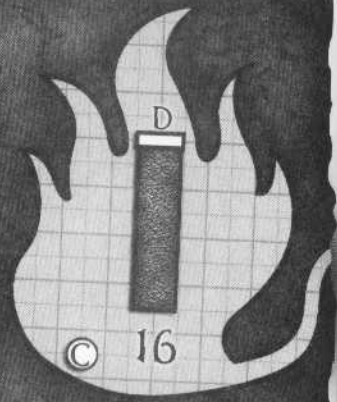
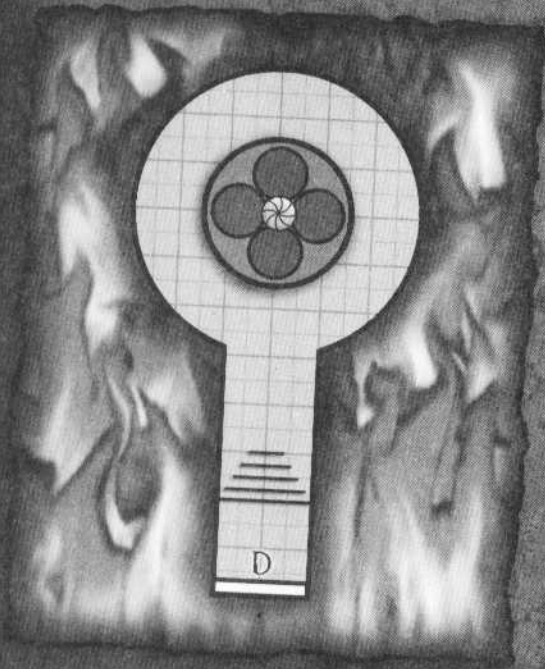
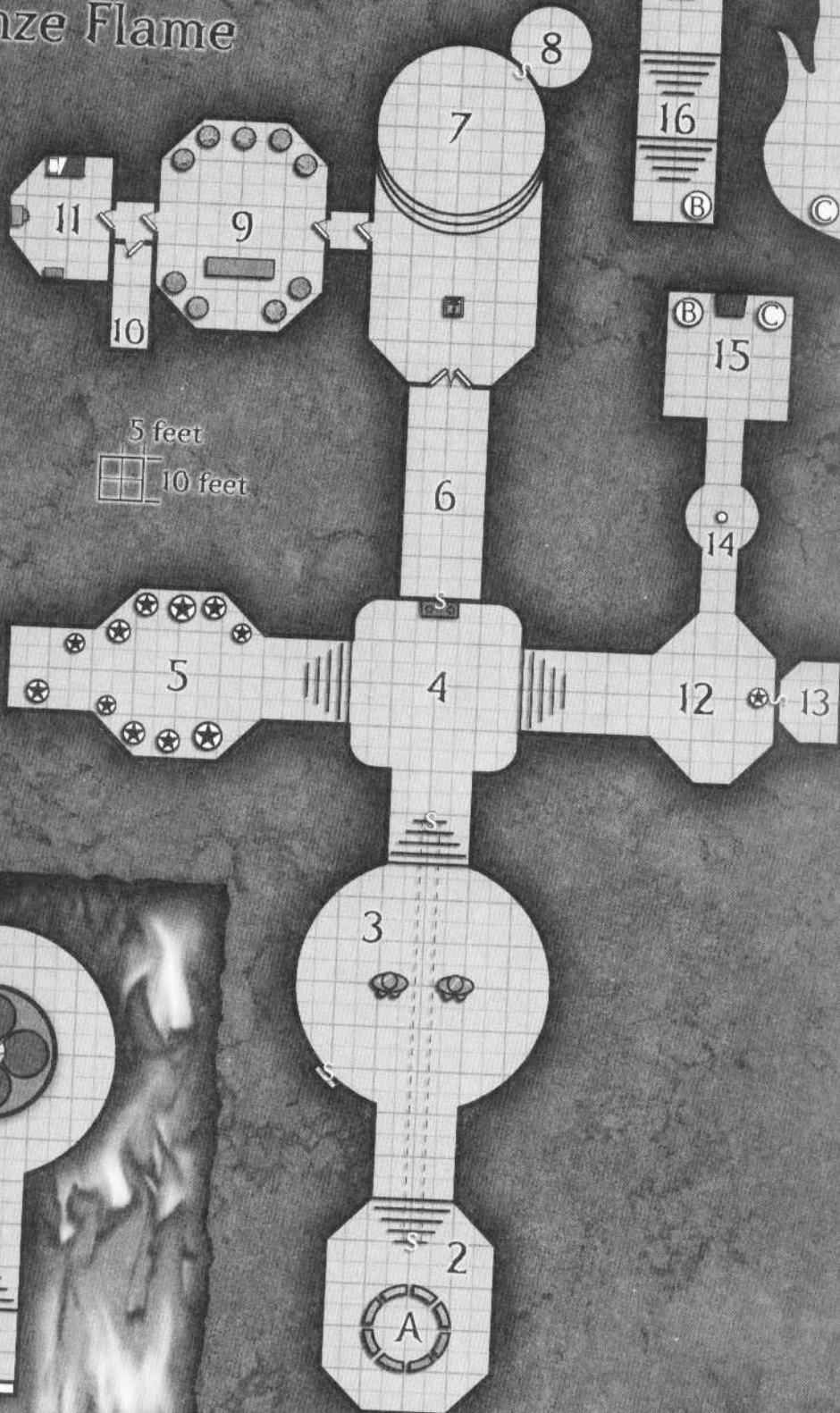




Kingdoms of Kalamark

HARVEST OF DARKNESS

Temple of the Bronze Flame



HARVEST OF DARKNESS

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INTRODUCTION

This book is a compilation of four distinct role-playing adventures, "Sometimes They Come Back", "Temple of the Bronze Flame", "A Foe in Need" and "The Hungry Undead." Each adventure can be used stand-alone or as part of an ongoing campaign. You, the Dungeon Master (DM), will need a copy of the Player's Handbook, Dungeon Master's Guide, and the Monster Manual for these adventures. As the adventures take place in the Kingdoms of Kalamar campaign setting, the DM should also have the Kingdoms of Kalamar core sourcebook.

If you plan to use the adventures as part of an ongoing campaign, pay close attention to the sidebar items entitled "The Winding Road" provided between each adventure for suggestions on how to tie one adventure into the next with an overall plot thread.

Note that, depending on the challenge level of your campaign, the players might not be of the appropriate level to immediately embark upon the next adventure after completing a prior one. It is up to the Dungeon Master to provide his or her players with sufficient side adventures or random encounters to ensure that the challenge ratings of the later adventures in this book are appropriate to his or her character group.

Specific statistics for key Non-Player Characters (NPCs), as well as monsters and other material are included in an Appendix at the back of this book.

SOMETIMES THEY COME BACK

INTRODUCTION

This fantasy adventure is recommended for use with three to six beginning characters but is adaptable for use with more experienced PCs by boosting the strength of the foes described. An even mix of standard character classes would be ideal. By the time the player characters complete this adventure, they should reach 2nd or 3rd level. This adventure can be used stand-alone or as part of a campaign continuing in "Temple of the Bronze Flame" and "A Foe in Need," and concluding in "The Hungry Undead."

The DM should read this adventure entirely at least once before play in order to ensure a smooth game. The following information is for the DM only.

BACKGROUND

The adventure centers in and around the small village of Narmaren (pop 315). The inhabitants consist of 290 humans mostly of Brandobian descent, with a mixture of Deji, Kalamaran and Svimohzish blood mixed in. Halflings and hobgoblins number 15 and 10 respectively. The village grew around an Eldoran garrison established on the site some 75 years ago (Y.K. 969). Although the garrison was subsequently abandoned when Prompeldia won their independence, the villagers remained and converted the garrison's stone building into a tavern.

Officially, the village has pledged allegiance to the independent city of Prompeldia (pop 15,800) located about 5 miles to the southwest. Narmaren is situated on the road which travels along

the coast of the Elos and Whimdol Bays and most of the Straits of Svimohzia. This road connects Prompeldia and the cities of the Elos Desert to Pel Brolenon on one end and to the Young Kingdoms on the other.

Less than a mile north of Narmaren, within sight of the Ek'Ridar river, rests a small copse of trees set on a low rise. This is the site of the Battle of Narmaren, much orated in local legend. It is here that, in the Year of the King 1024 (20 years ago) the Deji Brothers in Blood stood side by side with hobgoblin troops from Norga-Krangrel, in a valiant defense against Eldoran forces. In other lands, this is known as the Second Battle for Prompeldian Independence.

The second battle began when Eldor's royal family, still bitter from their defeat 55 years earlier, determined to once again try to retake their former colony of Prompeldia. This time, however, the military decided to secretly land troops several miles to the north and south of the city. While the warships attacked the city directly, the armies would flank the city and ensure that Mayor Gremply Slivers did not again escape to bring hobgoblin reinforcements.

Unfortunately for Eldor, their plan met with a significant snag - Gremply Slivers had been forewarned of the attack. The elves of the Lendelwood, never on good terms with Eldor, learned of the forthcoming invasion, and passed word to the elves of the Kalalali and Kalokopeli forests. The Kalokopeli halflings quickly caught word of the danger, and sent a close relative of Gremply Slivers from Narmaren to warn him.

The flanking Eldoran troops also met with problems. The southern flank landed too far south, and due to an encounter with a disturbed andro-sphinx, never made it to Prompeldia at all. The northern flank decided to land near their former garrison (now Narmaren), where they were no match for the followers of the Way of the Berserk who Gremply Slivers had gathered from many nearby desert tribes to repel the attack. As sword clashed against sword and the battle ensued, the Deji berserkers were soon joined by veteran hobgoblin warriors, who feared their country would be facing a two-front war with Eldor and their longtime adversaries from Korak. Together, the Elos barbarians and their hobgoblin allies were able to repel the Eldoran troops, but at great cost to all sides. In the end, the graves of the fallen from both sides littered the field as far as the eye could see.

With their second attempt at retaking Prompeldia soundly defeated, the Eldoran armies withdrew. They did not lick their wounds for long, however, and soon redirected their forces to expand their borders, rather than their colonies. Eldor now struggles constantly with the elves of Lendelwood for its food and resources. Prompeldia declared its independence for the second time, and it seems that Eldor is finally content to let it be.

After the conflict, the Brothers in Blood constructed a small stone temple to commemorate and honor the event. It became a ritual for young soldiers, green in the ways of war, to journey to the battlefield and sink their weapons into the once blood-soaked earth on the temple grounds, seeking the blessing of those who had fallen there.

Years passed, and eventually the priests traveled elsewhere to test their battle prowess. The temple stood silent, apparently abandoned by those who erected it. It was just recently that three Harvesters traveled from Prompeldia to claim the old battlefield for their master, the Ruler of the Dead.

The Harvesters set up camp on the battlefield and immediately made plans to build their own temple and establish a

Congregation of the Dead in the area. The Harvesters erected a new temple to their god alongside the temple of the Prince of Turmoil. Then they began exhuming fallen soldiers, so they could create a force of undead skeletons under their control.

With their newly-established base secured, the Harvesters have engaged in the kidnapping of the unsuspecting, including men, women, children and livestock from Narmaren. The main motivation behind the abductions is preparation for the upcoming Soul Harvest and the sacrifices required by that foul ceremony.

ADVENTURE SYNOPSIS

The players will be lured to a small village where they will discover that villagers, travelers passing through and even animals have all been disappearing. The PCs will hear about these disappearances through one of several methods. The heroes will do a bit of sleuthing in order to figure out where the abductees have been taken. The answers will lead them to the old battlefield north of town, and the temple of the Congregation of the Dead. There the PCs will battle a variety of undead and evil priests, including the ringleader Jonyez. The PCs will rescue the remaining abductees and return them to the town. The townspeople will hold a celebratory feast, which will be interrupted by attacking skeletons and the return of Jonyez. Now a ghoul, Jonyez will abduct a villager and return to his temple. The PCs will attempt to rescue the villager, and will face a battle against more undead before rescuing the villager and ending the threat of Jonyez.

ADVENTURE HOOKS

Here are some suggested ways for the DM to get the PCs involved in the storyline of the adventure once they are in the area.

1) The PCs encounter two young travelers who have set up camp along the roadside. They are friendly enough and offer to share the venison they are roasting with the PCs and explain they are leaving their home village of Narmaren for the city of Baneta. When the PCs inquire as to the reason for their departure they explain how 'great evil' has descended upon their village and of the mysterious disappearances of many of the villagers. They also mention that the village of Narmaren is offering a 'great reward' to anyone who could solve the mystery but the few who answered the call had also disappeared without a trace.

2) The PCs encounter a small group of amateur bandits who are carrying several small bags of gold and trinkets. They immediately surrender to the PCs, assuming them to be mighty warriors hired by the people of Narmaren to bring back their stolen items. The PCs will (hopefully) return the goods to Narmaren, where they will be welcomed as heroes, and drawn into the storyline.

3) The PCs encounter a merchant who is traveling to see his family in Narmaren. He pays the PCs to escort him, reasoning that there is strength in numbers.

VILLAGE OF NARMAREN

This small village is not even large enough to warrant mention on most maps. Wandering merchants come and go here - usually setting up their tents in the shade of the trees where they attempt to sell their wares for a few days or weeks before moving on.

Narmaren is only now beginning to grow in size, as the wealthy citizens and merchants of Prompeldia find convenience in building their houses near, but not within, Prompeldia itself. Several small houses have just been built, with more under construction. However, the oldest permanent structure is the tavern with its stables in the rear. The remainder (and the majority) of the dwellings in the village are tents that have been rimmed at their bases with small walls of packed clay and straw. The only temple within the village of Narmaren is a small shrine to the Traveller.

The Whispering Wind Tavern

This two-story stone building (see floor plan map, page IQ15) is the only inn in town. As such, it is the hub of social activity and local gossip. The menu consists of a tasty stew (5 cp), several varieties of seafood (5-10 cp), breads (5 cp) and dried meats (3 sp). Beer can be purchased for 3 cp/pitcher. Rooms are available for 1 sp/day for common and 6 sp/day for semi-private. Stabling costs 1 sp/day.

If the PCs visit the Whispering Wind, they will hear rumors about the disappearances of livestock and people. They may also hear something more about a reward being offered.

If the players ask about the disappearances, they will be served a meal and drinks (and informed it is 'on the house'). Many of the locals will surround the PCs and beg for them to solve the mystery and return the missing villagers.

If they ask about a reward, a tall brown-robed gentleman will emerge from a back table. He will seat himself at the table with the PCs and study them for a moment before speaking. He will then lean in close and whisper (in Brandobian):

Display illustration 1 on IQ1 and read:

"I understand you're interested in a reward. My servant Vrilnd is among those missing. He is but a boy of 16 summers. If you return him here to me, I will reward you with this." The man opens his fist to reveal a small bloodstone resting on his palm. "This and three others like it will be yours if you are successful."

Each bloodstone is worth 50 gp. The mysterious man's name is Alin. He is a Warden of the House of Shackles. He leads a troupe of two Disciples and two Servants (one was Vrilnd) of the Overlord. Alin was returning to Prompeldia from Baneta where he had attended a special ceremony. Alin is desperate to see the return of Vrilnd. He fears (correctly) that if he returns to Prompeldia without Vrilnd he will be severely punished by his superior.

The Battle of Narmaren

Eldor's armies, their spirits bolstered by prior victories, sent two warships into the Elos Bay with single-minded intent: to reclaim their former colony of Prompeldia. Though strong and great in number, they were no match for the forewarned defenders of the region: followers of the Way of the Berserk who had gathered from all across the Elos to repel the attack. As sword clashed against sword and the battle ensued, the Deji berserkers were soon joined by veteran hobgoblin warriors from Norga-Krangrel. Many of these brave souls feared the return of the Eldoran way to their lands, and were determined to drive them out at all costs.

Together, the Elos Barbarians and their hobgoblin allies were able to repel the slavers, but at a great cost to all sides. The blood-soaked ground steamed in the sun as the wounded and the dead were returned to their people. In the end, the graves of the fallen from both sides of the battle littered the field as far as the eye could see.



Alin the Warden

Additionally, Alin has advanced rapidly due to his wit and cunning and several of his peers and underlings would be very interested in seeing him falter.

If the players balk at helping Alin (he is, after all, an evil cleric), he will increase his offer by two more bloodstones. If refused again, Alin will wait to see if the players free Vrildn anyway and wait for an opportune time to spitefully attack out of revenge.

Alin the Warden, male human Clr1: Medium Humanoid; HD 1d8; hp 7; Spd 30 ft.; Init -1; AC 15, touch 9, flat-footed 15 [+4 chain shirt, +2 large steel shield, -1 Dex]; Atk +1 melee (1d8+1/crit x2, heavy mace); SQ rebuke undead 6/day, spontaneous casting; AL LE; SV Fort +2, Ref -1, Will +7; Str 12, Dex 9, Con 11, Int 17, Wis 17, Cha 16.

Skills and feats: Concentration +4, Diplomacy +7, Knowledge (religion) +7, Search +5, Speak Language (Brandobian, Goblin, Svimohzish, Merchant's Tongue), Spellcraft +7, Spot +5; Combat Casting, Iron Will.

Spells Prepared (3/3): 0th—*cure minor wounds* (x2), *detect magic*; 1st—*command*, *cure light wounds*, *endure elements*.*

*Domain Spell. Domains: Evil (cast Evil spells at +1 caster level); Strength (Strength enhancement bonus equal to level for one round, 1/day).

Possessions: chain shirt, heavy mace, whip, 5 pp, 6 gp, 3 sp, 2 cp, 6 bloodstones worth 50 gp each, 4 garnets worth 25 gp each.

1) Dining Room: This warm room contains several round wooden tables. It also holds a long wooden rectangular table near the fireplace on the west wall. A bar stands in the northeast corner of the room and an exit to the rear kitchen lies in the middle of the north wall. The entrance to the stairwell is also on the north wall. Several people are talking, drinking and eating. Here the players may pick up some additional rumors and clues to begin their investigation.

2) Kitchen: This area contains the kitchen in which meals are prepared. There is a fireplace on the east wall and many utensils are lying about.

3) Storage: This area is used for storage of common items such as flour, salt and spices.

4) Cellar: The cellar contains additional stocks of food and drinks.

5) The Cook's Room: This is a simple room with only a bed, a chest, a table with a candle on it and a wash basin. Inside the chest are three sets of inexpensive clothing, a skin of wine and a leather pouch with 5 sp and a cap.

6) Sheffen's Room: The owner of the Whispering Wind lives fairly simply. Inside is a bed, a table, a lantern, a sheepskin rug, a wash basin and a chest. Inside the chest are five sets of simple clothes and one set of fairly nice clothes. There is also a pair of soft boots, a pair of gloves, a mirror, a comb, a bottle of honey water cologne, bird seed, a deck of playing cards and a pouch containing 25 sp and 50 gp. In one corner of the room stands Sheffen's prized pet bird in a wrought iron cage. The room is the only one on the upper story with a window.

7) Guest Rooms: These four rooms are furnished with three beds, one basin and three chests in each. Blankets are made of simple wool.

While at the Whispering Wind, the PCs may meet any of the following people:

Sheffen the Innkeeper, male human Com1: Sheffen is very cautious about things getting out of hand at his inn. Although

he cannot afford to hire a bouncer, at 6 ft. 7 in and 270 lbs., he counts on his imposing appearance to discourage would-be rowdies, as he has no special training in combat skills.

Freesha the Serving Woman, female human Com1: Freesha is very fond of Sheffen and continually tries to get his attention and test his affections by flirting with customers. She hopes to one day marry him when his business becomes better.

Sohward the Carpenter, male human Exp1: Sohward frequents the Whispering Wind to escape both his work (which he excels at) and his family.

Howorth the Fisherman, male human Exp1: Howorth makes a decent living fishing the shallows near Narmaren but never strays too far for fear of slavers.

Dremi the Potter, female human Exp1: Dremi makes her living manufacturing a wide variety of pottery to sell to passing merchants. She is also a covert agent of the Brotherhood of the Broken Chain. She uses Narmaren as a way station for escaped slaves from Prompeldia, so she always keeps her ears open for rumors involving slavery.

Tren the Tailor, male human Exp1: Tren has a severe stuttering problem. In spite of this, he is very friendly and can relate many facts about local history to a patient listener. He also claims to know one or two tidbits about almost every other subject.

Pally Torenbock, male halfling Ftr1: Hailing from the Kalokopeli Forest, Pally speaks Halfling, Kalamaran, Merchant's Tongue and Elven. If the DM so chooses, Pally may be used as a henchman or follower of the party. Pally's statistics are listed in the Appendix.

Cheff the Deshackler, male human Clr1: Cheff is of Deji ancestry and from the City of Dijishy. He speaks Deji, Brandobian and Merchant's Tongue.

Dari the Cook, male human Com1: Dari is a Kalamaran who escaped forced servitude on a small Svimohzish pirate ship. He plans to work and build up enough money for a safe return to his homeland which he considers infinitely more civilized than his current home. He fears strangers, since he is justifiably concerned about being captured again.

The Stables

The stables are located behind the inn. There are 10 stalls. Five horses and one mule are being stabled. If the PCs enter the stable, read the following:

The smells of a stable assault your senses. Straw, oats and animal droppings mingle to create a unique aroma. The horses startle at your approach and whinny their surprise at your presence.

Shrine of the Traveler

This small wooden shack primarily serves as a center of worship for traveling merchants, who receive blessings to ensure safe passage as they travel the Elos Road with their wares. The interior of the shrine is simply furnished and pigeons roost in the rafters. The shrine is maintained by a cleric named Saryf. Saryf frequently travels but considers this shrine his home. He sustains himself in part by donations made by passing merchants. **Display illustration 2 on IQ1** and read:

Within sight of the tavern, you see a small wooden structure that appears neglected. A life-sized stone statue of an old man with star-adorned robes and worn sandals stands before the front door. A bald man wearing studded leather armor over a yellow robe greets you warmly.

"Good day, my friends! I am Saryf, a humble cleric of the Traveller. What may I do for you today? A blessing for your journey, perhaps?"

If the PCs talk to Saryf, he can point them towards anyone who may know something about the disappearances (see "The Game is Afoot!").

Saryf the Quester, male human Clr1: Medium Humanoid; HD 1d8+2; hp 9; Spd 30 ft.; Init +2; AC 15, touch 12, flat-footed 13 [[+3 studded leather armor, +2 Dex]]; Atk +0 melee (1d6/crit x2, quarterstaff) or -2/-2 melee (1d6/crit x2, quarterstaff); SQ turn undead, spontaneous casting; AL NG; SV Fort +4, Ref +2, Will +5; Str 11, Dex 15, Con 14, Int 13, Wis 17, Cha 14.

Skills and feats: Concentration +6, Heal +7, Knowledge (religion) +5, Wilderness Lore +7; Ambidexterity, Two-Weapon Fighting.

Spells Prepared (3/3): 0th—*create water, mending, purify food and drink*; 1st—*bless, endure elements, expeditious retreat*.

***Domain Spell. Domains:** Good (cast Good spells at +1 caster level); Travel (freedom of movement for 1 round per level each day, Wilderness Lore is a class skill).

Possessions: studded leather armor, quarterstaff, backpack, yellow robe, small silver star (holy symbol), 20 gp, 21 sp; 39 cp.

Delton's Tent (Merchant)

One of the largest tents in the village, in the shade of a tall, gnarled desert oak, is easily visible from both the tavern and the shrine of the Traveller. Beneath the shade of this ancient tree a merchant has set up his tent and is open for business. He has spread out a broad variety of bladed weapons on camel hair rugs.

Surprisingly, a small sign indicates that the weapons have been "blessed at the battlefield" and have stiff prices marked on them (ranging from 100 to 800 gp).

Note: The DM may wish to use caution when placing this encounter so the players do not decide to explore the battlefield prematurely.

The proprietor (Delton) is a cunning salesman and will make all kinds of far-fetched claims in order to make a sale - including the boast that his weapons are indestructible and that they are 'enchanted' - blessed by the spirits of the great battlefield.

"These swords were thrust into the hallowed ground of the great battlefield and left to draw power for a full moon."

The truth is, Delton is planning to pull up stakes during the night and moving on. The swords are ordinary but he has been taking advantage of the villagers' fear by selling them 'charms of protection' and 'enchanted' weapons. Since one of his customers disappeared a few days ago, he has decided that it is time to go. If

the PCs inquire further about the reward or the disappearances, Delton will smile and chuckle to himself in Merchant's Tongue:

"So... I should have known. More Beeg Men who have come to save the sheep. Is that it? Yes, yes, it's true. People have been disappearing here - plucked from the shadows of night like grapes from a bowl. It's all they talk about here. Me? I don't worry too much. These people are like sheep. They sit in the tavern and talk and talk and talk about it but they do NOTHING! They expect some beeg men such as yourselves to come save them."

Other sites in the village

Besides the Tavern and the shrine of the Traveller, there is not much else of interest in Narmaren. There are, however, various merchant tents set up along the roadway which will turn over almost daily as some merchants move on and others arrive.

The DM can decide what wares are available on a day to day basis, but the following items are almost always available:

1. Seafood harvested from the Elos Bay. This would include squid, fish, oysters, dried seaweed, various shells, etc.

2. Various import items from abroad.

Narmaren is located on a major trade route as well as being near the port city of Prompeldia. The presence of most any item is easily justified. Since Narmaren is not even a small town in size, prices for all finished goods are exorbitant.

3. Pottery is very plentiful. The fine sand of the Elos is used to produce some of the best sun-cured pottery in the region.



Saryf the Quester

THE GAME IS AFOOT!

The players will be required to do a bit of sleuthing in order to figure out where the abductees have been taken. This should require them to poke around and find the answers that will eventually lead them to the battlefield and the temple of the Congregation of the Dead.

Along the way the DM should toss in a few red herrings or other random encounters to deter their progress. One of the best ways of stirring things up and making life difficult for the PCs is to crank the rumor-mill a few turns.

Also, bear in mind that the village has been shrouded in fear. The PCs will be viewed with a certain amount of suspicion - even though they are trying to help. There is nothing quite like being under suspicion to make one paranoid! Try to use this to keep tension high between the villagers and the PCs.

As the players do their investigating you can introduce one or more of the following rumors/encounters to keep them on their toes. (Note that most of these encounters are not intended to draw the PCs into combat. The DM should use caution if he has an impetuous group of players that are likely to attack monsters on sight.)

1) **The Scrounger (EL 4):** As the players are walking about the village they notice a small boy motioning for them to come into a tent. Once inside, the boy will tell the PCs that he knows what

happened to "the missing" and that he'll tell what he knows for a shiny silver piece.

If the party refuses to pay, the boy quickly agrees to divulge his secret for some food. It is obvious by this point that he is destitute and very hungry. If the party gives the boy what he wants, he will begin to talk, looking about nervously as he does.

"There's a scrounger. Goes by the name of Heral. I saw him take a goat from the village pen. It was late at night. He thought no one saw. But I saw - with my own eyes. He left the village with the goat and he came back alone. I think he is the one."

If the PCs follow up on the boy's information, they should have little trouble finding the Heral's tent. Heral lives about a mile outside the village well off the road in a simple tent made from blankets. There is a fire pit about 20 feet in front of the tent. Behind the tent is a small rocky ledge jutting up from the sand in which the entrance to a small cave can be seen.

If the PCs investigate they will discover that the cave entrance has a wooden gate affixed to it. Inside they will discover a pair of goats and four camels (along with food and water).

If the PCs approach at night, they will most likely find Heral asleep. Unknown to them, however, Heral has befriended a young desert ogre (it's a long story) who watches his campsite when he is out scrounging. At night, the ogre sleeps in the cave with the animals to take advantage of their body heat.

Heral, male human Rog2: Medium Humanoid; HD 2d6+4; hp 11; Spd 30 ft.; Init +3; AC 16, touch 13, flat-footed 13 [[+3 studded leather, +3 Dex]]; Atk +5 melee (1d6+4/crit 19-20/x2, rapier) or +5 melee (1d6+4/crit x2, club) or +4 ranged (1d4+4/crit 19-20/x2, dagger); SA sneak attack +1d6; SQ evasion; AL NE; SV Fort +2, Ref +6, Will -1; Str 18, Dex 16, Con 15, Int 12, Wis 8, Cha 3.

Skills and feats: Climb +8, Decipher Script +6; Disable Device +6, Escape Artist +7, Hide +7, Move Silently +7, Open Lock +8, Pick Pocket +7, Search +6, Spot +4; Combat Reflexes, Dodge.

Possessions: Rapier, 4 daggers, club, studded leather.

Desert Ogre: hp 18. See the D & D Monster Manual page 144 for details.

The ogre is large and formidable looking, with scraggly, long dark hair and a jagged scar stretching from right eyelid, across the nose and over to left ear. He will immediately attack when he sees the party. He prefers to disable foes and then club them senseless once they are down. He likes to hear them scream.

If the PCs manage to overpower the two and interrogate either one they will learn that Heral has been stealing livestock and selling it to the Congregation of the Dead. He denies, however, any suggestion that he has delivered any villagers (humans) into captivity.

If the PCs do not ask the right questions or if they do not seem to know what is going on, Heral will cleverly attempt to deceive the PCs into thinking he is just a petty thief and make no mention of the Congregation.

2) The Missing Bride: The PCs may overhear several of the villagers talking about a recent incident. A woman disappeared

without a trace from a caravan that had camped outside the village.

The woman was being escorted to Prompeldia where she was to fulfill a marriage-by-contract to the heir of a wealthy and powerful family.

T'Jenm, a spice trader, had been charged with her protection and now he fears for his life when the news gets back to the groom-to-be.

Upon hearing about the PCs and their attempt to find the missing villagers, T'Jenm contacts them. He offers them a handsome reward if they will find his charge. He insists they concentrate on the woman and "not to bother" with the problems of the village. He gives them a huge retainer if they promise to focus on the job with which he is charging them.

The PCs may assume that the missing bride was taken by the same person who kidnapped the missing villagers. If the PCs have this in mind, they may take the money with the belief that it will all work out in the end.

What T'Jenm does not know is that the woman was not kidnapped by the Harvesters at all. She fell in love with one of her bodyguards during the trip. The two lovebirds slipped away during the night and hired a boat to take them to Baneta where they hope they will not be discovered.

A few days after hiring the PCs, T'Jenm will contact them and inform them that new evidence has revealed the truth. He insists the PCs catch a ship and go after the woman and bring her back.

When the players refuse or try to stall, T'Jenm will be extremely angry and demand they honor the 'contract' he made with them.

3) Cryotherius the (Andro)Sphinx (EL 9): Cryotherius roams the northeastern Elos Desert near Prompeldia. Several townsfolk claim to have seen this fantastic beast flying overhead in the distant crimson skies of the desert. In the still desert night, one can sometimes hear a looming roar that is rumored to originate from Cryotherius. He occasionally makes long forays over the Sliv Elenon peaks, in order to assault the slavers in neighboring Pel Brolenon.

If the PCs encounter Cryotherius, he will initially react neutrally toward them until he learns of their purpose in the area. Cryotherius speaks Sphinx, Draconic, and Merchant's Tongue. It is not intended that the PCs should fight Cryotherius when they meet him, but he is quick to anger if not shown the proper respect.

Should the PCs convince him they are enemies of slavery, he will react favorably and possibly offer some type of minor assistance. However, Cryotherius is more interested in thwarting slavers than in dealing with the inhabitants of Narmaren. Thus he will not directly intervene unless it can be proven to him that slavers are operating in Narmaren (which they are not). He knows nothing about Jonyez and his undead minions.

Another way to gain favor with Cryotherius is to exchange riddles with him. Though he has no interest in these for himself, he would like to build a repertoire to exchange with other Sphinxes in the desert.

The following are two riddles that he may present to the PCs if he finds it to his advantage:

1) Speak my name and I am no longer there. (Answer - Silence).

2) I am what man cannot live without yet never has enough of. I am master of all men and I can never go back from whence I came. (Answer - Time).

He makes his home in a small discreet cave in the Elos where he keeps his possessions. His treasure consists of 53 assorted gems (10-100 gp each), a golden gem-encrusted crown (1000 gp), a +1 longsword, a +1 small wooden shield and a *chime of opening*.

Cryotherius, androsphinx: hp 90. See the D&D Monster Manual page 170 for details.

4) Krangi merchants (EL 4): If the PCs travel near the Ek'Ridar River, they might meet some merchants either traveling on the river or resting on the shoreline. These hobgoblin merchants hail from the Kingdom of Norgra Krangrel that lies just to the north of the Elos desert. They are traveling south on a small (50-foot-long) keelboat loaded with supplies and merchandise, including hobgoblin-made arms and armor. They are en route to Prompeldia to trade for slaves and leather goods.

There are eight hobgoblins, two of which are equipped with standard hobgoblin arms and armor. The other six wear light travel clothing, though they have their equipment readily available. They all speak Goblin and Merchant's Tongue and one of the company speaks Brandobian. Although they will not be openly hostile to strangers, they are not beyond fighting if provoked. Additionally, if they outnumber those they encounter by two to one, they will attempt to rob them.

Hobgoblins (8): EL 3; hp 9, 7x3, 6, 5, 5, 4. See the D&D Monster Manual page 119 for details.

As a group they only carry 3 pp, 5 gp, and 13 sp. They have ample supplies of dry rations, rope, oil, 10 large steel shields, 15 suits of chainmail, 5 suits of scale mail armor, 20 longswords, and 5 small steel shields.

5) Brolenese slave traders (EL 2): Four horse-mounted slavers are traveling with a group of eight slaves bound for Prompeldia. The slaves are bound in shackles and their will is thoroughly broken by the brainwashing they were subjected to by their masters.

The slavers are dressed in studded leather armor and are armed with whips and shortswords. One slave is a half elf, one is a halfling, two are hobgoblins, and the other four are human (one Brandobian and three Svimohzish). The slavers have ample iron ration food supplies and water, all of which is borne by the slaves.

Slavers, human War1: (4) CR 1/2; Medium Humanoids; HD 1d8; hp 7 each; Spd 30 ft.; Init +1; AC 14, touch 11, flat-footed 13 [[studded leather, +1 Dex]]; Atk +3 melee (1d6+1/crit 19-20/x2, shortsword) or +2 ranged (1d2+1 subdual/crit x2, whip); AL NE; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 10, Wis 11, Cha 10.

Skills and feats: Handle Animal +4, Ride +5, Spot +2; Exotic Weapon Proficiency (whip), Weapon Focus (shortsword).

6) Gnomish adventurers (EL 2): These hearty gnomes spend their days searching the harsh lands of the Elos Desert for lost treasures left by attacked and abandoned caravans, yet will claim to be simple shepherds. They speak Merchant's Tongue and Gnome. Their names are Harl, Dengly and Bort. One wears dirty,

yet rugged looking coveralls, while the others wear leather armor.

They are on their way into town to buy food and standard survival supplies. They are a bit paranoid that outsiders will follow them to their secluded desert home to steal their treasure, and will react with suspicion if those they encounter ask too many questions about where they are from and what they are doing.

Gnomes (3): hp 8, 7, 3. See the D&D Monster Manual page 106 for details.

7) Herdsmen (EL 2): Several small groups of herdsmen roam the hills outside of town. They raise goats, llamas and sheep.

The herdsmen are often on the lookout for those who travel on the road into and out of Prompeldia. They serve as an early warning brigade to warn the villagers of Narmaren of impending threats, and were instrumental as scouts during the Battle of Narmaren.

Herdsmen, human Com1 (8): hp 4 each.

8) Congregants of the Dead (EL 2): If the PCs travel in the area to the east of town they might encounter four human followers of the Congregation of the Dead. One of these is actually a zombie.

They have traveled to the area from Prompeldia in search of the new congregation that they heard Jonyez has begun. If questioned, they will be evasive and only claim that they have come from Prompeldia to trade coral and pearls. If their bluff is called, it may be discovered that they carry no pearls and have little else in the way of possessions.

Congregants, human Com1 (3): CR 1/2; Medium Humanoids; HD 1d4+1; hp 4, 3, 2; Spd 30 ft.; Init +0; AC 10, touch 10, flat-footed 10; Atk +0 melee (1d3 subdual/crit x2, unarmed strike); AL NE; SV Fort +1, Ref +0, Will +1; Str 10, Dex 11, Con 12, Int 11, Wis 12, Cha 10.

Skills and feats: Bluff +4, Climb +2, Listen +5, Spot +7; Alertness, Skill Focus (Bluff).

Medium Zombie: hp 14. See the D&D Monster Manual page 191 for details.

