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Demons and Devils

Epic Quests

by Clark Peterson and Bill Webb



*The dungeons contained in **Demons and Devils** deserve to be the final pinnacle of epic and legendary quests. Such quests require lengthy overland travel and encounters with various fearsome foes. Here, then, are some suggestions for the overland travel and monster encounters that you as the DM can use for the various adventures contained **Demons and Devils** to make them truly the epic quests they deserve to be.*

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Introduction

Demons and Devils includes three short dungeons that make the perfect culmination of epic quests for powerful items of legend. Though you may want to allow the PCs to *teleport* to the “front door” of the dungeons if you are running them as “one shot” adventures, it would be a shame to allow the PCs to arrive at the dungeons in this fashion if you are incorporating the adventures into your home campaign. Rather, these dungeons deserve to be the final pinnacle of epic and legendary quests. Such quests require lengthy overland travel and encounters with various fearsome foes. Here, then, are some suggestions for the overland travel and monster encounters that you as the DM can use for the various adventures contained *Demons and Devils*. Of course, you should feel free to add or substitute encounters to reflect your home campaign world and the unique locations you select for the various dungeons.

Enjoy!

Clark Peterson and Bill Webb

Sorcerer's Citadel

The following list of suggested encounters details the trials and hazards that a party of PCs might endure during its journey to the remote location of Crane's Tower. Feel free to create lairs for these monsters and to add or substitute encounters to reflect the world and unique location selected for Crane's Tower.

As the PCs enter the wild plains leading to the distant mountain range that holds Crane's Tower, the characters stumble upon **6 dire lions**. Next, **Shr'arda the ogre magess** and her **5 ogre servants** ambush the characters as they trek over the rolling hills approaching the mountains. The foothills of the mountains serve as the lair of **2 chimeras**, which the PCs may encounter as they make camp. When they enter the lower, forested regions of the mountains, the characters meet **6 trolls** on a hunting expedition. Then, as the characters continue their ascent into the mountains and pass through the most densely forested areas, **4 phase spiders** hamper their progress. Finally, once the PCs break through the treeline onto higher ground, the



characters enter the territory of a **6-headed cryohydra** as they begin their ascent of the mountains in earnest. Following these encounters, you should pick up with the encounters detailed in the module.

Dire Lions (6): CR 5; SZ H Animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 14; Atk +12/+12 melee (1d6+7 [x2], claws) and +7 melee (1d8+3, bite), +12 melee (2d6+6, rake); SA pounce, improved grab, rake; SQ scent; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Jump +10, Listen +4, Move Silently +9, Spot +4. Dire lions receive a +4 to Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the dire lion's Hide bonus rises to +8.
Feats: Multiattack.

Lair: Their nearby cave lair can be found with a successful Track check (Wilderness Lore DC 25). In it are the corpses of several animals as well as 2 young female dire lions suckling 6 dire lion cubs.

Shr'arda the Ogre Magess: CR 8; SZ L Giant; HD 5d8+15, hp 45; Init +4, Spd 30 ft., fly 40 ft. (good); AC 18; Atk +9 melee (2d8+9, +1 *huge greatsword*) or +2 ranged (2d6, huge longbow); Reach 10 ft.; SA spell-like abilities; SQ flight, regeneration (2), spell resistance (18); AL LE; SV Fort +7, Ref +1, Will +3; Str 22, Dex 10, Con 17, Int 16, Wis 14, Cha 17.

Skills: Concentration +6, Listen +5, Spellcraft +4, Spot +5. *Feats:* Improved Initiative.

Possessions: +1 *huge greatsword*, 2 *potions of cure critical wounds*, elaborate robes of silk (in her humanoid form which she prefers), purse containing 10d10 gp and 2d10 gems (of 1d10x25 gp each).

Ogre Servants (5): CR 2; SZ L Giant; HD 4d8+8; hp 28; Init -1; Spd 30 ft.; AC 16; Atk +8 melee (2d6+7, huge greatclub) or +1 ranged (2d6+7, huge longspear); Reach 10 ft. (15-20 ft. with longspear); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. *Feats:* Weapon Focus (greatclub).

Possessions: Huge greatclub, hide armor, sack with 3d12 gp, 4d20 sp.

Lair: In a hidden cave nearby is their lair, which can only be found if Shr'arda or her ogres are secretly followed. The three room cave includes the large entrance cavern which contains numerous places from which ogres can ambush intruders, a large cave that is the bed chamber of the ogres as well as a final chamber which is the lair of Shr'arda. That cave contains a desk with writing implements and several books of magic theory in Giant, as well as several other books

and a journal also in Giant. A small locked wooden chest in Shr'arda's room (1 in. thick; Hardness 5; hp 1; Break (DC 17); Open Lock (DC 20)) contains: 1,100 gp, an emerald (1,100 gp), a *scroll of two arcane spells* (caster level 9, *summon monster I*, *cat's grace*), a *potion of enlarge*, a *potion of cure moderate wounds*, and a *potion of wisdom*, in addition to the gold, gems and items that Shr'arda carries on her person.

Chimeras (2): CR 7; SZ L Magical Beast; HD 9d10+27; hp 95, 81; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 16; Atk +12 melee (2d6+4, bite), +10 melee (1d8+2, bite), +10 melee (1d8+2, butt) and +10 melee (1d6+2 [x2], claws); Face 5 ft. x 10 ft.; SA breath weapon; SQ scent; AL CE; SV Fort +9, Ref +7, Will +4; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills: Hide +4, Listen +9, Spot +9. *Feats:* Alertness, Multiattack.

Lair: In a desolate and isolated cave in the foothills, which can only be reached by a creature with flight, is the lair of these two foul creatures. In their urine and refuse filled lair are the corpses of several recent kills. Strewn about with the corpses and bones are 336 gp, 12,731 sp, a divine scroll of 3 spells (caster level 7, *doom*, *magic fang*, *detect snares and pits*), an arcane scroll (caster level 5, *mirror image*), a *potion of blur*, and a +1 light emitting dwarven war axe.

Trolls (6): CR 5; SZ L Giant; HD 6d8+36; hp 68; Init +6; Spd 40 ft.; AC 18; Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; SA rend; SQ regeneration (5 hp/round), darkvision (90 ft.), scent; AL CE; SV Fort +11, Ref +2, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 10, Cha 6.

Skills: Jump +8, Listen +5, Spot +5. *Feats:* Alertness, Improved Initiative, Iron Will, Multiattack.

Lair: These trolls are on a hunting expedition and are far from their lair. The PCs should not be able to track the trolls to their lair. If they do, however, another 2d6 of the creatures are at the lair. It is devoid of treasure other than a +1 *greatsword* and 259 gp.

Phase Spiders (4): CR 5; SZ L Magical Beast; HD 5d10+15; hp 49; Init +7; Spd 40 ft., climb 20 ft.; AC 15; Atk +7 melee (1d6+4, bite plus poison); Face 10 ft. x 10 ft.; SA ethereal jaunt, poison (2d6/2d6 Con, Fort save DC 15); AL N; SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills: Climb +12, Move Silently +11, Spot +9. *Feats:* Improved Initiative.

Tactics: The spiders use *ethereal jaunt* to move out of



their hiding places and attack the party. They continue to phase in and out to allow them to obtain combat advantages. If the battle turns against them, they go ethereal and return to their lair.

Lair: The spiders maintain a lair that is a cave within the mountain that has no external access. It can only be accessed by ethereal or astral travel, or by some type of gaseous form. They have no treasure.

6-Headed Cryo-Hydra: CR 7; SZ H Beast; HD 6d10+30; hp 80; Init +1; Spd 20 ft., swim 10 ft.; AC 15; Atk +5 melee (1d10+3 [x6], bite); Face/Reach 20 ft. x 20 ft./10 ft.; SA breath weapon; SQ cold subtype, scent; AL NE; SV Fort +10, Ref +6, Will +2; Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills: Listen +6, Spot +6. Each head is allowed a separate check. *Feats:* Combat Reflexes.

Lair: A twisting cave in the stark mountains with a frosted opening is the lair of this fell beast. It aggressively defends its hunting ground. The lair twists a great distance back into the mountain. Several of the side caverns contain frozen corpses of recent kills. Near the corpse of several humanoids can be found 1,356 sp, 549 gp, a *scroll of two divine spells* (caster level 9, *lesser restoration*, *invisibility to animals*), a *scroll of one arcane spell* (caster level 6, *ghoul touch*), a set of *masterwork chainmail*, a *wand of daylight* (3 charges), a deep blue spinel gemstone (600 gp), and a +2 *greataxe of lawfulness*.

Once the PCs overcome the above encounters and have climbed high up on the mountain where you have placed Crane's Tower, read or paraphrase the following text:

It was early this morning when your scout spotted the outline of the tower amid the mists of the mountain tops. You set off believing you would reach the summit and the tower by mid-afternoon. But fate, or magic, forced you to retrace numerous paths, delaying you far beyond your estimate. Now, with night falling, you believe you have found the correct path. As you hike the final mile towards the darkening, mist-shrouded summit, the last cryptic words of the sage you consulted so long ago resound in your mind: "Far up in distant mountains lies the Tower of Crane, master of darkness, lord of nothingness. Long is the path and dangerous. Beware, adventurer, for peril lies both inside and out, both in between and beyond."

Truly, the path has been long and dangerous.

You have battled fell creatures and foul magic. Now you are at your journey's end. Before you stands the tower of Crane the Sorcerer, shrouded in cold, damp mist which your newly-lit torches barely illuminates. The tower seems to be made of smooth, dark stone. The tower is cylindrical, tapering gradually from the base to the peak where it is topped with three sharp spires of uneven height. From where you stand you can see no openings of any kind in the dark walls of the tower, though in the torch-lit darkness and mist it is difficult to be sure.

Between your party and the tower—some one hundred or more feet from the tower itself—is a depression of worked stone set into the surrounding earth accessed by a sloping ramp. Inside of the depression is what appears to be an archway. Possibly this archway leads to the interior of the tower. You do a mental inventory of your belongings and begin to consider what wards the old wizard set for those wishing to loot his lair...

Now you can pick up with the adventure as detailed in the module.

Ra's Evil Grin

The following list of suggested encounters details the hazards that a party of PCs might endure during its voyage to the remote island home of the *Globe of Arden*. DMs should modify or expand upon this brief outline as suits their world. There are several ways to run the overland trek to the Island of the Globe. You may require the PCs to play out the whole journey. If so, begin with "Reaching the Island of the Globe," below. Or, you may simply allow the PCs to arrive at the Island of the Globe, requiring them to trek overland on the island to find the entrance to the dungeon. If so, begin with "On the Island of the Globe," below. Last, you may presume the PCs have sailed to the island and trekked over it to the inner lake that holds the stone island on which is located the dungeon entrance. If so, proceed to "On the Central Island." In any event, a map of the Island is provided with notations for the DM regarding the various lairs and locations on the Island. A Player's Map is available as a free download from the **Product Support** page of the **Necromancer Games** web site (www.necromancergames.com). The map requires the same product update password to download.



