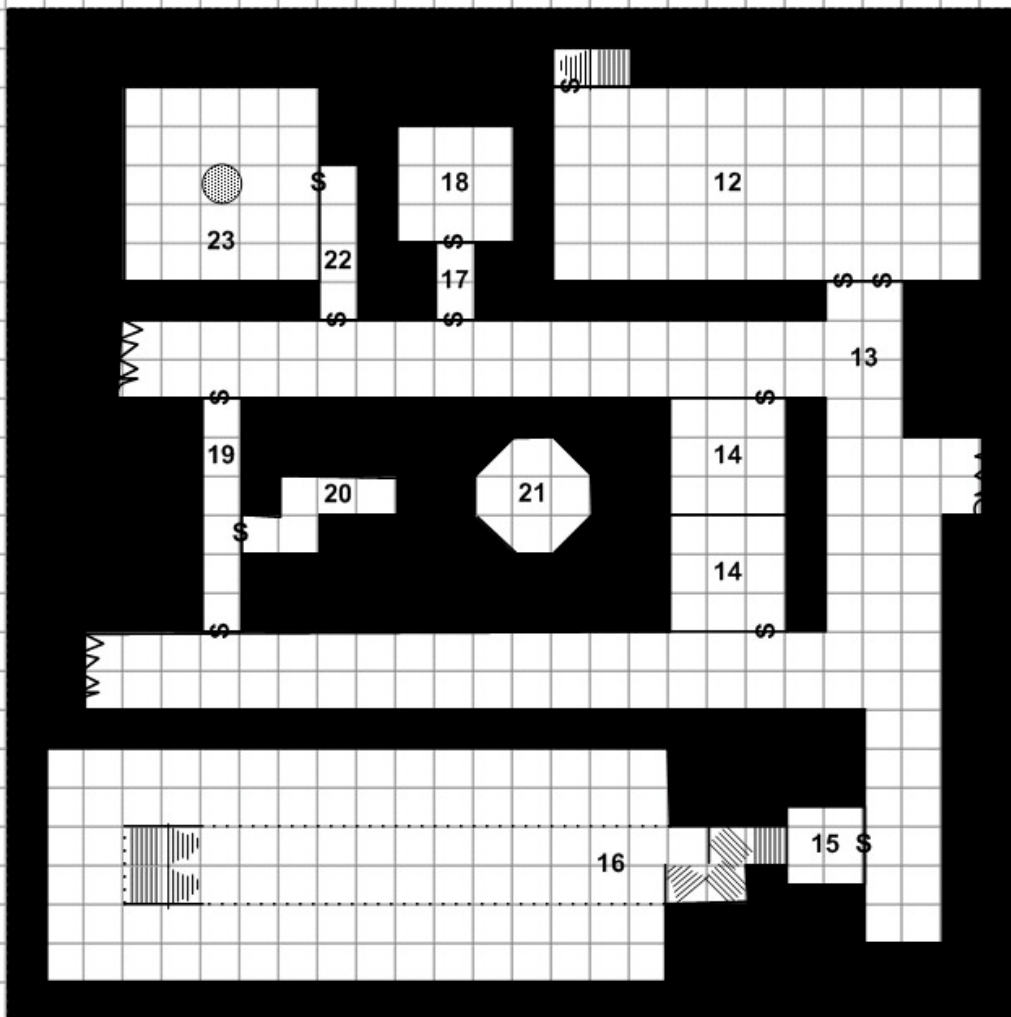


Fhar'anod Level Two

Level Two of Fhar'anod is the bottom level of the base of the Ziggurat. There were three passageways that led to underground tunnels, but they have all collapsed. The common height of this floor is 15-feet, although it may vary from room to room.

The whole area is submerged in water and dark (unless noted in the room description or through some magical circumstance).

- 12 = Room of Solitude
- 13 = Hallway
- 14 = High Priest Chambers
- 15 = Library Alcove
- 16 = Library
- 17 = Vault Hallway
- 18 = Vault Entrance
- 19 = Secret Pass-through
- 20 = Hall to Room of Portal
- 21 = Room of Portals
- 22 = Hall to Room of Stars
- 23 = Room of Stars



Appendix Eight - Supplemental Rules from Other Sources

Special Items

As presented in *Arms and Equipment Guide*

Astral Driftmetal: This extraordinary rare mineral is mined only on islands of matter floating on the Astral Plane. It is very similar to iron but has a single extraordinary feature: It has a 25% chance of being effective against an incorporeal attack, as if it were made of force. It is not malleable enough to be worked into chainmail or scale mail; only a breastplate, shield, or any form of heavy armor can be made from Astral driftmetal. A suit of driftmetal armor weighs 5 pounds more than the same armor made of steel, but the other statistics of the armor (maximum Dexterity bonus, armor check penalty, spell failure chance) are unchanged.

Astral driftmetal has a hardness of 12 and 30 hit points per inch of thickness. Its market price modifier is +1,000 gp.

As presented in *Arms and Equipment Guide*

Baatorian Green Steel: Deep in the mines of the Nine Hells of Baator, veins of green-flecked iron run through the rock. This rare metal, when alloyed into steel, can be used to create weapons of amazing sharpness. Any slashing or piercing weapon created with Baatorian green steel has a natural enhancement bonus of +1 to damage. This bonus does not stack with any other enhancement bonus. Thus, a green steel (+1 to damage) longsword with a +4 enhancement bonus effectively has a +4 enhancement bonus on both attacks and damage. In an area where magic does not function, it still retains its natural +1 enhancement bonus on damage. A masterwork green steel slashing or piercing weapon would have a +1 bonus on both attack and damage rolls (from a combination of masterwork and the green steel). Though green steel is a common component of *keen weapons* produced in the Lower Planes, it grants no other special ability to such weapons. The market price modifier for such a weapon is +2,000 gp.