THE BATTLEFIELD

Less than a mile north of Narmaren lies the battlefield where the Eldoran forces met their defeat. The battlefield rests on a low rise, between several copses of trees. If the PCs are cautious, and use the trees as cover, they can easily spy out the area without being seen. Depending upon their approach, the PCs should be able to see most or all of the areas noted on the map (see page IQ15).

The Temple Area

1) Tent- Display illustration 3 on IQ 2 and read:

A wind-tattered leather tent stands with shreds of material and frayed rope flapping gently in the breeze. Six impoverished-looking humans sit around the perimeter with dazed looks on their sickly faces.



The Harvester Temple

This is where the Harvesters have been sleeping until they can build proper housing for themselves. It seems with all the other construction, kidnapping and grave openings, they have just been too busy to build anything but a tent for themselves. It contains sleeping gear and additional clothes, food and camping supplies.

Creatures (EL 3). The tent area is protected at night by a *deseccate* spell and 6 Medium zombies.

Medium Zombies (6): hp 13, 12, 8x3, 6. See the D&D Monster Manual page 191 for details.

These zombies are a decrepit sight. Jonyez grave-snatched, then animated them when he passed through the city of Shrogga-Pravaaz. After shambling the wind-swept Elos from Shrogga-Pravaaz to the battle-site, they now sit unprotected from the sandy desert wind. The sand and grit have taken their toll; these zombies are half-way to skeleton status. While this gives them a most gruesome visage, it has reduced their hit points somewhat. The zombies will attack intruders who come within 15 feet of the tent or if they are hit by missile weapons.

Although the details on the Harvester priests are provided in this area (below), during the day they are just as apt to be encountered at any other part of the campsite, such as the corral, either temple, the campfire or the surrounding battlefield. When Jonyez attacks, **display illustration 4 on IQ 3.**



Jonyez Attacking

Jonyez the Butcher, male human Clr3: Medium Humanoid; HD 3d8+3; hp 19; Spd 20 ft.; Init +3; AC 18, touch 13, flat-footed 15 [[+5 breastplate; +3 Dex]]; Atk +3 melee (2d4/crit x4, scythe); SQ rebuke undead 7/day, spontaneous casting; AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 16, Con 12, Int 14, Wis 17, Cha 10.

Skills and feats: Concentration +7, Heal +9, Knowledge (religion) +8, Listen +6, Spot +6; Combat Casting, Extra Turning, Weapon Focus (scythe).

Spells Prepared (4/4/3): 0th—*cure minor wounds* (x2), *detect magic*, *detect poison*; 1st—*cause fear**, *cure light wounds*, *obscuring mist*, *summon monster I*; 2nd—*bull's strength*, *cure moderate wounds*, *deseccate**.

***Domain Spell. Domains:** Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions: Breastplate, scythe, pendant with hematite gem (20 gp), black robe, small golden sickle, skull-shaped great helmet, skull-adorned belt, skull brooch with 2 red spinels (125 gp each), *scroll of speak with dead*, *wand of animate dead* (14 charges), 2 pp, 40 gp, 52 sp, 33 cp.

Note: The DM may choose to have Jonyez hide his *wand of animate dead* in a secure location. Should the PCs find it before the climatic battle (see "The Rescue"), the number of undead the PCs encounter there will be greatly reduced.

Chlaghen the Novitiate, male human Clr1: Medium Humanoid; HD 1d8; hp 7; Spd 20 ft.; Init +2; AC 17, touch 12, flat-footed 15 [+5 chainmail, +2 Dex]; Atk +3 melee (2d4+3/crit x4, scythe); SQ rebuke undead 5/day, spontaneous casting; AL

NE; SV Fort +2, Ref +2, Will +4; Str 16, Dex 15, Con 10, Int 9, Wis 14, Cha 14.

Skills and feats: Concentration +4, Knowledge (religion) +3; Combat Casting, Dodge.

Spells Prepared (3/3): 0th—*cure minor wounds*, *detect magic*, *detect poison*; 1st—*cause fear**, *cure light wounds*, *magic weapon*.

***Domain Spell. Domains:** Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions: Chainmail, scythe, sickle, black robe, small golden sickle, skull-adorned belt, 12 gp, 16 sp, 55 cp.

Egarhz the Messenger, male human Clr2: Medium Humanoid; HD 2d8+6; hp 17; Spd 20 ft.; Init +3; AC 14, touch 9, flat-footed 14 [+5 chainmail, -1 Dex]; Atk +2 melee (2d4+1/crit x4, scythe); SQ rebuke undead 4/day, spontaneous casting; AL NE; SV Fort +5, Ref -1, Will +5; Str 12, Dex 9, Con 16, Int 10, Wis 15, Cha 13.

Skills and feats: Concentration +8, Knowledge (religion) +5, Spot +4; Combat Casting, Improved Initiative.

Spells Prepared (4/4): 0th—*cure minor wounds* (x2), *detect magic*, *resistance*; 1st—*cure light wounds* (x2), *protection from good**, *summon monster I*.

***Domain Spell. Domains:** Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions: Chainmail, scythe, sickle, black robe, small golden sickle, skull-adorned belt, 12 gp, 16 sp, 55 cp.

Before entering combat, Jonyez will attempt to use his *cause fear* spell from concealment. He then uses *bull's strength* and *summon monster I* before finally entering melee. If the battle turns against him, he will cast *obscuring mist* and attempt to flee. Egarhz and Chlaghen will also attempt to use their spells before or during melee. Since they fear Jonyez, they will not flee as long as he lives.

The Harvesters adorn both themselves and their weapons with skulls. The skulls on their weapons are designed in such a way as to cause an eerie whistling when they are wielded. The sounds created by a group of priests in combat will send shivers up the spine of even the bravest warrior.

2) Corral

A crudely-built corral made of wood and rope holds several animals in different sections. The animals, consisting of two camels, six chickens, one cow, one mule, three goats and six sheep, are all underfed and in poor health.

3) Temple of the Harvester of Souls

A simple-looking stone building appears newly-constructed. The entryway in the west wall remains without a door. If the players look inside, read:

The single 15 ft. x 15 ft. room holds a simple stone altar with a skull and scythe embedded in it. The walls are inlaid with skulls. Seven human skeletons stand armed and at attention along the walls.

Creatures (EL 3). Seven skeletons stand along the walls ready to attack intruders who enter the temple and await further orders from their maker.

Medium Skeletons (7): hp 8, 7, 5, 4, 4, 3, 2. See the D&D Monster Manual page 165 for details.

4) Temple of the Prince of Turmoil

The small structure of irregularly-shaped stones appears hastily constructed, although its age betrays its sturdiness. The wooden door is barred on the outside and crossed swords behind a double-bladed battle-ax hang above the entrance. Six human skeletons armed with shortswords stand at attention before the door.

Creatures (EL 2). The temple is guarded by six skeletons who will attack intruders who come within 10 feet or if they are attacked with missile weapons.

Medium Skeletons (6): hp 10, 6, 5 (x2), 4 (x2). See the D&D Monster Manual page 165 for details.

The Battle Rager's temple is currently used by the Harvesters as a cell to hold their prisoners until they sacrifice them. The prisoners are:

Jerad, male human Wart: A young Deji nomad who had come to worship at the Battle Rager's temple. A formidable warrior, he was captured after quite a struggle. He managed to destroy a skeleton before he was overcome. If he is rescued, he will feel an obligation to the party to repay the debt, and will attach himself to the party until he has had the chance to do so.

Herson, male human Com1: A stone mason from the village of Narmaren. He recently moved to town from Prompeldia and was planning to form a construction crew to build a town hall. He has a wife who earns money by taking in mending and laundry.

Tiana, female human Com1: A little girl from the city of Dowond-Brandel. She and her parents were escaping slaves from Prompeldia. They were traveling north to her grandparents in Diraspidu, when they were attacked and slain by Jonyez. She claims that her grandparents are very wealthy, and will greatly reward anyone who would return her to them. In reality they are destitute.

Mordock, male human Com1: A pottery merchant from the City of Prompeldia. Being taken captive by Jonyez and his followers has taken quite a toll on Mordock. As a result, he has become extremely mentally disturbed. If he is rescued, he will offer the party a reward, however, the reward will consist of a large number of clay pots. He will be difficult to travel with because he has frequent hallucinations and runs the gamut of outbursts, from breaking into song, to fits of hysteric crying and screaming to black outs. His captors find his behavior highly amusing, but one thing is for sure, he will never be the same. The PCs may have to find a creative way of returning Mordock to civilization. If they choose not to rescue this man because of his disturbed behavior, and the difficulty it poses to them, they should encounter him later as a zombie.

Vrilnd, male human Com1: A sixteen year-old Pel Brolenese boy. A proud member of the House of Shackles, Vrilnd worships Velmn the Overlord, patron deity of oppression and slavery. Vrilnd was kidnapped from Narmaren by Jonyez during the

night, when he left the tent to relieve himself. While only a lowly Servant, Vrilnd is on the fast-track and would have certainly earned the title of Shackler within a few years. He is completely loyal and devoted to the Overlord and his cause. If freed, he will try to persuade the PCs to escort him (or allow him to tag along) to Narmaren, where he hopes to rejoin his group. During the trip, Vrilnd will attempt to indoctrinate any who will listen with the teachings of The Oppressor.

Once the prisoners are safely returned to Narmaren, they will insist upon thanking the PCs with a celebratory feast at the Whispering Wind tavern.

Note:

A secret compartment (Search DC 20) lies in the floor of the temple. Inside is a *potion of remove blindness/deafness*.

5) Campfire

A charred circle of stones surrounds a pile of ashes. Closer examination reveals that the ashes are warm to the touch.

REBIRTH

If the Harvesters are slain while fighting the PCs, they will be reborn the next day as undead monsters. If the situation seems desperate, the Harvesters will kill themselves rather than give the PCs the satisfaction. Jonyez the Butcher will become a ghoul, while his underlings come back as zombies. While Jonyez the ghoul will harbor great hatred for the PCs, he will attempt to carry out the next phase of his plan before seeking vengeance against them.

The next phase of Jonyez' plan is to abduct a cleric from Narmaren as a sacrifice to his god. He had planned to do this after his Congregation of the Dead grew, but now believes he can carry out the abduction easily with his newly-gained undead powers. Jonyez hopes to gain a second advantage from the abduction... he plans to get his revenge and slay the meddling PCs when they come to the rescue.

Soon after his rebirth, once he has assessed his situation, Jonyez will use his *wand of animate dead* to create eight more undead skeletons under his control. He will also assemble any of his other undead minions who have not been destroyed. If the PCs chose not to rescue Mordock, Jonyez kills him and turns him into a zombie.

The Abduction

During his trip to the village, Jonyez comes across an ale merchant's cart on the road into Narmaren. He flags him down and uses his new *paralysis* ability to overcome Amar, the unfortunate merchant. Amar is then murdered and animated as a zombie.

Jonyez then assumes Amar's identity so that he can case the town incognito and accomplish his mission of abducting the cleric. Just then an idea for both a distraction, and a measure of revenge for his own death, comes to him.

He puts five of his skeletons into the ale kegs and commands them to burst out to attack after he sells the kegs to the town bar.

With this as a diversion, he plans to go to the local roadside shrine of the Traveler to find the resident cleric and take him as a sacrifice (see "The Return of Jonyez"). As he does this, the PCs should be distracted by the threat of the skeletons popping out of the kegs.

Skeletons in the Closet

Creatures (EL 2). During the celebration for the PCs at the Whispering Wind, Dari the cook will acquire five kegs from Jonyez the "ale merchant" through the back door of the inn. Shortly afterwards, Dari unloads the kegs and brings them into the storage room next to the kitchen at which point he will be terribly surprised.

As the party continues inside the tavern, read:

You relax, enjoying the celebration. Everyone seems to be having a wonderful time. You see the bartender Sheffen shoving overflowing mugs of ale toward the grizzled faces at the bar. Some of the villagers are struggling to keep their balance on the bar stools and look like they are well beyond his limit.

Suddenly, above the din of the merrymakers, you hear a cry rise up from somewhere in the tavern. Looking around, you see Sheffen grab an axe from behind the bar and push his way toward the kitchen.

If the PCs follow Sheffen into the kitchen, display illustration 6 on IQ4 and read:

As you burst through the doors, you can't believe your eyes. The cook is lying motionless on the floor, and Sheffen stands frozen with fear, his axe slipping from his grip onto the floor to land with a dull clank. On the opposite wall, you see what has disturbed him. Breaking out of several wooden ale kegs are skeletal human remains. The bony creatures clatter as they burst forth, and a chill creeps over you at the eerie sight.



Skeleton Surprise

Dari has merely fainted.

If the PCs do not enter the kitchen, or are slow about doing it, the skeletons slaughter Dari and Sheffen before moving out into the tavern to dispatch the rest of the inhabitants. They will continue to slaughter the entire village unless stopped by the PCs (or another outside force of the DM's choosing).

Medium Skeletons (5): hp 12, 8, 6, 5, 4. See the D & D Monster Manual page 165 for details. They burst forth simultaneously but require one round to fully exit the barrels and attack.

If the PCs are still weak from their fight at the battlefield, and are losing the battle, the GM may decide to have a group of burly villagers push their way into the room. Armed with axes, they defeat the skeletons through sheer weight of numbers.

The Return of Jonyez

Just as the battle with the skeletons is ending, there will be a cry for help and the noise of a struggle coming from somewhere outside the tavern. If one or all of the PCs look outside, they will just glimpse Jonyez as he makes his getaway out of town in the merchant's cart, heading in the direction of the battlefield. In the back of the cart, the body of Saryf the Quester is visible, clutched in the hands of three skeletons and a zombie. If the PCs are too distracted by the keg skeletons to notice, the villagers will see this and report it to the PCs after the skeletons have been defeated, asking them to retrieve Saryf and finish the job they started.

Creatures (EL Variable). If the PCs pursue Jonyez immediately, he will drop off his undead lackeys to cover his escape, and disappear into the night. He goes back to the temple and locks up Saryf to prepare for an assault from the PCs.

THE RESCUE

Creatures (EL variable). If Jonyez did not have to leave any undead behind to cover his escape, he will have an undead force consisting of three to four zombies (Amar the ale merchant, Egarhz and Chlaghen, and possibly Mordock), and eight skeletons (seven if Mordock is a zombie), as well as any undead the PCs did not eliminate on their first visit to the battlefield. His *wand of animate dead* is now devoid of charges.

The prisoner will be imprisoned within the Battle Rager's Temple, and guarded by at least two skeletons and a zombie. Jonyez will hide any additional forces in open graves around the perimeter of his encampment. Jonyez will choose strategic graves for half of his forces with orders to rise and attack any intruders immediately. The other half are distributed randomly, and have orders to wait until any intruders have passed, then quietly rise up and attack the intruders from the rear.

When these skeletal forces attack it should be an eerie and hair-raising experience for the players. The DM should take care to describe the skeletons climbing forth from the surrounding open graves, mouths' agape in silent, mock laughter. The players, surrounded by open graves, should not know from which grave the next skeleton will clamber forth.

The noise of any skeletal attack will surely alert Jonyez that there are intruders in the area. Once alerted, he will hide upon the roof of his temple so that he can leap down at intruders and attempt to surprise them.

Jonyez the Butcher, male ghoul Clr3: Medium Undead; HD 3d12; hp 23; Spd 20 ft. (30 ft. without armor); Init +5; AC 22, touch 15, flat-footed 17 [[+5 breastplate, +5 Dex, +2 natural]] or 17, touch 15, flat-footed 12 [[if armor has been taken]]; Atk +4 melee (2d4+1/crit x4, scythe) or +8/+2/+2 melee (1d6+1 and paralysis/crit x2 and 1d3 and paralysis/crit x2, 2 claws); SA paralysis, create spawn, undead; SQ +2 turn resistance, rebuke undead 7/day, spontaneous casting; AL NE; SV Fort +3, Ref +5, Will +6; Str 12, Dex 20, Con -, Int 14, Wis 17, Cha 10.

Skills and feats: Concentration +7, Heal +9, Knowledge (religion) +8, Listen +6, Spot +6; Combat Casting, Extra Turning, Multiattack, Weapon Finesse (bite), Weapon Focus (scythe).

Spells Prepared (4/4/3): 0th—*cure minor wounds* (x2), *detect magic*, *detect poison*; 1st—*cause fear*^{*}, *cure light wounds*, *obscuring mist*, *summon monster I*; 2nd—*bull's strength*, *cure moderate wounds*, *desecrate*^{*}.

^{*}Domain Spell. Domains: Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions (note that some or all of these items may have already been taken by the players): breastplate, scythe, pendant with hematite gem (20 gp), black robe, small golden sickle, skull-shaped great helmet, skull-adorned belt, skull brooch with 2 red spinels (125 gp each), *scroll of speak with dead*, *wand of animate dead* (no charges), 2 pp, 40 gp, 52 sp, 33 cp.

While in melee Jonyez will try to paralyze as many opponents as possible. He plans to imprison them in order to use them for sacrifices in place of the sacrifices that were lost.

Egarhz, Chlaghen, Amar, and Mordock, Medium Zombies: hp 18, 12, 6, 4. See the D&D Monster Manual page 191 for details.

Medium Skeletons (8): hp 10, 9, 8, 8, 7, 6, 6, 4.

CONCLUSION

With the defeat of Jonyez and his followers, the undead threat is over, and the PCs are hailed as great and mighty heroes. One of the newer, wealthier residents of the village will offer the PCs an acre of his land for house-building.

If Saryf the Quester is returned to the village alive, he will offer the PCs a rough map detailing the location of cities in the Young Kingdoms (this is essentially the same as the area map located on page 74 of the Kingdoms of Kalamar core source-book).

See the sidebar item "The Winding Road" on this page to tie the adventure "Sometimes They Come Back" to the "Temple of the Bronze Flame," which follows.

TEMPLE OF THE BRONZE FLAME

INTRODUCTION

The Temple of the Bronze Flame adventure is recommended for use with 3-5 characters of 3rd to 5th level, but is adaptable for use with more or less experienced PCs by boosting or lowering the strength of the foes described. The Dungeon Master should emphasize to the players that this adventure is unusual in that the wits and cleverness of the players are more important to survival than the level of the characters. The DM should read this adventure entirely at least once before play in order to ensure a smooth game. The following information is for the DM only.

By the time the player characters complete this adventure, they should be at 4th level or higher. As with the other adventures in this book, "Temple of the Bronze Flame" can be used stand-alone or as part of an ongoing campaign continuing in "A Foe in Need" and "The Hungry Undead."

Alternatively, the DM may use this adventure to integrate beginning or low level characters into an existing mid-range or higher level campaign. In the latter case, the DM may wish to allow up to 3-5 beginning or low level characters (1st to 3rd level), that successfully accomplish the goal of this adventure, multiple-level advancement. Thus, The Temple of the Bronze Flame may be used to allow such lower level characters to attain hero status by performing a single, extremely challenging quest.

BACKGROUND

This adventure begins in Dirasipidu, a small independent village in the Kalakopeli Forest near the Kingdom of Ek'Kasel. Dirasipidu, a village founded by members of the Assembly of Light, is known for always being brightly illuminated.

Typically a peaceful town due to its small size and location within the Kalokopeli Forest, Dirasipidu rarely sees troubles from a source other than from the Keepers of the Fire Corner, a local sect of the Assembly of the Four Corners, based near the borders of Norgra-Krangrel. A long-standing feud exists between the two priesthods in this area. Also present in the village is a small temple, with few followers, of the Parish of the Prolific Coin. Rumors have it that there are even a few Impostors dwelling among the people of this area.

In spite of its size, Dirasipidu is a regional mecca for worshippers of the Assembly of Light. A small library of ancient texts describing many famous battles with dark and chaotic forces as well as various rituals of the Assembly of Light is located within the village.

Clerics and followers of the Assembly of Light come from all over the Young Kingdoms to study in the halls of this library and visit this holy town where the sacred phoenix of Dirasip is kept in a special garden known as the Sunlight Grotto. The bird is said to grant wisdom to those who hear his voice. Unfortunately, recent events have made the trip a disappointment for many pilgrims.

The phoenix was stolen by Impostors (clerics of the Confuser of Ways) posing as Profiteers (clerics of the Parish of the Prolific Coin). The Impostors were hired by members of the Assembly of the Four Corners, whose Fire Corner cult has constructed a magical cage known as the *Cage of Lisar* in which a phoenix can be imprisoned. They hope to use the bird in arcane ceremonies from which they may learn the deepest secrets of the element of fire. Loyal followers of the Assembly of Light who were guarding the bird when it was taken said they saw no one enter the sacred grove. One moment the bird was living happily in the trees and the next, it was gone. The only clues found were a silver button and a torn piece of fine silk - incriminating the Parish of the Prolific coin or a rich merchant of some type. The followers of the Eternal Lantern are beside themselves with grief.

Knowing that powerful magic must be at work for the bird to have disappeared from their view so completely, the Order has decided to look for outside help in the matter. The Fire Corner temple, where they believe the bird is being held, is dangerously close to the border of Norgra Krangrel, an aggressive nation of Hobgoblins to the west.

ADVENTURE SYNOPSIS

The player characters will enter the village of Dirasipidu, where a festival is being held. The PCs will be contacted by Reven, a priest of the Eternal Lantern, and member of the Order of Light. Reven will direct the PCs to Gasif, who will hire the PCs

The Winding Road

This section provides plot ideas for the DM to use in order to lead his or her players from one adventure in this book to the next for use as part of an ongoing campaign.

1) Tiana, one of the prisoners rescued from the temple of the Harvester of Souls, claims to be the granddaughter of a wealthy merchant from Dirasipidu. She asks the PCs to return her safely, promising a large sum of gold.

2) The DM could choose to have Saryf the Quester die at the hands of Jonyez before his rescue by the heroes. The townsfolk would then ask the PCs to transport his body (or his most prized possession - the silver star he wears around his neck) to his brother in Dirasipidu. An additional possibility to tie the adventures together is to have Saryf's brother, Reven, be the priest in the Order of Light who meets the party and leads them into "The Temple of the Bronze Flame" adventure.

to retrieve the phoenix from the fire cult temple of the Mother of the Elements. Within the temple the PCs will face many puzzles and challenges before rescuing the phoenix. When they release the phoenix from its prison, they will receive their rewards and leads to their next adventure.

ADVENTURE HOOK

The Assembly of Light is hosting a festival in the village to honor one of its clerics who has been promoted to the rank of Lantern. Adventurers who wander into the village will be unable to ignore the celebration because it is large, loud and fragrant. The aroma of tantalizing delicacies has drawn many revelers who have been welcomed with plenty of food and drink.

The Order of Light is using the celebration not only to honor its cleric but also to recruit adventurers to help them recover their holy treasure.

As the PCs explore the festival, read:



Reven the Committed

The delicious aroma of freshly-baked bread and other treats arouses your senses. The streets of the city are crammed with revelers, making it very difficult to get around, but no one seems to mind. It is a festival day. A tall human woman smiles at you and beckons you to join in the festivities. She speaks in a soft melodious voice. "All are welcome to join in the light of our Golden Celebration."

Rows of vendors line the streets which converge into a circular courtyard where a juggler is tossing lit torches into the air. Nearby, a crowd has gathered around a troupe of performers from the Theatre of the Arts whose temple is found in Baneta. These entertainers are enacting a comedy at the moment, as witnessed by the crowd's laughter. Amongst the food and drink stands offering refreshments is a small booth where people are playing a dice game and having a drinking contest. Next to this booth is a fortune teller. In a nearby field, a spear-throwing contest is under way.

If the players choose, they can participate in one of the contests or have their fortunes read. It will cost them one copper piece for each activity.

Dice game: The game is simple. The patrons each have two six-sided dice. Anyone who rolls doubles wins something. Double ones win a free drink, double twos win a leg of lamb, double threes win a copper piece, double fours win a night's stay at the inn, double fives win a silver piece and double sixes wins two silver pieces.

Those who fail to roll doubles, however, must pay a penalty of their choice. They can give up one item which they have already won or a silver piece if they haven't won. They may also choose instead to let the jester presiding over the game to pour a drink over their head.

Fortune Teller: Players who choose to patronize the fortune teller's booth should roll a d20. Read the appropriate fortune to the player as determined by his or her dice roll:

- 1-2: *A great light will lead you along a new path.*
- 3-4: *A great treasure is within your grasp.*
- 5-6: *Your foot will slip, and your fall will be great.*
- 7-8: *Great honor is yours, along with great sorrow.*
- 9-10: *Grasping hands reach to take something precious from you.*
- 11-12: *You will be given a golden opportunity. Do not pass it up.*
- 13-14: *Death is stalking you.*
- 15-16: *You are standing on the brink of greatness.*
- 17-18: *Look for thorns in the roses that line your path.*
- 19-20: *You will be faced with the greatest challenge of your life, very soon.*

However the PCs choose to pass their time, Reven "The Committed" will eventually find them, introduce himself and offer them an opportunity. When you introduce the party to Reven, **display illustration 5 on IQ 3** and read:

Out of the corner of your eye, you see someone beckoning to you. On the steps of a nearby building, you see a middle-aged gentleman wearing a bright yellow cloak. He greets you with a cheerful "Hello" and asks if you are enjoying the festivities. He then introduces himself as "Reven the Committed, a Flame of the Eternal Lantern."

If the characters inquire about his title, "the Committed," he relates that it is his title, due to his persistent religious servitude in the Order of Light - the clergy of the Eternal Lantern. Reven will chat cordially with the party for some time before his demeanor changes and he becomes much more serious.

"I'm sure you have journeyed to the festival simply to enjoy yourselves, but there are more pressing matters at hand. If you seek adventure, crave riches, but most importantly, serve good, then meet our ranger friend, Gasif, at the temple at midnight." He points towards a nearby open-air temple. "Until then, enjoy the festival."

Reven "The Committed," male human Clr7: Medium Humanoid; HD 7d8; hp 32; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d8/crit x2, +1 heavy mace); SQ turn undead 5/day, spontaneous casting; AL LG; SV Fort +5, Ref +4, Will +8; Str 9, Dex 10, Con 11, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +10, Diplomacy +12, Heal +13, Knowledge (religion) +11; Brew Potion, Expertise, Lightning Reflexes, Scribe Scroll.

Spells Prepared (6/6/5/4/2): 0th – *create water, detect magic* (x2), *light, purify food and drink, resistance*; 1st – *command, comprehend languages, detect evil, endure elements*, sanctuary, summon monster I*; 2nd – *calm emotions, find traps, heat metal*, hold person, silence*; 3rd – *continual flame, dispel magic, remove disease, searing light**; 4th – *discern lies, fire shield**.

*Domain spell. Domains: Law (cast Law spells at +1 caster level); Sun (*greater turning* 1/day).

The temple is next to the field where the spear throwing tournament was held. It is an open-air temple with a half sun emblazoned on each of its columns.

If the players choose to come back at midnight, they will find their contact, Gasif the ranger. At that point, you should **display illustration 7 on IQ5** and read:

As you peer into the darkness, you see a cloaked human figure step from between two columns of this open-air temple. It carries a longbow in its left hand and, approaching you, draws back its hood with the other hand. "Greetings," he begins, "I am Gasif. Please, follow me into the woodline. We can talk there - away from prying eyes.

Gasif, male human Rgr5: Medium Humanoid; HD 5d10+10; hp 35; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14 [[+4 chain shirt, +4 Dex]]; Atk +9 melee (1d6/crit 18-20/x2, rapier) or +9 ranged (1d8/crit x3, longbow) or +7/+7 ranged (1d8/crit x3, longbow); SA Favored enemy (giants +2, dragons +1); AL LG; SV Fort +6, Ref +5, Will +1; Str 11, Dex 18, Con 15, Int 12, Wis 11, Cha 13.

Skills and Feats: Heal +8, Hide +11, Listen +8, Move Silently +11, Spot +8, Wilderness Lore +8; Track, Point Blank Shot, Rapid Shot, Weapon Finesse (rapier).

Possessions: Rapier, masterwork chain shirt, longbow, 20 arrows, 5 gp, 10 sp.

If the PCs follow him, read the following:

Warily, you follow Gasif into a small clearing where several horses are tied. Gasif halts abruptly and begins addressing you.

(If the party refuses to follow, Gasif will eventually talk out in the open, but continually darts his eyes about suspiciously. His words remain the same as below.)

"You have spoken to Reven, a priest of The Eternal Lantern, who begged for assistance. Obviously, by your presence here, you are interested in helping. I was sent as an escort, and to inform you of your task.

"A short while ago, the beloved phoenix of The Eternal Lantern was captured by Profiteers working for followers of the Mother of the Elements. Our agents have confirmed that they are now holding the phoenix in a hidden temple located to the west. For the moment, the entrance is lightly guarded. They apparently must believe their best defense is secrecy. Fortunately, our scouts have discovered the exact location of the temple and the time is right to strike. I am afraid we do not know what horrors lie within the shrine. It is said that the temple uses traps and tests to deter those who intrude while allowing easy passage for those favored. I pray that you have your wits about you.

"Our scouts tell us there will be four guards on watch

outside. Once we have dealt with them, I will keep watch outside for any further reinforcements. Your company should enter the temple and rescue the phoenix. At any rate, we must be gone by nightfall or risk being captured by the Assembly's masses. We call upon your sense of good, justice, and honor to accept this perilous task. Mounts have been provided for you."

If the party inquires about a reward, Gasif will respond as follows:

"You will choose your own reward. You may either receive 200 gold pieces each, or you may call upon the spellcasting abilities of the priests of the Order of Light three times at your discretion. You are allotted anything you can recover from the Temple to add to your payment."



Gasif the Ranger

If the party attempts to bargain with Gasif, he will increase the reward to one potion of *cure moderate wounds* (caster level 3rd) per party member and either 200 gp per party member or three spellcasting favors from the Order. Any further haggling will result in Gasif becoming stressed with these "petty trifles." He will state that he has no further authority to negotiate. At any rate, he will offer the potions of *cure moderate wounds* as payment up front, but the rest will have to wait until the mission is completed.

As you begin traveling toward the Temple, Gasif rides several hundred feet ahead of the party. He stops or changes routes occasionally, presumably to avoid potential dangers. A light drizzle begins as your company nears its destination. Gasif motions with his palm for you to stop and presses his index finger to his lips in a signal for silence.

In a hushed tone he speaks and points ahead, "We are approaching the guard posts. The guards should be just over this crest." He then dismounts and disappears into the woods toward the rolling hills beyond.

If the party follows, continue:

As you follow, you see Gasif stop and nestle himself behind a large fallen tree trunk. He then draws his bow.

Creatures (EL 3). If the PCs choose to engage in the conflict, they may. If not, Gasif will continue firing arrows at the guards until they are all incapacitated or slain (or until he has fired all of his arrows). The players have the advantage of surprise. **Refer to the map on page IQ14 for reference.**

Guards, human Ftr1 (4): Medium Humanoids; HD 1d10+1; hp 10 each, Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 [[+5 chainmail, +1 Dex]]; Atk +4 melee (1d8+2/crit x3, longspear) or

+2 ranged (1d8/crit 19-20/ x2, light crossbow); Face/Reach 5 ft. by 5 ft./ 10 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 14, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and feats: Ride +5, Spot +1; Cleave, Power Attack, Weapon Focus (longspear).

Possessions: Chainmail, longspear, light crossbows, 10

bolts, 1 sp.

Gasif will carefully select a firing position which offers him the benefit of 3/4ths cover (+7 AC, +3 Reflex saves). Only then will he commence shooting. The guards will be at a severe disadvantage returning fire despite there being four of them. They will not charge into the woodline for fear of being ambushed nor will they desert their posts and retreat into the Temple for at least three rounds. They will coordinate their shots at a single target (preferably one more exposed, such as a player character) and not relent until it drops. If the PCs choose not to engage in the firefight, Gasif may not be able to slay all four guards before they retreat into the Temple and raise the alarm. Should this occur, his attitude toward the PCs will be very cool, albeit still professional, thereafter.

THE TEMPLE

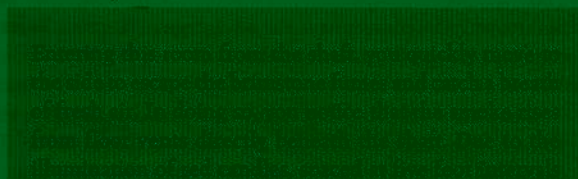
The temple is located entirely below ground (see maps on the inside front cover and page IQ14). The passages and rooms are commonly 15 feet high. Unless otherwise noted, the walls and ceilings are covered in a white wax and red candles evenly spaced along the wall every five feet light the way. The DC to find the secret doors is 20 unless otherwise noted. There are no random encounters within the temple.

1. Temple Entrance



The brimstone cloud obscures vision into the 30 foot deep shaft descending from the entrance. (The letter A on the terrain map corresponds to the identical letter on the Temple map.) A rope hangs down the lip of the pit. PCs climbing down soon find themselves weakened by the intense stench of brimstone and must make a Constitution check (DC 16, or DC 12 if the player states the character is holding his breath) to avoid falling and sustaining 3d6 points of damage.

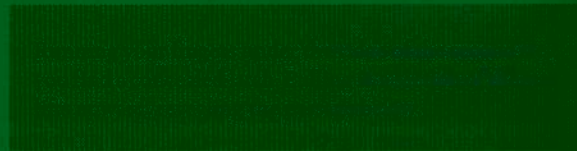
2. Entrance Landing



along the walls, you have no trouble discerning the 50-foot long by 30-foot wide, wax covered chamber you find yourselves in. To the north, steps lead up some 10 feet to another similar chamber where two towering 12-foot iron figures loom in the warm glow of the candles.

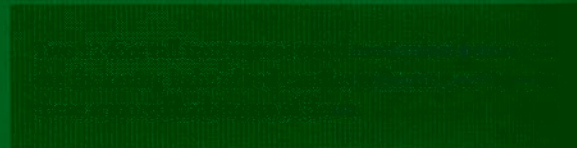
2a. Secret Crawl Space

In order for the characters to bypass the iron golems, they must locate the secret crawlspace. If the DM wishes to make life easier for the heroes, he may choose to give the PCs a reason to search the stairs (creaking floorboards, a boot catching on a rough edge, etc.). If the characters make a successful Search check (DC 15), read the following:



This passage is unlocked so that the guards can enter and alert the Bronze Flame, the high priest of the Fire Corner, to trouble beyond their capacity to handle.

3. Guardroom



Creatures (EL 8). These lesser iron golems remain still until the room is actually entered. At such time they will move to attack, first breathing poisonous gas, then engaging.

Lesser Iron Golem: Large Construct, HD 9d10; hp 40; Init -1; Spd 20 ft. (can't run); AC 16, touch 8, flat-footed 16 [-1 size, 4 Dex, +8 natural]; Atk +12/+7 melee (slam 2d6+6); Face/Reach 5 ft. by 5 ft./10 ft.; SA breath weapon; SQ construct, damage reduction 20/+1, rust vulnerability; AL N; SV Fort +3, Ref +2, Will +0; Str 22, Dex 8, Con -, Int -, Wis 11, Cha 1.

Breath Weapon (Su): First or second round of combat - cloud of poisonous gas, 10-foot cube directly in front of the golem, lasting 1 round, free action every 2d4+3 rounds, Fortitude save (DC 14), initial damage 1d3 temporary Constitution, secondary damage death.

Rust Vulnerability (Ex): An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

If the players take time to look carefully around the area (Search DC 15), they may notice a loose panel along the left wall, about 10 feet down. This panel, if opened, will reveal a suit of *red dragon-hide armor* which protects wearers against flame. Keepers of the Fire Corner are known for their expertise in creating such armor. See the Appendix for details of this item.

4. Altar Room



of this 40 foot square wax-covered chamber. Wax coated candlelit corridors can be seen to both your right and left.

The only unusual feature in this room is the bloodstone altar. If it is searched, a small drawer will be found midway up the right side of the slab. The Codex of Flame is within, the bible of the cult, and is written in flowing golden amber script.

A loose piece of parchment has obviously been inserted within the book. Written on it is a mantra which states (in Kalamaran):

"Blessed is the flame
Entwine me
Blessed is the flesh
Consume me
I welcome the flames
I welcome the flames"

The scroll pertains to the sculpture in area 12 but the characters will have to surmise this for themselves, as no additional clues are given.

The Codex of Flame is of great importance to the cult and if stolen cult members will relentlessly hunt the thieves until the volume is recovered.

The altar is on rollers and thus can be moved around quite easily. One wheel, however, rests on a small pressure plate (Search DC 5). Moving the wheel off the pressure plate will alert the Bronze Flame in area 11. He will then await the party's arrival in area 7. The altar must be moved to open and enter the secret door behind. Rotating the altar while keeping one wheel on the pressure plate will circumvent the alarm.

