



SHADOWS OF THE DREAD SPIRAL

A One-Round Dungeons & Dragons® Living
Greyhawk™

Core Special Adventure

Low-Level: Doorway to Darkness

Version 1

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A tainted soul seeking redemption draws your attentions to the foreboding Yatil Mountains. Within its hidden recesses lies the Forgotten Temple of Tharizdun, and there, a terrible labor lost in time begins anew, as the veil between worlds grows thin, and a threat more perilous than all others reaches out to touch the other side. This adventure is divided up into two levels of play (low level and high level); each player may only participate in one of them. A challenging special adventure for characters levels 1-15 (APLs 2-16).

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

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Visit the LIVING GREYHAWK website at www.rpga.com.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, and James Wyatt], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey], *Player's Handbook II* [David Noonan], *Return to the Temple of Elemental Evil* [Monte Cook], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], *Tome of Magic* [Matthew Sernett, Ari Marmell, David Noonan, and Robert J. Schwalb], and *WG4 The Forgotten Temple of Tharizdun* [Gary Gygax].

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

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

This adventure retires from RPGA-sanctioned play on November 20, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

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

Preparing for Play

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a special one-round Core adventure, set in the Yatil Mountains. All characters pay 2 Time Units per round.

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

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

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

ADVENTURE BACKGROUND

Hundreds of years ago, deep in the Yatil Mountains, a vile temple was built to venerate the dread god Tharizdun, the god of entropy, destruction, and eternal darkness. There is no god more feared and hated than he. It is said that Tharizdun craves nothing more than the unmaking of the universe, and as such, the other gods of Oerth imprisoned him away long ago, knowing that if he was to remain free, all that is would be no more. After the god's

imprisonment, his power on Oerth was broken, and the temple's worshipers scattered across the land.

Eventually, Tharizdun's cults began to reform in small numbers across the Flanaess, dedicated to finding a way to free their god from his prison and bring about the end of existence. The temple in the Yatils was once again occupied by Tharizdun's faithful, and it was through their efforts that a Black Cyst was discovered below the actual temple. A floating block of black rock was discovered, and a vague form could be glimpsed within. No amount of prayer, magic, or logic could tell the cultists what was in the black rock – some thought it might be the form of Tharizdun himself. After a while, that notion took hold, and the cultists began to perform a ritual in the hopes that one day, the form would awaken, and either show itself as Tharizdun, or lead them to him. Sacrifices of the flesh and offerings of great wealth were presented before the indistinct form for generation upon generation.

After a time, the ritual became less and less important to the cultists, as nothing had ever transpired from their offerings. Eventually, the clerics that left the offerings began to steal from the vast hoard, replacing the choicest pieces of wealth with items of lesser value. Within a short time, the cultists had all left save one – a high priest that continued to perform the ritual alone. Some say this man, toward the end of his days, wandered off to his final resting place to leave the temple abandoned, and the ritual unpracticed. However, that is not the whole truth. While this high priest did indeed abandon the ritual toward the end of his days, he did so to seek out the secrets of lichdom, in order to continue his existence to seek out a way to free dread Tharizdun.

The temple itself fell into chaos, as various other creatures began to occupy it and use it for their own purposes. Those few sages and historians that knew of its existence named it the Forgotten Temple of Tharizdun. Then, about thirty years ago, a group of adventurers set foot in the temple and cleared it of the savage humanoids and other creatures that now lived there. The adventurers looted the place, and among the items they found, was a magical item called the Iron Horn of Tharizdun. It was eventually sold to a collector of antiquities in Greyhawk City, and then was lost when the collector went missing.

The high priest unearthed the secrets of becoming a lich, and renamed himself Darken Iyes. His wanderings and research brought him to the Plane of Shadow, where he encountered a shadow dragon named Srinthedul, a creature that claimed to know the secrets of the plane. Darken Iyes was told by the dragon that Tharizdun's prison was in an inaccessible place on the Plane of Shadow itself, and that by drawing forth the fabric of the plane onto Oerth, the bonds of his captivity would be weakened, and eventually would break. Darken Iyes believed Srinthedul's wisdom, as the dragon had been a native to the plane for much longer than he had existed, and found that the dragon's desires matched his own – to free Tharizdun from his prison and end existence.

To this end, Srinthedul also revealed to the lich necromancer a new form of magic that manipulated the energies of darkness and shadow. Called simply shadow magic, the two came back to Oerth to once again inhabit

the temple and train others in the use of this new magic. By manipulating this energy, small amounts of the Plane of Shadow would be drawn away and to Oerth with each casting. Thus, the spread of this new magic would help them achieve their goal of weakening the bonds of Tharizdun's imprisonment.

Darken Iyes' labor started anew at the temple, and within a few months, he and Srinthedul had subjugated and converted to Tharizdun a small enclave of troglodytes that lived in the temple area. The word began to spread to other Tharizdun worshipers that the temple had become inhabited once more. Other followers soon flocked to the reestablished temple, including a half-dragon spawn of Srinthedul. The shadow dragon even personally trained a few humans in the arts of shadow magic. Portals to the Plane of Shadow were opened, and the Iron Horn of Tharizdun was recovered. The lich and shadow dragon began their grand plans of pulling a large portion of the Plane of Shadow into Oerth, to finally break the bonds that held their dread god.

ADVENTURE SUMMARY

This is the low-level portion of the adventure. Varachan, a former evil cleric of Tharizdun that underwent a change of heart and works from within various cultist cells, informs the characters of a dire threat to the Flanaess. He speaks of the occupation of the Forgotten Temple of Tharizdun, and plans that have been set in motion by worshipers there – plans, which if they come to fruition, could spell doom for the cosmos. He wants to send two groups to the temple – one to provide a distraction and clear out the temple complex, and the other to directly assault the areas under the temple and take on the lich and the dragon. This adventure involves clearing out the temple complex, and destroying a portal to the Plane of Shadow that could be used as an alternate focal point for the cultist's plans.

After outfitting the characters, they journey forth from Gnome Vale to the Forgotten Temple. Once inside, they have essentially three missions – provide enough of a distraction to keep the denizens of this area from helping those below the temple (from the high-level characters' assault), clear out as many cultists and allies as possible, and find the portal to the Plane of Shadow and shut it down.

PREPARATION FOR PLAY

As this is a special event, running this adventure requires more preparation than a normal adventure. Since it is running only at certain conventions, you will be provided with a map and miniatures (see the list below) to play out the adventure. However, you will want to take the following to heart while preparing this adventure for play:

- Read this adventure over very thoroughly at least twice. Make notes to help you run more complex encounters.

- If you have it, read the *Tome of Magic* – in particular, the section on shadow magic. Shadow magic plays a big part in both the low-level adventure and the high-level one, and becoming familiar with its mechanics will make the adventure run much more smoothly (especially when the party has to deal with Elus Maarikson).
- A set of initiative cards with all the creatures listed on them (as well as many relevant combat statistics) may be available for use. It's a good idea to print those cards out beforehand, and use them when running the adventure. Combats will move much more quickly with them.
- You may wish to pre-roll about 10d20 (or randomly generate a series of d20 rolls), in case you want to make an opposed check in secret (like ambushers using a Hide check vs. the characters' Spot checks), so as not to let the characters know you're resolving something with dice rolls. Just check off each die roll in the order in which it's rolled. There are potentially quite a few encounters where Hide checks against Spot checks need to be made, due to the nature of the foes.
- Hand out initiative cards to the players, so they may put their characters' relevant information on them. Make certain they list their saving throws and the skills Hide, Listen, Move Silently, Sense Motive, and Spot.
- While the players are filling out their initiative cards, ask each one to roll 6d20. Record the results for each character on a piece of paper, away from the eyes of the players. Whenever you need a roll from one of the players that should yield a secret result (such as a Spot and Listen check before an ambush), simply mark off the first result from each character's roll, and add the appropriate modifier. In this way, the players won't know exactly what you're doing.
- This adventure is designed to run in 3.5 hours, but it does have more encounters in it than the PCs are likely to face. Keep the action moving along, and the pacing quick. The players will appreciate getting as far along as possible (given their own limitations, of course).
- Give the players a real challenge (but be fair). Let the dice fall where they may (you may want to make combat rolls right out in front of the players). The PCs may have to retreat from a fight, especially if they trigger more than one encounter at the same time. The best part about a special adventure is that it's high risk, high reward. Make them earn their XP, gold, and magic items.
- If the table is composed of all 1st-level characters, go a little easier on them. Many of these players may be trying out a LIVING GREYHAWK game for the first time, so keep things lively and enjoyable. Make them feel like

they're challenged, but don't overwhelm them. There are a few specific notes in certain encounters that speak to a very low-level table, so be sure to review those if you're running one.

- Lastly, see if a character has a Gnome Vale gemstone (that's not been converted to a magic item). They could have obtained these last year through adventure play, or this year through an RPGA web article. If they obtained this through the web article, they must have a copy of the article with them to receive a benefit.

DUNGEONS & DRAGONS

MINIATURES®

To run this adventure, it's recommended you have the following miniatures:

From the Harbinger™ set:

- 2 Troglodyte Zombies (56/80) to represent the troglodyte undead
- 1 Ghoul (63/80) to represent the ghoul

From the Dragoneye™ set:

- 1 Medium Water Elemental (36/60) to represent the water elemental
- 2 Troglodytes (60/60) to represent the troglodyte sentries

From the Archfiends™ set:

- 1 Ochre Jelly (46/60) to represent the vasuthant (Large-sized)
- 1 Cultist of the Dragon (48/60) to represent Elus Maarikson
- 4 Cursed Spirits (49/60) to represent wraiths or shadows

From the Aberrations™ set:

- 1 Gibbering Mouther (50/60) to represent the vasuthant (Small- and Medium-sized)

From the Angelfire™ set:

- 1 Elf Swashbuckler (18/60) to represent Montesanto (in disguise)

From the Underdark™ set:

- 1 Troglodyte Captain (40/60) to represent Murrssk
- 1 Dire Bat (44/60) to represent the elder arrowhawk
- 1 Troglodyte Barbarian (59/60) to represent The Painted One

From the War Drums™ set:

- 1 Ogre War Hulk (54/60) to represent Gilwog
- 1 Tiefling Blademaster (59/60) to represent Montesanto (true form)
- 6 Troglodyte Thugs (60/60) to represent troglodytes in the enclave

From the War of the Dragon Queen™ set:

- 1 Blackspawn Exterminator (42/60) to represent Srinthek
- 2 Small Black Dragons (53/60) to represent juvenile or adult arrowhawks

INTRODUCTION

The adventure begins with the PCs summoned to an old abandoned farm outside the City of Greyhawk. Each player's character is alone, unless often accompanied by some of the others at the table. Read the following when all the players are ready to begin:

While taking in the sights and sounds of Greyhawk City on a fine Goodmonth day, a note was handed to you by your innkeep. It was unremarkably sealed with wax; when you opened it, the message was simple:

Meet me at Gilfrey's Old Farm on the 14th of this month. Go into the barn and wait until all who are assembled arrive. Tell no others of this message. This is a matter most urgent.

-V

Who is this "V"? What could be so urgent? Is this a trap? There's only one way to find out ... and you'd better begin soon, since it's already the afternoon of the 13th. Now, to find out where that farm is ...

A simple ask about town, with an accompanying DC 10 Gather Information check, or a DC 15 Knowledge (local – Core) check gets a PC the information needed on the location of the farm. Nothing remarkable has occurred there; it's just an abandoned farm where a family used to sell some of the best tubers in the Domain. It is about a half-day's walk west of Greyhawk City, just south of River Road.

Each PC is currently unaware of who else may have received a letter such as this, unless two or more characters commonly travel together. They may spend the rest of the day stocking up on provisions, and preparing for adventure.

THE OLD FARM

Read the following once the players are ready:

You have followed the instructions of the mysterious "V," and now find yourself in a dilapidated, moldering, old barn. The door is open to let the light of another sunny summer's day in, and the wind blows through the barn, causing unsettling creaking noises in the unstable-looking rafters.

You then notice that other adventurers are assembling here as well. Hopefully, they're not assassins sent by this "V." Or, perhaps, "V" has assembled you here to bring the barn down in upon your heads? You banish those dark thoughts and hail the strangers here with you in the barn.

At this point, have the players introduce their characters to one another. Once introductions have been made, read the following:

After another hour or so, a brown-robed person approaches the barn. As the individual walks enters the shade of the barn, he pulls down the hood from the robe, revealing the scarred face of a male human, approximately 40 years of age.

"Good day, adventurers. I am Varachan, he who summoned you here. I apologize for the inconvenience of our meeting place, and the urgency by which I wrote. Greyhawk City is full of eyes and ears that might eavesdrop on our discussion and word of it might get back to those who can dismantle the whole mission before it has even began.

"I am familiar with all of you through my information network, but I know that none of you are familiar with me. However, I must ask for your trust here, before we begin talk of specifics. Will you each submit to a divination spell that allows me to discern truth from lie? There are a few questions I need to ask each one of you, to ensure that my message was delivered to the proper hands."

If the PCs agree, Varachan asks the PCs to gather together before casting a *zone of truth* spell. He then proceeds to ask the following questions to each PC:

- *Are you the person to whom the message was addressed? Answer yes or no.*
- *Do you worship a deity of evil? Answer yes or no.*
- *Have you knowingly aided a minion of the Elder Elemental Eye or Tharizdun? Answer yes or no.*

Keep in mind that with submission to the *zone of truth* spell, any answer the PC speaks must be truthful. As long as the answer to the first question is "yes," and the last two is "no," Varachan is satisfied. If a PC gives a "no" answer to the first question, or a "yes" answer to the 2nd or 3rd questions, Varachan notes it, and completes his questioning of all the PCs. Once finished, he turns to the PC who failed his test, pulls out a small stone table from his robes, and shows it to the PC. Upon its surface is a empowered *symbol of stunning*. PCs seeing it are stunned for 1d6 + half again the die roll in rounds (no save) so long as they have less than 151 hit points (which, in the low-level adventure, should include pretty much all PCs). He then casts one or more *teleport* spells (he has 3 in total) to bring the rest of the party to Gnome Vale. Varachan can bring along 4 other people per *teleport*, so 3 should do the trick. PCs that fail his questioning are unable to participate in the adventure.

Development: If a player's character fails Varachan's questioning, they may select another PC that would meet the criteria from those they have available, if

possible. That character meets up with the group in Gnome Vale, and has already been screened by Varachan to ensure that he or she is acceptable for this mission.

☛ **Varachan:** male human cleric (Fharlanghn, formerly Tharizdun) 13 (NG; Bluff +9, Diplomacy +5, Intimidate +4).

THE MISSION

Once Varachan is satisfied with the PCs' replies continue with the following information. In order to facilitate faster play, and to aid in comprehension, Varachan's talk is reproduced in **Player Handout 1**. Give the players this handout, so that they may reference it when appropriate.

"I thank you for your willingness to accept my requests without rebuke. Now, I shall first tell you who I am, and then we'll talk of what needs to be done.

"As you already know, I am Varachan, although in times past that name meant a servant of dread Tharizdun, rather than Fharlanghn as I am now. I was once a vile and despicable being, preying upon the suffering of others, hoping to find ways to bring down his prison and unleash his dark power upon all of Oerth. Then, one day, I felt something stir within me. It was a conscience, a feeling of regret and shame for what deeds I had done, and what I was. It was from that moment that I forsook my bondage to Tharizdun, and devoted myself to ensuring that he would forever remain imprisoned. I was in the Temple of All-Consumption at the time, near the Lortmil Mountains. After my work was done there, I moved around with other groups of cultists, always working to foil their plans from within, or getting the word out to adventurers to take down the cults when I could not disrupt their plans. For many years now I have played the role of a faithful servant of Tharizdun, in order to stay close to those who seek ill upon the world.

"Thus, a dire threat to Oerth was recently brought to my attention. I cannot get involved, lest my true allegiance be discovered, but I did gather as much information as I could to provide to you to help squelch this new plot.

"A long time ago, in the Yatil Mountains, there was a temple devoted to Tharizdun, where cultists flocked like moths to the flame. Apparently, from what I was able to uncover, it was some sort of focal point for Tharizdun's power, and the cultists there engaged in a ritual to draw him forth from his prison. As time went by, the ritual lost its original context, and the priests wavered in their commitments until only a single priest remained to conduct the ritual.

"Here is where what some know differs from what is known by the few in Tharizdun's service. The story goes that the priest, tired and old, eventually went off to his final rest somewhere in the undertemple. However, the truth is that the priest abandoned the ritual to seek out the secrets of lichdom, so that he could remain in Tharizdun's service for as long as necessary to free him from his prison.

"Eventually, he achieved his goal, and became a lich, renaming himself Darken Iyes. His research took him to the Plane of Shadow, where he encountered a powerful shadow dragon, who claimed to know the secrets of Tharizdun's imprisonment. The dragon said that Tharizdun was imprisoned on an inaccessible part of the Plane of Shadow, and the only way to truly free him would be to draw forth the plane onto Oerth, to weaken his bonds. The dragon knew an insidious way of accomplishing this – a new form of magic known simply as shadow magic, which, with every casting, draws forth small bits of the Plane of Shadow into the caster's world. Thus, every time shadow magic is employed, it weakens the bonds of the dread god a little more.

"The two of them came back to Oerth, and began a plot to speed along the process of Tharizdun's return. They returned to the old temple, which had been called the Forgotten Temple of Tharizdun since it had fallen out of use for such a long time, and subjugated the denizens there – troglodytes, I believe. In addition, the shadow dragon began to train a select few in the art of shadow magic, and he and the lich began a plot to draw forth a large portion of the Plane of Shadow to Oerth through the focus deep in the undertemple.

"Thus, the current state of things; a situation most dire is upon us. My contact inside the temple has not reported to me in some time; I fear he is lost. I need you to travel to the temple, clear out as many cultists and their allies as possible, close any portals to the Plane of Shadow you locate, and keep the denizens of the temple occupied while I send another group of more powerful adventurers in to deal directly with the lich and the dragon. Can you attempt this?"

If the PCs give their consent, continue. If a PC does not wish to attempt this task, then the adventure is over for that PC; the player may choose to bring another PC that is more suitable if they wish (in which case, the adventurers meet the PC in Gnome Vale on their way to the temple).

Read the following once the PCs have made their determinations:

"Good. Now, I have some more information for you, and some equipment that might aid you."

Varachan knows something about the temple, and can provide the PCs with the following information:

- The temple is located in the Yatil Mountains, up a winding pass in a very remote area. It is accessible by one trail that leads across a bridge to it, and it probably will not be guarded on the outside.
- A number of troglodytes make their home in the temple. I understand that they have turned to the worship of Tharizdun as well.
- In addition to the troglodytes, I'm fairly certain that one of the shadowcasters (someone who employs shadow magic) is there as well. Beyond that, I do not know what else lies in wait.
- The temple is a focal point for Tharizdun's power, and as such, it would be wise for non-believers to avoid speaking his name while in it, lest you draw the attentions of his minions.
- You will first enter the upper temple, and then descend into the lower temple. Once you're in the lower temple, do not go down the stairs leading into the dungeon and undertemple areas. These areas are far too dangerous, and the other adventurers should be handling it.
- Leaving the temple complex after you are discovered might prove to be disastrous to the other adventurers there, since Tharizdun's servants can then be reinforced by the temple's denizens. So, once you go in, you should stay in until the task is completed or until you cannot go on any further.

After Varachan gives the PCs the above information, read the following:

"To aid you in your efforts, I have two wands which may prove very useful. The first is a wand with healing magic, and the other is a wand that silences your surroundings. The first wand has 10 charges remaining; the other has 2. Use them as you wish – if any charges remain, please give them to the gnomes of Gnome Vale, and they will be returned to me."

At APLs 2 and 4, the PCs receive one *wand of cure light wounds* (10 charges) and one *wand of silence* (2 charges). At APLs 6 and 8, the PCs receive one *wand of cure moderate wounds* (10 charges) and one *wand of silence* (2 charges). The characters cannot keep these wands after the adventure, but may use them while tackling the temple.

Read the following to the PCs after they receive the wands:

"Now, I shall take you by magic to Gnome Vale, a small community near the Forgotten Temple of Tharizdun. The gnomes there know of your coming, and you can supply yourself with any

foodstuffs and gear you might want for the journey."

When the PCs are ready, Varachan casts *teleport* to bring the PCs to Gnome Vale. He can take up to 4 per casting with him, and he has 3 *teleport* spells (one for a return once to the farm, and two to transport to Gnome Vale), so up to 8 Medium-size creatures can get there. If the PCs choose to bring a horse (a Large-sized creature), it counts as 2 PCs, so if there are a lot of animal companions, familiars, and mounts, some may need to be left behind.

GNOME VALE

Note: The brief stay in Gnome Vale has the potential to sap a lot of game time through roleplaying. As this is not the main focus of the adventure, try to move things along from here as quickly as reasonable.

A cool breeze touches your face as the rest of your senses come into focus. You are standing on a mountain trail, and before you a wooded valley is nestled amongst the craggy mountain peaks. Even from this distance, you can hear the sounds of livestock – sheep and goats – and can see gnomes moving to and fro between the thatch-and-stone buildings that dot the valley.

Varachan stands before you and proclaims, "This is Gnome Vale. The gnomes are friendly enough folk, and have recently taken a shining to adventurers after they dealt with a problem in the Lost Caverns of Tsojcanth last year. You can get your supplies, and find a guide to take you to the trail that leads to the temple. Good luck, and safe travels, as I surmise I shall not see you again."

Varachan uses a *word of recall* spell to return to Greyhawk City. The PCs are on the edge of Gnome Vale, a reclusive community of gnomes only a few days' journey from the Forgotten Temple of Tharizdun.

Gnome Vale is a community of about 800 gnomes who live in the relative peace and shelter of the Yatil Mountain Range. The Yatils stretch out eastward from the Dramidj Ocean, forming the southern border of the lands of the Tiger Nomads and Perrenland, the northern border of the Caliphate of Ekbir, Tusmit, and Ket, and halt at the Velverdyva and Fals Rivers, at the northern border of Veluna and the western border of Highfolk. This community, as the crow flies, is about 45 miles northeast of Plovor in Ket, and 60 miles northwest of Highfolk.

The community itself has a number of structures (a mill by a small stream, a smithy, numerous buildings to house animals), but the gnomes themselves tend to live in the cave complex home in the northeastern corner of the valley. The caves have been worked, and are sized comfortably for Small-sized creatures (the ceilings in many passages are only about 6 feet tall).

Occasionally, threats from the mountains come down into the village to steal livestock or the gnomes

themselves. About half of the gnomes in the community are capable enough in a fight, and almost everyone learns how to wield a weapon at the tender age of 25. The typical gnome on patrol or sentry duty is a 1st-level warrior in studded leather, carrying a club and either a spear or a short sword. Those posted near the trail entrance usually carry shortbows as well, and hide themselves in the boughs of the trees.

The gnomes here live in a clannish structure, with the most powerful warrior taking the title of Clan Chief. For some time now, the chief has been the Laird Gwaylar, an 8th-level fighter who is quite wise and remarkably friendly to those adventurers that promote the cause of good. He is served by Nelther of Garl Glittergold (the Chief Cleric of the clan) and Clegin (the Master Illusionist). Some characters have met these gnomes through play of the 2005 Gen Con Special, *CORS5-03 Secrets of Tsojcanth*.

The gnomes are able to provide the PCs with the following:

- A guide named Gillad to take the PCs to the trail that leads to the temple.
- Mountain ponies and light horses to ride. These are sturdy and very surefooted on the mountain paths.
- Climbing supplies just in case the PCs need to scale up a cliff or down into a ravine.
- Spellcasting services upon their return. The gnomes can provide up to 4th-level spells, along with one *raise dead*. If the PC needing spellcasting upon them played *CORS5-03 Secrets of Tsojcanth*, they do not need to pay for the service of casting the spell (but must still pay for any expensive material component used). All others pay normal prices.

Once the characters are ready, continue on to the Forgotten Temple of Tharizdun.

THE FORGOTTEN TEMPLE OF THARIZDUN

The journey to the Forgotten Temple takes just under 2 days on horseback. The characters are free to make whatever preparations they'd like on the way there. Gillad, the gnome guide, leaves them halfway through the first day, once he's brought them to the path leading up into the mountains and to the temple.

Read the following as the PCs approach the temple just before sunset on the second day (assuming they left in the morning the day before):

Ahead, the trail climbs upward to what at first appears to be a flat-topped peak, but looking closer, you notice that it is a two-tiered basalt pyramid structure. The trail winds directly up to it, crossing over a ravine, and then becomes a sort of ramp that widens out and ends midway on the lower base, which you surmise is the

lower temple. Another ramp continues from the previous ramp, and at a sharper angle reaches the top of the lower building, with an entrance leading directly inside what must be the upper temple. You cannot see a way in to the lower temple from outside.

You can also see a series of very narrow stairs that start at the roof of the lower temple and curl around the upper temple, leading to the roof of that building. The wind here is biting, even for a summer's day, and it howls menacingly through the nearby craggy peaks.

See **Map 1**. There are no guards here, and the characters can continue along without incident, unless they go up to the upper temple's roof (via the stairs).

THE STONE BRIDGE

The stone bridge over the ravine is about 4 feet across, and a character with the Track feat making a DC 19 Survival check can determine that numerous creatures (about a half-dozen or so) have passed this way within the last day or so. Once the tracks have been identified, a DC 12 Knowledge (local – any) check can identify most of the footprints as belonging to reptilian humanoids; if the check succeeds by 5 or more, most of the tracks are positively identified as belonging to troglodytes. A DC 14 Knowledge (nature) check identifies one set of tracks as belonging to a Large-sized giant creature of some type; if the check succeeds by 5 or more, that set of tracks is identified as belonging to an ogre.