Reaching the Island of the Globe

The party runs afoul of **8 hill ogres** (a cross between hill giants and ogres) as it travels overland at the outset of its quest. Later, a **barghest** and **12 worgs** attack the party's camp. Then, while crossing a lightly forested plain, the party stumbles upon a hungry **gray render**. While crossing the plains on approach to the southern town from which they intend to set sail, the party wonders why the area lacks game as **3 manticores** drop from the sky. Next, a strange and frolicsome **jungle nymph** tempts the party to bypass the town and travel further south, into the depths of the southern jungle. Then, just before the party leaves port, a **troglydite war band** besieges the city, causing delay and destruction. Do the PCs remain to lend their aid, or do they set off in search of the *globe*? After the PCs set out for the island they encounter a huge pod of **dolphins** swimming around their ship amid a silvery spray of water—a favorable omen. After several days at sea, the PCs boat is struck by a great storm that threatens to capsize their vessel. Following the great storm, the party inadvertently steers into a **dragon turtle's** territory. After a lengthy ocean voyage, the PCs sight land and set out in their skiffs. They row for the shallows, only to disturb **3 dire crocodiles** as they near the shore, which capsize their skiffs and devour a large number of the porters. Finally, the PCs land their skiffs on the sandy beach of the Island of the Globe. This, of course is but the beginning of their adventure.

Hill Ogres (8): CR 4; SZ L Giant; HD 7d8+21; hp 30; Init -1 (Dex); Spd 40 ft.; AC 16 (+5 natural, +3 hide armor, -1 size, -1 Dex); Atk +12/+7 melee (2d6+8, huge jawbone club); Reach 10 ft.; SA rage; AL CE; SV Fort +9, Ref +3, Will +1; Str 23, Dex 8, Con 16, Int 5, Wis 8, Cha 6.

Skills: Climb +8, Jump +5, Listen +3, Spot +2.
Feats: Weapon Focus (club), Power Attack, Cleave.

SA—Rage (Su): This particular band of hill ogres can rage as per a barbarian of level equal to their hit dice. This is not a common quality of hill ogres and is unique to this band as a result of a curse placed on them by a night hag sorceress.

Possessions: Huge jawbone club, filthy hide armor, 3d20 sp each, large sack with various rotting animal body parts, small items such as a length of crusty rope or some iron spikes and possibly a few small stones.

Description: Hill ogres are a cross between hill giants and ogres. They are slow-witted and incredibly strong. They use huge clubs of sharpened bones taken from giant animals.

Tactics: What tactics? They are berserk hill ogres. They charge and attack, screaming and waiving their

huge bone clubs, frothing with battle rage.

Lair: The hill ogres have a nearby lair—a dank cave full of the rotting corpses of their recent animal kills. This is only a temporary lair. The ogres have no true home. They have no treasure other than what is on their person.

Barghest: CR 4; SZ M Outsider [Evil, Lawful]; HD 6d8+6; hp 42; Init +6; Spd 30 ft./60 ft. in wolf form; AC 18; Atk +4 melee (1d4+1 [x2], claws) and +9 melee (1d6+3, bite); SA spell-like abilities, feed; SQ damage reduction (15/+1), scent, alternate form, pass without trace; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

Skills: Bluff +11, Hide +11 (+15 in wolf form), Intimidate +11, Jump +12, Listen +11, Move Silently +10, Spot +11. *Feats:* Combat Reflexes, Improved Initiative.

Worgs (12): CR 2; SZ Medium Magical Beast; HD 4d10+8; hp 28; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 natural, Dex); Atk +8 melee (1d6+4, bite); SA trip; SQ scent (60 ft.); AL NE; SV Fort +2, Ref +2, Will +2; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills: Hide +7, Listen +9, Move Silently +7, Spot +9. A worg has a +1 to Listen, Move Silently, and Spot checks and a +2 to Hide checks. *Feats:* Alertness, Weapon Focus (bite).

Tactics: The barghest uses its wolf form and *pass without trace* ability to scout the party. If it determines they are suitable victims, it organizes its worgs and attacks by surprise in the dead of night. The barghest attempts to *charm* any guards prior to the worg attack. It uses *levitate* and *project image* to hide its true location.

Lair: Some 2 miles away from the site of the entrance to the dungeon—is a rotting tree with a hollow trunk. That hollow opening leads to a root-filled chamber in which the worgs and the barghest make their lair. It is difficult to enter the chamber (Climb check DC 12) and the movement rate of all bipeds is cut in half. The chamber itself is 40 feet in diameter and filled with root-pillars from the tree above. Inside the lair, behind the pile of rugs used by the barghest in goblin form, is a +2 *composite shortbow* and a quiver of 19 +1 *arrows*. Also in this quiver (though indistinguishable from the others unless identified by magic) is a *greater arrow of slaying magical beasts*.

Grey Render: CR 8; SZ L Beast; HD 10d10+70; hp 135; Init +0; Spd 30 ft.; AC 19; Atk +12 melee (2d6+6, bite) and +7 melee (1d6+3 [x2], claws); Reach 10 ft.; SA improved grab, rend; SQ scent; AL



N; SV Fort +14, Ref +7, Will +4; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8.

Skills: Hide +7, Spot +8. *Feats:* None.

Lair: This tremendous beast has no lair and no treasure. It rests wherever it pleases.

Manticores (3): CR 5; SZ H Magical Beast; HD 6d10+24; hp 80, 76, 69; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 16; Atk +9 melee (2d4+5 [x2], claws), +7 melee (1d8+2, bite) or +6 ranged (1d8+2, spikes); Face/Reach 10 ft. x 20 ft./10 ft.; SA spikes; SQ scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills: Listen +9, Spot +9. Manticores receive a +4 racial bonus to Spot checks in daylight. *Feats:* Multiattack.

Tactics: These wicked beasts follow the party from a distance, using the sun to blind those they pursue. One swoops in to attack or snatch the least armored individual while the other two fire tail spikes. If the party is lightly armored, a second then swoops in to snatch another PC, focusing on the smaller humanoids. Once they have captured one or two PCs in this manner, they fly away to their lair.

Lair: The manticores make their lair in a small copse of trees on the plains. They patrol the skies over this section of the plains and have hunted all wildlife in the area to extinction. They are about to be forced to move their lair due to over-hunting. In the lair, which is composed of a large pile of dried grasses between several shade trees, can be found numerous small animal bones as well as 1,400 gp, a solid gold idol (worth 400 gp and weighing 30 lbs.), a *scroll of two divine spells* (caster level 5, *charm person or animal*, *detect law*) and a +1 *buckler*.

Golora, Female Jungle Nymph, Sor9: CR 11; SZ M Fey; HD 3d6 plus 9d4+9; hp 51; Init +8 (+4 Dex, Improved Initiative from staff); Spd 40 ft. (30 ft. base), swim 20 ft.; AC 18 (+4 Dex, +4 amulet); Atk +12/+7 melee (1d6+2/1d6+2, +2 *quarterstaff*), or +17/+12 ranged (1d4+3, +3 *darts*, range 20 ft.); SA blinding beauty, unearthly beauty; SQ spell-like abilities (*dimension door* plus druid spells as 7th level caster), sorcerer class abilities; SV Fort +6, Ref +7, Will +16; AL CG; Str 10, Dex 19, Con 12, Int 20, Wis 19, Cha 19.

Skills: Alchemy +15, Animal empathy +10, Climb +3, Concentration +13, Diplomacy +10, Disguise +6, Escape artist +7, Heal +9, Hide +7, Intuit direction +7, Knowledge (arcana) +15, Knowledge (nature) +9, Knowledge (religion) +3, Listen +11, Move silently +7, Scry +10, Search +8, Sense motive +10, Speak language +3, Spellcraft +12, Spot +9, Swim +19, Wil-

derness Lore +10. *Feats:* Ability Focus (unearthly beauty), Alertness, Dodge, Enlarge Spell, Great Fortitude, Iron Will, Mobility, Run, Silent Spell, Track.

Sorcerer Spells Known (cast per day: 6/7/7/6/4): 0—dancing lights, detect magic, disrupt undead, flare, light, open/close, read magic, resistance; 1st—charm person, identify, mage armor, magic missile, shield; 2nd—invisibility, magic mouth, mirror image, summon monster II; 3rd—dispel magic, hold person, suggestion; 4th—emotion, lesser geas.

Languages: Sylvan, Common, Common, Druidic, Elven, Giant, Goblin, Ignan, Infernal, Orc.

Possessions: *Illuminating* +2 *Quarterstaff* (Int 10, Wis 14, Cha 13, Ego 6, Chaotic Good; semiempathy, wielder gains Improved Initiative as a feat), 7 +3 *darts*, 2 *potions of delay poison*, *potion of protection from elements (cold)*, *orb of storms*, *rod of swarming insects*, *wand of darkness (21 charges)*, *amulet of natural armor* +4, *quaal's feather token (bird)*.

Tactics: Golora is an ancient and exotic jungle spirit. She is served by several were-jaguars, though they do not ever make themselves known to the PCs. She approaches the PCs and uses her Charisma to charm the male PCs. She attempts to lead them into the jungle to the south where she intends to use them as her servants. She may be bargained with. In fact, the PCs may convince her to use her magical items to assist them or the nearby town. For example, when attacked by the troglodyte army, the PCs could entreat Golora to use her magic (her *orb of storms*, for instance) to drive them away; or they could request her aid in calming the seas for their travel to the Island of the Globe. This should be a roleplaying encounter, not a combat encounter. Golora is not a “monster” to be attacked, though she is a vicious and powerful foe if crossed.

Lair: Her lair is hidden deep within the jungle and is inaccessible to the PCs.

Troglodytes (1500): CR 1; SZ M Humanoid (Reptilian); HD 2d8+4, hp 13 each; Init -1, Spd 30 ft.; AC 15; Atk +2 melee (1d8, longspear) or +1 melee (1d4 [x2], claw) and -1 melee (1d4, bite); SA stench; SQ darkvision; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +6, Listen +3, Spot +1. Troglodytes gain a +4 racial bonus to Hide checks due to the chameleon-like properties of their hides. *Feats:* Multiattack, Weapon Focus (longspear).

Tactics: This huge band of troglodytes has emerged from their underground lair to sack the nearby coastal city. Their band also includes several higher level fighters and shamans, as well as a leader. The warband also has 50 giant lizards. They march as an unformed



mob and swarm the walls of the town. They cannot be parleyed with, only defeated. Their attack may cause the leaders of the town to call on the PCs for aid. They tell the PCs of a legendary jungle woman who holds power over storms (Golora the Nymph) whom they beseech the PCs to find and convince to help drive the creatures back to their holes. The DM is encouraged to tailor a lengthy adventure around this seige.