5. The Wax Museum

Display illustration 8 on IQ5 and read:

As you descend the steps, you notice the passage beyond contains many wax statuettes of adventurers, varying in class. Fighters, rogues, clerics, and wizards all strike poses in the dim candlelight.

This is more of a trophy room than a museum. All the adventurers slain within the temple have had their likeness sculpted as small wax figures and now stand as testament to the demise awaiting desecraters. The wax sculptures themselves are not of particularly good quality and will fetch a mere silver piece each if sold, but they must be carefully transported to avoid damage. Each sculpture weighs 2 pounds.

6. The Cold Door

The secret panel gives way to reveal a dark, unlit, cold stone passage 20 feet wide by 50 feet long. A set of finely crafted double doors stands majestically at the far end of the hall.

The doors are appear to be made of a strange blue metal. If touched, they feel cold and a small red heat spot will temporarily appear on the surface. The doors will also make a low humming sound as if they are trying to open themselves. The only way to open these doors is to set them aflame with oil or a similar heat source. Once heated, a peculiar humming sound will be heard (alerting the temple's caretaker if he hasn't already been warned by the pressure plate in area 4) and 30 seconds later the doors swing slowly inward.

7. The Bronze Flame

The double doors slowly swing open to reveal a large stone chamber 40 feet wide by 80 feet long, brightly lit by torches. Some 20 feet away, attached to a raised platform by means of a swivel, rests a loaded crossbow. Stone steps lead to the next 40 feet of the chamber, a round platform, raised several feet. The northern wall is actually a semi-circle of mirrors, twenty or so images of a red cloaked figure are reflected therein. The cloaked figure stands grinning with hands held high above his head, a golden ring gleaming brightly on one of his hands. His face turns sour as he begins to speak (in the Kalamaran Tongue) through his thick, red beard.

"You have come to the temple without invitation, O desecraters of the Bronze Flame. Now you must play with fire, and pray that your own flame is not snuffed out. I will graciously allow you one chance to kill me, after which you shall all die. You have one candlestick's time to fire a shot from my crossbow. Perform any other actions and I shall slay you outright."

Creature (EL 6). The cloaked figure is known only as the Bronze Flame. He is the current caretaker of the temple (and the only permanent resident), as well as the sculptor of the wax statues in area 5. He is also quite mad. He invented this test of fire after receiving what he calls "divine inspiration", and considers it a religious rite to test his faith and to pass judgment on others. He is quite secure with the test as it has never failed him.

Bronze Flame, male human Clr6: Medium Humanoid; HD 6d8; hp 20; Init +1; Spd 30 ft.; AC 11; touch 11, flat-footed 10 [[+1 Dex]]; SQ turn undead 4/day; AL N; SV Fort +5, Ref +5, Will +10; Str 7, Dex 13, Con 11, Int 14, Wis 17, Cha 5.

Skills and feats: Craft (sculpture) +11, Concentration +9, Knowledge (arcana) +11, Knowledge (religion) +13, Spellcraft +11; Extra Turning, Iron Will, Lightning Reflexes, Skill Focus (Knowledge-religion).

Spells Prepared: None.

Possessions: ring of spell storing containing fireball (x2); wall of fire.

The Bronze Flame's mental disturbance prevents him from preparing any spells. However his deity specially favors him and



The Wax Museum

She has deigned to recharge the ring as needed in lieu of granting him spells.

After reading the room description to the players, give them one minute to state which character (if any) is firing the crossbow. That character has only a 1 in 20 chance to determine which is the real Bronze Flame, and which are the reflections. Thus any character firing the crossbow must roll a natural 20 to hit the Bronze Flame.

If the player states that his character searches out the one figure with the ring on the opposite hand, then the character may automatically hit the Bronze Flame. The hit will be likely to kill him [the crossbow is loaded with a *+5 greater bolt of human slaying*], provided the PC does not roll a 1 on the attack roll. If the characters perform any other actions the Bronze Flame will attack.

If the Bronze Flame is still alive after the crossbow shot (or if the PCs take any actions besides firing the crossbow), he calls upon the powers of his *ring of spell storing* and traps the party within a *wall of fire*. He will then bombard the party with two fireballs. His *ring of spell storing* is enchanted with the command word *akiror* ["torch" in Ancient Kalamaran], a command word that will likely die with him.

8. Treasure Vault

A secret door leads to this treasure room - a door which may only be found if the mirror hiding it is broken.

The secret panel slides to one side to reveal a small, unlit circular room. A wooden table stands alone, its top laden with treasure.

The table contains: 1,000 cp; a potion of *protection from elements* (fire); a potion of *fire breath*; a potion of *cure serious wounds* (caster level 5th); and *+1 flame tongue* (flaming burst longsword).



The Grand Incinerator

9. The Workshop

Nine vats filled with a viscous substance are spread across the room. Upon a 15 foot long table rests wicks, dyes, and instruments for sculpting. This room appears to be where the wax is stored that makes up many of the temple's features.

10. Storage Room

Brooms, torches, feather dusters, mops, wicks, wax, dyes, oil, rope, a tinder box, flasks of water, rations, candles, and sacks are all stored here.

This room contains mundane items for temple upkeep.

11. The Chamber of the Bronze Flame

This normal bedchamber appears to be nothing more than the room of the temple's caretaker. There is a single bed against the north wall, a modest dining table, and a wardrobe (which has been left open) containing four red robes.

12. The Sculpture

This chamber is hewn from natural rock, and the floor is tiled with bloodstone. It is dimly lit only by the illumination of the candles from the area to the north. A sculpture of a column of flame is cast in bronze.

The bronze sculpture rests against a secret door to the east (Search DC 10), but it is hollow and may be moved easily to reveal the door to the characters.

If detected for, the sculpture radiates a faint *dweomer*. If one touches the statue while chanting the mantra found in the *Codex of Flame* in room 4, a powerful magic will be invoked. An individual performing this ceremony must make either a Wisdom check or a Knowledge (religion) check (DC 15). If the check is successful, the next time the character is struck by magical flame, he will automatically save for half damage, and each damage die shall be further reduced by two, one still being the minimum. If the character misses the Wisdom check, the next time he is struck by magical fire, he will take maximum damage, no save allowed. This protection or affliction concerning magical fire will only be of use once. This does not affect natural fire, nor fire from the Elemental Plane of Fire. In any event, the powers of the sculpture work only once for each character (whether for weal or for woe).

13. The Wrath of The Grand Incinerator

The secret door gives way to reveal a large unlit room. A bronze key hangs from the ceiling by a thin copper wire.

If anyone other than the Bronze Flame touches the key a *programmed image* of the Grand Incinerator appears. The *programmed image* has been put in place to guard the key until such time as the high priest makes his way to the area and wishes to take possession of the phoenix. If the key is moved in any manner, **display illustration 9 on IQ 6** and read:

Thunder booms, lightning cracks and the stench of brimstone fills the air. A huge fire elemental appears before you. It announces itself as The Grand Incinerator. You shudder in fear as its blood red eyes sear through you, into your helpless soul. Imminent death crackles at its fingertips.

At this point, give the characters a chance to react. If anyone is wise enough to ask, the "Grand Incinerator" spoke in Merchant's Tongue (a clue that it is really an illusion - a deity would communicate telepathically). Characters must make a Will save (DC 15) or become frightened (as per the D&D DMG

page 76). Speaking or striking at the illusion will cause it to return a believable response. After one round has passed and if any characters are still in the area, read the following passage:

The Grand Incinerator calmly announces the method of your destruction: "Those who toy with the flame are sure to be burned." With a wave of its hand, the god sends forth a shower of flame that incinerates you.

Any PCs who have not fled find that the flames are illusory and do no damage. After the attack, the illusion vanishes.

The bronze key is both a false key and a real key. It is not a key in the physical sense. However, if examined closely, a tiny word ("moderef") inscribed in Kalamaran will be found. This is the command word to open the *Cage of Lisar* (see area 18).

14. Scroll of Paths.

In the center of this round stone chamber stands a circular pedestal made of polished wood. Upon it lies a ceremonial chalice of bronze.

The bronze chalice is not magical but still worth 50 gp. Under the chalice is a scrap of paper with words scribbled on it in Merchant's Tongue. The note was left by an adventurer who tried unsuccessfully to save the phoenix. He was clever enough to use *gaseous form* to pass this far, but was blasted by the eye of flame in area 16. Before he died however, he managed to crawl back to this room and scribble out a note to aid others whom, he hoped, would follow in his footsteps. Unfortunately the best his delirious, dying mind could do was rather cryptic.

The note states (in Merchant's Tongue): Seek not the Cat's Eye, nor the Path of the Worm.

The "Cat's Eye" refers to the portal emitting green light in area 15. The "Path of the Worm" speaks of the tunnel leading east from area 17. Characters would do well to heed these warnings as they will likely die entering either of said areas.

15. Chamber of Choices

This 30 foot square stone chamber is lit by a single torch in the middle of the far wall, and by two circular portals on the floor. The western portal sheds a green light, and the eastern portal sheds a red light. Directly across the chamber, a single torch lights the room. Below the torch is a stone shelf extending from the wall, inscribed with a message. Upon the shelf, just under the torch, lies a single red rose.

The message reads in Kalamaran: Ada e Hisorisi Geful an Is e Tabididip ki Gibulidikal [Palm the Red Flower or Suffer the Fate of Ashes].

The portals to areas 16 and 17 are marked as B and C on the map. Any PC stepping on the portals is instantly transported to the corresponding portal in areas 16 and 17. These portals work the same way from either location.

If the stone shelf is examined (Search DC 5), a catch will be found on its underside, and if pulled, a scroll will fall out. If the DM wishes to give the PCs a reason to examine the shelf, he may stress that the carving (the message) is unusual due to the way the characters stretch off the face of the shelf.

The scroll states (in Merchant's Tongue): Seek ye the Child of Flame not the Child of Earth.

The inscription on the stone shelf tells those to pick (or choose) the red flower (which is another name for flame), or suffer the fate of ashes. Those who solve the riddle will choose the torch on the wall over the red rose. In any event, if the rose is moved it will emit a poisonous fragrance similar to ungod dust, affecting everyone in the room.

Poison Gas Trap (EL 4): no attack roll necessary (inhaled; DC 15; Initial 1 temporary Cha damage; Secondary 1d6 temporary Cha damage + 1 permanent Cha drain).

The torch appears normal but if a spellcaster employs detect magic, it will emit a faint dweomer of uncertain school.

Note: DMs who wish to make this test a little harder can change the scroll to state: Seek ye the False Name or Perish, and is followed by the numbers 10, 12, 16, 17, 18. If interpreted correctly by the players, the numbers written on the scroll correspond to the 10th, 12th, 16th, 17th and 18th letters of the message on that scroll. These letters spell out F L A M E, which is the false name of the red flower.

16. The Eyes of the Temple

You find yourself in a large room, glowing eerily with a soft green light. This 20 foot by 60 foot stone chamber is sectioned off into three levels, each connected by a set of wooden steps. To the north, almost at the end of the chamber what appears to be a great wooden throne, its intricately carved back facing you.

This room is the "cat's eye" that the characters should have been warned against if they found the message in area 14. As the first set of steps are crossed, read the following to the players:

The steps creak violently and the noise carries throughout the chamber. The throne spins to face you and sitting upon it is a hooded figure robed in black. It throws back its hood to reveal a decayed skull with a red gem gleaming from its left eye socket and a black gem from its right. The skeletal figure laughs wickedly as a ball of flame shoots forth from the red gem and engulfs the party.

Creature (EL 9). The *fireball*, shot by the eye of fear and flame, is very potent (10d6) and should destroy most low-level characters. If others are still alive, the eye of fear and flame will not seek to engage in melee, but will hide behind his throne and attack with *fireball* and *fear* spells. If forced into a melee situation, the eye of fear and flame will escape by turning ethereal.

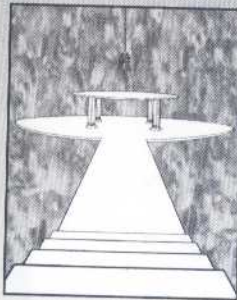
Eye of Fear and Flame: Medium Outsider (Chaotic, Evil); HD 12d8; hp 64; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17 [+1 Dex, +7 natural]; Atk nil; SA spell-like abilities; SQ spell reflection; AL CE; SV Fort +8, Ref +9, Will +12; Str 11, Dex 13, Con 11, Int 15, Wis 15, Cha 10.

Skills and feats: Concentration +15, Hide +16, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +19, Search +17, Spellcraft +17, Spot +19; Alertness, Improved Initiative, Iron Will.

Spell-like Abilities: at will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *etheral jaunt*, 1/round- *fear*; 1/3 rounds- *fireball*. These abilities are treated as spells cast by a 12th-level sorcerer.

Spell Reflection (Su): If *blindness* or *power word; blind* is cast on an eye of fear and flame, the spell affects its caster instead.

Possessions: The eye has no treasure, but the gems in its eye sockets are worth 2000 gp each. They do not have any magical properties once removed.



The Cage

17. The Gate Room.

This area, seemingly cut from igneous rock, was shaped to resemble a flaming torch. The northern walls are dripping with lava and the room is, understandably, swelteringly hot. A small passage leads to the east and a steaming bed of coals stretches from the center of the room to an archway on the northern wall. The archway swirls in a blaze of magnificently bright colors. These hues of red, orange, blue, white, and green dance across the chamber in a kaleidoscope of patterns. The beauty of this chamber is almost hypnotic.

The lava walls within the torch shape (outlined on the map), will inflict 4d10 points of fire damage per round to an unprotected creature coming into contact with them. Walking the bed of coals requires a Dexterity check (DC 15), those failing suffer 1d4 points of damage (1d2 if hard boots are worn). The archway of spiraling colors is actually a gate to the Elemental Plane of Fire (area 18).

17a. The Path of the Worm

The earthen path to the east quickly diminishes to a mere crawl space, just large enough for an armored character to move along on his hands and knees.

Creature (EL 12). The characters should have been forewarned not to enter this tunnel. Any creature traveling 40 feet into the tunnel will activate a magic mouth, which speaks no discernible language but instead emits a high frequency pitch. This summons a crimson worm which will arrive in 1d10

rounds. A kind DM may describe the rumbling tunnel and the sound of something large approaching. If the characters begin moving out of the tunnel at the sound of the pitch, their chance of crawling out in time is 10% for each round it takes for the crimson worm to arrive. Any character still within the "path of the worm" when the crimson worm arrives will most likely be swallowed whole and die. The worm will not enter the Gate Room as the unpleasant heat dissuades its advance.

Crimson Worm: Huge Beast (30 ft long); HD 19d12+90; hp 217; Init +2 (Dex); Spd 20 ft., burrow 20 ft.; AC 28 (-2 size, +2 Dex, +18 natural), touch +0, flat-footed 26 [-2 size, +18 natural]; SA +25 melee (2d8+8, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Improved Grab, Swallow Whole; SQ Regeneration (Ex) 10; SR 5; AL Always neutral; SV Fort +16, Ref +12, Will +14; Str 30, Dex 15, Con 22, Int 6, Wis 10, Cha 3.

18. The Cage.

If the party has passed beyond the archway without the torch from area 15, read the following passage. Otherwise, skip ahead and read the second passage.

Display illustration 10 on IQ6 and read:

You enter the archway to find yourself in the midst of a fiery world, standing amid multi-colored flames on a platform of brass. Some 20 feet away, down a flight of steps, is a large metallic dais. Upon it rest four smaller platforms and upon each, in the center, sits yet another. Above the center dais, suspended by a heavy chain, hangs a small cage containing a miniature 6 inch tall phoenix.

Even as you take in these sights, the flames engulf your body, the infernal atmosphere sucks the very breath from your lungs. Your possessions ignite around you, adding to the pain. Dropping to the ground in horror, you watch the flesh begin to melt from your body. You attempt to scream in agony, but in this final moment of your life, all that can be mustered is a single whisper of misery. Your corpse is soon scorched to a pile of cinders and blown away. You have suffered the Fate of Ashes.

If the players demand damage rolls, the Dungeon Master may amuse himself as follows:

- All characters suffer 4d10 points of fire damage.
- All characters must make a Fortitude save (DC 20) or die immediately.
- Any items carried of paper, clothing, wood, etc. bursts into flame doing 1d6 points of damage.
- Each torch carried flares up, doing 1d6 points of damage.
- Each flask of oil carried bursts into flame doing 2d6 points of damage.
- All characters suffer 1d4 points of damage from breathing scaldingly hot air.
- All characters carrying metal or wearing metal suffer 2d4 points of damage and disability of body parts in contact with the metal.

Any character still alive after the first round may leave this plane through the archway they entered (though they still face possible damage from the bed of coals in area 17). Also, if they

were carrying any oil, they will burn for 1d6 points of damage per flask on the second round.

If the party has passed beyond the archway with the torch from area 15, read the following passage:

You enter the archway to find yourself in the midst of a fiery world, standing amid multi-colored flames on a platform of brass. Some 20 feet away, down a flight of steps, is a large metallic dais. Upon it rest four smaller platforms, and upon each, in the center, sits yet another platform. Above the center dais, suspended by a heavy chain, hangs a small cage containing a miniature 6 inch tall phoenix. As the flames shoot around you, you feel the infernal atmosphere begin to suck at your lungs.

Suddenly, the torch you took from the temple flares brightly, creating a 60 ft. diameter globe of deep blue light. Within this area the temperature is kept at a mild clime and the air is healthy to breathe. The hostile world swirls around the globe, but for now, you are safe.

The magic torch completely protects the characters from the harsh clime of the elemental plane of fire, even providing suitable air. It has no duration, but does not protect against normal fire on the prime material plane, nor magic fire on any plane.

The wire prison is a *Cage of Lisar*. It is suspended by a chain (the far end disappearing into flames), which is enchanted (Hardness 10; damage reduction 30/+3; hp 30). The *Cage of Lisar* has no keyhole, is immune to physical and magical attacks, hinders all magics from entering or exiting its confines and stifles all magical properties of the creature trapped within. The cage can only be opened if the command word, *moderef*, is spoken aloud within 10 feet. The phoenix cannot communicate with the characters while imprisoned due to the hindrance of its telepathy. The *Cage of Lisar* and the phoenix within cannot be physically harmed by the characters. If one speaks the proper command word, thus opening the cage, read the following passage.

The cage door swings open, and the phoenix hurriedly darts out. In a blaze of glory it expands to its full size, a wingspan of 12 feet. Its beak, talons, and eyes are rubies set against bright red feathers, creating an exotic beauty - a sight that you will treasure forever. Its thoughts touch your mind as you stand marveling at this wondrous creature.

"I thank each of you for risking your only life for one who has so many. You have made powerful enemies. You have thwarted the plans of the Grand Incinerator, and have deprived the Impostors, who were posing as Profiteers, of a victory, and of their reward. But know now that you have made powerful allies as well. Step forth, each of you, and take a feather from my plumage. By the light of The Eternal Lantern, and from your own courage and cunning, you will now become the great heroes you wish to be."

After each character takes a feather, the phoenix will begin to glow intensely, now able to call upon the power of The Eternal Lantern. As the flaming bird grows brighter and brighter, each feather begins shimmering with a similar energy. With a flash, the phoenix disappears and the energy is transferred from the feathers to the characters. Each character will then gain a permanent +1 to their Wisdom ability.

If a character is so foolish as to attack the phoenix, the creature will grab the magic torch in its talons, and fly off into the flames. The characters will then be susceptible to the ravaging effects of the Elemental Plane of Fire.

CONCLUSION

The PCs should have no problem escaping the temple and returning to town with Gasif (who has been busy fighting a few Keepers of the Fire Corner, who were on their way to view the phoenix). There they will meet with Reven and others of his order. With the phoenix feathers as proof of their accomplishment, the party should have no problem collecting its due reward. Reven will offer each character an additional 100 gp for his or her phoenix feather.

The Order of Light will begin a holy war against the Parish of the Prolific Coin and drive them from the community (an unintended consequence of this action being a collapse of Dirasipidu's economy) unless the characters intervene with the truth. The players can intervene on behalf of the Parish by simply informing the Order of Light that the phoenix spoke of the Impostor's involvement. If the Parish learns of this fact, the Parish will reward the party. They will do this by appraising any items of value the party has retrieved free of charge and giving the party 30% off of anything they purchase in town from a shop controlled by the Parish. The Parish directly runs or influences 75% of all commercial establishments in Dirasipidu.

If the PCs claim to have released the phoenix, but have not, members of the Order of Light will ask for proof. When PCs cannot produce a feather, the clerics will send them on their way without payment. In the case of violence, the Dungeon Master should take steps necessary for the clerics of the Order of Light to easily dispatch troublesome characters. Keep in mind that Gasif will fight to protect his superiors.

If the characters decide to return to the temple at a later date in an attempt to retrieve other items, they will find the temple abandoned and devoid of magic.

Note: Calling on the spellcasting abilities of the Clerics of the Order of Light: Should the PCs opt for this as their reward for aiding Reven and the Dirasipidu Assembly of Light, they will be granted three spellcastings at no charge. These may be granted in

The Winding Road

This section provides plot ideas for the DM to use in order to lead his or her players from one adventure in this book to the next, for use as part of an ongoing campaign.

1) As the phoenix disappears, the PCs hear its voice fading away: "Thirst of blood and breath of flame. For centuries gone no one speaks his name. Go to DuKem'p and you will see, the fate of many hangs on thee." Anyone in Dirasipidu asked about "DuKem'p" will immediately mention the DuKem'p swamp in Korak. If told, the Order of Light will remark to the PCs that it is a holy quest which should be undertaken at all costs.

2) The Order of Light have been raising a male lizardfolk hatchling, found on their altar late one night almost a decade ago. The discovery was kept secret, and the child, Jaresh'ka, was raised in solitude, following the ways of the Eternal Lantern. Recently, the child's existence has been discovered and some townspeople have threatened its life. The Order feels that he should be taken to the DuKem'p swamp and raised with his own kind, and hires the PCs as a protective escort for the child.

any Assembly of Light in Tellene but are limited to non-beneficial spells which do not adversely affect the caster (e.g. spells with an XP component). There is, however, no time limit as to when this option must be exercised. If the PCs request a spell more potent than 4th level (e.g. *raise dead*), Reven will suggest they travel to a larger city, such as Korem or Bet Kasel, since he is unable to fulfill their request.

See the sidebar item "The Winding Road" on the previous page to tie together the adventure "Temple of the Bronze Flame" to "A Foe In Need", which follows.

A FOE IN NEED

PRELUDE

He couldn't believe it. After all the years he had spent planning, all his hard work, and now here they were. Those reeking, meddlesome mages, trying to stop him.

The vampire roared in rage, his huge teeth flashing in the moonlight. They were going to pay, and pay dearly. He would not be defeated, not now, not after all this time.

His minions rushed the men-at-arms and their puny mage leaders, as they stood there, conjuring his defeat. Ynene himself leapt upon several, taking great delight in crushing the life from them, hearing their bones crack, feeling their lives draining down his body into the street.

Several fell at his feet, and as he looked around, he could see other lifeless bodies littering the ground. Confidently, he continued his incantation. He was going to have his victory.

To his shock, however, the mages who remained refused to budge. He was sure they would flee in terror when they saw their troops fall. But there they stood, opposing him without fear. And every second they remained, he could feel the power of their magic growing.

Now it was Ynene who was starting to know fear. It was as if every element on Tellene was coming together to oppose him. Suddenly, before he even had a chance to scream, he felt himself being ripped from existence. And yet, he was aware of himself. Indeed, he WAS somewhere. But where?

INTRODUCTION

This adventure is designed for a group of 4-6 PCs of 5th to 7th level who have at least a few magic items. A majority of good-aligned characters would be ideal. By the time the PCs complete this adventure, they should have reached 6th level or higher. This adventure can be used stand-alone or as a tie-in to the next adventure, "The Hungry Undead."

This is a complex adventure with adversaries who are quite powerful, and a thinking party who plans ahead will have a

much better chance of survival than one that simply runs in hacking and slashing.

BACKGROUND

Centuries before Mewzhano left the Miznoh Forest (see Index/Glossary of Terms), a dissatisfied mage of northern Svimohzia followed a path that many others would someday take. Leaving the east in -350 IR (-539 CM), the wizard Ynene took his loyal servitors and traveled west in search of a land to make his own. He and his men fought off the humanoids of the mountains and finally came to a small village deep in the Krimppatu Mountains called Voshkavinn by its hobgoblin inhabitants. Ynene and his vassals fell upon the village and took it as their own.

After ruling over the already corrupt town for more than a decade, and seeing it grow only slightly, Ynene knew he would never live long enough to build his empire. Summoning up evil forces, the wizard sold what little was left of his soul to Zazimash, Lord of the Underworld, for the secret of immortality and gained it: he was changed into a vampire.

Though becoming a vampire was not what Ynene had expected, it suited his purposes. Now immortal, the evil thing he had become lived for another 447 years in command of Voshkavinn.

In 96 IR (-93 CM), Ynene decided he no longer wanted his ghoulish immortality; he wanted to be a living man once again. He had found that even immortality has its limitations. For the next 12 years he and his minions searched for the proper spells and combinations it would take to reverse his horrible condition. He spent the entire year of 109 IR (-80 CM) bringing the proper components and unguents together in preparation for the casting of the spell on midsummer night of the following year. One hundred virgin captives had been gathered to await a terrible fate, as part of the ritual that would bring Ynene mortality once again.

If the ritual was completed, Ynene would prove to be an even greater power as a mortal than as a vampire. He would retain all of his vampiric abilities, except for his immortality and thirst for blood, and he would gain the ability to move about in the sunlight. His evil activity would know no bounds.

In order to perform the ritual which would bring him back into the world of the living, Ynene would need to sacrifice 100 young virgin maidens. They would serve as a sacrifice to Zazimash and replace him in the eternal realm, as vampires in their own right, unleashing terrible evil all across the face of Tellene.

During Ynene's reign he made many bitter enemies, some of which waited years for a chance at revenge. Cluo had been bested and embarrassed by Ynene, but he had managed to escape Ynene's domain with his life. Cluo spent the next several decades searching for a way to exact vengeance on Ynene. When Cluo became aware of Ynene's ritual and corresponding preparations, he recognized his opportunity.

Cluo gathered three of his associates, bound together by their hatred of Ynene. They hoped that, with their combined power, they could thwart him from accomplishing his horrible goal and perhaps even defeat him forever.

On midsummer's night, Ynene began to cast his evil spell. However, Cluo, his allies and their apprentices, followers and hirelings had been hard at work in the year Ynene had spent in

Downfall of the Old River Road

During the great war with the hobgoblins of Norga-Krangel, the Generals of Korak neglected the road. Soldiers, badly needed in battle, could no longer be spared to patrol and maintain the road. Along some stretches of the road the paving stones have even been scavenged and carted off as far as Kasebapido (see the Kingdoms of Kalamar Core Sourcebook page 74, or the Sourcebook Maps) to be used in building defense works.

In 422 IR during the 'Great Flood' the Banader River swelled beyond its banks and swept away dozens of bridges and causeways along the road. Since the flood, Korak has chosen to concentrate its engineering efforts on fortifications against a perceived hobgoblin invasion threat. Because the Koraki generals have been reluctant to spare valuable manpower to make repairs or further maintain the road, it has fallen into disuse.

preparation. They had secretly gathered other powerful wizards that had reason to hate Y'nene.

Voshkavinn was laid siege to and the ceremony interrupted, as a terrible battle ensued. Y'nene and his minions fell viscerously upon Cluo's army.

But the wizards were persistent. Eventually, even though at least half their allies fell in battle, the small cabal of spellcasters gained the upper hand. They had gathered enough power to destroy Y'nene forever.

As the destruction of the vampire was imminent, Cluo realized the ultimate revenge was now at hand. Rather than destroy Y'nene, he would keep him locked away, in a place where only Cluo could have access to him. Cluo could be Y'nene's captor, and when he died his secret would die with him, leaving Y'nene trapped in limbo for eternity. It was far, far better than complete destruction. Indeed, Cluo would enjoy this victory each day he lived.

With powerful magic, the wizards transported Y'nene to a remote keep that Cluo had built years before exploring in Svimohzia. There, they cast him between the ticks of the clock, the prison known as eternity. The spell which could free him was locked away, in the formidable tower of the castle, where powerful magic kept it safe from prying eyes. Only Cluo knew how to release Y'nene; knowledge with which Cluo planned to die, leaving Y'nene imprisoned for eternity.

The city of Voshkavinn was destroyed, its homes and businesses flattened, its inhabitants decimated and its fields seeded with salt.

The women who had been held captive to be sacrificed for Y'nene's purposes were freed. Once their minds had been freed from the vampire's control, they lost all memory of what had happened to them.

In time Cluo would pass on. Now, almost 450 years later, the memory of Y'nene and his evil have faded from history.

Recently, someone has been inquiring into the mysteries of the past. One mage seeks answers to riddles that perhaps should remain unanswered. His name is Pohl.

Pohl, a dark-haired and most attractive Svimohzish man, is a wizard with one lust in life: immortality. Like most wizards (it seems) he simply wants to live forever. For ten of his 38 years, he has searched for the answer to the riddle of eternal life.

Finally, after years of fruitless effort, he found an obscure reference to the *Gateway of Immortality* amid the dusty scrolls of the College of Magic. The scrolls were rat-eaten, moldy, and barely legible, but Pohl was able to translate (inaccurately) that a unique, long-forgotten spell of immortality did exist. According to his translation, it would open a gate which would imbue the caster with immortality. But he still needed to find a copy of the spell itself.

His searches led him to many places, some less than savory. He eventually found his way to the dreary DuKem'p Swamp, where an ancient keep supposedly housed the one book that contained the coveted spell. Hiring a party of adventurers to help him find the keep and destroy any guardians, Pohl went into the swamp.

There was but one guardian which stood in their way. Unfortunately, that guardian was a black dragon!

The dragon destroyed the adventuring party and horribly maimed the wizard, almost costing him his life. He barely made it to a small village of lizardfolk that lay in the dragon's territory. After the lizardfolk nursed him back to life, Pohl managed to charm the village's leader with magic and promises of destroying

the dragon. Now he hopes to find others to distract the dragon while he gains the spell.

But what he doesn't know is that the spell does not grant immortality itself, but opens a gateway to a small space where time does not pass and Y'nene is trapped. Now, with the players' help, he is about to find out.

ADVENTURE SYNOPSIS

The adventure primarily takes place in a keep located deep within the treacherous DuKem'p Swamp in Korak, in the swamp itself, and also on the rarely-traveled Old River Road between Korem (the capital city) and Daresido.

The PCs will be asked to solve the mystery of the disappearances along the Old River Road. As they search the DuKem'p swamp for clues, they will encounter a young girl named Aline, who will show the heroes where the disappearances occurred. When the PCs reach that area, they will encounter a group of lizardfolk accompanied by Pohl, a male human wizard. Pohl tells the party that a black dragon has been terrorizing the area, and asks them to help him defeat it. The PCs will travel to the dragon's home - a ruined keep deep in the swamp. When the attack on the dragon begins, Pohl will slip away to obtain his real goal - a tome filled with magic that he believes will make him immortal. Pohl will accidentally release Y'nene, an ancient vampire, from his imprisonment. Y'nene will flee, leaving the PCs with a dangerous foe who could strike at any time.

ADVENTURE HOOK

Hundreds of years ago, the Old River Road between Korem and Daresido was considered the pride of Korak and a marvelous feat of engineering. The road was heavily patrolled by soldiers and was so widely considered to be safe, that a popular drinking song of the day claimed a newborn babe could crawl from one end to the other without so much as being bitten by a snake.

After years of neglect, the Old River Road is now little more than a trail, marked by bits of broken road every so often and ancient stone markers that stand every five miles along the route.

Recently, General Garnak raised the already stiff toll for boat traffic on the Banader River, prompting the merchant guilds in both Korem and Daresido to seek an alternate trade route. Weary of seeing their profits siphoned off into the war chest of Korak, many merchants, as well as others, have begun to once again use the Old River Road, making quick repairs, just enough to make the way traversable. Recent disappearances, however, have given them reason to pause.

Now, several area merchants have banded together to recruit adventurers to take back the Old River Road. The PCs will be hired by a representative, in either Korem or Daresido, to traverse the road, clearing it of monsters and evil. Each of them are offered 100 gp for working the road for one week, after which major reconstruction on the road will begin. The merchants will pay an additional 50 gp per week to keep the road safe for travel.

The merchants can tell the PCs that the road has become more dangerous than usual of late. Stories abound of individuals, and even whole caravans, disappearing without trace while traveling through the wetlands. There are even rumors that an imperial patrol, recently sent into the area by General Garnak (current ruler of the Militocracy of Korak) has failed to report back and is long overdue.

THE DUKEM'P SWAMP

The Banader River flows through a natural depression known as the DuKem'p Swamp. Despite becoming quite shallow, the River is fully navigable through this marsh. The fen stretches outward from the banks of the Banader for more than twenty leagues and is often fifteen leagues in breadth. Monstrous leeches are common to portions of this swamp. Outlaw bands of men and humanoids are transients at the drier edges of DuKem'p.

As the players travel through the swamp, read:

The DuKem'p swamp is a nasty place! The stench and the insects have combined to assault your senses, making your nose wrinkle and your stomach lurch. Out of the corner of your eye, you see movement. A young girl steps out from behind a tree and approaches your party.



Pohl and Lizardfolk Shaman

The girl goes by the name of Aline. Of mixed Kalamaran, Deji and Brandobian heritage, she lives alone with her father in a small hut near the edge of the swamp. They live off the swamp's bounty and have allegiance to nothing but personal survival.

Aline witnessed the disappearance of the patrol while searching for shellfish in the fens and it has her spooked enough to offer help. She saw something drag the patrol into the swamp itself. She can show the party the location of the disappearance.

If they ask her to show them read:

As you leave the river behind and move deeper into the swamp, you get the feeling you will find your answers. The road moves inland and enters a slightly darker part of the swamp, where tall, decayed trees seem to clutch at the sky.

At this time Aline will point out two very large willows about 600 feet distant as the abduction location. Aline will then leave hastily for home and not return. However, curiosity will get the best of her and she will return the next day to look for the party... or to loot their remains if it appears safe.

As you walk, you see that even the rough trail you have been following ends in a morass as it melts away, leaving nothing but swamp. Even more unnerving, however, are the dozen or so lizardfolk who seem to have surrounded you at a distance of about a hundred feet. Though they make no threatening moves or gestures, they block the way you came and the way you want to go.

Creatures (EL 10). There are ten lizardfolk, led by a subleader, in the group that surrounds the PCs. They do not attack except to defend themselves (see the Appendix for details on lizardfolk in the Kingdoms of Kalamar).

Lizardfolk (10): hp 17, 15 (x2), 13, 12 (x2), 11, 10, 9, 8; darts, clubs, small wooden shields. See the D&D Monster Manual page 128 for details.

Only moments after the PCs find themselves in this dilemma, two figures approach them.

Display illustration 11 on IQ7 and read:

Through the swamp, you see two figures approaching. One is a larger lizardfolk and sporting small talismans on his person, including a small carved wooden bear and a silver acorn.

The other is a dark hooded man wearing crude robes, leaning heavily on his staff. Pinkish scars streak and honeycomb his dark flesh. The hooded man raises his arm and shouts a greeting in Merchant's Tongue.

PCs who make a Knowledge: Religion check (DC 5) recognize the items on the lizardfolk as symbols of worshippers of the Bear.

The scarred man introduces himself in Merchant's Tongue as Pohl, a wizard. He also introduces the lizardfolk, calling them "the people." He politely asks the group to come along with them, as he has some business he would like to discuss with them.

If the party refuses, he offers them enticements; a few gold pieces, some special delicacies and a few drinks.

Pohl has promises to keep and immortality to find, so he will promise the party almost anything to get them to cooperate. If that does not work, it is possible he simply attempts to charm them, just as he did with the lizardfolk who found him after his run-in with the dragon.

If the party attacks the lizardfolk, Pohl does all in his power to stop the fight and try to get the PCs to come with him. If the party persists in its attack, the wizard and druid both do their best to destroy the group.

Pohl, male human Wiz8: Medium Humanoid; HD 8d4-8; hp 13; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d6+1/crit x2, quarterstaff) or +1/-3 melee (1d6+1/1d6+1/crit x2, quarterstaff) or +4 ranged (1d4+1/crit 19-20/x2, dagger); AL N (with evil tendencies); SV Fort +1, Ref +2, Will +7; Str 13, Dex 10, Con 8, Int 15, Wis 13, Cha 14.