UP ON THE ROOFTOP

The rooftop of the lower temple, which can be accessed by the second ramp, is unremarkable. If the characters decide to ascend the narrow stairs (which are 2 ft. wide) on the roof of the lower temple, they can get to the roof of the upper temple.

On the upper temple's roof, there is writing – some of it is faint and well-worn, and some of it is relatively easy to spot. A DC 15 Spot check allows a character to notice the more distinct writing. If a character is actively using the Search skill to search the roof, they automatically find the distinct writing, and need to make a DC 18 Search check to find the worn-out writing. All of the writing runs to and fro all along the roof, and has no discernable pattern, although the phrases do join together in a legible form.

The writing is all in some sort of language from the same family as Infernal, but it is quite exotic. A character can use a *comprehend languages* spell to understand it, or can make a DC 30 (or DC 25 for the more distinct writing) Decipher Script check to read a particular section. There are three different messages carved over and over into the rooftop (so, if a character wants to use Decipher Script on all of them, it would require 3 checks). They are as follows:

Distinct message – DC 25:

Shadow's bonds hold their sway

*Over shadow's master until the day
That shadows break and darkness reigns*

Worn message #1 – DC 30:

*Those who enter and bear light
Shall be consumed by the night*

Worn message #2 – DC 30:

*From darkness he came
To darkness he leads us again*

Creatures: If a character successfully reads any of the three messages, one or more black-feathered arrowhawks appear about 100 feet away from the reader, and attack the party.

APL 2 (EL 3)

➤ **Juvenile Arrowhawk:** hp 16; *Monster Manual* 19-20.

APL 4 (EL 5)

➤ **Adult Arrowhawk:** hp 38; *Monster Manual* 19-20.

APL 6 (EL 7)

➤ **Adult Arrowhawks (2):** hp 38, 40; *Monster Manual* 19-20.

APL 8 (EL 9)

➤ **Adult Arrowhawk:** hp 38; *Monster Manual* 19-20.

➤ **Elder Arrowhawk:** hp 112; *Monster Manual* 19-20.

Tactics: The arrowhawks target the reader of the writing first, and try to stay out of melee range by using their electricity rays and perfect flight maneuverability. Once the reader is down, the arrowhawks engage other targets. They attack until killed, or until the party manages to get inside the upper temple (which involves going down the stairs, moving to the ramp, and walking up the ramp into the temple). Anyone outside is subject to their electricity rays until they fall to the ground, either unconscious or dead. When an arrowhawk is slain, it explodes in a cloud of black smoke.

Low APL 2: The arrowhawk targets the tougher characters first with its electricity ray. It swoops in close enough so that if a PC takes a readied action, they might be able to hit the creature with a melee attack.

CONDITIONS AND FEATURES OF THE FORGOTTEN TEMPLE OF THARIZDUN

Most of the temple complex (except the upper level) is made of polished black obsidian. The ceiling is about 30 ft. high in most places, and the interior walls are 2-foot thick stone. The floors and rooms are generally clean, except where the troglodytes live. Doors are made of

thick wood, are normally unlocked, and have the following statistics:

♣**Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

There are no windows anywhere inside either the upper or lower temple. The only place where light can shine in is through the entryway on the upper level. No other area in the entire temple complex is lit, either naturally or magically (except Area 18). Descriptions assume that the characters have some light sources (such as torches or *light* spells); as the DM, you will need to adjust descriptions to fit the individual's senses and the degree of lighting available.

It is **very important** that you are referencing the Listen and Spot skill rules throughout much of this adventure, and applying the appropriate lighting penalties, if necessary. Keep in mind that areas of shadowy illumination provide concealment for targets of those that are affected by the lighting conditions. Also, unless otherwise noted, all the creatures in the temple complex have darkvision (most at least 60 ft.), so they should have no trouble seeing characters up to that distance, provided they're in plain view.

Also, most everyone in the temple is nocturnal, meaning that (with the exception of the sentries) if the characters enter during the daytime, the creatures start out sleeping or resting in their quarters, rather than out and about. This could prove to be a big edge for the PCs.

THE UPPER TEMPLE

The upper temple essentially consists of a large entranceway and stairs leading down to the lower temple. See **Map 2** for a layout of this area.

1. Low Wall

At the terminus of the ramp, there is a low wall constructed of crude stone, probably gathered from around the mountain. It is about 3 feet high, and you'll probably need to climb over it to get to into the large entranceway you see beyond.

At the entryway, there is a low wall of stones set in a line across the whole entryway. This has been used in the past by humanoids as a line of defense, and is still used by the troglodytes for the same purpose. It requires a DC 5 Climb check to make it over the wall.

Once a character has stepped over the wall, if the troglodytes spot a PC, they open fire (see Area 2 for more information on this). The low wall provides cover for Medium-sized (or Large-sized) creatures that are behind it; it provides total cover for Small-sized creatures that are 3 feet tall or shorter.

2. Upper Temple

Clearing the crude wall, the entryway opens up into a large room with thick stone pillars graced with arches and buttresses. The entire room is a dull, worn, dark stone, much unlike

what you saw on the outside. The room's outer reaches are swallowed up by darkness. There is a strange foul stench in the air.

Creatures: In here are two troglodyte sentries. When the party first approaches, they are behind the pillars to the left and right of the entryway, about 50 feet in. At first, they're not very attentive (-5 to Listen and Spot checks); they make their first check when the party comes upon the low wall in Area 1. If the group is quiet, they may be able to sneak up on them; however, if they pass a Listen check (which may happen as the characters are going over the low wall), they'll be much more alert to danger.

APL 2 (EL 2)

♣**Young Troglodyte Sentry:** hp 5; Appendix 1.

♣**Troglodyte Sentry:** hp 13; Appendix 1.

APL 4 (EL 4)

♣**Troglodyte Sentries (2):** hp 26; Appendix 1.

APL 6 (EL 6)

♣**Troglodyte Sentries (2):** hp 47; Appendix 1.

APL 8 (EL 8)

♣**Troglodyte Sentries (2):** hp 72; Appendix 1.

Tactics: If the troglodyte sentries hear the characters before the PCs see them, they stay behind their pillars (granting them cover), hide, and wait until they see a character come over the wall. Then, they either throw javelins (at APL 2) or shoot their shortbows (APLs 4 and higher).

As the characters approach, the troglodytes back up to the stairs, and start going down the stairs on the western side if the PCs press the attack. They'll continue to use ranged weapons as they can, while retreating down to Area 20 to warn Murrsk of the trouble. If the characters begin to get in close, one of the troglodytes attempts to sound his warning horn (which is a move action to retrieve, and provokes an attack of opportunity). If the warning horn is sounded, not only is Murrsk alerted, but also Gilwog (the ogre) who readies for a fight in Area 6.

Development: If the troglodytes are captured, they can be coerced either through mundane means or magical to reveal the general layout of the lower temple, and the denizens there.

Treasure: The troglodytes have very little in the way of treasure; just what's on their persons.

APL 2: Loot: 4 gp; Total: 4 gp.

APL 4: Loot: 23 gp; Total: 23 gp.

APL 6: Loot: 73 gp; Total: 73 gp.

APL 8: Loot: 73 gp; Total: 73 gp.

3. Stairs to the Lower Temple

A wall separates two sets of stairs, both flights go down for a ways before reaching a landing, and then turning right and left, away from each other. The width of the stairs is about that of a longspear's length. Going down one flight surely leads to a completely separate area than the other flight.

Traveling down the stairs on the west side takes the characters down to the landing facing Area 20; going down the eastern stairs takes the characters to the landing facing Area 5. Proceed to Area 4.

THE LOWER TEMPLE

See **Map 3** for a layout of this area. Not only is this the main living area for the small troglodyte enclave here, but it is also where Elus Maarikson the shadowcaster is located. Srinthek the shadow half-dragon keeps discipline here and acts as a go-between the various groups (since he's the only one that can communicate with all of the creatures here).

The hierarchy of the lower temple puts Srinthek on top, with Murrssk (the dark troglodyte) as second in command. Gilwog the ogre only follows Srinthek's instructions, and the troglodytes only follow either Murrssk or the Painted One (who actually has equal standing in the troglodyte enclave, but does not deal with Srinthek). Elus Maarikson exists outside the power structure, and the others generally leave him to his own tasks unless they really need him.

It's important to keep in mind that while the denizens of the lower temple are evil, and certainly Murrssk would not pass up an opportunity to usurp power from Srinthek, they generally attempt to work together when an outside threat presents itself. Of course, Gilwog can't (and won't) obey Murrssk's instructions, and the troglodytes won't listen to Srinthek, but apart from that, the lower temple responds to threats with some degree of unity.

Don't Say That Name!

Once the characters have reached the lower temple, saying Tharizdun's name could bring disastrous results for the characters. Any time a PC (or non-believer) says the name "Tharizdun" while in the lower temple, a creature emerges from the Pool of Shadow in Area 5. The creature, an undead servant of dread Tharizdun, comes from the Darklands in the Plane of Shadow, one of many negative energy areas on that plane. The creature knows who uttered the name, and knows approximately where they are located (if the character is still in the lower temple). It immediately seeks out the one who uttered the name, and attacks the character to the exclusion of all others, until that character is dead. At that time, it attempts to flee back to the Pool of Shadow. The undead creature also flees back to the Pool of Shadow if turned. PCs receive no experience points for defeating these creatures. See the list below to determine what appears:

APL Creature

- 2 Ghoul (*Monster Manual* 118-119)
- 4 Shadow (*Monster Manual* 221-222)
- 6 Wraith (*Monster Manual* 257-258) or 2 shadows (*Monster Manual* 221-222)
- 8 2 wraiths (*Monster Manual* 257-258) or 4 shadows (*Monster Manual* 221-222)

Low APL 2: Use a zombie instead of a ghoul.

4. Landings

The first thing you notice is that the floor and walls are highly polished obsidian. After a few moments of looking around, you notice that the north wall has some sort of pattern to it in a deep purple, but nothing more can be discerned.

Looking at the walls intensely does nothing but cause a dull aching in the looker's head. If a character possesses a *gem of seeing* or a *true seeing* spell, they see robed figures marching in an unending line over a hill into a purplish vortex.

The east landing leads to Area 5; the west landing leads to Area 20.

5. Pool of Shadow

This area seems to swallow light. The walls of this square room have sickly purplish colors that seem to undulate in disgusting ways when you are not staring directly at them. In the dimness of the room, you can discern a dark void in the center, and you feel a numbing cold lash out at you when you enter.

This is the Pool of Shadow, where Elus Maarikson can be found most of the time, studying the depths of the void. The pool itself is a portal to the Plane of Shadow (actually somewhere in the negative-energy-charged Darklands), and is kept up by Elus as an alternate focus site for Darken Iyes and Srinthedul, should the site deep below the temple prove unstable or unusable in some way. The magic of the pool also reacts strangely when it contacts a living creature (see below).

Magical light sources and normal lanterns in this room are half their normal effectiveness and torches sputter out completely.

Creatures: This is where Elus Maarikson, the shadowcaster, spends most of his waking time. He studies the Pool of Shadow, making copious notes in his small journal on different visions and images he sees within the void. He is not fond at all of visitors, and reacts with cloaked violence against any that enter his demesne.

APL 2 (EL 4)

➤ **Elus Maarikson, Bringer of Entropy:** hp 18; Appendix 1.

APL 4 (EL 6)

➤ **Elus Maarikson, Bringer of Entropy:** hp 26; Appendix 1.

APL 6 (EL 8)

➤ **Elus Maarikson, Bringer of Entropy:** hp 34; Appendix 1.

APL 8 (EL 10)

➤ **Elus Maarikson, Bringer of Entropy:** hp 42; Appendix 1.

Tactics: If Elus hears the PCs approach (or sees them), he hides in the shadows of the empty room, and begins to cast his mysteries. Note that Elus is also alerted to the presence of intruders if an undead creature rises from the Pool of Shadow without his bidding (although, in this case, he has no idea how far away they are). Typically, he'll start by casting his defensive magic early (including drinking a *potion of levitate* or a *potion of fly*), and then hit the PCs with battlefield control mysteries, such as *carpet of shadow* and *clinging darkness*. Then, he'll use his damaging mysteries on the PCs, typically enhancing them with his metashadow feats.

He can, as a standard action (without provoking attacks of opportunity), call forth a creature (or creatures) from the Pool of Shadow, just as if it had been summoned by invoking Tharizdun's name. The creature is under Elus's complete control, and only returns to the Pool of Shadow when he orders it (or it is turned). He can only do this once per day, and has to make a DC 20 Concentration check for it to work; if it fails, he cannot do this again for the rest of the day.

One of his failings however, is his pride – he does not ask for help from anyone else in the lower temple, as they are not to enter his area. If he's reduced to the point where he thinks he's going to be rendered unconscious or killed, he'll attempt to jump into the Pool of Shadow, never to be seen again.

Low APL 2: Elus cannot use the Pool of Shadow to aid him in the combat.

Development: If Elus is asleep (which, at APL 8, is for only 1 hour a night), he typically summons an undead creature (or creatures) from the Pool of Shadow to guard it. Elus's quarters are Area 9.

If Elus is captured, he talks only in whispers, and goes on and on about the coming of dread Tharizdun, and how darkness will consume the world. He has nothing important to reveal, unless done under magical coercion; if that is successful, he tells the party about the locations of the other denizens (except for Montesanto, of course, who wandered in unbeknownst to everyone else) and give a general layout of the lower temple. He's not too familiar with the daily goings on, since he basically stays near the Pool of Shadow when he's not sleeping.

Treasure: Elus Maarikson has a few magic items on his person, some of which are unique to his class. The iron key on his person opens up the door to his room (Area 9).

APL 2: Loot: 146 gp; Magic: 133 gp – *vest of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of levitate* (25 gp); Total: 279 gp.

APL 4: Magic: 483 gp – *+1 shadow silk leather armor* (229 gp), *vest of resistance +1* (83 gp each), *orb of shadow (1st level)* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of fly* (63 gp); Total: 483 gp.

APL 6: Magic: 816 gp – *+1 shadow silk leather armor* (229 gp), *vest of resistance +1* (83 gp each), *cloak of Charisma +2* (333 gp), *orb of shadow (1st level)* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of fly* (63 gp); Total: 816 gp.

APL 8: Magic: 1,187 gp – *+1 shadow silk leather armor* (229 gp), *vest of resistance +1* (83 gp), *cloak of Charisma +2* (333 gp), *headband of intellect +2* (333 gp each), *orb of shadow (1st level)* (83 gp), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp); Total: 1,187 gp.

TOUCHING THE POOL

If a character, either accidentally or on purpose, touches the Pool of Shadow, read the following:

You feel a sharp cold pain, like an icicle thrust into your chest. For a moment, all is darkness, and you feel comforted by that. Then, whispers begin to fill your ears, whispers of dark power and blasphemous acts. In that first instant, you are alarmed, but then, the words seem to cradle you, rock you gently into a shadowy, velvety numbness – and take you to a place where feeling has no meaning, and everything is nothing at all.

After a few moments, the feeling fades. At the conclusion of this adventure, give the player the *Touched by Shadow* certificate. Only the first character feels this; any subsequent character touching the pool receives 1d6 points of cold damage per round they remain in contact with it.

CLOSING THE POOL

The characters may be able to close this portal to the Plane of Shadow, but they must find the notes in the library (Area 8), and the *philter of light* in Gilwog's Chamber (Area 16).

If they bring the *philter of light* here, and either pour its contents into the portal or throw vial and all in, read the following:

The Pool of Shadow ripples, and then convulses, like the dying throes of a wild animal. As it undulates, it becomes more indistinct, until you can see the floor beneath it. A few more moments pass, and it has completely disappeared from view.

The Pool of Shadow has been closed, and the room's lighting returns to the state of the rest of the temple.

Obviously, undead creatures cannot rise from it from a non-believer uttering the name "Tharizdun".

6. Great Hallway

This great vaulted hallway is a giant's span across and curves around the corner. There are strange writhing images decorating the walls of this hallway.

This hallway curves around the entire lower temple, in a "U" shape. At the south end, there are several strange columns; when the characters reach that area, read the following:

At this end, there are four thick columns running directly north and south. The columns are made of a black stone carved in undulating, tentacled forms, which are disgusting to behold.

Creatures: This whole area is the stomping grounds of Gilwog, the Thrice-Scarred, an ogre in service to Tharizdun and Srinthek. Gilwog tries his best to follow Srinthek's orders, as he hopes to become a half-dragon someday as well (he doesn't know how or why this occurs, only that Srinthek said he'll tell him when the time is right). Gilwog takes his job of protecting the temple very seriously, but at the same time, he loves to put fear into his foes, which often means that he sometimes does things more to intimidate than to kill or maim.

If the characters haven't made any appreciable noise, and it is night, there's a 50% chance Gilwog is on their side of the hallway when they first set foot there. During the day, Gilwog is in his chambers (Area 16).

APL 2 (EL 3)

➤ **Gilwog the Thrice-Scarred:** hp 29; Appendix 1.

APL 4 (EL 5)

➤ **Gilwog the Thrice-Scarred:** hp 54; Appendix 1.

APL 6 (EL 7)

➤ **Gilwog the Thrice-Scarred:** hp 73; Appendix 1.

APL 8 (EL 9)

➤ **Gilwog the Thrice-Scarred:** hp 91; Appendix 1.

Tactics: Gilwog prefers to get as close as possible to a group of foes, so that he can reach any one of them with his massive spiked chain. At APL 2, Gilwog spends the first round cursing at the PCs in Giant, and putting on a display with his spiked chain while moving forward (he doesn't attack for the first round of combat, except on an attack of opportunity). At higher APLs, Gilwog rushes right in, raging and attempting to charge the nearest foe.

Gilwog does not surrender, as he knows that death awaits him, most likely as a sacrifice on the Painted One's altar, if he fails.

Low APL 2: Gilwog starts out as above for APL 2, but targets the heaviest armored characters first, trying to show that he can best any warrior the party can throw at him.

Development: Gilwog, like most of the other inhabitants in the temple, cannot be coerced if captured, except by magical means. If this is done, he tells the PCs the general layout of the temple (in very simple terms), and knows a great deal about Srinthek, including lots of extraneous details that seem quite disturbing.

Treasure: Gilwog only carries his spiked chain with him, but he has other treasure in his chambers (Area 16).

APL 2: Loot: 29 gp; Total: 29 gp.

APLs 4-8: Magic: 196 gp – +1 spiked chain (196 gp); Total: 196 gp.

7. Kitchen

Entering this area, you see that it is clearly a kitchen. There are pots, pans, dried meats, and other foodstuffs all upon a large center table, and lying in open cabinets.

There is nothing of interest in the kitchen, although the food is definitely edible. There is enough for 20 people to eat for a month.

8. Library

This run-down old room, charred by fire, and beset by mold, must have once been a library. No books line the broken shelves here any longer. There are some smashed casks, a number of splintered chairs, and an overturned desk lies in the northwest corner.

At first the library seems unremarkable, but as the PCs go inside to take a look around, they hear a chuckling sound coming from behind the overturned desk. When they investigate, read the following:

Behind the overturned desk is a mangy, dirty human female – most of her dark hair looks like it's been torn away, leaving bloody patches. Her hands are bloody too, as it looks as though she's chewed her skin on her fingers many times over. Her robe is stained with all sorts of indistinguishable liquids. She appears to be laughing uncontrollably, and as her gaze meets yours, you see nothing more than madness in her young green eyes.

This is Martela Thriel, part of Varachan's network of infiltrators. She is very much insane, and cannot be cured except by means of a *heal* spell or greater magic. She managed to get herself indoctrinated into this cult of Tharizdun, and learned the secrets of shadow magic from

Elus Maarikson. However, the knowledge it brought slowly drove her insane, until she just decided to never leave the library, except to quickly go to the kitchen for food. Elus hasn't told anyone else about her condition (he's told Srinthek she's been very busy studying), lest they know that he failed in his tutelage.

Martela constantly babbles and laughs to herself. Occasionally, she'll spout out something intelligible. She does not actually respond to the PCs questioning. Here are a few choice bits to use with her:

- *The Master! He comes soon! Darkness shall take us all!*
- *Is that you, Varachan? No, no, it isn't. Come back when you're you.*
- *I did it! The portal can close! Please, close? No more whispers! Please?*
- *What brings you here? Do you bear the light?*
- *Troglodytes smell like posies.*
- *Notes are what you need? To stop it? To shut it?*
- *He took it! Dumb oaf! Give it back! It needs to close!*
- *The secret is – when you use it, you learn more, more about him. But when you use it, you help him. But when you use it, you learn more, more about him. But when you use it, you help him.*

➔ **Martela Thriel:** female human wizard 7/shadowcaster 4 (currently insane).

Development: Martela is beyond help at this time. However, compassionate PCs might try to get her out of here when they leave. Martela does not resist being moved, although she does have a hard time walking (she has to be led, and has a movement of 20 ft.). If the characters are able to get her back to Gnome Vale, and further on to Greyhawk City or another place that has access to the *heal* spell, Martela's insanity can be cured. If this is done any arcane casters in the party can receive the *Knowledge of Shadow* certificate, which allows them to learn the arts of shadow magic through Martela's teachings.

Treasure: If the PCs search the broken desk (a DC 12 Search check), they find Martela's notes on a magic item she worked on, after she stole some of the essence of the Pool of Shadow – something called a *philter of light*. She was able to use her shadowcasting knowledge to analyze the portal's contents, and develop a way to shut it down through a combination of arcane conjuration magic and certain mysteries. The result she named a *philter of light*, and it seems as though she has not been able to replicate it. She was about to try to sneak into the room with the Pool of Shadow, and pour the philter in, but she was thwarted. Apparently, as her notes explain, Gilwog the ogre stole the vial from her – he thought it was pretty. She couldn't leave the area, for fear that Elus would find out. Martela's writings start to get more disjointed from

there, as she realizes she's slipping away, and soon after the notes on Gilwog, they stop altogether.

9. Elus Maarikson's Chamber

The door to this room has a lock on it, which requires a DC 25 Open Locks check, a DC 25 break check, or the iron key on Elus's person. Once the PCs get in, read the following:

This large room was probably a dining hall at one time, but now the fireplaces are cold, and there's no furniture to attest to its former standing. However, there is a modest bed, neatly appointed, with a few plush pillows. The sheets and pillows are jet black. Otherwise, the room looks empty, cleared of whatever former contents it possessed.

Just over the bedpost, neatly draped, are a few sets of robes, all either black or gray in color. A washbasin lies at the foot of the bed; it is clean except for some lingering dust clinging to it.

If the characters look underneath the bed (or perform a DC 10 Search check near the bed), they find a small iron chest that bears no lock or latch. The chest has a hardness of 10, and 40 hit points. If *detect magic* is used on the chest, it radiates moderate abjuration magic (DC 15 Spellcraft check to identify the school). It can only be opened if a mystery of any level is cast upon it, or if a spell with the shadow descriptor is cast upon it. Otherwise, the chest may be destroyed to open it, but that carries with it a 50% chance of breaking the fragile contents (roll for each item).

During the daytime, Elus Maarikson may be found sleeping here.

Treasure: Inside the chest are 4 sets of black and mauve robes, a holy symbol of the Elder Elemental Eye, and a holy symbol of Tharizdun. The fragile, more valuable contents of the chest include a *potion of animalistic power* (the spell is described in Appendix 2) and a *necklace of fireballs type I*. If the necklace is destroyed from opening the chest, the *fireballs* detonate while still inside the chest, destroying everything else. Anyone within 10 feet of the chest takes 1d6 points of fire damage as flames pour out from the chest, and it may ignite combustible materials (such as the bed, if the chest isn't moved).

All APLs: Loot: 5 gp; Magic: 163 gp – *necklace of fireballs type I* (138 gp); *potion of animalistic power* (25 gp); Total: 168 gp.

10. Scrivener's Room

This room of polished black stone contains a number of sconces, and broken desks are piled in the southern half of the room.

Treasure: If the PCs search through the broken remains of the desk (DC 15 Search check), they find a large ceramic pot that contains acid. There is enough acid in

the pot for the equivalent of 5 vials' worth. The pot can also be thrown as an improvised weapon with the acid inside it; it deals 3d6 acid damage on a direct hit (and 3 points of splash damage to creatures within 5 feet of impact) if it is full. If one vials' worth has been removed, it deals 2d6 damage (and 2 points of splash damage), and if two or more vials' worth have been removed (but there's at least one remaining), it deals 1d6 damage (1 point of splash).

All APLs: Loot: 4 gp; Total: 4 gp.

11. Old Giant's Quarters

This long room has a number of small fireplaces along the east wall. There are crude furnishings, many obviously made for a creature of at least large size, which are scattered about in broken heaps – a splintered table, 2 shattered chairs, and a massive cracked bed.

There is nothing of value left in this room; it has been picked over by adventurers that came here long ago and slew the giant that dwelled in this place.

12. Strange Room

This square room has a deep plum colored floor, walls in a shade of violet, and a mauve ceiling. There are black metal candleholders, and there's a fireplace made of obsidian on the south wall.

This room is clear of debris, and there is nothing of any worth present in it.

13. Bathing Room

This room is a dull violet color, with a domed ceiling. In the center of the floor is an oval depression that dips down in the center to about a longsword's length below the sides of the floor. The depression runs the length of the floor.

This is the bathing room that is sometimes used by Elus Maarikson (and, until recently, Martela Thriel). If a character succeeds at a DC 20 Search check, they find a removable stone slab near the entrance to the room.

Underneath the stone slab are two valves, which look like they're in good condition. *Detect magic* cast on the valves reveals that the one on the left has a faint aura of conjuration magic (DC 18 Spellcraft check to determine school). The valves are labeled in Common – the one on the right says "water", and the one on the left says "servant". If a character turns on the valve on the right, water begins to fill the basin through tiny holes in the lip of the depression, forming a pool.