Lair: Their immense, cavernous lair is not detailed here. It is full of hundreds more troglodytes.

Dragon Turtle: CR 9; SZ H Dragon (Aquatic); HD 12d12+60; hp 150 hp; Init +0; Spd 20 ft., swim 30 ft.; AC 20; Atk +18 melee (4d6+8, bite), +13 melee (2d8+4 [x2], claws); Face/Reach 30 ft. x 40 ft./10 ft.; SA breath weapon, snatch, capsize; SQ scent, fire immunity; AL N; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills: Hide +7, Intimidate +17, Intuit Direction +10, Listen +18, Search +16, Spot +18. Dragon Turtles gain a +8 racial bonus to Hide when submerged. *Feats:* Alertness, Blind-fight, Cleave, Power Attack.

Languages: Aquan, Draconic, Common.

Tactics: The dragon turtle attempts to capsize the PCs vessel. If unsuccessful, it surfaces and begins to rake and claw at the boat. It can be parleyed with, if the PCs can communicate with it. It will cease attacking if offered large pearls and horses to eat. It can also direct the PCs towards the island of the globe. Give the PCs every opportunity to speak with the creature and avoid destruction of their vessel. In fact, it may even agree to carry the PCs on its back to the island, thus avoiding the encounters with the dire crocodiles.

Dire Crocodiles: CR 4; SZ H Animal (20 ft. long); HD 7d8+28; hp 65; Init +1; Spd 20 ft., swim 30 ft.; AC 18; Atk +11 melee (2d8+12, bite) or +11 melee (1d12+12, tail slap); Face/Reach 10 ft. x 20 ft./10 ft.; SA improved grab; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+12 when submerged), Listen +5, Spot +5. *Feats:* None.

On The Island of the Globe

Once the PCs finally reach the island, read or paraphrase the following:

Finally free from the monstrous crocodiles, and other hazards of your perilous journey, you step out of the skiff that brought you from the ship to the shore of the island you believe holds the entrance to the resting place of the *Globe of Arden*.

You wipe the sweat from your brow as you order the remaining porters to unload your equipment. Your eyes cast about, searching for shade from the heat of the tropical sun. The thick, humid air is occasionally broken by a cooling ocean breeze. As you walk across the sandy beach you notice that most of the small island is covered in jungle, except for what appears to be a small mountain in the very center of the island. You get the distinct feeling that humans have not set foot on this island for uncounted ages.

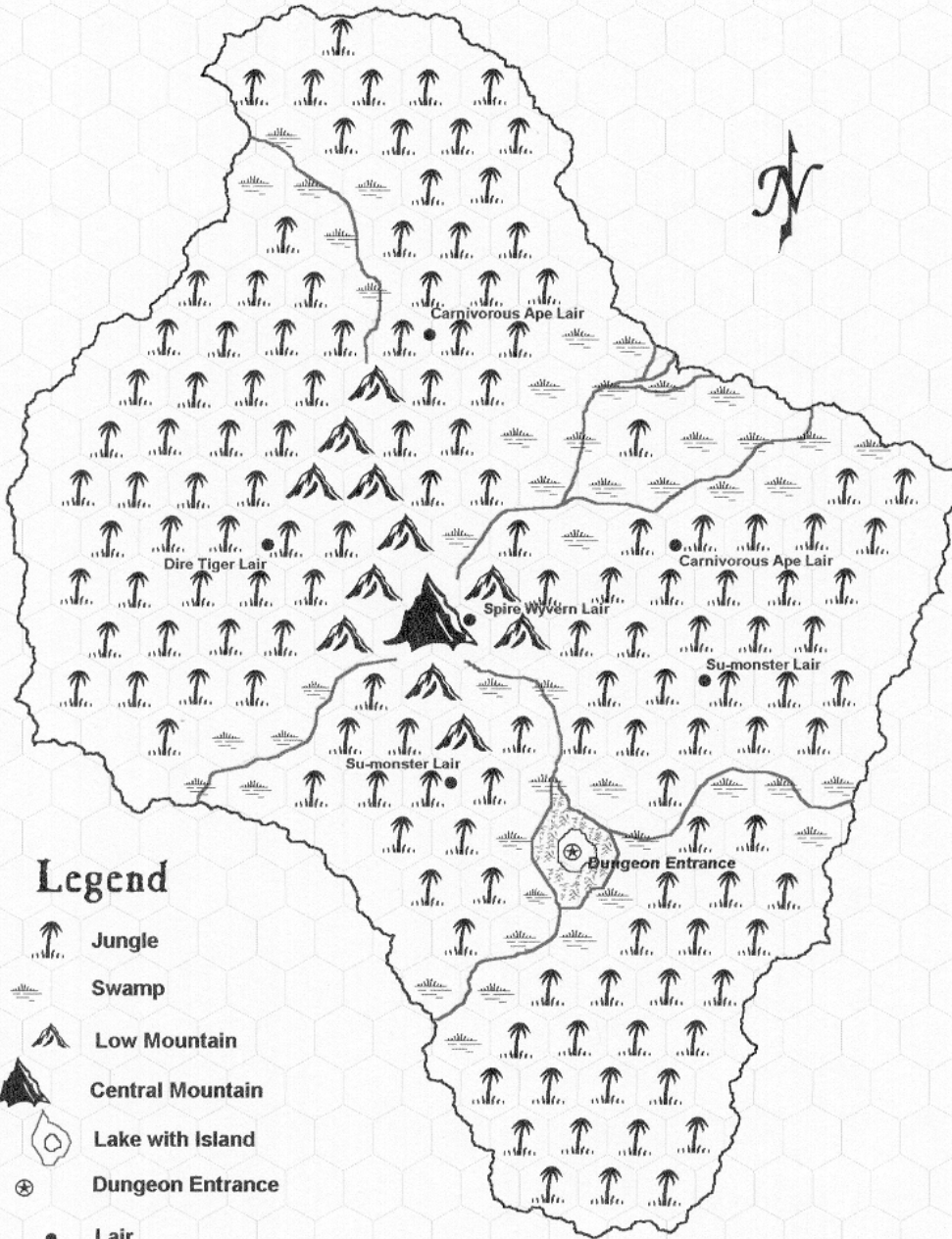
The lost Island of the Globe does not appear on any nautical maps. In fact, it is magically warded so that all except those who are specifically seeking it are gently and unknowingly directed around the island. The island itself is covered in heavy jungle or thick swampland except for the very interior which has a low mountain range surrounding a central mountain. The island has an ancient, primordial feel to it—having been long disconnected from the history of men.

The island has a tropical climate, with temperatures exceeding 90 degrees during the hours of 10 am to 4 pm. During these hours characters are required to make Fortitude saves or suffer subdual damage (See Heat Dangers in the *DMG*). Wearing armor or heavy clothing of any type is uncomfortable and usually leads to the character acquiring a nasty rash. If such armor or clothing is worn for 24 hours straight, the character receives a -2 concentration penalty to attacks, checks and saves until cured with a salve made with a successful DC 12 Heal check. Thunderstorms are daily occurrences, usually arriving around mid-afternoon with thunderous intensity and then leaving as quickly as they came after an hour of torrential downpour. These thunderstorms include severe wind as well as rain (See Weather Hazards in the *DMG* for a description of the effects caused by thunderstorms and severe wind). In addition, there is a 2% chance each day that a hurricane strikes instead of a thunderstorm. Strangely, the safest time of day is during these storms, as the spire wyverns do not hunt in these conditions, the dire crocodiles slip out to sea and the summoners and carnivorous apes take to shelter. Because of these daily storms, it is never difficult to gather fresh water on the island.

The rivers on the island flow through ancient swamps, thick with mire and muck and overgrown with reeds that make it impossible to determine footing or water depth. The jungle is often “triple canopy” thickness, blocking out all sunlight within. Food is abundant in the jungle. Large, ripe exotic fruits can be found almost everywhere, in contrast to the swamp areas



The Island of the Globe



Legend

-  Jungle
-  Swamp
-  Low Mountain
-  Central Mountain
-  Lake with Island
-  Dungeon Entrance
-  Lair
-  Coastline
-  River

1 Hex = 1/2 mile





which contain vile and poisonous fish and tubers. The mountains are steep and jagged, often covered with a green lichenous moss, making footing difficult and climbing dangerous. The sandy beaches are beautiful and pristine, undisturbed except for the 20 foot long monstrous dire crocodiles that can often be seen sunning themselves on the sandy expanses.

Since the evil priests of Tsathogga built the complex to house the *globe* some 2000 years ago, there have been no humanoids on the island except for a small band of pirates that happened upon the island and attempted to make the island a base of operations. Most were quickly devoured by the inhabitants of the island. Their comrades fled in their small pirate vessel, though all perished when a dragon turtle capsized the ship. The creatures on the island are unfamiliar with humanoids, particularly intelligent humanoids, and have no experience hunting them which may lead to an advantage for the characters.

There does exist on the island several patches of **Black Lotus**, a rare and deadly plant from which can be derived the most sought after of poisons. See the *Creature Collection* by Sword and Sorcery Studios for more details on the black lotus. The locations of these patches correspond with the su-monster lairs, detailed under "Wandering Monsters" below. Su-monsters, it appears, are immune to the effects of the lotus and they covet the blossoms as delicacies. They tend the deadly flowers and protect them as one would protect a precious treasure hoard or one's own young.

If you allowed the PCs to reach the island without using any of the above-mentioned wilderness travel to reach the island, you should immediately begin with an encounter. **Two spire wyverns**, who make their lair in a cave on the central mountain, swoop in shrieking and attack the party as they unload their equipment on the beach. Statistics and tactics for the wyverns are provided below under "Wandering Monsters." Any PCs or NPCs captured by the wyverns are taken back to their lair, detailed below, where they are dropped into the crevasse and feasted on at the whim of the wyverns.

Tactics: One of the spire wyverns uses its screech attack on the first round. They then both swoop in and either use their talons and bite or lance their prey with their stinging tails. They normally focus on prey they have stunned with their screech, poisoning them and seizing them to carry back to their lair and devour once the poison has taken effect. The second spire wyvern uses its screech on the following round. For more information on the spire wyvern, see the *Creature Collection* by Sword and Sorcery Studios.