Baatorian green steel has a hardness of 12 and 30 hit points per inch of thickness.

As presented in *Arms and Equipment Guide*

Oracle Beads: Made from perfectly clear crystal beads, this necklace assists in receiving visions and oracles. The wearer gains a +5 insight bonus on Scry checks. In addition, the wearer can cast *divination* once per day. If the wearer is able to cast divine spells, then *divination* can be cast twice per day.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *divination*; *Market Price* 19,192 gp; *Weight:* --.

As presented in *Arms and Equipment Guide*

Trumpeter's Gift: This shint mouthpiece fits any brass instrument such as trumpets and horns. It grants a +5 competence bonus on Performance checks using the instrument. Once per day, the trumpeter can use the horn to cast a shout spell. Unless the horn is at least masterwork quality, however, it is destroyed once the spell is complete..

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *shout*; *Market Price* 12,200 gp; *Weight:* --.

Feats

As presented in *Complete Divine*

DIVINE SPELL POWER [DIVINE]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

As presented in *Complete Warrior*

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

As presented in *Complete Divine*

PRACTICED SPELLCASTER [GENERAL]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of your bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

As presented in *Complete Divine*

TRUE BELIEVER [GENERAL]

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

Spells

As presented in *Complete Arcane*

BURNING BLOOD

Necromancy

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You taint a living creature's blood with a hot corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

As presented in *Complete Arcane*

DARKVISION, MASS

Transmutation

Level: Sorcerer/Wizard 4

Components: V, S, M

Range: 10 ft.

Target: The caster and all allies in a 10-ft.-radius burst, centered on the caster

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *darkvision* (see page 216 of the *Player's Handbook*), except that all target creatures receive the spell's benefits. Unlike with *darkvision*, recipients of this spell cannot have the ability made permanent with a *permanency* spell.

Material Component: A dried carrot or three small agates.

As presented in *Complete Arcane*

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like mage armor, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

As presented in *Complete Arcane*

UNLUCK

Divination

Level: Sorcerer/Wizard 4

Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random choice (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result is applied.

A creature carrying a *stone of good luck* is immune to the effect of *unluck*, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material Component: A piece of a broken mirror.

Special Abilities

As presented in *Arms and Equipment Guide*

Balanced: A *balanced weapon* can be wielded more easily by smaller characters. A creature one size smaller than the weapon can use it in one hand. For example, a Halfling could wield a *balanced battleaxe* in one hand.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *reduce*; *Market Price:* +2 bonus.

As presented in *Arms and Equipment Guide*

Quick-loading: Only crossbows can have this ability. A *quick-loading crossbow* accesses an extradimensional space that can hold up to 100 bolts, allowing the wielder to reload the crossbow more rapidly than normal. Reloading a hand or light crossbow is a free action (allowing a character with multiple attacks to make a full attack), and reloading a heavy crossbow is a move-equivalent action. Adding a bolt to or removing one from the extradimensional space by hand requires a move-equivalent action. The extradimensional space can hold different types of bolts, and the wielder may select freely from these when reloading the crossbow.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *Leomund's secret chest*, *shrink item*; *Market Price:* +2 bonus.

As presented in *Planar Handbook*

Styptic: The wearer of a suit of armor with this property does not suffer ongoing blood loss such as from dying or infernal wounds (see the *infernal wound* spell, page 99). The wounds will automatically close, preventing further hit point loss and stabilizing a dying character. In addition, the wearer has a 25% chance of being unaffected by a blood-draining attack that depletes Constitution, such as a vampire's or stirge's blood drain ability or the effect of a wounding weapon.

Faint transmutation; CL 7th; Craft Magic Arms and Armor, creator must have 10 ranks in Heal; Price +2 bonus.

Prestige Classes

As presented in *Planar Handbook*

ELEMENTAL WARRIOR

The elemental warrior sees that great strength comes from focusing on the most basic aspects of reality. The sages say that the worlds are formed through combinations of fire, water, earth, and air, and that any problem can be overcome with the correct application of these forces. The elemental warrior becomes attuned to one of these building blocks of reality, channeling its power to great effect.

Fighters, monks, paladins, and barbarians make the best elemental warriors. This prestige class is focused on fighting and applying the elements in just the right way to bring down even the toughest adversary. Bards, rogues, rangers, and druids also may find this class useful if they often find themselves involved in close combat; a few levels of elemental warrior give them access to a range of weapons and defenses that will make them much more versatile.

NPC elemental warriors are usually fighters or mercenaries of some sort. They may be of any alignment, but they all believe that it is best to be prepared for anything and that with the elements themselves at their fingertips, they have everything they need to overcome any foe.

Hit Dice: d10.

REQUIREMENTS

To qualify to become an elemental warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skill: Knowledge (the planes) 5 ranks.

Special: The character must have traveled to at least one of the Elemental Planes.

CLASS SKILLS

The elemental warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (the planes) (Int), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the elemental warrior prestige class.

Weapon and Armor Proficiency: Elemental warriors gain no proficiency with any weapon or armor.

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities. At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity. She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively). She also gains resistance 10 to a particular type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element. The effect lasts for 1 minute and may be used a number of times per day equal to her class level. It can be dismissed as a free action.

Air: Brisk winds whip around the elemental warrior's body. All ranged attacks against her have a 20% miss chance.

Earth: The elemental warrior's skin is partially sheathed in rocky hide. Her natural armor bonus increases by 3.

Fire: A sheath of flame envelops the elemental warrior. Any opponent who lands a successful melee attack against her takes 1d6 points of fire damage. Creatures wielding reach weapons, such as longspears, do not take this damage.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Elemental Weapon (Su): At 3rd level and higher, an elemental warrior can, as a move action, imbue any melee weapon she wields with the energy of her chosen element. The imbued weapon deals an extra 2d6 points of energy damage on each hit. The effect lasts for 1 minute and may be dismissed as a free action. She can use this ability a number of times per day equal to her class level.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental weapon effect.

