

COR6-16



Dominion Over Bright Sands

A Two-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Creighton Broadhurst and Greg Marks

Circle Reviewer: Creighton Broadhurst

HQ Reviewer: Chris Tulach

For two years, the paladin Karistyne has sought to stymie the Archmage Rary's seemingly insatiable lust for power. Now, at the threshold of a darkness beyond even the reason of light, the fate of the Bright Lands must be decided. You must make the choice. A two-round Core adventure set in the Empire of the Bright Lands for characters level 6-15 (APLs 6-16). The concluding part of "Blight on Bright Sands."

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], COR3-18 *Through Nature to Eternity* [Mike Hinds], COR5-06 *Blood on Bright Sands* [Creighton Broadhurst], COR5-09 *Gateway to Bright Sands* [Theron Martin], COR5-11 *Dark Deceit on Bright Sands* [Chris Chesher], COR5-17 *Time's Tide on Bright Sands* [Bruce Paris and James Dempsey], COR5-20 *Phantoms on Bright Sands* [Tom Kee], COR5-02 *Mines of the Eye* [Creighton Broadhurst and Paul Looby], COR6-02 *Rallying Point for the Bright Sands* [Chris Chesher and Greg Marks], COR6-09 *Beneath the Bright Sands* [Mike Hinds], COR6-13 *Tears for Bright Sands* [Theron Martin], COR6-02 *Pits of Azak-Zil* [Chris Chesher and Bruce Paris], "Denizens of the Bright Desert" [Creighton Broadhurst], "Hardby, City of the Scorned" in *Dungeon Magazine* 107 [Paul Looby], "Into the Bright Desert" in *Dungeon Magazine* 98 [Creighton Broadhurst], *Manual of the Planes* [Jeff Grubb, Bruce R. Cordell, and David Noonan], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], *Savage Species* [David Eckelberry, Rich Berman, Jennifer Clarke Wilkes], *The Adventure Begins* [Roger E. Moore], and WGR3 *Rary the Traitor* [Anthony Pryor].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

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

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 December 31, 2007.

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 rule books: *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 standard two-round Core adventure, set in the Empire of the Bright Lands. All characters pay 2 Time Units per round except for characters with the Bright Desert as their home region, who pay 1 TU 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*.

BLIGHT ON BRIGHT SANDS

This adventure is the final part of the "Blight on Bright Sands" campaign arc. Anyone playing this adventure should have played all the preceding parts of the series. The preceding parts of the series are:

- COR5-06 *Blood on Bright Sands*
- COR5-09 *Gateway to Bright Sands*
- COR5-11 *Dark Deceit on Bright Sands*
- COR5-17 *Time's Tide on Bright Sands*

- COR5-20 *Phantoms on Bright Sands*
- COR5-02 *Mines of the Eye*
- COR6-02 *Rallying Point for the Bright Sands*
- COR6-09 *Beneath the Bright Sands*
- COR6-13 *Tears for Bright Sands*
- COR6-02 *Pits of Azak-Zil*

For almost two years, adventurers loyal to the archmage Rary have been searching the Bright Lands for various ancient items – remnants of ancient Sulm. Rary needs these items to complete a ritual to unmake the *scorpion crown* - an item of immense, but evil, power.

Aligned against Rary is the paladin Karistyne, her liege Tenser (the archmage and one-time member of the Circle of Eight), and adventurers who have flocked to their banner to stymie Rary's evil plots.

The adventure background section, below, details the ancient and recent history of the series.

ADVENTURE BACKGROUND

The Bright Desert has long witnessed strife. The conflicts wracking the region today have their roots in the elder history of the Flanaess.

THE RISE AND FALL OF SULM

Two millennia ago, several Flan civilizations rose from barbarism in the arid grasslands that once dominated the region. The greatest of these nations was Sulm.

At first a force for good, the Sulmites delved into ancient lore and declined as a people, embracing evil and conquest. One by one, the other kingdoms fell before Sulm's might until her last rival, Itar, was defeated in a cataclysmic battle.

In turn, Sulm fell; not by the force of an external adversary but through the folly of its rulers. Sulm's last ruler, Shattados, called upon his dark gods to grant him a gift to combat the rising tide of civil unrest sweeping his conquered dominions. They granted him the *scorpion crown*.

In a single day Sulmish culture was swept aside when Shattados donned the *scorpion crown*, activating its fell curse. As Sulm's citizens were agonisingly transformed into the manscorpions, dune stalkers, and (a lucky few) into asheratis the very land began to sicken and die.

Within a decade, the grasslands were dead; either withered into nothingness by the unnatural heat that yet plagues the region or scoured from the Oerth by violent and prolonged storms sweeping in from the Gearnat. An insidious, unstoppable tide of sand issuing, like a cancer, from the cities and holy places of fallen Sulm finally buried the few small pockets of surviving vegetation.

Thus, Sulm passed into history, languishing all but forgotten until events in the City of Greyhawk catapulted the Bright Desert into the minds of the great and the good.

EMPIRE OF THE BRIGHT LANDS

Since the Greyhawk Wars, the Bright Lands have languished in the grip of Rary the Traitor and his infamous companion, Lord Robilar. Both gained almost unrivaled infamy when Rary sought to sabotage the Day of Great Signing by slaying the assembled ambassadors gathered to sign the Pact of Greyhawk. The archmage Tenser and Otiluke discovered their former friend's treachery and were slain. Simultaneously, Lord Robilar struck at their towers, destroying their clones and looting their treasures. However, the planned attack on the signatories of the Pact of Greyhawk had failed. Realizing this, the pair fled to the Bright Desert.

Over the next several years, Rary and Robilar brought the majority of the Bright Desert under their control. By 596 CY, only a few tribes of nomads and the stubbornly independent desert centaurs still resist Rary's rule.

BLIGHT ON BRIGHT SANDS

The adventures comprising the "Blight on Bright Sands" campaign arc deal with the archmage Rary's attempt to unmake the *scorpion crown* – a powerful artifact responsible for the destruction of ancient Sulm.

In COR5-11 *Dark Deceit on Bright Sands* adventurers, searching the caverns and passages in and under Dagger Rock for signs of draconic infestation, discovered ancient writings of great import. Much of them were illegible but some portions were still readable:

"A time will come to pass when evil will once again hold sway over the land. Three stars and crescent Luna will mark it.

Be it known those who write these words shall not live to meet those who carry the words. Only the worthy shall carry forth these words at the pre-ordained time.

There shall come a time when a gift will be granted to man. A dark crown with a dark gift will be wrought.

A curse shall befall the land and it shall wither like skin stretched across a rock. The poison of men shall scurry under the harsh sun. Only the shadow within the crown can restore the parched land.

For all, the crown must be destroyed.

<a sprawl of arcane incantations are here>

"Seek out a living thing of Sulm; protected by the sleeping tower.

Seek out a Sulmite weapon of unholy wrath; forgotten in faded Utaa.

Seek out an Itarian weapon of holy glow, lying in drowned sennerae.

Seek out the purest star metal and the prison of souls; locked within the herald of great sorrow.

Seek out the crown, bring it forth and unmake it.

The unmaking must happen. The unmaking must be. The unmaking shall bring salvation."

At the seat of darkness will be the ending.

The adventurers, completing their investigations, returned the scroll to the paladin Karistyne. Sensing the value of the scroll Karistyne sought its true meaning, eventually discovering that it detailed the items required to unmake the *Scorpion Crown*:

- The Last Flower of Sulm.
- An evil-aligned weapon forged in ancient Sulm.
- A good-aligned weapon forged by the master artificers of Itar.
- A small amount of thinaun.

While the scroll did not detail the actual process of unmaking Karistyne feared the Rary already had this knowledge and that he would use that knowledge to bend the crown to his will.

Unfortunately, with so many lose-tongued adventurers involved such news did not remain secret. Soon, the taprooms and marketplaces of Hardby, Greyhawk City, and many other places were abuzz with the news.

Thus, began an epic race between Rary and Karistyne. Rary sought the items he needed to unmake the scorpion crown, while Karistyne worked to stymie his machinations, believing that Rary sought some sinister advantage for his fledgling empire. Instead of questing for the items herself, Karistyne worked through many groups of trusted adventurers who she dispatched to search the region. Rary, aware of her scheme, insinuated a number of his agents among Karistyne's followers – in this way did he plan to monitor the paladin's progress and perhaps gain possession of a few of the items for himself.

In COR5-17 *Time's Tide on Bright Sands* adventurers, using a portal located in the Tower of Sleep, traveled back to the last days of wicked Sulm to recover the Last Flower of Sulm. While there, they also rescued Ulma, a princess of Sulm. (Ulma now resides with the wizardess Shemaya in the Tower of Sleep where she holds the Last Flower of Sulm).

Adventurers following clues found in COR5-02 *Mines of the Eye* sought and found the forgotten road to Azak-Zil. Shortly afterwards (in COR6-02 *Pits of Azak-Zil*) a great many explorers descended on the pits to gain control of the thinaun hidden therein. Neither side prevailed, with both gaining a portion of the precious metal.

In COR6-09 *Beneath the Bright Sands* adventurers recovered a scimitar of evil aspect and great power – the "Bane of Itar" – from the ruins of Sulm's fallen capital, Utaa. After retrieving the weapon the PCs returned it to Karistyne for safekeeping.

In COR6-13 *Tears for Bright Sands* adventurers searched the sunken ruins of Sennarae, capital of Itar, Sulm's greatest enemy. There, they recovered the powerful good-aligned warhammer *Goggorddu*. After retrieving the weapon the PCs returned it to Karistyne for safekeeping.

While this frenetic search continued, great events shook the region. Hardby's ruler, the Despotrix, lay close to death and the matter of her succession was in doubt. The matter of Hardby's allegiance to the Free City of Greyhawk loomed large in the minds of Hardby's elite. Although Hardby stayed allied to Greyhawk, rumors of agents of the Archmage attempting to influence Hardby's course were rampant.

FACTIONS

Two sides seek to control the items needed to unmake the *scorpion crown*.

KARISTYNE AND TENSER

Karistyne is a powerful paladin who, along with her adventuring companions, defends a fortress deep within the rugged hills of the Abbor-Alz. Karistyne is renowned for her hatred of evil dragons and has slain several in her career.

Karistyne is an agent of Tenser. Tenser hates Rary passionately and desires to destroy the traitor. Karistyne and her ilk are Tenser's first step toward this goal.

THE ARCHMAGE RARY

The Archmage Rary is the self-proclaimed Emperor of the Bright Lands and one of the most powerful wizards alive today in the Flanaess.

ADVENTURE SUMMARY

The race to control the unmaking of the *scorpion crown* will come to its end at Darkbridge Temple. The factions that seek to control the future of the Bright Lands have marshaled their forces and the PCs find themselves in the center of the machinations. This is their tale.

Introduction: Each of the PCs receives a private message from the patron they most identify with, and respond by traveling to Hardby. They come together to form an expedition to Darkbridge Temple.

Encounter 1: While in Hardby, the party has the opportunity to research their mission and supply for the trials to come. As they prepare to leave, they receive gifts from members of Karistyne's Court who have changed their allegiance to Rary. Some of the equipment is trapped to fail when it is needed most. Allies of Rary are warned away from the equipment.

Encounter 2: The party faces the environmental trails of traveling through the Bright.

Encounter 3: As the party travels they witness an approaching sandstorm but also discover a partially submerged ruin. The PCs must either face the storm, or enter into the ruins; ruins that are not unoccupied.

Encounter 4: As the PCs approach the area surrounding Darkbridge, they must deal with a band of manscorpions guarding the place.

Encounter 5: The true horror on the surface is the shadow bronze dragon, Othimvoar, who has slain the jermalines that once infested the surface buildings and now claims Darkbridge as his own.

Encounter 6: Once the PCs slay or bypass the dragon, they may enter his lair and claim his hoard. While there, they may find a way deeper into the evil of Darkbridge.

Encounter 7: Entering into the lower halls of the temple, the PCs must battle not only the guardians left behind but the dreads whispers of Tharizdun that seep into this world. If the PCs succeed in battling all the way to Greater Temple, they find a band of yugoloths that have been left behind to guard the black flame of Tharizdun, where the Ritual of Unmaking might be performed.

Conclusion: The party captures the greater temple and summons their patron, either Karistyne and Tenser or Rary.

PREPARATION FOR PLAY

Several AR items found in previous installments of "Blight on Bright Sands" have an impact on play in this adventure. Before play begins check to see if any of the PCs have one or more of the following items:

- COR5-06 *Blood on Bright Sands*: Yugoloth Trident (encounter 7, area 12), Hospitality of Karistyne Castle (introduction)
- COR5-09 *Gateway to Bright Sands*: Sulm Tattoo (encounter 4), Worked for Scor (introduction), and Spirit Tattoo (encounter 3).
- COR5-11 *Dark Deceit on Bright Sands*: Mystic Parchment (encounter 6).
- COR5-17 *Times Tide on Bright Sands*: Chosen (encounter 6).
- COR5-20 *Phantoms on Bright Sands*: The Mark of Nevyeh and Nevyah (encounter 1).
- COR6-02 *Rallying Point for Bright Sands*: Robilar's Approval (introduction) and Geven's Ring (encounter 5).
- COR6-09 *Beneath the Bright Sands*: Geven's Ring (encounter 5), Geven's Ring (Upgraded) (encounter 5), and Appreciation of Scorimongishaz (introduction).
- COR6-13 *Tears for Bright Sands*: Gratitude of Rary (introduction).

The note in parenthesis notes the encounter(s) in which the AR item affects play. Full details of the AR affects appear in the relevant encounter text.

INTRODUCTION

The adventure begins in Hardby. Almost all characters playing this adventure should have participated in one or more of the previous adventures in “Blight on Bright Sands”. As such, they will almost certainly have worked closely with either Rary’s or Karistyne’s faction.

Before play commences, have each character write down on a piece of paper which side they favor. All PCs should write down Karistyne, Rary, or unaligned, and return a piece of paper. Once you have collated this information, hand each character the handout corresponding to their allegiance. Some PCs with favors from previous adventures will be gifted with additional equipment for use during this adventure only. If it is not used during this adventure, it is lost.

ALLIED WITH KARISTYNE

Characters allied with Karistyne are probably in the majority of party members. Use Player Handout 1 for such characters. In addition to receiving a message from the Lady paladin, one of their number is given a magical device that can be used to contact Karistyne once the mission is complete.

Characters who possess the Hospitality of Karistyne Caste from COR5-06 *Blood on Bright Sands* also receive Player Handout 1b, and an oil of bless weapon for use during this adventure.

Characters with the Worked for Scor or Appreciation of Scorimongishaz AR entries from COR5-09 *Gateway to Bright Sands* and COR6-09 *Beneath the Bright Sands* receive Player Handout 1c and a russet scale for use during this adventure.

ALLIED WITH RARY

Characters allied with Rary are probably in the minority party members. Use Player Handout 2 for such characters.

Character with the Robilar’s Approval AR entry from COR6-02 *Rallying Point for Bright Sands* or with the Gratitude of Rary AR entry from COR6-13 *Tears for Bright Sands* also receive Player Handout 2b, and an *potion of invisibility* for use during this adventure.

UNALLIED

A few PCs may be unallied with either of the factions, particularly if they have not participated in previous adventures in this series. Use Player Handout 3 for such characters.

Once each player has read their handout and you have answered any questions they have, read the following:

Again, you are in Hardby and again you prepare to enter the Bright Lands. However, today is different: for now, you know where Rary must complete his ritual of unmaking. It is there, in the heart of ancient Sulm, that matters will be decided.