Once the pool is filled with water, if a character turns on the valve marked "servant," the water coalesces into a Small-sized water elemental (or a Medium-sized water elemental at APLs 6-8) that serves the first person present in the room that commands it. However, in order to

speak to the elemental, a potential master needs to speak Aquan. It does not respond to the PCs if they speak any other language to it. If a character can command it, it generally obeys any reasonable commands given to it, and fights alongside the character. The water elemental does not leave the temple complex, and if reduced to less than 5 hit points, it flees back to this room. It knows the general layout of the temple complex, but it has not been called forth in so long that it has no knowledge of the current inhabitants.

If the PCs are not able to communicate with it, after a few minutes, it spins in a vortex, throwing aside a tile at the bottom of the pool. Beneath the tile is a drain, and it and all the water disappear down it. It cannot be called again using the valves for another day.

If the PCs attack the elemental, it defends itself, although it doesn't mean to harm them, and initially (in the first round of combat) attacks with nonlethal damage. If the PCs continue to fight it, it does all it can to drive the PCs away. No experience points are awarded for defeating this creature.

APLs 2-4

👉 **Small Water Elemental:** hp 11; *Monster Manual* 95-101.

APLs 6-8

👉 **Medium Water Elemental:** hp 30; *Monster Manual* 95-101.

14. Stairs Down

Here are stairs leading downward, into areas Varachan said were too dangerous for you. They are constructed of a deep gray rock, unlike most of the rest of the temple, and even the railings and small pillars surrounding it are of the same material.

These are stairs leading down to the dungeon level, which is where the high-level adventure begins. You should remind curious players that they were told not to go down any further than the lower temple. If they insist, warn them repeatedly about the danger. If a character honestly wants to go down the stairs to that level, after imploring them otherwise numerous times, they certainly can.

When traversing down the stairs, the character sees a flash of light, and the next thing they realize is that they're in a bed in Gnome Vale. The gnomes remark that Gillad found the character unconscious just off the trail, on his way back to Gnome Vale. The adventure is over for that PC, and the character can receive all the XP they earned up to that point (and can receive all of the treasure the other characters find, if they return to Gnome Vale at the end of the adventure, which is likely).

15. Unholy Chapel of Tharizdun

This area is definitely a chapel of some sort, no doubt dedicated to dread Tharizdun. The walls nearest to you are all black, and the temple

stretches on to the limits of vision. The back wall is concave, and there are small fluted columns of deep black stone that proceed inward to either side, making the outer areas into aisles. The walls along the east and west appear worn, as if rubbed by thousands of hands over time. The floor likewise seems worn in the same manner.

Towards the rear of the chapel, a rail of intricate design, traveling from wall to wall, stands about a halfling's height – beyond that, a step rises off the ground. Upon the step is a low table of black stone. The air here is rank with the stench of troglodytes.

TOUCHING THE WALLS

If a PC decides to touch the east or west wall, the character feels a strange convulsive pattern on the wall that conjures up unsettling yet pleasurable images in the character's mind. Have the affected PC make a DC 13 Will saving throw. If they fail, whenever they are in trouble in the temple complex, they inadvertently speak the name "Tharizdun," in a plea for aid. This triggers the Pool of Shadow to spew forth an undead creature to deal with the PC. These walls do not detect as magical.

THE ALTAR RAIL

When the PCs get closer to the rear of the chapel, read the following:

The intricate work of this puce-hued stone railing appears to be sickening images of vines and tendrils, humanoid forms and undead beings, all tangled together in some unknowable pattern. There is a gateway in the center of the railing, which is easily opened by a latch present along one side of the gate.

Touching the railing on the altar, either to open the gate or otherwise, is very bad for non-worshippers of Tharizdun. Any PC touching the railing must make a DC 12 + APL of the adventure (14 at APL 2, etc.) Fortitude save or be sickened for ten minutes (-2 penalty to all attack rolls, weapon damage rolls, ability checks, saving throws, and skill checks). If the character is a divine caster of a good deity and touches the railing, he must make the above saving throw or be sickened, and must make a DC 12 + APL of the adventure Fortitude save or take 1d10 points of Constitution damage. This railing does not detect as magical.

THE ALTAR

After the PCs get past the railing, read the following:

Just beyond the railing a raised area has upon it a low table of polished black stone with small bits of luminous purple inside the mineral. The table is about as long as a greatsword, and as wide as the length of a heavy mace. It has a

small lip running around the entire edge on all sides.

The table, about 2 ft. wide by 5 ft. long, and the surface of it can be removed; it is hollow inside, and there is some treasure that has been stored there for offerings. It requires a Strength of 8 to lift the cover off.

Trap: Touching the table could be disastrous, as a PC is affected as if he touched the railing (see above), in addition to setting off the magical trap. Once the lid is removed, the trap is disarmed. Resolve the effects of the stone first, and then resolve the trap. Note that at APL 8, two traps simultaneously trigger when the altar is touched.

APL 2 (EL 2)

↗ **Ray of Enfeeblement Trap:** CR 2; magic device; touch trigger; immediate automatic reset; Atk +2 ranged touch; spell effect (*ray of enfeeblement*, 2nd-level wizard, 1d6+1 penalty to Strength for 2 minutes); Search DC 26; Disable Device DC 26.

APL 4 (EL 4)

↗ **Empowered Ray of Enfeeblement Trap:** CR 4; magic device; touch trigger; immediate automatic reset; Atk +6 ranged touch; spell effect (empowered *ray of enfeeblement*, 6th-level wizard, 1d6+3 plus half again penalty to Strength for 6 minutes); Search DC 26; Disable Device DC 26.

APL 6 (EL 6)

↗ **Empowered Enervation Trap:** CR 6; magic device; touch trigger; immediate automatic reset; Atk +10 ranged touch; spell effect (empowered *enervation*, 11th-level wizard, gain 1d4 plus half again negative levels, negative levels are removed after 11 hours); Search DC 29; Disable Device DC 29.

APL 8 (EL 8)

↗ **Empowered Enervation Trap:** CR 6; magic device; touch trigger; immediate automatic reset; Atk +10 ranged touch; spell effect (empowered *enervation*, 11th-level wizard, gain 1d4 plus half again negative levels, negative levels are removed after 11 hours); Search DC 29; Disable Device DC 29.

↗ **Heightened Bestow Curse Trap:** CR 7; magic device; touch trigger; immediate automatic reset; spell effect (heightened *bestow curse*, 13th-level cleric, -6 Constitution, DC 18 negates); Search DC 32; Disable Device DC 32.

Treasure: Inside the altar, there are a number of beautiful gems, jewelry, and coins. In addition to the mundane treasure, there is a *scroll of veil of shadow* (APLs 2+), and a *bead of force* (APL 8).

APLs 2-6: Coin: 80 gp; Magic: 13 gp – *scroll of veil of shadow* (13 gp); Total: 93 gp.

APL 8: Coin: 80 gp; Magic: 263 gp – *scroll of veil of shadow* (13 gp), *bead of force* (250 gp); Total: 263 gp.

Creatures: This is the chapel where the Painted One performs his daily rituals, and often comes to touch the walls to be close with his dread god. He can be found here most of the time, and often sleeps here, usually up by the altar. His undead minions are usually near the center of the chapel, or close to the entrance.

The Painted One is the troglodyte's religious leader, and the first to convert to the ways of Tharizdun when Darken Iyes arrived. Every few days, the Painted One summons the troglodytes from their warren in Area 20 so that they may supplicate themselves before Tharizdun by committing unspeakable acts within the unholy chapel.

The undead are all past troglodytes from the enclave that were slain for one reason or another; Darken Iyes animated them as a gift to the Painted One for his continued service. Even the ghouls and ghosts are in troglodyte form (but have the ghoul's or ghost's normal statistics).

APL 2 (EL 3)

➤ **The Painted One, Troglodyte Ritemaster:**

hp 38; Appendix 1.

➤ **Troglodyte Zombie:** hp 29; *Monster Manual* 265-266.

APL 4 (EL 5)

➤ **The Painted One, Troglodyte Ritemaster:** hp 56; Appendix 1.

➤ **Ghoul (Troglodyte Form):** hp 24; *Monster Manual* 118-119.

APL 6 (EL 7)

➤ **The Painted One, Troglodyte Ritemaster:** hp 74; Appendix 1.

➤ **Troglodyte Zombie:** hp 29; *Monster Manual* 265-266.

➤ **Ghoul (Troglodyte Form):** hp 24; *Monster Manual* 118-119.

APL 8 (EL 9)

➤ **The Painted One, Troglodyte Ritemaster:** hp 92; Appendix 1.

➤ **Troglodyte Zombie:** hp 29; *Monster Manual* 265-266.

➤ **Ghast (Troglodyte Form):** hp 51; *Monster Manual* 118-119.

Tactics: The undead attack any non-troglodytes intruding in the chapel area, and they mercilessly attack the PCs. A ghoul or ghost troglodyte attempts to go after a weaker-looking character, such as an obvious arcane spellcaster or rogue. The troglodyte zombie attacks whatever it first encounters. The undead do not leave the chapel area, even if the PCs wind up fighting in the hallway directly beyond.

If the Painted One heard the PCs' combat in another area (likely with Gilwog), he casts any preparatory spells necessary to bolster him for physical combat. Once the PCs enter the chapel, and begin dealing with the undead, the Painted One starts to cast offensive magic at the PCs; all the while staying near the altar, in the hopes that the railing gives the PCs pause to approach any closer.

Keep in mind that the Painted One is definitely no slouch for melee combat, and just before entering the fray he'll cast *rage* (if available) to make himself even more lethal. Don't forget that he has one (or more, at APL 8) smite attacks as well.

If the Painted One thinks he's going to lose the fight, he attempts to flee, using *stone shape*, *obscuring mist*, and *meld into stone*.

Low APL 2: The Painted One does not have any undead servants present for the fight.

Development: The Painted One is, like most denizens of the temple, insane. However, his insanity is fueled by a high degree of devotion to Tharizdun, and he is completely mistrusting of everyone else. Only magical compulsion works on him (not charm magic); even so, he doesn't have much information to share. He can explain the power structure in the lower temple, where things are located, and why he enjoys serving Tharizdun, but he has no knowledge of the plot going on deeper beneath the temple.

Treasure: The Painted One has a few items of interest on his person.

APL 2: Magic: 101 gp - +1 *hide* (97 gp), 2 *scrolls of cure light wounds* (2 gp per scroll); Total: 101 gp.

APL 4: Magic: 206 gp - +1 *hide* (97 gp), *phylactery of faithfulness* (83 gp), 2 *scrolls of cure moderate wounds* (13 gp per scroll); Total: 206 gp.

APL 6: Magic: 264 gp - +1 *hide* (97 gp), *phylactery of faithfulness* (83 gp), *scroll of flame strike* (58 gp), 2 *scrolls of cure moderate wounds* (13 gp per scroll); Total: 264 gp.

APL 8: Magic: 431 gp - +1 *hide* (97 gp), *amulet of natural armor +1* (167 gp), *phylactery of faithfulness* (83 gp), *scroll of flame strike* (58 gp), 2 *scrolls of cure moderate wounds* (13 gp per scroll); Total: 431 gp.

16. Gilwog's Chamber

This room has striped walls of black and pale violet. A large mound of straw with cloth draped over it sits in the northwest corner, near a door. There are barrels and casks lining the south wall. Bones of animals and humanoids lie scattered about, bits of flesh still clinging to their surfaces.

This is Gilwog's sleeping area. There are six barrels and two casks lining the south wall; inside each is a very strong drink (some sort of skunky-smelling ale or sour beer). The bones are from Gilwog's meals; occasionally, he goes outside the temple area to hunt for game or humanoids.

If it is daytime, Gilwog is here, sleeping on his makeshift bed. Otherwise, he's out patrolling the hallways during the evening hours.

Treasure: A search of Gilwog's bedding (DC 15 Search check) turns up a small vial that glows with a white luminescence – this is Martela's philter of light. It has no value beyond what it can accomplish by closing the Pool of Shadow. In addition to the vial, there is a smelly sack filled with gold solars, a coin from the land of Highfolk. At APLs 6 and 8, there is also a *wand of black karma curse* inside with the coins.

APLs 2-4: Coin: 30 gp; Total: 30 gp.

APLs 6-8: Coin: 30 gp; Magic: 354 gp – *wand of black karma curse* (354 gp); Total: 374 gp.

17. Checkered Room

This hall has a floor of alternating blocks of purple and black stone. A fireplace is present along the south wall. There are sconces and brackets along the purple walls, and the ceiling is a dull black color. There is also a pair of chairs, a table, and a bed in here. All of the furnishings are old, but look like they're still in good shape.

This room used to be the quarters of Srinthek, before he was able to get his area made to his liking (see Area 18). Truthfully, he also moved out of here because Gilwog was annoying him to no end. There is nothing of value in the room; however, it has had a visitor over the last day.

Creatures: Montesanto, a tiefling beguiler hailing from parts unknown, made his way up to the Forgotten Temple after he heard rumors that it was being inhabited again (and thus, there might be treasure where there's inhabitants). However, his greed outweighed his wisdom, and once he snuck past the troglodyte sentries in the upper temple, he realized that he was in trouble when he saw Gilwog pacing the main corridor. Luckily for him, he was able to slip away unnoticed, and managed to find his way down to this room.

Now Montesanto is trapped, but willing to stick it out and make forays out while the majority of the temple sleeps during the day. He knows that he probably could sneak back out of here, but he wants to explore the area a little further to loot it. So far, he's had very little luck, as he ran into Gilwog during the first day while passing through the ogre's chamber, and quickly slipped back into the room. While the ogre never really saw him, Montesanto knows that he saw *something*, and now the entire temple is just a bit more alert for the possibility of an intruder, which is why Gilwog is diligently patrolling the hallways again.

If the PCs are in the temple during the daytime, Montesanto may be encountered anywhere throughout the complex, except in places where obvious threats are found (even if they are sleeping). You may want to have the PCs run into him while he's rooting around in Areas 7, 11, or 12.

If the characters manage to stay long enough that the tiefling makes two outings (in other words, two complete days pass), Montesanto will encounter Martela in Area 8. He does not help her, but takes her notes from the desk. It is very possible that he may take some of the other treasure found in the temple before the PCs get it if he is given enough time.

Development: If Montesanto hears the PCs moving about in the adjoining room, or hears the sounds of battle in the outside hallway (Area 6), he casts *disguise self* to appear as a half-elven swashbuckler. Upon meeting the PCs, he uses Bluff on them, explaining that he was captured by the ogre while traveling a few days ago, and escaped from his clutches, but can't escape the temple.

Montesanto offer his services to help the PCs out, and accompanies them throughout the temple. However, he'll only do the minimal amount of work necessary, and he'll try to steal some of the good loot the PCs find. Once Montesanto sees an opportunity, he'll try to steal a valuable item from a PC, and then evade them while attempting to leave the temple.

If Montesanto's *disguise self* wears off, or a PC sees through his magic, he gives the PCs a story about a terrible curse that befell him when he was fighting a succubus, and now he looks like a tiefling, ugly and deformed. He claims to be seeking a way to revert himself back to his "true self".

APL 2 (EL 1)

Montesanto, Tiefling Opportunist: hp 7; Appendix 1.

APL 4 (EL 3)

Montesanto, Tiefling Opportunist: hp 17; Appendix 1.

APL 6 (EL 5)

Montesanto, Tiefling Opportunist: hp 27; Appendix 1.

APL 8 (EL 7)

Montesanto, Tiefling Opportunist: hp 37; Appendix 1.

Tactics: While it's not a foregone conclusion that this encounter with Montesanto comes to blows, the PCs may not trust him, or they may catch him in the act of thievery. Montesanto does all he can through his spells and magic items to evade the PCs, as he's certain that he can't take on all of them. If presented with an opportunity, he tries and disable one of the warriors as he leaves. If he's still in good shape, and has a lot of resources left, he may attempt to shadow the party while they tackle other denizens of the temple, to steal more from them.

If he's left to his own devices, and the party is unusually weak (such as having more than half the characters unconscious or dead and being drained of resources) he may attack them more openly to attempt to

knock the rest of them out, and take their most valuable items. Thus, keeping Montesanto close might be the worst thing the PCs can do. However, it should be noted that at no time does Montesanto attack with the intent on killing the PCs – he's merely after their nice shiny treasure.

Treasure: Montesanto has a number of items that he carries with him, and if he's encountered after a day or two pass, he may have some of the other treasure in the temple.

APL 2: Loot: 44 gp; Coin: 3 gp; Magic: 29 gp - *potion of invisibility* (25 gp), *potion of cure light wounds* (4 gp); Total: 76 gp.

APL 4: Loot: 55 gp; Coin: 3 gp; Magic: 152 gp - *+1 studded leather armor* (98 gp), *potion of invisibility* (25 gp), *potion of bear's endurance* (25 gp), *potion of cure light wounds* (4 gp); Total: 210 gp.

APL 6: Loot: 28 gp; Coin: 3 gp; Magic: 404 gp - *+1 studded leather armor* (98 gp), *+1 rapier* (193 gp each), *potion of gaseous form* (63 gp), *potion of bear's endurance* (25 gp), *potion of cure moderate wounds* (25 gp); Total: 435 gp.

APL 8: Loot: 28 gp; Coin: 3 gp; Magic: 689 gp - *+2 studded leather armor* (348 gp), *+1 rapier* (193 gp), *wand of vertigo* (10 charges) (35 gp), *potion of gaseous form* (63 gp), *potion of bear's endurance* (25 gp), *potion of cure moderate wounds* (25 gp); Total: 720 gp.

18. Srinthek's Lair

This area can be accessed from one of three different doors, each of them is marked with a skull that has a black spiral on its forehead. The doors have no handles to draw them open. Unlike the other doors, they cannot be opened normally – they are all *arcane locked*. The *arcane lock* can be bypassed only by the following things:

- Srinthek can enter and leave at will.
- A character pressing a holy symbol of Tharizdun on the skull causes a door to swing open.
- A character casting a necromancy spell on the door has the spell absorbed and the door opens.
- Casting *dispel magic* or *knock* on the door (as per the normal procedure for *arcane lock*; caster level is considered 7).

Of course, a character could break down the door, in which case it is treated as any other door in the temple, except that under the protection of *arcane lock*, its break DC is 10 higher than normal.

Once the PCs are able to enter, read the following:

This is certainly the strangest chamber you've seen in the complex. Unlike the other areas, a shadowy light emanates throughout the room – its source is indeterminable. The black walls are streaked with purple, and take the form of a worn natural cavern. The whole immense chamber looks like one big cave of shadows, down to the stalactites and stalagmites that jut out from the floor and ceiling. You can hear

what sounds like whispering coming from within.

This is the lair of Srinthek, built to his specifications through copious use of *stone shape* spells to replicate a home he once had on the Plane of Shadow. The room itself is massive, and shadowy illumination is ever-present here. The whispering is part of the same magical effect that created the illumination. If *detect magic* is cast, the room detects as strong illusion and evocation magic (DC 22 Spellcraft check to determine the schools).

The room itself is also infused with negative energy; any positive energy spell cast inside the room (including *cure* spells) stands a chance of failure. The caster must make a DC 10 + spell level Spellcraft check each time a positive energy spell is cast, or the spell is discharged without effect. If the spell comes from a magic item such as a scroll or wand, the user of the item must make the same check as above. If the spell comes from a potion or other magic item, there is a 50% chance of failure instead.

Creatures: Srinthek spends most of his time here, practicing with his weapons, talking to the walls, sleeping, and eating. Since he is the lord of the temple, he does occasionally go out and check on the other denizens, as he is the only one (besides Darken Iyes and his sire, Srinthedul) that does not need to be invited to any other creature's living area. As of late, he is preparing to be called by those in the depths below to aid them in their plans.

APL 2 (EL 5)

➤ **Srinthek, Child of the Favored:** hp 27; Appendix 1.

APL 4 (EL 7)

➤ **Srinthek, Child of the Favored:** hp 43; Appendix 1.
➤ **Shadow:** hp 19; *Monster Manual* 221-222.

APL 6 (EL 9)

➤ **Srinthek, Child of the Favored:** hp 73; Appendix 1.
➤ **Shadow:** hp 36; *Monster Manual* 221-222.

APL 8 (EL 11)

➤ **Srinthek, Child of the Favored:** hp 102; Appendix 1.
➤ **Shadows (2):** hp 30, 36; *Monster Manual* 221-222.

Tactics: Srinthek is a duskblade, a new class that is similar to a fighter/sorcerer. If he hears the PCs from combat outside or if they make noise coming in the room, Srinthek hides in the shadows and (at APLs 4 and above) tells his shadow(s) to engage the PCs and keep them distracted. While the PCs spend a few rounds with the shadows, Srinthek casts his "buff" spells (he only has a few) and prepares himself for battle. While closing with the PCs, Srinthek uses ranged spells, if possible. Keep in

mind that in areas of shadowy illumination, Srinthek has concealment against PCs without darkvision.

During combat, Srinthek likes to intimidate his opponents by shouting curses at them and generally scaring the hell out of them. He'll shout something like "I'll feed you to the wall" or "Stay a few moments longer, and you'll become shadows too." He constantly tries to make the PCs hesitate or make poor decisions by throwing them misinformation.

On the first round of close combat, Srinthek uses his breath weapon if he can affect three or more PCs. Remember that at APLs 6-8, it is a free action for him to use his cone of shadows, which bestows one negative level on each character caught within it. He can position the cone to catch himself in it if need be, since he's immune to negative energy attacks.

After that, Srinthek generally engages the strongest-looking character and casts *blade of blood* on his falchion, sacrificing 5 hit points to hit for massive damage. He focuses his attacks on those that can deal out the most to him.

If he gets into trouble, he backs off of melee combat to let his shadow(s) do the fighting (if still around). He does try his luck with his *cure* potion if he's able.

Low APL 2: Srinthek does not use his breath weapon, and when he casts *blade of blood*, he does not sacrifice hit points for an extra 2d6 damage.

Development: Srinthek does not surrender under any circumstance, and attempts to do anything in his power to free himself if captured (or die trying). Since Srinthek is a dragon, many enchantment spells may be ineffective (or less effective) against him. Under magical compulsion, he can reveal information in the adventure background, and that he is one of the offspring of Srinthedul.

Treasure: Srinthek has equipment with him, and in the southeast corner of his lair, in a depression in the stone, there is a *bag of holding* containing his modest hoard of gems and coins.

APL 2: Loot: 71 gp; Magic: 223 gp - +1 *falchion* (198 gp), *potion of cure moderate wounds* (25 gp); Total: 294 gp.

APL 4: Loot: 50 gp; Magic: 327 gp - +1 *chain shirt* (104 gp), +1 *falchion* (198 gp), *potion of cure moderate wounds* (25 gp); Total: 377 gp.

APLs 6-8: Loot: 50 gp; Magic: 1,698 gp - +1 *chain shirt* (104 gp), +1 *falchion* (198 gp), *amulet of health +4* (1333 gp), *potion of cure serious wounds* (63 gp); Total: 1,748 gp.

All APLs (Searching the Lair): Coin: 50 gp; Magic: 208 gp - *bag of holding type I* (208 gp); Total: 258 gp.

19. Old Priest's Quarters

This room looks like it was once a bedchamber, probably for a priest. The black walls are decorated in mauve with a reversed pyramid symbol. A raised stone block runs along the

east wall, which looks like the foundation of a bed. Sconces run along the wall, except where the block is located.

There is nothing of note in this room. The reversed pyramids on the wall can be identified as one of Tharizdun's symbols with a DC 18 Knowledge (religion) check.

20. Troglodyte Enclave

There is clearly a terrible smell coming from this room, a musky rotten stench that can only issue forth from a troglodyte. When the characters reach this area, read the following:

A powerful stink overwhelms you as you peer into this large chamber. Inside, a number of troglodytes live here, some making crude hunting tools, others playing various violent games with each other, and a few lying motionless on the smooth floor. Waste and the bones of many meals lie scattered about the place, along with crude mounds of dirt, cloth, and straw that must be bedding. The walls are lined with purplish tendrils; out of the corner of your eye, you swear you can see some of them move. The whole place – smell, sight, and sound – is disgusting.

Creatures: There are 14 troglodytes in this enclave. They only venture out when Murrssk or the Painted One allow them. Generally, the troglodytes have converted to the worship of Tharizdun, so one of the places they do visit is the chapel (Area 15). Otherwise, they leave only when a hunting or raiding party forms to go out of the temple and down into the valleys. Much of their captured loot is beyond the door in Area 21.

Fortunately for the PCs, while the troglodytes are hostile, only a few are aggressive enough to fight. First among them is Murrssk, their leader. Murrssk is the only creature so far to be exposed to the Pool of Shadow, and it has given him the dark template, which compliments his natural troglodyte abilities. When the PCs appear at the entrance, Murrssk tries to hide in plain sight. He waits for the PCs to enter and focus on the rest of the tribe before striking. The other troglodytes wait to see the result of the fight – they do not help Murrssk out in any way, unless the sentries have come here from Area 2, in which case, they do give aid.

APL 2 (EL 4)

➤ Murrssk, Dark Troglodyte Captain: hp 45; Appendix 1.

APL 4 (EL 6)

➤ Murrssk, Dark Troglodyte Captain: hp 67; Appendix 1.

APL 6 (EL 8)

➤ **Murrssk, Dark Troglodyte Captain:** hp 89; Appendix 1.

APL 8 (EL 10)

➤ **Murrssk, Dark Troglodyte Captain:** hp 111; Appendix 1.

Tactics: Murrssk, as leader of the tribe of troglodytes, needs to fend off the PCs to retain his position of power. He begins by hiding in plain sight, and waiting for a number of PCs to enter the room, hoping that they'll see the other troglodytes and not realize that he's there until it's too late. If a character moves past Murrssk on the way to attacking other troglodytes, he'll reveal himself by taking an attack of opportunity, if possible. Once combat begins, Murrssk focuses his attacks on the nearest foe, concentrating on one enemy at a time. His high AC, stench, and possible concealment make him a confident fighter. He does not surrender.