When an elemental warrior reaches 5th level, this ability improves. The extra damage remains the same, but on a successful critical hit, the weapon releases a burst of energy that deals even more energy damage of the same type (for a total of 6d6). The additional damage is 4d6 points for weapons with a x2 critical multiplier, 6d6 points for weapons with a x3 critical multiplier, or 8d6 for weapons with a x4 critical multiplier.

Elemental Movement (Su): At 4th level, an elemental warrior gains a special movement property based on her chosen element.

Air: The elemental warrior can fly at a speed of 20 feet (perfect maneuverability). If the character wears medium or heavy armor or carries a medium or heavy load, she can't use this ability.

Earth: The elemental warrior gains a burrow speed of 30 feet (or equal to her base land speed, whichever is lower).

Fire: The elemental warrior's base land speed increases by 10 feet. This benefit stacks with all other speed increases. If the elemental warrior wears heavy armor or carries a heavy load, she loses this benefit.

Water: The elemental warrior gains a swim speed of 30 feet (or equal to her base speed, whichever is lower). She also gains the ability to breathe water.

At 4th level, elemental warriors of all kinds also gain the ability to use plane shift once per day to reach their chosen Elemental Plane (or from that Elemental Plane to the Material Plane).

Elemental Strike (Su): Once per day, a 5th-level elemental warrior can channel her chosen element to deal a devastating touch attack. The attack requires a standard action to deliver; if it hits, it affects its target as noted below. No save is allowed against the damage dealt by the attack, but a successful Fortitude save negates the secondary effect. The save DC for these effects is 15 + the elemental warrior's Con modifier.

Air: Target takes 10d6 points of bludgeoning damage from a sudden gust of wind and is knocked prone (Fort save negates knockdown).

Earth: Target takes 10d6 points of bludgeoning damage from the crushing touch attack and is pushed back 10 feet as if bull rushed (Fort save negates push).

Fire: Target takes 10d6 points of fire damage and catches on fire for 1d4 rounds (Fort save negates catching on fire).

Water: Target takes 10d6 points of damage as moisture is drawn from its body and becomes nauseated for 1 round (Fort save negates nausea).

Table 3-9: The Elemental Warrior

| Class | Base | Fort | Ref | Will | |
|-------|--------------|------|------|------|---------|
| Level | Attack Bonus | Save | Save | Save | Special |

| | | | | | |
|-----------------|----|----|----|----|---|
| 1 st | +0 | +2 | +0 | +0 | Elemental affinity |
| 2 nd | +1 | +3 | +0 | +0 | Elemental manifestation |
| 3 rd | +2 | +3 | +1 | +1 | Elemental weapon |
| 4 th | +3 | +4 | +1 | +1 | Elemental movement |
| 5 th | +3 | +4 | +1 | +1 | Elemental burst weapon, elemental strike |

As presented in *Complete Warrior*

EXOTIC WEAPON MASTER

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics. They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

Hit Dice: d10.

REQUIREMENTS

To become an exotic weapon master, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skill: Craft (weaponsmithing) 3 ranks.

Feats: Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

Special: Races that have familiarity with an exotic weapon (such as a dwarf's familiarity with the dwarven waraxe and the dwarven urgrosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements for this class.

CLASS SKILLS

The exotic weapon master's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), and Profession (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no proficiency with any weapon or armor.

Exotic Weapon Stunt (Ex): At each level, an exotic weapon master learns a special trick that he can use with an exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

Close-Quarters Ranged Combat: A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Sunder: When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder attempt.

Flurry of Strikes: When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Ranged Disarm: The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails the disarm attempt, the defender can't attempt to disarm him.

Show Off: As a standard action, the character can display his mastery with an exotic weapon and confound his opponent. The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (-2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

Stunning Blow: If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

Throw Exotic Weapon: The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

Twin Exotic Weapon Fighting: When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to -1 for both the primary hand and the off hand when fighting in this manner.

Trip Attack: The character can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can drop the weapon to avoid being tripped. If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

Uncanny Blow: When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Table 2-9: The Exotic Weapon Master

| Class | Base | Fort | Ref | Will | |
|-----------------|--------------|------|------|------|---------------------|
| Level | Attack Bonus | Save | Save | Save | Special |
| 1 st | +1 | +2 | +0 | +0 | Exotic weapon stunt |
| 2 nd | +2 | +3 | +0 | +0 | Exotic weapon stunt |
| 3 rd | +3 | +3 | +1 | +1 | Exotic weapon stunt |

As presented in *Complete Divine*

PIOUS TEMPLAR

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerors to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise, Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Ranger/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Hit Dice: d10.

REQUIREMENTS

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skill: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New feat described in Chapter 3.

CLASS SKILLS

The pious templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10 + spell's level, so a pious templar with a Wisdom of 10 or lower cannot cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Table 2-14: The Pious Templar

| Class | Base | Fort | Ref | Will | | Spells per Day | | | |
|------------------|--------------|------|------|------|---|----------------|-----|-----|-----------------|
| Level | Attack Bonus | Save | Save | Save | Special | 1st | 2nd | 3rd | 4 th |
| 1 st | +1 | +2 | +0 | +2 | Mettle | 0 | - | - | - |
| 2 nd | +2 | +3 | +0 | +3 | Smite 1/day | 1 | - | - | - |
| 3 rd | +3 | +3 | +1 | +3 | Damage reduction 1/-, Weapon Specialization | 1 | 0 | - | - |
| 4 th | +4 | +4 | +1 | +4 | Bonus feat | 1 | 1 | - | - |
| 5 th | +5 | +4 | +1 | +4 | -- | 1 | 1 | 0 | - |
| 6 th | +6 | +5 | +2 | +5 | Smite 2/day | 1 | 1 | 1 | - |
| 7 th | +7 | +5 | +2 | +5 | Damage reduction 2/- | 2 | 1 | 1 | 0 |
| 8 th | +8 | +6 | +2 | +6 | Bonus feat | 2 | 1 | 1 | 1 |
| 9 th | +9 | +6 | +3 | +6 | -- | 2 | 2 | 1 | 1 |
| 10 th | +10 | +7 | +3 | +7 | Smite 3/day | 2 | 2 | 2 | 1 |