Island of the Globe Wandering Monster Table

- 1: **1d2 Spire Wyverns** (from the *Creature Collection*)
- 2: **1d4+1 Su Monsters**
- 3: **1d2 Dire Tigers**
- 4: **1d4 Night Tyrants** (from the *Creature Collection*)
- 5: **1d6+2 Carnivorous (Dire) Apes**
- 6: **2d6 Large Monstrous Poisonous Toads**
- 7: **1d3 Shambling Mounds**
- 8: **1d6 Dire Crocodiles**
- 9: **1d3 Water Nagas**

Wandering Monsters on the Island

While on the island, check once every three hours for an encounter. An encounter occurs on a 1 on 1d10 during the day and on a 1-2 on 1d10 at night. Roll 1d6 on the following Wandering Monster table to determine the monster encountered (+2 to the roll if in a coast, marsh or river hex with a cumulative +1 to the roll if at night).

Also, if the players ever enter a body of water (river or lake) while on the island there is a 1 in 6 chance of encountering **2d6 Giant Leeches**.

Spire Wyverns (2): CR 4; SZ M (beast); HD 8d10; hp 44; Init +3 (Dex); Spd 20 ft., Fly 120 ft. (average); AC 18 (+5 natural, +3 Dex); Atk +8 melee (2d6, 2 talons) and +3 melee (1d8, bite), or +8 melee (1d10, tail plus poison); SA poison; SQ keen senses, screech of spires; AL N; SV Fort +2, Ref +9, Will +0; Str 11, Dex 17, Con 11, Int 5, Wis 6, Cha 6.

Skills: Search +11 Move Silently +8, Spot +11.
Feats: Multiattack, Flyby Attack.

SA—Poison (Ex): The spire wyvern's tail delivers a paralyzing venom. Anyone injured by the tail must also pass a Fortitude save (DC 13) or become paralyzed for 1d6 hours. Once injected into prey, the venom takes 1d4 rounds before paralysis sets in (assuming the PC failed their saving throw).

SQ—Keen Senses (Ex): Spire Wyverns can see at distances up to one mile with a great degree of accuracy.

SQ—Screech of the Spires (Su): Spire wyverns are able to let out a great, piercing screech as a standard action up to 5 times per day though no more than once every 10 minutes. This sound can be heard up to one mile away. The screech also deafens opponents within 60 feet for 2d4 rounds and stuns them for 1d4 rounds unless the victim makes a fortitude save (DC 19).

Lair: The spire wyverns make their lair several miles away among the peaks of the mountains. There are a total of 4 wyverns. They have both a cave lair set into the face of the mountain peak and a crevasse below that is 40 feet deep into which they drop their prey until the poison takes effect. The sheer, smooth sides of the crevasse require a Climb check (DC 25) to escape. In the bottom of the crevasse can be found various bits of armor and weapons, in which the wyverns have little interest, including: a suit of +4 *scale mail*, a pot of *stone salve* (5 uses), 262 gp and a large marble statue of an elephant with garnet eyes worth 60 gp, all taken long ago from a pirate band that landed on the island with the hope of making the island a base. All else is rusted and worthless.

Su-Monsters: CR 3; SZ M Magical Beast (4 1/2 ft. long); HD 5d10; hp 30; Init +6 (Improved Initiative, Dex); Spd 40 ft., climb 40 ft.; AC 16 (+4 natural, Dex); Atk +6 [x4] (1d4+1 [x4], claw) and +5 (2d4, bite); SA mind blast; SQ prehensile tail, darkvision (90 ft.); AL CN; SV Fort +4, Ref +6, Will +4; Str 12, Dex 14, Con 10, Int 10, Wis 16, Cha 12.

Skills: Climb +12, Hide +10, Listen +5, Move Silently +10, Spot +6. *Feats:* Multiattack, Improved Initiative, Dodge, Weapon Focus (Claw).

SA—Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in the cone must make a Will save (DC 16) or be stunned for 3d4 rounds. Su-monsters use this power to stun their foes while they hang from their prehensile tails prior to attacking with their razor-sharp claws.

SQ—Prehensile Tail (Ex): Su-monsters have a 10 foot-long prehensile tail that allows them to hang from trees and attack with all four claws as well as their bite in one round. A su-monster on the ground may only attack with two claws and his bite. They can also use their tail to retrieve and manipulate items. It is as dexterous as if it were an additional hand.

Description: Su-monsters appear to be a strange cross between a baboon and a lizard. Their fur is dirty gray and their tail and face are jet black. Their paws are blood red. They have razor-sharp claws on all four limbs. Their red eyes flash with a wicked intelligence.

Lair: There are two su-monster lairs on the island, though many more live either solitarily or in small packs. At these lairs, which are always over 50 feet above ground in the thick jungle canopy, are 2d8 males, 2d4 females and 1d4 young. There is no treasure, though patches of **Black Lotus** grow at each su-monster lair. See the description of the island below for more details.

Dire Tigers: CR 8; SZ Huge Animal; HD 16d8+48; hp 120; Init +2; Spd 40 ft.; AC 16; Atk +18 melee (2d4+8 [x2], claws) and +13 melee (2d6+4,

bite), +18 melee (2d4+4, rake); SA pounce, improved grab, rake; SQ scent (30 ft.); AL N; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +0, Jump +11, Listen +3, Move Silently +9, Spot +3, Swim +5. Dire lions receive a +4 to Hide and Move silently checks. In areas of forest or heavy undergrowth, the tiger's Hide bonus rises to +8. *Feats:* Multiattack, Improved Trip, Improved Grapple.

Lair: A pair of dire tigers live under a mound of rocks with a hollow space beneath. This pair, a male and a female, has no treasure and no young. There are several other lairs of dire tigers on the island.

Night Tyrants: CR 4; SZ L Vermin; HD 8d8+8; hp 48; Init +8 (Improved Initiative, Dex); Spd 90 ft., climb 90 ft.; AC 17/13 (-1 size, +4 natural, Dex/underbelly); Atk +8 melee (1d8+1, bite); SA sedative spray; SQ vermin, darkvision (90 ft.); AL N; SV Fort +7, Ref +6, Will +2; Str 12, Dex 18, Con 12, Int 1, Wis 10, Cha 6.

Skills: Climb +14, Hide +18, Move Silently +15. *Feats:* Dodge, Improved Initiative, Spring Attack, Track.

SA—Sedative Spray (Ex): The night tyrant exudes a fine mist from its abdomen that has a strong honey-like scent and causes its victims to fall into a deep sleep. All within 30 feet of the spider must make a Fortitude save (DC 17) or fall asleep. Those who are already sleeping when sprayed must save versus DC 23. Those slept by this spray may only be awakened if shaken violently by another person and even then the person must make a Will save (DC 13) to wake from the slumber.

SQ—Vermin: Night tyrants are immune to mind-altering effects.

Description: These huge hunting spiders do not make webs. Instead, they lurk in the upper canopy of the jungle, descending to 30 feet above sleeping or unaware creatures and where they release their sedative spray. Once the spray has taken effect, they descend and drag the inert victims into the trees where they are killed and eaten at will. See the *Creature Collection* by Sword and Sorcery Studios for more details on this creature.

Carnivorous (Dire) Apes: CR 3; HD 5d8+10; hp 35; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 15 (-1 size, +4 natural, Dex); Atk +8/+8 melee (1d6+6 [x2], claws plus rend) and +3 melee (1d8+3, bite); Reach 10 ft. with claws; SA rend; SQ scent; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills: Climb +14, Move Silently +9, Spot +9. *Feats:* None.

SA—Rend (Ex): A carnivorous ape that hits with



both claw attacks latches onto its foe and deals an additional 2d6+12 points of damage.

Lair: There are two Carnivorous Ape lairs on the island, though many more live on the island either solitarily or in small groups. These lairs consist of clearings where a tribe of apes makes their home. The tribe consists of 2d10 males, 2d3 females and 2d6 young. There is no treasure.

Large Monstrous Poisonous Toads: CR 2; SZ L Animal (9 ft. long); HD 4d8+2; hp 18; Init +1 (Dex); Spd 30 ft., swim 20 ft.; AC 14 (-1 size, +4 natural, Dex); Atk +4 melee (1d8+1, bite plus poison); SA leap, adhesive tongue, poison; SQ low-light vision, poisonous skin; AL N; SV Fort +3, Ref +6, Will +3; Str 18, Dex 13, Con 17, Int 1, Wis 14, Cha 4.

Skills: Jump +10 (see below), Listen +6, Spot +6, Swim +10. *Feats:* Weapons Finesse (tongue), Dodge.

SA—Leap (Ex): A monstrous toad can leap up to 70 feet horizontally (20 feet vertically) and attack with its bite. This is treated as a charge (+2 bonus to attack roll, -2 penalty to AC). To leap, the monstrous toad must be at least 10 feet from its target.

SA—Adhesive Tongue (Ex): A monstrous toad within 20 feet of its prey normally lashes out with its sticky tongue instead of leaping, striking with a +2 bonus (granted by the Weapon Finesse feat). Tongue attacks deal no damage and are treated as grappling attacks except that they do not provoke attacks of opportunity. If a monstrous toad successfully snares its prey with its tongue, it is automatically drawn into the toad's mouth the following round and bitten (no attack roll required). If the tongue is struck (AC 15) for any amount of damage, the toad releases the victim and does not attack that victim again. These monstrous toads cannot use their tongues to reel in prey of Huge size or bigger.

SA—Poison (Ex): Monstrous toads have a poisonous bite. All creatures bitten by a monstrous toad must make a Fortitude save (DC 15) or suffer 1d6/1d6 temporary Dexterity damage.

SQ—Poisonous Skin (Ex): In addition to their poisonous bite, monstrous toads also exude a toxic poison from their skin (though not their tongue). Anyone touching the skin of a monstrous toad must make a Fortitude save (DC 15) or suffer 1d6/1d6 temporary Dexterity damage in addition to suffering mild hallucinations causing a -2 intoxication modifier to all attacks, checks and saves. Because contact with skin is required, armor provides a bonus to the Fortitude save equal to one-half its bonus to AC, rounded down.

Dire Crocodiles: CR 4; SZ H Animal (20 ft. long); HD 7d8+28; hp 65; Init +1; Spd 20 ft., swim 30 ft.; AC 18; Atk +11 melee (2d8+12, bite) or +11 me-

lee (1d12+12, tail slap); Face/Reach 10 ft. x 20 ft./10 ft.; SA improved grab; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills: Hide +0 (+12 when submerged), Listen +5, Spot +5. *Feats:* None.

Shambling Mounds: CR 6; SZ L Plant; HD 8d8+24; hp 64; Init +0, Spd 20 ft.; AC 20; Atk +10/+10 melee (2d6+5 [x2], slam); Reach 10 ft.; SA improved grab, constrict, engulf; SQ plant, electricity immunity, fire resistance (30); AL N; SV Fort +9, Ref +2, Will +2; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: +4 (+16 in swamp, forest or jungle), Listen +8, Move Silently +8. *Feats:* None.