Development: If the PCs defeat Murrssk, other troglodytes rise up, hissing and sputtering, spoiling for a fight. However, they do not immediately attack. With the death of their strongest member, their morale is on the verge of breaking. The PCs may decide to take this opportunity to try and talk (in Draconic) them out of combat through either Diplomacy or Intimidation – they are treated as unfriendly (since they are hostile, but really don't want to fight if they don't have to). What they want to hear is that the PC (or PCs) that bested their leader has claimed ownership of the tribe, or tells them that they must obey the character. They only respond to strength and intimidation, and the troglodytes do not make “deals” with outsiders. In fact, mention of a deal agitates them to the point of attacking, as they see negotiation as a tool of the weak-minded.

APL 2 (EL 4)

➤ **Troglodytes (3):** hp 12, 13, 14; *Monster Manual* 246-247.

APL 4 (EL 6)

➤ **Troglodytes (6):** hp 10, 11, 12, 13, 14, 15; *Monster Manual* 246-247.

APL 6 (EL 6)

➤ **Troglodytes (6):** hp 10, 11, 12, 13, 14, 15; *Monster Manual* 246-247.

APL 8 (EL 6)

➤ **Troglodytes (6):** hp 10, 11, 12, 13, 14, 15; *Monster Manual* 246-247.

Tactics: These troglodytes fight savagely, as is their nature. On the first round of combat, each throws a javelin before engaging in melee. If more than half of them are defeated, the rest plead in Draconic for a quick

death. The remaining troglodytes cower and do not attack the PCs – they are mostly females and young.

If a PC is left behind during the combat (for example, the PCs need to retreat and heal) and is still alive, the troglodytes take the character to the Painted One in the chapel to be sacrificed immediately, as is their custom. If the Painted One has already been defeated, one of the other troglodytes performs the sacrifice to Tharizdun as they remember the Painted One doing it (of course, it's nothing like what the cleric performed, but the end result is the same). After a character is sacrificed, the head is cut off and devoured by the assembled troglodytes. This also has the unfortunate side effect of making the dead PC unable to be brought back with a *raise dead* spell.

Development: If the PCs manage to cow the troglodytes into submission, one of their number comes forward, and in Draconic, pledges himself to the character that did the majority of the talking. The troglodyte sees the strength in the PC, and wishes to accompany the character to fight alongside the PC. This character receives the *Troglodyte Cohort* listed on the adventure record. Only one character at a table can receive it, and if there is a choice between two PCs, the one that looks most like a warrior or savage receives the cohort. The troglodyte is not named so that the player can customize the creature to their liking.

Treasure: Murrssk has treasure on him; the rest of the enclave has nothing of significant value (except see Area 21).

APL 2: Loot: 80 gp; Magic: 83 gp – *cloak of resistance +1* (83 gp); Total: 163 gp.

APL 4: Loot: 168 gp; Magic: 108 gp – *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp); Total: 276 gp.

APL 6: Loot: 2 gp; Magic: 524 gp – *+1 full plate* (221 gp), *+1 greatstar* (195 gp), *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp); Total: 526 gp.

APL 8: Loot: 2 gp; Magic: 691 gp – *+1 full plate* (221 gp), *+1 greatstar* (195 gp), *amulet of natural armor +1* (167 gp), *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp); Total: 693 gp.

21. Storage Area

Through the door connected to the troglodyte's living area, you find a translucent room that looks as though it was literally carved from amethyst. There are a number of broken carts, sacks of grain and flour, barrels, piles of clothes, two large weapon racks bristling with all sorts of tools of destruction, and a number of pieces of armor.

This is a storage area where the troglodytes put all of the gear they take from travelers they waylay. The few troglodytes that know how to do so maintain the weapons and some of the suits of armor, but the rest of the items are just left here untouched for the most part.

Occasionally, a troglodyte takes some of the clothes for bedding. The grain is still good in its stitched shut bags.

If the PCs are looking for a common weapon (something from either the simple or martial weapons list in the *Player's Handbook*) or want a suit of padded, leather, studded leather, scale mail, or chainmail armor, they can find it here.

Treasure: If the PCs cast *detect magic*, none of the weapons or armor detect as magical (in fact, none are even masterwork). However at APLs 6 and 8, one of the barrels, full of mead, does register as having something magic inside it. The aura is moderate transmutation (DC 21 Spellcraft check to determine the school). If the barrel is emptied, at the very bottom, there is a *ring of the ram* with 6 charges remaining.

On one of the carts, there is also some magic. There are two scrolls and (at APL 8) a staff hidden under a tarp. A DC 15 Search check on the cart finds the items; otherwise *detect magic* reveals their auras (which are faint necromancy [DC 16], faint transmutation [DC 16], and moderate conjuration [DC 18]). The scrolls are a *scroll of blade of blood* and a *scroll of vertigo*. The staff is a *staff of healing* with 2 charges remaining.

APLs 2-4: Loot: 300 gp; Magic: 15 gp – *scroll of blade of blood* (2 gp), *scroll of vertigo* (13 gp); Total: 315 gp.

APL 6: Loot: 300 gp; Magic: 101 gp – *ring of the ram* (6 charges) (86 gp), *scroll of blade of blood* (2 gp), *scroll of vertigo* (13 gp); Total: 401 gp.

APL 8: Loot: 300 gp; Magic: 194 gp – *staff of healing* (2 charges) (93 gp), *ring of the ram* (6 charges) (86 gp), *scroll of blade of blood* (2 gp), *scroll of vertigo* (13 gp each); Total: 494 gp.

22. Vasuthant Chamber

This room is connected to Area 5. No one really enters here, since only Elus Maarikson ever really spends much time in the Pool of Shadow's room, and he knows what is behind the door. For that reason, the door is kept locked, and requires a DC 25 Open Locks check to pick it. When the door is opened, read the following to the players:

This long room has an intricately carved obsidian ceiling with some sort of tendril design, although you think you can make out humanoid shapes as well. The walls are mauve, and the polished stone turns to black when you look at the floor, which has pyramid images carved into it. There are rotting remains of furniture cast all about the place.

In the southwest corner of the room, a DC 20 Search check reveals that against each wall that makes up that corner, there are three lines where the stone looks almost as though it was melted. A DC 13 Spellcraft check tells the observer that a number of *stone shape* spells were used here for some purpose. In truth, this used to be a pivoting wall secret door, and others, probably the last

group of adventurers that passed through here a generation ago, sealed it off.

Creatures: Lurking in the room is the first creature brought forth from the Pool of Shadow by Darken Iyes himself – a shadowy undead mass known as a vasuthant. Not wanting to utilize it at the time, the lich necromancer commanded it to enter this room, and then locked it away for further study. He still has not yet gotten back to it. Only Elus Maarikson is aware of what lies beyond the doorway, and he doesn't open the door for anyone, as he views doing so as akin to suicide.

APL 2 (EL 4)

➤ **Vasuthant:** hp 17; Appendix 1.

APL 4 (EL 6)

➤ **Vasuthant, Advanced:** hp 57; Appendix 1.

APL 6 (EL 8)

➤ **Vasuthant, Advanced:** hp 105; Appendix 1.

APL 8 (EL 10)

➤ **Vasuthant, Advanced:** hp 184; Appendix 1.

Tactics: The vauthant (at APLs 2-4) hides behind the smashed furnishings in an attempt to surprise the PCs when they enter the room. Once it engages in combat, it is very straightforward; it attempts to grab a PC, drain its Strength, and then discard that character for another. It does not back off at any point, as it is almost mindless, and so very hungry for life energy.

CONCLUSION

When the PCs exit the Forgotten Temple of Tharizdun and return back to Gnome Vale, read the following:

Your journey to the Forgotten Temple of Tharizdun to complete the tasks given to you by Varachan is now over. While you sit and while away some time among the gnomes, you can only hope that the other group met with success in defeating the other, more powerful minions of the dread god.

Characters that possess a *Gnome Vale gemstone* (that has not yet become a magic item) notice that it has turned jet black. When brought to the gnomes' attention, they inform the PCs that the gems were most likely corrupted by the temple. If *detect magic* is cast, the gems detect as moderate conjuration magic (DC 22 Spellcraft check to detect the school). Any character possessing one of these receives a *gem of night*, which is noted on the adventure record. Characters that did not begin the adventure with a *Gnome Vale gemstone* (nonmagical) do not receive this benefit.

The gnomes ask the characters if there were charges left on Varachan's wand, and if so, ask for them back to return to him.

If the characters wish, they can certainly take Martela Thriel with them to get her magical attention. If the characters pay for a *heal* spell to be cast upon her (which needs to be done most likely in Highfolk or Ket), she regains her sanity, and can relate her story as presented in Area 8. She is quite thankful to the PCs, and any characters with arcane caster levels earn the *Knowledge of Shadow certificate*.

Make sure to give the first character that touched the Pool of Shadow the *Touched by Shadow certificate*.

After a while, Martela decides to seek out her mentor Varachan, and parts ways with the PCs.

The End

EXPERIENCE POINT SUMMARY

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

Up on the Rooftop

Defeat the arrowhawk(s)

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

2. Upper Temple

Defeat the troglodyte sentries

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

5. Pool of Shadow

Defeat Elus Maarikson

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

6. Great Hallway

Defeat Gilwog the Thrice-Scarred

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

15. Unholy Chapel of Tharizdun

Encounter or defeat the trap

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Defeat the Painted One and his minions

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

17. Checkered Room

Defeat Montesanto

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

18. Srinthek's Lair

Defeat Srinthek and his minions

APL 2	150 XP
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APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

20. Troglodyte Enclave

Defeat Murrssk

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

Defeat or negotiate with the remaining aggressive troglodytes

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

22. Vasuthant Chamber

Defeat the vasuthant

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Story Award

Rescued Martela Thriel

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Story Award

Closed the Pool of Shadow

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Total Possible Experience

APL 2	900 XP
APL 4	1,350 XP
APL 6	1,800 XP
APL 8	2,250 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e.,

not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

2. Upper Temple

APL 2: Loot: 4 gp; Total: 4 gp.

APL 4: Loot: 23 gp; Total: 23 gp.

APL 6: Loot: 73 gp; Total: 73 gp.

APL 8: Loot: 73 gp; Total: 73 gp.

5. Pool of Shadow

APL 2: Loot: 146 gp; Magic: 133 gp – *vest of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of levitate* (25 gp); Total: 279 gp.

APL 4: Magic: 483 gp – *+1 shadow silk leather armor* (229 gp), *vest of resistance +1* (83 gp), *orb of shadow (1st level)* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of fly* (63 gp); Total: 483 gp.

APL 6: Magic: 816 gp – *+1 shadow silk leather armor* (229 gp), *vest of resistance +1* (83 gp each), *cloak of Charisma +2* (333 gp), *orb of shadow (1st level)* (83 gp), *potion of cure moderate wounds* (25 gp), *potion of fly* (63 gp); Total: 816 gp.

APL 8: Magic: 1,187 gp – *+1 shadow silk leather armor* (229 gp), *vest of resistance +1* (83 gp), *cloak of Charisma +2* (333 gp each), *headband of intellect +2* (333 gp each), *orb of shadow (1st level)* (83 gp), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp); Total: 1,187 gp.

6. Great Hallway

APL 2: Loot: 29 gp; Total: 29 gp.

APLs 4-8: Magic: 196 gp – *+1 spiked chain* (196 gp each); Total: 196 gp.

9. Elus Maarikson's Chamber

All APLs: Loot: 5 gp; Magic: 163 gp – *necklace of fireballs type I* (138 gp each); *potion of animalistic power* (25 gp); Total: 168 gp.

10. Scrivener's Room

All APLs: Loot: 4 gp; Total: 4 gp.

15. Unholy Chapel of Tharizdun

Inside the Altar:

APLs 2-6: Coin: 80 gp; Magic: 13 gp – *scroll of veil of shadow* (13 gp); Total: 93 gp.

APL 8: Coin: 80 gp; Magic: 263 gp – *scroll of veil of shadow* (13 gp), *bead of force* (250 gp); Total: 263 gp.

Defeating the Painted One:

APL 2: Magic: 101 gp – *+1 hide* (97 gp), 2 *scrolls of cure light wounds* (2 gp per scroll); Total: 101 gp.

APL 4: Magic: 206 gp – *+1 hide* (97 gp), *phylactery of faithfulness* (83 gp), 2 *scrolls of cure moderate wounds* (13 gp per scroll); Total: 206 gp.

APL 6: Magic: 264 gp – *+1 hide* (97 gp), *phylactery of faithfulness* (83 gp), *scroll of flame strike* (58 gp), 2 *scrolls of cure moderate wounds* (13 gp per scroll); Total: 264 gp.

APL 8: Magic: 431 gp – *+1 hide* (97 gp), *amulet of natural armor +1* (167 gp), *phylactery of faithfulness* (83 gp each), *scroll of flame strike* (58 gp), 2 *scrolls of cure moderate wounds* (13 gp per scroll); Total: 431 gp.

16. Gilwog's Chamber

APLs 2-4: Coin: 30 gp; Total: 30 gp.

APLs 6-8: Coin: 30 gp; Magic: 354 gp – *wand of black karma curse* (354 gp); Total: 374 gp.

17. Checkered Room

APL 2: Loot: 44 gp; Coin: 3 gp; Magic: 29 gp – *potion of invisibility* (25 gp), *potion of cure light wounds* (4 gp); Total: 76 gp.

APL 4: Loot: 55 gp; Coin: 3 gp; Magic: 152 gp – *+1 studded leather armor* (98 gp), *potion of invisibility* (25 gp), *potion of bear's endurance* (25 gp), *potion of cure light wounds* (4 gp); Total: 210 gp.

APL 6: Loot: 28 gp; Coin: 3 gp; Magic: 404 gp – *+1 studded leather armor* (98 gp), *+1 rapier* (193 gp), *potion of gaseous form* (63 gp), *potion of bear's endurance* (25 gp), *potion of cure moderate wounds* (25 gp); Total: 435 gp.

APL 8: Loot: 28 gp; Coin: 3 gp; Magic: 689 gp – *+2 studded leather armor* (348 gp), *+1 rapier* (193 gp), *wand of vertigo* (10 charges) (35 gp), *potion of gaseous form* (63 gp), *potion of bear's endurance* (25 gp), *potion of cure moderate wounds* (25 gp each); Total: 720 gp.

18. Srinthek's Lair

Defeating Srinthek:

APL 2: Loot: 71 gp; Magic: 223 gp – *+1 falchion* (198 gp), *potion of cure moderate wounds* (25 gp); Total: 294 gp.

APL 4: Loot: 50 gp; Magic: 327 gp - *+1 chain shirt* (104 gp each), *+1 falchion* (198 gp), *potion of cure moderate wounds* (25 gp); Total: 377 gp.

APLs 6-8: Loot: 50 gp; Magic: 1,698 gp - *+1 chain shirt* (104 gp), *+1 falchion* (198 gp), *amulet of health +4* (1333 gp) *potion of cure serious wounds* (63 gp); Total: 1,748 gp.

Searching the Lair:

All APLs: Coin: 50 gp; Magic: 208 gp - *bag of holding type I* (208 gp); Total: 258 gp.

20. Troglodyte Enclave

APL 2: Loot: 80 gp; Magic: 83 gp - *cloak of resistance +1* (83 gp); Total: 163 gp.

APL 4: Loot: 168 gp; Magic: 108 gp - *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp); Total: 276 gp.

APL 6: Loot: 2 gp; Magic: 524 gp - *+1 full plate* (221 gp), *+1 greatstar* (195 gp), *cloak of resistance +1* (83 gp each), *potion of cure moderate wounds* (25 gp); Total: 526 gp.

APL 8: Loot: 2 gp; Magic: 691 gp - *+1 full plate* (221 gp), *+1 greatstar* (195 gp), *amulet of natural armor +1* (167 gp), *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp); Total: 693 gp.

21. Storage Area

APLs 2-4: Loot: 300 gp; Magic: 15 gp - *scroll of blade of blood* (2 gp), *scroll of vertigo* (13 gp); Total: 315 gp.

APL 6: Loot: 300 gp; Magic: 101 gp - *ring of the ram* (6 charges) (86 gp), *scroll of blade of blood* (2 gp), *scroll of vertigo* (13 gp); Total: 401 gp.

APL 8: Loot: 300 gp; Magic: 194 gp - *staff of healing* (2 charges) (93 gp), *ring of the ram* (6 charges) (86 gp), *scroll of blade of blood* (2 gp), *scroll of vertigo* (13 gp); Total: 494 gp.

Total Possible Treasure

APL 2: Loot: 679 gp; Coin: 163 gp; Magic: 875 gp; Total: 1,717 gp (maximum 900 gp).

APL 4: Loot: 605 gp; Coin: 163 gp; Magic: 1,871 gp; Total: 2,639 gp (maximum 1,300 gp).

APL 6: Loot: 462 gp; Coin: 163 gp; Magic: 4,741 gp; Total: 5,366 gp (maximum 1,800 gp).

APL 8: Loot: 462 gp; Coin: 163 gp; Magic: 214 gp; Total: 6,074 gp (maximum 2,600).

Adventure Certificates

These certificates are separate from the adventure record, and are only awarded to specific PCs qualifying for them as listed in the adventure.

Knowledge of Shadow: Through Martela Thriel, an infiltrator in Tharizdun's cults that learned the secrets of shadow magic, you have learned fascinating but terrible secrets. It is said that Tharizdun's prison lies in an inaccessible place on the Plane of Shadow, and that his bonds are forged from the stuff of the plane itself. His

essence has become a part of that plane, and through the knowledge of shadow magic, one can come to a greater understanding of the nature of Tharizdun's captivity, and possibly how to destroy him forever. However, using the dark secrets of shadow magic brings more of the essence of that plane to Oerth, thus weakening the dread god's prison on the Plane of Shadow. This terrible truth is now a burden for you to bear, and for those with good in their hearts, it is a constant gnawing at the edges of a sane mind – to bring Tharizdun closer to freedom in order to understand how to ultimately defeat him.

You have access to the shadowcaster class from *Tome of Magic*. Every time you gain a level in shadowcaster, you may choose to convert one existing arcane spellcasting class level into a level of shadowcaster, as detailed on page 115 (“A Creeping Darkness: Multiclass Shadowcasters”). You also have access to all feats and mysteries in the shadow magic section of *Tome of Magic*. In addition, you also have access to the following prestige classes: child of night, master of shadow, and noctumancer. Lastly, you can use the rule presented in the LIVING GREYHAWK Campaign Sourcebook for *pearls of power* to craft *orbs of shadow*, provided you meet all the other prerequisites. This certificate does not grant you access to *orbs of shadow*; you must still find them in adventures as normal.

Most shadowcasters, especially those with this knowledge, are not good aligned. However, a precious few strong-willed souls attempt to practice the craft in the hopes that their knowledge will prove indispensable in the fight against Tharizdun. If you have a good alignment, the maddening paradigm of your situation brings you to the brink of insanity. At the beginning of every adventure, good-aligned characters must make a Will saving throw, DC 10 + their shadowcaster (or other mystery user) levels or begin play with 1d4 points of Wisdom damage. Show your DM this certificate at the beginning of each adventure; the DM rolls the damage.

Touched by Shadow: Your contact with the Pool of Shadow, while brief, lingered on in your body and in your mind. Soon after your foray into the Forgotten Temple of Tharizdun, you fell ill, and had strange nightmares that found you pitted against the denizens of the Plane of Shadow. For days, you hovered between life and death, without a remedy for your condition. In the end, you managed to survive through the horrible ordeal, but have been ever changed, either in body or in mind. Choose one of the following two benefits.

[] You gain the dark template. Your skin becomes a darker, duller reflection of its former self, and your hair becomes deep gray or black. Your disposition also becomes noticeably more somber and less cheerful. This has the following game benefits:

- You gain the extraplanar subtype while away from the Plane of Shadow.

- You gain a +10 feet bonus on all of your natural modes of movement.

- If you do not already possess it, you gain darkvision 60 ft. and superior low-light vision.

- You gain the exceptional ability to hide in plain sight, which allows you to use the Hide skill even while being observed (except in natural daylight, the area of a daylight spell, or a similar effect).
- You gain resistance to cold 10.
- You gain a +8 bonus to Hide checks, and a +6 bonus to Move Silently checks.

The next time you gain a character level, you do not choose a character class; instead, this template occupies that spot, as you are a character with a +1 level adjustment.

[] Your nightmares have taught you well many secrets of the Plane of Shadow. You cast spells with the shadow descriptor at +1 caster level, and get a +2 bonus to save against spells with that descriptor and shadow magic. Whenever you are on the Plane of Shadow, you receive a +2 circumstance bonus on all attack rolls, skill checks, ability checks, and saving throws. Lastly, you may use one fundamental from the shadow magic section of *Tome of Magic* 1/day. You gain no other access to rules items found in that book from this certificate.

Special

Greatstar: This is a two-handed morningstar, sometimes found in the employ of evil humanoids. It is a martial weapon, and has the following statistics:

Cost: 35 gp; Dmg (S): 1d10; Dmg (M): 1d12; Critical: x2; Weight: 12 lb.; Type: Bludgeoning and Piercing.

Shadow Silk: This is a material woven from shadow itself, and used to make some armors. It is a very faint material, translucent and flimsy. It has the look and feel of deep black silk. Shadow silk feels heavier in bright light, and very light and fluid in shadowy illumination or darkness.

The wearer of shadow silk armor gains a +2 bonus on Hide and Move Silently checks. Shadow silk is considered masterwork armor. Shadow silk leather armor (found in this adventure) has the following statistics:

Cost: 1,750 gp; Armor Bonus: +2; Maximum Dex Bonus: +8; Armor Check Penalty: 0; Arcane Spell Failure Chance: 10% (light)/0% (shadow or darkness); Speed (30 ft.): 30 ft.; Speed (20 ft.): 20 ft.; Weight: 4 lb. *Tome of Magic*.

Orb of Shadow: An *orb of shadow* appears to be a black pearl of average size and unusual luster. Once per day, you can speak a command word as a standard action to activate the orb. You must have the orb in your hand; drawing it out is a move action.

This item allows a single extra use of a mystery, in the same way that a *pearl of power* allows a single extra use of a spell. The mystery must be of a particular level, depending on the orb (the *orb of shadow* in this adventure is for 1st-level mysteries).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast mysteries of the

mystery level to be recalled; Price 1,000 gp (1st); Weight - *Tome of Magic*.

Gem of Night: The mystical energies of the Forgotten Temple of Tharizdun have corrupted the gemstone the gnomes gave you; it has turned completely black, and now functions as a *gem of night*. This gem functions just like an *elemental gem*, except that when crushed, it conjures a Large shadow elemental (*Tome of Magic*, page 165), which remains for 13 rounds. Each round it is present, the corruptive energies of it overwhelm you, and you take 1 point of Constitution damage. This item cannot be sold or created, and has no value. Once used, cross off this entry.

Moderate conjuration; CL 13th; cannot be created; Weight- *Tome of Magic*.

Troglodyte Cohort: If you have the Leadership feat (or when you acquire it), you may have a troglodyte cohort. The creature has an alignment of Chaotic Neutral. Build the troglodyte using the standard rules presented in the *Living Greyhawk Campaign Sourcebook* and the *Monster Manual* (level adjustment is +1).

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2

- ∞ Masterwork greatstar (Adventure; see above; 335 gp)
- ∞ Large masterwork spiked chain (Adventure; *PH*; 350 gp)
- ∞ Shadow silk leather armor (Adventure; see above; 1,750 gp)
- ∞ *Potion of animalistic power* (Adventure; *Player's Handbook II*; 300 gp)
- ∞ *Necklace of fireballs type I* (Adventure; *DMG*)
- ∞ *Scroll of veil of shadow* (Adventure; *Spell Compendium*)
- ∞ *Bag of holding type I* (Adventure; *DMG*)
- ∞ *Scroll of blade of blood* (Adventure; *Player's Handbook II*; 25 gp)
- ∞ *Scroll of vertigo* (Adventure; *Player's Handbook II*; 150 gp)

APL 4 (all of APL 2 plus the following)

- ∞ *Phylactery of faithfulness* (Adventure; *DMG*)
- ∞ *+1 Large spiked chain* (Adventure; *DMG*; 2,350 gp)
- ∞ *+1 shadow silk leather armor* (Adventure; see above; 2,750 gp)
- ∞ *Vest of resistance +1* (Adventure; *Complete Arcane*)
- ∞ *Orb of shadow (1st level)* (Adventure; see above)

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

- ∞ *+1 greatstar* (Adventure; see above; 2,335 gp)
- ∞ *Amulet of health +4* (Adventure; *DMG*)
- ∞ *Wand of black karma curse* (Adventure; *Player's Handbook II*; 4,250 gp)
- ∞ *Ring of the ram* (Adventure; *DMG*)

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

- ∞ *Wand of vertigo* (Adventure; *Player's Handbook II*; 4,250 gp)
- ∞ *Bead of force* (Adventure; *DMG*)
- ∞ *+2 studded leather armor* (Adventure; *DMG*)
- ∞ *Staff of healing* (Adventure; *DMG*)

* Indicates a new rules item found in Appendix 2.

AREA 2

🐉 **Young Troglodyte Sentry:** male troglodyte; CR 1/2; Medium humanoid (reptilian); HD 1d8+1; hp 5; Init -1; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +0; Grp +0; Atk +0 melee (1d6/19-20, short sword) or +0 melee (1d4, claw) or -1 ranged (1d6, javelin); Full Atk +0 melee (1d6/19-20, short sword) and -5 melee (1d4, claw) and -5 melee (1d4, bite) or +0 melee (1d4, 2 claws) and -5 melee (1d4, bite) or -1 ranged (1d6, javelin); SQ darkvision 90 ft.; AL CE; SV Fort +3, Ref -1, Will +0; Str 10, Dex 9, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +2; Martial Weapon Proficiency (short sword).