Skills and Feats: Alchemy +13, Concentration +10, Knowledge (arcana) +13, Spot +6, Spellcraft +13; Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Focus (Enchantment, Illusion), Spell Penetration.

Spells Prepared (4/5/4/3/2): 0th—*daze* (x2), *light*, *mage hand*; 1st—*burning hands*, *charm person*, *color spray*, *grease*, *silent image*; 2nd—*darkness*, *locate object*, *minor image*, *web*; 3rd—*fly*, *gaseous form*, *hold person*; 4th—*hallucinatory terrain*, *improved invisibility*.

Spellbook: 0th—all; 1st—*burning hands*, *charm person*, *color spray*, *comprehend languages*, *grease*, *silent image*, *spider climb*,

2nd – arcane lock, darkness, fog cloud, knock, locate object, minor image, web; 3rd—dispel magic, fly, gaseous form, haste, hold person, lightning bolt, major image, shrink item, suggestion; 4th – confusion, hallucinatory terrain, improved invisibility, phantasmal killer, polymorph self, shout.

Shizzinir, male lizardfolk Drd3: Medium Humanoid (aquatic, reptilian); HD 3d8+3; hp 22; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17 [[+5 natural, +2 large wooden shield]]; Atk +3/+3/+1 melee (1d4+1, 2 claws, and 1d4, bite); or +3 melee (1d8+1/crit x3, shortspear), or +2 ranged (1d8+1/crit x3, shortspear); SQ nature sense, woodland stride, trackless step, spells; AL N; SV Fort +4, Ref +1, Will +5; Str 13, Dex 10, Con 13, Int 9, Wis 14, Cha 13.

Skills and Feats: Concentration +7, Heal +8, Wilderness Lore +8; Multiattack, Track.

Spells Prepared (4/3/2): 0th—create water, cure minor wounds, light, resistance; 1st—cure light wounds (x2), entangle; 2nd—charm person or animal, summon swarm.

THE VILLAGE

If the party agrees to accompany Pohl and his “people,” the lizardfolk will lead them to the southwest. **Display illustration 12 on IQ7** and read:

Within an hour's walk, you come upon a small village of a dozen peat huts surrounding an old ruined temple of some kind. The shaman “blesses” you before allowing you to enter the temple, which is now the stronghold of the chieftain.

Pohl speaks for “the people” once everyone is seated around the ceremonial fire.

“Several months ago,” the scarred wizard tells you in a soft voice, “the people started losing hunters to the south west. More were sent to investigate, but they too were lost. Finally, one returned, badly burned, to tell of a giant, evil lizard.

“Unfortunately, the lizard followed the survivor back to the village. It told the people that it wanted a captive every day for a week—one week out of every four. The creature also demanded tribute of gold, gems, and treasure. “The people were afraid. After the lizard demonstrated its powers to them, they dared not defy it. At its foul command, they began to attack travelers of the Old River Road, taking those they could back to the monster to be robbed and devoured. Any who defied the beast were summarily killed and eaten. It is said other, more inconceivable horrors await those he does not kill. The people were without hope.

“A month ago, I arrived. I had heard rumors of a terrible lizard, a black dragon, and wished to secure its wealth. Unfortunately, the beast proved too much for my party and all but myself were destroyed. I barely escaped with my life.

“I survived and found this village. The people saved my life. Their shaman, Shizzinir, hoped I could help them defeat the wyrm who had disfigured me. Adamant, I vowed I would see that beast die! Yet, I am only one man and the people fear to attack the dragon—it would destroy the village. Only I, and those I could persuade to help me, would be able to end the menace of this beast and free the people. Will you help us? Your reward could be very great. What is more, it will help you accomplish your mission, to ensure the safety of the Old River Road. I am sure that if you are able to return the general's patrol, for instance, you would be greatly rewarded. These men will be released once the beast is dead. If the dragon continues to terrorize the land, not only will the captives die, but more people will disappear.”

Pohl knows the exact location of the ruined keep in the swamp, southwest of the village, and can lead the PCs there. He suggests planning the encounter carefully. The dragon is not scheduled to return for his tribute for two weeks, though Pohl urges the PCs to keep out of sight, as he has been doing. He has studied the dragon from afar and picked up on its habits in the last month as well. The dragon sleeps at night and hunts in the swamp by day. The dragon sleeps the deepest in the hour just

before dawn. Pohl suggests an attack at that time. He can even give an accurate description of the lair, though he does not mention the upper floor and is against any attacks from above. He even claims he will help the party by using his own magic during the attack.

The party is free to plan for as long as they like. The village has fifteen days until the dragon again comes for its sheep. If the party has not disposed of it by that time, and if they are still in the village, it will instantly smell them and attack. Until then, it is content to wander the swamp and hunt on its own.

Creatures (EL 3). As they travel through the swamp, toward the keep, they may encounter some of the giant leeches which make their home in the swamp, and feed on whatever they can, including adventurers. They have a 1 in 6 chance of encountering 12 of these creatures.

Monstrous Leeches (12): Tiny Vermin; CR 1/4; HD 1/2 d8+2; hp 6 each; Init +0; Spd 15 ft.; AC 12, touch 12, flat-footed 12 [[+2 size]]; Atk +2 melee (1d4 –4/crit x2, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA improved Grab, squeeze; SQ vermin; AL N; SV Fort +4, Ref +0, Will +0; Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Feats: Weapon Finesse (bite).

Pohl's Plan

When the attack on the dragon begins, Pohl makes sure he is in the back of the party, somewhere out of the way. If he can slip away unnoticed as the PCs are setting up, so much the better. Otherwise he slips out of sight as the battle begins.

The wizard quickly casts *fly* on himself and then lights a tiny fire and casts his *gaseous form* spell (he wants to take no chances on being detected by the dragon). Using this combination, he



Lizardfolk Village

flies to the upper level and slips into the single arrow slit there (see map). In the room lies the book he seeks, a huge tome filled with magic. Finding the ultimate spell, he begins to chant it.

THE DRAGON'S LAIR

The tower is the remains of an ancient keep that was built in the swamp long ago. There is little left of the structure but the shell.

When the PCs come within sight of of the keep, **display image 13 on IQ8** and read the following:



Keep Exterior

A tall, lone structure looms out of the swamp like a black finger. Broken walls stand about a wide, stone tower, no longer able to defend it against anyone who would invade. The whole structure lies upon a raised place in the mire, only feet above the damp ground. As the wind shifts, you catch the scent that almost turns your stomach -the stench of the wyrm.

Both the tall tower and the broken outer walls of the structure stand on a man-made dry island, some 8 feet higher than the rest of the surrounding swamp. **Refer to the map on page IQ16.**

A. Gate

The rotted drawbridge still stands over the dried-up moat. Dark arrow slits look down from on high, the lowest being 20 ft off the ground. The slits are about 2 ft wide and 6 ft tall. The two flanking towers stand 30 ft tall and each has a small, stone parapet.

Trap (EL 1/2): If any character over 125 pounds tries to cross the drawbridge, there is a 20% chance that it will collapse, forcing the PCs to make a Reflex save (DC 20) or fall into the moat, taking 1d6 subdual damage. The dragon is allowed a Listen check (DC 26) to hear the commotion.

Creatures (EL 3): Characters that end up in the moat will disturb a nest of giant black centipedes.

Medium-Size Monstrous Centipedes (6): hp 5 each. See the D&D Monster Manual page 207 for details.

B. Outer walls

The remains of the five-foot-thick, twenty-foot-high outer walls are broken in many places, but those still standing are intact and in no danger of toppling over. There is no parapet on these walls, though each has several small holes in the top, along the outer edge. A wooden wall, in the style of ancient Kalamar, once ran along the wall.

C. Towers

Each of these thirty-foot-tall towers, all of them still sporting stone parapets, are twenty-foot-square and in no danger of collapse if the PCs investigate them. All but the northwest tower are gutted and little more than shells. Its inner floors are still intact. The walls around the northwest tower are the most sound of any in the keep.

D. Freshwater pond

On the north and east sides of the raised land lies a spring-fed pond that is surprisingly deep and full of fresh water. Several fish live there. The water is safe to drink and very fresh. The dragon uses the fish here to supplement its diet.

E. Stagnant pond

To the southwest of the broken castle lies another pond, this one stagnant and disgusting. The whole area smells of acid and filth. Several sheep carcasses float in the water, as well as the bodies of a few lizardfolk and even humans. All of them are mutilated or badly burned (apparently by acid). They bulge horribly and the stench is almost overwhelming. Around the edge of the pond lie a few battered helmets and broken shields.

Creatures (EL 6): This is the dragon's "preserving" pool, where he lets his meat rot until it is more to his taste. Using a scroll, the dragon animated a group of lacedons to protect his larder from any would-be scavengers. Anyone who disturbs any of the bodies will be attacked by the sea zombies that float in the fetid pond. Combat in this area has a 15% chance per round (non-cumulative) of waking the slumbering dragon.

Lacedons (7): hp 24 (x2), 23, 20, 17, 15, 14. See the D & D Monster Manual page 97 for details.

F. Courtyard.

The few buildings in the cobblestone courtyard are all ruined heaps, none of them more than leaning walls. In many places, the rock is pitted and gleaming, the result of dragon's breath. Pohl can point out the place, just outside of the great doors, where most of his party was destroyed. The ground there is as smooth as glass and littered with scraps of burnt cloth, corroded armor, splintered spears and rusty shields.

There is only a little shelter here. The dragon keeps the courtyard clean to give any prey little place to hide.

G. Keep.

The ancient keep stands 70 feet tall and 50 feet wide on each side. The main entrance (10 feet tall) is on the south wall. The wood of the door has rotted away. Arrow slits begin thirty feet from the ground and run around the whole structure. The southern portion of the western wall has been demolished- this is the dragon's entrance.

KEEP INTERIOR

1. Dragon's lair

If the PCs follow Pohl's advice and do not cause a commotion outside the keep, they find the dragon sound asleep. The beast

slumbers deepest in the early morning hours. PCs who attack at that time have automatic surprise, gaining a round of attacks (partial actions) before the thing can retaliate. You should modify the description if the PCs come upon the dragon while it is awake.

Display illustration 14 on IQ9 and read:

The interior of the massive keep is a single great room, the ceiling only dimly seen in the shadows above. Directly in the center of the room is a great heap of stacked coins, gems, armor, and weapons, upon which sleeps a black lizard of prodigious size. Green spittle slides from the thing's mouth, hissing and steaming when it strikes the stone floor.

The lower levels of the great keep have all been ripped out by the dragon. Only the uppermost wooden floor remains. The stairways that once wound their way up the outer wall of the keep are likewise gone. The PCs may use the appropriate items from the hoard (detailed below) to reach the upper level.

Creature (EL 6). Krillkan is a juvenile black dragon who is very large for his age. His body is 20 feet long while his tail extends another 10 feet. Krillkan is as cruel and evil as any of his race, though not smart enough to make most of his plans come true. He has never been able to get into the uppermost level of his lair and has no idea what is within the "tiny" room. He hates humans and all "lesser lifeforms" but may still bargain with such if his life is at stake.

Krillkan, male juvenile black dragon: Large Dragon (Water); HD 14d12+28; hp 110; Init +4; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 21, touch 9, flat-footed 21 [[-1 size, +12 natural]]; Atk +16/+11/+11 (1d8+3/1d6+1/1d6+1, bite, 2 claws); Face/Reach 5 ft. by 10 ft./10 ft.; SA breath weapon (60 ft. line of acid, 8d4 points of damage, DC 18); SQ immunities (sleep, paralysis, acid), blind-sight, keen senses, water breathing, darkness 40 ft. radius 3/day; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 10.

Skills and Feats: Bluff +14, Escape Artist +14, Listen +14, Search +13, Spot +14; Cleave, Improved Initiative, Power Attack, Weapon Focus (claw and bite).

Treasure: Krillkan rests on a pile of treasure that, while not huge, is impressive nonetheless. In the pile are 7,567 cp; 3,342 gp; seven gems consisting of three peridots (500 gp each), a piece of amber (100 gp), a moonstone (50 gp), and a piece of obsidian (10 gp); a greatsword in good condition; a suit of half-plate which is slightly corroded but usable; a suit of dwarf-sized chain-mail; a tower shield; a longsword with two garnets in the hilt, each worth 100 gp; a warhammer; a halberd; five *potions of cure light wounds* (5th-level); two *scrolls of fireball* (9th-level); a gold cup (20 gp); a remarkably intact magnifying glass (100 gp); a fine tapestry (40 gp); 10 casks of ale (Korem black stout); two *potions of flight* (6th-level); a gold ring (20 gp); a coil of rope (100 feet); and a dried up monkey's paw (worthless).

The treasure is stacked neatly in baskets and boxes. Some of these are labeled. It is obvious that he has used some of his captives to organize his lair so he can find anything he wants at a moment's notice. Everything is labeled and marked with the date and location the item was obtained. Many items, such as the

gems, have labels which indicate they were taken from the lizardfolk of DuKem'p Swamp.

Other than the treasure, the room is remarkably clean. There are no bones of former victims, no scraps of cloth, no piles of rotted flesh.

As soon as the battle ends, it becomes evident that Pohl is not with the group. In fact, any help he claimed he would give, or spells he was going to cast, never occurred during the battle. Anyone who makes a Listen check (DC 11) notes the sound of chanting coming from above. Shining light into the darkness of the upper tower reveals the wooden floor and closed trapdoor there, 60 feet above.



The Dragon's Lair

2. Gateway to immortality

The uppermost level of the ancient tower is still intact. Display illustration 15 on IQ10 and read the following to the PCs when they enter this room either through the trapdoors or the lone window in the north wall:

Only one wide arrow slit opens into this room from the outside. On the southern floor, a wooden trapdoor leads down into the keep, mirrored by an identical trapdoor in the roof. What is most striking about the room, however, is the glowing arch that hangs in the air a few feet from the northern window.



The Vampire Y'nene

In front of it stands a man with dark hair cut to a point on either side almost like horns on the back of his head. His dark skin proclaims his Svimohzhish heritage, though you can tell it has been a long time since he has seen the sun. He wears a white tunic, the shirt tail cut in several points. Held in place by a belt with a silver buckle is an odd red vest made of a thick material unlike any you have ever seen. A short black cloak with a wide collar is draped over his shoulders, and navy blue tights tucked into tall, dark boots complete his outfit. Pohl stands in front of the man, gazing at him. Next to the spell caster, just in front of the window, is a large book on a polished marble podium. Even as you watch, the odd arch winks out and the stranger turns his eyes on you.

Creature (EL 12). The stranger is, of course, Y'nene, finally free of his prison after almost 500 years. Though the vampire has no spells to cast when he is freed, he is still a formidable opponent and has already hypnotized Pohl. He orders the wizard to attack anyone who does not submit to him.

Y'nene, male vampire Wiz10: Medium Undead; CR 12; HD 10d12; hp 65; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 [[+6 natural, +3 Dex]]; Atk +9 melee (1d6+4 and 2 negative levels, slam); SA domination (DC 18), energy drain, blood drain, children of the night, create spawn; SQ damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous

form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +3, Ref +8, Will +9; Str 19, Dex 16, Con -, Int 19, Wis 11, Cha 17.

Skills and Feats: Concentration +13, Knowledge (arcana) +17, Listen +16, Search +18, Spellcraft +17, Sense Motive +14, Spot +16; Feats: Alertness, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Expertise, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (Necromancy), Spell Penetration.

Spells Prepared (4/5/5/4/4/2): None.

The Winding Road

This section provides plot ideas for the DM to use in order to lead his or her players from one adventure in this book to the next for use as part of an ongoing campaign.

1) Almost certainly, any heroic PCs will want to track down the vampire Y'nene and destroy him. Should they ask around about where to find vampires, they will be pointed towards Sleeping Bear Rock, as detailed in The Hungry Undead adventure below.

2) Use the standard introduction to The Hungry Undead adventure, where the PCs encounter Jorvan Ekrad.

Both A Foe in Need and The Hungry Undead adventures involve vampires. Regardless of which of the above connections is used, the DM then has another choice to make:

a) One possibility is that the Hungry Undead adventure has nothing to do with Y'nene. The vampire cult and Y'nene are unrelated.

b) Another plot possibility to connect the two adventures more closely is for Y'nene to seek out the Sharjani he remembers from his time. When he finds they are no more, he plans to pose as the returned god of the Sharjani and gather their followers to serve him.

INTERVIEW WITH A VAMPIRE

If dawn is imminent, or the battle goes against him, he grabs his Black Book (see Appendix), assumes gaseous form, and flees the tower. When he was imprisoned, his pockets were filled with grave dirt so he can make his new grave anywhere. Before he turns into vapor, he will flash his teeth at the PCs and snarl (in old -500 year old -Svimohzish), "I have unfinished business to which I must attend. Do not worry, in due time, we will meet again."

If the PCs enter the room before Pohl has a chance to cast the spell, all that is evident is the podium and the book. The podium is solid marble, well made and crafted, worth 1,000 gp to the right buyer. It is heavy and unwieldy, however, weighing 400 pounds.

If the PCs attack the dragon at or just before dawn as Pohl suggested, and get to the *Gateway to Immortality* soon after, Y'nene will note the growing sunlight and stay to fight for just a few minutes before snatching up his book and fleeing. So long as he keeps his book, he does not bother the PCs again to any great extent (though the DM may change this at his discretion).

If the PCs wait until nightfall, the vampire will battle them until dawn, in an attempt to gain them as his thralls and feed on at least one of them. If he loses more than half his total hit points, he will grab his spellbook and flee. He has no quarrel with the PCs and simply wants to return to Voshkavinn and begin his experiment again to become mortal.

CONCLUSION

If Pohl survives the encounter, he apologizes profusely to the PCs and begs them to forgive him for misleading them. He tells them he honestly had no idea what was in the room above and can tell them about the spell he hoped to cast and what he wanted from it. His pleas are only half true, as he has no regrets and gives not a fig

about the party. He simply wants to escape the adventurers with his skin intact. He is still under Y'nene's control as well. If he survives, he searches out Voshkavinn and becomes the vampire's willing slave.

The lizardfolk are more honestly grateful to the PCs, and true to their word, return the general's patrol to them, so they can accomplish the mission they were hired to do. What is more, they are now considered the heroes of "the people" and will

always have friends there. Likewise, if the PCs return the dragon's head to either Korem or Daresido, it is ample proof the PCs have earned their reward.

Their reward will be greater if they return the patrol. When General Garnak hears about their deeds, he will give them 100 gp for each of the five men returned, and offer them permanent positions on the patrol.

The lizardfolk of the DuKem'p Swamp will no longer plague travelers on the Old River Road. Y'nene can be used as a long range villain if the DM so wishes. The vampire is a powerful wizard and very dangerous. He continues trying to cast his great spell (one of the components being 100 virgins to be sacrificed as part of the ritual).

The PCs could eventually get wind of this and seek him out in the horrible, ruined city in Svimohzia to stop his evil. The wizard is adept at summoning rituals and has quite a few demons or devils at his beck and call. He could possibly send them after the PCs once they finally start to seek him out. In time, he may also create more vampires and send them to destroy the PCs.

See the sidebar item "The Winding Road" on this page to tie the adventure "A Foe In Need" to "The Hungry Undead", which follows.

THE HUNGRY UNDEAD

INTRODUCTION

This adventure is recommended for use with 5 to 7 player characters of 7th to 9th level, but can be adapted for use with more or less experienced PCs by boosting or lowering the strength of the foes described. An even mix of standard character classes and races would be ideal. By the time player characters complete this adventure, they should reach 8th level or above.

The Dungeon Master should read the section in the Appendix on the Sharjani pseudo-vampires thoroughly before beginning this adventure, as the Sharjani function quite differently from normal vampires.

BACKGROUND

Sleeping Bear Rock is located deep in the desolate country of the Sanakir Hills, north of the City State of P'Bapar, in the Young Kingdoms. There, between the Sanakir and the Shashyf Hills, a large column of rock rises 300 feet up from the valley floor. This pinnacle of rock is all that remains of an ancient volcano (similar to, but much smaller than the Devil's Tower in Wyoming).

There are various stories on how the Sleeping Bear Rock derived its name. Some claim that from a distance the rock resembles a large sleeping bear. Others claim that numerous caves of the rock were once a haven for hibernating bears during the severe winters of the area.

Sleeping Bear Rock is composed of volcanic rock and riddled with caves and fissures. The site has been used as a burial place for thousands of years by various races. Fifteen hundred years ago, (ca. -500 YK) a Dejy tribe brought the area under its control and utilized the Rock to bury its chiefs and shamans.

The Dejy were the first to tunnel out the Rock and construct various burial vaults and shrines within. A pan-tribal cult rose to power shortly thereafter within the local Dejy tribes in -300 YK.

They chose the tombs as their place of worship and as the exclusive burial place of their own dead. This cult was known as the Sharjani, the Drinkers of Blood.

This tribal cult rose up around several charismatic sub-chiefs and shamans who were obsessed with immortality. The leaders and their followers were ousted from the Deji tribes out of fear in -270 YK. The cult's members worshipped a strange god associated with dark magic, blood drinking and human sacrifice. Unbeknownst to these true-believers, their "God" was merely a vampire-priest of the Great Deceiver. Followers sought immortality through the magic of the "God", which granted a special form of pseudo-vampirism.

The most powerful of the chieftains and shamans became the Inner Circle of this cult, and were transformed into a breed of pseudo-vampire known as Sharjani. The chieftain of the cult was transformed into the most powerful Sharjan, and served the "Gods" as high priest, the Grand Sharjan.

The Grand Sharjan presided over cult members who were now entirely based within the tombs. At night they led their warriors on raids against the surrounding tribes, now considered their enemies. The purpose of these raids was to obtain captives for use as food and sacrifices for the nightly rituals worshipping their Dark God, whom they called Sharjanjir. The cult ruled the area for generations; even now their names are spoken in hushed tones around the campfires of the Shadojy Deji tribes.

As time passed, the immortal members of the Inner Circle of the cult became insane and maniacal. Jealous of each other and of the Grand Sharjan, the elite of the cult began to assassinate one another in -150 YK, beginning with the Grand Sharjan. Finally, after a generation of battles, one Sharjan rose out of the chaos in -120 YK as the new Grand Sharjan, Krajan Sharjanjirdan, the "Chosen One of Sharjanjir."

For hundreds of years the Sharjani, led by Grand Sharjan Krajan, terrorized the area. During this time (-120 through 180 YK), they expanded the tombs and conducted their worship in its great temples. Then an earthquake caused a wall of rock to dam the river in 180 YK and the valley quickly flooded. The rock became an island and its tombs inaccessible. The Sharjani were trapped within the rock and their immortality became a curse. For centuries they starved and ranted in their prison. Finally, in the early 7th century YK several seasons of unusually high rainfall deteriorated the dam and the lake drained. Centuries of sediment had buried the entrances to the Tomb beneath 20 feet of mud. The local Deji tribes had inherited legends of the evil site from their ancient forefathers. This dark history caused many to shun the site.

When one Deji clan attempted to locate the entrance in order to find the great treasure legend said lay within the tombs, a plague swept the area. In time, these events were interconnected in Deji legend and the Sleeping Bear Rock became an omen of evil for the local people and the area was avoided.

ADVENTURE SYNOPSIS

In this adventure the characters stumble upon a dying man who appears to be quite insane. His wild accounts of a great tomb laden with treasures and blood-drinking creatures should pique their interest enough to warrant further investigation.

The PCs will discover a map on the body of the man. When they investigate, they will find a recently-uncovered lair of the Sharjani cult. The PCs will face many dangers within the lair,

and must eliminate all of the pseudo-vampires and monsters therein, or the threat will remain to plague the area.

ADVENTURE HOOK

While moving along a seldom-used trail in a remote area of the Sanakir Hills the party stumbles upon a campsite. Around a dead fire lie three corpses. They appear to have been dead for several days.

If the party examines the bodies they will find a variety of claw and bite wounds which have been dressed. There is no treasure or weaponry. While the PCs are examining the bodies, Jorvan Ekrad will charge from the bushes swinging a broken lance at the nearest player. Players must make a Spot check (DC 10) to avoid being surprised.

Display illustration 16 on page IQ10 to the players, and read the following:

A half-naked man bursts from the bushes at the edge of the clearing swinging a broken lance, crying out "Defilers! Infidels!"



Jorvan Ekrad

Jorvan Ekrad, male human Ftr3: CR 0;

Medium Humanoid; HD 3d10+6; hp 2 currently (down from 21); Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Atk +5 melee (1d6/crit x2, broken heavy lance); AL NG; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +8, Jump +8, Listen +6, Spot +6; Alertness, Blind-Fight, Combat Reflexes, Endurance, Run.

Jorvan will be quickly defeated, as he is already seriously wounded and weak from loss of blood. He will collapse with the first substantial blow, and remain conscious just long enough to relate his tale. He will be delirious and will not respond to questions. The substance of his rambling will go as follows:

"Fent? Yurdin? You're alive! I knew you would be... we found it my brothers! It exists and we found it... great treasures, and the temple! It is beautiful! To think of all the thousands who were laid to rest there! Mustn't go there though... mustn't anger the Lords of Blood. We were wrong to go there and we were punished. No one may follow. Yurdin, I beg you, destroy the map and put the Sleeping Bear out of your... mind... arrghhhh..."

Jorvan dies at this point leaving the players with many questions. If the players search him, they will find a map soiled with blood. Upon examination of the map it should be clear that the tomb is a scant 10 miles off the main trail to the northwest. Jorvan has no other treasure.

ARRIVAL AT SLEEPING BEAR ROCK

As you clear the forest's edge you emerge into a small valley. Rising dramatically from the valley floor nearly 300 feet is a large shaft of rock.

The PCs will approach the Rock from the eastern side. There are no apparent trails or tracks leading them to the entrance and they must ride around the perimeter of the Rock until they reach location 1 or 14 (refer to the map on the inside back cover).

1) Entrance to the Tombs

Display illustration 17 on IQ11 and read:

There is a 20 foot semi-circular clearing at the base of the Rock. A large pit descends into the ground flush with the Rock face. Numerous tree stumps and saplings lie at the clearing's edge. Dirt and rubble from the base of the Rock has been piled nearby. The remains of a campfire lie at the center of the clearing. Three shovels and a pick lean against the face of the Rock.

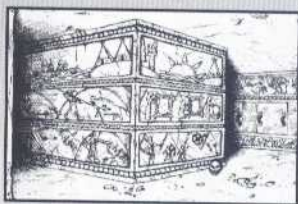


Sleeping Bear Rock

Jorvan and his friends made this clearing. They located the entrance and spent several days digging the pit to the main entrance. If one of the PCs thinks to search the immediate area, the remains of several horses can be found scattered about the clearing. The pit itself is 5 feet in diameter and descends 20 feet. A crude wooden ladder allows the PCs to descend into the pit, though they might wonder about its reliability. At the bottom the pit opens up into an area roughly 20 feet by 10 feet and gives full access to

a set of double doors leading into the tomb.

The doors are not locked and have been blocked partially open with a large rock, allowing one PC to squeeze through at a time. The doors are made of bronze and covered with the hieroglyphs of a long-forgotten script used in the ancient Deji Empire. For those who can decipher it, the text reads:



Sepulcher of the Seven Kings

"Here lie the Lords of Blood — Great Lords that dream through long ages awaiting the falling of the stars, the death of the sun and the weeping of the moon. A curse upon those who would defile their remains or remove the smallest grain of sand from within these halls. May the Drinker of the Blood of the Gods strike out your eyes and break your minds! Go from here, if you would desecrate those who lie within! Flee from here if you would rob the dead! For Sharjanjir stands watch over his faithful."

Note:

If the PCs traveled by horse, there is a 40% chance that the Sturm-wolves in Area 15 will pick up the scent and attack the horses. Chances should be checked once per hour. If the Sturm-wolves attack the horses they will kill them all, unless a guard or some sort of magical protection is present. If the PCs are in the pit or in Area 2, there is a 60% chance they will hear the attack.

2) Outer Sanctuary

This is a large room, about six by ten paces. The floor is buried under mud and debris while the melted remains of ancient clay jars line the perimeter. The walls are carved in bas-reliefs of various scenes. On the north end of the room stands a set of double doors made of bronze. The room otherwise appears empty.

This room was known as the Outer Sanctuary. Here worshippers prepared themselves through rituals of cleansing before entering the temple (Area 4). The scenes on the wall tell of the great deeds performed by various heroes of the Sharjani cult.

If the players examine the bas-reliefs they will find that they depict human sacrifice and battle scenes. One particularly gruesome scene shows a priest stacking the skulls of his enemy before an altar.

PCs making a successful Search check (DC 20) find a secret door in the southwest corner leading to Area 3.

3) Primitive Burial Chamber

The corridor leading here is a roughly hewn passageway three feet wide and four feet high, opening up to a large natural cavern. The western end of the cavern has been expanded and squared off. The floor of the room is carpeted with neat piles of bones. Each pile of bones appears to be a complete human skeleton, the bones neatly stacked like cordwood with the skull resting on top. The walls are damp and blanketed with a thick covering of moss.

This is one of the first burial chambers of Sleeping Bear Rock used prior to the cult taking it over. Many of the skeletons here were removed from other chambers in the tombs and placed here in order for the cult to make room for their own dead.

If the PCs make an extensive search of the room (at least twenty minutes) they will find an ancient bronze shortsword among one of the bone piles. The sword is non-magical, but it is worth at least 50 gp due to its remarkable craftsmanship.

4) Temple of the Sharjani

This is the primary temple and area of worship. The walls are lined with statues representing various heroes of the faith.

This large room is irregularly shaped with a high-arched ceiling. The walls have been daubed white and the floor covered with finely dressed stone. The north, east and southern walls are lined with statues; all are roughly human size and face the center of the room. In the northwest corner of the room a battered iron door stands ajar.

If the PCs examine the statues they will find that each one has been damaged. The eye sockets have been chiseled away. The statues were originally set with gemstones that have long since been stolen.

5) Sepulcher of the Seven Kings

This is the earliest crypt of the Sharjani Cult within the Rock. As the Player Characters enter, display illustration 18 on IQ11 and read:

A large column of rock descends from the ceiling to the floor in the center of the room. The column is covered with intricate bas-reliefs of various scenes of daily life. The walls of the room are painted with murals depicting scenes of great battles. On the west wall are seven marble plaques about 4 ft. square and evenly spaced. Each block is inscribed with writing.

The marble plaques are actually blocks of stone sealing the tombs of the seven warlords. Each block has two iron loops set into it. A bronze bar could be inserted through the loops, to allow the block to be pulled out of the wall. The bronze bar is now missing. The writing on the blocks is in the forgotten script of the ancient Deji Empire.

PCs need to make a Strength check (DC 15) to pull the blocks out of the tombs without the bar.

5a) Tomb of Janir Kodajy

The marble block on this tomb is inscribed: "Janir Kodajy – Lord of the Northern Clans. Here lies the greatest of great men." Behind the stone lies a deep hollow. A body lies face up in the tomb with its head pointed toward the room. Mummified, the body is in a surprisingly good state of preservation. Dressed in a full suit of leather armor covered in gold leaf and wearing a bronze helm, a beautiful bronze sword lies at the body's side. Placed around the body are an assortment of clay bowls and bottles.

Creature (EL 6). The helm is magical. Inscribed with runes, the helm prevents Janir Kodajy's rising from the dead. He was slain during the war between the Sharjani Lords. The helm acts as a stake through the heart; for if it is removed, Janir will regenerate and come to life in 1d8 rounds.

Janir Kodajy, male greater sharjani (Ftr5): Medium humanoid; HD 5d12+18; hp 43 (down from 53); Init +6 [[+2 Dex, +4 Improved Initiative]]; Spd 40 ft.; AC 19, touch 12, flat-footed 17 [[+7 natural, +2 Dex]]; Atk +8 melee (1d6+3/crit x2, bite) or +9 melee (1d6+5/crit 19-20/x2, shortsword); SA Improved grab, Narsharjani affliction (DC 17), create spawn, Blood Rage; SQ Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses; AL CE; SV Fort +11, Ref +3, Will +5; Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13.

Skills: Hide +6, Listen +6, Move Silently +6, Spot +6. Feats: Alertness, Combat Reflexes, Expertise, Improved Initiative, Toughness, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Treasure: The sword is ordinary and acts as a normal shortsword; it is worth at least 50 gp to collectors. The armor is dry-rotted and will crumble if a PC attempts to remove it, though the gold is quite pure and is worth 100 gp. The various bottles and clay vessels in this tomb are empty; they normally would have contained blood placed with the deceased for the after-life.

5b) Tomb of Draj Unjari

The marble block on this tomb is inscribed: Draj Unjari – Crushed the Ranjody with Rage. Here lies the Greatest among great men.

This tomb is empty. It shows traces of burial cloth and bits of bone.

5c) Tomb of Jani Javiji

The marble block on this tomb is inscribed: "Jani Javiji – Son of Shajar Vunjas. Served Sharjanjir for sixty years with honor."

A headless skeleton lies within the tomb. Its hands, folded across its chest, grasp a large bone scroll case.

Treasure: The scroll is actually a spell book containing three spells: *detect magic*, *darkness*, and *dispel magic*.

5d) Unnamed Tomb

The marble block on this tomb has been damaged. The letters on this block appear to have been deliberately chipped away.

This tomb is empty.

5e) Tomb of Ranjar the Great

The marble block on this tomb reads: "Here awaits Ranjar the Great. Ranjar the Great, he who could find no foe in life or unlife to defeat him waits for he who would defeat him in death."

There is a short passageway three feet wide leading to another tomb. As the player characters enter the tomb proper, **display illustration 19 on IQ12** and read:

A large mummified corpse dressed in bronze armor sits against the back wall of the tomb. A longsword, covered with cobwebs and sheathed in dust, rests in its lap. A glimmer of gems reflects from the great necklace draped about the body's neck. Before the corpse lies an array of weapons and personal belongings. Three skeletons lay along the east-north wall of the tomb.

Creature (EL 9). Ranjar is a greater zombie in stasis. He will not animate unless he is touched or someone attempts to take his

The Winding Road

If the DM chose option 1 or 2b to connect A Foe in Need and The Hungry Undead, the following plot possibility may be inserted here.

If the players remove the helm from Janir, returning him to life, he will ignore the PCs and seeks out Y'nene (who he senses within the tombs). If the DM chooses, Janir may request the PCs' assistance - though he plans to turn on them as soon as Y'nene is defeated. The PCs also may find it advantageous to ally themselves with one side or the other and then turn upon the victor.



Ranjar the Great

sword. The reanimation process will be somewhat slow, taking 2d6 rounds. The players should have plenty of time to grab any treasure and flee if they choose to do so.

Ranjar, zombie (Ftr8): Medium undead; HD 8d12+3; hp 60; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18 [[bronze half plate, -1 Dex, +2 natural]]; Atk +17/+12 melee (1d8+9/crit 17-20/x2, +3 longsword) or +12/+7 melee (1d6+4/crit x2, slam); SQ Undead; AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 8, Con -5, Int 7, Wis 6, Cha 7.

Skills and Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Critical (longsword), Power Attack, Sunder, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +3 longsword, bronze half plate.

Treasure: The necklace of uncut semi-precious gems hanging around Ranjar's neck is worth 500 gp. The other weapons and grave goods in this tomb are in a bad state of repair and are worthless.

Development: If the characters flee before the reanimation process is complete, he searches the tunnels for any intruders and attempts to eliminate them. When finished with his task he reseals any crypts disturbed and returns to his tomb.

5f) Unnamed Tomb

Appearance is the same as 5D, however there is no name on the tombstone, nor any occupants.

5g) Unnamed Tomb

Appearance is the same as 5D, however there is no name on the tombstone, nor any occupants.

6) Chamber of the Blind Mage

This tomb is a shrine to one of the great mages of the Sharjani cult.

A rough-hewn column of white rock about 4 feet tall stands in the center of the room. A large urn made of bronze rests atop the column. Similar columns stand in each corner of the room. Atop each sits a single, dust-covered human skull. A large gold banner hangs from the ceiling on the northern wall, the entirety of which is covered by a colorful mural. The banner, written in the script of the ancient Dejy Empire reads: "When the stars fall and the sun grows dark, when the moon weeps blood and the sky grows white as bone, the blind one shall rise to behold these things with his new eyes. And Sharjanjir shall escort him from the grave to rule at his left hand."

The bronze urn holds the ashes of the blind mage of the legend. If the players move or lift the urn, a poisonous gas shall be released from the column.