Your patron’s instructions were simple: go to Hardby, find brave and skilled companions, and then get to Darkbridge.

Proceed to encounter 1.

ENCOUNTER 1: CITY OF THE SCORNE

At the start of this encounter, the PCs have formed a group with the intention of traveling to, and clearing, Darkbridge.

After the PCs have received their orders, they have a day to purchase essential supplies, conduct research on Darkbridge, gather information, and so on. Refer to Appendix 3 for supplemental information on Hardby.

The streets and marketplaces of Hardby are as busy as ever - the threat of war draws many to the City of the Scorne. Merchants bring trade goods, while mercenaries, freeswords, and adventurers flock here to gain fame and fortune in the struggle that surely lies ahead. Here and there, a few Flan nomads and the occasional centaur struggle through the thronged streets. Some, no doubt, stand either with or against the Empire of the Bright Sands, while others are simply refugees fleeing while they still can.

Rumor and counter-rumor swirl through the streets.

BUYING SUPPLIES

Hardby’s merchants have many items of interest to a party entering the Bright Lands. The recent political upheavals have brought more trade with the desert-swelling nomads.

PCs can purchase any items from tables 4—1, 4—2, or 4—3 in *Sandstorm*.

Characters with the Mark of Nevyeh and Nevyah AR entry from COR5-20 *Phantoms on Bright Sands* gain a 20% discount on any items purchased from the above tables. (Such characters are lucky enough to purchase their items from a nomad friendly with Nevyeh and Nevyah’s tribe.)

RESEARCHING DARKBRIDGE

Use the tables below to determine what additional information, if any, the PCs uncover about Darkbridge Temple. A successful check reveals all the information listed in the relevant entry and any information revealed by a lower check. Gather Information can reveal the following information:

- DC 10: Darkbridge is a forsaken place full of undead and other perils.
- DC 15: Over the last 15 years or so Darkbridge has been at the centre of many sinister disappearances.

- **DC 20:** Even the sands do not dare encroach on the temple's inner precincts.
- **DC 25:** No one who has entered the inner temple has reemerged.
- **DC 30:** A dragon – nicknamed “Smoke” by the few nomads to survive seeing him – lairs in the temple.

Knowledge (arcana) or bardic knowledge reveals the following information:

- **DC 10:** Darkbridge is over 2,000 years old but the black stone used in its construction is in incredibly good condition.
- **DC 15:** Mystic symbols in an unknown language cover the outer walls and columns of the inner temple.
- **DC 20:** The few adventurers who have visited the site claim that they are as frigid as the desert is hot. Strange, unearthly sounds emanate from the inner temple.
- **DC 25:** Manscorpions lair within the temple's outer works.
- **DC 30:** Ancient legends claim that the temple is a bridge to an “unseen darkness beyond the light of reason”.

RUMORS

Many other rumors circulate throughout Hardby. A successful Gather Information check reveals the following information:

- **DC 10:** Since the death of the Despotrix and the alliance of Hardby with the Bright Lands, tensions with Greyhawk have continued to escalate. Many fear war is inevitable.
- **DC 15:** Rumors say that an avatar of Vathris, the god of anguish and lost causes, has risen in a hidden temple in the Twisted Canyon. If true, perhaps those who oppose Rary the Traitor should take note of the odds of success their current efforts hold.
- **DC 20:** Robilar and Rary have fallen out again over a matter of Imperial policy. Robilar has disappeared!
- **DC 25:** There has been great activity in the Bright of late. Cloaked couriers scurry back and forth between the various outposts of light and some see the guiding hand of the Archmage Tenser in efforts to oppose the Traitor.
- **DC 30:** Stories say that there is a hidden area beneath Darkbridge Temple, away from the undead horrors, jermaline tribes, and even the dragon. Whatever dwells there is so horrible that even these great evils avoid it.

GIFT HORSES

As the PCs prepare to set out, they have one last brief encounter. Shianne Stormhand and Gasharin Helfloranis, elves that the PCs may have met in Lady

Karistyne's Court during COR5-17 *Time's Tide* hail the PCs with a “gift.”

Just as you are about to exit the gate and begin your journey, you hear your name being shouted above the din of the crowd. Two elves, a male and a female, wave to you and approach.

“I'm glad we caught you, the mistress asked that we gift you with these items before your journey, but bandits on the road slowed our progress briefly.” The female elf produces a large satchel and hands it to you.

The elves have been working in Karistyne's employ for sometime, so PCs who have played the previous modules may have met them. If none of the PCs have met them, they claim to have been sent by Karistyne to equip the expedition she is sending into the Bright and the PCs fit the description and names they were given.

In truth, the elves' extreme chaotic nature has finally chaffed too much under the order of the Lady paladin and they have decided to throw their lot in with Rary, hoping he will indeed restore the Bright to an area of beautiful green. Rary has decided to use their former allegiance to thin out any competition the paladin might send against his operatives. As such, some of the equipment the elves are delivering has been trapped. The elves both consumed a *potion of glibness* before approaching the PCs in order to limit any chance they might be discovered under close interrogation. Neither is evil, but both are bigoted against centaurs. They stay only long enough to deliver the supplies that “Karistyne told them to deliver” and then they leave. If attacked, they flee by magic. Note that those PCs allied with Rary are privately warned in their note (Player Handout 2) not to use any of these supplies.

✦ **Shianne Stormhand:** female elf evoker 15; hp 60.

✦ **Gasharin Helfloranis:** male elf fighter 9; hp 50.

The supplies include the following: 50 feet of silk rope and a grappling hook, a six man tent, 10 days of trail rations, a *wand of cure moderate (or severe or critical) wounds* (with few remaining charges), a *holy silver morningstar* (Nystal's *magic aura*; the silver morningstar is not actually magical—at higher APLs it is trapped to shatter), a *scroll of resist electricity*, a *potion of levitate*, and 20 magical *silver arrows* (Nystal's *magic aura*; the silver arrows are not actually magical).

Trap: Some of the equipment given to the PCs is trapped, though what varies with APL. Be sure to note which PCs are using which items, and when (under the guise that they may have additional powers or limited charges that the DM must keep track of).

APL 6 (EL 3)

✦ **Wand of “Cure” Moderate Wounds:** CR 3; magical; use trigger; no reset; when activated this cursed wand (1 charge) casts an *inflict moderate wounds* upon the target instead of the intended *cure moderate wounds*, 2d8+3

points of damage, DC 13 Will halves the damage, CL 3rd, Search DC 27; Disable Device DC 27.

APL 8 (EL 4)

✚ **Wand of "Cure" Serious Wounds.** CR 4; magical; use trigger; no reset; when activated this cursed wand (1 charge) casts an *inflict serious wounds* upon the target instead of the intended *cure serious wounds*, 3d8+5 points of damage, DC 14 Will halves the damage, CL 5th, Search DC 28; Disable Device DC 28.

APL 10 (EL 5)

✚ **Trapped "Magical Holy" Silver Morning Star:** CR 2; mechanical; touch trigger; repair reset; when used, the weapon shatters in the wielder's hands, 2d6 points of damage, Reflex DC 20 negates, radiates magic and good; Search DC 25; Disable Device DC 20.

✚ **Wand of "Cure" Serious Wounds.** CR 4; magical; use trigger; no reset; when activated this cursed wand (1 charge) casts an *inflict serious wounds* upon the target instead of the intended *cure serious wounds*, 3d8+5 points of damage, Will DC 14 halves the damage, CL 5th, Search DC 28; Disable Device DC 28.

APL 12 (EL 6)

✚ **Trapped "Magical Holy" Silver Morning Star:** CR 4; mechanical; touch trigger; repair reset; when used, the weapon shatters in the wielder's hands releasing poison into the wounds, 2d6 points of damage plus medium spider venom (1d4 Strength/1d4 Strength; Fort DC 14 negates), Reflex DC 20 negates, radiates magic and good; Search DC 25; Disable Device DC 20.

✚ **Wand of "Cure" Serious Wounds.** CR 4; magical; use trigger; no reset; when activated this cursed wand (1 charge) casts an *inflict serious wounds* upon the target instead of the intended *cure serious wounds*, 3d8+5 points of damage, Will DC 14 halves the damage, CL 4th, Search DC 28; Disable Device DC 28.

APL 14 (EL 7)

✚ **Trapped "Magical Holy" Silver Morning Star:** CR 6; mechanical; touch trigger; repair reset; when used, the weapon shatters in the wielder's hands releasing poison into the wounds, 2d6 points of damage plus purple worm poison (1d6 Strength/2d6 Strength; Fort DC 24 negates), Reflex DC 20 negates, radiates magic and good; Search DC 25; Disable Device DC 20.

✚ **Wand of "Cure" Serious Wounds.** CR 4; magical; use trigger; no reset; when activated this cursed wand (1 charge) casts an *inflict serious wounds* upon the target instead of the intended *cure serious wounds*, 3d8+5 points of damage, Will DC 14 halves the damage, CL 5th, Search DC 28; Disable Device DC 28.

APL 16 (EL 8)

✚ **Trapped "Magical Holy" Silver Morning Star:** CR 7; mechanical; touch trigger; repair reset; when used, the weapon shatters in the wielder's hands releasing

poison into the wounds, 4d6 points of damage plus purple worm poison (1d6 Strength/2d6 Strength; Fort DC 24 negates), Reflex DC 20 negates, radiates magic and good; Search DC 25; Disable Device DC 20.

✚ **Wand of "Cure" Critical Wounds.** CR 5; magical; use trigger; no reset; when activated this cursed wand (1 charge) casts an *inflict critical wounds* upon the target instead of the intended *cure critical wounds*, 4d8+7 points of damage, Will DC 16 halves the damage, CL 7th, Search DC 29; Disable Device DC 29.

Development: When the PCs have made any preparations they deem appropriate proceed to encounter 1.

ENCOUNTER 2: INTO THE BRIGHT

DM Map 1 shows the Bright Desert region.

Before the PCs can explore Darkbridge, they must cross the burning sands of the Bright Desert. PCs of 6th-level and above likely possess many magical means of easing this journey. If the PCs have access to enough of magics such as *endure elements* quickly skip over this encounter. If the PCs do not have access to such resources refer to DM Aid 1: Traveling in the Bright Desert. To reach Darkbridge the PCs have two basic choices of route (detailed below).

PCs not employing magical means to travel to Darkbridge instantaneously (such as *teleport*) face only one life-threatening encounters on their short, boring journey.

ACROSS THE DESERT

Traveling this way the PCs set out from Hardby, traverse Hardby Pass, and then travel east across the desert to reach Darkbridge. They must travel through the Hardby Pass (a journey of 120 miles) before crossing 200 miles of open desert to reach the temple.

THROUGH THE HILLS

Traveling this way the PCs set out from Hardby and journey through the Abbor-Alz to reach Unaagh. Thus, they must cross 300 miles of the harsh, arid Abbor-Alz before turning south for a short (25 mile) journey through the Bright Desert.

TELEPORTING AND SUCH

PCs employing this option reach the environs of Darkbridge almost instantaneously. Note, however, that the caster must have a clear impression of the temple. The most likely way to gain this information is through various divination spells. Few individuals can truly claim to have even seen Darkbridge from a distance and no one living has returned from the inner temple.

Teleporting PCs also do not fight the desert devils in this encounter. Instead, introduce them at a likely point before the PCs enter Darkbridge.

ENCOUNTER 3: SANDSTORM!

During the party's journey through the Bright Desert, a sandstorm suddenly strikes their position.

As you crest a small dune, ahead of you the sky darkens. Pouring over a large sand dune around 500 ft. away cascades a massive sandstorm. Wind begins to pluck at your clothing as the deadly wall of wind-driven sand hurtles toward you.

Just 60 ft. away at the base of this dune are the partially uncovered sand-worn ruins of some ancient building.

When the PCs first spot the sandstorm, it is 480 ft. away. It will strike the PCs' position in two rounds.

A thick layer (3 ft. deep) of loose sand covers the rolling dunes in this portion of the desert. Treat this as deep sand (Sandstorm 18). It costs Medium or larger creatures 3 squares of movement to move into a square with deep sand. It costs Small or smaller creatures 4 squares of movement to enter a square with deep sand. Tumbling is impossible.

THE STORM

Avoiding the Storm

The party has several options to avoid the storm.

The Ruins: The ruins fully protect all those inside from the storm and are only 60 feet away. For more information on the ruins, and what lurks within, refer to "The Ruins" section, below.

Shelter in the Dunes: If the PCs take shelter behind a dune they gain a +4 circumstance modifier to any saving throws made to resist the storm. Leaving the shelter of the dune exposes the PC to the full effect of the storm.

Staying Put: Characters staying put suffer the storm's full force (unless they employ magic such as *rope trick*, *Leomund's secure shelter*, and so on).

Straight Up: Some PCs may elect to avoid the sandstorm by flying above it. The sandstorm is 150 feet high. Note, however, that the magic used to avoid the storm must last for at least three hours.

Sandstorm Effects

The sandstorm is particularly large and powerful. It lasts for three hours, deposits 6 ft. of sand throughout the area, and has the following effects:

- Unprotected flames automatically smothered.
- Protected flames have a 75% chance of being smothered by the sand and a 75% chance of being blown out by the wind.
- Listen checks are at -8 penalty due to the howling of the wind.

- Dexterity-based skill check and any checks that rely on vision (for example, Search and Spot checks) take a -4 penalty.
- Normal ranged missile attacks are impossible due to the wind.
- Small or smaller-sized creatures are blown away unless they succeed on a DC 18 Fortitude save. PCs who fail their save are blown 1d4 x 10 feet away per round and suffer 1d4 points of subdual damage per 10 feet.
- The wind blows away unattended equipment (which is likely lost).
- Medium creatures are knocked prone by the force of the wind unless they succeed on a DC 18 Fortitude save.
- Large or Huge-sized creatures are unable to move forward against the wind unless they succeed on a DC 18 Fortitude save.
- Flying creatures are treated as one size category smaller and if blown back are blown 2d6 x 10 feet and sustain a total of 2d6 points of subdual damage.
- Creatures caught out in the open without any substantial cover suffer 1d3 points of subdual damage per round.
- Characters caught in the open may choke if they do not cover their noses and mouths. A sufficiently large cloth expertly worn (DC 15 Survival check) or a filter mask (Sandstorm) negates the effects of suffocation from the sand. An inexpertly tied cloth protects a character for 10 x creature's Constitution rounds. An unprotected character may suffocate after a number of rounds equal to double his Constitution score (DMG 304).

THE RUINS

A lair of shallow sand carpets the ruins. (Note, a layer of deep sand covers the above ground portions of the ruins after the sandstorm has passed.)

Shallow sand slightly impedes movement. It costs 2 squares of movement to move into a square with shallow sand and the DC of Tumble checks in such squares increases by 2.

Refer to DM Map 2 for the layout of this place.

AREA 1: ENTRANCE WAY

This floor of this short, narrow entranceway is covered in shallow sand.

Because of the raging storm outside all Listen checks made in this area suffer a -2 circumstance penalty.

AREA 2: ANTECHAMBER

Sand sifts gently down from the roof of this barren chamber. Murals, long faded and unrecognizable still cling to some portions of the walls. Several columns hold up the sagging roof of this chamber.

This chamber is dangerously unsafe. This is an ancient structure and several of the pillars near the entrance have weakened as the floor has begun to erode away. The pillars are now so dangerously weak that any weight on the indicated portions of floor (combined with the vibrations caused by the raging sandstorm outside) causes them to fail. At APLs 10+ a magical *shout* trap goes off as the PCs enter the indicated squares. This causes a good portion of the roof to cave-in. This alerts the desert devil(s) investigating area 4. The cave-in impedes movement as deep sand (Medium or larger creatures pay 3 squares of movement to move into a square with deep sand, Small or smaller creatures pay 4 squares of movement to enter a square with deep sand and tumbling is impossible) and stops creatures charging.