Water Nagas: CR 7 (9 nest); SZ L Abberation (Aquatic); HD 7d8+28; hp 63; Init +1; Spd 30 ft., swim 50 ft.; AC 15; Atk +7 melee (2d6+4, bite plus poison); Reach 10 ft.; SA poison, spells; AL NE; SV Fort +6, Ref +5, Will +8; Str 18, Dex 13, Con 18, Int 10, Wis 17, Cha 15.

Skills: Concentration +12, Hide +4 (+12 in water), Listen +10, Spellcraft +8, Spot +10. *Feats:* Lightning Reflexes.

Arcane Spells Known (spells per day: 6/7/7/4): 0—resistance, ray of frost, daze, dancing lights, mage hand, open/close, read magic; 1st—mage armor, obscuring mist, true strike, sleep, magic missile; 2nd—invisibility, hypnotic pattern, mirror image; 3rd—haste, lightning bolt.

Possessions: None.

Giant Leeches: CR ½; SZ S Vermin (2 ft. long); HD 1d8; hp 4; Init +0; Spd 10 ft., swim 20 ft.; AC 11; Atk +0 melee (1 point, bite, plus SAs); SA anesthetize, blood drain, disease; SQ camouflage, salt vulnerability, vermin; AL N; SV Fort +2, Ref +0, Will +0; Str 6, Dex 10, Con 11, Int -, Wis 6, Cha 2.

Skills: Hide +8 (+12 in water), Move Silently +8.

SA—Anesthetize (Ex): If the giant leech attacks a non-aquatic creature in water, the victim might not detect the attack. The victim is entitled to a Spot check opposed by the leech's Hide check to notice the monster's attack. If that Spot check fails, the victim can make another Spot check (same DC) each round the leech is attached to try to notice it.

SA—Blood Drain (Ex): On a successful attack, the giant leech attaches itself to the victim. In each subsequent round it drains 1d2 points of temporary Constitution damage, detaching itself after draining 6 points. Victims recover lost Constitution at the normal rate.

SA—Disease (Ex): Any creature bitten by a giant leech must make a Fortitude save (DC 15) or fall victim to the red ache (incubation time 1d3 days; damage 1d6 temporary Strength points).



SQ—Camouflage (Ex): Giant leeches have a +4 racial bonus to Hide checks in water due to their protective coloration.

SQ—Salt Vulnerability: A handful or more of salt deals 1d4+1 points of damage to the leech on contact and causes it to detach itself from its victim.

SQ—Vermin: Giant leeches are immune to all mind-influencing effects.

The Interior Lake

The evil priests of Tsathogga spirited the *globe* away to this primordial island and there constructed a complex to contain the *globe*, hiding it from the worshippers of Arden. They selected as their hiding place the top of a stony outcropping of rock located in the center of a lake on the island.

The lake itself is composed of reasonably fresh water as a result of the run off from the daily thunderstorms. However, crossing the lake and the swamp may prove difficult. The party could attempt to portage a skiff from the beach to the edge of the swamp and use that to cross the lake. Or they could use a skiff to paddle up river to the lake. In either case, there is a 1 in 6 chance per hex traveled of an encounter. Roll the result on the following Wandering Monster table on 1d6.

Interior Lake Wandering Monster Table

1-3: **1d6 Dire Crocodiles**
4-5: **2d6 Medium-Sized Abyssal Poisonous Dire Toads** (unique to this lake and central island)
6: **1d3 Water Nagas**

Medium Abyssal Poisonous Dire Toads: CR 3; SZ M Animal (6 ft. long); HD 4d8+12; hp 32; Init +8 (Improved Initiative, Dex); Spd 40 ft., swim 20 ft.; AC 17 (+4 natural, Dex); Atk +6 melee (1d6+4, bite plus poison), +5 melee (1d6+2 [x2], claw); SA adhesive tongue, improved trip, leap, poison, rake, smite good; SQ darkvision, cold and fire resistance (10), damage reduction (5/+1), spell resistance (14); AL CE; SV Fort +6, Ref +7, Will +1; Str 14, Dex 16, Con 14, Int 2, Wis 14, Cha 11.

Skills: Jump (see below), Listen +6, Spot +6, Swim +8. *Feats:* Improved Initiative, Weapons Finesse (tongue), Weapon Focus (bite).

SA—Leap (Ex): A fiendish poisonous dire toad

can leap up to 60 feet horizontally (20 feet vertically) and make a full attack even if it has already taken a move action. This is treated as a charge attack (+2 bonus to attack roll, -2 penalty to AC) and is used in concert with the monster's improved trip ability. To leap, the monstrous toad must be at least 10 feet from its target.

SA—Improved Trip (Ex): A fiendish poisonous dire toad leaping on an opponent also makes an automatic trip attack that does not draw an attack of opportunity or require a touch attack. If the trip attack is successful, the fiendish poisonous dire toad has knocked the opponent down and is on top of him. The toad can then use its rake attack.

SA—Rake (Ex): A fiendish poisonous dire toad can make two free rake attacks against any prone or tripped foe at +8 melee. Each successful rake attack deals an additional 1d6+1 damage from its rear claws. This attack is in addition to any bite or front claw attacks. A toad attacking while swimming may make rake attacks with a successful bite attack.

SA—Adhesive Tongue (Ex): A fiendish poisonous dire toad within 20 feet of its prey lashes out with its sticky tongue instead of leaping, striking with a +2 bonus (granted by the Weapon Finesse feat). Tongue attacks deal no damage and are treated as grappling attacks except that they do not provoke attacks of opportunity. If a fiendish poisonous dire toad successfully snares its prey with its tongue, it is automatically drawn into the toad's mouth the following round and bitten (no attack roll required). If the tongue is struck (AC 15) for any amount of damage, the toad releases the victim and does not attack that victim with its tongue again. If the tongue is struck for more than 10 hp it is severed. This damage does not count against the monster's main hit points. These fiendish poisonous dire toads can use their tongues to reel in prey of Medium size or smaller. The tongue is poisonous and a save must be made as detailed below.

SA—Poison (Ex): A fiendish poisonous dire toad exudes poison from the pores of its skin as well as from its toothy maw and tongue. Any creature hit by the toad's tongue, touching the toad with bare skin (including unarmed attacks) or being bitten by a toad must make a Fortitude save (DC 18 if bitten, 12 if touching its skin or tongue only) or suffer 1d6/1d6 temporary Strength damage.

If the characters ever enter the water, there is a 1 in 6 chance they encounter **2d6 Giant Leeches**.

There are plenty of fallen trees, vines and palm fronds from which the PCs can construct make-shift rafts. Have them make appropriate skill checks to do so.



On the Central Island

Once the PCs reach the central island that holds the entrance to the dungeon, read or paraphrase the following:

The sea voyage to the island of the *globe* has been long and difficult and the overland journey across the island to the rumored location of the dungeon entrance has been fraught with peril—giant crocodiles, monstrous spiders, carnivorous apes and worse.

Several hours ago you and your comrades reached a lake within the center of the island and within that lake you observed what appeared to be an island of stone. You gaze at the ancient map and read again the words: “On an island within an island, beyond a door that is not a door, shielded by the grin of the hated sun lies the *Globe of Arden...*” You began constructing rafts, lashing together trunks of some of the fallen trees from the jungle, to cross the lake.

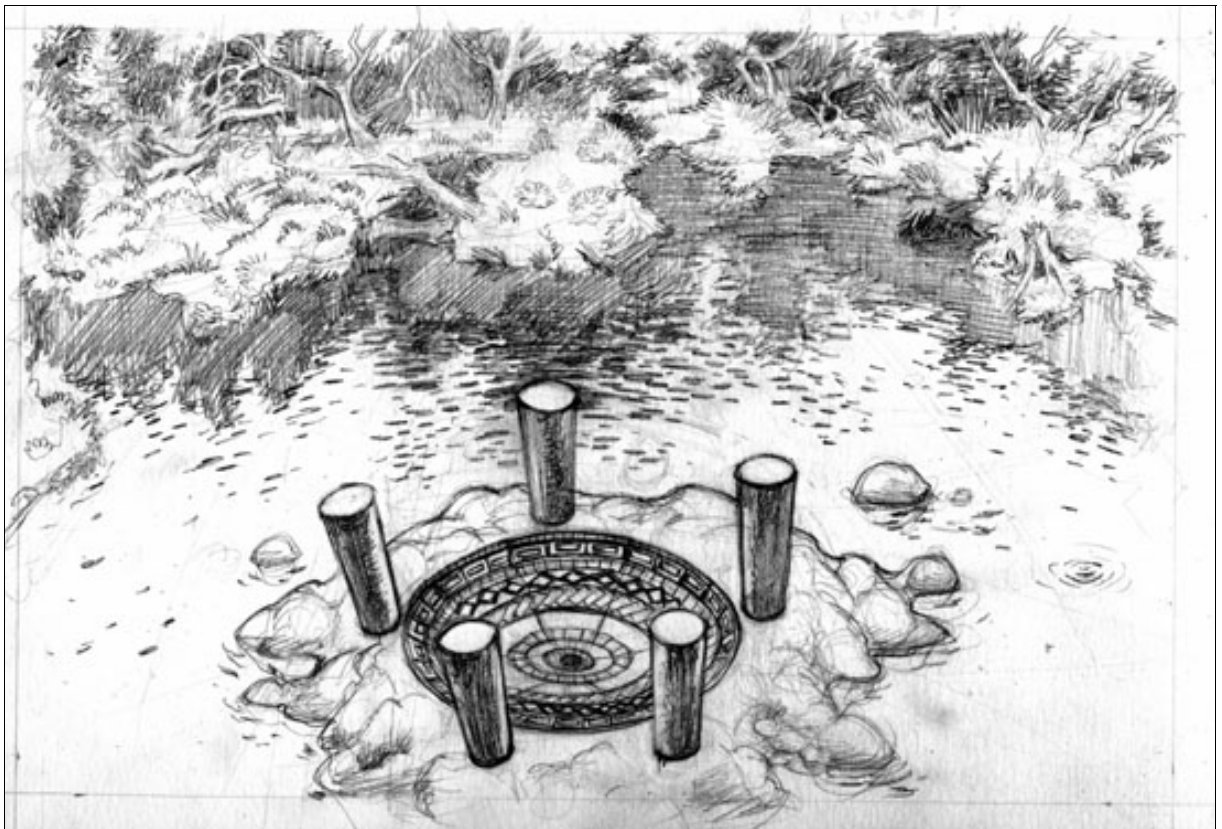
Now, you and your fellow adventurers have paddled across the lake without incident and pulled up onto the stone outcrop that forms the central island. It is relatively flat and barren of life, cov-

ered with a green moss. As you begin to make your way across the slippery rock, you hear a sound behind you. You turn to see a number of giant toads emerge from the water, leaping at you!