Poison Gas Trap (EL 2): no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). Note: Trap releases poisonous gas, Fort DC 13, initial damage blindness for 1d6 rounds, secondary 1d4 temporary Constitution damage.

Treasure: The urn contains three large rubies worth 5,000 gp each, as well as ashes. Two of the rubies are gems of seeing that only function when used in conjunction. However, every time a

PC uses the gems, he must make a Wisdom check (DC 5) with a cumulative -1 modifier or become permanently insane and turn into a delusional, homicidal maniac (the affected character believes he is a Sharjan undergoing the Blood Rage).

The ashes can be used to create a *potion of vampiric touch*. This will reduce the gp cost for the base materials by half. The ashes are considered poison for anyone who eats or inhales them. (Fort save DC 18, initial damage 2d6 temporary Constitution damage, secondary 2d6 temporary Constitution damage. Anyone who dies from this will rise 2d6 x 10 minutes later as a Least Sharjani. Ten minutes after that, the PC must make a Will save (DC 15) or go insane.)

The skulls are unremarkable, save that they each bear 1 inch long fangs. The banner is worth 200 gp.

7) Southern Chamber

This area was the last portion of the Rock to be finished and was an extension of Area 8. Here lie the wives of Lord Krajan.

This room is suffused with a crimson tint. Delicate floral patterns in blue and green have been painstakingly painted around the borders of the walls and ceiling. Two sarcophagi lie side by side along the western wall. A body draped in white silks and surrounded with wilted flowers lies upon a shelf in a small hollow carved into the eastern wall.

7a) Tomb of Jarbyr Raji

This is the body of one of the Lord Karjan's favorite wives. She was also a great wizard and a priestess of the cult.

Trap (EL 2): Her body, at the height of beauty (Charisma 18) and appearing merely to be asleep, is preserved by a special enchantment. If it is disturbed in any way the body will rise from the waist, look about in anger, reach with claw-like hands to the nearest PC, shriek horribly and then explode into dust. This dust, which will fill the area in front of the hollow for 20 feet in all directions, has the same effect as the dust from the Urn of the Blind Mage, in room 6, above. Characters who fail a Dexterity check (DC 10) will breathe in the dust, with the previously listed potential effects.

Treasure: Around her neck is a gold mesh necklace worth 100 gp; a silver sacrificial dagger resting in her left hand is worth at least 75 gp; and her feet are shod in slippers of gold inlaid with pearls, worth about 2,000 gp.

7b) Empty Sarcophagus

A dusty skull lies in the middle of this sarcophagus. The sarcophagus is empty except for the skull.

7c) Empty Sarcophagus

Creature (EL 5). A skeleton covered in cloth of gold lies in this sarcophagus. It is unremarkable save for the fact that it is missing its skull.

If the PCs are foolish enough to place the skull from 7B in its proper position with this body, it will regenerate in 1d8 rounds. This is Vejra Karjanoji, a Greater Sharjan.

Vejra Karjanoji, Greater Sharjan, Rog3: CR 5; Medium Sharjan; HD 3d10+6; hp 28; Init +7 [[+4 Improved Initiative, +3 Dex]]; Spd 40 ft.; AC 20, touch 13, flat-footed 20 [[+7 natural, +3

Dex]]]; Atk +5 melee (1d6+2/crit x2, bite); SA Blood Rage, Sneak Attack +2d6, Improved grab, Narsharjani affliction (DC 14), create spawn; SQ Darkvision 60 ft., spider climb, immunities, fast healing 2; evasion, uncanny dodge (retain Dex bonus to AC while flat-footed), scent, weaknesses; AL CE; SV Fort +6, Ref +6, Will +5; Str 15, Dex 17, Con 13, Int 12, Wis 11, Cha 17.

Skills and Feats: Bluff +9, Escape Artist +9, Hide +9, Listen +6, Move Silently +9, Open Lock +9, Search +7, Spot +6, Tumble +9, Use Magic Device +9; Combat Reflexes, Dodge, Weapon Finesse (bite).

8) Grand Chamber of Lord Krajan

This was intended to be the tomb of Krajan the Merciless.

A large sarcophagus lies in the center of this room. It is raised on a tier of granite slabs, forming four steps reaching to 6 feet in height. The steps and sarcophagus are deeply engraved with blasphemous symbols and motifs. A gigantic wooden chariot covered in gold filigree and harnessed to four huge bronze horses sits along the northwestern wall. The chariot is heavily loaded with a variety of personal belongings and weapons. A huge tapestry, gaping with holes and entirely blanketed with a layer of moss and mildew covers the wall behind the chariot. A large bronze shield hangs in front of two enormous spears that are crossed at right angles upon the southern wall.

Treasure: The sarcophagus is empty, save for a cloth of gold funerary shroud worth 100 gp. Fortunately for the world at large, Lord Krajan the Merciless was destroyed by the flood that struck the valley centuries ago.

The Chariot was intended to carry the personal effects of Lord Krajan into the next life. It is rotten to the point that simply touching it would cause it to fall into splinters. However, the golden filigree, if collected, would be worth about 500 gp. The chariot is loaded with the following: four bronze longswords, one bronze spear, one pair of rotting leather boots, a small copper chest containing uncut gems worth 3,000 gp, and a scroll containing the history and deeds of Lord Krajan the Merciless. The bronze horses each weigh about a ton even though they are hollow. The horses, each worth 1,500 gp, contain the mortal remains of a Deji chieftain in their hollow bellies.

The bronze shield upon the wall is a *shield of missile attraction*. This cursed bronze shield does not provide any AC bonus at all, and against ranged attacks, actually gives a -2 AC penalty. Any arrows or missiles fired at anyone within 20 feet of the shield bearer will be diverted from their normal course and attempt to strike the bearer.

Once a ranged attack strikes the shield bearer while he is using the shield, he will become unwilling and unable to get rid of it. Two separate *remove curse* spells (cast by a 12th-level spellcaster) are needed to remove the curse, one to make the bearer able to get rid of the shield, and another to remove the maniacal desire to keep it.

The bronze spears upon the wall are unremarkable; each is worth perhaps 10 gp to a collector.

9) Empty Crypt

This is an unremarkable tomb that was never used. It may prove useful to enterprising characters as a place of refuge. A large slab of stone leans against the eastern wall of the tomb; this slab can be rolled over the entrance from the inside, though moving it requires a Strength check (DC 20).

10) Incomplete Tomb

This is an extension of the tombs that was never completed. Work was still underway when the valley flooded. Picks, shovels and loose rock lay strewn about the room, left by the workmen whose tasks were abruptly ended.

11) Temple of the Purple Heavens

This is perhaps the most beautiful and remarkable area in the whole structure. **Display illustration 20 on IQ13** and read:

The ceiling of this room is 50 feet high and dome shaped. It is painted black with white stars of fluorescent chalk that map out the heavens. Torchlight gives the painted sky a very realistic effect and the stars appear to shimmer and twinkle. An altar of white marble stained dark red stands at the center of the room.



Temple of the Purple Heavens

Traps (EL 3): This altar was where the Sharjani fed on their victims and performed their sacrifices to Sharjanjir. The altar is enchanted with a *fear* spell. Anyone coming within 5 feet of the altar must make a Will save (DC 16) or flee the room in terror for ten rounds. A successful save will still cause the character to have a deep feeling of dread and a sense of great evil. If one sprinkles holy water on the altar, the water will sizzle and burn and the marble will shatter, causing 4d6 damage to anyone in the room (Reflex save DC 15 for half damage).

12) The Great Crypt

This room, hidden by a secret door (DC 17), is where the priests of the cult were laid to rest. This is also the most dangerous area of the entire tomb, and is intended as an equalizer. If PCs are not faring well, you may consider reducing the number of Sharjani or removing this area entirely. A greater challenge can be offered by leaving the secret door open (DC 0). The Sharjani quickly awaken when they smell human blood.

The chamber appears to have been hastily constructed. Deep chisel and pick marks mar the walls and shards of shattered rock still lie about the room in small piles. Bones litter the ground where they have been haphazardly strewn about the chamber. Eleven deep niches are carved into the walls about the perimeter of the room. Skeletal and mummified remains protrude from many of the hollows.

Creatures (EL 11). The occupants, though not all priests, are all Lesser Sharjani. (See the Appendix for the full statistics of these occupants). When the valley flooded, these Sharjani were trapped within the rock; they quickly consumed the Least Sharjani who were trapped with them and then starved for generations without blood. They now lie in a form of hibernation; they will quickly awaken at the scent of warm flesh. They



Lesser Sharjani

will awaken 1 to 3 rounds after the characters open the secret door and will attack the players in a ravenous frenzy (all bonuses for Blood Rage apply, see below). The Sharjani will pursue the players relentlessly throughout the tunnels and will only cease their chase if confronted with sunlight or if killed. The hit points listed for the Sharjani have been reduced to 1/2 their normal maximum due to lack of blood. If a player character is downed, any Sharjani not engaged in combat will fall upon the character to feed. If the PCs need a visual for the attacks of lesser Sharjani, **display illustration 21 on IQ13**.

12A. Lesser Sharjan #1. Sajan Shirinir: hp 30 (max. 60).

12B. Lesser Sharjan #2. Loji Burjan: hp 25 (max. 50).

12C. Lesser Sharjan #3. Adev Rajen: hp 11 (max. 22).

Treasure: Gold ring worth 75 gp and an ornate empty scroll case worth 5gp.

12D. Empty.

12E. Lesser Sharjan #4. Ribanji Rijiki. hp 19 (max. 38).

Treasure: Gold dagger worth 200 gp.

12F. Empty.

12G. Lesser Sharjan #5. Thinyot Tanon. hp 21 (max. 42).

12H. Empty.

12I. Empty.

12J. Lesser Sharjan #6. Sanaj Roketi. hp 13 (max.26).

12K. Empty.



Sturm Wolves

13) Hall of the Thousand

This enormous room is filled with the bones of what appears to be thousands of human skeletons. The entire floor of the room is covered with bones; numerous heaps reach a height of 10 feet or more. All four walls are covered with skulls stacked in rows from floor to ceiling.

There is nothing of value in this room. This is the mass tomb for the ordinary followers of Sharjanjir. Characters that search through the bone piles will suffer 1d3 points of damage per round from bone splinters.

13a) Treasury

This small room is filled with racks of weapons, most of bronze, though some appear to be made of stone or beaten copper. The stench of musty, rotten wood permeates the room.

This is where the personal weapons and valuables of the dead were stored. There are hundreds of longswords, spears, bows, arrows etc. Most are badly rotted and will not appeal to the PCs. There is also a chest trapped with a poison needle.

Poison Needle Trap (EL 2): +8 ranged (1, plus poison); Search (DC 22), Disable Device (DC 20). Poison: Fort save DC 18, initial 1d10 temporary Constitution damage, secondary 1d10 temporary Constitution damage.

Treasure: Bronze +1 longsword (against undead only), a silver-tipped spearhead, ten silver arrowheads, and a chest. The chest contains the poison needle trap, plus ten bars of gold each weighing four pounds and worth about 100 gp.

14) Cave

This small cavern once penetrated deep into the Rock across area 8. When area 8 was constructed, the passage was bricked off. The brickwork is discernible from this cavern though undetectable from area 8. The wall can be broken through in 1d10 minutes.

15) Sturm-Wolf Lair

Creatures (EL Variable): This large cave network is the lair of a pack of Sturm-wolves (see the Appendix for information on this species). This cave is the lair for four adult wolves and four cubs. The cubs have no effective attack and will be found at 15c. There is a 50% chance that the adults will be in the cave. If they are in the cave each has a 50% chance of being at either 15a or 15b. Otherwise, the Wolves are hunting and will return in 1d20 rounds. If the PCs need a reference image for Sturm Wolf attacks, **display illustration 22 on IQ14**.

Sturm-wolves (4): CR 4 each, hp 50, 45, 38, 29.

Sturm-wolf cubs (4): CR 1 each, hp 10 each.

The cubs are worth 200 gp each to the right buyer. There are no other treasures in this area.

CONCLUSION

If the players do not kill all of the Sharjani in the temple, then the Sharjani reign of terror will begin once again. Since the entrance to the network of tombs has been opened once again, they will venture forth each night. If the players do not kill the Sharjani, but have the insight to fill the pit back in, the vampires will be trapped until someone foolish enough comes along to expose the entrance again.

If the players do not slay all the Sharjani and they leave the tombs open, the Sharjani WILL eventually track them down. Though they did free the Sharjani from their tomb, they are considered desecrators. If, however, the characters show "promise," they will be invited to become lay members of the cult, and after a few years of loyal service will be considered for membership in the Inner Circle of a new cell, as a Lesser Sharjani.

BRINGING IT ALL TOGETHER

If the PCs have fought well through all four adventures, they may have been fortunate enough to reach 10th level (depending on the difficulty as determined by the DM). However, you don't get to the top without stepping on a few toes...

Below are some possible repercussions the DM may want to haunt the PCs with in future adventures:

1) The death of Jonyez and the abandonment of their new temple in Narmaren (in "Sometimes They Come Back") was a great blow to the Harvesters. They had planned to use Narmaren as a stepping stone to quietly expand their influence over the desert coast and then north into the Young Kingdoms. So when the High Harvesters learn of the PCs' involvement, they seek revenge. After all, the PCs would make perfect sacrifices for the next Soul Harvest.

2) It is possible that the PCs chose not to inform the Order of Light that the Imposters, not the Profiteers, were behind the theft of the phoenix (in "Temple of the Bronze Flame"). If so, they have started a holy war between the Order of Light and the Parish of the Prolific Coin – something neither church will appreciate. Should the truth come out, the PCs will be marked as enemies of both religions, and any PC clerics of either religion will be excommunicated.

3) Should the PCs have pointed out the Imposters as the guilty party in the theft of the phoenix (in "Temple of the Bronze Flame"), they should beware any strangers they meet in the future – the Imposters do not take kindly to those who disrupt their plans.

4) Y'Nene (from "A Foe In Need") may believe that the PCs' knowledge of his return is a danger to his plans, and decide to have them eliminated whether they seek him out or not. Y'Nene could certainly summon demons or devils to serve his command, or even create more vampires and send them to destroy the PCs.

5) The nearby Brotherhood of Blood, in Korem, hears of the destruction of the Sharjani cult at Sleeping Bear Rock (from "The Hungry Undead"), and sends out their own members to eliminate the PCs.

6) PCs who brag about fighting Sturm-wolves (in "The Hungry Undead") are in for a surprise, as the person they are bragging to suddenly becomes hostile. They quickly learn that the Sturm-wolves were driven away from Sleeping Bear Rock into other, human-settled, areas. Now, the PCs become the hunted, as they are pursued by relatives of the innocent victims whom the Sturm-wolves slaughtered.

APPENDICES

The Appendices are arranged in the same order in which the adventures are arranged in this book.

APPENDIX: SOMETIMES THEY COME BACK

Key NPC's and Monsters

Alin the Warden, male human Clr1: CR 1; Medium Humanoid; HD 1d8; hp 7; Spd 30 ft.; Init -1; AC 15, touch 9, flat-footed 15 [++ chain shirt, +2 large steel shield, -1 Dex]; Atk +1 melee (1d8+1/crit x2, heavy mace); SQ rebuke undead 6/day,

spontaneous casting; AL LE; SV Fort +2, Ref -1, Will +7; Str 12, Dex 9, Con 11, Int 17, Wis 17, Cha 16.

Skills and feats: Concentration +4, Diplomacy +7, Knowledge (religion) +7, Search +5, Speak Language (Brandobian, Goblin, Svimohzish, Merchant's Tongue), Spellcraft +7, Spot +5; Combat Casting, Iron Will.

Spells Prepared (3/3): 0th—*cure minor wounds* (x2), *detect magic*; 1st—*command*, *cure light wounds*, *endure elements*[®].

***Domain Spell. Domains:** Evil (cast Evil spells at +1 caster level); Strength (Strength enhancement bonus equal to level for one round, 1/day).

Possessions: chain shirt, heavy mace, whip, 5 gp, 6 gp, 3 sp, 2 cp, 6 bloodstones worth 50 gp each, 4 garnets worth 25 gp each.

Cheff the Deshackler, male human Clr1: CR 1; Medium Humanoid; HD 1d8+2; hp 9; Spd 20 ft.; Init +5; AC 18, touch 11, flat-footed 17 [+5 chainmail, +2 large steel shield, +1 Dex]; Atk +2 melee (1d8+1/crit 19-20/x2, longsword); SQ turn undead 4/day, spontaneous casting; AL CG; SV Fort +4, Ref +1, Will +4; Str 12, Dex 13, Con 15, Int 10, Wis 15, Cha 12.

Skills and feats: Concentration +6, Knowledge (religion) +4, Open Lock +5; Improved Initiative, Skill Focus (Open Lock).

Spells Prepared (3/3): 0th—*detect magic*, *detect poison*, *light*; 1st—*command*, *magic weapon*[®], *summon monster I*.

***Domain Spell. Domains:** Good (cast Good spells at +1 caster level); War (free Martial Weapon Proficiency and Weapon Focus in longsword).

Possessions: Chainmail, longsword, eagle's claw (holy symbol), white robe adorned with three black feathers, 2 gp, 15 sp, 23 cp.

Chlghen the Novitiate, male human Clr1: CR 1; Medium Humanoid; HD 1d8; hp 7; Spd 20 ft.; Init +2; AC 17, touch 12, flat-footed 15 [+5 chainmail, +2 Dex]; Atk +3 melee (2d4+3/crit x4, scythe); SQ rebuke undead 5/day, spontaneous casting; AL NE; SV Fort +2, Ref +2, Will +4; Str 16, Dex 15, Con 10, Int 9, Wis 14, Cha 14.

Skills and feats: Concentration +4, Knowledge (religion) +3; Combat Casting, Dodge.

Spells Prepared (3/3): 0th—*cure minor wounds*, *detect magic*, *detect poison*; 1st—*cause fear*[®], *cure light wounds*, *magic weapon*.

***Domain Spell. Domains:** Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions: chainmail, scythe, sickle, black robe, small golden sickle, skull-adorned belt, 12 gp, 16 sp, 55 cp.

Egarhz the Messenger, male human Clr2: CR 2; Medium Humanoid; HD 2d8+6; hp 17; Spd 20 ft.; Init +3; AC 14, touch 9, flat-footed 14 [+5 chainmail, -1 Dex]; Atk +2 melee (2d4+1/crit x4, scythe); SQ rebuke undead 4/day, spontaneous casting; AL NE; SV Fort +5, Ref -1, Will +5; Str 12, Dex 9, Con 16, Int 10, Wis 15, Cha 13.

Skills and feats: Concentration +8, Knowledge (religion) +5, Spot +4; Combat Casting, Improved Initiative.

Spells Prepared (4/4): 0th—*cure minor wounds* (x2), *detect magic*, *resistance*; 1st—*cure light wounds* (x2), *protection from good*[®], *summon monster I*.

***Domain Spell. Domains:** Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions: chainmail, scythe, sickle, black robe, small golden sickle, skull-adorned belt, 12 gp, 16 sp, 55 cp.

Heral, male human Rog2: CR 2; Medium Humanoid; HD 2d6+4; hp 11; Spd 30 ft.; Init +3; AC 16, touch 13, flat-footed 13 [[+3 studded leather, +3 Dex]]; Atk +5 melee (1d6+4/crit 19-20/x2, rapier) or +5 melee (1d6+4/crit x2, club) or +4 ranged (1d4+4/crit 19-20/x2, dagger); SA sneak attack +1d6; SQ evasion; AL NE; SV Fort +2, Ref +6, Will -1; Str 18, Dex 16, Con 15, Int 12, Wis 8, Cha 3.

Skills and feats: Climb +8, Decipher Script +6; Disable Device +6, Escape Artist +7, Hide +7, Move Silently +7, Open Lock +8, Pick Pocket +7, Search +6, Spot +4; Combat Reflexes, Dodge.

Possessions: rapier, 4 daggers, club, studded leather.

Jonyez the Butcher, male human Clr3: CR 3; Medium Humanoid; HD 3d8+3; hp 19; Spd 20 ft.; Init +3; AC 18, touch 13, flat-footed 15 [[+5 breastplate; +3 Dex]]; Atk +3 melee (2d4/crit x4, scythe); SQ rebuke undead 7/day, spontaneous casting; AL NE; SV Fort +4, Ref +3, Will +6; Str 10, Dex 16, Con 12, Int 14, Wis 17, Cha 10.

Skills and feats: Concentration +7, Heal +9, Knowledge (religion) +8, Listen +6, Spot +6; Combat Casting, Extra Turning, Weapon Focus (scythe).

Spells Prepared (4/4/3): 0th—*cure minor wounds* (x2), *detect magic*, *detect poison*; 1st—*cause fear*^{*}, *cure light wounds*, *obscuring mist*, *summon monster I*; 2nd—*bull's strength*, *cure moderate wounds*, *desecrate*^{*}.

^{*}Domain Spell. Domains: Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions: breastplate, scythe, pendant with hematite gem (20 gp), black robe, small golden sickle, skull-shaped great helmet, skull-adorned belt, skull brooch with 2 red spinels (125 gp each), *scroll of speak with dead*, *wand of animate dead* (14 charges), 2 pp, 40 gp, 52 sp, 33 cp.

Jonyez the Butcher, male ghoul Clr3: CR 4; Medium Undead; HD 3d12; hp 23; Spd 20 ft. (30 ft. without armor); Init +5; AC 22, touch 15, flat-footed 17 [[+5 breastplate, +5 Dex, +2 natural]] or 17, touch 15, flat-footed 12 [[if armor has been taken]]; Atk +4 melee (2d4+1/crit x4, scythe) or +8/+2/+2 melee (1d6+1 and paralysis/crit x2 and 1d3 and paralysis/crit x2, 2 claws); SA paralysis, create spawn, undead; SQ +2 turn resistance, rebuke undead 7/day, spontaneous casting; AL NE; SV Fort +3, Ref +5, Will +6; Str 12, Dex 20, Con -, Int 14, Wis 17, Cha 10.

Skills and feats: Concentration +7, Heal +9, Knowledge (religion) +8, Listen +6, Spot +6; Combat Casting, Extra Turning, Multiattack, Weapon Finesse (bite), Weapon Focus (scythe).

Spells Prepared (4/4/3): 0th—*cure minor wounds* (x2), *detect magic*, *detect poison*; 1st—*cause fear*^{*}, *cure light wounds*, *obscuring mist*, *summon monster I*; 2nd—*bull's strength*, *cure moderate wounds*, *desecrate*^{*}.

^{*}Domain Spell. Domains: Death (*death touch* 1/day); Evil (cast Evil spells at +1 caster level).

Possessions (note that some or all of these items may have already been taken by the players): breastplate, scythe, pendant with hematite gem (20 gp), black robe, small golden sickle, skull-shaped great helmet, skull-adorned belt, skull brooch with 2 red spinels (125 gp each), *scroll of speak with dead*, *wand of animate dead* (0 charges), 2 pp, 40 gp, 52 sp, 33 cp.

Pally Torenbock, male halfling Ftr1: CR 2; Small Humanoid; HD 1d10+2; hp 11; Spd 20 ft.; Init +3; AC 17, touch 14, flat-footed 14 (+2 leather, +1 small wooden shield, +1 Size, +3 Dex); Atk +3

melee (1d6+1/crit 19-20/x2, shortsword) or +6 ranged (1d4+1/crit 19-20/x2, dagger); SQ +2 morale bonus on saves against fear; AL NG; SV Fort +5; Ref +4, Will +2; Str 13, Dex 16, Con 14, Int 9, Wis 13, Cha 14.

Skills and feats: Climb +5, Jump +5; Combat Reflexes, Dodge.

Possessions: leather armor, shortsword, 6 daggers, backpack, small sack, belt, small shield, 4 pp, 5 gp, 10 sp, 19 cp.

Saryf the Quester, male human Clr1: CR 2; Medium Humanoid; HD 1d8+2; hp 9; Spd 30 ft.; Init +2; AC 15, touch 12, flat-footed 13 [[+3 studded leather armor, +2 Dex]]; Atk +0 melee (1d6/crit x2, quarterstaff) or -2/-2 melee (1d6/crit x2, quarterstaff); SQ turn undead, spontaneous casting; AL NG; SV Fort +4, Ref +2, Will +5; Str 11, Dex 15, Con 14, Int 13, Wis 17, Cha 14.

Skills and feats: Concentration +6, Heal +7, Knowledge (religion) +5, Wilderness Lore +7; Ambidexterity, Two-Weapon Fighting.

Spells Prepared (3/3): 0th—*create water*, *mending*, *purify food and drink*; 1st—*bless*, *endure elements*, *expeditious retreat*^{*}.

^{*}Domain Spell. Domains: Good (cast Good spells at +1 caster level); Travel (freedom of movement for 1 round per level each day, Wilderness Lore is a class skill).

Possessions: studded leather armor, quarterstaff, backpack, yellow robe, small silver star (holy symbol), 20 gp, 21 sp, 39 cp.

Monsters

Congregants, human Com1 (3): CR 1/2; Medium Humanoids; HD 1d4+1; hp 4, 3, 2; Spd 30 ft.; Init +0; AC 10, touch 10, flat-footed 10; Atk +0 melee (1d3 subdual/crit x2, unarmed strike); AL NE; SV Fort +1, Ref +0, Will +1; Str 10, Dex 11, Con 12, Int 11, Wis 12, Cha 10.

Skills and feats: Bluff +4, Climb +2, Listen +5, Spot +7; Alertness, Skill Focus (Bluff).

Slavers, human War1: CR 1/2; Medium Humanoids; HD 1d8; hp 7 each; Spd 30 ft.; Init +1; AC 14, touch 11, flat-footed 13 [[studded leather, +1 Dex]]; Atk +3 melee (1d6+1/crit 19-20/x2, shortsword) or +2 ranged (1d2+1 subdual/crit x2, whip); AL NE; SV Fort +2, Ref +1, Will +0; Str 12, Dex 12, Con 11, Int 10, Wis 11, Cha 10.

Skills and feats: Handle Animal +4, Ride +5, Spot +2; Exotic Weapon Proficiency (whip), Weapon Focus (shortsword).

New Templates

Ghoul Template

Hit Dice: Increases to d12.

Speed: Same as base creature.

AC: Natural armor becomes +2.

Attacks: Same as base creature, plus bite and claw attacks.

Damage as shown below:

Size	Bite Damage	Claw Damage
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6

Special Attacks: Same as base creature plus those listed below.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must make a Fortitude save (DC 10 +1/2 ghoul's hit dice + ghoul's

Charisma modifier) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): Humanoids killed by a ghoul (and not eaten) rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before that time will avert the transformation).

Special Qualities: The ghoul retains all the special qualities of the old creature and gains those listed below, and also gains the undead type.

Turn Resistance (Ex): The ghoul has +2 turn resistance.

Saves: Same as base creature.

Abilities: Str +2, Dex +4. As undead creatures, ghouls have no Constitution score.

Feats: Ghouls gain Multiattack, Weapon Finesse (bite).

Challenge Rating: Same as base creature +1.

Alignment: Always evil.

Secret Societies

Brotherhood of the Broken Chain

Being so close to the independent city of Prompeldia, Narmaren is a natural staging area for rescue operations of the Brotherhood of the Broken Chain. The only goal of the Brotherhood of the Broken Chain is to abolish slavery from the face of Tellene. The Brotherhood works both overtly and covertly to attain its goal. Brothers infiltrate slave rings and report numbers, locations and caravan routes to their superiors. The Brotherhood then ambushes the slave merchants and frees their captives. Members also smuggle arms to captives and instigate slave rebellions. As a last resort the Brotherhood will sometimes purchase, then free the slaves. This is not done often because it is costly and directly benefits the hated slave merchants.

The Brotherhood was formed only a few years ago. However, membership is growing rapidly as many freed slaves join the ranks of the brotherhood. The Brotherhood of the Broken Chain is closely allied with the Face of the Free and receives financial backing from that church to help in its endeavors. The Brotherhood currently concentrates its operations in Pel Brolenon, Mendarn Vrandol and Ul Karg. Recent successes have been slave rebellions in Mendarn and Vrandol and the freeing of more than 100 slaves from Ul Karg.

This group provides many adventuring possibilities for player characters. If the PCs wish they may even become involved with members of the brotherhood in Narmaren. If so, they may become better acquainted with Dreimi the potter, Cheff the Deshackler, and even Dari the cook. They may also become more involved with Cryotherius the Sphinx and Brolenese slave traders.

Be aware that the brotherhood is devoted, but may be suspicious of outsiders at first. The PCs may have to prove themselves in order to win their trust, perhaps with a rescue of slaves.

APPENDIX: TEMPLE OF THE BRONZE FLAME

Key NPCs

Bronze Flame, male human Clr6: CR 6; Medium Humanoid; HD 6d8; hp 20; Init +1; Spd 30 ft.; AC 11; touch 11, flat-footed 10 [[+1 Dex]]; SQ turn undead 4/day; AL N; SV Fort +5, Ref +5, Will +10; Str 7, Dex 13, Con 11, Int 14, Wis 17, Cha 5.

Skills and feats: Craft (sculpture) +11, Concentration +9, Knowledge (arcana) +11, Knowledge (religion) +13, Spellcraft +11; Extra Turning, Iron Will, Lightning Reflexes, Skill Focus (Knowledge – religion).

Spells Prepared: None.

Possessions: ring of spell storing containing fireball (x2); wall of fire.

Casif, male human Rgr5: CR 5; Medium Humanoid; HD 5d10+10; hp 35; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14 [[+4 chain shirt, +4 Dex]]; Atk +9 melee (1d6/crit 18-20/x2, rapier) or +9 ranged (1d8/crit x3, longbow) or +7/+7 ranged (1d8/crit x3, longbow); SA Favored enemy (giants +2, dragons +1); AL LG; SV Fort +6, Ref +5, Will +1; Str 11, Dex 18, Con 15, Int 12, Wis 11, Cha 13.

Skills and feats: Heal +8, Hide +11, Listen +8, Move Silently +11, Spot +8, Wilderness Lore +8; Track, Point Blank Shot, Rapid Shot, Weapon Finesse (rapier).

Possessions: rapier, masterwork chain shirt, longbow, 20 arrows, 5 gp, 10 sp.

Reven "The Committed," male human Clr7: CR 7; Medium Humanoid; HD 7d8; hp 32; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d8/crit x2, +1 heavy mace); SQ turn undead 5/day, spontaneous casting; AL LG; SV Fort +5, Ref +4, Will +8; Str 9, Dex 10, Con 11, Int 13, Wis 16, Cha 14.

Skills and feats: Concentration +10, Diplomacy +12, Heal +13, Knowledge (religion) +11; Brew Potion, Expertise, Lightning Reflexes, Scribe Scroll.

Spells Prepared (6/6/5/4/2): 0th – create water, detect magic (x2), light, purify food and drink, resistance; 1st – *command*, *comprehend languages*, *detect evil*, *endure elements* *, *sanctuary*, *summon monster I*; 2nd – *calm emotions*, *find traps*, *heat metal* *, *hold person*, *silence*; 3rd – *continual flame*, *dispel magic*, *remove disease*, *searing light* *; 4th – *discern lies*, *fire shield* *.

*Domain spell. Domains: Law (cast Law spells at +1 caster level); Sun (*greater turning* 1/day).

New Monsters

Crimson Worm: CR 12; Huge Beast (30 ft long); HD 19d12+90; hp 217; Init +2 (Dex); Spd 20 ft., burrow 20 ft.; AC 28 (-2 size, +2 Dex, +18 natural), touch +0, flat-footed 26 [[-2 size, +18 natural]]; Atk +25 melee (2d8+8, bite); Face/Reach 10 ft. x 20 ft./10 ft.; SA Improved Grab, Swallow Whole; SQ Regeneration (Ex) 10; SR 5; AL Always neutral; SV Fort +16, Ref +12, Will +14; Str 30, Dex 15, Con 22, Int 6, Wis 10, Cha 3.

Eye of Fear and Flame: CR 9; Medium Outsider (Chaotic, Evil); HD 12d8; hp 64; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17 [[+1 Dex, +7 natural]]; Atk nil; SA spell-like abilities; SQ spell reflection; AL CE; SV Fort +8, Ref +9, Will +12; Str 11, Dex 13, Con 11, Int 15, Wis 15, Cha 10.

Skills and feats: Concentration +15, Hide +16, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +19, Search +17, Spellcraft +17, Spot +19; Alertness, Improved Initiative, Iron Will.

Spell-like Abilities: at will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *ethereal jaunt*, 1/round—*fear*, 1/3 rounds—*fireball*. These abilities are treated as spells cast by a 12th-level sorcerer.

Spell Reflection (Su): If *blindness* or *power word: blind* is cast on an eye of fear and flame, the spell affects its caster instead.

Other Monsters

Guards, human Ftr1 (4): CR 1 each; Medium Humanoids; HD 1d10+1; hp 10 each, Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 [[+5 chainmail, +1 Dex]]; Atk +4 melee (1d8+2/crit x3, longspear) or +2 ranged (1d8/crit 19-20/ x2, light crossbow); Face/Reach 5 ft. by 5 ft./ 10 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 14, Dex 12, Con 12, Int 8, Wis 8, Cha 10.

Skills and feats: Ride +5, Spot +1; Cleave, Power Attack, Weapon Focus (longspear).

Possessions: chainmail, longspear, light crossbows, 10 bolts, 1 sp.

Lesser Iron Golem: CR 6; Large Construct; HD 9d10; hp 40; Init -1; Spd 20 ft. (can't run); AC 16, touch 8, flat-footed 16 [-1 size, -1 Dex, +8 natural]; Atk +12/+7 melee (slam 2d6+6); Face/Reach 5 ft. by 5 ft./10 ft.; SA breath weapon; SQ construct, damage reduction 20/+1, rust vulnerability; AL N; SV Fort +3, Ref +2, Will +3; Str 22, Dex 8, Con -, Int -, Wis 11, Cha 1.

Breath Weapon (Su): First or second round of combat—cloud of poisonous gas, 10-foot cube directly in front of the golem lasting 1 round, free action every 2d4+3 rounds, Fortitude save (DC 14), initial damage 1d3 temporary Constitution, secondary damage death.

Rust Vulnerability (Ex): An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

New Magic Items

Cage of Lisar: The cage of Lisar has no keyhole, is immune to physical and magical attacks, hinders all magicks from entering or exiting its confines and stifles all magical properties of the creature trapped within. The cage can only be opened if its command word is spoken aloud within 10 feet.

Caster Level: 18th

Prerequisites: *Craft Wonderous Item, imprisonment, wall of force*; Market Price: 50,000 gp.

Red Dragonhide Scalemail: This is an elaborate suit of magical armor crafted from the hide of a red dragon. The substrate coat and leggings are made of a leather tanned from the soft underbelly of the wyrm. These are covered by small armored scales taken from the beast's forearms. The armor is +1 scale mail of fire resistance.

Caster Level: 5th

Prerequisites: *Craft Magic Arms and Armor, resist elements*; Market Price: 16,200 gp.

APPENDIX: A FOE IN NEED

Key NPCs and Monsters

Krillkan, male juvenile black dragon: Large Dragon (Water); CR 6; HD 14d12+28; hp 110; Init +4; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 21, touch 9, flat-footed 21 [[-1 size, +12 natural]]; Atk +16/+11/+11 (1d8+3/1d6+1/1d6+1, bite, 2 claws); Face/Reach 5 ft. by 10 ft./10 ft.; SA breath weapon (60 ft. line of acid, 8d4 points of damage, DC 18); SQ immunities (sleep, paralysis, acid), blindsight, keen senses, water breathing, darkness 40

ft. radius 3/day; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 10.

Skills and feats: Bluff +14, Escape Artist +14, Listen +14, Search +13, Spot +14; Cleave, Improved Initiative, Power Attack, Weapon Focus (claw and bite).

Monstrous Leeches (12): Tiny Vermin; CR 1/4; HD 1/2 d8+2; hp 6 each; Init +0; Spd 15 ft.; AC 12, touch 12, flat-footed 12 [[+2 size]]; Atk +2 melee (1d4 -4/crit x2, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA improved Grab, squeeze; SQ vermin; AL N; SV Fort +4, Ref +0, Will +0; Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and feats: Weapon Finesse (bite).

Pohl, male human Wiz8: CR 8; Medium Humanoid; HD 8d4-8; hp 13; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d6+1/crit x2, quarterstaff) or +1/-3 melee (1d6+1/1d6+1/crit x2, quarterstaff) or +4 ranged (1d4+1/crit 19-20/x2, dagger); AL N (with evil tendencies); SV Fort +1, Ref +2, Will +7; Str 13, Dex 10, Con 8, Int 15, Wis 13, Cha 14.