When the desert devil(s) appear describe them thus:

With a howl and a scream, a humanoid with flayed, sand-blasted skin appears through one of the doors. Swathed in a halo of blowing grit, dust, and sand it holds two scimitars red with its own constantly oozing blood.

APL 6 (EL 9)

☞ *Shout* Trap (1): see below.

☞ *Desert Devil* (1): hp 60; Appendix 1.

APL 8 (EL 11)

☞ *Shout* Trap (1): see below.

☞ *Advanced 12 HD Desert Devil* (2): hp 90 each; Appendix 1.

APL 10 (EL 13)

☞ *Shout* Trap: see below.

☞ *Cave-In* (1): see below.

☞ *Advanced 16 HD Desert Devil* (2): fighter 1; hp 128 each; Appendix 1.

APL 12 (EL 15)

☞ *Shout* Trap: see below.

☞ *Cave-In* (1): see below.

☞ *Advanced 16 HD Desert Devil* (2): fighter 3; hp 145 each; Appendix 1.

APL 14 (EL 17)

☞ *Shout* Trap: see below.

☞ *Cave-In* (1): see below.

☞ *Advanced 16 HD Desert Devil* (2): fighter 5; hp 159 each; Appendix 1.

APL 16 (EL 19)

☞ *Shout* Trap: see below.

☞ *Cave-In* (1): see below.

☞ *Advanced 16 HD Desert Devil* (2): fighter 7; hp 177 each; Appendix 1.

☞ *Shout* Trap (APL 10+): CR 4; magic device; proximity trigger (*alarm*); no reset; spell effect (*shout* 7th-level wizard, 5d6 sonic and deafened for 2d6 rounds, DC 16 Reflex save negates deafness and halves damage); Search DC 29; Disable Device DC 29.

☞ *Cave-In* (CR 8): A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damage anyone in the periphery of the collapse. The bury zone includes all the squares between the four pillars. The slide zone extends into all adjacent squares. A weakened ceiling can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check. (A dwarf can make such a check by simply passing within 10 feet of a weakened ceiling).

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried. Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who are not buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

Desert Devil Tactics: At all APLs the desert devil(s) seek to catch as many opponents as possible with their desert halo ability. During battle, they position themselves to make best use of Whirlwind Strike and fearlessly fight to the death. If there are two devils present, one engages the front-line members of the party, while the other goes after arcane spellcasters and other vulnerable types.

Treasure: The dust devil carries a few valuables:

APL 6: Loot: 63 gp; Total 63 gp.

APL 8: Loot 104 gp; Total 104 gp.

APL 10: Loot: 27 gp; Magic 772 gp—4 +1 *scimitars* (193 gp each); Total 799 gp.

APL 12: Loot: 29 gp; Magic 2,771 gp—4 +1 *flaming scimitars* (692 gp each); Total 2,800 gp.

APL 14: Magic 2,980 gp—4 +1 *flaming scimitars* (692 gp each), 2 +1 *chain shirts* (104 gp each); Total 2,980 gp.

APL 16: Magic 6,825 gp—4 +1 *flaming shock scimitars* (1,526 gp each), 2 +2 *chain shirts* (354 gp each); Total 6,825 gp.

Detect Magic Results: +1 *chain shirt* (faint abjuration), +2 *chain shirt* (moderate abjuration), +1 *scimitar* (faint evocation), +1 *flaming scimitar* (moderate evocation), +1 *flaming shock scimitar* (moderate evocation).

AREA 3: RUINED CHAMBER

The ceiling of this chamber has partially collapsed. As a result, rubble and heaps of sand fill the northern end of this room.

The rubble and sand completely block access to the rest of the chamber. A cursory search reveals nothing of interest here. However, a character making a DC 10 Spot check notices that the sand at the bottom of the cave-in is moist.

Digging through the piles of sand and rubble takes around half an hour. Beyond, survives a small part of the original chamber containing a small shrine sacred to Geshtai (GESHT-tie) (N Lesser Bakluni goddess of Lakes, Rivers, Wells, and Streams), patron power of the Asheratis. Read the following:

Beyond the sand slide lies a small alcove. At its rear, a small spring struggles to the surface although dust and debris choke its flow. Murals and carvings depicting streams, oasis, and natural springs surrounded with verdant vegetation decorate the walls. A stylized waterspout is carved into the ceiling.

A DC 15 Knowledge (religion) check identifies the symbol as Geshtai's. Asheratis can automatically identify it as such.

A DC 20 Knowledge (architecture) check reveals that this area is newer than the other portions of the complex. Asheratis, transformed by the scorpion crown, came here after Sulm's fall to honor Geshtai by creating a shrine close to that of their former patron, Rao.

Any character who has the spirit tattoo AR entry from COR5-09 *Gateway to Bright Sands* and who says a prayer to Geshtai while in this area receives an *aid* spell (CL 10th) for the duration of their stay within the ruins.

AREA 4: CHAPEL OF DARKNESS

This chamber is roughly twenty-five feet square; its vaulted ceiling reaches a height of twenty feet above the room's very centre.

Shattered pews lie broken, scattered about the room. Affixed to the far wall, and directly opposite your position, stands a large, heavily damaged burnished heart-shaped metal sculpture. It has been hacked into pieces. Flecks of white paint still cling to its surface.

When the PCs enter the ruins, this area hosts a lurking desert devil (or two). The PCs' arrival, and possible activation of the trap in area 2, probably alerts them to intruders. If not alerted to the PCs' presence, the desert devils detailed in area 2 are found here.

This was once a shrine to Rao (LG greater Flan god of Peace, Reason and Serenity). The heart device is his sigil; a DC 15 Knowledge (religion) check reveals this fact. Any follower of Rao automatically knows this information. It

is obvious that the symbol has been recently hacked apart (the desert devils did this just before the PCs arrived).

Treasure: A few of the chapel's treasure yet survive, however, buried amongst the ruins of this chamber. They are automatically found by anyone taking the time to search.

APL 6: Magic 250 gp—*cloak of comfort* +1 (250 gp); Total 250 gp.

APL 8: Magic 281 gp—*cloak of comfort* +1 (250 gp), *wand of light* (31 gp); Total 281 gp.

APL 10: Magic 281 gp—*cloak of comfort* +1 (250 gp), *wand of light* (31 gp); Total 281 gp.

APL 12: Magic 281 gp—*cloak of comfort* +1 (250 gp), *wand of light* (31 gp); Total 281 gp.

APL 14: Magic 281 gp—*cloak of comfort* +1 (250 gp), *wand of light* (31 gp); Total 281 gp.

APL 16: Magic 281 gp—*cloak of comfort* +1 (250 gp), *wand of light* (31 gp); Total 281 gp.

Detect Magic Results: *cloak of comfort* +1 (faint abjuration), *wand of light* (faint evocation).

ENCOUNTER 4: ENVIRONS OF DARKBRIDGE TEMPLE

Refer to DM Map 4 for a map of the area surrounding Darkbridge Temple. In this encounter, the PCs fight manscorpions infesting Darkbridge's outer ruins. Read the following:

Ahead lies Darkbridge; its ancient, black-hued walls rear out of the sands heaped at their base. The ruins squat defiantly atop a once proud, high hill at the sand-choked confluence of two ancient valleys.

Shunned by all, no sane traveler comes within sight of the squat, festering ruins that were once one of ancient Sulm's holiest of sites. Sulm's elite gathered here to appease their forbidden gods with dark rituals and mass sacrifice.

Built atop a high hill at the intersection of two valleys and ringed by three great walls that hold the advancing sand somewhat at bay the central temple still stands. Four great gates, ceremonially set at the cardinal points of the compass, pierce the outer wall, which has been overwhelmed in places by the ubiquitous wind and sand. The inner walls protect many lesser shrines arrayed around the main edifice and are studded with protective towers.

A group of manscorpions lurks at each gate, drawn here by a nameless compulsion that calls to the very core of their being. Although they do not understand why, they are compelled to defend this place. If the PCs arrive here by climbing up the hill the manscorpions almost certainly notice the intruders and prepare by drinking all their potions. If the PCs arrive by *teleport*, or similar magic, they might surprise the manscorpions. In this instance, the creatures scatter into a network of tunnels

and passages dug into the very hill itself. Here, they drink their potions before emerging to do battle.

The Walls: Strange mystic symbols cover the outer walls of Darkbridge. A *detect magic* spell coupled with a successful DC 25 Spellcraft check reveals that the sigils radiate overwhelming abjuration magic.

APL 6 (EL 7)

☛ **Manscorpion Warriors (3):** hp 39 each; Appendix 1.

APL 8 (EL 9)

☛ **Manscorpion Warriors (3):** barbarian 1/scout 1; hp 54 each; Appendix 1.

APL 10 (EL 11)

☛ **Manscorpion Warriors (3):** barbarian 1/scout 1/fighter 2; hp 69 each; Appendix 1.

APL 12 (EL 13)

☛ **Manscorpion Warriors (3):** barbarian 1/scout 1/fighter 4; hp 84 each; Appendix 1.

APL 14 (EL 15)

☛ **Manscorpion Warriors (3):** barbarian 1/scout 1/fighter 6; hp 99 each; Appendix 1.

APL 16 (EL 17)

☛ **Manscorpion Warriors (3):** barbarian 1/scout 1/fighter 8; hp 130 each; Appendix 1.

The manscorpions ignore any character who has the Sulm Tattoo AR entry from COR5-09 *Gateway to Bright Sands* (and who has the tattoo in a visible location) until that character attacks them. (They assume that individuals with the Sulm Tattoo are in some bizarre way their kin).

Terrain: A lair of shallow sand covers some of the ground within Darkbridge's black walls (DM Map 4—mostly around the temple's outer gates). Shallow sand slightly impedes movement. It costs 2 squares of movement to move into a square with shallow sand and the DC of Tumble checks in such squares increases by 2.

The rest of the ground within the walls, however, is comparatively free of sand – some fell agency stops the sands of the Bright penetrating this place. Instead, the ground is withered, sun-blasted, and rock hard. Asheratis within these areas cannot use their sandswim ability.

Tactics: Once battle begins, the manscorpions are implacable foes, fighting until slain. Before combat, (wherever possible) they drink all their potions.

If possible, they prefer to attack when intruders are relatively bunched up, perhaps as they pass through one of Darkbridge's four gates. If they have spotted the PCs' approach, they lurk behind walls and sand dunes. (Note, however, that at all APLs their Hide bonus is very low). Because they have taken the time to pre-prepare their

hiding places, they gain a +6 circumstance bonus to these Hide checks. As soon as they are spotted, or when the PCs are close enough, they burst forth, hurling javelins before charging.

Treasure: The PCs can gain the following treasure here by defeating the manscorpions:

APL 6: Loot: 7 gp; Total: 7 gp.

APL 8: Loot: 63 gp; Magic: 24 gp—6 *potions of magic fang** (4 gp each); Total 87 gp.

APL 10: Loot: 63 gp; Magic: 675 gp—6 *potions of greater magic fang* (+2)* (100 gp each), 3 *potion of barkskin** (25 gp each); Total 738 gp.

APL 12: Loot: 63 gp; Magic: 1,050 gp—6 *potions of greater magic fang* (+3)* (150 gp each), 3 *potion of barkskin* (+3)* (50 gp each); Total 1,113 gp.

APL 14: Loot: 63 gp; Magic: 1,500 gp—6 *potions of greater magic fang* (+4)* (200 gp each), 3 *potion of barkskin* (+4)* (75 gp each); Total 1,563 gp.

APL 16: Loot: 63 gp; Magic: 1,800 gp—6 *potions of greater magic fang* (+5)* (250 gp each), 3 *potion of barkskin* (+5)* (100 gp each); Total 1,863 gp.

*Likely expended; PCs gain no gold.

Detect Magic Results: *potion of magic fang* (faint transmutation), *potion of greater magic fang* (+2) (moderate transmutation), *potion of greater magic fang* (+3, +4, and +5) (strong transmutation), *potion of barkskin* (+2) (faint transmutation), *potion of barkskin* (+3 and +4) (moderate transmutation), *potion of barkskin* (+5) (strong transmutation).

Development: The manscorpions guarding the other gates do not investigate sounds of combat – they are confident in their comrades' ability to kill any intruders. Their warren of tunnels and passages is mainly empty, containing only their nests and the remnants of recent meals. There is nothing of interest here.

ENCOUNTER 5: SHADOW IN THE BRIGHT

The fighting in encounter 4 may alert Othimvoar – a shadow bronze dragon – to the presence of intruders in his domain.

In 581 CY, dreams of ancient glories and glittering treasures drew Othimvoar to Darkbridge. Entering Darkbridge, he slew nearly all of the tribe of jermalines that infested the upper levels but was corrupted by the site's evil and darkness shortly thereafter. Othimvoar now claims this place as his lair, although he allows a few manscorpions to dwell in the outer ruins for the extra protection they afford him. By night, Othimvoar hunts the surrounding sands, slaughtering all he finds. Thus, he might attack the PCs as they camp for the night. See the separate tactics section below in this eventuality.

When Othimvoar first appears, read the following adjusting it to account for the time and nature of his attack:

This large/huge dragon has a once-proud but now blurred and pitted fluted crest sweeping back from its cheeks and eyes. It has small horns on its lower jaw and chin and a long, sinuous but heavily scarred neck. Its scales are dull brown in color but, in places, have a blue-black tint to them. Shadows cluster thickly about the beast and the smell of salt and the sea hang heavily in the air.

APL 6 (EL 9)

🐉**Othimvoar:** juvenile shadow bronze dragon; hp 142; Appendix 1.

APL 8 (EL 11)

🐉**Othimvoar:** juvenile shadow bronze dragon fighter 2; hp 159; Appendix 1.

APL 10 (EL 13)

🐉**Othimvoar:** young adult shadow bronze dragon fighter 2; hp 190; Appendix 1.

APL 12 (EL 15)

🐉**Othimvoar:** adult shadow bronze dragon; hp 241; Appendix 1.

APL 14 (EL 17)

🐉**Othimvoar:** mature adult shadow bronze dragon; hp 276; Appendix 1.

APL 16 (EL 19)

🐉**Othimvoar:** old shadow bronze dragon; hp 337; Appendix 1.

Tactics—In Darkbridge: Othimvoar spends the days lurking in the entranceway to the temple jealously guarding his holdings. If he becomes aware of battle within the temple's precincts (at all APLs he has very good Spot and Listen modifiers) he prepares for battle by casting all his buff spells. (Remember that the DC of Othimvoar's breath weapon is Constitution-based. Thus, if he casts *bear's endurance* this DC increases by 2.) He arrives to battle the PCs just after they have killed the last manscorpion.

Tactics—Attacking A Campsite: Because Othimvoar patrols the sands around his lair every night he automatically spots the PCs if they set a campfire within 20 miles of Darkbridge.

If he has spotted them, he prepares by casting all his buff spells (see above) while around half a mile distant. After that, he flies over the campsite at a height of 300 ft. to get some basic information about his targets before attacking.

Tactics—In His Lair: Othimvoar prefers to fight in the open, where he can use his flight and repulsion breath weapon to split up groups of opponents. If caught inside, however, he uses his electrical breath weapon before attempting to lead the PCs outside.

Tactics—General: Othimvoar begins combat with his repulsion breath weapon in an attempt to split up his attackers. If successful, he attacks the smallest group concentrating on a single opponent.