Regardless of any encounters they may have in their attempt to reach the central island, once the PCs disembark from their rafts, they are attacked by **10 Medium-Sized Abyssal Poisonous Dire Toads** (stats provided under wandering monsters for the interior lake, above). These creatures were brought to the island and bred by the priests of Tsathogga as guardians. They possess an instinctive duty to guard the island against humanoids.

The interior island is covered with moss which makes footing difficult. Any movement other than careful walking requires a Dexterity check (DC 10) or the PC falls as if tripped. Moving in combat requires a similar check (DC 12). Running in combat requires a more difficult check (DC 18). Feats that add to movement may add a modifier to this check.

Once the PCs dispatch the evil toads, proceed to the entrance of the dungeon as detailed in the module itself.



The Pit of Despair

Possibly more than any of the three adventures contained in *Demons and Devils*, *The Pit of Despair* requires a wilderness trek. Some of that trek is detailed in the module itself. Here, however, is a more detailed series of encounters and notes regarding the lengthy wilderness travel required to reach the Temple of the Justicars. As with *Ra's Evil Grin*, you have several options in running the wilderness trek required to reach the Temple. You could require the PCs to make the full overland trek to the Temple. If so, begin with "Traveling to the Temple of the Justicars," below. Or you may wish to allow them to begin at the edge of the desert. In that case, begin with "The Desert," below. You may also presume that the PC have traveled through the wilderness and through the desert and have now come upon the Valley of the Temple. If so, proceed to "The Valley of the Temple," below. Because the dungeon of *The Pit of Despair* is so short, it is strongly suggested that you use the full overland travel detailed here so that you can better fool the PCs once they "defeat" the demons in the temple and obtain the false holy sword into believing they have accomplished their mission.

Traveling to the Temple of the Justicars

To reach the general location of the *Pit of Despair*, the party must travel through a wilderness stretching 180 miles beyond the last human settlement. The first 120 miles involve traveling to the edge of the desert and should be dangerous, though not overly so. Make wandering monster checks as normal, using wilderness encounters consistent with your game world. In addition to any normal, low-level encounters so generated, the PCs should have the following specific encounters as they travel overland towards the desert:

As they set out, the PCs are waylaid early in their travels by **3 priests of Orcus** and **2 assassins**, along with some thugs, who are bent on destroying the PCs before they even undertake their journey. Next, on a subsequent evening, a pack of **8 abyssal dire bats** attacks from out of the night sky. Then, a few nights later, a **lamia** and her **8 jackalwere servants** cannot resist an opportunity to destroy good-aligned characters in their territory. Next, "**the Vampire Queen**" and her **3 specters** are called by Orcus from their far away isle to hinder the PCs.

Kurthrog, Grondor and Yanuk, Evil Priests of Orcus, Male Half-orc, Cl68 (Orcus) (3): CR 8; SZ M Humanoid; HD 8d8+24; hp 64; Init +2 (Dex); Spd 20 ft. (30 ft. base); AC 20 (+5 armor, +3 shield, Dex); Atk +11/+6 melee (1d8+4, +1 *unholy heavy mace*,

plus 2d6 vs. good) or +9 melee (death touch, target's armor is ignored); SA death touch; SQ increased evil spells, control undead, racial abilities; SV Fort +9, Ref +4, Will +9; AL CE; Str 16, Dex 14, Con 16, Int 16, Wis 16, Cha 16.

Skills: Appraise +4, Concentration +10, Diplomacy +6, Heal +7, Intimidate +10, Knowledge (Arcana) +7, Knowledge (Religion) +13, Scry +4, Search +4, Sense Motive +4, Spellcraft +6, Spot +4.
Feats: Power Attack, Sunder, Weapon Focus (Heavy Mace).

SA—Death Touch (Sp): Once per day a priest of Orcus can make a melee touch attack against a living opponent. If successful, the priest rolls 8d6. If the total equals or exceeds his opponent's current hit points, his opponent dies. No save.

Unholy Spells (6/5/4/4/2): 0—cure minor wounds (x3), guidance, read magic, resistance; 1st—bane, bless, detect good, doom, protection from good; 2nd—bull's strength, desecrate, hold person, silence, summon monster II; 3rd—bestow curse, contagion, cure serious wounds, prayer; 4th—poison, summon monster IV.

Domain Spells (Death/Evil): 1st—cause fear, 2nd—death knell, 3rd—animate dead, 4th—unholy blight.

Possessions: Masterwork chainmail, +1 *large steel shield*, +1 *unholy heavy mace*, holy symbol of Orcus, prayer book, fine black robes emblazoned with the symbol of Orcus and a belt pouch containing 2 *potions of cure serious wounds*, a *scroll of 3 divine spells (caster level 10, protection from good, desecrate, animate dead)*, 5 vials of unholy water, 3d10 gp and 1d4 25 gp gems each.

Tactics: the evil priests of Orcus wade into combat with glee, using spells such as *bull's strength*, *bane*, *doom* and *protection from good* prior to entering battle. They also use *hold person*, *bestow curse*, *contagion* and *poison* on non-paladins (whom they know are immune). They use *silence* on all spellcasters. Once they have softened up opposing clerics with a few melee attacks, they use their *death touch* powers.

Fa'alor and Jendik, "Assassins" of the Cult of Orcus, Male Half-Orc, Rog6/Clr4 (Orcus) (2): CR 10; Size M Humanoid; HD 4d8+4 plus 6d6+6; hp 62; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, +5 armor); Atk +11/+6 melee (1d4+4, +1 dagger of venom, plus poison), or +11/+6 melee (1d6+4, +1 *shortsword*), or +10/+5 ranged (1d8, +1 *repeating crossbow*, crit 19-20, range 80 ft.); SA death touch, sneak attack; SQ racial abilities, class abilities; SV Fort +7, Ref +8, Will +11; AL CE; Str 16, Dex 14, Con 13, Int 12, Wis 16, Cha 14.

Skills: Balance +11, Craft +11, Disguise +11, Hide +2 (+12 with *shadow armor*), Intuit direction +4,



Knowledge (arcana) +6, Listen +3, Move silently +2, Pick pocket +11, Profession +11, Spot +3, Tumble +10, Use magic device +10. *Feats*: Alertness, Dodge, Improved Initiative, Mobility.

SA—Death Touch (Sp): Once per day a cleric of Orcus can make a melee touch attack against a living opponent. If successful, the priest rolls 4d6. If the total equals or exceeds his opponent's current hit points, his opponent dies. No save.

Unholy Spells (5/4/3): 0—cure minor wounds (x2), guidance, read magic, resistance; 1st—bane, command, deathwatch, obscuring mist; 2nd—bull's strength, hold person, sound burst.

Domain Spells (Death/Evil): 1st—protection from good; 2nd—death knell.

Possessions: +2 evil shadow studded leather armor (bestows one negative level on any non-evil persons wearing it and non-evil persons wearing it suffer 2d6 damage), +1 shortsword, +1 dagger of venom, +1 repeating crossbow, 40 bolts, unholy symbol, 5 flasks of unholy water, 3d10 gp and 1d4 25 gp gems each.

Tactics: the “assassins” attempt to use their sneak attack, using *sound burst* to stun opponents. They fire missiles and then use their *daggers of venom*, unless they attack from hiding (aided by *obscuring mist*) and can use their *daggers* as sneak attacks, which they prefer. They use *deathwatch* to help determine who is subject to their *death touch* power. They also enjoy using *hold person* to subject targets to sneak attacks with their *daggers of venom* and subsequent *death touch*. They use the *death knell* spell with glee on near dead PCs.

Abyssal Dire Bats (8): CR 2; SZ L Animal; HD 4d8+12; hp 30; Init +6 (Dex); Spd 20 ft., fly 40 ft. (good); AC 20 (-1 size, +6 Dex, +5 natural); Atk +5 melee (1d8+4, bite); Face 10 ft. x 5 ft.; SA smite good; SQ blindsight, darkvision, cold and fire resistance (10), damage reduction (5/+1), spell resistance (8); AL CE; SV Fort +7, Ref +6, Will +6; Str 17, Dex 22, Con 17, Int 4, Wis 14, Cha 6.

Skills: Listen +12, Move Silently +12, Spot +12. Dire bats receive a +4 racial bonus to Spot and Listen checks, which are lost if Blindsight is negated.

Lamia: CR 6; SZ M Magical Beast; HD 9d10+9; hp 69; Init +2; Spd 60 ft.; AC 17; Atk +9 melee (1 point permanent Wis drain, touch) or +12/+7 melee (1d4+1, +1 dagger plus poison (DC 18, 1d6 Dex/1d6 Dex)); SA spell-like abilities, wisdom drain; AL CE; SV Fort +7, Ref +8, Will +7; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills: Bluff +13, Concentration +11, Hide +14. *Feats*: Dodge, Iron Will, Mobility, Weapon Finesse (dagger).

Possessions: +1 dagger (coated with 3 doses of giant wasp poison, DC 18, 1d6 Dex/1d6 Dex), vial with 4 more doses of giant wasp poison, 3 *potions of cure serious wounds* and a *broach of shielding* (33 points of damage remaining).

Tactics: The lamia uses her *major image* and *suggestion* powers to fool the PCs into creating an advantageous situation for her jackalweres to attack, such as simulating a caravan of merchants (with his jackalweres as merchants). She similarly covers herself with such an illusion (she prefers the illusion of being a dancing girl) and uses it to approach any clerics in the party and drain their Wisdom.

Lair: She and her shapeshifting servants make their home in a set of caves up the side of a broken hill face, hidden from sight. The entrances are frequently covered with images and illusions to better hide them from discovery. Their caves hold numerous bodies of past meals. It also contains 3,402 gp, 1,003 sp, *gloves of arrow snaring*, a *divine scroll of three spells* (caster level 9, *dispel magic*, *call lightning*, *remove disease*), a *potion of reduce* and a suit of +1 *half-plate*.

Jackalweres (8): CR 4; SZ M Shapechanger; HD 4d8+12; hp 40; Init +2 (Dex); Spd 30 ft. (50 ft in jackal form); AC 16 (+2 Dex, +4 natural); Atk +5 melee (2d4+1, bite) or +4 melee (1d8+1, longsword); SA sleep gaze; SQ alternate form, damage reduction (10/+1), darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +5; Str 13, Dex 15, Con 16, Int 12, Wis 14, Cha 12.

Skills: Bluff +5, Disguise +4, Hide +8, Listen +4, Move Silently +6, Spot +6, Wilderness Lore +3. *Feats*: Scent, Track, Weapon Finesse (bite).

SA—Sleep Gaze (Su): 30 feet range, Will save negates DC 13, or affected as *sleep* spell cast by a 12th-level sorcerer. This ability is not limited by the target's HD.