As presented in *Complete Divine*

SACRED FIST

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them or their deity. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are

seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids occasionally find the class's combat skills useful, but sorcerers and wizards find little to interest them.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might only help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

Adaptation: This prestige class is designed to emphasize a monk who sacrifices her array of supernatural abilities and cast spells instead. The sacred fists (under that name or another) could be an esoteric order of monks who combine rigorous self-defense training with near-constant prayer. And if you connect them to a specific nonlawful deity, the sacred fists are a good way to create an exception to the "monks must be lawful" rule.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (religion) 8 ranks.

Feats: Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist.

Spells: Able to cast 1st-level divine spells

CLASS SKILLS

The sacred fist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), Spellcraft (Int), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists gain no proficiency with any weapons, armor, or shields.

AC Bonus (Ex): A sacred fist is highly trained at dodging blows, and he has a sixth sense that lets him avoid even unanticipated attacks. When unencumbered and wearing light or no armor, a sacred fist gains a +1 bonus to his AC. This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus to AC applies even against touch attacks or when the sacred fist is flat-footed. He loses the bonus when he is immobilized or helpless, when he wears any armor heavier than light armor, when he carries a shield, or when he carries a medium or heavy load.

Spells per Day/Spells Known: When a new sacred fist level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of sacred fist to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which he could cast divine spells before he became a sacred fist, the player must decide which class to assign each level of sacred fist for the purpose of determining spells per day and spells known.

Unarmed Damage (Ex): A sacred fist's class levels stack with his monk levels (if any) for the purpose of determining his unarmed damage. If a sacred fist doesn't have monk levels prior to becoming a sacred fist, treat him as a monk of the same class level as his sacred fist class level for determining his unarmed damage.

Fast Movement (Ex): At 3rd level, a sacred fist gains an enhancement bonus to his speed, as shown on Table 2-18: The Sacred Fist. A sacred fist in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Blindsense (Su): A 6th-level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his Wisdom modifier. He may use inner armor once per day.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell, page 201 of the *Player's Handbook*).

Like a member of any other class, a sacred fist may be a multiclass character, but multiclass sacred fists face a special restriction. A sacred fist who gains a level in any class other than sacred fist may never again raise his sacred fist level, though he retains all his sacred fist abilities. The path of the sacred fist requires a constant focus. If a character adopts this class, he must pursue it to the exclusion of all other careers. Once he has turned off the path, he may never return.

Table 2-18: The Sacred Fist

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | AC Bonus | Unarmored Speed Bonus | Spells per Day |
|-----------------|-------------------|-----------|----------|-----------|---------------------|----------|-----------------------|--|
| 1 st | +1 | +2 | +2 | +0 | Unarmed damage | +1 | +0 ft. | +1 level of existing divine spellcasting class |
| 2 nd | +2 | +3 | +3 | +0 | -- | +1 | +0 ft. | +1 level of existing divine spellcasting class |
| 3 rd | +3 | +3 | +3 | +1 | -- | +1 | +10 ft. | +1 level of existing divine spellcasting class |
| 4 th | +4 | +4 | +4 | +1 | Sacred flames 1/day | +1 | +10 ft. | -- |
| 5 th | +5 | +4 | +4 | +1 | -- | +2 | +10 ft. | +1 level of existing divine spellcasting |

| | | | | | | | | class |
|------------------|-----|----|----|----|---------------------|----|---------|--|
| 6 th | +6 | +5 | +5 | +2 | Blindsense 10 ft. | +2 | +20 ft. | +1 level of existing divine spellcasting class |
| 7 th | +7 | +5 | +5 | +2 | -- | +2 | +20 ft. | +1 level of existing divine spellcasting class |
| 8 th | +8 | +6 | +6 | +2 | Sacred flames 2/day | +2 | +30 ft. | -- |
| 9 th | +9 | +6 | +6 | +3 | -- | +2 | +30 ft. | +1 level of existing divine spellcasting class |
| 10 th | +10 | +7 | +7 | +3 | Inner armor | +3 | +30 ft. | +1 level of existing divine spellcasting class |

Monsters

As presented in *Monster Compendium: Monsters of Faerun*

BULLYWUG

Medium-Size Humanoid (Aquatic)

Hit Dice: 1d8+3 (7 hp)

Initiative: +0

Speed: 20 ft., swim 30 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

Special Qualities: Marsh move, summoning (clerics only)

Saves: Fort +5, Ref +0, Will -2

Abilities: Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7

Skills: Hide +0*, Listen -2, Spot -2

Feats: Endurance

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), pad (4), float (8), or pond (16-48)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Life as a bullywug is nasty, brutish, and wet. Bullywugs kill for sport, systematically destroy their own hunting grounds, and make a religious fetish of summoning monsters who may or may not stay within their control.

Bullywugs are frog-headed amphibious humanoids with green, gray, or mottled yellow skin. They have long, flicking tongues that can barely fit themselves around a form of stunted Common. They stand 4 to 7 feet tall, weigh 100 to 300 pounds, and fight with spears and other sharp weapons they can poke out of the water. Bullywugs make it a point of pride to wear at least leather armor, even though swimming in armor isn't easy.

Most bullywugs encountered outside their homes are warriors; the information in the statistics block is for one of 1st level (see Chapter 2 of the *DUNGEON MASTER's Guide* for more information about the warrior class).