Treasure: While Othimvoar does not carry a lot of treasure with him (only the items listed as possessions in Appendix 1), much wealth lies in his lair.

APL 6: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 8: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 10: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 12: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 14: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 16: Magic: 2667 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp), stone of good luck (1667 gp); Total 1000 gp.

Detect Magic Results: ring of counterspells (moderate evocation), ring of protection +2 (faint abjuration), stone of good luck (faint evocation).

Development (Geven's Ring): Some PCs possess Geven's Ring (either the regular or the upgraded version). The strange magic of Darkbridge Temple, and the proximity of such a powerful being of shadow, works odd effects upon the ring. When the dragon first reveals himself, any PC wearing either version of Geven's Ring begins uncontrollably moving between the plane of Shadow and the Prime Material. The effects the PCs as though a *blink* spell that lasts as long as the PC is in the environs of Darkbridge Temple and in the proximity of Othimvoar. If the dragon is slain or driven off, the effect ends and the ring is destroying (suddenly shattering and falling off the wearer's finger—cross the ring of the character's AR).

While on the plane of Shadow, the Temple looks whole and much more foreboding. Purple lightning cracks across the sky and strong eerie howling wind batters the PC. Darkness is everywhere, but near the temple, it seems strangely alive. The uncontrollable blinking should be a disconcerting experience for even the hardiest of adventurers.

Many of the outer buildings lead off into darkness, but are littered with the bones of small humanoids, and the moans of the undead echo up from the depths. The rest of Darkbridge Temple is filled with countless horrors, but once Othimvoar is dead, nothing else stands between the PCs and Darkbridge's inner precincts. Proceed to encounter 6.

ENCOUNTER 6: LAIR OF SHADOW

Othimvoar took the central chamber of Darkbridge as his own.

This chamber is immense - easily 50 feet wide and 100 feet long. A forest of tall, slender pillars either side of a central processional holds the roof aloft. Flames of obvious magical origin leap from small iron balls suspended from the ceiling on thin iron chains.

The debris and detritus of many raids is strewn across the floor. Smashed barrels, rotten bales and packets of food, a shattered wagon, and the skeletons of many animals and humans lie scattered about. Here and there, discarded coins sparkle in the shadowy light pervading the entire chamber.

If any character entering the central building of Darkbridge has the Mystic Parchment AR entry from COR5-11 *Dark Deceit on Bright Sands* read the following (adjusting it to suit the circumstances). (For example, if the character keeps the parchment in his pouch it could begin to smolder and belch smoke.)

Suddenly the mystic parchment you found long ago below Dagger Rock begins to belch smoke and flame! Fire plays across the parchment's surface but does not consume it. Iridescent sparks cascade from the parchment through the sinisterly cold air as before your eyes, hitherto unknown words replace the parchment's familiar verse.

Hand the relevant PC(s) Player Handout 4. For the DM's convenience, this text is reproduced below.

Beneath the sands lie the Bridge of Night where the whispers of the Darkness can still be heard and his spawn do writhe and gibber in the eternal gloom of night. Only here, cross the Bridge of Night where Hell's mercenaries stand their watch, does the chill of the Darkness' flame still burn; waiting to consume all with his unyielding hunger.

Any character with the Chosen AR entry from COR5-17 *Time's Tide on Bright Sands* feels distinctly ill at ease entering this place. Echos of ancient Sulm play at the limit of their senses. Shadows seem to move and they hear a faint doom-laden chanting. For the duration of the first fight they have within Darkbridge treat them as shaken (-2 penalty to attack rolls, saving throws, skill checks, and ability checks). This is not a fear-effect but rather a result of the distraction these visions cause.

In addition, to the remains of the dragons hoard, a DC 10 Search check discovers a trapdoor beneath the coins and rotten grain. This secret door leads done to room 1 of the lower temple (encounter 7).

Treasure: Othimvoar's lair is full of the proceeds of years of raiding. Much of this wreckage is relatively worthless – ruined wagons, rotten grain, smashed water barrels, and so on. A few choice items – and some coin and gems – are also here.

APL 6: Coin: 17 gp; Magic: 333 gp—spellguard rings (333 gp); Total 350 gp.

APL 8: Coin: 34 gp; Magic: 333 gp—spellguard rings (333 gp); Total 367 gp.

APL 10: Coin: 346 gp; Magic: 541 gp—eyes of the eagle (208 gp), spellguard rings (333 gp); Total 887 gp.

APL 12: Magic: 541 gp—eyes of the eagle (208 gp), spellguard rings (333 gp); Total 541 gp.

APL 14: Coin: 45 gp; Magic: 791 gp—eyes of the eagle (208 gp), lesser extend metamagic rod (250 gp), spellguard rings (333 gp); Total 836 gp.

APL 16: Magic: 866 gp—eyes of the eagle (208 gp), lesser extend metamagic rod (250 gp), hand of the mage (75 gp), spellguard rings (333 gp); Total 866 gp.

Detect Magic Results: eyes of the eagle (faint divination), lesser extend metamagic rod (strong universal), hand of the mage (faint transmutation), spellguard rings (moderate abjuration).

ENCOUNTER 7: INTO THE TEMPLE BELOW

Once the PCs have found their way through the secret door, they are free to descend into the lower halls of the greater temple. See DM Map 4 for a detailed picture of the greater temple. At the bottom of the stairs, they find themselves in area 1, the receiving room.

Unless noted, there is no light in any of the rooms of the temple below and a locked metal door bars the entrance to each room or hallway.

☛ **Metal Doors:** 4 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Locks DC 30.

AREA 1: RECEIVING ROOM

The stairs open into a room untouched by the ravages of the Bright. Chiseled of black stone with swirling violet spirals, the room emanates with a faint purple light that emerges from no obvious source. A set of brass double doors lead to the south, and a smaller single door leads east. Etched into the brass double doors of the south is an angular inverted two-step pyramid. Strange writing covers the walls as well as decorative columns that flank the larger door.

The receiving room was used by the ancient priests when dealing with minions not worthy of entering the lower halls. Despite the long period of disuse, the same magic as above keeps the room clean and in good repair.

A successful DC 20 Knowledge (religion) check reveals that the spirals and the inverted step pyramid are symbols of the long forgotten deity Tharizdun (NE intermediate god of eternal darkness, decay, entropy,

malign knowledge and insanity). Those PCs who have played COR5-17 *Time's Tide on Bright Sands* recognize the style of this temple to being similar to the religious iconography and overall construction of the palace in Sulm.

The writing carved into the walls and columns is the inane language of babbling that Tharizdun speaks to his chosen of Darkbridge. It is unknown to any living being from this plane. A DC 25 Decipher Script suggests there is no recognizable linguistic pattern and perhaps the writing is decorative. Any PC casting a *comprehend languages* spell and attempting to understand the writing must succeed in a DC 15 Will save or go insane from the ramble thoughts of the dark god (effect as per an *insanity* spell, though no magic is involved). This is a mind-affecting effect. If successful, the PC's sanity overcomes the writings and the *comprehend languages* ends. The PC cannot remember what the writing says, but has an aversion to trying to understand it again.

As with other doors throughout the complex, the doors exiting this room are locked.

Detect Magic Results: protections on the walls floor and ceiling (overwhelming abjuration); purple ambient light (faint evocation).

AREA 2: MEDITATION CHAMBER

Your light reflects off a low, small shrine opposite the door. The walls of this quiet chamber are decorated with murals of otherworldly horrors. Chief among them, above the altar, is a large multifaceted crystal of ebony. Impressions of many unblinking eyes and writhing tentacles lurk just beneath the prison of black stone. Careful inspection of the mural notes a small crack near the bottom of the crystal.

This room is used for quiet contemplation on the mysteries of the dark god. Due to the horrors that are often imparted and the noise of the screams of terror that follow, the meditation table is placed far from the rest of the complex.

The temple itself is one of those few places where Tharizdun still touches Oerth, and his influence is particularly strong in this room. Anyone standing or kneeling directly before the altar may feel the dark god touch his mind. Those entering the room and standing before the altar must make a DC 20 Will save. This is a mind-affecting affect. Those who succeed feel as if something brushed across their face; like having passed through a spider's web. Those that fail are driven to their knees as He of the Eternal Darkness offers up his revelation. Read the following:

You stand before a great altar, sweating from the combination the heavy purple robe that you wear and the many fires that are sporadically burning throughout the room. A black statue of featureless man sits before you, the height of several normal men. Somehow you know this key and the gate. Your

master will return if only you can swing wide the gate. It will take a great many sacrifices, but you see them all, and you cannot help but cackle with glee knowing that the dark entity has chosen you to aid in his return.

After several minutes of kneeling and maniacal laughter, the presence leaves the minds of those that fail their Will save and they begin to feel themselves once again. Though they are under no obligation to follow through on aiding in the return of the foul being, when alone in their thoughts, they will never quite feel clean again.

AREA 3: SPAWN PIT

A great pool of darkness is centered in this high ceilinged room, almost as if someone had reached into the starless sky and plucked down the darkest night.

Manifestations of Tharizdun's deific desires for oblivion, the spawn of Tharizdun swim in the pool of black liquid; themselves oozing amorphous puddles of night. Anyone that opens the door attracts their attention, causing them to undulate forward in hopes of feasting.

These creatures may have been encountered before, and if any PC has played COR3-18 *Through Nature to Eternity*, they recognize them. The ceiling in this room is thirty feet high.

APL 6 (EL 7)

☛Spawn of Tharizdun: hp 115; Appendix 2.

APL 8 (EL 9)

☛Spawn of Tharizdun (2): hp 115; Appendix 2.

APL 10 (EL 11)

☛Spawn of Tharizdun (4): hp 115; Appendix 2.

APL 12 (EL 13)

☛Advanced Spawn of Tharizdun (4): hp 239; Appendix 1.

APL 14 (EL 15)

☛Advanced Spawn of Tharizdun (4): hp 338; Appendix 1.

APL 16 (EL 17)

☛Elite Advanced Spawn of Tharizdun (4): hp 420; Appendix 1.

Tactics: The spawn are compacted in the pit which takes up the center of the room. Upon entering the room, the creatures rush out and attempt to feast upon the adventurers. As amorphous creatures, they stack on top of each other if necessary. The spawn attempt to grapple and swallow any nearby PCs, and use their feats (Combat Expertise and Karmic Strike) as appropriate. They fight

until destroyed, and follow those trying to flee. Unlike normal oozes, the Spawn are intelligent.

Development: If slain, the creatures collapse in an oily puddle of foul liquid that rapidly begins to boil away until nothing is left but a stain upon the floor.

AREA 4: HALL OF HISTORY

The walls of this great hall are covered in murals, depicting a great war. In the heavens creatures with angelic wings and glowing light do battle alongside foul demonic creatures with claws of bone. Together they drive back a swirling darkness and force it into a yawning pit where they then seal it with a great metal cover inlaid with complicated locks. At the far side, the mural shows a slim tentacle of darkness worming its way from under the locks and past the unseeing gaze of angelic and infernal guardians to a man who holds aloft a crown decorated with the likeness of many scorpions. The darkness wraps itself around the crown and then moves inside while the man smiles with a wide, crazed look.

The walls of this room depict the great war of the gods where Tharizdun was beaten back and caged. A DC 15 Knowledge (religion) check confirms the meanings of this portion of the mural.

The paintings go on to show the creation of the scorpion crown with the aid of the king of Sulm. This can be confirmed with a DC 15 Knowledge (history) or bardic knowledge check. Those PCs that have played COR5-17 *Time's Tide on Bright Sands* receive a +4 circumstance bonus to this check due to their first-hand knowledge of the subject.

AREA 5: HALL OF STATUARY

Six stone statues, three to each side, flank this narrow hall. Each depicts a humanoid in heavy robes and holds their arms aloft as praising some deity. Full spiked helms cover their faces, making it impossible to identify the individuals who they represent, though each has minor differences, such as a dagger at the hip, or a jeweled amulet hanging from the neck.

The statues represent the six Doomdreamers, high priests of Tharizdun, which came together to create Darkbridge temple with the goal of bringing forth their god from his confinement. Their names are lost time, but these statues remain.

AREA 6: OUTER FANE

The door opens onto a small room with vaulted ceilings. Two flickering torches shed an unnatural purple light upon the walls. In the center of the room is a complex statue of spiraling tentacles, all painted black. The statue takes of the majority of the

room, leaving only just enough space to walk around it.

Most supplicants will pass through the outer fane in order to gain access to the temple. In doing so, they put themselves under the scrutiny of a spell turret trap that has been installed in this room. The statue is harmless.

Trap: When not active, the spell turret is recessed into the ceiling and covered with a *nonetection* spell. The spell turret activates when anyone not of the original temple staff, or anyone not dressed as a cleric of Tharizdun, enters the room. The turret sees in a 360-degree arc with 120 feet of *true seeing*. A diminutive stone obex (inverted step pyramid) descend from the shadowed ceiling and begins targeting enemies with its spells. Due to its size, it might easily go unnoticed at first. It casts one spell per round in the order listed, and then paused on the fifth round to heal 4d8+20 hp of damage before returning to the beginning of its spell list on the sixth round and renewing the cycle. For those spells that targeted a specific PC, the turret always targets the closest PC.

APL 6 (EL 4)

✶**Spell Turret:** CR 4; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*dispel magic* (area), *bestow curse* (-4 saves, DC 14), *blindness* (DC 14), *searing light* (+3 ranged touch), 5th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 28; Disable Device DC 28; AC 7; Hardness 8; hp 200.

APL 8 (EL 5)

✶**Spell Turret:** CR 5; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*confusion* (DC 16), *unholy blight* (DC 16), *phantasmal killer* (DC 16), *wrack* (DC 16), 7th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 29; Disable Device DC 29; AC 7; Hardness 8; hp 200.

APL 10 (EL 6)

✶**Spell Turret:** CR 6; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*flamestrike* (DC 17), *insect plague*, *inflict light wounds* (DC 17), *greater command* ("halt", DC 17), 9th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 30; Disable Device DC 30; AC 7; Hardness 8; hp 200.

APL 12 (EL 7)

✶**Spell Turret:** CR 7; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*greater dispel magic* (area), *blade barrier* (DC 19), *animate objects* (the large stone statue and two small torches), *phantasmal killer* (DC 19), 11th-level cleric); no spells cast every fifth round but

spell turret self-repairs 4d8+20 hp; Search DC 31; Disable Device DC 31; AC 7; Hardness 8; hp 200.

APL 14 (EL 8)

✦**Spell Turret:** CR 8; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*forcecage* (barred so they may be targeted with future spells), *finger of death* (DC 20), *inflict serious wounds* (DC 20), *disintegrate* (+9 ranged touch), 13th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 32; Disable Device DC 32; AC 7; Hardness 8; hp 200.

APL 16 (EL 9)

✦**Spell Turret:** CR 9; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*firestorm* (DC 22), *power word stun*, *summon monster VIII* (fiendish dire tiger), *unholy aura* (on fiendish dire tiger), 15th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7; Hardness 8; hp 200.

AREA 7: BARRACKS

Bunk beds and a large hearth mark this room as a barracks of some kind. Now empty, there seems little here of interest to your quest.

There is sleeping space for ten guards honored enough to watch over the lower halls. Now, there is no one left to offer a watchful eye. The beds, while kept clean by the magic of the temple, but the mattresses crumble at the slightest touch.

AREA 8: GUARD POST

The door to this room is especially reinforced. Inside, a table with four chairs is placed in the center of the room. Weapon racks and a small hearth with a small hanging cauldron decorate the walls.