Languages: Draconic.

Stench (Ex): This troglodyte's stench glands are not fully developed as of yet, and thus it cannot produce the same effect as other mature troglodytes.

Possessions: Studded leather armor, short sword, 6 javelins, warning horn.

Physical Description: This creature is a reptilian humanoid, with mottled brown and green skin. It has some piecemeal armor about its shoulders and torso, and has a short sword at its side. A number of javelins jut out from its back, held in place by a crude series of straps.

Miniature: Troglodyte (*Dragoneye* 60/60).

🐉 **Troglodyte Sentry:** male troglodyte; CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init -1; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +1; Grp +1; Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d4, claw) or +0 ranged (1d6, javelin); Full Atk +1 melee (1d6/19-20, short sword) and -1 melee (1d4, claw) and -1 melee (1d4, bite) or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +0 ranged (1d6, javelin); SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8, Listen +3; Martial Weapon Proficiency (short sword), Multiattack.

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Studded leather armor, short sword, 6 javelins, warning horn.

Physical Description: This creature is a reptilian humanoid, with mottled brown and green skin. It has some piecemeal armor about its shoulders and torso, and

APPENDIX 1: APL 2

has a short sword at its side. A number of javelins jut out from its back, held in place by a crude series of straps.

Miniature: Troglodyte (*Dragoneye* 60/60).

AREA 5

🐉 **Elus Maarikson, Bringer of Entropy:** male human shadowcaster 4; CR 4; Medium humanoid (human); HD 4d6; hp 18; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, quarterstaff); Full Atk +1 melee (1d6-1, quarterstaff); SA apprentice mysteries, fundamentals of shadow; SQ darkvision 30 ft.; AL NE; SV Fort +5, Ref +3, Will +6; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 16.

Skills and Feats: Concentration +7, Hide +8, Intimidate +10, Move Silently +8; Spot +8; Empower Mystery*, Extend Mystery*, Maximize Mystery*, Quicken Mystery*.

Languages: Abyssal, Common, Draconic.

Fundamentals Known (supernatural abilities 3/mystery/day): *Arrow of dusk*, *caul of shadow*, *mystic reflections*, *sight obscured*.

Apprentice Mysteries Known (cast as spells 1/mystery/day; base DC = 13 + mystery level): 1st—*carpet of shadow* (Dark Terrain), *steel shadows* (Cloak of Shadows); 2nd—*black fire* (Dark Terrain), *sight eclipsed* (Cloak of Shadows).

Possessions: Shadow silk leather armor*, quarterstaff, *vest of resistance +1**, *potion of cure moderate wounds*, *potion of levitate*, iron key.

Power-Up Suite (Prepared – *caul of shadow*, *steel shadows*, *sight eclipsed*, *sight obscured*): AC 18, touch 12, flat-footed 17; Hide +13; Can attempt Hide checks even while being observed.

Physical Description: This humanoid dresses in a gray-black robe, and holds a crooked staff in one hand. The creature's true race and gender are difficult to discern, since it is surrounded by the swirling darkness of shadow.

Miniature: Cultist of the Dragon (*Archfiends* 48/60).

AREA 6

🐉 **Gilwog the Thrice-Scarred:** male ogre; CR 3; Large giant; HD 4d8+11; hp 29; Init -1; Spd 40 ft.; AC 13, touch 8, flat-footed 13; Base Atk +3; Grp +12; Atk +8 melee (2d6+7, masterwork spiked chain); Full Atk +8 melee (2d6+7, masterwork spiked chain); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SQ darkvision 60 ft., low-light vision; AL NE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +8, Listen +2, Spot +2; Exotic Weapon Proficiency (spiked chain), Toughness

Languages: Giant.

Possessions: Masterwork spiked chain.

Physical Description: This hulking male humanoid has little more than a loincloth wrapped around his waist, and hard leather bracers on his forearms. The creature's flesh has a raw look, and you can clearly see three terrible

red straight scars drawn across his chest. He dangles a wicked-looking barbed spiked chain, absently twirling it back and forth.

Miniature: Ogre War Hulk (*War Drums* 54/60).

AREA 15

🔦 **The Painted One, Troglodyte Ritemaster:** male troglodyte cleric 2; CR 3; Medium humanoid (reptilian); HD 2d8+8 plus 2d8+8; hp 38; Init -2; Spd 20 ft.; AC 18, touch 8, flat-footed 18; Base Atk +2; Grp +3; Atk +4 melee (1d6+1, claw); Full Atk +4 melee (1d6+1, 2 claws) and +1 melee (1d4, bite); SA spells, spontaneous casting, rebuke undead, stench; SQ darkvision 90 ft.; AL CE; SV Fort +10, Ref +2, Will +5; Str 13, Dex 6, Con 18, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +5, Hide +5, Knowledge (religion) +0; Listen +5; Improved Natural Attack (claws), Multiattack, Weapon Focus (claws).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Rebuke Undead (Su): 4/day; 1d20+1; turning damage 2d6+3.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, read magic, resistance*; 1st—*cause fear* (DC 14), *divine favor, lesser confusion*** (DC 14), *shield of faith*.

****Domain spell.** Tharizdun; Domains: Destruction (smite 1/day, +4 attack, +2 damage); Madness (-1 Wisdom-based skill checks and Will saves, 1/day add 1 to a single Wisdom-based check or Will save).

Possessions: +1 *hide*, 2 *scrolls of cure light wounds*, holy symbol of Tharizdun (bone rattle with spiral).

Power-Up Suite (Prepared – *divine favor, shield of faith*): AC 20, touch 10, flat-footed 20; Atk +5 melee (1d6+2, claw); Full Atk +5 melee (1d6+2, 2 claws) and +2 melee (1d4+1, bite).

Physical Description: A reptilian humanoid approaches, with black ichor painted all over its body in dark spiral patterns. Its claws are terribly long and look like they've been meticulously sharpened. A shaggy and revolting coat of bones, hair, and skin covers the creature's torso. A number of humanoid skulls hang from its waist. The stench of the creature is awful, and it shakes a spiral-painted bone rattle from a rope around its neck at you, hissing all the while.

Miniature: Troglodyte Barbarian (*Underdark* 59/60).

AREA 17

🔦 **Montesanto, Tiefling Opportunist:** male tiefling beguiler 1; CR 1; Medium outsider (native); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp -1; Atk +3 melee (1d6-1/18-20, masterwork rapier) or +2 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6-1/18-20, masterwork rapier) or +2 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA *darkness*, spells; SQ armored mage, darkvision 60 ft., resistance to cold 5, resistance to electricity 5, resistance to fire 5, trapfinding; AL CN; SV Fort +1, Ref +2, Will +2; Str 8, Dex 15, Con 12, Int 17, Wis 10, Cha 12.

Skills and Feats: Bluff +7, Concentration +5, Diplomacy +5, Disguise +5, Hide +8, Move Silently +6, Sense Motive +4, Sleight of Hand +6, Tumble +6; Weapon Finesse.

Languages: Draconic, Dwarven, Elven, Common, Infernal.

Darkness (Sp): 1/day; caster level 1.

Armored Mage (Ex): No arcane spell failure when in light armor.

Spells: Beguilers cast spells like a sorcerer, without preparing ahead of time.

Spells Known (5/4; base DC = 13 + spell level): 0—*dancing lights, daze* (DC 13), *detect magic, ghost sound, message, open/close, read magic*; 1st—*charm person* (DC 14), *color spray* (DC 14), *comprehend languages, detect secret doors, disguise self, expeditious retreat, hypnotism* (DC 14), *mage armor, obscuring mist, rouse**, *silent image, sleep, undetectable alignment, whelm** (DC 14).

Possessions: Masterwork studded leather armor, masterwork rapier, dagger, light crossbow, 20 bolts, *potion of invisibility, potion of cure light wounds*, coinpurse with 40 gold.

Physical Description: (When in disguise) This man approaches you with grace and elegance. He is a half-elf, and wears a beautiful green cape; his armor is studded leather, but it is well maintained and highly polished. His hair is blonde, and runs down to his neck; upon his handsome face there lies a knowing grin. At his side you notice his bejeweled rapier; clearly this is a man who has spent his money on appearances first, and utility second.

(When the disguise is revealed) The man's equipment remains similar to that of the half-elfen man's, but he has on a full cloak of a dark green color and his armor, while still well maintained, is darker and obviously made for sneaking. What is most striking is his complexion – his face is now a deep red color, his eyes are yellow, and two small white horns protrude from the top of his forehead.

Miniature: (In disguise) Elf Swashbuckler (*Angelfire* 18/60), (true form) Tiefling Blademaster (*War Drums* 59/60).

AREA 18

🔦 **Srinthek, Child of the Favored:** male shadow half-dragon human duskblade 3; CR 5; Medium dragon (augmented humanoid); HD 3d8+9; hp 27; Init +2; Spd 30

ft.; AC 20, touch 12, flat-footed 18; Base Atk +3; Grp +8; Atk +9 melee (2d4+8/18-20, +1 *falchion*) or +8 melee (1d4+5, claw) or +5 ranged (1d8+5/x3, composite longbow [+5 Str]); Full Atk +9 melee (2d4+8/18-20, +1 *falchion*) and +6 melee (1d6+2, bite) or +8 melee (1d4+5, 2 claws) and +6 melee (1d6+2, bite) or +5 ranged (1d8+5/x3, composite longbow [+5 Str]); SA arcane channeling, breath weapon, spells; SQ *arcane attunement*, armored mage (light), darkvision 60 ft., immunity to *sleep*, paralysis, and energy drain, low-light vision; AL CE; SV Fort +5, Ref +3, Will +3; Str 21, Dex 14, Con 15, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +8, Decipher Script +9, Jump +11, Knowledge (arcana) +9, Knowledge (religion) +9, Spellcraft +11; Combat Casting, Improved Toughness*, Multiattack, Power Attack.

Languages: Common, Draconic, Giant, Infernal.

Arcane Attunement (Sp): Use the spells *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* as spell-like abilities a total of 6 times per day.

Armored Mage (Ex): No arcane spell failure when in light armor or wielding a light shield.

Arcane Channeling (Su): Use a standard action to cast any touch spell known and deliver the spell through a weapon as a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Breath Weapon (Su): 30-foot cone of shadows, once per day, bestows one negative level, DC 12 to remove the next day. The save DC is Constitution-based.

Spells: Duskblades cast spells like a sorcerer, without preparing ahead of time.

Spells Known (5/5; base DC = 13 + spell level): 0—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*; 1st—*blade of blood**, *lesser deflect**, *ray of enfeeblement*, *shocking grasp*.

Possessions: Masterwork chain shirt, +1 *falchion*, composite longbow (+5 Str), 40 arrows, *potion of cure moderate wounds*.

Physical Description: This humanoid creature bears very prominent draconic features. Its head has a crest of spiny protrusions, and it bears a fanged mouth. The skin of the creature is a deep purplish-black, and its hands are clawed. It wears a chain shirt, and brandishes a serrated *falchion*. Upon its back is a quiver with numerous arrows, and a recurve bow.

Miniature: Blackspawn Exterminator (*War of the Dragon Queen*).

AREA 20

➤ **Murrsk, Dark Troglodyte Captain:** male dark* troglodyte fighter 2; CR 4; Medium humanoid (extraplanar, reptilian); HD 2d10+10 plus 2d8+10; hp 45; Init -1; Spd 30 ft.; AC 22, touch 9, flat-footed 22; Base Atk +3; Grp +5; Atk +7 melee (1d12+3, masterwork greatstar*) or +5 melee (1d4+2, claw); Full Atk +7 melee (1d12+3, masterwork greatstar*) and +3 melee (1d4+1, bite); or +5 melee (1d4+2, 2 claws) and +3 melee (1d4+1, bite); SA

stench; SQ darkvision 90 ft., hide in plain sight, resistance to cold 10, superior low-light vision; AL NE; SV Fort +12, Ref +2, Will +2; Str 14, Dex 8, Con 20, Int 10, Wis 8, Cha 13.

Skills and Feats: Hide +14, Listen +5, Move Silently -2; Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatstar).

Languages: Draconic.

Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural light, the area of a *daylight* spell, or a similar effect).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 16 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Half-plate, masterwork greatstar*, *cloak of resistance +1*, symbol of Tharizdun.

Physical Description: A dark gray, reptilian humanoid with black eyes approaches. The creature has on a suit of plate armor, covering most of its body. On the breastplate, a crude spiral is drawn in black ichor. In its hands it wields a two-handed morningstar. The stench coming off the thing is unbearable.

Miniature: Troglodyte Captain (*Underdark* 40/60).

AREA 22

➤ **Vasuthant*:** CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; Base Atk +1; Grp +1; Atk +2 melee (1d4, slam); Full Atk +2 melee (1d4, slam) plus up to four enervating crushes (1d4 plus 1d4 Str); SA enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14.

Skills and Feats: Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

Languages: None.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

Possessions: None.

Physical Description: A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Miniature: Gibbering Mouther (*Aberrations* 50/60).

* Indicates a new rules item found in Appendix 2.

AREA 2

➤ **Troglodyte Sentries (2)**: male troglodyte ranger 1; CR 2; Medium humanoid (reptilian); HD 2d8+6 plus 1d8+3; hp 26 each; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +2; Grp +4; Atk +5 melee (1d6+2/19-20, short sword) or +4 melee (1d4+2, claw) or +3 ranged (1d6/x3, shortbow); Full Atk +5 melee (1d6+2/19-20, short sword) and +2 melee (1d4+2, claw) and +2 melee (1d4+1, bite) or +4 melee (1d4+2, 2 claws) and +2 melee (1d4+1, bite) or +3 ranged (1d6/x3, shortbow); SA favored enemy (humans +2), stench; SQ darkvision 90 ft., wild empathy; AL CE; SV Fort +8, Ref +3, Will +1; Str 15, Dex 12, Con 17, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +14, Listen +6; Improved Initiative, Multiattack, Track, Weapon Focus (short sword).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Masterwork studded leather armor, 2 short swords, shortbow, 20 arrows, warning horn.

Physical Description: This creature is a reptilian humanoid, with mottled brown and green skin. It has some well-crafted piecemeal armor about its shoulders and torso, and has a pair of short swords at its side. A number of arrows and a shortbow jut out from its back, held in place by a crude series of straps.

Miniature: Troglodyte (*Dragoneye* 60/60).

AREA 5

➤ **Elus Maarikson, Bringer of Entropy**: male human shadowcaster 6; CR 6; Medium humanoid (human); HD 6d6; hp 26; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, quarterstaff); Full Atk +2 melee (1d6-1, quarterstaff); SA apprentice mysteries, fundamentals of shadow; SQ darkvision 30 ft., sustaining shadow (eat 1 meal/week); AL NE; SV Fort +6, Ref +4, Will +7; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 16.

Skills and Feats: Concentration +9, Hide +10, Intimidate +12, Move Silently +10; Spot +10; Empower Mystery*, Extend Mystery*, Maximize Mystery*, Quicken Mystery*, Shadow Cast*.

Languages: Abyssal, Common, Draconic.

Sustaining Shadow (Ex): Absorb dark energies from the Plane of Shadow; only need to eat one meal a week.

Fundamentals Known (supernatural abilities 3/mystery/day): *Arrow of dusk*, *caul of shadow*, *mystic reflections*, *sight obscured*.

Apprentice Mysteries Known (cast as spells 1/mystery/day; base DC = 13 + mystery level): 1st—*carpet of shadow* (Dark Terrain), *steel shadows* (Cloak of Shadows); 2nd—*black fire* (Dark Terrain), *sight eclipsed* (Cloak of Shadows); 3rd—*clinging darkness* (Dark Terrain), *sharp shadows* (Cloak of Shadows).

Possessions: +1 shadow silk leather armor*, quarterstaff, vest of resistance +1*, orb of shadow (1st level)*, potion of cure moderate wounds, potion of fly, iron key.

Power-Up Suite (Prepared – caul of shadow, sharp shadows, steel shadows, sight eclipsed, sight obscured): AC 19, touch 13, flat-footed 18; Hide +15; Can attempt Hide checks even while being observed; Creatures striking Elus with handheld weapons or body take 1d6+6 points of damage.

Physical Description: This humanoid dresses in a gray-black robe, and holds a crooked staff in one hand. The creature's true race and gender are difficult to discern, since it is surrounded by the swirling darkness of shadow.

Miniature: Cultist of the Dragon (*Archfiends* 48/60).

AREA 6

➤ **Gilwog the Thrice-Scarred**: male ogre barbarian 1/fighter 1; CR 5; Large giant; HD 4d8+15 plus 1d12+3 plus 1d10+3; hp 54; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +16; Atk +12 melee (2d6+11, +1 spiked chain); Full Atk +12 melee (2d6+11, +1 spiked chain); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA rage 1/day; SQ darkvision 60 ft., fast movement, low-light vision; AL NE; SV Fort +11, Ref +2, Will +1; Str 25, Dex 12, Con 16, Int 6, Wis 10, Cha 4.

Skills and Feats: Climb +12, Listen +3, Spot +2; Exotic Weapon Proficiency (spiked chain), Improved Bull Rush, Power Attack, Toughness.

Languages: Giant.

Possessions: +1 spiked chain.

Power-Up Suite (Raging): hp 66; AC 13, touch 8, flat-footed 12; Atk +14 melee (2d6+14, +1 spiked chain); Full Atk +14 melee (2d6+14, +1 spiked chain); Fort +13, Will +3; Str 29, Con 20; Climb +14.

Physical Description: This hulking male humanoid has little more than a loincloth wrapped around his waist, and hard leather bracers on his forearms. The creature's flesh has a raw look, and you can clearly see three terrible red straight scars drawn across his chest. He dangles a wicked-looking barbed spiked chain, absently twirling it back and forth.

Miniature: Ogre War Hulk (*War Drums* 54/60).

AREA 15

☛ **The Painted One, Troglodyte Ritemaster:** male troglodyte cleric 4; CR 5; Medium humanoid (reptilian); HD 4d8+16 plus 2d8+8; hp 56; Init -2; Spd 20 ft.; AC 18, touch 8, flat-footed 18; Base Atk +4; Grp +5; Atk +6 melee (1d6+1, claw); Full Atk +6 melee (1d6+1, 2 claws) and +3 melee (1d6, bite); SA spells, spontaneous casting, rebuke undead, stench; SQ darkvision 90 ft.; AL CE; SV Fort +11, Ref -1, Will +6; Str 13, Dex 6, Con 18, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Hide +5, Knowledge (religion) +0; Listen +5; Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Weapon Focus (claws).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Rebuke Undead (Su): 4/day; 1d20+1; turning damage 2d6+5.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *read magic*, *resistance*; 1st—*cause fear* (DC 14), *divine favor*, *lesser confusion*** (DC 14), *obscuring mist*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *touch of madness*** (DC 15), *veil of shadow**.

****Domain spell.** Tharizdun; Domains: Destruction (smite 1/day, +4 attack, +4 damage); Madness (-1 Wisdom-based skill checks and Will saves, 1/day add 1 to a single Wisdom-based check or Will save).

Possessions: +1 *hide*, 2 *scrolls of cure moderate wounds*, *phylactery of faithfulness*, holy symbol of Tharizdun (bone rattle with spiral).

Power-Up Suite (Prepared – *divine favor*, *shield of faith*, *bear's endurance*, *bull's strength*, *veil of shadow*): hp 78; AC 20, touch 10, flat-footed 20; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws) and +6 melee (1d4+3, bite); Fort +13; Str 17, Con 22; Stench save DC 17; Concealment (20% miss chance).

Physical Description: A reptilian humanoid approaches, with black ichor painted all over its body in dark spiral patterns. Its claws are terribly long and look like they've been meticulously sharpened. A shaggy and revolting coat of bones, hair, and skin covers the creature's torso. A number of humanoid skulls hang from its waist. The stench of the creature is awful, and it shakes a spiral-painted bone rattle from a rope around its neck at you, hissing all the while through jagged long fangs.

Miniature: Troglodyte Barbarian (*Underdark* 59/60).

AREA 5

☛ **Montesanto, Tiefling Opportunist:** male tiefling beguiler 3; CR 3; Medium outsider (native); HD 3d6+3; hp 17; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +0; Atk +4 melee (1d6-1/18-20, masterwork rapier) or +4 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d6-1/18-20, masterwork rapier) or +4 melee (1d4-1/19-20, masterwork dagger) or +3 ranged (1d8/19-20, light crossbow); SA cloaked casting, *darkness*, spells, surprise casting; SQ advanced learning, armored mage, darkvision 60 ft., resistance to cold 5, resistance to electricity 5, resistance to fire 5, trapfinding; AL CN; SV Fort +2, Ref +3, Will +3; Str 8, Dex 15, Con 12, Int 17, Wis 10, Cha 12.

Skills and Feats: Bluff +9, Concentration +7, Diplomacy +11, Disguise +9, Hide +10, Move Silently +8, Sense Motive +6, Sleight of Hand +10, Tumble +8; Combat Expertise, Weapon Finesse.

Languages: Draconic, Dwarven, Elven, Common, Infernal.

Darkness (Sp): 1/day; caster level 3.

Advanced Learning (Ex): The beguiler knows one additional enchantment or illusion spell from the sorcerer/wizard list.

Armored Mage (Ex): No arcane spell failure when in light armor.

Cloaked Casting (Ex): A +1 bonus to the spell's save DC when casting a spell that targets a foe that would be denied a Dexterity bonus to AC.

Surprise Casting (Ex): When successfully using the Bluff skill to feint in combat, the target is denied its Dexterity bonus to AC for the next melee attack the beguiler makes against it or the next spell the beguiler casts against it. The beguiler must remain in melee combat, and the spell or attack must be made on or before the beguiler's next turn. The target is not considered flat-footed and can make attacks of opportunity against the beguiler if the beguiler does not cast defensively.

Spells: Beguilers cast spells like a sorcerer, without preparing ahead of time.

Spells Known (6/6; base DC = 13 + spell level): 0—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound*, *message*, *open/close*, *read magic*; 1st—*charm person* (DC 14), *color spray* (DC 14), *comprehend languages*, *detect secret doors*, *disguise self*, *expeditious retreat*, *hypnotism* (DC 14), *mage armor*, *obscuring mist*, *rouse**, *silent image*, *sleep*, *undetectable alignment*, *whelm** (DC 14).

Possessions: +1 *studded leather armor*, masterwork rapier, masterwork dagger, light crossbow, 20 bolts, *potion of invisibility*, *potion of bear's endurance*, *potion of cure light wounds*, coinpurse with 40 gold.

Power-Up Suite (Magic item – *potion of bear's endurance*): hp 23; Fort +4; Con 16; Concentration +9.

Physical Description: (When in disguise) This man approaches you with grace and elegance. He is a half-elf, and wears a beautiful green cape; his armor is studded leather, but it is well maintained and highly polished. His hair is blonde, and runs down to his neck; upon his

handsome face there lies a knowing grin. At his side you notice his bejeweled rapier; clearly this is a man who has spent his money on appearances first, and utility second.

(When the disguise is revealed) The man's equipment remains similar to that of the half-elven man's, but he has on a full cloak of a dark green color and his armor, while still well maintained, is darker and obviously made for sneaking. What is most striking is his complexion – his face is now a deep red color, his eyes are yellow, and two small white horns protrude from the top of his forehead.

Miniature: (In disguise) Elf Swashbuckler (*Angelfire* 18/60), (true form) Tiefling Blademaster (*War Drums* 59/60).

AREA 18

☛ **Srinthek, Child of the Favored:** male shadow half-dragon human duskblade 5; CR 7; Medium dragon (augmented humanoid); HD 5d8+15; hp 43; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +5; Grp +11; Atk +12 melee (2d4+10/18-20, +1 *falchion*) or +11 melee (1d4+6, claw) or +7 ranged (1d8+6/x3, composite longbow [+6 Str]); Full Atk +12 melee (2d4+10/18-20, +1 *falchion*) and +9 melee (1d6+3, bite) or +11 melee (1d4+6, 2 claws) and +9 melee (1d6+3, bite) or +7 ranged (1d8+6/x3, composite longbow [+6 Str]); SA arcane channeling, breath weapon, quick cast 1/day, spells; SQ *arcane attunement*, armored mage (medium), darkvision 60 ft., immunity to *sleep*, paralysis, and energy drain, low-light vision; AL CE; SV Fort +6, Ref +3, Will +4; Str 22, Dex 14, Con 15, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Decipher Script +11, Jump +14, Knowledge (arcana) +11, Knowledge (religion) +11, Spellcraft +13; Combat Casting, Improved Toughness*, Multiattack, Power Attack, Silent Spell.

Languages: Common, Draconic, Giant, Infernal.

Arcane Attunement (Sp): Use the spells *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* as spell-like abilities a total of 6 times per day.

Armored Mage (Ex): No arcane spell failure when in light armor or medium armor or wielding a light shield.

Arcane Channeling (Su): Use a standard action to cast any touch spell known and deliver the spell through a weapon as a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Breath Weapon (Su): 30-foot cone of shadows, once per day, bestows one negative level, DC 12 to remove the next day. The save DC is Constitution-based.

Quick Cast (Ex): Cast one spell per day as a swift action, as long as the casting time of the spell is 1 standard action or less.

Spells: Duskblades cast spells like a sorcerer, without preparing ahead of time.

Spells Known (6/6/3; base DC = 13 + spell level): 0—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*,

1st—*blade of blood**, *lesser deflect**, *ray of enfeeblement*, *resist energy*, *shocking grasp*; 2nd—*touch of idiocy*.