SQ—Alternate Form (Su): A jackalwere's natural form is that of a jackal. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, jackal-humanoid hybrid. Changing forms is a standard action. In humanoid form, the jackalwere gains all the abilities of the form (for example, a jackalwere in dwarf form has dwarven racial traits). The jackalwere keeps its ability scores and can use its sleep gaze. It loses its special qualities of damage reduction and it cannot use its bite attack. In hybrid form, a jackalwere looks like a bipedal jackal. The jackalwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A jackalwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the jackalwere revert to its natural



form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Tactics: The jackalweres use their *alternate form* power to assume the guise of merchants. Coupled with the lamia's *major image* ability and *suggestion* ability, it is likely that the PCs approach the "merchants" with their guard down. The jackalweres then use their *sleep gaze* power while still in humanoid form and attack any creatures that do not go to sleep.

"The Vampire Queen," Human Female Vampire Priest-Sorceress, Sor9/Cle6 (Orcus): CR 17; SZ M Undead; HD 15d12; hp 120; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 29 (+5 Dex, +6 natural, *amulet*, *mage armor*); +9/+4 melee (1d6+1, claws plus energy drain); SA domination, energy drain, blood drain, children of the night, create spawn; SQ undead, damage reduction (15/+2), turn resistance (+8), cold and electricity resistance (20), gaseous form, spider climb, alternate form, fast healing (5/round); AL CE; SV Fort +10, Ref +9, Will +18; Str 18, Dex 20, Con —, Int 20, Wis 20, Cha 23.

Skills: Alchemy +10.5, Craft +14, Diplomacy +13, Forgery +4.5, Heal +11, Hide +2, Knowledge (arcana) +15, Listen +4, Move silently +2, Profession +13, Scry +14, Sense motive +7, Speak language +3, Spot +4, Tumble +5. **Feats:** Alertness, Brew potion, Combat Reflexes, Craft wand, Dodge, Empower spell, Enlarge spell, Improved Initiative, Lightning Reflexes, Quicken spell, Silent spell, Spell focus (necromancy).

Arcane Spells Known (Cast per day: 6/7/7/5): 0—arcane mark, dancing lights, detect magic, ghost sound, light, mage hand, ray of frost, read magic; 1st—burning hands, cause fear, charm person, mage armor, sleep; 2nd—alter self, invisibility, protection from arrows, web; 3rd—dispel magic, hold person, lightning bolt; 4th—ice storm, bestow curse.

Unholy Spells Per Day (5/4/4/3): 0—cure minor wounds, detect magic, read magic, resistance, virtue; 1st—bane, command, doom, obscuring mist; 2nd—bull's strength, hold person (x2), undetectable alignment; 3rd—contagion, cure serious wounds, dispel magic.

Domain Spells (Death/Evil): 1st—cause fear; 2nd—desecrate; 3rd—magic circle against good.

Languages: Abyssal, Celestial, Common, Draconic, Infernal.

Possessions: Though the Vampire Queen has many magic items in her palace, she has not brought any of them with her other than her +4 *amulet of deflection*.

Tactics: The Vampire Queen also has with her 2 **abyssal dire bats** (stats provided above), in addition to her spectres. She ambushes the party at midnight.

She sends the bats and her spectres to attack the party. She then joins melee in bat form (she has the stats of an abyssal dire bat in this form), using energy drain and blood drain on clerics in the party. She has cast *undetectable alignment* and *mage armor* on her person before the encounter. Once done in bat form, she flies out of visible range and casts *invisibility*, *protection from arrows*, *bull's strength*, *obscuring mist*, *resistance* and *virtue* on herself before she enters combat. She then uses spells from a distance, such as *lightning bolt*, *ice storm*, *hold person*, *bestow curse* and *web*. She then reveals herself in her full vampiric splendor and enters melee with her wicked claws in a frenzy of bloodlust. She attacks without mercy or quarter, though if damaged severely she flees in *gaseous form* to her fell lair and hides in one of her secret tombs. Orcus himself has commanded her to waylay the PCs on their quest. She has traveled far to do her master's bidding. She is one of his greatest undead servants on this plane.

Lair: Her lair is a ruined palatial castle on a large island called Baylor, an island inhabited mostly by dwarves and ruled by the descendants of the dwarven king Arman, located many, many miles from where she encounters the PCs. Her tomb lies deep beneath the castle in a vast dungeon complex, five levels deep. She is known to the surrounding dwarven hamlets and towns on the island of Baylor as the "Vampire Queen" and her lair is known as "The Palace of the Vampire Queen." Her "palace" contains several female vampire spawn and male vampire guards as well several charmed male servitors and bandits she uses to fetch her live victims, as well as trolls, mummies goblins, skeletons, evil wizards and several evil priests, werewolves, ghouls, various other monsters and several captive dwarven children from the neighboring villages as well as the daughter of king Arman, whom the queen herself personally holds captive. The palace also includes a group of 12 abyssal dire wolves and 6 abyssal dire bats. She has several additional secret tombs hidden in the surrounding wilderness.

Trivia Note: this lair makes reference to a classic in the history of fantasy gaming. *Palace of the Vampire Queen* is the title of a product that has the distinction of being the very first module (or "Dungeon Master's Kit," as they called it) ever published. *Palace of the Vampire Queen* was written by Pete and Judy Kerestian and published by their company, **Wee Warriors**, in June of 1976. **Module G1: Steading of the Hill Giant Chief**—the first module published by TSR—came out in 1978, about two years after *Palace*. The first *scenario* ever published was Dave Arneson's *Temple of the Frog* in **Blackmoor** (Supplement II to classic Dungeons and Dragons) which predates *Palace of the Vampire Queen* by a few months (**Blackmoor**



was first published in September of 1975). *Temple of the Frog*, however, is not considered a “module” since it was a part of a larger work. Pete and Judy Kerestan and **Wee Warriors** went on to produce the classics *The Dwarven Glory*, a modular dungeon made of tiled parts that the DM can arrange as he or she wishes in order to vary the difficulty, and *Misty Isles*, a chain of hidden islands where at one point the PCs can actually recover twentieth-century firearms. This reference to the *Palace of the Vampire Queen* is meant as a tribute to that pioneering classic. Since we at **Necromancer Games** feel a strong connection to the past, we couldn’t help but mention this rare module and its groundbreaking history. Hopefully, this reference will encourage all our fans to delve into the long history of fantasy roleplaying adventures. Those wanting information on collecting such supplements, or simply wanting to learn more about the history of our shared favorite pass-time, should visit The Acaem (www.acaem.com), an outstanding site listing all of the supplements and modules ever produced for all the various editions of fantasy roleplaying games. It is truly an exhaustive and informative web site.

Spectres (3): CR 7; SZ M Undead (Incorporeal); HD 7d12; hp 55; Init +7; Spd 40 ft., fly 80 ft. (good); AC 15; Atk +6 melee (1d8, incorporeal touch plus energy drain); SA energy drain, create spawn; SQ undead, incorporeal, turn resistance (+2), unnatural aura, sunlight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13. *Feats:* Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

Tactics: the spectres use their Hide skills to ambush the PCs as they are distracted by the dire bats. They use their fearsome incorporeal touch attacks on spellcasters and paladins. They show no fear and would be destroyed rather than fail their queen.

The Desert

Having overcome the above encounters, the PCs reach the edge of the desert. They must then travel an additional 60 miles through the desert until they reach the Valley of the Temple—a special part of the desert itself. In the desert, the PCs have several lesser encounters, including: a **pack of baboons**, a **swarm of dire bats** and some **monstrous scorpions**. The PCs may encounter these scorpions on several occasions, particularly at night after they make camp. These desert encounters are but a prelude to the encounter with **Felzinath’aa**, detailed below.

Baboons (20): CR ½; SZ M Animal; HD 1d8+1; hp 6; Init +2; Spd 40 ft., climb 30 ft.; AC 13; Atk +2 melee (1d6+3, bite); SQ scent; AL N; SV Fort +3, Ref +4, Will +1; Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4.

Skills: Climb +13, Listen +5, Spot +5.

Dire Bats (8): CR 2; SZ L Animal; HD 4d8+12; hp 30; Init +6 (Dex); Spd 20 ft., fly 40 ft. (good); AC 20 (-1 size, +6 Dex, +5 natural); Atk +5 melee (1d8+4, bite); Face 10 ft. x 5 ft.; SQ blindsight; AL N; SV Fort +7, Ref +6, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills: Listen +12, Move Silently +12, Spot +12. Dire bats receive a +4 racial bonus to Spot and Listen checks, which are lost if Blindsight is negated.

Medium-Sized Monstrous Scorpions (6): CR 1; SZ M Vermin; HD 2d8+4; hp 18; Init +0; Spd 40 ft.; AC 14; Atk +2 melee (1d4+1 [x2], claws), -3 melee (1d4, sting plus poison); SA improved grab, squeeze, poison (DC 15, 1d4 Str/1d4 Str); SQ vermin; AL N; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2.

Skills: Climb +8, Hide +8, Spot +7.

Ambush!

Finally, as the party draws within two miles of the entrance to the Valley of the Temple, they encounter **Felzinath’aa**, a **mature adult blue dragon** who ambushes the party from beneath the sand. The dragon was told by agents of Orcus of the coming of the party. He has eaten several paladins questing for *Karith’s sword*. If the PCs do not defeat Felzinath’aa, he ambushes them again on any return trip to the Pit. He does not disturb them if they are returning from the Pit with the *unholy sword*, though he does try to stop them if they are returning to the Pit to destroy the *unholy sword*.

Felzinath’aa, the Mature Adult Blue Dragon: CR 15; H Dragon [Earth, Evil] (30 ft. long, 16 ft. tall); HD 24d12+120; hp 312; Init +4 (Improved Initiative); Spd 40 ft., fly 150 ft. (poor), burrow 20 ft.; AC 31 (-2 size, +23 natural); Atk +32 melee (2d8+9, bite) and +26 melee (2d6+4 [x2], claws) and +26 melee (1d8+4 [x2], wings) and +26 melee (2d6+13, tail slap); Face/Reach 10 ft. x 20 ft./10 ft.; SA breath weapon, frightful presence (DC 25), arcane spells (including cleric spells from air, evil and law); SQ dragon immunities, spell resistance (SR 22), damage resistance (10/+1), electricity immunity, create/destroy water, sound imitation, ventriloquism, blindsight, keen senses; AL LE; SV Fort +19, Ref +14, Will +17; Str 29, Dex 10, Con 21, Int 16, Wis 17, Cha 16.



Skills: Bluff +29, Concentration +21, Diplomacy +29, Escape Artist +14, Gather Information +10, Intimidate +30, Jump +36, Knowledge (arcana) +29, Knowledge (history) +29, Listen +31, Scry +15, Search +29, Sense Motive +20, Spellcraft +29, Spot +36. **Feats:** Alertness, Cleave, Sunder, Improved Initiative, Hover, Flyby Attack, Quicken Spell-like Ability, Snatch, Weapon Focus (bite).