The fortified room was used as a guard post for those guards on watch protecting both the temple, and any prisoners normally kept to the south. Other than those items mentioned in the description, the room is empty.

✦**Reinforced Metal Doors:** 4 in. thick; hardness 10; hp 80; AC 5; Break DC 30; Open Locks DC 35.

AREA 9: HOLDING CELL

A slot with a sliding cover is affixed to the door to this room at eye level. Inside, a dozen sets of rusted manacles are mounted to the walls. Scattered bones lie beneath several of the manacles and dark stains litter the floor.

Sacrifices were a constant need when Darkbridge was an active temple. Slaves used for sacrifices were kept in this

holding cell until such time as they could be used. Now it is empty but for a few discarded bones.

AREA 10: PRIESTS' CHAMBER

The walls of this room are a dizzying array of purple swirled with black. Three large beds stand on luxurious rugs, and mahogany wardrobes. A man-sized mirror in a gilded frame hangs upon the south wall.

In the center of the room, three black skeletal forms stand in moldering robes, fire blazing from their eyes.

Highly favored priests of the dark one lived in this opulent chamber. There is nothing of value to be found in this room.

Left behind are three normal skeletons, painted black, and wearing decaying robes. At one time, they served the clergy of the temple and are indeed dressed wearing moldering robes of junior acolytes. Their last orders were to wait here until the priests return. As such, they do not defend themselves, if the PCs choose to destroy them.

✦**Skeletons (3):** hp 6; *Monster Manual* 225.

AREA 11: HIGH PRIEST'S CHAMBER

Even more elegant than the previous chamber, this bedroom seems devoted to a single bed. The nauseating swirls of the previous room continue here, in force, evoking a sickening feeling.

The high priest's room is decorating with dizzying swirls. Anyone entering this room must succeed in a DC 8 Will save or be dazzled while they are in this room and for one minute afterwards.

AREA 12: GREATER TEMPLE

A pair of great doors bars entrance to this room. Embossed upon the black metal is a great spiral, with no beginning or end, causing you to feel dizzy, as if you are being draw inside its tendrils.

When the PCs approach within fifteen feet of the greater temple, the magic of the doors begins to play upon the PC's minds. All who can see the doors are subject to a DC 13 Will save. Those that succeed feel a wooziness but are otherwise unharmed. Failure indicates the target stumbles to their knees helpless with overwhelming vertigo. The feeling passes after two rounds. This is a mind-affecting effect and those with the Madness domain are immune.

Once the PCs proceed through the doors, continue with, or paraphrase the following, read aloud text.

The room beyond the imposing metal doors is vast, with the ceiling of black stone more than forty feet above you. The floor before you glows with a sickly purple, edged in darkness. Past the strange glowing

flow is a immense statue of a featureless man sitting cross legged upon the floor, his head barely below the ceiling and a great basin of purple flame flickering in his lap.

Standing between you and the statue on the glowing portion of the floor are several unnatural creatures whose attention is draw to your entrance.

The greater temple is home to the worship of He of the Eternal Darkness in Darkbridge, though it has not been used for many years. The area of the floor marked upon the map emits *light* as per the spell cast by a sorcerer at 20th-level, but is otherwise non-threatening.

The basin at the feet of the statue is the place where the *scorpion crown* was forged, and it is only here where the ritual to unmake it can be performed. The black flame radiates a deep chill toward any that approach that becomes soul chillingly painful up close. Anyone foolish enough to place their hand within suffers 3d6 points of damage per round as they are painfully erased from existence. There is no saving throw for this effect, but removing one's self from the flames of oblivion stop the damage.

Creatures: Several yugoloths have been bound to the Greater Temple in order to prevent intruders from laying claim to the secrets there. They take a dim view of any entering the temple that is not wearing the vestments of a cleric of Tharizdun and attack immediately unless the party displays a Yugoloth Trident from COR5-06 *Blood on Bright Sands* (see below).

APL 6 (EL 9)

- ✚Canoloth (3): hp 51; Appendix 2.
- ✚Gorkonis, Corruptor of Fate: hp 52; Appendix 2.

APL 8 (EL 11)

- ✚Gorkonis, Nycoloth: hp 161; Appendix 2.
- ✚Mezzoloth (2): hp 95; Appendix 2.

APL 10 (EL 13)

- ✚Gorkonis, Nycoloth: hp 165; Appendix 2.
- ✚Nycoloth: hp 161; Appendix 2.
- ✚Mezzoloth (4): hp 95; Appendix 2.

APL 12 (EL 15)

- ✚Gorkonis, Ultraloth: hp 171; Appendix 2.
- ✚Nycoloth (2): hp 161; Appendix 2.
- ✚Mezzoloth (4): hp 95; Appendix 2.

APL 14 (EL 17)

- ✚Gorkonis, Ultraloth: hp 175; Appendix 2.
- ✚Ultraloth: hp 171; Appendix 2.
- ✚Nycoloth (3): hp 161; Appendix 2.
- ✚Corruptor of Fate Assassin (2): hp 111; Appendix 2.
- ✚Mezzoloth (4): hp 95; Appendix 2.

APL 16 (EL 19)

- ✚Gorkonis, Nycoloth Commander: hp 362; Appendix 2.
- ✚Ultraloth (2): hp 171; Appendix 2.
- ✚Nycoloth (3): hp 161; Appendix 2.
- ✚Corruptor of Fate Assassin (2): hp 111; Appendix 2.
- ✚Mezzoloth (4): hp 95; Appendix 2.

Tactics: The tactics employed by the yugoloths vary by APL. In all cases, any negotiations or discussion goes through Gorkonis.

APL 6: The canoloths are positioned within 40 feet of the door, and rush the initial PC through the door trying to paralyze them. Gorkonis moves in behind the canoloths and uses his *bestow curse* ability on everyone who attacks him with natural weapons, or whom he successfully attacks. If unable to reach an opponent to fight, Gorkonis actively uses his *corrupting gaze*.

APL 8 and 10: The yugoloths start on the far side of the room opposite the door. The mezzoloths use their *cloudkill* spell-like ability to place the PCs and if necessary (since they are immune) inside a poisonous cloud, before moving up with their tridents. Gorkonis (and the additional nycoloth at APL 10) will fly above the party and target a soft looking enemy with as many attacks as possible. He does not grapple unless the PC seems likely to be especially inconvenienced by his improved grab. Since they can cast it at will, all the yugoloths have a *see invisibility* active when the PCs arrive. Gorkonis will also have a *mirror image* active. If the PCs are especially adept at battlefield control, the yugoloths bypass any obstacles with *greater teleport* in order to eliminate troublesome spellcasters.

APL 12: The nycoloths and mezzoloths attack as above. Gorkonis has inscribed a *symbol of death* just inside the door that slays all non-evil creatures that see it. In combat, Gorkonis uses his hypnotic gaze and spell-like abilities from range unless he is needed in melee.

APL 14: The ultraloths, nycoloths and mezzoloths attack as above. The corruptor of fate assassins have poisoned both their blades and arrows. If they have any warning of the PCs approach (such as hearing the PCs deal with the spell turret trap) they have also cast *cat's grace* and consumed their *potions of fly*. Regardless, the ultraloths keep them under the effects of an *invisibility* spell at all times. If unnoticed, the assassins study one of the PCs, preferably an arcane caster, for three rounds, and then death attack them.

APL 16: The yugoloths attack as above.

Development: The many yugoloths working in the Bright have conflicting contracts to fulfill. They have accepted a commission to defend the temple in the name of Tharizdun and they have also been hired as mercenaries by Rary to further his designs upon the Bright. If any PC carries the yugoloth trident from COR5-06 *Blood on Bright Sands* Gorkonis recognizes the PC as a

possible ally. The trident is a symbol of a contract purchased with the yugoloths, and the holder is to be protected from the yugoloths and might command them. This puts Gorkonis in a quandary.

Rather than attack, he calls out to the PC with the trident and asks the party's intentions. He starts with an attitude of unfriendly towards the PCs. If the party declares for The Traitor, Gorkonis explains his conflict. Provided they convince him, he will allow them to summon their master, but will not allow them to enter the room. He claims that when Rary arrives he will hand the temple over to him. Any combat preparations (such as spellcasting) will be regarded as an attack and the yugoloths attack immediately. If the PCs declare for Tenser or Karistyne, Gorkonis orders them to leave. If the PCs do not, the yugoloths attack, attempting to keep the PC with the trident alive, if possible. If the PCs are defeated, but the holder of the trident is captured, the yugoloths deliver the holder to the surface and claim the trident; their contract fulfilled.

PCs who negotiate for Rary should receive full XP for this encounter, but they receive none of the treasure.

Treasure: The PCs can gain the following treasure here if they defeat the yugoloths:

APL 6: Loot: 32 gp; Magic: 98 gp – +1 studded leather armor (98 gp); Total: 130 gp.

APL 8: Loot: 4 gp; Magic 781 gp – +2 large greataxe (695 gp), 2 +1 tridents (193 gp ea.); Total: 785 gp.

APL 10: Loot: 8 gp; Magic 1562 gp – 2 +2 large greataxes (695 gp), 4 +1 tridents (193 gp ea.); Total: 1570 gp.

APL 12: Loot: 8 gp; Magic 3088 gp – 2 +2 large greataxes (695 gp ea.), +3 longsword (1526 gp), 4 +1 tridents (193 gp ea.); Total: 3096 gp.

APL 14: Loot: 134 gp (6 doses of shadow essence, 21 gp ea.); Magic 8158 gp – 2 +1 amulets of natural armor (167 gp ea.), 2 +1 composite shortbow (+2 Str bonus) (223 gp ea.), 3 +3 large greataxes (695 gp ea.), 2 +3 longswords (1526 gp ea.), 4 potions of cure serious wounds (63 gp ea.), 2 potions of fly (63 gp ea.); 2 +1 rings of protection (167 gp ea.), 2 +1 short swords (193 gp ea.), 2 +2 studded leather (347 gp ea.), 4 +1 tridents (193 gp ea.); Total: 8292 gp.

APL 16: Loot: 134 gp (6 doses of shadow essence, 21 gp ea.); Magic 9216 gp – 2 +1 amulets of natural armor (167 gp ea.), +2 large breastplate (363 gp), 2 +1 composite shortbow (+2 Str bonus) (223 gp ea.), 4 +3 large greataxes (695 gp ea.), 2 +3 longswords (1526 gp ea.), 4 potions of cure serious wounds (63 gp ea.), 2 potions of fly (63 gp ea.); 2 +1 rings of protection (167 gp ea.), 2 +1 short swords (193 gp ea.), 2 +2 studded leather (347 gp ea.), 4 +1 tridents (193 gp ea.); Total: 9350 gp.

*Likely expended; PCs gain no gold.

Detect Magic Results: +1 amulets of natural armor (faint transmutation), +2 large breastplate (faint transmutation), 2 +1 composite shortbow (+2 Str bonus) (faint transmutation), 4 +3 large greataxes (moderate transmutation), 2 +3 longswords (moderate transmutation), 4 potions of cure serious wounds (moderate conjuration), 2 potions of fly (moderate transmutation), 2 +1 rings of

protection (faint abjuration), 2 +1 short swords (faint transmutation), 2 +2 studded leather (faint transmutation), 4 +1 tridents (faint transmutation).

CONCLUSION

Once the PCs have secured the Greater Temple, they must activate the device given to them in order to summon their patron, Tenser or Rary.

Laying the delicate arcane device upon the floor and unfolding its fragile gold arms so they are splayed out against the tiles, the narrow shard of crystal projects a light towards the ceiling, which pulses with several bright yellow surges. After perhaps a minute, the brightness explodes, destroying the device. In the aftermath of the flash, a group of people stands before you, surrounding the device.

The device summons Tenser, Karistyne, and her court, or Rary and his minions.

KARISTYNE ARRIVES

Read the following:

Karistyne steps forward. "Well done, adventurers you have brought us here to the very heart of evil so that we can foil Rary's insidious plans to gain control over the scorpion crown. Here, at last, we can destroy the very items Rary has been searching for, forever putting control of the scorpion crown beyond his reach. Will you help me in this last task."

Karistyne is happy to answer any questions the PCs might have, but will not be dissuaded from her purpose. If the PCs agree to help Karistyne and her companions in this last task read the following:

"This victory is yours, though," says Karistyne. With that, the lady motions your forward. "I would be honoured if you would destroy these items."

When a PC destroys Bane of Itar read the following text (modifying it to suit the PC's exact actions):

As you take Bane of Itar from Karistyne it writhes in your arms, seemingly trying to strike out at the lady paladin. As you move closer to the flames the swords start to emit a terrible, inhuman wave. Thrusting it into the purple flames, the blade begins to melt away to nothingness. As you feed the last of the weapon into the flames the scream ceases. The chamber is silent once again.

When a PC destroys Goggorddu read the following text (modifying it to suit the PC's exact actions):

Holding Gosgorddu a great sense of peace washes over you as you move forward. As you slide the

hammer into the purple flames it seems that the hammer lets out a contented sigh as it is consumed into nothingness.

When the PCs destroy the thinaun read the following:

This odd metal is strangely cold in your hands. As you near the flames, it starts to bubble and pop as if exposed to great heat. As you hurl it into the fire there is a sudden burst of brilliant white light as the thinaun is instantaneously consumed.

If the PCs ask about the Last Flower of Sulm, Karsityne gives the following explanation:

"Alas the flower is beyond my reach. Ulma, last princess of Sulm and the flower are inextricably linked. The flower's destruction would doom Ulma to life as a manscorpion. So, she hides in the Sleeping Tower, protected by the potent defences of the place and Shemaya. Rary cannot reach them there.

RARY ARRIVES

Read the following:

From the group, a Bakluni man of youthful countenance steps forward. An aura of quiet dignity and reflection surrounds him. "Well done, adventurers," he says, "I am Rary, called by some a traitor. I assure you, I am no such thing." He pauses a moment to gather his thoughts before continuing, "What you have done here today is of great import for not just the Bright Lands but all of the Flanaess – indeed for the very planet itself. While we have not managed to (yet) gather all the items I require to unmake the scorpion crown, we now control this place of potent magic. Karistyne and her brethren will not dare come here now. Here the crown can be unmade shattering its hold on the region and closing one of the Ultimate Sleeper's windows into Oerth.

If the PCs ask how Rary intends to unmake the scorpion crown without all the required items he responds:

"It is sadly true that the meddling of Karistyne and her mentor have thus far stymied my plans. However, as we speak I am rectifying this. Karistyne's arrogance is beyond belief. She speaks of the greater good and of my evil but I ask you, what would you chose: the death of a few well-meaning do-gooders or the untold death and destruction caused by the Slumbering One's awakening?"

Once the PCs have finished interacting with Rary, read the following:

A flash of light heralds the arrival of another in the chamber. You know the man – clad in platemail and carrying a bloody sword – it is Robilar. He speaks, "I have the items you require." With that, he reaches into a bag and pulls out a large black scimitar, a warhammer, and a crushed red flower. "The girl would not relinquish the flower - my apologies for the damage" murmurs Robilar.

"Excellent!" replies Rary. "I must begin my preparations." He turns to you once again. "Thank you once again for your help in this matter. Now go, I have much to do, and the ceremony may prove dangerous to ones such as yourselves.

TROUBLESHOOTING

It is possible that the PCs summon the wrong patron to this meeting. If a PC allied to Rary switches the crystals in the summoning device the others present will be in for a shock when he arrives. Rary is a supremely powerful archmage (male human wizard 24), well prepared for trouble. He has multiple protective spells running and has brought with him a complement of elite guardsmen. PCs allied with Karistyne have no chance of defeating him in combat.