Possessions: +1 chain shirt, +1 *falchion*, composite longbow (+6 Str), 40 arrows, *potion of cure moderate wounds*.

Physical Description: This humanoid creature bears very prominent draconic features. Its head has a crest of spiny protrusions, and it bears a fanged mouth. The skin of the creature is a deep purplish-black, and its hands are clawed. It wears a chain shirt, and brandishes a serrated *falchion*. Upon its back is a quiver with numerous arrows, and a recurve bow.

Miniature: Blackspawn Exterminator (*War of the Dragon Queen*).

AREA 20

☛ **Murrssk, Dark Troglodyte Captain:** male dark* troglodyte fighter 4; CR 6; Medium humanoid (extraplanar, reptilian); HD 4d10+20 plus 2d8+10; hp 67; Init -1; Spd 30 ft.; AC 22, touch 9, flat-footed 22; Base Atk +5; Grp +7; Atk +9 melee (1d12+5, masterwork greatstar*) or +7 melee (1d4+2, claw); Full Atk +9 melee (1d12+5, masterwork greatstar*) and +5 melee (1d4+1, bite); or +7 melee (1d4+2, 2 claws) and +5 melee (1d4+1, bite); SA stench; SQ darkvision 90 ft., hide in plain sight, resistance to cold 10, superior low-light vision; AL NE; SV Fort +13, Ref +3, Will +3; Str 14, Dex 8, Con 20, Int 10, Wis 8, Cha 13.

Skills and Feats: Hide +17, Listen +6, Move Silently +0; Blind-Fight, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatstar), Weapon Specialization (greatstar).

Languages: Draconic.

Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural light, the area of a *daylight* spell, or a similar effect).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 16 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Masterwork full plate, masterwork greatstar*, *cloak of resistance* +1, symbol of Tharizdun, *potion of cure moderate wounds*.

Physical Description: A dark gray, reptilian humanoid with black eyes approaches. The creature has on a suit of plate armor, covering most of its body. On the breastplate, a crude spiral is drawn in black ichor. In its hands it wields a two-handed morningstar. The stench coming off the thing is unbearable.

Miniature: Troglodyte Captain (*Underdark* 40/60).

AREA 22

☛ **Vasuthant, Advanced***: CR 4; Medium undead; HD 6d12+18; hp 57; Init +2; Spd fly 30 ft. (perfect); AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +9; Atk +5 melee (1d8+2, slam); Full Atk +2 melee (1d8+2, slam) plus up to four enervating crushes (1d8+3 plus 1d4 Str); SA enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +2, Ref +4, Will +6; Str 14, Dex 14, Con -, Int 4, Wis 12, Cha 15.

Skills and Feats: Hide +10, Listen +5, Spot +5; Flyby Attack, Improved Grapple, Improved Natural Attack (slam), Improved Toughness*.

Languages: None.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d8+3 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally

within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

Possessions: None.

Physical Description: A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Miniature: Gibbering Mouther (*Aberrations* 50/60).

* Indicates a new rules item found in Appendix 2.

AREA 2

➤ **Troglodyte Sentries (2)**: male troglodyte ranger 3; CR 4; Medium humanoid (reptilian); HD 2d8+8 plus 3d8+12; hp 47 each; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +8 melee (1d6+2/19-20, short sword) or +6 melee (1d4+2, claw) or +5 ranged (1d6/x3, shortbow); Full Atk +6 melee (1d6+2/19-20, short sword) and +6 melee (1d6+1/19-20, short sword) and +4 melee (1d4+1, bite) or +6 melee (1d4+2, 2 claws) and +4 melee (1d4+1, bite) or +5 ranged (1d6/x3, shortbow); SA favored enemy (humans +2), stench; SQ darkvision 90 ft., wild empathy; AL CE; SV Fort +10, Ref +4, Will +2; Str 15, Dex 12, Con 18, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +17, Listen +9, Spot +5 Endurance, Improved Initiative, Multiattack, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Masterwork studded leather armor, 2 masterwork short swords, shortbow, 20 arrows, warning horn.

Physical Description: This creature is a reptilian humanoid, with mottled brown and green skin. It has some well-crafted piecemeal armor about its shoulders and torso, and has a pair of short swords at its side. A number of arrows and a shortbow jut out from its back, held in place by a crude series of straps.

Miniature: Troglodyte (*Dragoneye* 60/60).

AREA 5

➤ **Elus Maarikson, Bringer of Entropy**: male human shadowcaster 8; CR 8; Medium humanoid (human); HD 8d6; hp 34; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +3; Atk +3 melee (1d6-1, quarterstaff); Full Atk +3 melee (1d6-1, quarterstaff); SA apprentice mysteries (spell-like), fundamentals of shadow, initiate mysteries; SQ darkvision 30 ft., sustaining shadow (eat 1 meal/week); AL NE; SV Fort +7, Ref +5, Will +8; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 18.

Skills and Feats: Concentration +11, Hide +12, Intimidate +14, Move Silently +12; Spot +12; Empower

APL 6

Mystery*, Extend Mystery*, Maximize Mystery*, Quicken Mystery*, Shadow Cast*, Still Mystery*.

Languages: Abyssal, Common, Draconic.

Sustaining Shadow (Ex): Absorb dark energies from the Plane of Shadow; only need to eat one meal a week.

Fundamentals Known (supernatural abilities 3/mystery/day): *Arrow of dusk*, *black candle*, *caul of shadow*, *mystic reflections*, *sight obscured*.

Apprentice Mysteries Known (cast as spell-like abilities 2/mystery/day; base DC = 14 + mystery level): 1st—*carpet of shadow* (Dark Terrain), *steel shadows* (Cloak of Shadows); 2nd—*black fire* (Dark Terrain), *sight eclipsed* (Cloak of Shadows); 3rd—*clinging darkness* (Dark Terrain), *sharp shadows* (Cloak of Shadows).

Initiate Mysteries Known (cast as spells 1/mystery/day; base DC = 14 + mystery level): 4th—*shadow vision* (Veil of Shadows), *step into shadow* (Ebon Roads).

Possessions: +1 shadow silk leather armor*, quarterstaff, *vest of resistance* +1*, *cloak of Charisma* +2, *orb of shadow* (1st level)*, *potion of cure moderate wounds*, *potion of fly*, iron key.

Power-Up Suite (Prepared – *caul of shadow*, *sharp shadows*, *steel shadows*, *sight eclipsed*, *sight obscured*; magic item – *potion of fly*): Spd fly 60 ft. (good); AC 20, touch 14, flat-footed 18; Hide +17; Can attempt Hide checks even while being observed; Creatures striking Elus with handheld weapons or body take 1d6+8 points of damage.

Physical Description: This humanoid dresses in a gray-black robe, and holds a crooked staff in one hand. The creature's true race and gender are difficult to discern, since it is surrounded by the swirling darkness of shadow.

Miniature: Cultist of the Dragon (*Archfiends* 48/60).

AREA 6

➤ **Gilwog the Thrice-Scarred**: male ogre barbarian 2/fighter 2; CR 7; Large giant; HD 4d8+15 plus 2d12+6 plus 2d10+6; hp 73; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +7; Grp +19; Atk +15 melee (2d6+13, +1 *spiked chain*); Full Atk +15/+10 melee (2d6+13, +1 *spiked chain*); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA rage 1/day; SQ darkvision 60 ft., fast movement, low-light vision, uncanny dodge; AL NE; SV Fort +13, Ref +2, Will +1; Str 26, Dex 12, Con 16, Int 6, Wis 10, Cha 4.

Skills and Feats: Climb +15, Listen +4, Spot +2; Awesome Blow, Exotic Weapon Proficiency (spiked chain), Improved Bull Rush, Power Attack, Toughness.

Languages: Giant.

Possessions: +1 *spiked chain*.

Power-Up Suite (Raging): hp 82; AC 13, touch 8, flat-footed 12; Atk +17 melee (2d6+16, +1 *spiked chain*); Full Atk +17/+12 melee (2d6+16, +1 *spiked chain*); Fort +15, Will +3; Str 30, Con 20; Climb +17.

Physical Description: This hulking male humanoid has little more than a loincloth wrapped around his waist, and hard leather bracers on his forearms. The creature's flesh has a raw look, and you can clearly see three terrible red straight scars drawn across his chest. He dangles a wicked-looking barbed spiked chain, absently twirling it back and forth.

Miniature: Ogre War Hulk (*War Drums* 54/60).

AREA 15

☛ **The Painted One, Troglodyte Ritemaster:** male troglodyte cleric 6; CR 7; Medium humanoid (reptilian); HD 6d8+24 plus 2d8+8; hp 74; Init -2; Spd 20 ft.; AC 18, touch 8, flat-footed 18; Base Atk +5; Grp +7; Atk +8 melee (1d6+2, claw); Full Atk +8 melee (1d6+2, 2 claws) and +5 melee (1d6+1, bite); SA spells, spontaneous casting, rebuke undead, stench; SQ darkvision 90 ft.; AL CE; SV Fort +12, Ref +0, Will +7; Str 14, Dex 6, Con 18, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Hide +5, Knowledge (religion) +0; Listen +5; Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Weapon Focus (claws).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Rebuke Undead (Su): 4/day; 1d20+1; turning damage 2d6+7.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *read magic*, *resistance*; 1st—*bless*, *divine favor*, *lesser confusion*** (DC 14), *obscuring mist*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *touch of madness*** (DC 15), *veil of shadow**; 3rd—*meld into stone*, *rage**, *stone shape*, *summon monster III*.

****Domain spell.** Tharizdun; Domains: Destruction (smite 1/day, +4 attack, +6 damage); Madness (-1 Wisdom-based skill checks and Will saves, 1/day add 1 to a single Wisdom-based check or Will save).

Possessions: +1 *hide*, 2 *scrolls of cure moderate wounds*, *scroll of flame strike*, *phylactery of faithfulness*, holy symbol of Tharizdun (bone rattle with spiral).

Power-Up Suite (Prepared – *bless*, *divine favor*, *shield of faith*, *bear's endurance*, *bull's strength*, *veil of shadow*): hp 90; AC 21, touch 11, flat-footed 21; Atk +13 melee (1d6+6, claw); Full Atk +13 melee (1d6+6, 2 claws) and +11 melee (1d6+5, bite); Fort +14; Str 18, Con 22; Stench save DC 17; Concealment (20% miss chance).

Physical Description: A reptilian humanoid approaches, with black ichor painted all over its body in dark spiral patterns. Its claws are terribly long and look like they've been meticulously sharpened. A shaggy and revolting coat of bones, hair, and skin covers the creature's torso. A number of humanoid skulls hang from its waist. The stench of the creature is awful, and it shakes a spiral-painted bone rattle from a rope around its neck at you, hissing all the while through jagged long fangs.

Miniature: Troglodyte Barbarian (*Underdark* 59/60).

AREA 17

☛ **Montesanto, Tiefling Opportunist:** male tiefling beguiler 5; CR 5; Medium outsider (native); HD 5d6+5; hp 27; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +1; Atk +5 melee (1d6/18-20, +1 rapier) or +5 melee (1d4-1/19-20, masterwork dagger) or +4 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d6/18-20, +1 rapier) or +5 melee (1d4-1/19-20, masterwork dagger) or +4 ranged (1d8/19-20, light crossbow); SA cloaked casting, *darkness*, spells, surprise casting; SQ advanced learning, armored mage, darkvision 60 ft., resistance to cold 5, resistance to electricity 5, resistance to fire 5, trapfinding; AL CN; SV Fort +2, Ref +4, Will +4; Str 8, Dex 16, Con 12, Int 17, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +13, Disguise +11, Hide +13, Move Silently +11, Sense Motive +8, Sleight of Hand +13, Tumble +11; Combat Expertise, Silent Spell, Weapon Finesse.

Languages: Draconic, Dwarven, Elven, Common, Infernal.

Darkness (Sp): 1/day; caster level 5.

Advanced Learning (Ex): The beguiler knows one additional enchantment or illusion spell from the sorcerer/wizard list.

Armored Mage (Ex): No arcane spell failure when in light armor.

Cloaked Casting (Ex): A +1 bonus to the spell's save DC when casting a spell that targets a foe that would be denied a Dexterity bonus to AC.

Surprise Casting (Ex): When successfully using the Bluff skill to feint in combat, the target is denied its Dexterity bonus to AC for the next melee attack the beguiler makes against it or the next spell the beguiler casts against it. The beguiler must remain in melee combat, and the spell or attack must be made on or before the beguiler's next turn. The target is not considered flat-footed and can make attacks of opportunity against the beguiler if the beguiler does not cast defensively.

Spells: Beguilers cast spells like a sorcerer, without preparing ahead of time.

Spells Known (6/7/5; base DC = 13 + spell level): 0—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound*, *message*, *open/close*, *read magic*; 1st—*charm person* (DC 14), *color spray* (DC 14), *comprehend languages*, *detect secret doors*, *disguise self*, *expeditious retreat*, *hypnotism* (DC 14), *mage armor*, *obscuring mist*, *rouse**, *silent image* (DC 14), *sleep*, *undetectable alignment*, *whelm** (DC 14); 2nd—*blinding color surge** (DC 15), *blur*, *daze monster* (DC 15), *detect thoughts* (DC 15), *fog cloud*, *glitterdust*

(DC 15), *hypnotic pattern* (DC 15), *invisibility*, *knock*, *minor image* (DC 15), *mirror image*, *misdirection*, *see invisibility*, *silence*, *spider climb*, *stay the hand** (DC 15), *touch of idiocy*, *vertigo** (DC 15), *whelming burst** (DC 15).

Possessions: +1 studded leather armor, +1 rapier, masterwork dagger, light crossbow, 20 bolts, *potion of gaseous form*, *potion of bear's endurance*, *potion of cure moderate wounds*, coinpurse with 40 gold.

Power-Up Suite (Prepared – blur, mirror image; magic item – potion of bear's endurance): hp 37; Fort +4; Con 16; Concentration +11; Concealment (20% miss chance), 1d4+1 images.

Physical Description: (When in disguise) This man approaches you with grace and elegance. He is a half-elf, and wears a beautiful green cape; his armor is studded leather, but it is well maintained and highly polished. His hair is blonde, and runs down to his neck; upon his handsome face there lies a knowing grin. At his side you notice his bejeweled rapier; clearly this is a man who has spent his money on appearances first, and utility second.

(When the disguise is revealed) The man's equipment remains similar to that of the half-elven man's, but he has on a full cloak of a dark green color and his armor, while still well maintained, is darker and obviously made for sneaking. What is most striking is his complexion – his face is now a deep red color, his eyes are yellow, and two small white horns protrude from the top of his forehead.

Miniature: (In disguise) Elf Swashbuckler (*Angelfire* 18/60), (true form) Tiefling Blademaster (*War Drums* 59/60).

AREA 18

➤ **Srinthek, Child of the Favored**: male shadow half-dragon human duskblade 7; CR 9; Medium dragon (augmented humanoid); HD 7d8+35; hp 73; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +7; Grp +13; Atk +14 melee (2d4+10/18-20, +1 *falchion*) or +13 melee (1d4+6, claw) or +9 ranged (1d8+6/x3, composite longbow [+6 Str]); Full Atk +14/+9 melee (2d4+10/18-20, +1 *falchion*) and +11 melee (1d6+3, bite) or +13 melee (1d4+6, 2 claws) and +11 melee (1d6+3, bite) or +9 ranged (1d8+6/x3, composite longbow [+6 Str]); SA arcane channeling, breath weapon, quick cast 1/day, spell power +2, spells; SQ *arcane attunement*, armored mage (heavy shield), darkvision 60 ft., immunity to *sleep*, paralysis, and energy drain, low-light vision; AL CE; SV Fort +9, Ref +4, Will +5; Str 22, Dex 14, Con 19, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Decipher Script +13, Jump +16, Knowledge (arcana) +13, Knowledge (religion) +13, Spellcraft +15; Combat Casting, Improved Toughness*, Multiattack, Power Attack, Quicken Breath*, Silent Spell.

Languages: Common, Draconic, Giant, Infernal.

Arcane Attunement (Sp): Use the spells *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* as spell-like abilities a total of 6 times per day.

Armored Mage (Ex): No arcane spell failure when in light armor, medium armor or wielding a light or heavy shield.

Arcane Channeling (Su): Use a standard action to cast any touch spell known and deliver the spell through a weapon as a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Breath Weapon (Su): 30-foot cone of shadows, once per day, bestows one negative level, DC 14 to remove the next day. The save DC is Constitution-based.

Quick Cast (Ex): Cast one spell per day as a swift action, as long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): Injure an opponent with a melee attack, and receive a +2 bonus on caster level checks made to overcome the opponent's spell resistance for the remainder of the encounter.

Spells: Duskblades cast spells like a sorcerer, without preparing ahead of time.

Spells Known (6/7/6; base DC = 13 + spell level): 0—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*; 1st—*blade of blood**, *lesser deflect**, *ray of enfeeblement*, *resist energy*, *shocking grasp*; 2nd—*animalistic power**, *scorching ray*, *touch of idiocy*.

Possessions: +1 chain shirt, +1 *falchion*, *amulet of health* +4, composite longbow (+6 Str), 40 arrows, *potion of cure serious wounds*.

Power-Up Suite (Prepared – animalistic power): hp 80; Init +3; AC 22, touch 13, flat-footed 19; Atk +15 melee (2d4+11/18-20, +1 *falchion*) or +14 melee (1d4+7, claw) or +10 ranged (1d8+6/x3, composite longbow [+6 Str]); Full Atk +15/+10 melee (2d4+11/18-20, +1 *falchion*) and +12 melee (1d6+3, bite) or +14 melee (1d4+7, 2 claws) and +12 melee (1d6+3, bite) or +10 ranged (1d8+6/x3, composite longbow [+6 Str]); Fort +10, Ref +5; Str 24, Dex 16, Con 21; Concentration +15, Jump +17; Breath weapon DC 15 save.

Physical Description: This humanoid creature bears very prominent draconic features. Its head has a crest of spiny protrusions, and it bears a fanged mouth. The skin of the creature is a deep purplish-black, and its hands are clawed. It wears a chain shirt, and brandishes a serrated *falchion*. Upon its back is a quiver with numerous arrows, and a recurve bow.

Miniature: Blackspawn Exterminator (*War of the Dragon Queen*).

AREA 20

➤ **Murrssk, Dark Troglodyte Captain**: male dark* troglodyte fighter 6; CR 8; Medium humanoid (extraplanar, reptilian); HD 6d10+30 plus 2d8+10; hp 89; Init -1; Spd 30 ft.; AC 23, touch 9, flat-footed 23; Base Atk +7; Grp +9; Atk +11 melee (1d12+6, +1 *greatstar**) or +9 melee (1d4+2, claw); Full Atk +11/+6 melee (1d12+6, +1 *greatstar**) and +7 melee (1d4+1, bite); or +9 melee (1d4+2, 2 claws) and +7 melee (1d4+1, bite); SA stench; SQ darkvision 90 ft., hide in plain sight, resistance to cold 10,

superior low-light vision; AL NE; SV Fort +14, Ref +4, Will +4; Str 14, Dex 8, Con 20, Int 10, Wis 8, Cha 14.

Skills and Feats: Hide +18, Listen +7, Move Silently +0; Ability Focus (stench), Blind-Fight, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatstar), Weapon Specialization (greatstar).

Languages: Draconic.

Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural light, the area of a *daylight* spell, or a similar effect).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 18 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: +1 full plate, +1 greatstar*, cloak of resistance +1, symbol of Tharizdun, *potion of cure moderate wounds*.

Physical Description: A dark gray, reptilian humanoid with black eyes approaches. The creature has on a suit of plate armor, covering most of its body. On the breastplate, a crude spiral is drawn in black ichor. In its hands it wields a two-handed morningstar. The stench coming off the thing is unbearable.

Miniature: Troglodyte Captain (*Underdark* 40/60).

AREA 22

☛ **Vasuthant, Advanced*:** CR 6; Large undead; HD 10d12+40; hp 105; Init +1; Spd fly 30 ft. (perfect); AC 16, touch 11, flat-footed 14; Base Atk +5; Grp +19; Atk +10 melee (2d6+6, slam); Full Atk +10 melee (2d6+6, slam) plus up to four enervating crushes (2d6+9 plus 1d4 Str); Space/Reach 10 ft./10 ft.; SA enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +3, Ref +4, Will +8; Str 22, Dex 12, Con -, Int 4, Wis 12, Cha 16.

Skills and Feats: Hide +12, Listen +6, Spot +6; Combat Reflexes, Flyby Attack, Improved Grapple, Improved Natural Attack (slam), Improved Toughness*.

Languages: None.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 2d6+9 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1

temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

Possessions: None.

Physical Description: A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Miniature: Ochre Jelly (*Archfiends* 46/60).

* Indicates a new rules item found in Appendix 2.

AREA 2

☛ **Troglodyte Sentries (2)**: male troglodyte ranger 5; CR 6; Medium humanoid (reptilian); HD 2d8+10 plus 5d8+25; hp 72 each; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +8; Atk +10 melee (1d6+2/19-20, short sword) or +8 melee (1d4+2, claw) or +7 ranged (1d6/x3, shortbow); Full Atk +8/+3 melee (1d6+2/19-20, short sword) and +8 melee (1d6+1/19-20, short sword) and +6 melee (1d4+1, bite) or +8 melee (1d4+2, 2 claws) and +6 melee (1d4+1, bite) or +7 ranged (1d6/x3, shortbow); SA favored enemy (humans +4, elves +2), spells, stench; SQ darkvision 90 ft., wild empathy; AL CE; SV Fort +11, Ref +5, Will +2; Str 15, Dex 12, Con 18, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +19, Listen +11, Spot +11 Endurance, Improved Initiative, Improved Toughness, Multiattack, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Masterwork studded leather armor, 2 masterwork short swords, shortbow, 20 arrows, warning horn.

Physical Description: This creature is a reptilian humanoid, with mottled brown and green skin. It has some well-crafted piecemeal armor about its shoulders and torso, and has a pair of short swords at its side. A number of arrows and a shortbow jut out from its back, held in place by a crude series of straps.

Miniature: Troglodyte (*Dragoneye* 60/60).

AREA 5

☛ **Elus Maarikson, Bringer of Entropy**: male human shadowcaster 10; CR 10; Medium humanoid (human); HD 10d6; hp 42; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +4; Atk +4 melee (1d6-1, quarterstaff); Full Atk +4 melee (1d6-1, quarterstaff); SA apprentice mysteries (spell-like), fundamentals of shadow, initiate mysteries; SQ darkvision 30 ft., sustaining shadow (eat 1 meal/week, sleep 1 hour/day); AL NE; SV Fort +8, Ref +6, Will +9; Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 18.

Skills and Feats: Concentration +13, Hide +14, Intimidate +15, Move Silently +14; Spot +14; Empower

Mystery*, Extend Mystery*, Maximize Mystery*, Path Focus (Dark Terrain)*, Quicken Mystery*, Shadow Cast*, Still Mystery*.

Languages: Abyssal, Common, Draconic.

Sustaining Shadow (Ex): Absorb dark energies from the Plane of Shadow; only need to eat one meal a week, and sleep one hour a day.

Fundamentals Known (supernatural abilities 3/mystery/day): *Arrow of dusk*, *black candle*, *caul of shadow*, *mystic reflections*, *sight obscured*.

Apprentice Mysteries Known (cast as spell-like abilities 2/mystery/day; base DC = 14 [Dark Terrain 15] + mystery level): 1st—*carpet of shadow* (Dark Terrain), *steel shadows* (Cloak of Shadows); 2nd—*black fire* (Dark Terrain), *sight eclipsed* (Cloak of Shadows); 3rd—*clinging darkness* (Dark Terrain), *sharp shadows* (Cloak of Shadows).

Initiate Mysteries Known (cast as spells 1/mystery/day; base DC = 14 + mystery level): 4th—*shadow vision* (Veil of Shadows), *step into shadow* (Ebon Roads); 5th—*curtain of shadows* (Veil of Shadows), *pass into shadow* (Ebon Roads).

Possessions: +1 shadow silk leather armor*, quarterstaff, vest of resistance +1*, cloak of Charisma +2, headband of intellect +2, orb of shadow (1st level)*, potion of cure serious wounds, potion of fly, iron key.

Power-Up Suite (Prepared – caul of shadow, sharp shadows, steel shadows, sight eclipsed, sight obscured; magic item – potion of fly): Spd fly 60 ft. (good); AC 20, touch 14, flat-footed 18; Hide +19; Can attempt Hide checks even while being observed; Creatures striking Elus with handheld weapons or body take 1d6+10 points of damage.

Physical Description: This humanoid dresses in a gray-black robe, and holds a crooked staff in one hand. The creature's true race and gender are difficult to discern, since it is surrounded by the swirling darkness of shadow.

Miniature: Cultist of the Dragon (*Archfiends* 48/60).

AREA 4

☛ **Gilwog the Thrice-Scarred**: male ogre barbarian 2/fighter 4; CR 9; Large giant; HD 4d8+15 plus 2d12+6 plus 4d10+12; hp 91; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +9; Grp +21; Atk +18 melee (2d6+15, +1 spiked chain); Full Atk +18/+13 melee (2d6+15, masterwork spiked chain); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA rage 1/day; SQ darkvision 60 ft., fast movement, low-light vision, uncanny dodge; AL NE; SV Fort +14, Ref +3, Will +2; Str 26, Dex 12, Con 16, Int 6, Wis 10, Cha 4.

Skills and Feats: Climb +17, Listen +4, Spot +2; Awesome Blow, Exotic Weapon Proficiency (spiked chain), Improved Bull Rush, Power Attack, Toughness, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Languages: Giant.

Possessions: +1 spiked chain.

Power-Up Suite (Raging): hp 111; AC 13, touch 8, flat-footed 12; Atk +20 melee (2d6+18, +1 spiked chain); Full Atk +20/+15 melee (2d6+18, +1 spiked chain); Fort +16, Will +4; Str 30, Con 20; Climb +19.