Spells Known (can cast 6/7/7/5 spells per day as 7th level sorcerer): 0—inflict minor wounds, mending, ray of frost, mage sound, detect magic, read magic, resistance; 1st—inflict light wounds, protection from good, silent image, identify, ray of enfeeblement; 2nd—resist elements (fire), see invisible, invisibility; 3rd—stone shape, haste.

Languages: Common, Draconic, Infernal, Terran.

Tactics: This is a brutal ambush. Felzinath'aa burrows a hole in which he hides himself and covers it with a *silent image* of a pile of sand similar to the surrounding desert sand. From this position, he keeps watch for the party. When he sees them at a distance, he casts *resistance*, *protection from good*, *resist elements (fire)*, *see invisible* and *invisibility* on himself. As they get close, he calls to the party using *ventriloquism* and his Sound Imitation ability in a celestial voice. He attempts to speak with the party about their quest. He creates the voice in such a way as to make the party turn their back on his hiding place. He then leaps out biting and using his Snatch feat on any paladins and using his claw and wing attacks on the party—particularly spell casters. He then uses his breath weapon on any characters he has Snatched because they get no save if Snatched. He then casts *haste* on himself and begins melee combat proper. If things go poorly for him, he either flies away or uses *gaseous form* and disappears into the air. Felzinath'aa is cunning and extraordinarily evil. He is a servant of Orcus, as are most evil dragons hoping to live on as dragon-liches after their death.

Lair: The dragon's lair is deep underground and is not detailed here. It most likely cannot be located by the party. Felzinath'aa created his lair with numerous *stone shape* spells deep beneath the earth. It requires burrowing nearly a quarter mile beneath the desert sands to reach the entrance cavern. A stone wall in the entrance cavern (which Felzinath'aa opens with *stone shape*) block entrance to his actual lair. In the lair is treasure appropriate for a blue dragon, including the remains of some prior questing paladins.

Once these encounters are overcome, the PCs should be allowed to travel without further encounters to the entrance to the Valley of the Temple.

The Valley of the Temple

Once the PCs reach the Valley of the Temple, read or paraphrase the following text:

You have grown accustomed to traveling in the cooler pre-dawn and early morning hours, avoiding the heat of the desert sun. After countless days of travel, you finally reach the valley indicated on the priests' map, just as the sun comes up. You see before you a rocky gap that winds down into a large, deep, barren valley of red rock. Even the carrion birds that have followed your party for 40 long miles do not circle here.

As the final leg of the journey, the party must travel 15 more miles through one of the hottest, most god-forsaken, miserable areas of the known world. The Temple of the Justicars is set in the low desert, in a valley far below sea level. There is no water and very little animal life, and the temperatures soar to over 120 degrees during the day and plummet to near or below freezing at night. DMs desiring more information should research Death Valley, California, for a similar setting, though the Valley of the Temple is even more extreme in its conditions.

Travel in the Valley

All overland movement in the valley is at 1/4 normal rate due to the rocky, trackless conditions and at 1/8 normal from noon to 4:00 PM because of the extreme heat. Each hour of travel in the valley requires a successful Wilderness Lore check (DC 20) and a successful Tracking check (DC 15) to properly follow the map provided by the priests of Muir and find a suitable trail. If either check is failed, the party makes no progress for that hour of travel. As noted below under "Death by Weather," if a dust storm stirs, no significant overland movement is possible, regardless of whether these checks are successful or not. Because of weather effects, detailed below, PCs will most likely limit themselves to traveling for only a few hours a day, unless they use magic to protect themselves and their beasts from the hostile conditions. Once the PCs have traveled 15 miles, they arrive at the far end of the Valley of the Temple. A small gully leads to a canyon where the temple entrance is located.

Death by Weather

Climatic conditions in the Valley of the Temple run to extremes: unbearably hot during the day and freezing cold at night. This inhospitable region offers no source





of water and no natural source of shade to shield the PCs from the sun. It is not a place for the untrained or ill-prepared. The DM should consult the rules regarding Heat Dangers and Cold Dangers in the *DMG*. Because of this extreme weather, characters and animals must make frequent Fortitude saves; there are few hours each day or night in which the characters have a chance to heal the climatic subdual damage. Camels or other desert animals add +10 to their Fortitude saves. See the *DMG* for more details. Using a tent reduces the heat category by one, so characters in a tent from 10 AM to noon and from 4 PM to 8 PM do not need to make Fortitude checks and from noon to 4 PM they only need to make checks once per hour. If they are in a tent and using blankets at night, then the PCs do not suffer the cold effects from 11 PM to 6 AM. A summary of the effects of the extreme weather is summarized in the “Death by Weather” sidebar, below.

In addition, the PCs may run short of food or water. If so, consult the rules for Starvation and Thirst Dangers in the *DMG*. In either case, PCs suffering from heat or cold subdual damage or from thirst or starvation are considered fatigued. They cannot run or charge and suffer a -2 weather penalty to Strength and Dexterity. Fatigued characters become exhausted (1/2 move, -6 Strength and Dexterity) when they attempt something that would fatigue a normal character. See the *DMG* for more details.

Strong winds plague the valley. Check once every hour on 1d20 with the following results: 1-8: no wind, 9-12: moderate wind, 13-15: strong wind, 16-18: severe wind, 19-20: windstorm. These winds last for 6d10 minutes. Any time strong or severe winds arise, there is a 50% chance that a dust storm accompanies them. In addition, any windstorm is always accompanied by a dust storm, with a 75% chance of a greater dust storm. The winds themselves, of extreme temperature, do nothing to reduce the effects of heat or cold. See the *DMG* under Weather Hazards for the game effects associated with these winds and dust storms. When a dust storm rises, no significant overland travel is possible.

Wandering Monsters

Wandering monsters are very scarce in the valley. At the DMs discretion, PCs might encounter either or both of the following wandering monsters on separate days of travel: The first encounter can occur at 9 AM on the first full day spent in the valley. As the PCs begin to bed down in their makeshift shade to escape the heat of the day, **8 swarms of berserker wasps** attack. That the PCs provide more nesting material than is usually available motivates these wasps.

The second encounter occurs late during the PCs’ second night in the valley, either as they camp or search for the entrance to the temple. At about 11 PM, **4 sand burrowers** attack the party. The creatures are as likely to attack pack animals as PCs. No PC or animal will be attacked by more than one sand burrower, unless there are not enough PCs and animals to go around, in which case a brutal tug of war may ensue.

Once these encounters are dealt with, no others occur, as all the significant local predators in the valley (aside from common scorpions and other similar vermin) have been defeated.

Berserker Wasp Swarms (8): CR 5; SZ Diminutive Vermin; HD 10d8-20; hp 25 (swarm); Init +1 (Dex); Spd Fly 60 ft.; AC 15 (+4 size, +1 Dex); Atk +9 melee (1d10, group sting plus poison); SA poison sting; SQ vermin, vulnerable to cold; AL N; SV Fort +0, Ref +2, Will -1; Str 1, Dex 13, Con 6, Int 1, Wis 8 Cha 2.

Skills: None. *Feats:* Combat Reflexes, Track

SA—Poison Sting (Ex): Berserker wasps inject a powerful paralytic poison with each sting. Every time a victim is successfully stung, he must succeed at a Fortitude save (DC17) or suffer 2 points of temporary Dexterity loss. Wasps build nests and lay eggs in paralyzed victims unless driven off (and continually sting paralyzed victims, preventing recovery).

SQ—Vermin: Immune to mind-altering effects.

SQ—Vulnerable to Cold (Ex): Berserker wasps take double damage from cold-based attacks.

Note: More information on berserker wasps can

Death by Weather

Time of Day	Temperature	Save Frequency	Effect of Failed Save
6 AM -10 AM	40-85°	None	Heal 1 point of subdual damage per hour
10 AM -noon	90-105°	1/hour	1d4 heat subdual damage
Noon-4 PM	110°+	1/20 min.	1d4 heat subdual damage
4 PM -8 PM	105-90°	1/hour	1d4 heat subdual damage
8 PM -11 PM	85-40°	None	Heal 1 point of subdual damage per hour
11 PM -6 AM	<40°	1/hour	1d6 cold subdual damage



be found on p. 17 of **Sword and Sorcery Studios' Creature Collection**.

Tactics: The berserker wasps randomly attack 8 individuals. They target animals of size Large or larger in preference to humans or other Medium size creatures.

Sand Burrowers (4): CR 6; SZ Huge (Long) Beast; HD 10d10+43; hp 98; Init -2 (Dex); Spd 45 ft., Burrow 80 ft.; AC 10 (-2 size, -2 Dex, +4 natural); Atk +18 melee (2d8+10, bite), +13 melee (1d6+5, 5 tentacles plus poison); SA poison; AL N; SV Fort +13, Ref +1, Will +8; Str 30, Dex 6, Con 19, Int 9, Wis 18 Cha 13.

Skills: Listen +14, Search +9, Spot +2. **Feats:** Great Fortitude, Toughness, Track.

SA—Poison (Ex): On a successful hit, a sand burrower tentacle injects its prey with poison. This poison causes an extra 1d8 damage unless a Fortitude save is made (DC 13).

Note: More information on sand burrowers can be found in **Sword and Sorcery Studios' Creature Collection**.

Tactics: These sand burrowers have located the PCs camp and have been tracking their movements. They attack at night, using their superior olfactory senses to locate their prey. They retreat if reduced to 30 hit points or less.

Once the PCs overcome these encounters, the characters should be allowed to discover the gully leading to the Temple of the Justicars. Read or paraphrase the following text:

It seems like ages since you set out on your quest, guided by the old priests' map. You traveled miles through forests and mountains to a far off desert. You crossed those trackless sands for days until you reached this forsaken place—the Valley of the Temple. Now the map has lead your party into a cleft in the red rock wall. You traveled the narrow path in the shade of the looming walls for over an hour, glad for the break from the sweltering heat. You emerge from between the two large walls of rock into a small canyon, open to the sky. Before you looms a worked cliff wall. Several cave entrances can be seen at various heights on the canyon walls, each flanked by large bas-relief statues of knights in full mail carved from the surrounding rock. You wipe the sand and sweat from your brow and unroll the map given to you by the priests of Muir. As your fingers travel the sur-

face of the map to your current location, your parched lips mutter the words “the Temple of the Justicars.”

Now you may proceed with the adventure as detailed in the module.



Conclusion

We hope that the wilderness encounters here allow you to turn the dungeons presented in *Demons and Devils* into truly epic quests, as they were meant to be.

Again, enjoy these supplemental encounters and let us know how your players enjoy them by posting at the Necromancer Games forums (links available at www.necromancergames.com). And look for more freebies and add-ons coming in the future!

Clark Peterson and Bill Webb
Necromancer Games



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