Rary, though, does not desire to slay any PCs who attack him – he believes that Karistyne and Tenser have manipulated them. Thus, he uses any number of non-lethal spell effects to subdue them. At this point, the PCs' only hope of victory is to flee magically to Karistyne Castle to warn Karistyne of the betrayal. Use the following text:

"You are the ones allied with that meddler Karistyne!" murmurs a youthful Bakluni man flanked by six heavily armed and armored Paynim warriors. "Guards, subdue them." As he speaks, his eyes roll back in their sockets. He whispers words of magic and then shouts "Robilar. Begin the attack. Kill all who resist. Bring me those weapons!"

Once he has subdued the PCs, he talks with the one(s) that summoned him. Use the boxed text presented under "Rary Arrives" to run this, modifying it to take into account hostile character's interjections.

Any character allied with Karistyne receives the "Honored Ally of Karistyne" AR entry. Characters allied with Rary receive the "Honored Ally of Rary" AR item. No PC can gain both AR items.

Thus concludes, "Blight on Bright Sands."

CAMPAIGN CONSEQUENCES

This is the concluding part of "Blight on Bright Sands." As such, the outcome of this adventure will have major consequences for the Bright Lands and surrounding areas.

If you play this adventure before 1 June 2007 please report the answers to the below questions to creighton@greyworks.co.uk, the fate of the Flanaess lies with you!

1. For whom did the PCs work?
2. Did they slay Othimvoar?
3. Did the PCs reach area 12 (The Greater Temple) and did they clear it of yugoloths?
4. Who did the PCs summon to the Greater Temple?
5. Did the PCs accidentally summon Rary and did anyone escape using magic to warn Karistyne?

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.

Encounter 1: City of the Scorned

Encounter the trapped equipment

APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP
APL 14	210 XP
APL 16	240 XP

Encounter 3: Sandstorm

Defeat the Dust Devils and *shout* trap

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Encounter 4: Environs of Darkbridge

Defeat the manscorpions

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter 5: Shadow in the Blight

Defeat Othimvoar

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Encounter 7: Into the Temple Below

Defeat the Spawn of Tharizdun

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Defeat the Spell Turret

APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP

APL 14	240 XP
APL 16	270 XP

Negotiate with or Defeat the Yugoloths

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

Discretionary roleplaying award

APL 6	360 XP
APL 8	450 XP
APL 10	540 XP
APL 12	630 XP
APL 14	720 XP
APL 16	810 XP

Total possible experience:

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter 3: Sandstorm!

Defeat the Dust Devils

APL 6: Loot: 63 gp; Total 63 gp.

APL 8: Loot 104 gp; Total 104 gp.

APL 10: Loot: 27 gp; Magic 772 gp—4 +1 scimitars (193 gp each); Total 799 gp.

APL 12: Loot: 29 gp; Magic 2,771 gp—4 +1 flaming scimitars (692 gp each); Total 2,800 gp.

APL 14: Magic 2,980 gp—4 +1 flaming scimitars (692 gp each), 2 +1 chain shirts (104 gp each); Total 2,980 gp.

APL 16: Magic 6,825 gp—4 +1 flaming shock scimitars (1,526 gp each), 2 +2 chain shirts (354 gp each); Total 6,825 gp.

Discover the treasure buried in the ruined chapel.

APL 6: Magic 250 gp—cloak of comfort +1 (250 gp); Total 250 gp.

APL 8: Magic 281 gp—cloak of comfort +1 (250 gp), wand of light (31 gp); Total 281 gp.

APL 10: Magic 281 gp—cloak of comfort +1 (250 gp), wand of light (31 gp); Total 281 gp.

APL 12: Magic 281 gp—cloak of comfort +1 (250 gp), wand of light (31 gp); Total 281 gp.

APL 14: Magic 281 gp—cloak of comfort +1 (250 gp), wand of light (31 gp); Total 281 gp.

APL 16: Magic 281 gp—cloak of comfort +1 (250 gp), wand of light (31 gp); Total 281 gp.

Encounter 4: Environs of Darkbridge Temple

Defeat the manscorpians

APL 6: Loot: 7 gp; Total: 7 gp.

APL 8: Loot: 63 gp; Magic: 24 gp—6 potions of magic fang* (4 gp each); Total 87 gp.

APL 10: Loot: 63 gp; Magic: 675 gp—6 potions of greater magic fang (+2)* (100 gp each), 3 potion of barkskin* (25 gp each); Total 738 gp.

APL 12: Loot: 63 gp; Magic: 1,050 gp—6 potions of greater magic fang (+3)* (150 gp each), 3 potion of barkskin (+3)* (50 gp each); Total 1,113 gp.

APL 14: Loot: 63 gp; Magic: 1,500 gp—6 potions of greater magic fang (+4)* (200 gp each), 3 potion of barkskin (+4)* (75 gp each); Total 1,563 gp.

APL 16: Loot: 63 gp; Magic: 1,800 gp—6 potions of greater magic fang (+5)* (250 gp each), 3 potion of barkskin (+5)* (100 gp each); Total 1,863 gp.

*Likely expended; PCs gain no gold.

Encounter 5: Shadow in the Bright

Defeat Othimvoar

APL 6: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 8: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 10: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 12: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 14: Magic: 1000 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp); Total 1000 gp.

APL 16: Magic: 2667 gp—ring of counterspells (333 gp), ring of protection +2 (667 gp), stone of good luck (1667 gp); Total 1000 gp.

Encounter 6: Lair of Shadow

Pillage Othimvoar's lair

APL 6: Coin: 17 gp; Magic: 333 gp—spellguard rings (333 gp); Total 350 gp.

APL 8: Coin: 34 gp; Magic: 333 gp—spellguard rings (333 gp); Total 367 gp.

APL 10: Coin: 346 gp; Magic: 541 gp—eyes of the eagle (208 gp), spellguard rings (333 gp); Total 887 gp.

APL 12: Magic: 541 gp—eyes of the eagle (208 gp), spellguard rings (333 gp); Total 541 gp.

APL 14: Coin: 45 gp; Magic: 791 gp—eyes of the eagle (208 gp), lesser extend metamagic rod (250 gp), spellguard rings (333 gp); Total 836 gp.

APL 16: Magic: 866 gp—eyes of the eagle (208 gp), lesser extend metamagic rod (250 gp), hand of the mage (75 gp), spellguard rings (333 gp); Total 866 gp.

Encounter 6: Lair of Shadow

Defeat the yugoloths

APL 6: Loot: 32 gp; Magic: 98 gp—+1 studded leather armor (98 gp); Total: 130 gp.

APL 8: Loot: 4 gp; Magic 781 gp—+2 large greataxe (695 gp), 2 +1 tridents (193 gp ea.); Total: 785 gp.

APL 10: Loot: 8 gp; Magic 1562 gp—2 +2 large greataxes (695 gp), 4 +1 tridents (193 gp ea.); Total: 1570 gp.

APL 12: Loot: 8 gp; Magic 3088 gp—2 +2 large greataxes (695 gp ea.), +3 longsword (1526 gp), 4 +1 tridents (193 gp ea.); Total: 3096 gp.

APL 14: Loot: 134 gp (6 doses of shadow essence, 21 gp ea.)*; Magic 8158 gp—2 +1 amulets of natural armor (167 gp ea.), 2 +1 composite shortbow (+2 Str bonus) (223 gp ea.), 3 +3 large greataxes (695 gp ea.), 2 +3 longswords (1526 gp ea.), 4 potions of cure serious wounds (63 gp ea.), 2 potions of fly (63 gp ea.)*, 2 +1 rings of protection (167 gp ea.), 2 +1 short swords (193 gp ea.), 2 +2 studded leather (347 gp ea.), 4 +1 tridents (193 gp ea.); Total: 8292 gp.

APL 16: Loot: 134 gp (6 doses of shadow essence, 21 gp ea.)*; Magic 9216 gp—2 +1 amulets of natural armor (167 gp ea.), +2 large breastplate (363 gp), 2 +1 composite shortbow (+2 Str bonus) (223 gp ea.), 4 +3 large greataxes (695 gp ea.), 2 +3 longswords (1526 gp ea.), 4 potions of cure serious wounds (63 gp ea.), 2 potions of fly (63 gp ea.)*, 2 +1 rings of protection (167 gp ea.), 2 +1 short swords (193 gp ea.), 2 +2 studded

leather (347 gp ea.), 4 +1 tridents (193 gp ea.); Total: 9350 gp.

*Likely expended; PCs gain no gold.

Total Possible Treasure

APL 6: Coin: 17 gp; Loot: 102 gp; Magic 1681 gp – Total 1,800 gp (maximum 1,800 gp)

APL 8: Coin: 34 gp; Loot 171 gp; Magic 2419 gp – Total 2,624 gp (maximum 2,600 gp)

APL 10: Coin: 346 gp; Loot: 98 gp; Magic 4831 gp – Total 5,275 gp (maximum 4,600 gp)

APL 12: Loot: 100 gp; Magic 8731 gp – Total 8,831 gp (maximum 6,600 gp)

APL 14: Coin: 45 gp; Loot: 197 gp; Magic 14,710 gp – Total 14,952 gp (maximum 13,200 gp)

APL 16: Loot: 197 gp; Magic 21,655 gp – Total 21,852 gp (maximum 19,800 gp)

ITEMS FOR THE ADVENTURE RECORD

Special

👤 **Honored Ally of Tenser:** You have performed a great service for Karistyne and her patron, Tenser, and they are extremely pleased with you. This has the following effects:

- Free luxury upkeep in any adventure set in the Domain of Greyhawk.
- The desert tribes allied against Rary count you a friend. This friendship gives you “Any” access to the following items from *Sandstorm*: the *cool* armor special ability, *cloak of garden shade*, *glass of distance*, and *replenishing skin*.
- As a favored ally, Tenser wishes you to continue working in his name. Thus, you may immediately (before your next adventure) alter your home region to that of a triad-controlled region.
- **Savior of the Bright Lands:** You have been instrumental in protecting the Bright Lands from the depravation of Rary. This will almost certainly have ramifications in any other adventures set in the Bright Lands (and possibly other locations).

👤 **Honored Ally of Rary:** You have performed a great service for the Monarch of the Bright Lands, Rary, and he is extremely pleased with you. This has the following effects:

- Free luxury upkeep in any adventure set in the Abbor-Alz or the Bright Lands.
- The desert tribes allied with Rary count you a friend. This friendship gives you “Any” access to the following items from *Sandstorm*: the *desiccating* weapon special ability, *cloak of garden shade*, *glass of distance*, and *replenishing skin*.

- Enough kherferu metal (*Sandstorm* 136) to make one weapon or 50 pieces of ammunition.
- As a favored ally, Rary wishes you to continue working in his name. Thus, you may immediately (before your next adventure) alter your home region to that of a triad-controlled region.
- **Bane of Ancient Darkness:** You have helped Rary gather the things he requires to unmake the *scorpion crown*. This will almost certainly have ramifications in any other adventures set in the Bright Lands (and possibly other locations).

Item Access

APL 6:

- *Cloak of comfort* +1 (Adventure; Complete Mage; 3,000 gp)
- *Ring of counterspells* (Adventure; DMG; 4,000 gp)
- *Ring of protection* +2 (Adventure; DMG; 8,000 gp)
- *Spellguard rings* (Adventure; Complete Mage; 4,000 gp)

APL 8: (all of APL 6 plus the following):

- +2 *Large greataxe* (Adventure; DMG; 8,340 gp)
- *Wand of light* (Adventure; CL 1st; DMG; 375 gp)

APL 10 (all of APL 6-8 plus the following):

- *Eyes of the eagle* (Adventure; DMG; 2,500 gp)

APL 12 (all of APLs 6-10 plus the following):

- +1 *flaming scimitar* (Adventure; DMG; 8,315 gp)
- +3 *longsword* (Adventure; DMG; 18,315 gp)

APL 14 (all of APLs 6-12 plus the following):

- *Shadow Essence Poison* (Adventure; DMG; 250 gp)
- +3 *Large greataxes* (Adventure; DMG; 18,340 gp)
- +2 *studded leather* (Adventure; DMG; 4,165 gp)
- *Lesser extend metamagic rod* (Adventure; DMG; 3,000 gp)

APL 16 (all of APLs 6-14 plus the following):

- +1 *flaming shock scimitar* (Adventure; DMG; 18,315 gp)
- +2 *chain shirt* (Adventure; DMG; 4,250 gp)
- +2 *Large breastplate* (Adventure; DMG; 4,550 gp)
- *Hand of the mage* (Adventure; DMG; 900 gp)
- *Stone of good luck* (Adventure; DMG; 20,000 gp)

APPENDIX 1: APL 6

ENCOUNTER 3: SANDSTORM

☛ **Desert Devil:** CR 6; Medium outsider (evil, extraplanar, lawful); HD 8d8+24; hp 60; Init +6; Spd 30 ft.; AC 22, touch 12, flat-footed 20; Base Atk +8; Grp +10; Atk +11 melee (1d6+2/18-20, scimitar); Full Atk +7/+2 melee (1d6+2/18-20, scimitars and +7 melee (1d6+2/18-20, scimitars); SA desert halo; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire, regeneration 3, spell resistance 16; AL LE; SV Fort +9, Ref +8, Will +6; Str 15, Dex 15, Con 16, Int 6, Wis 10, Cha 12.

Skills and Feats: Balance +4, Climb +13, Escape Artist +13, Intimidate +12, Jump +4, Listen +11, Spot +11, Tumble +13, Use Rope +2 (+4 involving bindings); Improved Initiative, Two-Weapon Fighting, Weapon Focus (scimitar), Whirlwind Attack^B.

Languages: Common, Infernal.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the desert devil in a 10-foot radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: 2 scimitars.

ENCOUNTER 4: DWELLERS IN THE RUINS

☛ **Manscorpion Warrior (3):** male manscorpion; CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Init +4; Spd 50 ft. AC 19, touch 9, flat-footed 19; Base Atk +6; Grp +14; Atk +9 melee (1d8+4, claw) or +6 ranged (1d8+4, javelin); Full Atk +9 melee (1d8+4, 2 claws) and +7 melee (1d6+2 plus poison, sting) or +5/+0 ranged (1d8+4, javelin); Space 10 ft./10 ft.; SA constrict 1d8+4, improved grab, poison; SQ darkvision 60 ft., tremorsense 60 ft. AL NE; SV Fort +6, Ref +1, Will +2; Str 19, Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Hide +2, Jump +12, Listen +7; Improved Initiative, Improved Natural Attack (claw), Multiattack.

Languages: Flan.

Constrict (Ex): A manscorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability the manscorpion must hit with a claw attack.

Poison (Ex): DC 14 Fortitude save; 1d4 Con/1d4 Con.

Possessions: studded leather armor, 3 javelins.

ENCOUNTER 5: SHADOWS IN THE BRIGHT

☛ **Othimvoar:** male juvenile shadow bronze dragon; CR 10; Large magical beast; HD 15d12+45; hp 142; Init +4; Spd 60 ft., fly 225 ft. (poor), swim 90 ft.; AC 25, touch 11, flat-footed 25; Base Atk +15; Grp +23; Atk +18 melee (2d6+4, bite); Full Atk +18 melee (2d6+4, bite) +16 melee (1d8+2, 2 claws), +16 melee (1d6+2, 2 wings), +16 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities, spells; SQ alternate form, blindsense 60 ft., cold resistance 20, darkvision 120 ft., damage reduction 5/magic, evasion, immunity to electricity, magic sleep effects and paralysis, low-light vision, luck bonus, shadow blend, water breathing; AL NE; SV Fort +14, Ref +11, Will +15; Str 19, Dex 10, Con 17, Int 18, Wis 19, Cha 18.