COMBAT

Bullywugs prefer to fight in or near water. Whenever possible, they use summoned monsters as the first wave of attack. In any given fight, there is therefore a 50% chance that bullywugs will fight to their death, no matter how stupid that seems, and a 50% chance that they will flee for their lives when some of their number have fallen, even if they could otherwise win the fight.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a *summon monster* spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Skills: *Bullywugs have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

BULLYWUG CHARACTERS

Bullywugs sometimes gain levels as barbarians. The biggest bullywug in the pond frequently is at least a 2nd-level barbarian.

Bullywug Society

Bullywugs hunt things, eat things, bully things, and worship their noxious deities. There are many bullywug clerics; as many as 10% of bullywugs in some ponds have one or more levels as a cleric. Bullywug clerics can choose from the domains of Chaos, Evil, and Water. Bullywug clerics are more limited than those of other races, and can only choose three types of spells: *summon monster* spells (their culturally preferred choice), *inflict* spells, and their domain spells.

As presented in *Living Greyhawk Journal No. Two*

BULLYWUG SAVANT

Medium-Size Monstrous Humanoid

Hit Dice: 2d8 + 1d4 (20 hp)

Initiative: +1 (Dex)

Speed: 30 ft., Swim 20 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

Special Attacks: Poison, Spells

Special Qualities: Darkvision, marsh move, summoning (sorcerers only)

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13

Skills: Bluff +3, Climb +2, Concentration +7, Hide +3*, Intimidate +3, Jump +2, Listen +2, Spellcraft +4, Spot +4, Tumble +3

Feats: Combat Casting

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), brood (1 plus 1-4 bullywugs), or great brood (1-3 plus 4-16 bullywugs)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Bullywug savants are genetic throwbacks to a more advanced form of bullywug that held power in the Flaeness aeons ago. Smarter than their common kin, they have arcane powers.

Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy semitransparent fluid sacs: two on the chin, two by the earholes, and two on the top of the head. The upper sacs appear to contain additional brain tissue. When not expecting combat, they prefer to wear togas in the style of decadent nobility, and while they wear armor if they need to, they prefer using magic and magic items to protect themselves. Their eyes have a glimmer of cold intelligence.

Bullywug savants speak Common, Aquan, and Kuo-Toan, and have a racial memory that allows them to communicate in the language of aboleths. Some learn other languages, particularly Dwarven, Elven, and Gnome.

The statistics above are for a 1st-level bullywug savant sorcerer. The most powerful sorcerer in a group is the leader. Bullywugs always defer to the commands of kuo-toas and aboleths if either are present.

COMBAT

Like their degenerate cousins, bullywug savants prefer to fight in or near water. They use tactics, deploying regular bullywugs as shock troops and keeping at least one nearby as a guard. Bullywugs serving a bullywug savant are fanatically obedient, and the masters use this to protect their own skins. Skum obey bullywug savants readily if the orders don't conflict with that of their aboleth masters.

Bullywug savants prefer to use enchantment and evocation (cold) magic, but are smart enough to acquire spells and items that exploit the weaknesses of their long-term opponents.

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Spells (Sp): Bullywug savants are always sorcerers of at least 1st-level. A typical savant knows 4 cantrips and 2 1st-level spells, casting 5 cantrips and 4 1st-level spells per day. A typical spell selection for a savant is: 0th – detect magic, mage hand, ray of frost, read magic; 1st – charm person, sleep.

Marsh Move (Ex): Bullywug savants suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Skills: *Bullywug savants have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Bullywug Savant Characters

A bullywug savant's favored class is sorcerer. Most do not multiclass.

Bullywug Savant Society

Bullywug savants appear only rarely among the population of normal bullywugs, but they breed true with other savants or normal bullywugs. Far more civilized than their crude parents, bullywug savants usually become leaders of their tribes and organize more efficient raids. If possible, they establish a permanent residence in old stone buildings or in defensible areas of the Underdark. Those that encounter aboleths immediately swear their entire tribe into loyal service of the aberration.

As presented in *Monster Manual III*

MUD GOLEM

Large Construct

Hit Dice: 15d10+30 (112 hp)

Initiative: -1

Speed: 20 ft. (4 squares) (can't run), swim 20 ft.

AC: 21 (-1 size, -1 Dex, +13 natural), touch 8, flat-footed 21

Base Attack/Grapple: +11/+22

Attack: Slam +17 melee (2d10+10)

Full Attack: 2 Slams +17 melee (2d10+10)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, engulf

Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 24, Dex 9, Con --, Int --, Wis 11, Cha 1

Skills: Hide -5*, Swim +15

Feats: --

Environment: Any

Organization: Solitary or ganag (2-4)

Challenge Rating: 11

Treasure: None

Alignment: Always neutral

Advancement: 16-22 HD (Large); 23-30 HD (Huge)

Level Adjustment: --

This humanoid mass of mud stands twice the height of a normal human.

Mud golems are large, anthromorphic creature composed entirely out of slippery mud. They are hulking figures with crudely shaped but strong limbs. Their faces are just as rough, with a mouth and two eye sockets that are just scooped-out holes with dim glowing red spheres burning in the depressions.

A mud golem stands about 10 feet tall and weighs 600 pounds. Mud golems cannot speak, other than to utter groans and moans.

COMBAT

A mud golem fights best from the bank of a river, lake, pool, or cistern, where it buries itself into the muck. Once an opponent comes by, it leaps out and tries to engulf the creature.

Breath Weapon (Su): Spray of slippery mud; 15-foot cone, once every 1d3 rounds. This spray does no damage, but everyone in the area must make a DC 17 Reflex save or be blinded for 1d3 rounds. In addition, the breath weapon leaves a very slippery mud residue, equivalent to a *grease* spell (Reflex Dc 17). The mud remains slippery for 1 hour before it dries out. The save DCs are Constitution-based.