Skills and feats: Alchemy +13, Concentration +10, Knowledge (arcana) +13, Spot +6, Spellcraft +13; Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Focus (Enchantment, Illusion), Spell Penetration.

Spells Prepared (4/5/4/3/2): 0th—*daze (x2), light, mage hand*; 1st—*burning hands, charm person, color spray, grease, silent image*; 2nd—*darkness, locate object, minor image, web*; 3rd—*fly, gaseous form, hold person*; 4th—*hallucinatory terrain, improved invisibility*.

Spellbook: 0th—all; 1st—*burning hands, charm person, color spray, comprehend languages, grease, silent image, spider climb*; 2nd—*arcane lock, darkness, fog cloud, knock, locate object, minor image, web*; 3rd—*dispel magic, fly, gaseous form, haste, hold person, lightning bolt, major image, shrink item, suggestion*; 4th—*confusion, hallucinatory terrain, improved invisibility, phantasmal killer, polymorph self, shout*.

Shizzinir, male lizardfolk Drd3: CR3; Medium Humanoid (aquatic, reptilian); HD 3d8+3; hp 22; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17 [[+5 natural, +2 large wooden shield]]; Atk +3/+3/+1 melee (1d4+1, 2 claws, and 1d4, bite); or +3 melee (1d8+1/crit x3, shortspear); or +2 ranged (1d8+1/crit x3, shortspear); SQ nature sense, woodland stride, trackless step, spells; AL N; SV Fort +4, Ref +1, Will +5; Str 13, Dex 10, Con 13, Int 9, Wis 14, Cha 13.

Skills and feats: Concentration +7, Heal +8, Wilderness Lore +8; Multiattack, Track.

Spells Prepared (4/3/2): 0th—*create water, cure minor wounds, light, resistance*; 1st—*cure light wounds (x2), entangle*; 2nd—*charm person or animal, summon swarm*.

Ynene, male vampire Wiz10: Medium Undead; CR 12; HD 10d12; hp 65; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 [[+6 natural, +3 Dex]]; Atk +9 melee (1d6+4 and 2 negative levels, slam); SA domination (DC 18), energy drain, blood drain, children of the night, create spawn; SQ damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +3, Ref +8, Will +9; Str 19, Dex 16, Con -, Int 19, Wis 11, Cha 17.

Skills and feats: Concentration +13, Knowledge (arcana) +17, Listen +16, Search +18, Spellcraft +17, Sense Motive +14, Spot +16; Feats: Alertness, Combat Casting, Combat Reflexes, Dodge,

Empower Spell, Expertise, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (Necromancy), Spell Penetration.

Spells Prepared (4/5/5/4/4/2): None.

New Magic Items

The Black Book: The Black Book is Y'nene's spellbook. Closed, the tome is some 12 inches across and 18 inches tall. It is bound with some kind of leather and completely covered with black scales (black dragon scales, actually). Scratched into the cover of the book is the name Y'nene in ancient Svimohzish runes. The book contains 200 pages and is adorned by a blackened, broken lock.

The book contains the following spells: 0th—all; 1st – *burning hands, cause fear, change self, charm person, color spray, enlarge, erase, hypnotism, identify, message, protection from good, protection from law, ray of enfeeblement, reduce, shield, shocking grasp, sleep*; 2nd—*alter self, arcane lock, darkness, detect thoughts, flaming sphere, fog cloud, magic mouth, scare, web*; 3rd – *clairaudience/clairvoyance, explosive runes, fireball, flame arrow, fly, greater magic weapon, haste, hold person, lightning bolt, summon monster III, nondetection, phantom steed, wind wall*; 4th – *arcane eye, contagion, fire shield, gateway to immortality, ice storm, improved invisibility, minor globe of invulnerability, phantasmal killer, polymorph other, polymorph self, shadow conjuration, summon monster IV, wall of fire, wall of ice*; 5th—*animate dead, cloudkill, cone of cold, dismissal, lesser planar binding, magic jar, permanency, shadow evocation, summon monster V, teleport, wall of force*.

On the last page of the book is the spell entitled *gateway to immortality*.

New Spell

Gateway to Immortality

(more commonly known as Cluo's Closet)

Transmutation

Level: Sor/Wiz 4

Components: V, M

Casting Time: 2 rounds

Range: 60 yards

Area: 4 ft. by 4 ft. by 8 ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cluo's Closet creates a small extradimensional area some four feet on a side and eight feet high (a bar and several hangers can be included in the spell if the caster so wishes). Once the spell is initially cast, the "closet" comes into being and can be called forth by casting the spell again at the same place (or within the range of the spell) where it was initially cast. Casting the spell elsewhere simply creates another small empty closet.

The closet looks to be a simple arch with a few feet of space behind it. So long as the caster concentrates on keeping the door open, it continues to exist. As soon as the caster ceases his concentration, the archway vanishes. Anything placed within the closet ceases to age once the small space vanishes into the

ethereal plane—time actually stopping inside the closet. This makes it an excellent place to store any perishables or prisoners.

The material component (1,000 gp worth of ruby dust) is only necessary to create an initial closet. Once the closet is created, merely speaking the spell causes it to reappear.

The spell was once common to the wizards of Pekal and the College of Magic. Other spells, more powerful and more useful, have since replaced it and it is almost impossible to find now.

The College of Magic was built in the principality of Pekal during the reign of Kolokar. All schools of magic are studied within its hallowed halls. The College has been run for the last 30 years by the eccentric wizard, Zenith. The College has always had a strong influence in the governing of the Principality and a centuries-old law requires that all magic performed in Pekal be approved and licensed by the College. The penalty for performing unlicensed magic varies from warnings to death, depending on the power of the magic.

Areas of Kalamar

The DuKem'p Swamp

The Banader River flows through a natural depression known as the DuKem'p Swamp. Despite becoming quite shallow, the river is fully navigable through this marsh. The fen stretches outward from the banks of the Banader for over twenty leagues, and is often fifteen leagues in breadth. Monstrous leeches are common to portions of this swamp. Outlaw bands of men and humanoids are transients at the drier edges of DuKem'p while lizardfolk are known to populate the interior. Black dragons occasionally roam in the northeastern areas of the swamp.

The Militocracy of Korak

To the south of P'Bapar and the west of Ek'Kasel lies the Militocracy of Korak (population 670,000). The first Archduke of P'Bapar consulted with the Koraki general before seceding and even contracted his help should Kalamar retaliate militarily. Korak followed P'Bapar by seceding one month later. Korak's current leader is General Alere Garnak.

Korak is a country constantly at war. In Korak reside the descendants of those who pushed the hobgoblins back to where they are now—and kept them there. Without Korak as a buffer, the Young Kingdoms would have fallen to the hobgoblins centuries ago. Every general who assumes the Koraki command swears an oath of office: "Never surrender, whatever the cost."

This great war with Norga-Krangel is not fought without the help of the rest of the Young Kingdoms. Every spring, P'Bapar sends 200 soldiers to help fight the hobgoblins and every winter Korak sends officers to help train their soldiers. Ek'Gakel sends an annual tithe and the dwarven kingdoms in the Legasas sends weaponsmiths and armorers to Korak.

The Temple of Armed Conflict and the Way of the Beserk are very popular here. The Founder's Creation, the Fraternal Order of Aptitude and the Church of the Life's Fire are also common in Korak. Humans and demi-humans are prevalent in the cities of Korak, but those with humanoid blood are openly persecuted.

The standing army of Korak is immense. Heavy infantry number near 4,500, crossbowmen around 300 and cavalry number around 1,400. During campaigns season, when troops arrive from P'Bapar, these numbers increase.

Korak's capital city, Korem (population 9,600) has become known as the City of Swords. In Korem, one can find weapons and armor of the highest quality. Korem smiths make armor and weapons for the leaders of almost every kingdom on Tellene. For a hefty price, a properly-skilled Korem smith can forge a weapon or a suit of armor exquisite enough to hold powerful enchantments. Also, in Korem, almost any kind of mercenary can be hired: human swordsmen, dwarven heavy footmen, gnomish crossbowmen, halfling slingers and even elven archers. These special troops are the best, but they are very expensive. The women of Korak are excellent fighters as well, and battle alongside the men. There is even an all-female regiment that continuously strives to have their colonel rule the country.

Lizardfolk in Kalamar

Not many outsiders have had dealings with lizardfolk, who call themselves Zek'Ira, in their language, meaning "people." Many who have, have been unable to return with any stories. Most humans and other demi-humans prefer to avoid them. Some, however, have hunted them like animals for their hides, or for use as slaves. Those few have only confirmed most lizard men's ideas about outsiders, that they are cruel, stupid and uncivilized.

Rumors and stories about the tall, powerful lizardfolk abound. Some mothers tell their children horror stories about "alligator people" to keep them from venturing too far into the swamps.

There is a legend which anyone can hear if they frequent taverns or inns in the Young Kingdoms, that lizardfolk who live in DuKem'p Swamp sneak into town, kidnap people from off the streets and drag them into the swamps. There, it is said, they disembowel their victims, cook and eat the entrails, and then stuff and display the bodies in their tribal halls. Those stories have not been verified, but many claim to have seen people dragged into the swamps.

Few outsiders realize how generally peaceful lizardfolk are. Theirs is a complex society, bound by tradition and a tremendous sense of pride in their homelands. They fight, only to protect their homes, for the most part.

As testament to their peaceful natures, there have been no recorded battles between organized lizardfolk soldiers and any other human or demi-human settlement.

Lizardfolk prefer to keep to themselves because of the superstition and cruelty of outsiders who have stereotyped them.

While lizardfolk are generally peaceful they can be, at the same time, fierce. Threaten the homeland, or the well-being of any member of a lizardfolk tribe, and you will soon see the foolishness of such an act.

In their element, not too many humans or demi-humans are a match for the power and swiftness of enraged lizardfolk.

Lizardfolk do face many threats, however. They all fear the destruction of their wetlands, which are threatened by settlements and an increasing number of travelers wishing to cross through on business or pleasure.

Larger monsters, especially dragons, are a threat to lizardfolk, although, luckily for them, the frequency of such encounters are rare.

Slavers have been known to try to capture lizard men, but few have succeeded. Most lizardfolk fear slavers nonetheless. Tribal elders tell a story about a lizardfolk, Jazeer'ka, a well-respected elder, who was overpowered while he was alone, hunting. They say he was dragged into a human village, mocked, beaten and

disgraced. He was made to dance in the tavern for the amusement of drunken miners who threw bottles and food at him. His clothing was stripped off and he was displayed naked. When several drunks began to use him for target practice, he broke loose and began to attack. He killed several before he was skewered with a lance, dragged into the street and strung up from a tree. They say his body hung in the street, where young boys and girls would throw stones and dogs chewed at it. Finally, members of his tribe snuck into town at night, cut him down and brought him back into the swamp for a proper cremation.

Lizardfolk are often skillful artisans, especially adept at leatherwork and weaving. It is said a garment made by lizardfolk can keep out the strongest rain and the coldest chill. A few pieces of this work found in shops specializing in rare items have sold for tremendous prices.

Females and children play an important part in their society. Males and females are partners in a sense, and disrespect between men and women is not tolerated. Children are brought up in loving, but very strict, families. Elders are included in family dwellings, and are greatly respected.

Male lizardfolk are surprisingly gentle with their offspring, and it is most often the females who bring discipline and order to the family. Males protect females and children from outside harassment with everything they have. It is the ultimate disgrace to the entire tribe if a female or child is harmed. Both male and female hunt, including children. Their survival training begins at an early age.

Lizardfolk worship a variety of gods, but the most common include Mother Tellene and The Bear. Lizardfolk tend to worship gods who have the power to protect their lands. A few lizardfolk gods are worshiped who provide them the ability to remain hidden from the rest of the world, and those who grant them protection from dragons.

Most lizardfolk believe their race is the original race of all creation on Tellene. They believe every other type of intelligent being sprang off from their blood but were somehow cursed. Now these beings must live without the benefit of being true people. Their spirits, therefore, are twisted and evil. All they can do now is protect the true way, and continue to live in that truth. What the others do, unless their activities threaten them, is of no concern. Their existence is simply a fact of life, however unpleasant.

There have been outsiders who have been accepted by lizardfolk, and vice versa. Some outsiders have shown the spirit of truth, the lizardfolk say, and have even been adopted as part of the lizardfolk society. Some lizardfolk have even been known to join bands of humans or demi-humans in seeking knowledge and adventure. Not much is known about them, since contact with the tribe is pretty much cut off after a lizardfolk leaves the wetlands.

There is a small tribe of lizardfolk living in the Tharakka Morass, known as Sla'Zeen, or "wild ones." They have thrown off the traditions of their elders and have taken to aggressive acts. Their chief, Zee'linn, has said, "We will no longer tolerate oppression by weaker races. We will fight, and we will fight hard. We will slay every one who sets foot within our lands." The power of this group, however, is limited and they know it. They attack only sporadically outside their own domain, which is populated by hobgoblins. Sla'Zeen warriors sometimes slink out from the Morass into small villages, where they commit acts of terror, burning homes, mutilating livestock and even slitting throats. For the most part, they train and wait. They wait for their

victims to come to them, and they wait for the day when their power will become great. They wish to become a force to be reckoned with. It is said their shamans lead the wild ones in depraved acts of worship to unholy deities, in order to gain arcane knowledge and power. Who knows... one day they may just be a great force of terror within the Young Kingdoms.

Most lizardfolk denounce the activities of these rogues and teach their children to avoid following such blasphemous paths. Still, a few young lizardfolk, both male and female, have wandered off to join this group, to the sorrow of their families.

Some have left in bitterness after successful attacks by outsiders. They have rejected the worship of "outsider gods," and seek a way to avenge the wrongs they feel their race has suffered.

APPENDIX: THE HUNGRY UNDEAD

Key NPCs and Monsters

Adev Rajen, Lesser Sharjan, Wiz4: CR 5; Medium Sharjan; HD 4d6+3 (Toughness); hp 11 (max 22); Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 [[+5 natural, +2 Dex]]; Atk +3 melee (1d4+1/crit x2, bite); SA Blood Rage, create spawn, improved grab, Narsharjani affliction (DC 11); SQ Immunities, scent, darkvision 60 ft., fast healing 1, weaknesses; AL CE, Fort +5, Ref +5, Will +8; Str 12, Dex 14, Con 10, Int 15, Wis 11, Cha 11.

Skills and feats: Alchemy +9, Concentration +7, Knowledge (arcana) +9, Knowledge (religion) +9; Spellcraft +9; Combat Casting, Dodge, Lightning Reflexes, Scribe Scroll.

Spells Prepared (4/4/3): None.

Spellbook: 0th—*read magic*; 1st—*magic missile*, *magic weapon*, *ray of enfeeblement*; 2nd—*ghoul touch*, *summon monster II*.

Possessions: gold ring worth 75 gp, spellbook.

Janir Kodjay, male greater sharjani (Ftr5): CR 7; Medium humanoid; HD 5d12+18; hp 43 (down from 53); Init +6 [[+2 Dex, +4 Improved Initiative]]; Spd 40 ft.; AC 19, touch 12, flat-footed 17 [[+7 natural, +2 Dex]]; Atk +8 melee (1d6+3/crit x2, bite) or +9 melee (1d6+5/crit 19-20/x2, shortsword); SA Improved grab, Narsharjani affliction (DC 17), create spawn, Blood Rage; SQ Darkvision 60 ft., spider climb, immunities, fast healing 2, scent, weaknesses; AL CE; SV Fort +11, Ref +3, Will +5; Str 17, Dex 15, Con 16, Int 13, Wis 11, Cha 13.

Skills and feats: Hide +6, Listen +6, Move Silently +6, Spot +6. Feats: Alertness, Combat Reflexes, Expertise, Improved Initiative, Toughness, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Jorvan Ekrad, male human Ftr3: CR 0; Medium Humanoid; HD 3d10+6; hp 2 currently (down from 21); Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Atk +5 melee (1d6/crit x2, broken heavy lance); AL NG; SV Fort +5, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and feats: Climb +8, Jump +8, Listen +6, Spot +6; Alertness, Blind-Fight, Combat Reflexes, Endurance, Run.

Loji Burjan, Lesser Sharjan, Ftr5: CR 6; Medium Sharjan; HD 5d12+5; hp 25 (maximum 50); Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 [[+5 natural, +2 Dex]]; Atk +9 melee (1d4+5/crit x2, bite); SA Blood Rage, create spawn, improved grab, Narsharjani

affliction (DC 13); SQ Immunities, scent, darkvision 60 ft., fast healing 1, weaknesses; AL CE; SV Fort +9, Ref +3, Will +4; Str 17, Dex 14, Con 13, Int 11, Wis 9, Cha 10.

Skills and feats: Hide +6, Listen +5, Spot +5; Alertness, Dodge, Mobility, Spring Attack, Weapon Focus (bite), Weapon Specialization (bite).

Ranjar, zombie, Ftr8: CR 9; Medium undead; HD 8d12+3; hp 60; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18 [[bronze half plate, -1 Dex, +2 natural]]; Atk +17/+12 melee (1d8+9/crit 17-20/x2, +3 longsword) or +12/+7 melee (1d6+4/crit x2, slam); SQ Undead; AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 8, Con -, Int 7, Wis 6, Cha 7.

Skills and feats: Cleave, Great Cleave, Improved Bull Rush, Improved Critical (longsword), Power Attack, Sunder, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Ribanji Rijiki, Lesser Sharjan, Rog5: CR 6; Medium Sharjan; HD 5d8+5; hp 19 (max 38); Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18 [[+5 natural, +3 Dex]]; Atk +6 melee (1d4+2/crit x2, bite); SA Blood Rage, create spawn, improved grab, Narsharjani affliction (DC 13), sneak attack +3d6; SQ Immunities, scent, darkvision 60 ft., fast healing 1, weaknesses, evasion, uncanny dodge (retains Dex bonus while flat-footed); AL CE; Fort +6, Ref +7, Will +4; Str 14, Dex 17, Con 12, Int 11, Wis 9, Cha 13.

Skills and feats: Appraise +8, Bluff +9, Disable Device +8, Escape Artist +11, Hide +11, Move Silently +11, Open Lock +11, Spot +7, Tumble +11; Combat Reflexes, Dodge, Weapon Focus (bite).

Sajan Shirinir, Lesser Sharjan, Ftr6: CR 7; Medium Sharjan; HD 6d12+12; hp 30 (60 maximum); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 [[+5 natural, +1 Dex]]; Atk +10/+5 melee (1d4+5/crit x2, bite); SA Blood Rage, create spawn, Improved grab, Narsharjani affliction (DC 15); SQ Immunities, scent, darkvision 60 ft., fast healing 1, weaknesses; AL CE; SV Fort +11, Ref +3, Will +6; Str 16, Dex 13, Con 15, Int 12, Wis 10, Cha 12.

Skills and feats: Hide +5, Listen +6, Move Silently +5, Spot +6; Alertness, Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Specialization (bite).

Sanaj Roketi, Lesser Sharjan, Clr3: CR 4; Medium Sharjan; HD 3d10+3; hp 13 (max 26); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 [[+5 natural, +1 Dex]]; Atk +4 melee (1d4+2/crit x2, bite); SA Blood Rage, create spawn, improved grab, Narsharjani affliction (DC 12); SQ immunities, scent, darkvision 60 ft., fast healing 1, weaknesses; AL CE; Fort +10, Ref +4, Will +11; Str 15, Dex 12, Con 13, Int 12, Wis 14, Cha 15.

Skills and feats: Concentration +7, Knowledge (arcana) +7, Knowledge (religion) +7, Spellcraft +7; Great Fortitude, Iron Will, Lightning Reflexes.

Thinoyt Tanon, Lesser Sharjan, Ftr3: CR 4; Medium Sharjan; HD 3d12+9; hp 21 (max 42); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 [[+5 natural, +1 Dex]]; Atk +9 melee (1d4+5/crit x2, bite); SA Blood Rage, create spawn, improved grab, Narsharjani affliction (DC 14); SQ immunities, scent, darkvision 60 ft., fast healing 1, weaknesses; AL CE, Fort +10, Ref +2, Will +5; Str 20, Dex 13, Con 17, Int 8, Wis 11, Cha 12.

Skills and feats: Jump +11, Spot +3; Cleave, Dodge, Power Attack, Sunder, Weapon Focus (bite).

Verja Karjanoji, Greater Sharjan, Rog3: CR 5; Medium Sharjan; HD 3d10+6; hp 28; Init +7 [[+4 Improved Initiative, +3 Dex]]; Spd 40 ft.; AC 20, touch 13, flat-footed 20 [[+7 natural, +3 Dex]]; Atk +5 melee (1d6+2/crit x2, bite); SA Blood Rage, Sneak Attack +2d6, Improved grab, Narsharjani affliction (DC 14), create spawn; SQ Darkvision 60 ft., spider climb, immunities, fast healing 2; evasion, uncanny dodge (retain Dex bonus to AC while flat-footed), scent, weaknesses; AL CE; SV Fort +6, Ref +6, Will +5; Str 15, Dex 17, Con 13, Int 12, Wis 11, Cha 17.

Skills and feats: Bluff +9, Escape Artist +9, Hide +9, Listen +6, Move Silently +9, Open Lock +9, Search +7, Spot +6, Tumble +9, Use Magic Device +9; Combat Reflexes, Dodge, Weapon Finesse (bite).

New Monsters

Sturm-Wolves: CR 4; Medium-size Animal; HD 6d8+6; Init +2; Spd 50 ft.; AC 15, touch 12, flat-footed 13 [[+2 Dex, +3 natural]]; Atk +8 (1d4+4/crit x2, 2 claws), +6 (1d12+4/crit x2, bite); SA improved grab; SQ scent; AL N; Fort +6, Ref +7, Will +2; Str 18, Dex 15, Con 13, Int 2, Wis 10, Cha 4.

Skills and feats: Multiattack.

Sturm-wolves are a species of carnivore that closely resemble the common wolf. However, there are some major differences. They are larger, standing from four to five feet at the shoulder. Sturm-wolves have forepaws that resemble those of a bear and are equipped with lethal claws. Sturm-wolves also have powerful frames that resemble those of a bear. In the dark, a Sturm-wolf can easily be mistaken for a large cave bear. The coat of a Sturm-wolf is usually coal black though various shades and patterns of two or more colors have been reported.

Sturm-wolves are highly aggressive and will attack superior opponents without provocation. As a pack, Sturm-wolves normally single out a victim and savagely attack. If there are any other targets in the area, the pack will very likely take pursuit once it has downed its target. Sturm-wolves are notorious for over-kill; they do not kill just to feed, but for the sake of the kill alone. Sturm-wolves have the habit of becoming enraged when wounded. Severe blows shouting etc. will normally drive the wolves into a fever pitch and they will not withdraw until either their wounds prevent them from carrying on the attack or they are killed.

Sturm-wolves have an excellent sense of smell. They can detect the scent of any large game in a given area up to miles away. Sturm-wolves are social creatures and are rarely found alone or far from a pack. Packs are relatively small, ranging from three to twelve adult wolves. One male Sturm-wolf will be the leader, being the strongest and most experienced hunter of the pack.

Packs, consisting of 3-12 individuals (1/2 cubs, rounded down), are very territorial. Territories are very large since it takes a relatively large amount of game to support a pack. Territories will average from 25 square miles to 50 square miles. A large stream or river, where game animals tend to congregate, will often border the chosen territory. The pack will constantly roam within the bounds of its territory rarely spending more than a day at the same location. The exception is during mating season when the pack disperses for short periods of time. It is during

this time, usually early spring, that Sturm-wolves, especially the male, will be encountered alone.

A pecking order is established within the pack. The lead male of a pack will be required to vie for leadership numerous times because his status in the pack will be constantly challenged. When the pack reforms after mating season, a series of ritual fights break out between the males. Those who were too young or inexperienced to beat their competitors the previous season will try again. If the current leader has grown too old or slow he will be quickly dislodged from his role. Some males will venture into another pack's territory seeking to challenge males of that pack after losing within their own pack.

Sturm-wolves communicate very effectively with barks, howls etc. If there are Sturm-wolves in the area, they reveal themselves with their high-pitched howls.

A few Sturm-wolves captured as cubs have been successfully domesticated. Some Deji tribes have used them quite successfully as war-dogs. There is a danger however, as no amount of training or bond between master and Sturm-wolf seems to be able to overcome the wolf's tendency to become outraged when attacked or provoked. When sufficiently enraged the Sturm-wolf often becomes oblivious to friend or foe. Many a trainer has found himself the victim of his own loyal pet.

The teeth and claws of a Sturm-wolf can demand as much as 200 gp in the larger cities. The hide of a Sturm-wolf can bring 500 gp.

Sturm-wolves prefer large grazing game such a deer, bison, and when the opportunity affords itself, sheep cattle, etc. They will, however, attack any animal they happen to encounter within their territory. Due to their tendency for overkill, Sturm-wolves will often deplete their territories of game to the point where a pack cannot support itself sufficiently. It may then attempt to expand its territories, or abandon them in favor of new ranges.

Depending on the size and strength of a pack, it may be able to force another pack from its territory. If not, a pack may become uprooted and roam for months in search of a new hunting range that it can control. It is packs of this sort that humans most often encounter. A pack will often encroach upon human-settled lands and attack livestock as well as the human inhabitants.

Sharjani Pseudo-Vampires

These vampires are not 'true' vampires. They do not drain life levels when attacking and cannot turn into vapor, bats or wolves. They do not have any control over wolves. They are able to go about in sunlight, though they prefer the night as sunlight causes them pain and weakens their powers. Holy symbols have no effect on the Sharjani. In most other respects they are similar to normal humans. Clerics cannot turn Sharjani, as they are not true undead; they are more akin to enchanted creatures.

Sharjani appear to be normal humans when they are satiated with human blood. When they have not drunk human blood in more than a day they become pale, their faces become haggard and drawn-out and their fangs become prominent. If they have not drunk human blood in over a week they turn positively feral in appearance, the more powerful the Sharjan the worse the appearance; they also lose their regeneration abilities and are reduced to 75% of their maximum hp. If they have not drunk human blood in over a month they begin to rot and wither. If human blood is available they enter into a Blood Rage; if not, they enter into a state of hibernation and await the scent of

human blood. In either case they will be reduced to 50% of their normal maximum hp. Sharjani in hibernation will awaken 1d3 rounds after first scenting humans in the area, and will awaken in a full state of Blood Rage.

Sharjani may drink the blood of other Sharjani to satiate their hunger, though only the blood of a lower ranked Sharjani will be palatable. The blood of similarly ranked or superior Sharjani will not satiate the hunger of the Sharjani, and actually operates as a poison to Sharjani, causing 1d4 damage per point drained; a Fortitude save (DC 15) for 1/2 damage applies.

Sharjani Weaknesses: Sharjani must drink an amount of hit points in human blood equal to their level each day to survive. After a week without blood, they are reduced to 75% of their maximum hit points and they lose their fast healing ability. After a month without blood, they will enter a state of hibernation. In this state they are reduced to 50% of their maximum hit points, and will awaken in a Blood Rage 1d3 rounds after scenting human blood in their area.

Driving a wooden or silvered stake through a Sharjan's heart will instantly incapacitate it, however, if the stake is removed, they will start to heal, and in 1d8 rounds they will become fully functional at the hit point total they were at before being staked. They will be permanently killed if their head is cut off and burnt to ashes while they are staked.

If a Sharjan takes enough damage from silver or magical weapons to reduce its hit points to zero, if it succeeds a Constitution check (DC 15) it will begin to heal 1 hp per day, otherwise it will truly be dead.

Sharjani lose one-third of their maximum hit points every round they are in contact with running water. After three round of exposure to running water, the Sharjan is permanently dead. Holy water inflicts 1d6 points of damage to Sharjani.

While in sunlight, Sharjan lose their fast healing ability, as well as any bonuses to initiative. They also lose any attack bonuses other than their base attack. Sharjani (other than least Sharjani) also lose one hit point per round of exposure to sunlight and cannot heal until one hour after being out of the light. They have additional penalties to attack and initiative in sunlight based on their Sharjan status (Least: -1; Lesser: -2; Greater: -4; Lords: cannot take any action other than moving out of the light and attacking anyone preventing them from moving out of the light, as if in a Blood Rage.)

Least Sharjani Template

The Least Sharjani template can be added to any humanoid or monstrous humanoid. The bite of a Lesser or Greater Sharjani, or Sharjani Lord can create a Least Sharjani. Least Sharjani will never advance to Lesser Sharjani unless they partake of the Blood of Sharjanjir during a Blood Ceremony, as outlined under Lesser Sharjani, below.

AC: The base creature's natural armor improves by +3.

Attacks: Gains a bite attack.

Damage: The bite attack deals 1d3 damage.

Special Attacks: Blood Rage, Improved Grab

Blood Rage (Ex): While in the Blood Rage, the Sharjan will seek to drink the blood of any human or demihuman in sight. The Sharjan temporarily gains +4 to Strength, +4 to initiative checks, and doubles all bite damage. While in the Rage, the Sharjan loses its fast healing ability, but it regains 1 hit point per 2 points of damage inflicted by its bite. The raging Sharjan will only use the bite attack. Once healed up to full hp the Sharjani will leave the Rage, appear normal, regain fast healing abilities

and lose bonuses to hit, damage and initiative caused by the Rage. Note that a Sharjani can heal damage while in the Blood Rage ONLY by drinking blood; his normal regenerative abilities are latent due to the lack of blood.

Improved Grab (Ex): This ability works normally, except Sharjan can use it on creatures the same size as itself.

Special Qualities: Darkvision 60 ft., Fast Healing 1/2 rounds, Scent, Sharjani Weaknesses

Fast Healing (Ex): The least Sharjan heals 1 hit point every other round, except for damage dealt by silver or magical weapons.

Saves: As the base creature, with a +4 racial bonus to Fortitude and Will saves. This racial bonus is reduced by 2 points against effects caused by greater Sharjani, and is completely negated against effects caused by Sharjani Lords.

Challenge Rating: As base creature +1

Advancement: By character class, but with a 10% experience point penalty. Every level gained moves the character's alignment one step towards chaotic evil.

Lesser Sharjani Template

The Lesser Sharjani template can be added to any humanoid or monstrous humanoid. The lowest ranks of the True Sharjani are created through the Blood Ceremony by drinking the Blood of Sharjanjir. When a cultist joins the Inner Circle, either of the prime cult or a cell, he will drink the blood of his terrible "God."

The cultist must then make a Fortitude save (DC 15), with a -2 penalty per stage of alignment from chaotic evil. (-2 for chaotic neutral and neutral evil, -4 for chaotic good, true neutral, or lawful evil, -6 for neutral good or lawful neutral, or -8 for lawful good). A failed save indicates that the character is dead PERMANENTLY (*raise dead* or *resurrection* spells will not work, although a *wish* will). A successful save indicates that the cultist still dies, though he will rise from the dead three days later as a Lesser Sharjana.

Lesser Sharjani have a percentage chance equal to their Intelligence plus their level to maintain their mortal alignment, otherwise the process turns them to the ways of chaos and evil. Even if they do not turn immediately to chaotic evil, their alignment will shift one point in that direction. Lesser Sharjani are only controllable by their ruling Greater Sharjan or Sharjan Lord, never by any other Greater Sharjani or Sharjani Lord. This is because the Blood of Sharjanjir consumed in the Blood Ceremony is mixed with the blood of the ruling Sharjan of their cell.

As a Least Sharjani, except as noted:

Hit Dice: Increase the die type by one (d6 becomes d8, d8 becomes d10, etc.), maximum d12.

AC: Natural armor improves by +5.

Damage: Bite attack does 1d4 damage.

Special Attacks: Narsharjani Affliction, Create Spawn

Narsharjani Affliction (Su): There is a 20% chance (plus 5% per consecutive bite in combat) that the affliction will be transmitted. The affliction will turn the character into a Rhajghani, or pseudo-ghoul, under the control of the attacking Sharjan, unless he makes a Fortitude save, DC 10 + 1/2 the Sharjan's hit dice + the Sharjan's Constitution modifier. Immediately after a failed save, the character will fall into a paralyzed state for 2d6 rounds, then rise as a Rhajghani.

Create Spawn (Su): If a Sharjan drains a PC of all of her hit points from bite attacks, the PC must make a Fortitude save (DC

10+1/2 the Sharjan's hit dice + the Sharjan's Constitution modifier) or rise as a Least Sharjan.

Special Qualities: Fast Healing 1, Immunities

Immunities (Ex): Lesser Sharjani are immune to *sleep*, *poison*, *paralysis*, and mind-affecting spells, except for those caused by Greater Sharjani or Sharjani Lords. They are have a –2 penalty to save against those effects caused by Sharjani Lords.

Saves: +4 racial bonus to Fortitude and Will saves.

Abilities: Increase from the base creature as follows: Str +2, Con +2.

Challenge Rating: As base creature +1

Advancement: By character class, with a 20% experience point penalty. Every time the Lesser Sharjan gains a level, there is a percentage chance equal to the character's level plus her Intelligence score that she will become chaotic evil. Even if this does not happen, the character's alignment moves one step towards chaotic evil.

Greater Sharjani Template

The Greater Sharjani template can only be added to Lesser Sharjani. They are created through a special Blood Ceremony in which a Lesser Sharjan again drinks the Blood of Sharjanjir. The Sharjan must make a Fortitude save (DC 17) or die PERMANENTLY; not even a wish could raise a creature that dies thusly, however, a greater deity could raise the deceased. A successful save indicates that the cultist is transformed into a Greater Sharjan. Greater Sharjani are only controllable by their own ruling Sharjan Lord, never any other.

As a Lesser Sharjani, except as noted:

Hit Dice: Increase the die type by one (d6 becomes d8, d8 becomes d10, etc.), maximum d12.

Speed: Increase by 10 ft.

AC: Natural armor improves by +2.

Damage: Bite attack does 1d6 damage.

Special Attacks: Narsharjani Affliction

Narsharjani Affliction (Su): As a Lesser Sharjan, except the save DC is 2 higher.

Special Qualities: Fast Healing 2, Immunities, Spider Climb

Immunities (Ex): Greater Sharjani are immune to *sleep*, *poison*, *paralysis*, and mind-affecting spells.

Spider Climb (Sp): Greater Sharjani may use the *spider climb* spell at will.

Abilities: As the base creature, with +2 Str and +2 Con.

Feats: Gains Improved Initiative, if the character does not already have it, plus Toughness.

Challenge Rating: As base creature +2

Alignment: Always chaotic evil.

Advancement: By character class, but with a 20% experience point penalty.

Sharjani Lord Template

The Sharjani Lord Template can only be added to Greater Sharjani. They are created through a special Blood Ceremony in which a Greater Sharjan drinks the Blood of Sharjanjir directly from the veins of his "God." The Sharjan must make a Fortitude save (DC 19). Failure indicates that the Sharjan dies PERMANENTLY; not even a wish could raise a creature whom dies thusly, however, a greater deity could raise the deceased. A successful save indicates that the cultist is transformed into a Sharjani Lord. Sharjani Lords are only controllable by Sharjanjir himself.

As a Greater Sharjani, except as noted:

Hit Dice: Increase the die type by one (d6 becomes d8, d8 becomes d10, etc.), maximum d12.

Speed: Gains flight, 20 ft. (good)

AC: Natural armor improves by +2.

Damage: Bite attack does 1d8 damage.

Special Attacks: Narsharjani Affliction

Narsharjani Affliction (Su): As a Lesser Sharjan, except the save DC is 5 higher.

Special Qualities: Fast Healing 3, cold and electricity resistance 20

Abilities: As the base creature, with +2 Str and +2 Con.

Feats: Gains Toughness.

Challenge Rating: As base creature +2

Alignment: Always chaotic evil.

Advancement: By character class, but with a 50% experience point penalty.

Rhajani Pseudo-Ghoul Template

Speed: Becomes 20 ft.

AC: Increase natural armor by +3.

Attacks: The pseudo-ghoul loses whatever attacks she normally had, which are replaced with two claw attacks and a bite attack.

Damage: Claws 1d2, bite 1d4.

Special Attacks: Improved grab

Improved Grab (Ex): This ability works normally, except the pseudo-ghoul can use it on creatures the same size as itself.

Special Qualities: Immunities

Immunities (Ex): Immune to *sleep*, mind-affecting abilities and *paralysis*.

Abilities: As the base creature, except Int is reduced by –6 (minimum 3).

Feats: Weapon Focus (claw, bite) and Toughness.

Alignment: Always chaotic evil.