Physical Description: This hulking male humanoid has little more than a loincloth wrapped around his waist, and hard leather bracers on his forearms. The creature's flesh has a raw look, and you can clearly see three terrible red straight scars drawn across his chest. He dangles a wicked-looking barbed spiked chain, absently twirling it back and forth.

Miniature: Ogre War Hulk (*War Drums* 54/60).

AREA 15

➤ **The Painted One, Troglodyte Ritemaster:** male troglodyte cleric 8; CR 9; Medium humanoid (reptilian); HD 8d8+32 plus 2d8+8; hp 92; Init -2; Spd 20 ft.; AC 19, touch 8, flat-footed 19; Base Atk +6; Grp +8; Atk +9 melee (1d6+2, claw); Full Atk +9 melee (1d6+2, 2 claws) and +6 melee (1d6+1, bite); SA spells, spontaneous casting, rebuke undead, stench; SQ darkvision 90 ft.; AL CE; SV Fort +13, Ref +0, Will +8; Str 14, Dex 6, Con 18, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Hide +5, Knowledge (religion) +0; Listen +5; Extra Smiting, Improved Natural Attack (bite), Improved Natural Attack (claws), Multiattack, Weapon Focus (claws).

Languages: Draconic.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 15 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Rebuke Undead (Su): 4/day; 1d20+1; turning damage 2d6+9.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds* (x3), *detect magic*, *read magic*, *resistance*; 1st—*bless*, *divine favor*, *lesser confusion*** (DC 14), *obscuring mist*, *protection from good*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *touch of madness*** (DC 15), *veil of shadow**, 3rd—*invisibility purge*, *meld into stone*, *rage***, *stone shape*, *summon monster III*; 4th—*confusion***, *freedom of movement*, *summon monster IV*.

****Domain spell.** Tharizdun; Domains: Destruction (smite 3/day, +4 attack, +8 damage); Madness (-1 Wisdom-based skill checks and Will saves, 1/day add 1 to a single Wisdom-based check or Will save).

Possessions: +1 *hide*, *amulet of natural armor* +1, 2 *scrolls of cure moderate wounds*, *scroll of flame strike*, *phylactery of faithfulness*, holy symbol of Tharizdun (bone rattle with spiral).

Power-Up Suite (Prepared – *bless*, *divine favor*, *shield of faith*, *bear's endurance*, *bull's strength*, *veil of shadow*, *freedom of movement*): hp 112; AC 22, touch 11, flat-footed 22; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 2 claws) and +12 melee (1d6+5, bite); Fort +15; Str 18, Con 22; Stench save DC 17; Concealment (20% miss chance), move and attack normally even when impeded.

Physical Description: A reptilian humanoid approaches, with black ichor painted all over its body in dark spiral patterns. Its claws are terribly long and look like they've been meticulously sharpened. A shaggy and revolting coat of bones, hair, and skin covers the creature's torso. A number of humanoid skulls hang from its waist. The stench of the creature is awful, and it shakes a spiral-painted bone rattle from a rope around its neck at you, hissing all the while through jagged long fangs.

Miniature: Troglodyte Barbarian (*Underdark* 59/60).

AREA 17

➤ **Montesanto, Tiefling Opportunist:** male tiefling beguiler 7; CR 7; Medium outsider (native); HD 7d6+7; hp 37; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +2; Atk +6 melee (1d6/18-20, +1 rapier) or +6 melee (1d4-1/19-20, masterwork dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d6/18-20, +1 rapier) or +6 melee (1d4-1/19-20, masterwork dagger) or +5 ranged (1d8/19-20, light crossbow); SA cloaked casting, *darkness*, spells, surprise casting; SQ advanced learning, armored mage, darkvision 60 ft., resistance to cold 5, resistance to electricity 5, resistance to fire 5, trapfinding; AL CN; SV Fort +3, Ref +5, Will +5; Str 8, Dex 16, Con 12, Int 17, Wis 10, Cha 12.

Skills and Feats: Bluff +13, Concentration +11, Diplomacy +15, Disguise +13, Hide +15, Move Silently +13, Sense Motive +10, Sleight of Hand +15, Tumble +13; Combat Expertise, Improved Feint, Silent Spell, Weapon Finesse.

Languages: Draconic, Dwarven, Elven, Common, Infernal.

Darkness (Sp): 1/day; caster level 7.

Advanced Learning (Ex): The beguiler knows two additional enchantment or illusion spells from the sorcerer/wizard list.

Armored Mage (Ex): No arcane spell failure when in light armor.

Cloaked Casting (Ex): A +1 bonus to the spell's save DC when casting a spell that targets a foe that would be denied a Dexterity bonus to AC.

Surprise Casting (Ex): When successfully using the Bluff skill to feint in combat, the target is denied its Dexterity bonus to AC for the next melee attack the beguiler makes against it or the next spell the beguiler casts against it. The beguiler must remain in melee combat, and the spell or attack must be made on or before the beguiler's next turn. The target is not considered flat-footed and can make attacks of opportunity against the beguiler if the beguiler does not cast defensively.

At 6th level, the beguiler can feint in combat as a move action instead of a standard action. If the beguiler

has the Improved Feint feat, the beguiler may feint in combat as a swift action.

Spells: Beguilers cast spells like a sorcerer, without preparing ahead of time.

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound*, *message*, *open/close*, *read magic*; 1st—*charm person* (DC 14), *color spray* (DC 14), *comprehend languages*, *detect secret doors*, *disguise self*, *expeditious retreat*, *hypnotism* (DC 14), *mage armor*, *Nystul's magic aura*, *obscuring mist*, *rouse**, *silent image* (DC 14), *sleep*, *undetectable alignment*, *whelm** (DC 14); 2nd—*blinding color surge** (DC 15), *blur*, *daze monster* (DC 15), *detect thoughts* (DC 15), *fog cloud*, *glitterdust* (DC 15), *hypnotic pattern* (DC 15), *invisibility*, *knock*, *minor image* (DC 15), *mirror image*, *misdirection*, *see invisibility*, *silence*, *spider climb*, *stay the hand** (DC 15), *touch of idiocy*, *vertigo** (DC 15), *whelming burst** (DC 15); 3rd—*arcane sight*, *clairaudience/clairvoyance*, *crown of veils**, *deep slumber*, *dispel magic*, *displacement*, *glibness*, *halt** (DC 16), *haste*, *heroism*, *hesitate** (DC 16), *hold person* (DC 16), *inevitable defeat** (DC 16), *invisibility sphere*, *legion of sentinels**, *major image* (DC 16), *nondetection*, *slow* (DC 16), *suggestion* (DC 16), *vertigo field** (DC 16), *zone of silence*.

Possessions: +2 studded leather armor, +1 rapier, masterwork dagger, light crossbow, 20 bolts, *wand of vertigo** (10 charges), *potion of gaseous form*, *potion of bear's endurance*, *potion of cure moderate wounds*, coinpurse with 40 gold.

Power-Up Suite (Prepared – *mirror image*, *displacement*, *haste*; magic item – *potion of bear's endurance*): hp 51; Spd 60 ft.; AC 19, touch 14, flat-footed 15; Atk +7 melee (1d6/18-20, +1 rapier) or +7 melee (1d4-1/19-20, masterwork dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +7/+2 melee (1d6/18-20, +1 rapier) or +7/+2 melee (1d4-1/19-20, masterwork dagger) or +6 ranged (1d8/19-20, light crossbow); Fort +5, Ref +6; Con 16; Concentration +13; Total concealment (50% miss chance), 1d4+2 images.

Physical Description: (When in disguise) This man approaches you with grace and elegance. He is a half-elf, and wears a beautiful green cape; his armor is studded leather, but it is well maintained and highly polished. His hair is blonde, and runs down to his neck; upon his handsome face there lies a knowing grin. At his side you notice his bejeweled rapier; clearly this is a man who has spent his money on appearances first, and utility second.

(When the disguise is revealed) The man's equipment remains similar to that of the half-elfen man's, but he has on a full cloak of a dark green color and his armor, while still well maintained, is darker and obviously made for sneaking. What is most striking is his complexion – his face is now a deep red color, his eyes are yellow, and two small white horns protrude from the top of his forehead.

Miniature: (In disguise) Elf Swashbuckler (*Angelfire* 18/60), (true form) Tiefling Blademaster (*War Drums* 59/60).

AREA 18

➤ **Srinthek, Child of the Favored:** male shadow half-dragon human duskblade 9; CR 11; Medium dragon (augmented humanoid); HD 9d8+54; hp 102; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +9; Grp +14; Atk +16 melee (2d4+10/15-20, +1 falchion) or +15 melee (1d4+6, claw) or +11 ranged (1d8+6/x3, composite longbow [+6 Str]); Full Atk +16/+11 melee (2d4+10/15-20, +1 falchion) and +13 melee (1d6+3, bite) or +15 melee (1d4+6, 2 claws) and +13 melee (1d6+3, bite) or +11 ranged (1d8+6/x3, composite longbow [+6 Str]); SA arcane channeling, breath weapon, quick cast 1/day, spell power +2, spells; SQ *arcane attunement*, armored mage (heavy shield), darkvision 60 ft., immunity to *sleep*, paralysis, and energy drain, low-light vision; AL CE; SV Fort +11, Ref +5, Will +6; Str 22, Dex 14, Con 20, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +17, Decipher Script +15, Jump +18, Knowledge (arcana) +15, Knowledge (religion) +15, Spellcraft +17; Combat Casting, Improved Critical (falchion), Improved Toughness*, Multiattack, Power Attack, Quicken Breath*, Silent Spell.

Languages: Common, Draconic, Giant, Infernal.

Arcane Attunement (Sp): Use the spells *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* as spell-like abilities a total of 6 times per day.

Armored Mage (Ex): No arcane spell failure when in light armor, medium armor or wielding a light or heavy shield.

Arcane Channeling (Su): Use a standard action to cast any touch spell known and deliver the spell through a weapon as a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of one standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Breath Weapon (Su): 30-foot cone of shadows, once per day, bestows one negative level, DC 15 to remove the next day. The save DC is Constitution-based.

Quick Cast (Ex): Cast one spell per day as a swift action, as long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): Injure an opponent with a melee attack, and receive a +2 bonus on caster level checks made to overcome the opponent's spell resistance for the remainder of the encounter.

Spells: Duskblades cast spells like a sorcerer, without preparing ahead of time.

Spells Known (6/8/7/3; base DC = 13 + spell level): 0—*acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue*; 1st—*blade of blood**, *lesser deflect**, *ray of enfeeblement*, *resist energy*, *shocking grasp*; 2nd—*animalistic power**, *deflect**, *scorching ray*, *touch of idiocy*; 3rd—*vampiric touch*.

Possessions: +1 chain shirt, +1 falchion, amulet of health +4, composite longbow (+6 Str), 40 arrows, *potion of cure serious wounds*.

Power-Up Suite (Prepared – *animalistic power*): hp 111; Init +3; AC 22, touch 13, flat-footed 19; Atk +17 melee (2d4+11/15-20, +1 falchion) or +16 melee

(1d4+7, claw) or +12 ranged (1d8+7/x3, composite longbow [+6 Str]); Full Atk +17/+12 melee (2d4+11/15-20, +1 *falchion*) and +14 melee (1d6+3, bite) or +16 melee (1d4+7, 2 claws) and +14 melee (1d6+3, bite) or +12 ranged (1d8+6/x3, composite longbow [+6 Str]); Fort +12, Ref +6; Str 24, Dex 16, Con 22; Concentration +18, Jump +19; Breath weapon DC 16 save.

Physical Description: This humanoid creature bears very prominent draconic features. Its head has a crest of spiny protrusions, and it bears a fanged mouth. The skin of the creature is a deep purplish-black, and its hands are clawed. It wears a chain shirt, and brandishes a serrated falchion. Upon its back is a quiver with numerous arrows, and a recurve bow.

Miniature: Blackspawn Exterminator (*War of the Dragon Queen*).

AREA 20

➤ **Murrssk, Dark Troglodyte Captain:** male dark* troglodyte fighter 8; CR 10; Medium humanoid (extraplanar, reptilian); HD 8d10+40 plus 2d8+10; hp 111; Init -1; Spd 30 ft.; AC 25, touch 9, flat-footed 25; Base Atk +9; Grp +9; Atk +14 melee (1d12+6/19-20, +1 *greatstar**) or +11 melee (1d4+2, claw); Full Atk +14/+9 melee (1d12+6/19-20, +1 *greatstar**) and +9 melee (1d4+1, bite); or +11 melee (1d4+2, 2 claws) and +9 melee (1d4+1, bite); SA stench; SQ darkvision 90 ft., hide in plain sight, resistance to cold 10, superior low-light vision; AL NE; SV Fort +15, Ref +4, Will +4; Str 14, Dex 8, Con 20, Int 10, Wis 8, Cha 14.

Skills and Feats: Hide +19, Listen +8, Move Silently +0; Ability Focus (stench), Blind-Fight, Greater Weapon Focus (greatstar), Improved Critical (greatstar), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatstar), Weapon Specialization (greatstar).

Languages: Draconic.

Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural light, the area of a *daylight* spell, or a similar effect).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 18 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: +2 full plate, +1 *greatstar**, amulet of natural armor +1, cloak of resistance +1, symbol of Tharizdun, *potion of cure serious wounds*.

Physical Description: A dark gray, reptilian humanoid with black eyes approaches. The creature has on a suit of plate armor, covering most of its body. On the breastplate, a crude spiral is drawn in black ichor. In its hands it wields a two-handed morningstar. The stench coming off the thing is unbearable.

Miniature: Troglodyte Captain (*Underdark* 40/60).

AREA 22

➤ **Vasuthant, Advanced*:** CR 8; Large undead; HD 16d12+80; hp 184; Init +1; Spd fly 30 ft. (perfect); AC 16, touch 11, flat-footed 14; Base Atk +8; Grp +22; Atk +14 melee (2d6+6/19-20, slam); Full Atk +14 melee (2d6+6/19-20, slam) plus up to four enervating crushes (2d6+9 plus 1d4 Str); Space/Reach 10 ft./10 ft.; SA enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +5, Ref +6, Will +11; Str 22, Dex 12, Con -, Int 4, Wis 12, Cha 18.

Skills and Feats: Hide +14, Listen +8, Spot +9; Combat Reflexes, Flyby Attack, Improved Critical (slam), Improved Grapple, Improved Natural Attack (slam), Improved Toughness*, Weapon Focus (slam).

Languages: None.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 2d6+9 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a -4 penalty on Hide checks.

Possessions: None.

Physical Description: A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Miniature: Ochre Jelly (*Archfiends* 46/60).

FEATS

Empower Mystery [Metashadow]

Tome of Magic

You can cast mysteries to greater effect.

Prerequisite: Any metashadow feat.

Benefit: Once per day, you can apply the effect of the Empower Mystery feat to any mystery you cast. All variable numeric effects of an empowered mystery increase by one-half.

Casting an empowered mystery is a full-round action.

Special: You can take this feat multiple times.

Extend Mystery [Metashadow]

Tome of Magic

You can cast mysteries longer than normal.

Benefit: Once per day, you can apply the effect of the Extend Mystery feat to any mystery you cast. An extended mystery lasts twice as long as normal.

Casting an extended mystery is a full-round action.

Special: You can take this feat multiple times.

Extra Smiting [General]

Complete Warrior

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Improved Toughness [General]

Monster Manual III

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Maximize Mystery [Metashadow]

Tome of Magic

You can cast mysteries to maximum effect.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, all variable, numeric effects of a mystery modified by this feat are maximized. This functions in most respects as the Maximize Spell feat.

Special: You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

APPENDIX 2: NEW RULES

Path Focus

Tome of Magic

Choose a path of shadow magic, such as Touch of Twilight. Your mysteries of that path are more potent than normal.

Benefit: You function at +1 caster level when casting mysteries of this path. Additionally, add +1 to the DC of all saving throws against mysteries from this path.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path.

Quicken Breath [Metabreath]

Draconomicon

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefit: Using your breath weapon is a free action. When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

Quicken Mystery [Metashadow]

Tome of Magic

You can cast a mystery with a moment's thought.

Prerequisite: Any three metashadow feats.

Benefit: Once per day, you can cast a mystery as a swift action. This feat functions in most respects as the Quicken Spell feat.

Special: You can take this feat up to three times. To take it a second time, you must have seven metashadow feats. To take it a third time, you must have eleven metashadow feats.

Shadow Cast

Tome of Magic

Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.

Prerequisites: Concentration 5 ranks, shadowcaster level 1st.

Benefit: Designate a square adjacent to you. If no one threatens that square, you do not provoke an attack of opportunity when you cast a spell or use a spell-like ability.

Still Mystery [Metashadow]

Tome of Magic

You can cast a mystery without gestures.

Benefit: A stilled mystery can be cast with no somatic components. This also prevents your shadow from making gestures that differs from your own during casting. Because mysteries activated as spell-like and supernatural abilities have no somatic components, this feat is useful only with mysteries cast as arcane spells.

SPELLS

Animalistic Power

Player's Handbook II

Transmutation

Level: Cleric 2, druid 2, duskblade 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with an aspect of the natural world. The subject gains a +2 enhancement bonus to Strength, Dexterity, and Constitution.

Material Component: A bit of animal fur, feathers, or skin.

Black Karma Curse

Player's Handbook II

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

If the target creature's saving throw fails, it immediately takes damage as if it had hit itself with its currently wielded weapon (or natural weapon). If the creature has more than one attack form, it uses the one that deals the most damage.

Blade of Blood

Player's Handbook II

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Blinding Color Surge

Player's Handbook II

Illusion (Glamour)

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: You and one creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at the target. When you cast this spell, you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of *invisibility*, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

Focus: A small prism.

Crown of Veils

Player's Handbook II

Illusion (Figment)

Level: Bard 2, beguiler 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a magic crown infused with illusion magic. The spell's recipient gains a +2 competence bonus on Disguise and Hide checks.

As an immediate action, the creature wearing the crown of veils can discharge its magic to gain a +8 competence bonus on a single Disguise or Hide check. The spell ends after the wearer uses the crown in this manner.

The crown occupies space on the body as a headband, hat, or helm. If the crown is removed, the spell immediately ends.

Focus: A brass hoop 6 inches in diameter.

Deflect

Player's Handbook II

Abjuration [Force]

Level: Duskblade 2, sorcerer/wizard 2

This spell functions like *lesser deflect*, except that you gain a shield bonus to AC equal to ½ your caster level (round down) against the next attack made against you before the end of your next turn.

Deflect, Lesser

Player's Handbook II

Abjuration [Force]

Level: Duskblade 1, sorcerer/wizard 1

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

You project a field of invisible force, creating a short-lived protective barrier. You gain a deflection bonus to your AC against a single attack; this bonus is equal to +1 per three caster levels (maximum +5).

You can cast this spell even when it's not your turn; however, you must cast it before your opponent makes his attack roll to gain the benefit.

Halt

Player's Handbook II

Transmutation

Level: Bard 3, beguiler 3, duskblade 3, sorcerer/wizard 3

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The subject creature's feet (or whatever pass for its feet) become momentarily stuck to the floor. The creature must stop moving, and cannot move farther in its current turn. This spell has no effect on creatures that are not touching the ground (such as flying creatures), and the subject can still use a standard action (if it has one available in this round) to move by means of teleportation magic.

You can cast this spell even when it's not your turn; however, you must cast it before your opponent finishes its movement on its current turn to gain the benefit.

Hesitate

Player's Handbook II

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, beguiler 3, cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level; see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

You fill a subject with doubts and misgivings, making it believe it is inferior to you. On a failed save, the subject can take no action other than a move action on its current turn. *Hesitate* confers no special bonuses for attackers attempting to hit the subject; the subject still defends

itself. If you attack the affected creature, the spell ends immediately.

Each round, as a swift action at the start of its turn, the subject can attempt a new saving throw to end the effect. If the save succeeds, the subject can then act normally.

You can cast this spell even when it's not your turn; however, you must cast it at the start of your opponent's turn to gain the benefit.

Inevitable Defeat

Player's Handbook II

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: None and Will negates; see text

Spell Resistance: Yes

You draw a cloud over the subject's mind, dealing 3d6 points of nonlethal damage. No saving throw is allowed against this effect. Each round on its turn, the subject must succeed on a Will save or take another 3d6 points of nonlethal damage. If the saving throw is successful, the damage for that round is negated and the spell ends.

Legion of Sentinels

Player's Handbook II

Illusion (Shadow)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A ghostly, incorporeal swordfighter appears in each square covered by the spell's area. A swordfighter can share a space with another creature or object. Each swordfighter threatens the squares adjacent to it and can make one attack of opportunity per round. The swordfighters do not hinder movement, block terrain, or block line of effect. They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level and an Armor Class of 25. It makes saving throws or checks with a bonus equal to your caster level.

Material Component: A pewter swordfighter miniature figure.

Rouse

Player's Handbook II

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Creatures within the spell's area instantly awaken. This spell has no effect on creatures that are unconscious due to being reduced to negative hit points, or that have taken nonlethal damage in excess of their current hit points.

Stay the Hand

Player's Handbook II

Enchantment (Charm) [Mind-Affecting]

Level: Bard 1, beguiler 2, cleric 2, sorcerer/wizard 2

Components: V

Casting Time: 1 immediate action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

If the target creature fails its save against *stay the hand*, it refrains from attacking you or targeting you with spells for the remainder of the current round.

You can cast this spell during an opponent's turn after the opponent announces its intention to attack you or target you with a spell. If the opponent becomes subject to this spell, it can choose a new target to attack, but it takes a –4 circumstance penalty on its attack roll due to the sudden change of intentions at the last second. Likewise the subject of this spell can redirect a spell that had been targeted on you, but it must succeed on a Concentration check (DC 15 + the spell's level) or the spell is wasted.

Touch of Madness

Spell Compendium

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause one living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

Veil of Shadow

Spell Compendium

Evocation [Darkness]

Level: Assassin 2, blackguard 2, cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is in effect even if the attacker has darkvision.

This spell is dispelled in daylight or in the area of a light spell of 3rd level or higher.

See *invisibility* does not counter a *veil of shadow's* concealment effect, but a *true seeing* spell does.

Vertigo

Player's Handbook II

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Bard 2, beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

The subject of this spell becomes dizzy as the ground seems to drop away beneath its feet. The subject must succeed on a DC 10 Balance check at the start of each turn to take a move action. If it fails, it cannot move. If it fails the check by 5 or more, it falls prone. While affected, the subject also takes a –2 penalty on attack rolls and saving throws. Airborne creatures receive a +4 bonus on saves against this spell and do not need to make Balance checks.

Vertigo Field

Player's Handbook II

Illusion (Pattern)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This spell creates a field of illusory magic that hampers the movement and senses of any creature that enters it. The area within the field counts as difficult terrain. Attacks made through or from inside the field have a 20% miss chance. A creature that begins its turn inside the field must make a Fortitude save or become nauseated for 1 round. Once a creature fails this save, it does not need to make another save against this effect.

When you cast this spell, you can choose for the nauseating effect not to apply to a number of allies you designate less than or equal to your caster level. Those

allies still treat the *vertigo field* as difficult terrain and have the 20% miss chance on attacks.

Whelm

Player's Handbook II

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You launch a magical assault that wears at the target's mind, dealing 1d6 points of nonlethal damage if it fails its saving throw.

For every two caster levels beyond 1st, you deal an extra 1d6 points of nonlethal damage to the subject, to a maximum of 5d6 at 9th level.

Whelming Burst

Player's Handbook II

Enchantment (Compulsion) [Mind-Affecting]

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You assail the mental faculties of creatures in the area, dealing 1d6 points of nonlethal damage per two caster levels (maximum 5d6 at 10th level) to each creature that fails its save.

NEW CONDITION

Immobilized

An immobilized creature can attack and cast spells normally, but it cannot move from the square or squares that it is in. This condition does not prevent a creature from defending itself, nor does it cause a creature to lose its Dexterity bonus to Armor Class. Flying creatures that become immobilized in mid-flight can control their descent so that they do not take falling damage, but they are incapable of moving from their current square as long as the effect lasts and automatically descend at a rate of 20 feet per round. Flying creatures with the ability to hover can maintain their initial altitude if they choose.

MYSTERIES AND PATHS AS PRESENTED IN *TOME OF MAGIC*

All mysteries have the following characteristics, unless otherwise noted in a specific description.

- ∞ Can be cast once per day if functioning as an arcane spell, two times per day if functioning as a spell-like

ability, and three times per day if functioning as a supernatural ability.

- ∞ Can be dismissed at will by the mystery user if it has a duration longer than instantaneous
- ∞ Functions in darkness or any sort of ambient light, even if the mystery describes the mystery user manipulating his or the subject's shadow. The mystery user's connection to the Plane of Shadow is so strong that he can manipulate a subject's "spiritual shadow" even where shadows cannot normally exist.
- ∞ Requires a standard action to cast
- ∞ Requires somatic components if cast as an arcane spell.
- ∞ Is subject to the same stacking rules as spells.
- ∞ Does not easily interact with spells. Any attempt to use a mystery (such as shadows fade) to dispel a spell, or to use a spell (such as dispel magic) to dispel a mystery, takes a -4 penalty.
- ∞ Can be identified with a Spellcraft check, but requires a different understanding of that skill. A mystery user with no levels in a spellcasting class takes a -4 penalty on Spellcraft checks made to identify spells. A spellcaster with no levels in a mystery-using class takes a -4 penalty on Spellcraft checks made to identify mysteries.
- ∞ Cannot benefit from feats that enhance spells, such as metamagic feats, Ability Focus, or Empower Spell-Like Ability. Instead, mysteries benefit from metashadow feats.