Engulf (Ex): A mud golem can try to wrap a Medium or smaller creature in its body as a standard action. The mud golem attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on the attack roll.

Attacks that hit an engulfing mud golem deal half their damage to the monster and half to the trapped victim.

While engulfed, a victim can do nothing but try to break free, by succeeding on an opposed grapple check. A mud golem can engulf 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures at a time.

An engulfed creature has no air to breathe, and there is a chance it will begin to drown (see Drowning, page 304 of the *Dungeon Master's Guide*).

Immunity to Magic (Ex): A mud golem is immune to any spells, spell-like abilities, and supernatural effects that allows spell resistance, except as follows:

A transmute mud to rock spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw.

A transmute rock to mud spell heals all its lost hit points.

A stone to flesh spell does not actually change the golem's structure, but it negates the mud golem's damage reduction for 1 round.

Skills: A mud golem has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A mud golem's body blends in extremely well when it is submerged in mud, conferring a +15 circumstance bonus on Hide checks in those situations.

Construction

A mud golem's body is made from special mud found in magically charges areas or created through magical means.

The golem cost includes 1,000 gp for the construction of the body. Creating the body is a complex task that requires a DC 15 Craft (pottery) or DC 15 Craft (sculpting) check.

CL 14th; Craft Construct (see page 206), *geas/quest*, *limited wish*, *polymorph any object*, *transmute rock to mud*, caster must be at least 14th level; Price 65,000 gp; Cost 33,000 gp + 2,560 XP.

As presented in *Monster Manual III*

YUGOLOTH, MEZZOLOTH

Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 10d8+50 (95 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

AC: 21 (+1 Dex, +8 natural, +2 large metal shield), touch 11, flat-footed 20

Base Attack/Grapple: +10/+13

Attack: Claw +13 melee (1d4+3) or +1 *trident* +15 melee (1d8+4/19-20) or +1 *trident* +13 ranged (1d8+4/19-20)

Full Attack: 2 claws +13 melee (1d4+3) or +1 *trident* +15/+10 melee (1d8+4/19-20) or +1 *trident* +13 ranged (1d8+4/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, summon yugoloth

Special Qualities: Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.

Saves: Fort +12, Ref +8, Will +7

Abilities: Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

Skills: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +14, Spot +13

Feats: Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Environment: Bleak Eternity of Gehenna

Organization: Solitary, squad (3-8), or platoon (10-18 plus ultroloth)

Challenge Rating: 6

Treasure: Standard plus +1 *trident*

Alignment: Always neutral evil

Advancement: 11-18 HD (Medium); 19-24 HD (Large)

Level Adjustment: +5

This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.

Mezzoloths are the most common foot soldiers in the yugoloth armies. They understand little beyond combat, but their skill in battle is fearsome. When they aren't fighting, they're imagining new ways to hurt their enemies and practicing their martial skills.

A mezzoloth looks like a human-sized insect with heavy chitin and four limbs tipped with sharp claws. Its wide-set eyes glow red when it's angry (which is almost always). When arrayed for battle, mezzoloths wield tridents and carry shields. A mezzoloth stands 7 feet tall and weighs 250 pounds.

Mezzoloths speak Abyssal, Draconic, and Infernal.

COMBAT

When directed to attack an opponent, mezzoloths first try to weaken it with *cloudkill*, then close and attack with their tridents. If the enemy is likely to use enhancing magic such as *bull's strength* or *stoneskin*, a few mezzoloths use an area *dispel magic* before melee begins. If the battle is going poorly, mezzoloths use *darkness* and *teleport without error* to make a getaway.

Their tactics are similar in a large battle. Squads of trident-wielding mezzoloths are the backbone of a yugoloth force. They teleport into battle, launch *cloudkill* at the enemy, then charge into the yellow mist with their tridents.

A mezzoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, see invisibility; 2/day – *cloudkill* (DC 17), *dispel magic*. Caster level 10th.

Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Immunities (Ex): Mezzoloths are immune to poison and acid.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Templates

As presented in *Libris Mortis: The Book of Undead*

Evolved Undead Template

An evolved undead is an undead whose body is flushed with more negative energy than normal due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before.

When an intelligent undead creature survives for 100 years or more (or when the DM decides to create an undead monster with a twist), there is a 1% chance that its connection to the Negative Energy Plane grows more mature. When this “evolution” occurs, the undead gains this template. Each additional 100 years of existence affords an additional 1% chance of a more mature connection, plus an additional 1% chance for each previous evolution. For example, if an undead creature’s connection to the Negative Energy Plane evolved three times previously, it has a 4% chance to gain one more step of maturation the next time its age requires an evolution check. Every step of evolution means that the evolved undead template can be applied again to the undead creature (setting this template apart from most other templates, which can be applied only once).

CREATING AN EVOLVED UNDEAD

“Evolved undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor Class: The base creature’s natural armor class bonus improves by 1. If the base creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead’s HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based:

| d12 | Spell-Like Ability |
|-----|-----------------------------|
| 1 | <i>circle of death</i> |
| 2 | <i>cloudkill</i> |
| 3 | <i>cone of cold</i> |
| 4 | <i>confusion</i> |
| 5 | <i>contagion</i> |
| 6 | <i>creeping doom</i> |
| 7 | <i>greater dispel magic</i> |
| 8 | <i>greater invisibility</i> |
| 9 | <i>haste</i> |
| 10 | <i>hold monster</i> |
| 11 | <i>see invisibility</i> |
| 12 | <i>unholy blight</i> |

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below:

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind.

Challenge Rating: Same as base creature + 1.

Level Adjustment: Same as base creature + 1.