Advancement: None. Characters cannot gain experience as a Rhajani.

The affliction can be reversed by a *remove disease* or *remove curse* cast by a higher level spellcaster than the Sharjani that bit the victim. Intelligence points return at the rate of one point per day. The 3 extra hit points from Toughness are lost, and in addition, the character loses 3 more hit points permanently.

Current Cults of the Sharjani

Currently, scholars believe there to be six remaining Sharjani Lords. Some also speculate that Sharjanjir is "sleeping" deep beneath the earth, due to the treachery of his Lords. One of the Sharjani Lords and his cult is outlined below; the DM is welcome to define the nature of the five remaining cults. The other cults should each be placed in a different region, one per region: Brandobia, Kalamar, the Wild Lands, Reanaaria and Svimohzia.

BROTHERHOOD OF BLOOD:

ALIGNMENT: Chaotic Evil

SYMBOL: Skull with vampire fangs.

COLORS: White, black and blood red.

GARB: Warrior-style clothing, in the favored colors.

LOCATION: Ruined castle outside the city of Korem, militocracy of Korak, Young Kingdoms.

ENTITY: Vujoth Tharis, 12th-level Sharjani Lord wizard.

LEADER: Kemari Koleni, 9th-level male Greater Sharjani fighter.

INNER CIRCLE: Nine Lesser Sharjani, of various classes, 3rd through 7th level.

LAY MEMBERS: Twenty-seven human fighters (1st through 5th level), eighty-one 1st-level warriors, and fifteen rogues (1st through 5th level).

DESCRIPTION: More than a thousand years ago, in the chaos of the Dark Age wrought by the fall of the Deji Empire, a vampire who wished to rule his own kingdom founded the Brotherhood of Blood. Realizing that he could not rule by day, he worked out a way that he might have powerful servants rule in his stead, yet, regardless of their power, they would ever be dependent upon him. He created the first Sharjan or pseudo-vampire (known as Sardan'var in Kalamaran).

The Sharjani were mortal men and women who drank the vampire's blood during a Blood Ceremony; this blood gave them portions of the vampire's powers, yet they could still, for the most part, walk in sunlight. The vampire mixed his blood with special substances and performed mystic ceremonies in order to make his blood potent in this fashion.

The Brotherhood of Blood, or the Sharjani Lords, as they were known, ruled much of the north western Young Kingdoms region for hundreds of years before the rise of the Kalamaran Empire. They suffered a great disaster some 900 years ago, and most of the Sharjani died in a great flood (for Sharjani are highly susceptible to running water). A few of the Sharjani Lords survived, as did the original vampire, Sharjanjir. However, the Sharjani had tired of following orders and wished to rule in their own names. Thus, they turned on their master and buried him in his undead state far beneath the earth, where he is rumored to still lie dormant today.

The remaining Sharjani Lords then determined that the best plan would be to keep their distance from each other. They separated, and each took the remnants of his own followers with him to distant lands. Of the thirteen who were said to survive at the time of the sundering, only six are believed to exist today (as only Sharjanjir can create more Sharjani Lords). One of the cults that remains extant is found in the city of Korem, ruled by Vujoth Tharis, a powerful Sharjani Lord wizard. Vujoth is one of the more patient Sharjani Lords, and thus has been the most successful.

The Brotherhood of Blood in Korem keeps a low profile. They only drink the blood of slaves captured in war, from Deji nomads bought in Ek'Gakel, to the mostly-human drejs captured from Norga-Krangel (less palatable, due to the influence of hobgoblin blood). Also, they rarely drain their slaves unto death, and keep them around as Rhajghani ghouls, which they may drain at their leisure.

Vujoth Tharis has few goals at this time. His followers, mostly warriors, desire to rekindle the ancient ways of their "forefathers," by carving out their own kingdom. They believe that they could do so by pitting Korak against Norga-Krangel in a huge, apocalyptic battle. They could then build their own kingdom on the ruins of both realms. Another alternative being considered is the subversion of the Koraki government, though this is a less desirable alternative to the militant and chaotic members of the cult. Vujoth is biding his time to determine the exact, best route to take; after all, if he is careful, he does have all the time in the world.

TREASURE: 7,000 sp, 6,000 gp, 2,000 pp, and 4,400 gp worth of assorted gems and jewelry, *tome of clear thought* +2, scroll of *spell resistance*, *brooch of shielding*, *figurine of wondrous power* (ebony fly), and three *Ioun stones*.

Vujoth possesses all the magical items; the other members of the inner circle each possess one minor item (+1 sword, armor or such).

MAGICAL RESOURCES: The members of the Inner Circle are extremely powerful beings in and of themselves. Vujoth is a highly accomplished wizard; he has access to a large number of spells from across the world. Vujoth DOES NOT grant abilities to his followers.

GOALS: The goals of the cult are nebulous at this time, but at their heart include assuring a constant flow of slaves and the protection of Vujoth from outside forces (mostly other Sharjani Lords).

INDEX/GLOSSARY OF TERMS

- Alin** – cleric of the Overlord with the rank of Warden; hires the heroes to find Vrind, p3.
- Akiror** – Ancient Kalamaran word for 'torch.' Also the command word for the Bronze Flame's ring of spell storing, p15.
- Amar** – ale merchant whose identity Jonyez assumes, p9.
- Assembly of the Four Corners** – church of the Mother of the Elements.
- Assembly of Light** – church of the Eternal Lantern.
- Banader River** – primary trade river route for the Young Kingdoms; flows through the Du'Kemp swamp. See also the Kingdoms of Kalamar sourcebook p99.
- Battle Rager** – a common name for the god of battle, berserking, chaos and courage. See also the Kingdoms of Kalamar sourcebook p209.
- Bear, the** – a common name for the god of nature. See also the Kingdoms of Kalamar sourcebook p207.
- Bronze Flame** – male human Cleric; insane caretaker of the Fire Corner temple, p15.
- Brotherhood of Blood** – title given to all cults of the Sharjani, p33.
- Brotherhood of the Broken Chain** – organization that wishes to abolish all slavery, p41.
- Brothers in Blood** – name given to the clerics of the Battle Rager.
- Chlughen** – cleric of the Harvester with the rank of Novitiate, p8.
- Codex of Flame** – sacred tome of the cult of the Fire Corner, p15.
- College of Magic** – college located in the Principality of Pekal that offers study in all schools of magic. See also the Kingdoms of Kalamar sourcebook p55.
- Confuser of Ways** – a common name for the god of lies, deceit, and mischief. See also the Kingdoms of Kalamar sourcebook p265.
- Congregation of the Dead** – church of the god of death and the underworld. See also the Kingdoms of Kalamar sourcebook p217.
- Cryotherius** – andro-sphinx who lives in the Elos Desert, p6.
- Daresido** – city in Korak. See also the Kingdoms of Kalamar sourcebook p240.
- Dari** – the cook who works in the Whispering Wind tavern, p4, 10.
- Delton** – weapons merchant; located in Narmaren, p5.
- Dirasip** – Kalamaran name for the Eternal Lantern.
- Dirasipidu** – small village in the Kalokopeli Forest, p11.
- Du'Kemp Swamp** – large fen in the Young Kingdoms, p22, 37.
- Egarhz** – cleric of the Harvester with the rank of Messenger, p8.
- Ehzhimahn** – city-state just off the western coast of the Whimdol Bay. See also the Kingdoms of Kalamar sourcebook p93.
- Ekrad, Jorvan** – dying adventurer who unwittingly opened the Sharjani tomb, p27.
- Elos Bay** – long inlet of the Kalamaran Sea located in the heart of the realms. See also the Kingdoms of Kalamar sourcebook p72.

- Elos Desert** – harsh desert located between the Elenon Mountains and the Elos Bay. See also the Kingdoms of Kalamar sourcebook p99.
- Ek'Kasel** – small kingdom bordered by Pekal to the east, Ek'Gakel to the north, Korak to the west, and Norga-Krangrel to the south. See also the Kingdoms of Kalamar sourcebook p79.
- Eternal Lantern, the** – a common name for the goddess of day, light, and dawn. See also the Kingdoms of Kalamar sourcebook p193.
- Eye of Fear and Flame** – the name given by the Keepers of the Fire Corner to the mysterious outsider who appears in their temple, p16.
- Gasif** – male human Ranger, acts as guide to the Fire Corner temple, p12.
- Grand Incinerator** – a common name for the goddess of the elements; illusion located in the temple of the Keepers of the Fire Corner, p16. See also the Kingdoms of Kalamar sourcebook p205.
- Harvester of Souls** – a common name for the god of death and the underworld. See also the Kingdoms of Kalamar sourcebook p217.
- Harvesters** – clergy of the Harvester of Souls.
- Heral** – male human Rogue who sells livestock to the Congregation of the Dead; lives on the outskirts of Narmaren, p6.
- House of Shackles** – church of the Overlord.
- Imposters** – clerics of the Confuser of Ways.
- Jaresh'ka** – lizardfolk child raised by the Order of Light, p19.
- Jonyez** – cleric of the Harvester with the rank of Butcher, p8. Ghoul stats p10.
- Kalokopeli Forest** – large woodland northeast of the Elos Desert. See also the Kingdoms of Kalamar sourcebook p98.
- Keepers of the Fire Corner** – a sect of the Assembly of the Four Corners; worshippers of the fire element of the Mother of the Elements.
- Kodajy, Janir** – dead Lord of the Northern Sharjani Clans, p29.
- Korak** – militocracy south of P'Bapar and west of Ek'Kasel, p37. See also the Kingdoms of Kalamar sourcebook p81.
- Korem** – capital city of Korak. See also the Kingdoms of Kalamar sourcebook p81.
- Krillkan** – juvenile black dragon; lives in an abandoned keep in the Du'Kemp swamp, p25.
- Krimppatu Mountains** – western portion of the Dashann-Tanezh mountain range. See also the Kingdoms of Kalamar sourcebook p166.
- Merchant's Tongue** – common human language. See also the Kingdoms of Kalamar sourcebook p187.
- Mewzhano** – early conqueror in the history of the Svimohzish Isle. See also the Kingdoms of Kalamar sourcebook p 143.
- Miznoh Forest** – forest in northwestern Ozhvinmish. See also the Kingdoms of Kalamar sourcebook p164.
- Moderef** – command word to open the Cage of Lisar, p18.
- Mordock** – mentally disturbed prisoner of Jonyez, p9.
- Mother of the Elements** – a common name for the goddess of the elements. See also the Kingdoms of Kalamar sourcebook p205.
- Narmaren** – small village along the coast of the Windy Straits, pledges allegiance to Prompeldia, p3.
- Order of Light, the** – title of the priesthood of the Eternal Lantern.
- Overlord, the** – a common name for the god of oppression and slavery. See also the Kingdoms of Kalamar sourcebook p214.
- Parish of the Prolific Coin** – church of the goddess of money, business, and greed. See also the Kingdoms of Kalamar sourcebook p208.
- Pel Brolenon** – theocracy located between the Yan Elenon and Sliv Elenon mountain ranges. See also the Kingdoms of Kalamar sourcebook p27.
- Pohl** – male human wizard, searching for the answer to immortality, p21.
- Prince of Turmoil, the** – another name for the Battle Rager.
- Profiteers** – title of the clerics of the Parish of the Prolific Coin.
- Prompeldia** – independent city-state at the mouth of the Ek'Ridar River; commonly called the City of Thieves. See also the Kingdoms of Kalamar sourcebook p88.
- Ranjar the Great** – male zombie; formerly a great Sharjani warlord, p29.
- Reven** – cleric of the Eternal Lantern with the rank of Flame, p12.
- Saryf** – cleric of the Traveler who holds the rank of Quester; operates a shrine in Narmaren, p5.
- Sharjani** – legendary Deju cult; translates to 'pseudo-vampire' in Merchant's Tongue, p26, 40.
- Sheffen** – owner and bartender of the Whispering Wind tavern, p4, 10.
- Shining One, the** – another name for the Eternal Lantern.
- Shizzinir** – male lizardfolk Druid; lives with his tribe in the Du'Kemp swamp, p22.
- Sleeping Bear Rock** – large rock formation north of P'Bapar; temple of the Sharjani, p27.
- Soul Harvest** – holy day of the Harvesters where many sentient beings are sacrificed; occurs during Veshemo's full moon phase.
- T'Jenn** – spice trader traveling through Narmaren; charged with the protection of a missing bride, p6.
- Traveler, the** – a common name for the god of travel and stars, p41.
- Veshemo** – largest of the three moons of Tellene. See also the Kingdoms of Kalamar sourcebook p230.
- Voshkavin** – small ruined village deep in the Krimppatu Mountains; ruled by Y'nene, p20.
- Vrandol** – Mendarn colony on the westernmost tip of Svimohzia. See also the Kingdoms of Kalamar sourcebook p162.
- Vrilnd** – servant of Alin who was kidnapped by Jonyez, p9.
- Way of the Berserk** – church of the Battle Rager.
- Whispering Wind Tavern** – Narmaren's only inn; a hub of social activity and gossip, p3.
- Y'Nene** – male vampire Wizard; imprisoned in time, p20, 25.
- Zazimash** – Svimohzish name for the Harvester of Souls.
- Zek'Ira** – lizardfolk name for themselves; translates to 'the people' in Merchant's Tongue, p46.

Encounter	Banader— Ek'Ridar Plains	Korak	Ek'Kasel	P'Bapar	Sanakir Hills	East Elos Desert	Du'Kemp Swamp	Kalokopeli Forest
Abandoned Cabin	1-60	1-40	1-40	1-25	1-30	1-100	1-50	1-10
Abandoned Equipment	61-70	41-45	41-45	26-35	31-35	101-120	51-100	11-30
Ancient Ruins	71-130	46-95	46-85	36-60	36-85	121-220	101-200	31-80
Ankheg	131-135	96-97	86-87	-	-	-	-	-
Ant, Giant	136-145	98-102	88-92	61-70	86-185	221-240	-	81-90
Aranea	-	-	-	-	-	-	-	91-93
Assassin Vine	146-148	-	-	-	-	-	-	-
Athach	-	-	-	71-72	186-205	-	-	-
Badger	149-248	103-202	93-192	73-82	206-257	-	-	94-293
Badger, Dire	249-252	-	-	83	258-262	-	-	294-297
Basilisk	253-254	203	193	84	263-264	241-245	201-202	298-301
Bat	255-554	204-503	194-493	85-384	265-564	246-645	203-502	302-601
Bat, Dire	555-556	504-505	494-495	385-389	565-574	-	-	602-606
Bear, Black	-	-	-	390-399	575-674	-	-	607-1006
Bear, Brown	-	-	-	400-499	675-1274	-	-	1007-1206
Bear, Dire	-	-	-	-	1275-1284	-	-	1207-1211
Bee, Giant	557-558	506	496	-	1285-1294	646-655	-	1212-1231
Beetle, Giant, Bombadier	559-598	507-526	497-516	500-504	1295-1349	656-730	-	1232-1291
Beetle, Giant, Fire	599-618	527-536	517-526	505	1350-1354	731-805	-	1292-1321
Beetle, Giant, Stag	-	-	-	-	-	-	-	1322-1391
Behir	619	-	-	-	1355-1359	806-809	503	-
Beholder	-	-	-	-	-	-	504	-
Belker	-	-	-	-	-	-	505-506	-
Berry Bushes	620-719	537-636	527-626	-	-	810-909	507-706	1392-1591
Bison	720-1019	637-836	627-826	-	-	-	-	-
Blink Dog	1020-1059	837-846	827-836	-	-	-	-	-
Boar	-	-	-	-	-	-	-	1592-1791
Boar, Dire	-	-	-	-	-	-	-	1792-1795
Bulette	1060-1064	847	837	-	1360-1363	910-914	-	1796
Camel	-	-	-	506-523	1364-1381	915-1214	-	-
Campsite	1065-1114	848-947	838-937	524-543	1382-1386	1215-1239	707-716	1797-1816
Cat	1115-1194	948-1027	938-1017	544-613	1387-1436	1240-1339	717-866	1817-1916
Cattle	1195-1594	1028-1527	1018-1717	614-713	1437-1456	-	867-1366	-
Centaur	-	-	-	-	-	-	-	1917-1966
Chimera	1595	-	-	-	1457-1459	1340-1344	1367	1967-1968
Chuul	-	-	-	-	-	-	1368-1369	1969
Cockatrice	1596	-	-	-	1460-1463	1345-1347	-	1970
Crocodile	-	-	-	-	-	-	1370-1619	-
Crocodile, Giant	-	-	-	-	-	-	1620-1621	-
Deer	1597-1696	1528-1627	1718-1817	714-813	1464-1563	-	1622-1971	1971-2520
Digester	1697	-	-	-	1564-1567	1348-1349	-	2521
Displacer Beast	1698-1699	-	-	-	1568-1569	-	-	2522-2523
Dog	1700-1779	1628-1757	1818-1917	814-913	1570-1639	1350-1449	1972-2121	2524-2623
Donkey	1780-1799	1758-1797	1918-1957	914-933	1640-1649	1450-1469	-	-
Doppelganger	1800-1806	1798-1802	1958-1962	934-935	1650-1654	1470-1474	2122-2126	2624-2626
Dragon, Black	-	-	-	-	-	-	2127-2326	-
Dragon, Blue	-	-	-	-	-	1475-1499	-	-
Dragon, Brass	1807-1812	1803	1963	-	-	1500-1519	-	-
Dragon, Copper	-	-	-	936	1655-1674	1520-1559	-	-
Dragon, Gold	1813-1817	1804	1964	937	1675-1694	1560-1574	2327-2336	2627-2636
Dragon, Green	-	-	-	-	-	-	-	2637-2676

Encounter	Banader– Ek'Ridar Plains	Korak	EK'Kasel	P'Bapar	Sanakir Hills	East Elos Desert	Du'Kemp Swamp	Kalokopeli Forest
Dragon, Red	-	-	-	938	1695-1714	-	-	-
Dragonne	-	-	-	939	1715-1734	1575-1624	-	-
Dryad	-	-	-	-	-	-	-	2677-2696
Dwarf, Hill	-	1805-1854	-	940-1139	1735-1834	-	-	-
Eagle	1818-1967	1855-1954	1965-2064	1140-1339	1835-2034	-	-	2697-2946
Eagle, Giant	1968-1969	1955	2065	1340-1341	2035-2054	-	-	2947-2956
Elf, High	1970-2069	1956-2105	2066-2195	-	-	-	-	2957-4956
Ethereal Filcher	2070	-	-	-	-	1625-1629	2337-2338	-
Ethereal Marauder	-	-	-	-	-	1630-1631	2339-2340	-
Ettercap	-	-	-	-	-	-	-	4957-4960
Ettin	-	-	-	1342-1351	2055-2154	-	-	-
Formian	2071-2073	-	-	-	2155-2159	1632-1635	2341-2344	4961
Fruit Trees	2074-2173	2106-2205	2196-2295	1352-1451	2160-2259	1636-1735	2345-2694	4962-5061
Gaketan Mare	2174-2193	2206-2255	2296-2345	1452-1461	2260-2269	-	2695-2749	-
Gargoyle	2194-2198	2256	2346	1462-1463	2270-2274	1736-1740	2750-2754	5062-5063
Genie	-	-	-	-	-	1741-1745	-	-
Ghost	2199-2208	2257-2266	2347-2356	-	-	-	-	-
Ghoul	-	-	-	-	-	1746-1755	2755-2774	-
Giant, Fire	2209-2228	2267-2269	2357-2359	1464-1467	2275-2574	1756-1775	2775-2779	5064-5073
Giant, Hill	-	-	-	1468-1471	2575-3174	-	-	-
Gibbering Moucher	2229	-	-	-	3175-3176	1776	2780-2781	5074
Gnoll	2230-2379	2270-2329	2360-2419	1472-1521	3177-3776	1777-1976	-	5075-5094
Gnome, Rock	2380-2579	2330-2529	2420-2619	1522-2121	3777-4176	-	-	5095-5494
Goats	-	-	-	2122-2521	4177-4276	-	-	-
Goblin	2580-2729	2530-2599	2620-2689	2522-2621	4277-4876	1977-2376	-	5495-5514
Gorgon	2730	-	-	-	4877-4878	2377	-	5515-5516
Grey Render	-	-	-	-	4879-4888	-	2782-2783	5517
Griffon	-	-	-	2622	4889-4938	-	-	-
Hag, Annis	2731-2736	2600	2690	2623	4939-4943	2378-2397	2784-2833	-
Hag, Green	-	-	-	-	-	-	2834-2883	5518-5522
Half-elf	2737-2836	2601-2780	2691-2790	-	-	-	-	5523-5722
Half-Hobgoblin	2837-3036	2781-2810	2791-2820	2624-2773	4944-5193	2398-2897	2884-3133	5723-5752
Half-Orc	3037-3236	2811-2840	2821-2870	2774-2923	5194-5443	2898-3397	3134-3383	5753-5782
Halfling, Deep	-	-	-	2924-2973	5444-5463	-	-	-
Halfling, Lightfoot	3237-3336	2841-2990	2871-3120	2974-3473	5464-5563	3398-3497	3384-3783	5783-6182
Halfling, Tallfellow	-	-	-	-	-	-	-	6183-6482
Harpy	3337-3338	2991	3121	-	5564-5565	3498-3500	-	6483-6484
Hawk	3339-3588	2992-3241	3122-3371	3474-3573	5566-5665	-	-	6485-6734
Hippogriff	3589-3598	3242-3243	3372-3373	3574-3575	5666-5715	-	-	-
Hobgoblin	3599-3798	3244-3293	3374-3423	3576-3675	5716-5915	3501-4300	-	6735-6784
Horse, Heavy	3799-3808	3294-3333	3424-3463	3676-3685	5916-5920	4301-4305	3784-3803	6785-6789
Horse, Light	3809-3828	3334-3393	3464-3523	3686-3705	5921-5930	4306-4315	3804-3823	6790-6809
Hydra	-	-	-	-	-	-	3824-3833	-
Kobold	-	-	-	-	-	-	-	6810-6849
Krenshar	3829-3833	3394	3524	-	-	-	-	6850-6851
Lamia	-	-	-	3706	5931-5940	4316-4325	-	-
Leech, Giant	-	-	-	-	-	-	3834-4333	-
Lion, Dire	3834	-	-	-	5941-5945	-	-	-
Lizardfolk	-	-	-	-	-	-	4334-4833	-
Manticore	3835	-	-	-	5946-5950	4326	-	6852
Medusa	-	-	-	3707	5951-5952	-	4834-4835	6853

Encounter	Banader– Ek'Ridar Plains	Korak	Ek'Kasel	P'Bapar	Sanakir Hills	East Elos Desert	Du'Kemp Swamp	Kalokopeli Forest
Men, Adventurers	3836-3935	3395-3444	3525-3574	3708-3757	5953-5962	4327-4366	4836-4935	6854-6903
Men, Bandits	3936-4335	3445-3544	3575-3874	3758-4007	5963-6012	4367-4866	4936-5735	6904-7003
Men, Berserkers	4336-4395	3545-3554	3875-3884	4008-4057	6013-6062	4867-4916	5736-5745	7004-7008
Men, Farmer	4396-4795	3555-4804	3885-5134	4058-5082	6063-6067	4917-4926	5746-5795	7009-7028
Men, Herder	4796-5195	4805-5504	5135-5914	5083-5582	6068-6167	4927-5226	5796-5895	7029-7078
Men, Hunters	5196-5595	5505-5804	5915-6214	5583-5682	6168-6192	5227-5276	5896-6095	7079-7178
Men, Merchants	5596-5795	5805-6204	6215-6514	5683-6082	6193-6202	5277-5326	6096-6105	7179-7188
Men, Miners	5796-5800	6205-6214	6515-6524	6083-6182	6203-6212	-	-	-
Men, Minstrels/Actors	5801-5805	6215-6224	6525-6534	6183-6192	6213-6217	-	6106-6115	-
Men, Nomads	5806-6005	6225-6264	6535-6574	6193-6392	6218-6467	5327-7326	6116-6215	7189-7388
Men, Patrol, Heavy Cavalry	-	6265-6664	6575-7074	6393-6892	6468-6507	-	6216-6715	-
Men, Patrol, Heavy Infantry	-	6665-7214	7075-7474	6893-7392	6508-6547	-	6716-7015	-
Men, Patrol, Hvy Inf - hobilar	-	-	-	-	-	-	-	-
Men, Patrol, HI - pikemen	-	-	-	-	-	-	-	-
Men, Patrol, Light Cavalry	-	7215-7514	-	7393-7692	6548-6587	-	7016-7465	-
Men, Patrol, Light Inf - archer	-	-	-	-	-	-	-	-
Men, Patrol, LI - crossbow	-	7515-7614	-	-	-	-	7466-7590	-
Men, Patrol, Marines	-	-	-	-	-	-	-	-
Men, Pilgrims	6006-6025	7615-7664	7475-7524	7693-7792	6588-6607	7327-7426	7591-7640	7389-7488
Men, Pirates	-	-	-	-	-	7427-7436	-	-
Men, Raiders, Heavy Cavalry	6026-6125	7665-7669	7525-7534	-	6608-6617	-	7641-7840	7489-7538
Men, Raiders, Heavy Infantry	6126-6170	-	7535-7549	-	6618-6627	7437-7691	7841-7960	7539-7588
Men, Raiders, HI - hobilar	-	-	-	-	-	-	7961-8060	-
Men, Raiders, HI - pikemen	-	-	-	-	6628-6637	-	-	-
Men, Raiders, Light Cavalry	6171-6270	7670-7674	7550-7564	-	6638-6647	-	8061-8200	-
Men, Raiders, Lt Inf - archer	-	-	7565-7574	-	-	-	8201-8300	-
Men, Raiders, LI - crossbow	-	-	-	-	-	-	8301-8400	-
Men, Raiders, Marines	-	-	-	-	-	-	-	-
Men, Travelers	6271-6570	7675-7974	7575-7874	-	6648-6657	7692-7741	8401-8420	7589-7688
Men, Tribesmen	6571-6970	7975-8024	7875-7924	7793-7892	6658-6757	7742-8241	8421-8470	7689-7888
Mimic	-	-	-	-	6758	8242-8243	-	-
Monstrous Centipede	6971-7120	8025-8034	7925-7934	7893	6759-6858	8244-8253	-	7889-7893
Monstrous Scorpion	7121-7170	8035-8039	7935-7939	-	6859-6908	8254-8353	-	7894-7903
Monstrous Spider	7171-7220	8040-8044	7940-7944	7894	6909-6958	8354-8403	-	7904-7913
Mummy	-	-	-	-	-	8404-8443	-	-
Naga, Dark	7221-7224	8045	7945	-	-	8444-8448	-	7914-7915
Naga, Spirit	7225-7228	8046	7946	-	-	8449-8450	-	7916
Natural Spring	7229-7278	8047-8096	7947-7996	7895-7994	6959-6998	8451-8550	8471-8670	7917-8116
Night Hag	-	-	-	-	-	8551	-	-
Nymph	7279-7283	8097	7997	7995	6999-7003	8552	8671-8675	8117-8126
Ogre	7284-7353	8098-8127	7998-8027	7996-8005	7004-7203	8553-8652	8676-8795	8127-8136
Ogre, Mage	7354	8128	8028	8006	7204-7223	8653-8654	8796-8797	8137
Ooze	-	-	-	-	-	-	8798-8801	-
Orc	7355-7754	8129-8228	8029-8228	8007-8076	7224-7293	8655-9254	8802-8981	8138-8187
Owl	7755-7854	8229-8328	8229-8328	8077-8276	7294-7493	-	-	8188-8387
Owl, Giant	7855-7859	8329-8333	8329-8333	8277-8286	7494-7503	-	-	8388-8407
Owlbear	-	-	-	-	-	-	-	8408-8417
Pegasus	-	-	-	-	-	-	-	8418-8467
Phase Spider	7860-7861	8334	8334	-	7504-7508	9255-9256	8982-8983	8468
Phasm	7862	-	-	-	7509-7510	9257	8984-8985	-
Pony	7863-7912	8335-8384	8335-8384	8287-8326	7511-7530	9258-9277	8986-9005	8469-8488

Encounter	Banader— Ek'Ridar Plains	Korak	Ek'Kasel	P'Bapar	Sanakir Hills	East Elos Desert	Du'Kemp Swamp	Kalokopeli Forest
Praying Mantis, Giant	7913-7915	8385	8385	8327	7531-7570	9278-9287	9006-9015	8489-8492
Pseudodragon	-	-	-	-	-	-	-	8493-8497
Rat	7916-8265	8386-8635	8386-8635	8328-8577	7571-7770	9288-9687	9016-9415	8498-8697
Rat, Dire	8266-8275	8636-8645	8636-8645	8578-8587	7771-7785	9688-9707	9416-9420	8698-8702
Raven	8276-8675	8646-9045	8646-9045	8588-8687	7786-7835	-	-	8703-8952
Salamander	-	-	-	-	-	9708-9717	-	-
Satyr	-	-	-	-	-	-	-	8953-9002
Shadow	-	-	-	-	-	9718	-	-
Shambling Mound	-	-	-	-	-	-	9421-9460	9003-9052
Sheep	8676-9075	9046-9445	9046-9445	8688-9387	7836-8005	-	9461-9710	-
Shocker Lizard	-	-	-	-	-	-	9711-9730	-
Skeleton	-	-	-	-	-	9719-9768	9731-9780	-
Snake, Viper	9076-9099	9446-9456	9446-9456	9388-9399	8006-8017	9769-9778	-	9053-9072
Spectre	-	-	-	-	-	-	9781-9790	-
Spider Eater	9100-9101	9457	9457	9400-9409	8018-8067	9779-9780	-	9073-9077
Spooky Carcass	9102-9201	9458-9507	9458-9507	9410-9429	8068-8087	9781-9880	9791-9890	9078-9087
Sprite, Grig	-	-	-	-	-	-	-	9088-9147
Sprite, Pixie	-	-	-	-	-	-	-	9148-9187
Stirge	-	-	-	-	-	-	-	9188-9191
Tendriculos	-	-	-	9430-9431	8088-8097	-	9891-9900	9192-9193
Tiger	-	-	-	9432-9436	8098-8137	-	-	9194-9213
Tiger, Dire	-	-	-	-	8138	-	-	9214
Toad	9202-9301	9508-9607	9508-9607	-	-	9881-9900	-	9215-9339
Treant	-	-	-	-	-	-	-	9340-9369
Troll	9302-9451	9608-9657	9608-9657	9437-9476	8139-8338	9901-9960	9901-9950	9370-9379
Unicorn	-	-	-	-	-	-	-	9380-9399
Vampire	9452	9658	9658	-	-	-	-	-
Vampire Spawn	9453	9659	9659	-	-	9961	9951-9960	-
Wasp, Giant	9454-9461	9660-9663	9660-9663	9477-9481	8339-8348	9962-9964	-	9400-9409
Weasel	9462-9561	9664-9763	9664-9763	-	-	-	-	9410-9609
Weasel, Dire	9562-9563	9764	9764	9482-9483	8349-8358	-	-	9610-9614
Werebear	-	-	-	9484-9503	8359-8378	-	-	9615-9624
Wereboar	-	-	-	-	-	-	-	9625-9634
Wererat	9564-9573	9765-9774	9765-9774	9504-9513	8379-8383	9965-9974	9961-9965	9635-9639
Weretiger	-	-	-	9514	8384	-	-	9640
Werewolf	9574-9581	9775-9781	9775-9781	9515-9544	8385-8394	-	-	9641-9642
Wight	9582-9588	9782-9788	9782-9788	-	-	9975-9977	9966-9970	-
Will-O'-Wisp	-	-	-	-	-	-	9971-9975	-
Wolf	9589-9943	9789-9988	9789-9988	9545-9844	8395-9194	-	-	9643-9892
Wolf, Dire	9944-9945	9989-9990	9989-9990	9845-9864	9195-9244	-	-	9893
Wolverine	-	-	-	9865-9964	9245-9544	-	-	9894-9993
Wolverine, Dire	9946	9991	9991	9965-9974	9545-9554	-	-	9994
Worg	9947-9996	9992-9996	9992-9996	9975-9998	9555-9990	-	-	9995-9998
Wraith	9997-9998	9997-9998	9997-9998	-	-	9978-9980	9976-9980	-
Wyvern	-	-	-	9999-10000	9991-10000	-	-	9999-10000
Zombie	9999-10000	9999-10000	9999-10000	-	-	9981-10000	9981-10000	-

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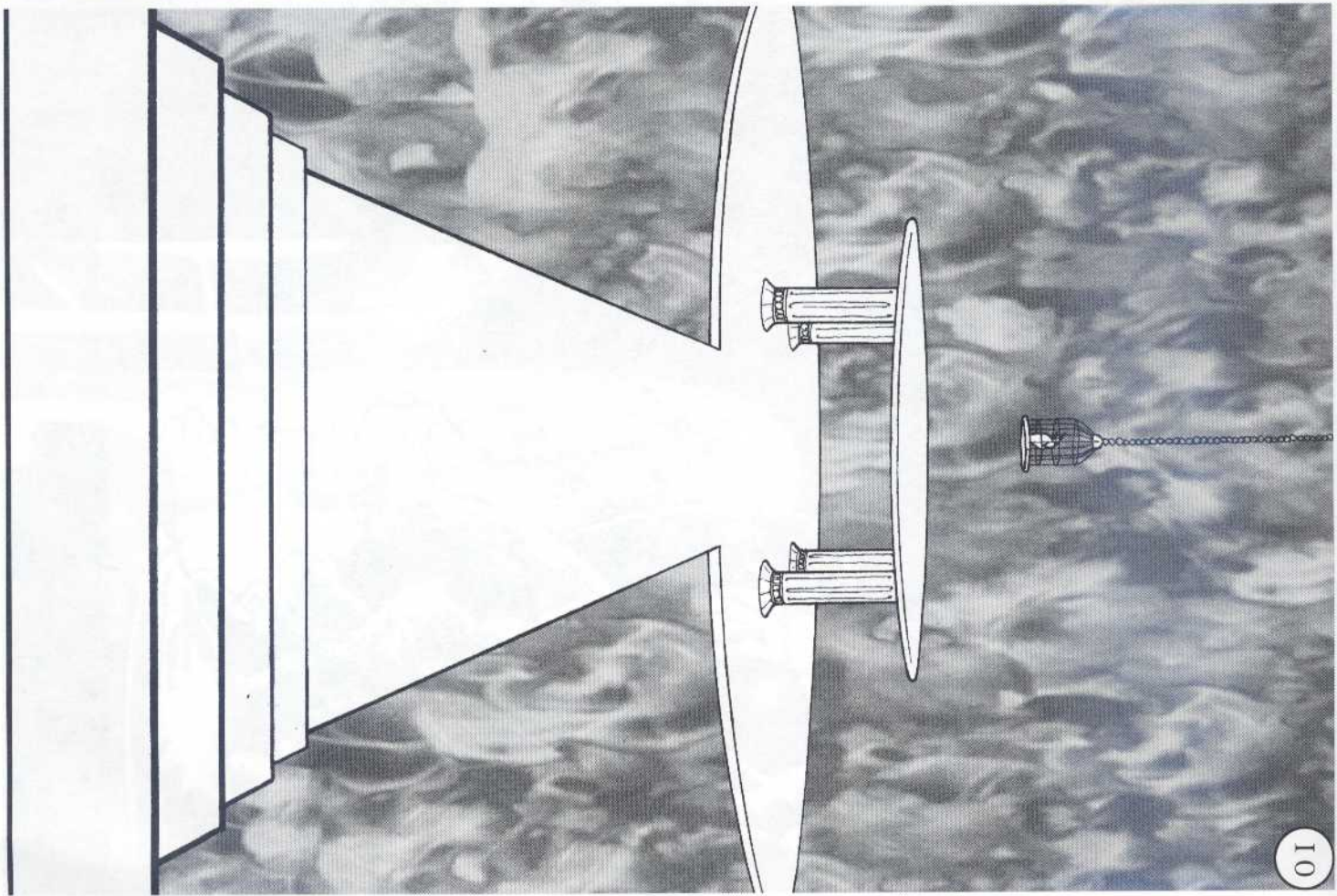