Skills and Feats: Appraise +6, Bluff +9, Concentration +20, Diplomacy +24, Disguise +21, Hide -2, Intimidate +11, Knowledge (arcana) +9, Knowledge (local: core) +9, Knowledge (nature) +9, Listen +21, Move Silently +6, Search +21, Sense Motive +21, Spellcraft +14, Spot +21, Swim +16, Survival +9; Ability Focus (breath weapon), Hover, Improved Initiative, Multiattack, Power Attack, Wingover.

Languages: Abyssal, Ancient Suel, Common, Draconic, Dwarf, Flan.

Breath Weapon (Su): 60 ft. line, 8d6 electricity, DC 22 Reflex save half; or 40 ft. cone, *repulsion* (mind-affecting compulsion) 1d6+4 rounds, DC 22 Will save negates.

Alternate Form (Su): Can assume humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast by a 4th-level sorcerer, except that Othimvoar does not regain hit points for changing form (and can only assume a humanoid form). Othimvoar can remain in its humanoid form until he chooses to assume a new one or return to its natural form.

Evasion (Ex): If Othimvoar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save he instead takes no damage.

Luck Bonus (Ex): Othimvoar has a +2 luck bonus to all saving throws.

Shadow Blend (Su): In any conditions other than full daylight, Othimvoar can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Water Breathing (Ex): Othimvoar can breathe underwater indefinitely.

Spell-Like Abilities: (CL 4th) At will—speak with animals.

Possessions: ring of counterspells (*dispel magic*), ring of protection +2.

Sorcerer Spells Known (6/6; base DC = 14 + spell level; CL 3rd): o—*dancing lights, detect magic, mage hand, message, read magic*; 1st—*mage armor, shield, true strike*.

AREA 12: GREATER TEMPLE

☛**Canoloth (3):** CR 5; Medium Outsider (evil, extraplanar, yugoloth); HD 6d8+24; hp 51; Init +4; Spd 50 ft.; AC 18, touch 10, flat-footed 18; Base Atk +6; Grp +10; Atk +11 melee (1d4+4, tongue); Full Atk +11 melee (1d4+4, tongue) and +8 melee (2d6+2, bite); Space/Reach 5 ft./ 5ft. (20 ft. with tongue); SA improved grab, paralysis, spell-like abilities, summon yugoloth; SQ Blindsight 40 ft., damage reduction 5/good, immunities, resistance to cold 10, fire 10, and electricity 10, spell resistance 18, telepathy 100 ft.; AL NE; SV Fort +9, Ref +5, Will +8; Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12.

Skills and Feats: Hide +5, Intimidate +10, Jump+21, Listen +12, Move Silently+4, Spot +12; Improved Initiative, Multiattack, Track¹¹, Weapon Focus (tongue)

Improved Grab (Ex): To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. The canoloth can establish a hold with a successful attack even if the victim isn't paralyzed (see below).

Paralysis (Ex): Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Constitution-based.

Spell-like Abilities: At will—*cause fear* (DC 12), *desecrate, detect good, detect magic*. Caster level 5th.

Summon Yugoloth (Ex): Once per day, a canoloth can attempt to summon a mezzoloth or 1d3 canoloths with a 40% chance of success.

Blindsight (Ex): Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Canoloths are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sound-based spells (*ghost sound, silence*) and by overpowering odors (such as *stinking cloud, cloudkill*, or incense-heavy air). Negating a canoloth's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, sight-based illusions (such as *silent image*), and other attack forms that rely on sight. All yugoloths are immune to poison and acid.

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

☛**Gorkonis, Corrupter of Fate:** CR 5; Medium Outsider (evil, extraplanar, yugoloth); HD 7+21; hp 52; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +7, Grp +9; Atk +12 melee (1d6+2/19-20, masterwork short sword) or +11 ranged (1d6/x3, composite shortbow); Full Atk +12/+7 melee (1d6+2/19-20,

masterwork short sword) or +11/+6 ranged (1d6/x3, composite shortbow); SA aligned strike (evil), bestow curse, corrupting gaze; SQ immunity to acid, energy drain, necromantic effects, negative energy effects, poison, resist cold 10, fire 10, electricity 10, spell resistance 14, unluck, yugoloth traits; AL NE; SV Fort +8, Ref +9, Will +5; Str 15, Dex 19, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance+6, Disguise+10, Escape Artist+14, Hide +14, Jump +4, Listen +10, Move Silently +14,

Sleight of Hand +14, Spot+10, Tumble+14, Use Rope+4 (+6 involving bindings); Dodge, Improved Initiative, Weapon Finesse.

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 16; caster level 7th.

This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is Constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 13 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks, and saving throws for 1 minute. The save DC is Charisma-based.

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

APL 8

ENCOUNTER 3: SANDSTORM

✦ **Advanced 12 HD Desert Devil (2):** CR 8; Medium outsider (evil, extraplanar, lawful); HD 12d8+36; hp 90; Init +6; Spd 30 ft.; AC 23, touch 12, flat-footed 21; Base Atk +12; Grp +15; Atk +17 melee (1d6+3/15-20, masterwork scimitar); Full Atk +13/+8/+3 melee (1d6+3/15-20, masterwork scimitar and +13 melee (1d6+3/15-20, masterwork scimitar); SA desert halo; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire, regeneration 3, spell resistance 16; AL LE; SV Fort +11, Ref +10, Will +8; Str 16, Dex 15, Con 16, Int 6, Wis 10, Cha 12.

Skills and Feats: Balance +4, Climb +18, Escape Artist +17, Intimidate +16, Jump +4, Listen +15, Spot +15, Tumble +17, Use Rope +2 (+4 involving bindings); Improved Critical (scimitar), Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar), Whirlwind Attack^B.

Languages: Common, Infernal.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the desert devil in a 10-foot radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: 2 masterwork scimitars.

ENCOUNTER 4: DWELLERS IN THE RUINS

✦ **Manscorpion Warrior (3):** male manscorpion barbarian 1/scout 1; CR 6; Large monstrous humanoid; HD 6d8+12 plus 1d12+2 plus 1d8+2; hp 54; Init +4; Spd 60 ft. AC 20, touch 9 flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (1d8+5, claw) or +8 ranged (1d8+5, javelin); Full Atk +11 melee (1d8+4, 2 claws) and +9 melee (1d6+2 plus poison, sting) or +6/+1 ranged (1d8+5, javelin); Space 10 ft./10 ft.; SA constrict 1d8+5, improved grab, poison, rage, skirmish; SQ darkvision 60 ft., fast movement, trap finding, tremorsense 60 ft. AL NE; SV Fort +8, Ref +3, Will +2; Str 20, Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Hide +2, Jump +21, Listen +7, Search +3, Tumble +6; Improved Initiative, Improved Natural Attack (claw), Multiattack.

Languages: Flan.

Constrict (Ex): A manscorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability the manscorpion must hit with a claw attack.

Poison (Ex): DC 14 Fortitude save; 1d4 Con/1d4 Con.

Rage (Ex): 1/day; duration 7 rounds; hp 70; AC 18, touch 7, flat-footed 18; Grp +18; Atk +13 melee (1d8+7, claw) or +7 ranged (1d8+7, javelin); Full Atk +13 melee (1d8+7, 2 claws) and +11 melee (1d6+3 plus poison, sting) or +6/+1 ranged (1d8+7, javelin); SV Will +4; Str 24; Con 18.

Skirmish (Ex): The manscorpion deals an extra 1d6 points of damage to living creatures on all attacks it makes during any round in which it moves at least 10 feet. The extra damage only applies to attacks taken during the manscorpions turn.

Possessions: masterwork chain shirt, 3 javelins, 2 potions of magic fang.

ENCOUNTER 5: SHADOWS IN THE BRIGHT

✦ **Othimvoar:** male juvenile shadow bronze dragon fighter 2; CR 12; Large magical beast; HD 15d12+45 plus 2d10+6; hp 159; Init +4; Spd 60 ft., fly 225 ft. (poor), swim 90 ft.; AC 25, touch 11, flat-footed 25; Base Atk +17; Grp +25; Atk +21 melee (2d6+5, bite); Full Atk +21 melee (2d6+4, bite) +19 melee (1d8+2, 2 claws), +19 melee (1d6+2, 2 wings), +19 melee (1d8+7, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities, spells; SQ alternate form, blindsense 60 ft., cold resistance 20, darkvision 120 ft., damage reduction 5/magic, evasion, immunity to electricity, magic sleep effects and paralysis, low-light vision, luck bonus, plane shift, shadow blend, water breathing; AL NE; SV Fort +17, Ref +11, Will +15; Str 20, Dex 10, Con 17, Int 18, Wis 19, Cha 18.

Skills and Feats: Appraise +6, Bluff +9, Concentration +20, Diplomacy +24, Disguise +21, Hide -2, Intimidate +23, Knowledge (arcana) +9, Knowledge (local: core) +9, Knowledge (nature) +9, Listen +21, Move Silently +6, Search +21, Sense Motive +21, Spellcraft +14, Spot +21, Swim +16, Survival +9; Ability Focus (breath weapon), Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Wingover.

Languages: Abyssal, Ancient Suel, Common, Draconic, Dwarf, Flan.

Breath Weapon (Su): 60 ft. line, 8d6 electricity, DC 23 Reflex save half; or 40 ft. cone, *repulsion* (mind-affecting compulsion) 1d6+4 rounds, DC 23 Will save negates.

Alternate Form (Su): Can assume humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast by a 4th-level sorcerer, except that Othimvoar does not regain hit points for changing form (and can only assume a humanoid form). Othimvoar can remain in its humanoid form until he chooses to assume a new one or return to its natural form.

Evasion (Ex): If Othimvoar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save he instead takes no damage.

Luck Bonus (Ex): Othimvoar has a +2 luck bonus to all saving throws.

Plane Shift (Sp): 1/day only; to or from Plane of Shadow only.

Shadow Blend (Su): In any conditions other than full daylight, Othimvoar can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Water Breathing (Ex): Othimvoar can breathe underwater indefinitely.

Spell-Like Abilities: At will—*Speak with animals* (CL 4th); *mirror image* 1/day (CL 5th).

Possessions: ring of counterspells (*dispel magic*), ring of protection +2.

Sorcerer Spells Known (6/6; base DC = 14 + spell level; CL 3rd): 0—*dancing lights*, *detect magic*, *mage hand*, *message*, *read magic*; 1st—*mage armor*, *shield*, *true strike*.

AREA 12: GREATER TEMPLE

Gorkonis, Nycoloth: CR 10; Large Outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 24, touch 11, flat-footed 21; Base Atk +14, Grp +18; Atk +15 melee (1d6+8 plus bleeding wounds, claw*) or +18 melee (3d6+15/x3, +2 greataxe*); Full Atk +18/+13/+8 melee (3d6+15/x3, +2 greataxe*) and +10 melee (1d6+8 plus bleeding wounds, 2 claws*) or +15 melee (1d6+8 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility[^], Power Attack, Weapon Focus (greataxe).

Bleeding Wounds (Ex): A wound from a nycoloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycoloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes

a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

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

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

*Includes adjustments for Power Attack Feat.

Mezzoloth (2): CR 6; Medium Outsider (evil, extraplanar, yugoloth); HD 10d8+50; hp 95; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10/Grp +13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +1, Spot +13; Improved Critical (trident), improved Initiative, Power Attack, Weapon Focus (trident).

Spell-Like Abilities: At will—*cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day—*cloudkill* (DC 17), *dispel magic*. Caster level 10th. Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

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

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

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

ENCOUNTER 3: SANDSTORM

🦂 **Advanced 16 HD Desert Devil** (2): fighter 1; CR 11; Medium outsider (evil, extraplanar, lawful); HD 16d8+48 plus 1d10+3; hp 128; Init +7; Spd 30 ft.; AC 26, touch 13, flat-footed 23; Base Atk +17; Grp +20; Atk +22 melee (1d6+4/15-20, +1 scimitar); Full Atk +18/+13/+8/+3 melee (1d6+4/15-20, +1 scimitar and +18 melee (1d6+4/15-20, +1 scimitar; SA desert halo; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire, regeneration 3, spell resistance 16; AL LE; SV Fort +15, Ref +13, Will +12; Str 16, Dex 16, Con 16, Int 6, Wis 10, Cha 12.

Skills and Feats: Balance +5, Climb +22, Escape Artist +22, Intimidate +21, Jump +5, Listen +19, Spot +19, Tumble +22, Use Rope +3 (+5 involving bindings); Improved Critical (scimitar), Improved Initiative, Iron Will, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar), Whirlwind Attack^B.

Languages: Common, Infernal.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the desert devil in a 10-foot radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: 2 +1 scimitars, masterwork leather armor.

ENCOUNTER 4: DWELLERS IN THE RUINS

🦂 **Manscorpion Warrior** (3): male manscorpion barbarian 1/scout 1/fighter 2; CR 8; Large monstrous humanoid; HD 6d8+12 plus 1d12+2 plus 1d8+2 plus 2d10+4; hp 69; Init +4; Spd 60 ft. AC 20, touch 9 flat-footed 20; Base Atk +9; Grp +18; Atk +14 melee (1d8+5, claw) or +9 ranged (1d8+5, javelin); Full Atk +14 melee (1d8+5, 2 claws) and +11 melee (1d6+2 plus poison, sting) or +8/+3 ranged (1d8+5, javelin); Space 10 ft./10 ft.; SA constrict 1d8+5, improved grab, poison, rage, skirmish; SQ darkvision 60 ft., fast movement, trap finding, tremorsense 60 ft. AL NE; SV Fort +11, Ref +3, Will +2; Str 20, Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Hide +2, Jump +21, Listen +7, Search +3, Tumble +6; Improved Initiative, Improved Natural Attack (claw), Improved Overrun, Multiattack, Power Attack, Weapon Focus (claw).

Languages: Flan.

Constrict (Ex): A manscorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability the manscorpion must hit with a claw attack.

Poison (Ex): DC 14 Fortitude save; 1d4 Con/1d4 Con.

Rage (Ex): 1/day; duration 7 rounds; hp 89; AC 18, touch 7, flat-footed 18; Grp +20; Atk +16 melee (1d8+7, claw) or +9 ranged (1d8+7, javelin); Full Atk +16 melee (1d8+7, 2 claws) and +13 melee (1d6+3 plus poison, sting) or +8/+3 ranged (1d8+7, javelin); SV Will +4; Str 24; Con 18.

Skirmish (Ex): The manscorpion deals an extra 1d6 points of damage to living creatures on all attacks it makes during any round in which it moves at least 10 feet. The extra damage only applies to attacks taken during the manscorpion's turn.

Possessions: masterwork chain shirt, 3 javelins, 2 potions of greater magic fang (+2), potion of barksin (+2).

ENCOUNTER 5: SHADOWS IN THE BRIGHT

🦂 **Othimvoar**: male young adult shadow bronze dragon fighter 2; CR 14; Large magical beast; HD 18d12+72 plus 2d10+8; hp 190; Init +4; Spd 60 ft., fly 225 ft. (poor), swim 90 ft.; AC 28, touch 11, flat-footed 28; Base Atk +20; Grp +30; Atk +25 melee (2d6+6, bite); Full Atk +25 melee (2d6+6, bite) +23 melee (1d8+3, 2 claws), +23 melee (1d6+3, 2 wings), +23 melee (1d8+9, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, frightful presence, spell-like abilities, spells; SQ alternate form, blindsense 60 ft., cold resistance 20, darkvision 120 ft., damage reduction 5/magic, evasion, fast healing 2, immunity to electricity, magic sleep effects and paralysis, low-light vision, luck bonus, shadow blend, water breathing; AL NE; SV Fort +20, Ref +13, Will +17; Str 23, Dex 10, Con 19, Int 18, Wis 19, Cha 18.