As presented in *Monster Manual II*

Spellstitched Template

Spellstitched creatures are undead creatures that have been powerfully enhanced and fortified by arcane means. The undead gain the ability to cast spells, can resist being turned, and become more difficult to attack in melee. The process benefits undead with intelligence far more than it helps those that are mindless, since intelligent undead can discharge their spells tactically.

The outward sign that an undead creature has been spellstitched is its rune-covered body. The runes are carved into the bones of skeletal undead or tattooed on the rotting flesh of other corporeal undead. These runes may not be immediately noticeable to an observer, appearing to be cracks in bones or wrinkles in the skin.

Spellstitched creatures can be created only by a wizard or sorcerer of sufficient level to cast the spells to be imbued in the undead's body. The process for creating a spellstitched creature requires the expenditure of 1,000 gp for carving or tattooing materials as well as 500 XP for every point of Wisdom that the undead creature possesses. Undead that are spellcasters can spellstitch themselves.

CREATING A SPELLSTITCHED CREATURE

"Spellstitched" is a template that can be added to any corporeal undead (referred to hereafter as the base creature). The template uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack.

Spell-like Abilities: A spellstitched creature with a Wisdom score of 10 or higher can be imbued with spell-like abilities. All spells selected must be from the schools of Conjuration, Evocation, or Necromancy. These abilities are used as if the spells were cast by a sorcerer of the same level as the number of Hit Dice the spellstitched creature possesses.

| Wisdom | Example Undead | Spells Known | Times/Day |
|--------|---------------------|-------------------------------|-------------|
| 10 | Skeleton, zombie | 2 1 st -level | 4 |
| 11-12 | Bodak | plus 2 2 nd -level | 4/4 |
| 13-14 | Ghast, ghoul, wight | plus 2 3 rd -level | 4/4/2 |
| 15-16 | Devourer | plus 2 4 th -level | 4/4/2/2 |
| 17-18 | Lich | plus 2 5 th -level | 4/4/2/2/2 |
| 19+ | Nightshade | plus 1 6 th -level | 4/4/2/2/2/1 |

Spell Known is the number of different spells the creature has access to as spell-like abilities. A creature with a Wisdom score higher than 10 gains the spells from the row on the table corresponding to its Wisdom score, and the spells from all the rows above that row.

Times/Day is the number of times per day that the creature can use spell-like abilities of a given level. The creator of the creature must decide how to allocate the spells known. Once this determination has been made for a particular ability, it cannot be changed. For instance, the sample spellstitched creature has *magic missile* and *obscuring mist* as its 1st-level spell-like abilities. It can use *magic missile* three times per day and *obscuring mist* once per day. The creator cannot later change either the spells or the times per day each can be used.

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

Damage Reduction: A spellstitched creature with 1-3 HD has DR 5/silver; one with 4-7 HD has DR 5/magic; one with 8-11 HD has DR 5/magic and silver; and one with 12 or more HD has DR 10/magic and silver.

Spell Resistance: A spellstitched creature has spell resistance equal to 15 + base creature's Charisma bonus.

Turn Resistance (Ex): A spellstitched creature has +2 turn resistance. This value is added to the base creature's turn resistance (if any).

If the base creature already has one or more of these special qualities, use the better value.

Saves: A spellstitched creature gains a +2 profane bonus on all saving throws.

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature + 1.

Treasure: Same as base creature.

Alignment: Same as base creature.

Level Adjustment: Same as base creature.

As presented in *Savage Species*

Wight Template

A wight's appearance is a weird and twisted reflection of the form it had in life. Its wild, frantic eyes burn with malevolence. The leathery, desiccated flesh is drawn right across its bones, and its teeth have grown into sharp, jagged needles.

Wights lurk in barrow mounds, catacombs, and other places thick with the aura of death, where they nurture their hatred. They seek to destroy all life, filling graveyards with their victims and populating the world with their horrid progeny.

Wights speak whatever languages they spoke in life.

CREATING A WIGHT

"Wight" is an acquired template that can be added to any humanoid (hereafter called the base creature). A wight has all the base creature's characteristics except as noted here.

Size and Type: The creature's type changes to undead.

Hit Dice: All the creature's Hit Dice change to d12s.

AC: The wight gains a +4 natural armor bonus or retains the base creature's natural armor bonus, whichever is higher.

Attacks: The wight retains all the base creature's attacks, and all its natural weapons can deliver its energy drain special attack.

Damage: The wight retains the base creature's damage and adds energy drain to any damage done by natural weapons.

Special Attacks: A wight gains the energy drain special attack, described below. The DC of the saving throw for any of its special attacks is equal to $10 + \frac{1}{2}$ wight's HD + wight's Cha modifier.

Energy Drain (Su): Any living creature struck by a wight's natural attack must succeed on a Fortitude saving throw or gain two negative levels. For each negative level it bestows, the wight heals 5 points of damage. If the amount of healing is more than the damage the creature has taken, it gains any excess as temporary hit points. If the negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed on a Fortitude save (same DC) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Special Qualities: A wight gains the special qualities described below:

Create Spawn (Su): Any humanoid slain by a wight rises as a wight in 1d4 rounds. Such a spawn is under the command of the wight that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the wight template.

A wight can control a number of spawn equal to its HD x 2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Undead traits: A wight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A wight cannot be raised, and *resurrection* works only if it is willing. The creature has darkvision (60-foot range).

Abilities: +2 Str, +2 Dex, +2 Wis, +4 Cha. As an undead, a wight has no Constitution score.

Climate/Terrain: Any land and underground.

Organization: Solitary, pair, gang (3-5), or pack (6-11).

Challenge Rating: Base creature's CR + 3.

Treasure: None.

Alignment: Always lawful evil.

Level Adjustment: +4.

Player Handout #1

To (insert PC name here):

I wish to express my deepest thanks for your assistance dealing with the inhabitants of the Rushmoors over the past couple of years. In appreciation, I would like you to join me in a three-day celebration in Hookhill. This celebration will include an official military banquet and appropriate dress will be required. I look forward to seeing your attendance.