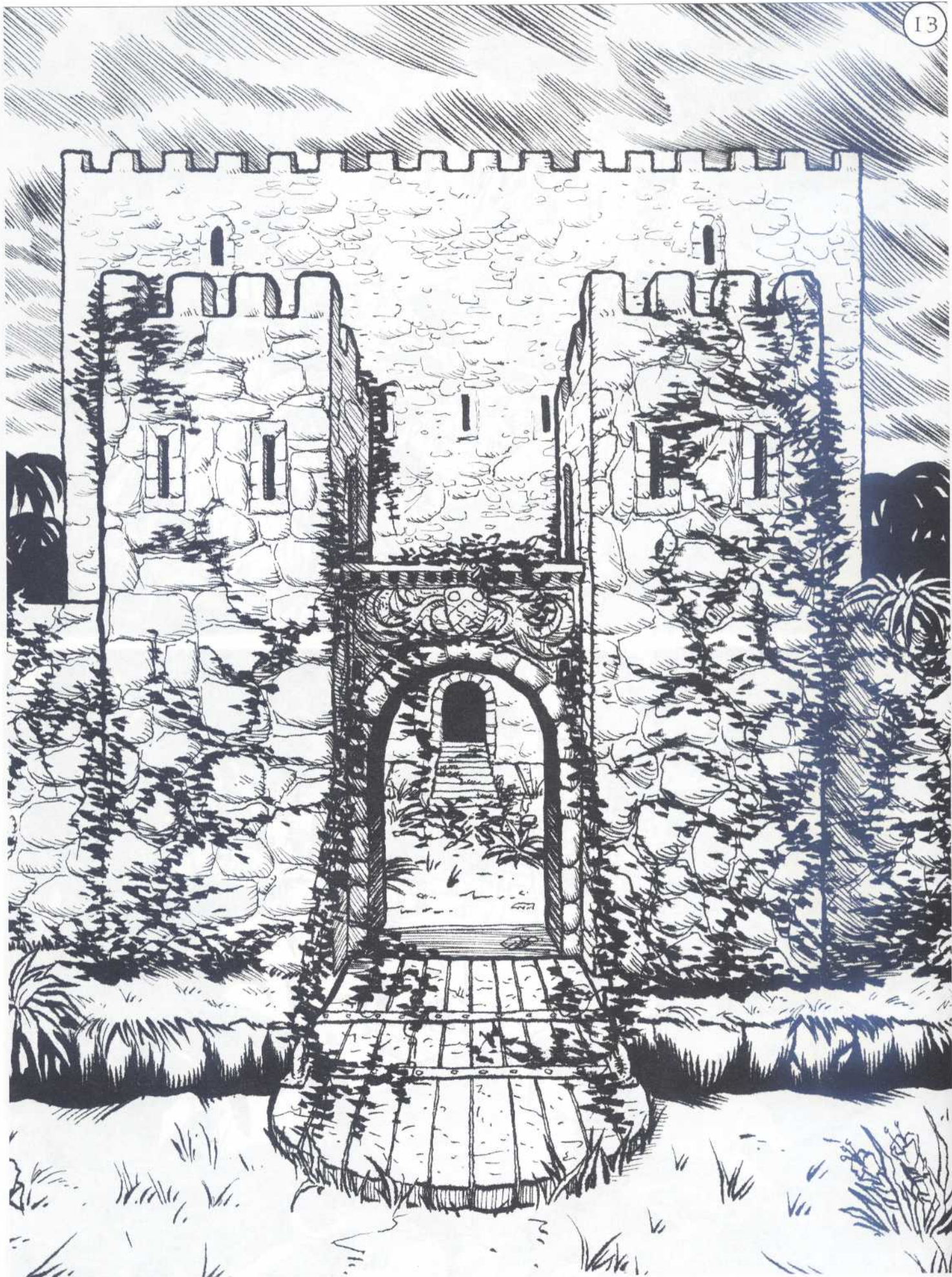


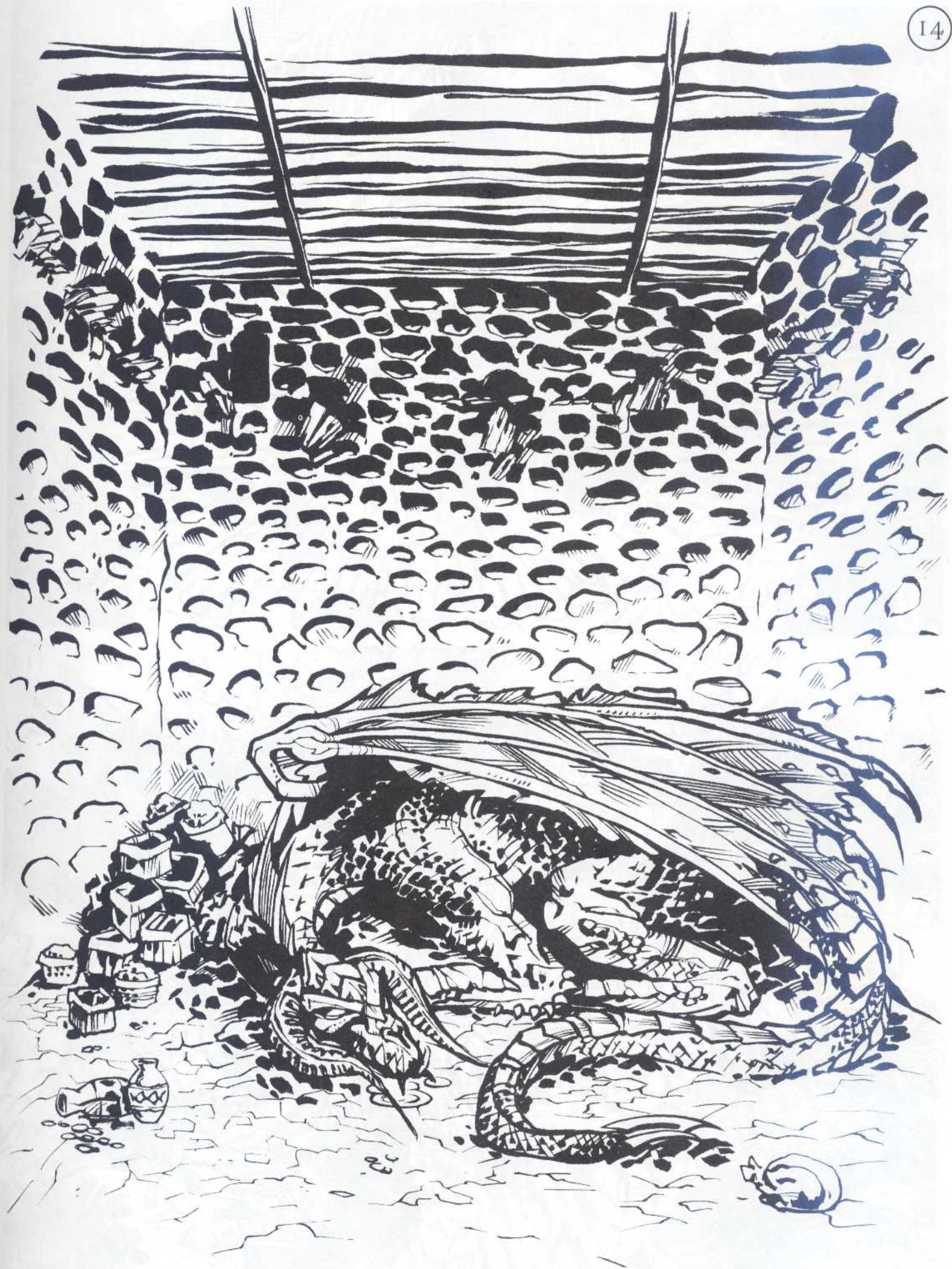




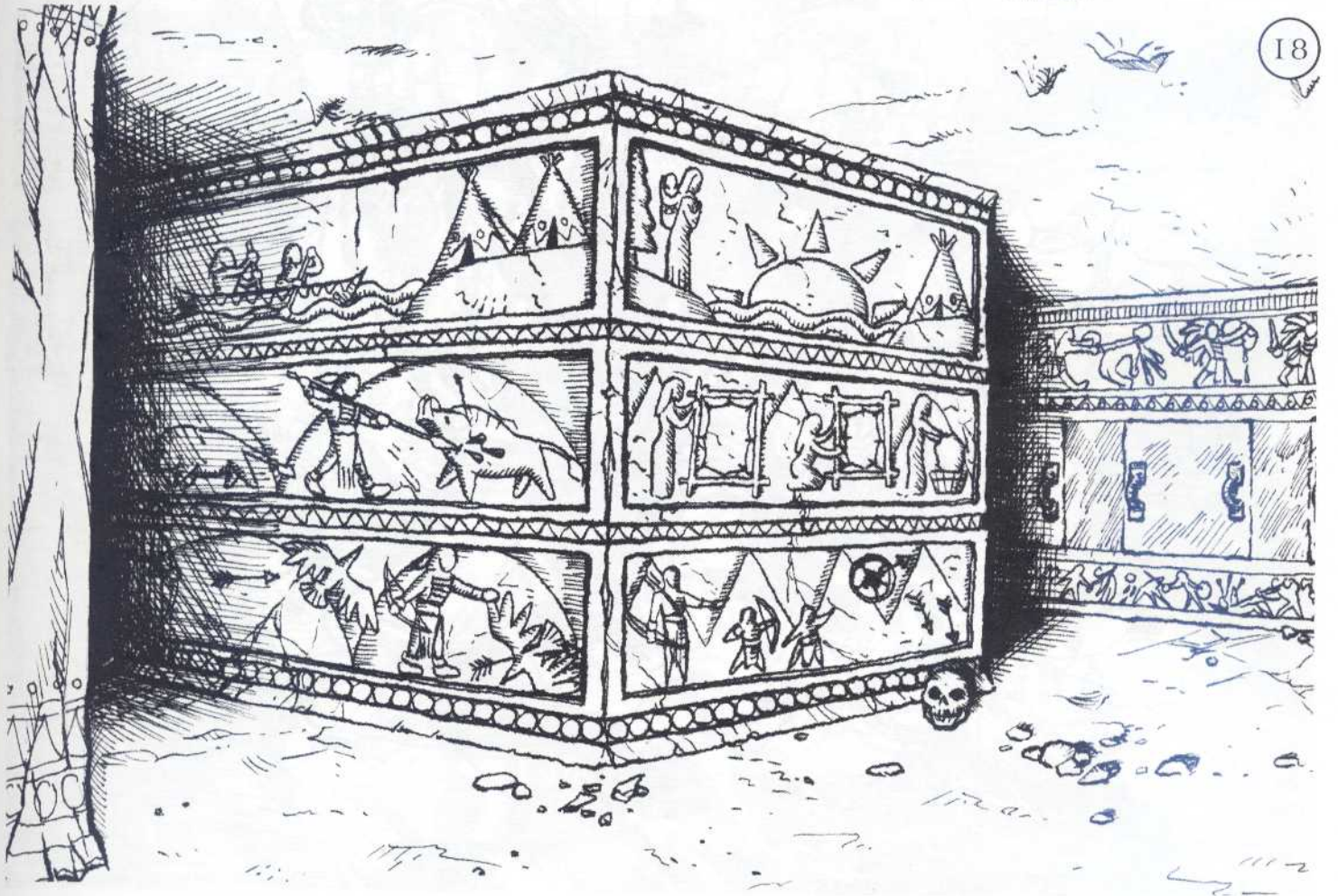
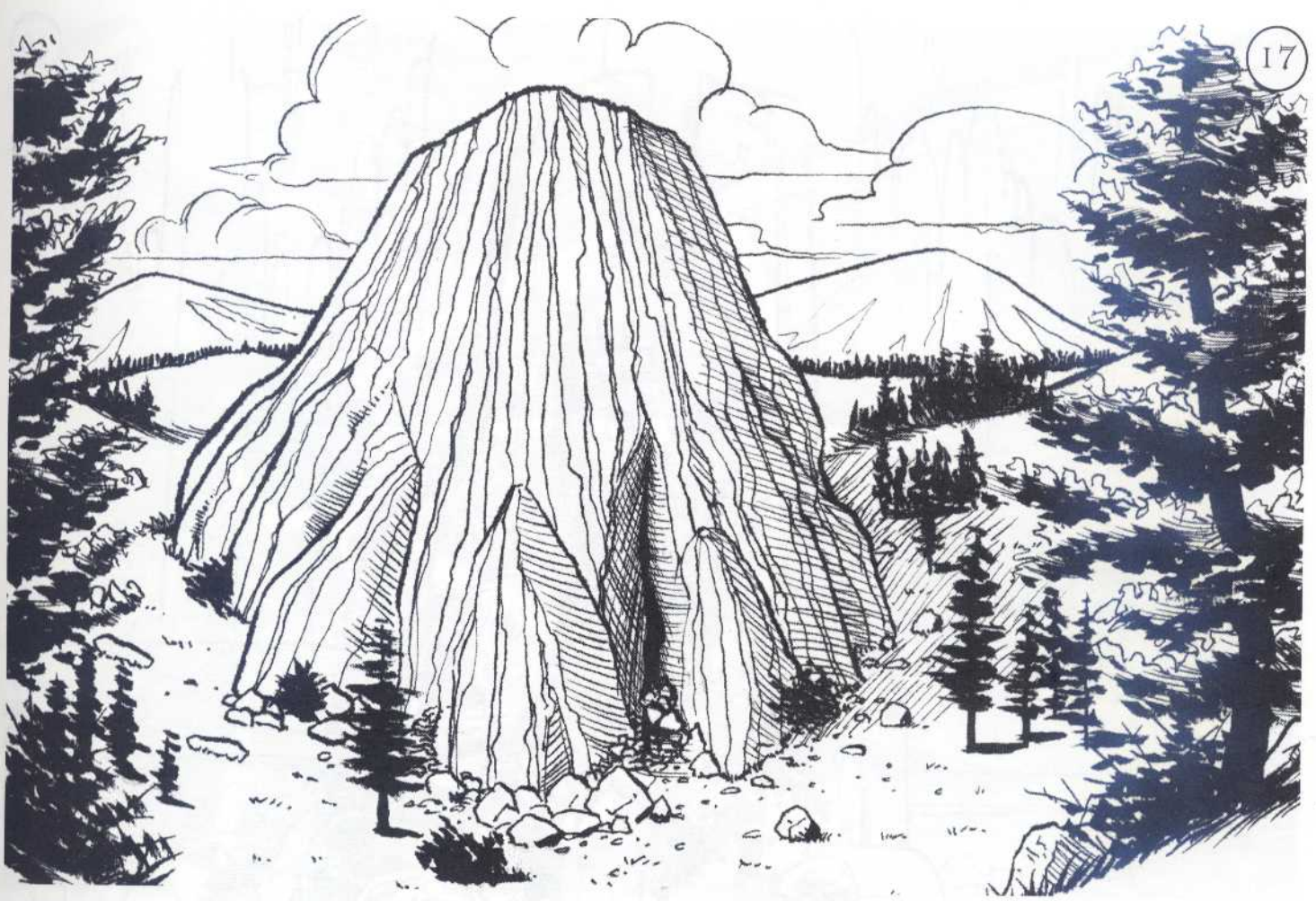




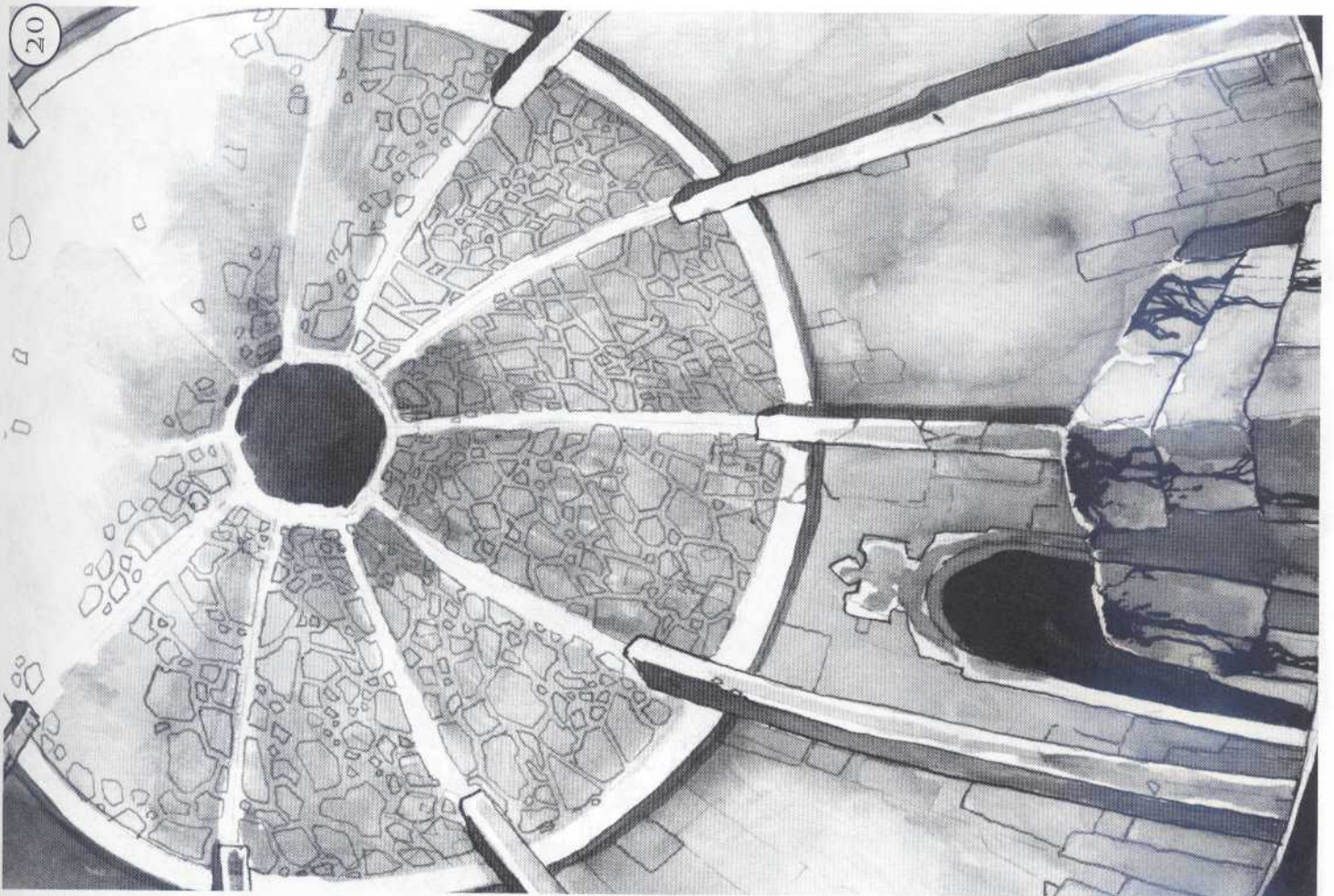


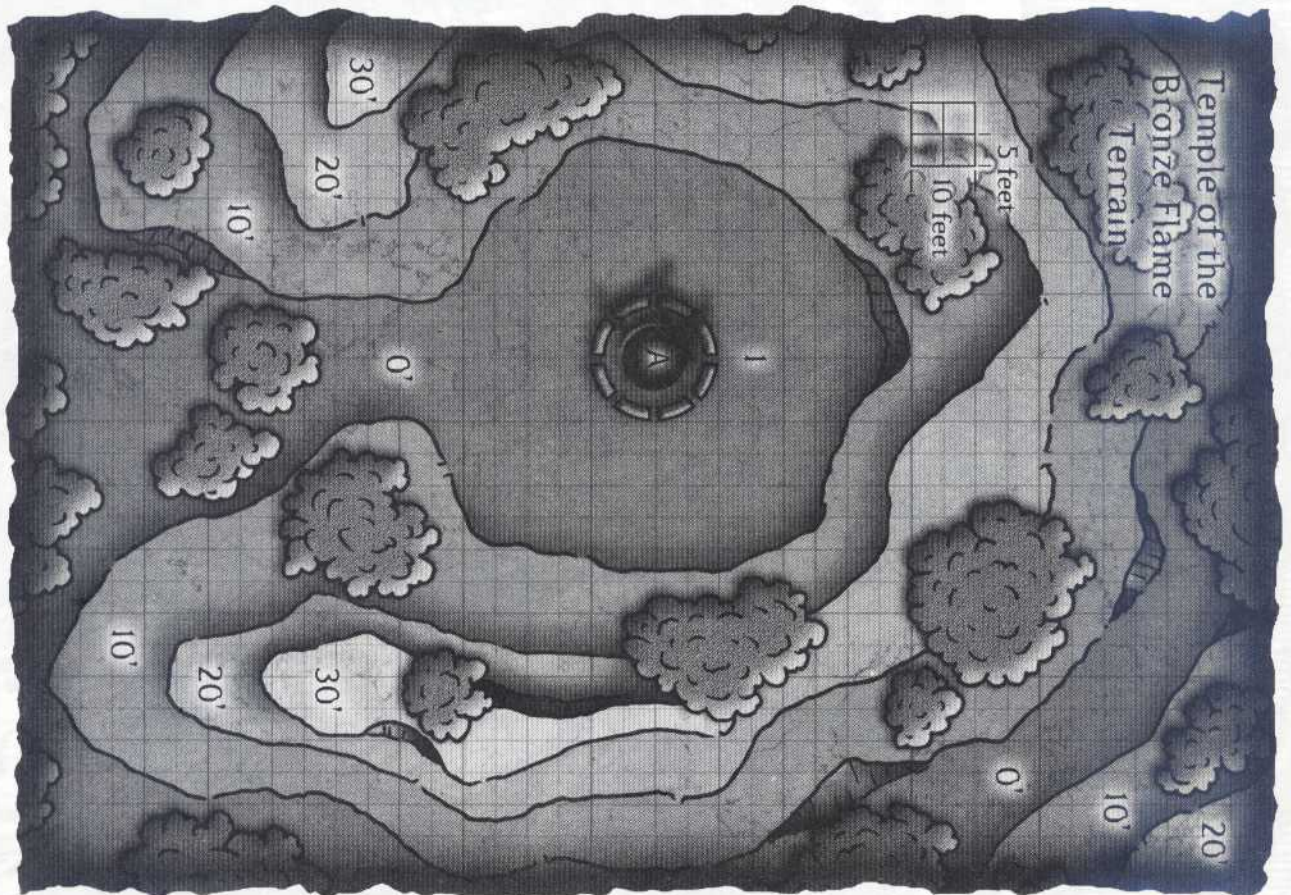




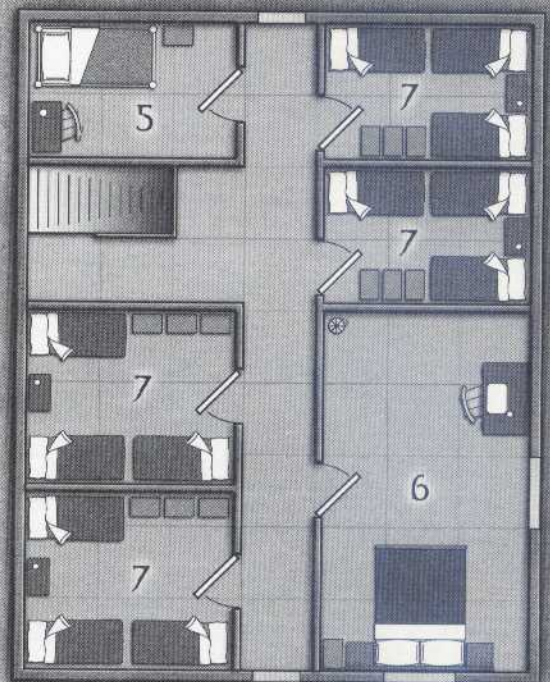
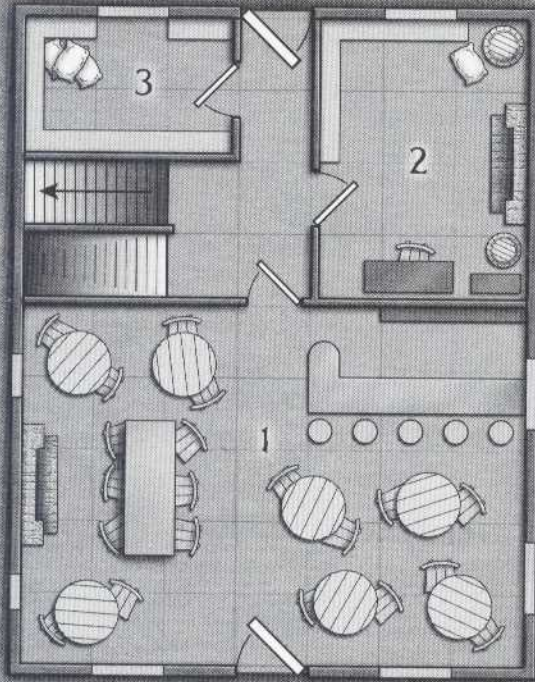
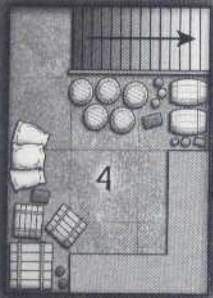








The Whispering
Wind Tavern
(Narmaren)

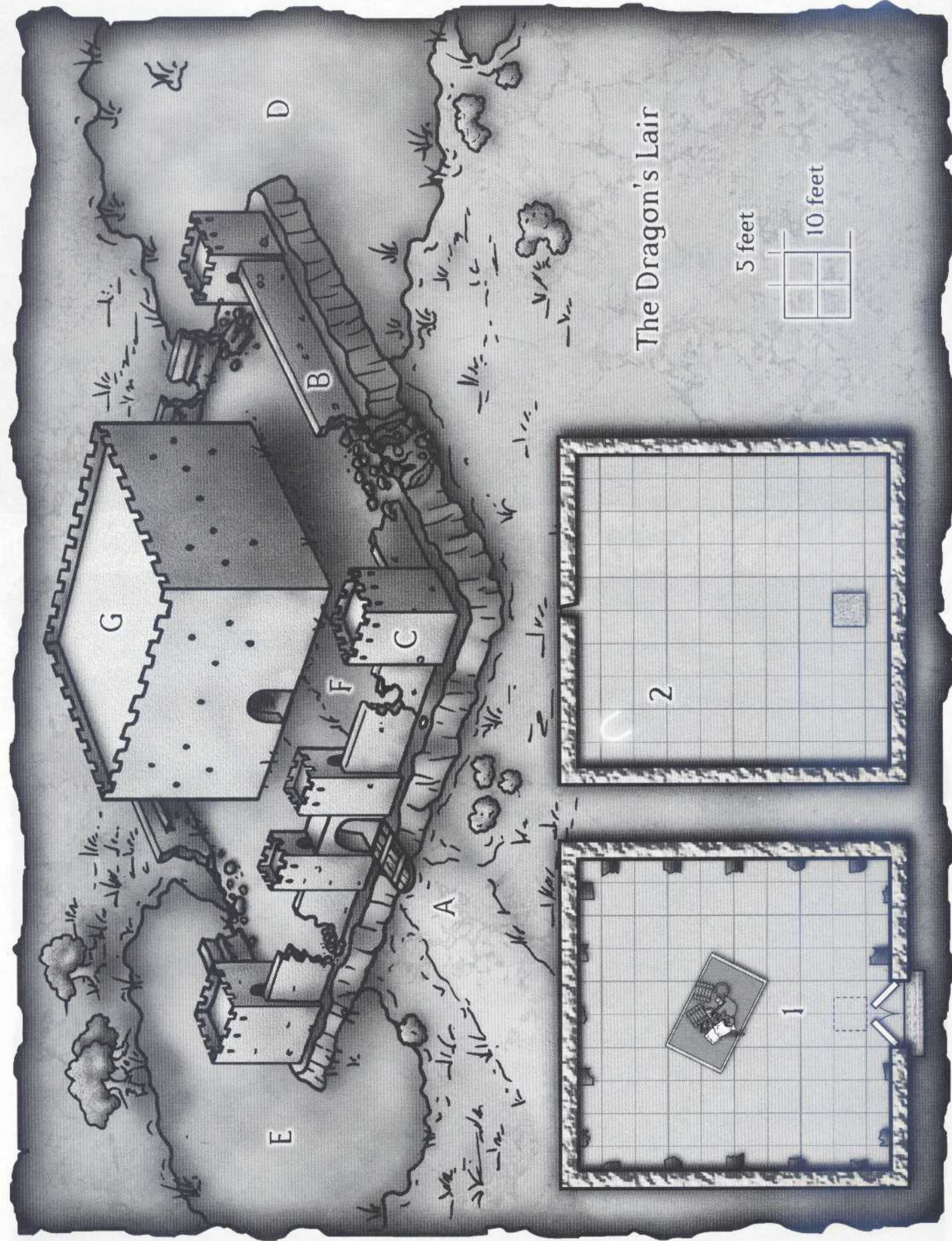


□ = 5 feet

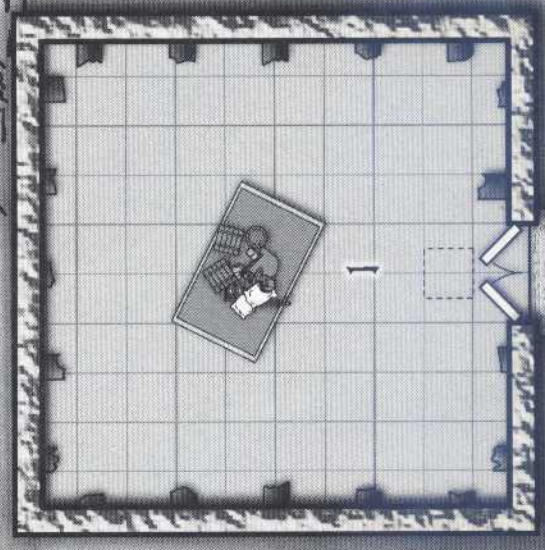
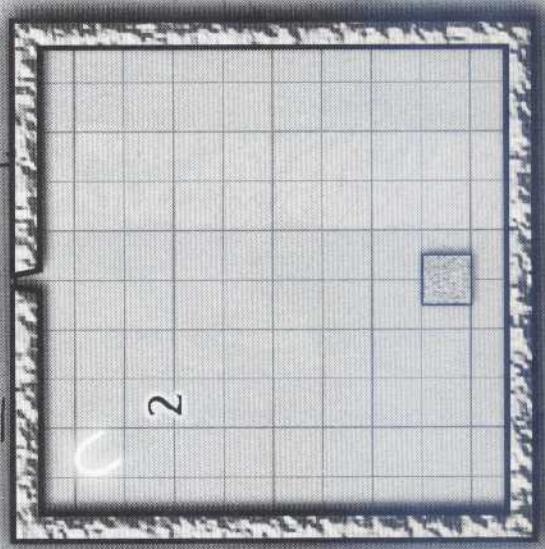
The Battlefield
(The Harvester Temple Area)



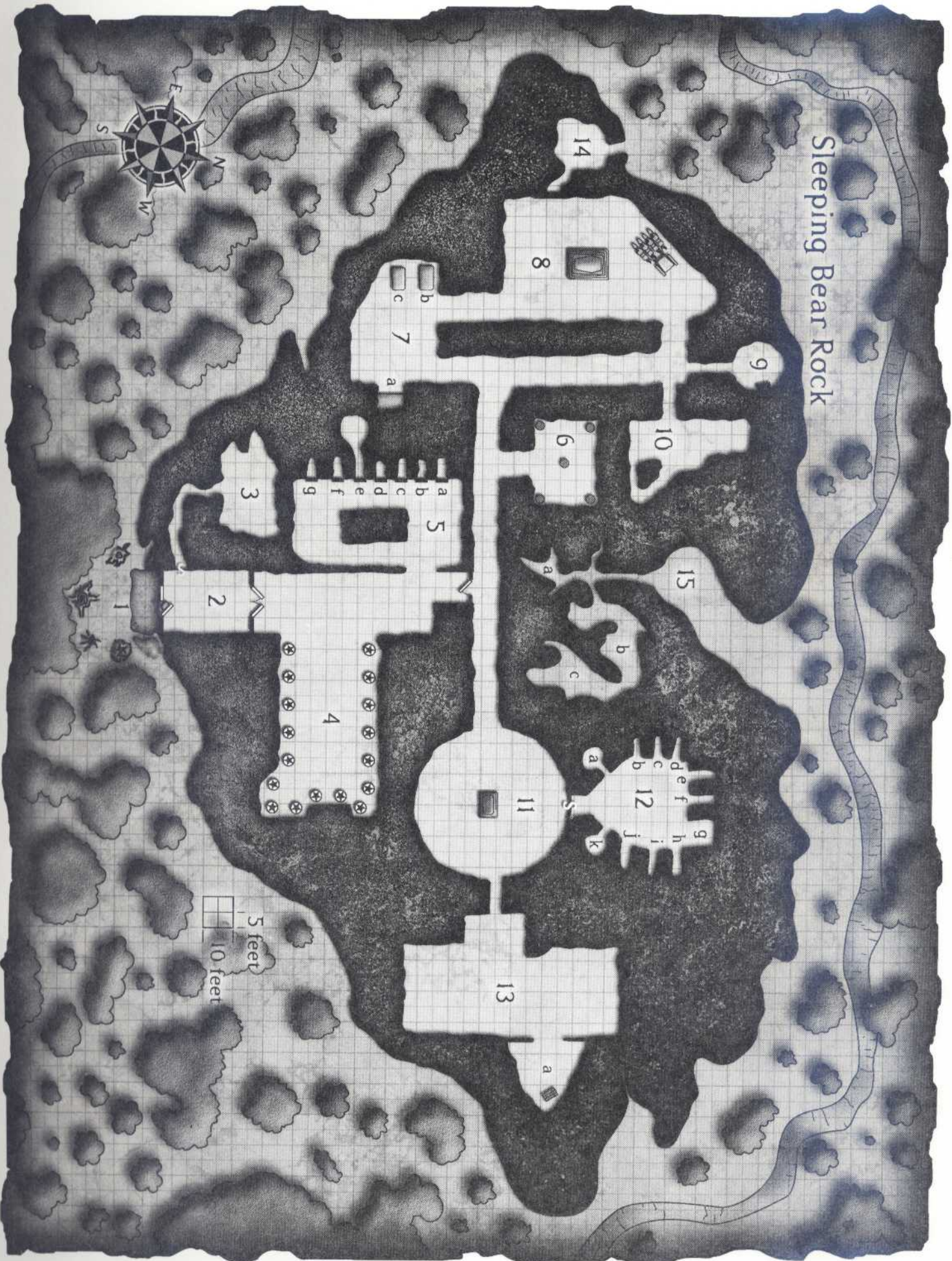
□ = 5 feet



The Dragon's Lair



Sleeping Bear Rock



14

8

b
c

7

a

9

6

10

3

a
b
c
d
e
f
g

5

2

1

15

a

b

c

4

11

a

b

c

d

e

f

12

g

h

i

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k

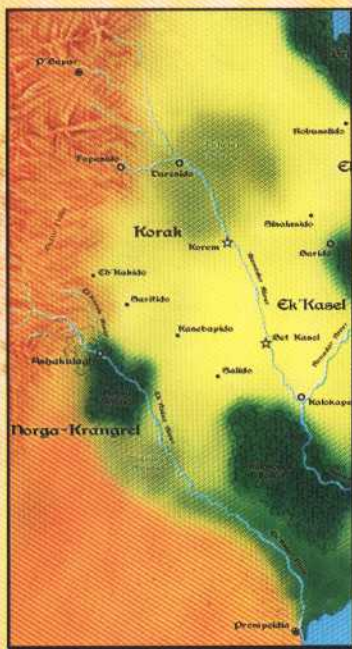
13

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HARVEST OF DARKNESS

Frightening clues and hints of ancient evil...

On the outskirts of an unsuspecting village, an evil priest of the Harvester of Souls kidnaps innocent victims in an attempt to raise an undead army. During a religious festival, a manipulative cult steals a majestic phoenix from the sacred garden of an honorable priesthood. In the lair of a black dragon, an ancient vampire has returned from a centuries-long imprisonment, determined to unleash terrible evil throughout the lands of Tellene. And deep within a mountainous tomb laden with treasures, the Lords of Blood – leaders of the dark Sharjani cult – are beginning to awaken from their slumber. Will the player characters be able to solve these mysteries and wipe out the evil forces that torment the Young Kingdoms? Or will they even manage to survive these deadly encounters?



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The Harvest of Darkness fantasy game supplement and adventure is set in the popular KINGDOMS OF KALAMAR fantasy campaign setting. This work is an official 3rd Edition translation of four adventure supplements previously published as Sometimes They Come Back, Temple of the Bronze Flame, A Foe in Need, and The Hungry Undead.



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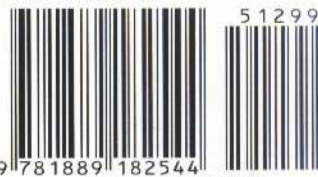
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