Apprentice mysteries cast as supernatural abilities are not subject to spell resistance, regardless of what might appear on the spell resistance line of a mystery description. Spell-like abilities cannot be counterspells nor can supernatural.

Arrow of Dusk

Fundamental

Level/School: 1st/Evocation

Range: Medium (100 ft. + 10ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You must succeed on a ranged touch attack to deal 2d4 points of nonlethal damage to the target. If you score a critical hit, triple the damage.

Black Candle

Fundamental

Level/School: 1st/Evocation [Light or Darkness]

Range: Touch

Target: Object touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This mystery functions like the spell *light* or the spell *darkness*. Only one of these two effects is possible per

use, and you must decide which effect is desired when casting.

Black Fire

Apprentice, Dark Terrain

Level/School: 2nd/Evocation

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 5-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

You create a shapeable shadowy curtain of black flame that covers the affected squares. The fire deals 1d6 points of cold damage per two caster levels to any creature standing in an affected square at the beginning of each of your turns until the effect ends. In addition, the flame deals damage to any creature entering or passing through an affected square. *Black fire* burns only a few feet tall, so a creature can avoid the effect of the mystery by jumping or flying over the area.

Carpet of Shadows

Apprentice, Dark Terrain

Level/School: 1st/Conjuration (Creation)

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 5-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You cloak the ground with an uneven and hard to traverse surface. The terrain becomes difficult, meaning that each 5-foot square within the area costs double to move into. For instance, each light undergrowth square (normally costing 2 squares of movement to move into) now costs 4 squares of movement to move into. If you cast this mystery a second time on the same area (or apportion of the same area) while the first casting is still active the second casting does not worsen the terrain further (although it would extend the duration of the effect on that area).

Caul of Shadow

Fundamental

Level/School: 1st/Abjuration

Range: Personal

Target: You

Duration: 1 Minute/level (D)

Caul of shadow faintly darkens your form, but does not provide any bonuses on Hide checks or similar efforts. You gain a +1 deflection bonus to AC, with an additional +1 for every six caster levels (maximum bonus +4).

Clinging Darkness

Apprentice, Dark Terrain

Level/School: 3rd/Conjuration (Creation)

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation (D)

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Any creature within the area affected by this mystery, or that enters the area on its turn, must make a Reflex save or become immobilized.

Each round on its turn, an immobilized subject can attempt a new saving throw to end the condition. Because of the subject's condition, this save is a full-round action (but does not provoke attacks of opportunity). If an immobilized subject succeeds on its save, it still needs to save again at the start of its next turn in order to avoid succumbing to the darkness again.

Curtain of Shadows

Initiate, Veil of Shadows

Level/School: 5th/Transmutation

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Shadowy wall whose area is up to one 10-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a wall of shadow that completely blocks line of sight. Any creature passing through the wall takes 1d6 points of cold damage per caster level (maximum 15d6).

Mystic Reflections

Fundamental

Level/School: 0/Divination

Range: Personal

Target: You

Duration: 1 round/level (D)

This mystery functions like the spell *detect magic*, except as noted above. You can detect magic up to 30 feet away.

Pass into Shadow

Initiate, Ebon Roads

Level/School: 5th/Conjuration (Teleportation)

Range: Touch

Effect: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This mystery functions like the spell *plane shift*, except that your destination or origination must be the Plane of Shadow.

Shadow Vision

Initiate, Veil of Shadows

Level/School: 4th/Transmutation

Range: Medium (100 ft. + 10 ft./level)

Target: One creature with an Intelligence of 3 or higher

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You impede the subject's vision and its ability to determine what's happening around it. The subject takes a -4 penalty on attack rolls, saves, ability checks, and skill checks. In addition, you have total concealment with respect to the subject (miss chance applies during each round of the duration).

Sharp Shadows**Apprentice, Cloak of Shadows****Level/School:** 3rd/Abjuration**Range:** Personal**Target:** You**Duration:** 1 minute/level (D)

A creature striking you with its body or a handheld weapon takes 1d6 points of damage +1 point per caster level (maximum +15). A creature wielding a reach weapon, such as a longspear, is not subject to this damage if it attacks you. If the attacker has spell resistance, it applies to this effect (unless you used the mystery as a supernatural ability). Damage from *sharp shadows* is not considered magical for the purpose of overcoming damage reduction, and the effect is not considered a weapon for the purpose of spells such as *align weapon* or *magic weapon*.

Sight Eclipsed**Apprentice, Cloak of Shadows****Level/School:** 2nd/Illusion (Glamour)**Range:** Personal**Target:** You**Duration:** 1 round/level (D)

While this mystery is in effect, you can attempt Hide checks even while being observed, just as if you had cover or concealment for the purpose of this determination.

Sight Obscured**Fundamental****Level/School:** 0/Illusion**Range:** Touch**Target:** Creature touched**Duration:** 1 round/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This mystery grants a +5 circumstance bonus on Hide checks, Sleight of Hand checks and any other checks that involve concealing the subject's actions or gestures.

Steel Shadows**Apprentice, Cloak of Shadows****Level/School:** 1st/Abjuration**Range:** Personal**Target:** You**Duration:** 10 minutes/level

Steel shadows grants you a +3 armor bonus and a +3 shield bonus to AC, but without weight, armor check penalty, arcane spell failure chance, or speed reduction. The effect is not a force effect, and attacks from incorporeal creatures ignore it.

Step into Shadow**Initiate, Ebon Roads****Level/School:** 4th/Conjuration (Teleportation)**Range:** Long (400 ft. + 40 ft./level)**Target:** You and touched objects or other touched willing creatures**Duration:** Instantaneous**Saving Throw:** None and Will negates (object)**Spell Resistance:** No and Yes (harmless)

This mystery functions like the spell *dimension door*

MAGIC ITEMS AND EQUIPMENT**Greatstar**

This is a two-handed morningstar, sometimes found in the employ of evil humanoids. It is a martial weapon, and has the following statistics:

Cost: 35 gp; Dmg (S): 1d10; Dmg (M): 1d12; Critical: x2; Weight: 12 lb.; Type: Bludgeoning and Piercing.

Orb of Shadow*Tome of Magic*

An *orb of shadow* appears to be a black pearl of average size and unusual luster. Once per day, you can speak a command word as a standard action to activate the orb. You must have the orb in your hand; drawing it out is a move action.

This item allows a single extra use of a mystery, in the same way that a *pearl of power* allows a single extra use of a spell. The mystery must be of a particular level, depending on the orb (the *orb of shadow* in this adventure is for 1st level mysteries).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast mysteries of the mystery level to be recalled; Price 1,000 gp (1st); Weight -.

Shadow Silk*Tome of Magic*

This is a material woven from shadow itself, and used to make some armors. It is a very faint material, translucent and flimsy. It has the look and feel of deep black silk. Shadow silk feels heavier in bright light, and very light and fluid in shadowy illumination or darkness.

The wearer of shadow silk armor gains a +2 bonus on Hide and Move Silently checks. Shadow silk is considered masterwork armor. Shadow silk leather armor (found in this adventure) has the following statistics:

Cost: 1,750 gp; Armor Bonus: +2; Maximum Dex Bonus: +8; Armor Check Penalty: 0; Arcane Spell Failure Chance: 10% (light)/0% (shadow or darkness); Speed (30 ft.): 30 ft.; Speed (20 ft.): 20 ft.; Weight: 4 lb.

Vest of Resistance

Complete Arcane

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1); Weight 1 lb.

VASUTHANT

Monster Manual III

Small Undead

Hit Dice: 2d12 plus 4 (17 hp)

Initiative: +3

Speed: Fly 30 ft. (perfect) (6 squares)

Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14

Base Attack/Grapple: +1/+1

Attack: Slam +2 melee (1d4)

Full Attack: Slam +2 melee (1d4) and up to 4 enervating crushes (1d4 plus 1d4 Str)

Space/Reach: 5 ft./5 ft.

Special Attacks: Enervating crush, improved grab, reality distortion

Special Qualities: +2 turn resistance, blindsight, darkvision 60 ft., immunity to acid and cold, immunity to light, resistance to fire 5 and electricity 5, trap light, undead traits, unholy toughness

Saves: Fort +0, Ref +3, Will +4

Abilities: Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14

Skills: Hide +9*, Listen +4, Spot +5

Feats: Flyby Attack, Improved Grapple^B

Environment: Any

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 3-5 HD (Small); 6-9 HD (Medium); 10-16 HD (Large); 17-25 HD (Huge); 26-34 HD (Gargantuan); 35-48 HD (Colossal)

Level Adjustment: -

A spherical cloud of impenetrable darkness floats toward you. As it draws near, black tendrils reach out from the cloud's opaque core.

Vasuthants are shadowy, undead abominations. These life-hungry creatures vary greatly in size and power, each one growing larger as it sucks in more life energy. Smaller vasuthants appear as shadowy clouds, while larger varieties are colossal spheres of pitch-black nothingness that can suck up nearby light, sap strength, and manipulate gravity and time. Vasuthants possess immunity or resistance to most forms of energy.

A Small vasuthant is about 2 feet in diameter. As it advances in Hit Dice and becomes larger, its diameter increases to 5 feet at Medium size, 10 feet at Large size, 15 feet at Huge size, 20 feet at Gargantuan size, and 30 feet at Colossal size. Vasuthants are weightless and know no languages.

COMBAT

A vasuthant desires to feed off the positive energy of every living thing it encounters. In every round, the creature attempts to use its improved grab ability to initiate an enervating crush attack.

Enervating Crush (Su): A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 2d6+9 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage, or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with one creature of its size, or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of its enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

Improved Grab (Ex): To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

Reality Distortion (Ex): A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

Immunity to Light (Ex): Unlike many other undead creatures, a vasuthant is immune to any harmful effects of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as *daylight*) produce no adverse effects on a vasuthant.

Trap Light (Ex): A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60-foot emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (though its illumination still cannot extend within the area of the vasuthant's trap light effect).

Unholy Toughness (Ex): A vasuthant gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Skills: Vasuthants have a +2 racial bonus on Listen checks and Spot checks. *A vasuthant gains a +4 racial

bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination, it takes a –4 penalty on Hide checks.

DARK CREATURE

Tome of Magic

Dark creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, dark creatures superficially resemble creatures from the Material Plane. Dark creatures are shadowy, more elusive, and spookier than their material counterparts. Gray and black are their most common colors, and they almost never boast bright hues such as white or yellow. Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of the place (such as the shadow mastiff) and do not follow this template.

“Dark” is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

Dark creatures tend to be much duller in color, with more gray and black skin tones and hair highlights, than their Material Plane versions. In general, they also weigh less, as if part of their very substance was mere shadow stuff.

A dark creature has all the base creature's statistics and special abilities except as noted here.

Size and Type: Type and size are unchanged. Dark creatures encountered away from the Plane of Shadow have the extraplanar subtype.

Speed: As base creature, +10 feet to all modes of movement.

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

- Darkvision 60 ft.
- Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).
- Resistance to cold 10.
- Superior low-light vision.

Skills: Same as the base creature, plus Hide +8 and Move Silently +6.

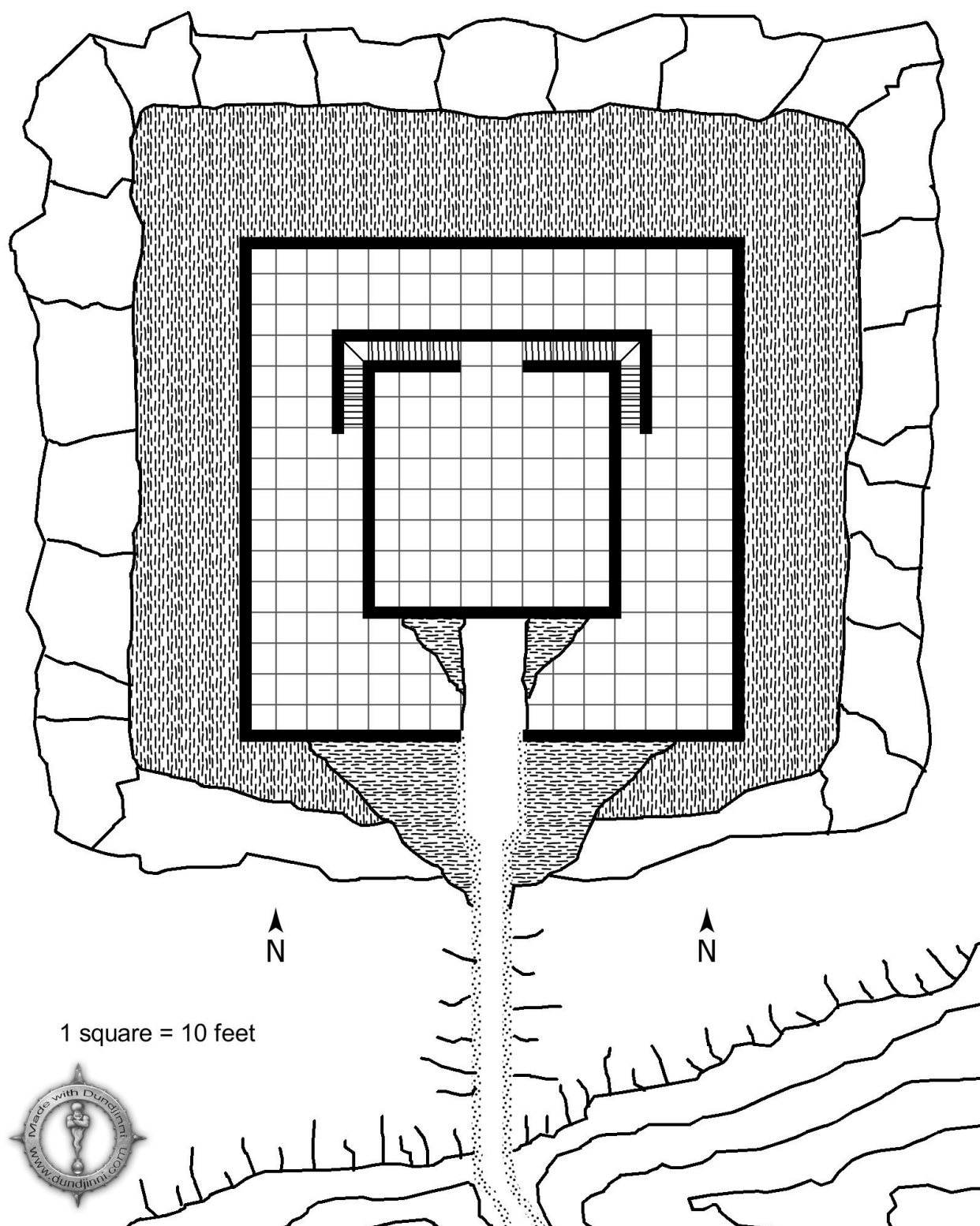
Environment: Changes to Plane of Shadow.

Challenge Rating: Same as the base creature or same as the base creature +1; see sidebar.

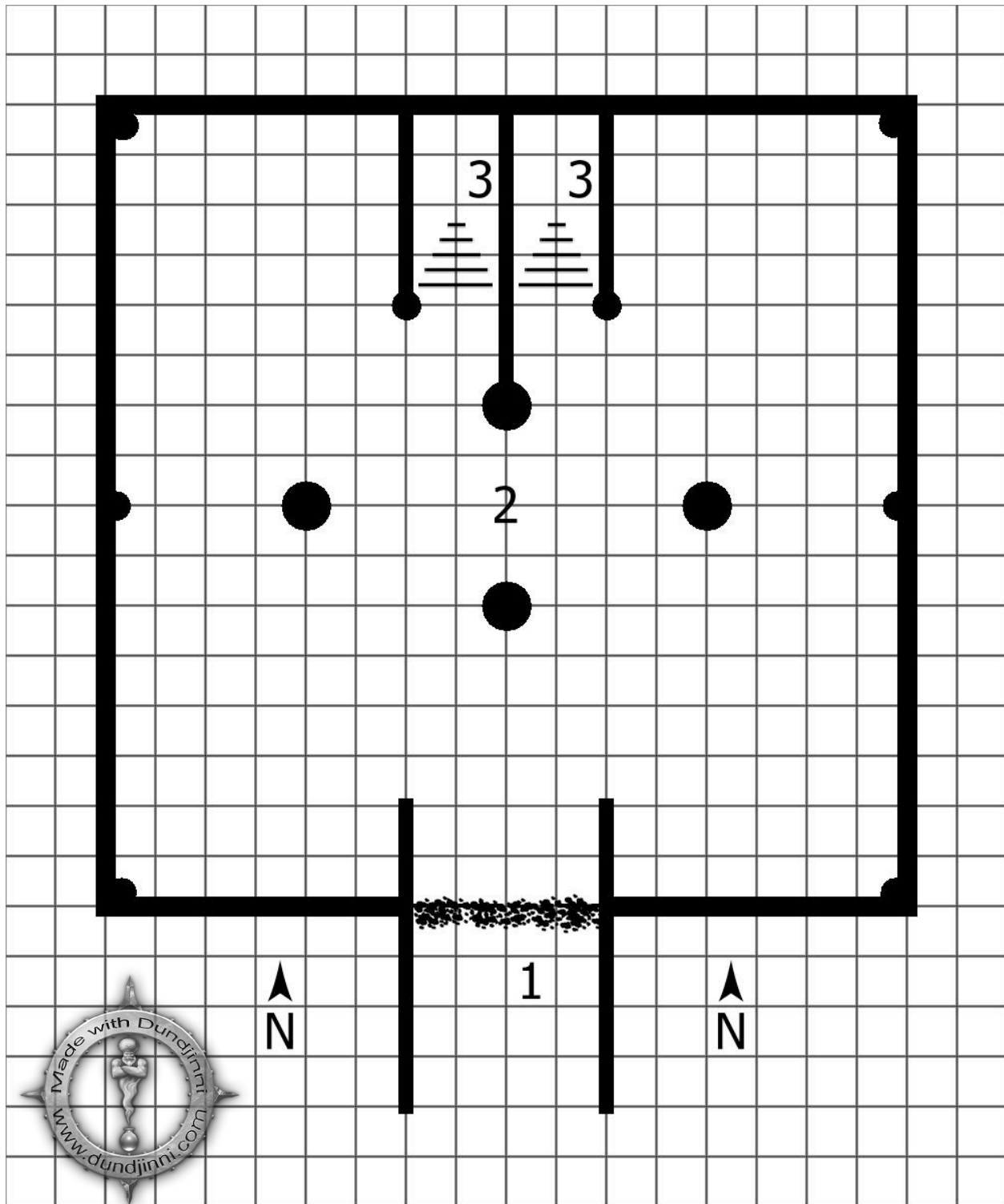
Alignment: Usually one step different from the base creature, rarely good.

Level Adjustment: +1.

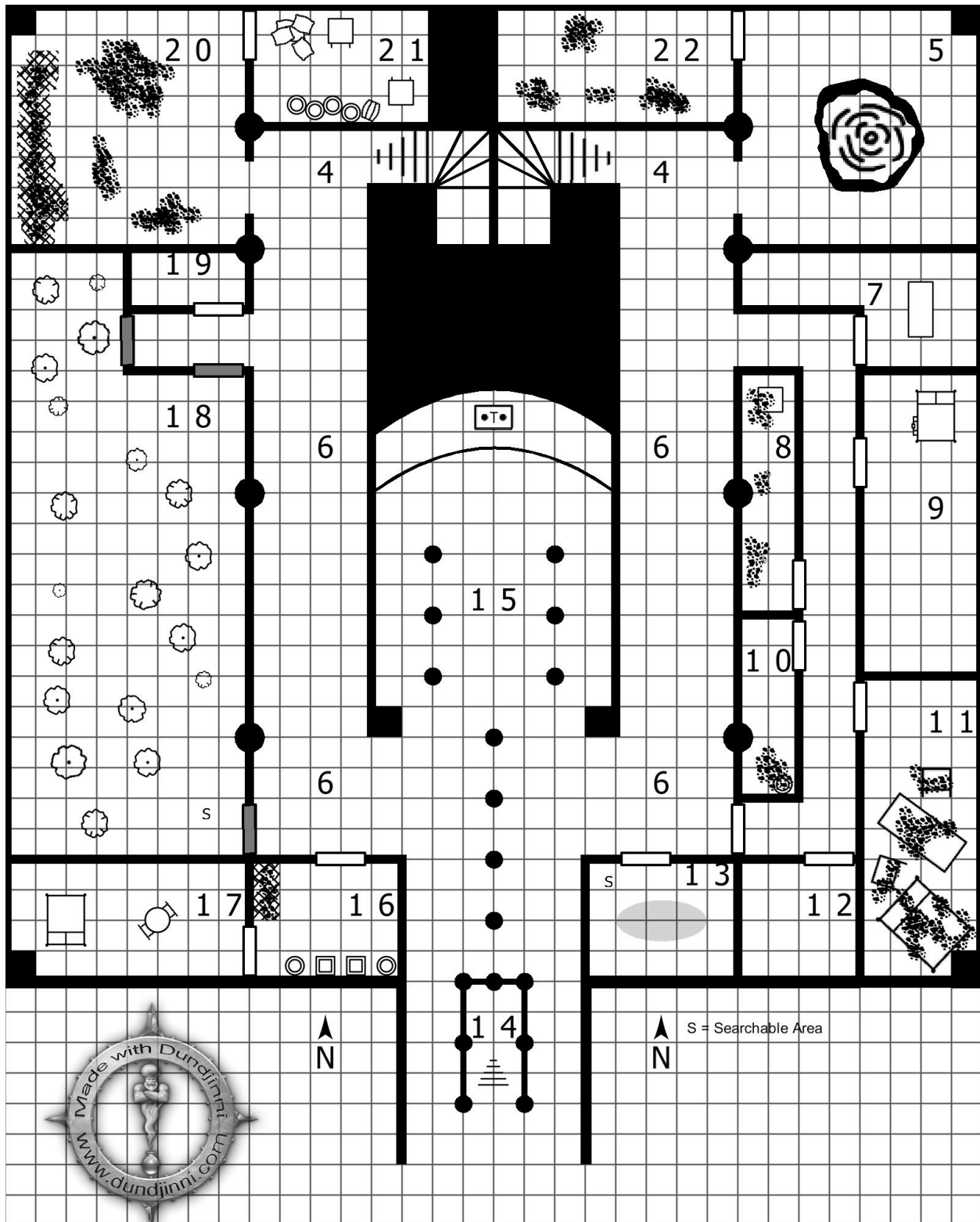
MAP 1: OUTSIDE THE FORGOTTEN TEMPLE OF THARIZDUN



MAP 2: THE UPPER TEMPLE



MAP 3: THE LOWER TEMPLE



PLAYER HANDOUT 1: VALACHAN'S SPEECH

"I thank you for your willingness to accept my requests without rebuke. Now, I shall first tell you who I am, and then we'll talk of what needs to be done.

"As you already know, I am Varachan, although in times past that name meant a servant of dread Tharizdun, rather than Fharlanghn as I am now. I was once a vile and despicable being, preying upon the suffering of others, hoping to find ways to bring down his prison and unleash his dark power upon all of Oerth. Then, one day, I felt something stir within me. It was a conscience, a feeling of regret and shame for what deeds I had done, and what I was. It was from that moment that I forsook my bondage to Tharizdun, and devoted myself to ensuring that he would forever remain imprisoned. I was in the Temple of All-Consumption at the time, near the Lortmil Mountains. After my work was done there, I moved around with other groups of cultists, always working to foil their plans from within, or getting the word out to adventurers to take down the cults when I could not disrupt their plans. For many years now I have played the role of a faithful servant of Tharizdun, in order to stay close to those who seek ill upon the world.

"Thus, a dire threat to Oerth was recently brought to my attention. I cannot get involved, lest my true allegiance be discovered, but I did gather as much information as I could to provide to you to help squelch this new plot.

"A long time ago, in the Yatil Mountains, there was a temple devoted to Tharizdun, where cultists flocked like moths to the flame. Apparently, from what I was able to uncover, it was some sort of focal point for Tharizdun's power, and the cultists there engaged in a ritual to draw him forth from his prison. As time went by, the ritual lost its original context, and the priests wavered in their commitments until only a single priest remained to conduct the ritual.

"Here is where what some know differs from what is known by the few in Tharizdun's service. The story goes that the priest, tired and old, eventually went off to his final rest somewhere in the undertemple. However, the truth is that the priest abandoned the ritual to seek out the secrets of lichdom, so that he could remain in Tharizdun's service for as long as necessary to free him from his prison.

"Eventually, he achieved his goal, and became a lich, renaming himself Darken Iyes. His research took him to the Plane of Shadow, where he encountered a powerful shadow dragon, who claimed to know the secrets of Tharizdun's imprisonment. The dragon said that Tharizdun was imprisoned on an inaccessible part of the Plane of Shadow, and the only way to truly free him would be to draw forth the plane onto Oerth, to weaken his bonds. The dragon knew an insidious way of accomplishing this – a new form of magic known simply as shadow magic, which, with every casting, draws forth small bits of the Plane of Shadow into the caster's world. Thus, every time shadow magic is employed, it weakens the bonds of the dread god a little more.

"The two of them came back to Oerth, and began a plot to speed along the process of Tharizdun's return. They returned to the old temple, which had been called the Forgotten Temple of Tharizdun since it had fallen out of use for such a long time, and subjugated the denizens there – troglodytes, I believe. In addition, the shadow dragon began to train a select few in the art of shadow magic, and he and the lich began a plot to draw forth a large portion of the Plane of Shadow to Oerth through the focus deep in the undertemple.

"Thus, the current state of things; a situation most dire is upon us. My contact inside the temple has not reported to me in some time; I fear he is lost. I need you to travel to the temple, clear out as many cultists and their allies as possible, close any portals to the Plane of Shadow you locate, and keep the denizens of the temple occupied while I send another group of more powerful adventurers in to deal directly with the lich and the dragon. Can you attempt this?"