Knight Colonel Nicoli Jinx

Player Handout #2

These handouts are to be given to PCs with the Mark of the Eye curse in the room that is specified above the writing.

Entry Room

As you step into the room, your vision blurs and you see a scene that wasn't there a moment before. There are seven men searching the room: six are young uniformed men dressed similarly in studded leather armor with short swords and short bows, while the other is an older man wearing a robe and carrying a staff. Two of the younger men are having a conversation the others do not even seem to hear. As they lift through the debris, some of the scraps of cloth, chains, and leather come to life and try to wrap around two of the uniformed men and the robed man. One of the younger men fights his attacker off with help from the others, but the other two are engulfed. The two engulfed men attempt to flee down the hall, but only the older man gets away. The other is forced to do battle with his one-time companions. When all is over, only two of the uniformed men lay standing. On their face is a sad, but grim expression of the loss of their companions. They begin to drag the bodies down the hall.

Room of Sacrifice

As you step into the room, your vision blurs and you see a scene that wasn't there a moment before. The room is a bustle of a couple dozen Flan Tribesmen dressed in robes performing different tasks: running errands, working on crafts, chanting. A group of warriors adorned with a symbol depicting a unicorn rearing on its hind legs burst into the room, charging through your very body as if you were not there, and begin laying siege to the Flan. As the carnage begins, other armed warriors come from two doors in the far back wall and a couple from your left. These warriors are emblazoned with a large eye on the armor and start attacking the others. Time passes quickly with warriors on both sides falling from the blows., When your vision returns to normal, the doors that were once visible are gone.

Dining Hall

As you step into the room, voices begin to echo in the room. The voices say "Hear us great lord. We have served you with all of our bodies and souls; kept your secrets and sowed discord. We have been locked in this tomb and realize there is no escape. Grant us the power to continue serving you through eternity." There is the sound much like a stabbing of something soft and squishy, followed by a "thunk" as though something heavy hit the table. After a few moments, the voice returns but much raspier and throaty saying "Thank you for this blessing great lord."

Experiment Room

As you step into the room, your vision blurs and you see a scene that wasn't there a moment before. A tall Flan man dressed in robes is standing in front of the great summoning circle. He drops a fist full of diamonds into a bowl full of some clear liquid. He carefully balances the bowl on the top of a mound of earth that has been piled high in the summoning circle. He then takes a dagger and splits his hand, allowing many drops of his blood to fall into the bowl. He lights five large candles around the summoning circle and begins to read from a journal in a strange guttural language. As though no time passes, the visage of a large earthen creature with glowing red eyes forms from the smoke given off by the candles, coalescing above the bowl. The creature's eyes give off such hatred that you realize its wrath will be great. The Flan says something to it in a strange, low voice. The earth creature's eyes burn brighter in anger and you sense a great power from the creature. The smoke of the creature gets sucked into the ceiling and walls of the structure and a page falls from the journal the Flan man was reading. Only one word is legible on the page: Grumm.

Room of Stars

As you step into the room, your vision blurs and you see a scene that wasn't there a moment before. You feel the wind blow against your face and the light in the illusionary room begins to darken. The night sky is beautiful and the stars are extremely bright since there is no moon in the sky. As you look down and around, you find you are on a hilltop with a ring of stone pillars around you. You appear to be one of five humanoids standing around a great font of liquid; the other four being robed Flan men. One of the men looks to be washing something in the font while the others chant. You find you are chanting as well. The man pulls a dagger from the font, turns to another and hands it to him saying "I am the Word and you shall be His eyes. Steeped in the strength of secrets and blessed with magic, the night is ready to begin." He repeats the process with the two other men and yourself. You take the dagger in both hands and reverse it to point toward you. Holding the dagger up to your eye you say "The secret knowledge is within me to give." As the dagger is pulled back slightly and lunged forward, you receive a sharp pain at your eye as the vision fades. Back in the same room you realize you have fallen to the floor, possessing a dull pain in your head.

Room of Portals

As you step into the room, your vision blurs and you see a scene that wasn't there a moment before. There is a brilliant light that fades to be merely the light of day. As the spots before your eyes clear, you can see an older man in his sixties standing on a ladder in front of one of the portals. He pulls out a stone block from his bag and rubs it above the portal. You see the stone where he rubs appear liquid-like, as if he were smoothing mud. He looks at his work a couple of times before he is completely satisfied enough to place the stone back into the bag. He then reaches into the bag and pulls out a chisel and hammer; the chisel has a faint glow to it. He carefully places the chisel on the stone, changing its position to find his perfect place, and begins to etch a word into the stone. After he has finished, he inspects his work. He then goes around the room and makes sure that all the other archways are clear of etchings except for one other. He then says something, the other portal crackles with electricity at its edges and a stone passage appears where solid stone once stood. He walks through and under a minute, the stone returns to block the passage.

GM Note: If the PC can read Flan, they can translate the 2 etchings and the word he said. The etching the man made reads "Seneshta" while the one that was already there reads "Fhar'anod". The man spoke "Fhar'anod" in Flan.

Player Handout #3

Any PC with the Mark of the Eye curse hears a constant droning whisper while within Fhar'anod. The whispered words change periodically and are spoken in Flan. The constant whispers can be distracting, causing a -2 penalty on Concentration checks.

The following is a list of the phrases that are heard and can be understood:

- We circle about a ring and guess, while the secret lies in the center and knows.
- All secrets are easy to understand once they are discovered.
- Secrets rest upon the lips of the dead.
- When a secret is revealed, it is the fault of the one who originally confided it.
- Secrets are shared relationships.
- Eyes without speaking confess the secrets of the soul.
- The refrain that is heard over and over: whisper a pledge, forge the bonds, feel the power.
- Names have power, the Word has meaning.