Skills and Feats: Appraise +6, Bluff +9, Concentration +24, Diplomacy +27, Disguise +21, Hide +2, Intimidate +25, Knowledge (arcana) +9, Knowledge (local: core) +9, Knowledge (nature) +9, Listen +25, Move Silently +6, Search +21, Sense Motive +21, Spellcraft +14, Spot +21, Swim +18, Survival +18; Ability Focus (breath weapon), Flyby Attack, Hover, Improved Bull Rush, Improved Overrun, Improved Initiative, Multiattack, Power Attack, Wingover.

Languages: Abyssal, Ancient Suel, Common, Draconic, Dwarf, Flan.

Breath Weapon (Su): 80-ft. line, 10d6 electricity, DC 25 Reflex save half; or 40-ft. cone, *repulsion* (mind-affecting compulsion) 1d6+5 rounds, DC 25 Will save negates.

Alternate Form (Su): Can assume humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast by a 5th-level sorcerer, except that Othimvoar does not regain hit points for changing

form (and can only assume a humanoid form). Othimvoar can remain in its humanoid form until he chooses to assume a new one or return to its natural form.

Evasion (Ex): If Othimvoar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save he instead takes no damage.

Frightful Presence (Ex): 150-ft. radius; HD 17 or fewer, DC 23 Will negates.

Luck Bonus (Ex): Othimvoar has a +2 luck bonus to all saving throws.

Shadow Blend (Su): In any conditions other than full daylight, Othimvoar can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Water Breathing (Ex): Othimvoar can breathe underwater indefinitely.

Spell-Like Abilities: At will—speak with animals (CL 5th); mirror image 1/day (CL 5th).

Possessions: ring of counterspells (*dispel magic*), ring of protection +2.

Sorcerer Spells Known (6/7/5; base DC = 14 + spell level; CL 7th): 0—dancing lights, detect magic, ghost sound, message, read magic, resistance; 1st—mage armor, shield, protection from good, true strike. 2nd—bear's endurance, bull's strength.

AREA 12: GREATER TEMPLE

☛ **Gorkonis, Nycoloth:** CR 10; Large Outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 24, touch 11, flat-footed 21; Base Atk +14, Grp +18; Atk +15 melee (1d6+8 plus bleeding wounds, claw*) or +18 melee (3d6+15/x3, +2 greataxe*); Full Atk +18/+13/+8 melee (3d6+15/x3, +2 greataxe*) and +10 melee (1d6+8 plus bleeding wounds, 2 claws*) or +15 melee (1d6+8 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility[^], Power Attack, Weapon Focus (greataxe).

Bleeding Wounds (Ex): A wound from a nycoloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check

or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycoloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycoloth can only use this ability when airborne. A nycoloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycoloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycoloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycoloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—deeper darkness, desecrate, fear (DC 17), invisibility, mirror image, see invisibility, greater teleport (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycoloth can attempt to summon another nycoloth or 1d3 mezzoloths with a 30% chance of success.

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

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

*Includes adjustments for Power Attack Feat.

☛ **Mezzoloth (4):** CR 6; Medium Outsider (evil, extraplanar, yugoloth); HD 10d8+50; hp 95; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10/Grp +13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +1, Spot +13; Improved Critical (trident), improved Initiative, Power Attack, Weapon Focus (trident).

Spell-Like Abilities: At will—cause fear (DC 13), darkness, desecrate, produce flame, see invisibility; 2/day—cloudkill (DC 17), dispel magic. Caster level 10th. Twice per day, a mezzoloth can use greater teleport (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

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

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

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

Nycaloth (1): CR 10; Large Outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 24, touch 11, flat-footed 21; Base Atk +14, Grp +18; Atk +15 melee (1d6+8 plus bleeding wounds, claw*) or +18 melee (3d6+15/x3, +2 greataxe*); Full Atk +18/+13/+8 melee (3d6+15/x3, +2 greataxe*) and +10 melee (1d6+8 plus bleeding wounds, 2 claws*) or +15 melee (1d6+8 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility[^], Power Attack, Weapon Focus (greataxe).

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks

with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

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

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

^{*}Includes adjustments for Power Attack Feat.

ENCOUNTER 3: SANDSTORM

✚ **Advanced 16 HD Desert Devil (2):** fighter 3; CR 13; Medium outsider (evil, extraplanar, lawful); HD 16d8+48 plus 3d10+9; hp 145; Init +7; Spd 30 ft.; AC 27, touch 13, flat-footed 24; Base Atk +19; Grp +22; Atk +24 melee (1d6+4 plus 1d6 fire/15-20, +1 flaming scimitar); Full Atk +20/+15/+10/+5 melee (1d6+4 plus 1d6 fire/15-20, +1 flaming scimitar and +20 melee (1d6+4 plus 1d6 fire/15-20, +1 flaming scimitar); SA desert halo; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire, regeneration 3, spell resistance 16; AL LE; SV Fort +16, Ref +14, Will +13; Str 16, Dex 16, Con 16, Int 6, Wis 10, Cha 12.

Skills and Feats: Balance +4, Climb +21, Escape Artist +21, Intimidate +23, Jump +4, Listen +19, Spot +19, Tumble +21, Use Rope +3 (+5 involving bindings); Dodge, Improved Critical (scimitar), Improved Initiative, Iron Will, Mobility, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar), Whirlwind Attack^B.

Languages: Common, Infernal.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the desert devil in a 10-foot radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: 2 +1 flaming scimitars, masterwork studded leather armor.

ENCOUNTER 4: DWELLERS IN THE RUINS

✚ **Manscorpion Warrior (3):** male manscorpion barbarian 1/scout 1/fighter 4; CR 10; Large monstrous humanoid; HD 6d8+12 plus 1d12+2 plus 1d8+2 plus 4d10+8; hp 84; Init +4; Spd 60 ft. AC 20, touch 9 flat-footed 20; Base Atk +11; Grp +20; Atk +16 melee (1d8+7, claw) or +11 ranged (1d8+5, javelin); Full Atk +16 melee (1d8+7, 2 claws) and +13 melee (1d6+2 plus poison, sting) or +10/+5 ranged (1d8+5, javelin); Space 10 ft./10 ft.; SA constrict 1d8+5, improved grab, poison, rage, skirmish; SQ darkvision 60 ft., fast movement, trap finding, tremorsense 60 ft.; AL NE; SV Fort +12, Ref +4, Will +5; Str 20, Dex 10, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Hide +2, Jump +21, Listen +7, Search +3, Tumble +8; Improved Initiative, Improved Natural Attack (claw), Improved Overrun, Iron Will, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw).

Languages: Flan.

Constrict (Ex): A manscorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability the manscorpion must hit with a claw attack.

Poison (Ex): DC 14 Fortitude save; 1d4 Con/1d4 Con.

Rage (Ex): 1/day; duration 7 rounds; hp 108; AC 18, touch 7, flat-footed 18; Grp +22; Atk +18 melee (1d8+9, claw) or +9 ranged (1d8+7, javelin); Full Atk +18 melee (1d8+9, 2 claws) and +15 melee (1d6+3 plus poison, sting) or +10/+5 ranged (1d8+7, javelin); SV Will +7; Str 24; Con 19.

Skirmish (Ex): The manscorpion deals an extra 1d6 points of damage to living creatures on all attacks it makes during any round in which it moves at least 10 feet. The extra damage only applies to attacks taken during the manscorpions turn.

Possessions: masterwork chain shirt, 3 javelins, 2 potions of greater magic fang (+3), potion of barksin (+3).

ENCOUNTER 5: SHADOWS IN THE BRIGHT

✚ **Othimvoar:** male adult shadow bronze dragon; CR 16; Huge magical beast; HD 21d12+105; hp 241; Init +4; Spd 60 ft., fly 225 ft. (poor), swim 90 ft.; AC 30, touch 10, flat-footed 30; Base Atk +21; Grp +37; Atk +27 melee (3d8+8, bite); Full Atk +27 melee (3d8+8, bite) +25 melee (2d6+4, 2 claws), +25 melee (1d8+4, 2 wings), +25 melee (2d6+12, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ alternate form, blindsense 60 ft., cold resistance 20, damage reduction 5/magic, darkvision 120 ft., evasion, fast healing 2, immunity to electricity, magic sleep effects and paralysis, low-light vision, luck bonus, plane shift, shadow blend, spell resistance 22, water breathing; AL NE; SV Fort +19, Ref +14, Will +19; Str 27, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

Skills and Feats: Appraise +6, Bluff +9, Concentration +27, Diplomacy +30, Disguise +30, Hide +2, Intimidate +28, Knowledge (arcana) +9, Knowledge (local: core) +9, Knowledge (nature) +9, Listen +28, Move Silently +6, Search +28, Sense Motive +28, Spellcraft +24, Spot +28, Swim +17, Survival +21; Ability Focus (breath weapon), Hover, Improved Bull Rush, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Wingover.

Languages: Abyssal, Ancient Suel, Common, Draconic, Dwarf, Flan.

Breath Weapon (Su): 100-ft. line, 12d6 electricity, DC 27 Reflex save half; or 50-ft. cone, repulsion (mind-affecting compulsion) 1d6+6 rounds, DC 27 Will save negates.

Crush (Ex): area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+12 points of bludgeoning damage, and must succeed on a DC 25 Reflex save or be pinned.

Frightful Presence (Ex): 180 ft. radius; HD 20 or fewer, DC 27 Will negates.

Alternate Form (Su): Can assume humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast by a 7th-level sorcerer, except that Othimvoar does not regain hit points for changing form (and can only assume a humanoid form). Othimvoar can remain in its humanoid form until he chooses to assume a new one or return to its natural form.

Evasion (Ex): If Othimvoar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save he instead takes no damage.

Luck Bonus (Ex): Othimvoar has a +2 luck bonus to all saving throws.

Plane Shift (Sp): 1/day only; to or from Plane of Shadow only.

Shadow Blend (Su): In any conditions other than full daylight, Othimvoar can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Water Breathing (Ex): Othimvoar can breathe underwater indefinitely.

Spell-Like Abilities: (CL 7th) At will—*speak with animals*; 3/day *speak with animals*, *fog cloud*; 1/day *mirror image* (CL 5th).

Possessions: ring of counterspells (*dispel magic*), ring of protection +2.

Sorcerer Spells Known (6/8/7/5; base DC = 15 + spell level; CL 7th): 0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *read magic*, *resistance*; 1st—*mage armor*, *shield*, *protection from good*, *ventriloquism*, *true strike*; 2nd—*bear's endurance*, *bull's strength*, *web*; 3rd—*haste*, *protection from energy*.

ENCOUNTER 7: INTO THE TEMPLE

BELOW

Advanced Spawn of Tharizdun: CR 9; Gargantuan ooze; HD 18d10+144; hp 239; Init +9; Spd 45 ft., climb 30 ft.; AC 15 (−4 size, +5 Dex, +4 natural), touch 11, flat-footed 10; Base Atk +13; Grp +33; Atk +20 melee (3d6+9, pseudopod); Full Atk +20 melee (3d6+9, 4 pseudopods) and +18 (1d8+9, bite); Space/Reach 20 ft./25 ft.; SA Constrict 3d6+9, improved grab, swallow whole; SQ Blindsight 60 ft., ooze qualities, immunities, DR 10/−; AL NE; SV Fort +14, Ref +11, Will +6; Str 28, Dex 20, Con 26, Int 13, Wis 10, Cha 1.

Skills and Feats: Climb +17, Hide +14, Listen +13, Move Silently +10, Survival +10, Tumble +18; Combat Expertise, Improved Initiative, Improved Natural Attack (pseudopod), Improved Trip, Multiattack, Power Attack, Track.

Blindsight (Ex): A spawn's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A spawn of Tharizdun deals automatic pseudopod damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a spawn must hit with either its pseudopod or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict, or in the case of the bite, attempt to swallow whole on its next turn.

Swallow Whole (Ex): If a spawn begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, the spawn swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the spawn. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. While in the spawn's gullet, a swallowed creature takes 2d4 points of acid damage each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The Armor Class of the spawn's interior is 10 (but possesses the same DR). If the swallowed creature escapes the grapple, success puts it back in the spawn's mouth, where it may be bitten or swallowed again.

Ooze Qualities: Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Immunities: Spawn of Tharizdun are immune to the effects of negative energy attacks or attacks that utilize negative energy. Spawn are immune to insanity or confusion effects.

AREA 12: GREATER TEMPLE

Mezzoloth (4): CR 6; Medium Outsider (evil, extraplanar, yugoloth); HD 10d8+50; hp 95; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10/Grp +13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +1, Spot +13; Improved Critical (trident), improved Initiative, Power Attack, Weapon Focus (trident).

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

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

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

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

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

✦**Nycaloth (2):** CR 10; Large Outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 24, touch 11, flat-footed 21; Base Atk +14, Grp +18; Atk +15 melee (1d6+8 plus bleeding wounds, claw*) or +18 melee (3d6+15/x3, +2 *greataxe*); Full Atk +18/+13/+8 melee (3d6+15/x3, +2 *greataxe*) and +10 melee (1d6+8 plus bleeding wounds, 2 claws*) or +15 melee (1d6+8 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility[^], Power Attack, Weapon Focus (*greataxe*).

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load

(a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, see *invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

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

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

*Includes adjustments for Power Attack Feat.

✦**Gorkonis, Ultraloth:** CR 13; Medium Outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +18, Grp +19; Atk +22 melee (1d8+4/19-20, +3 *longsword*); Full Atk +22/+17/+12/+7 melee (1d8+4/19-20, +3 *longsword*); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ Damage reduction 15/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (*ray*).

Hypnotic Gaze (Su): *Hypnotic pattern* as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *screaming*, see *invisibility*, *suggestion* (DC 18), *wall of fire*; 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th. At will, an ultraloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 18th-level sorcerer.

Summon Yugoloth (Ex): Once per day, an ultraloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultraloth with a 35% chance of success.

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

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

ENCOUNTER 3: SANDSTORM

✚ **Advanced 16 HD Desert Devil (2):** fighter 5; CR 15; Medium outsider (evil, extraplanar, lawful); HD 16d8+48 plus 5d10+15; hp 159; Init +7; Spd 30 ft.; AC 29, touch 13, flat-footed 26; Base Atk +21; Grp +24; Atk +26 melee (1d6+6 plus 1d6 fire/15-20, +1 *flaming scimitar*); Full Atk +22/+17/+12/+7 melee (1d6+6 plus 1d6 fire/15-20, +1 *flaming scimitar* and +22/+17 melee (1d6+6 plus 1d6 fire/15-20, +1 *flaming scimitar*); SA desert halo; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire, regeneration 3, spell resistance 16; AL LE; SV Fort +17, Ref +14, Will +13; Str 16, Dex 17, Con 16, Int 6, Wis 10, Cha 12.

Skills and Feats: Balance +4, Climb +21, Escape Artist +21, Intimidate +23, Jump +4, Listen +19, Spot +20, Tumble +21, Use Rope +3 (+5 involving bindings); Dodge, Improved Critical (scimitar), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Mobility, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Specialisation (scimitar), Whirlwind Attack^B.

Languages: Common, Infernal.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the desert devil in a 10-foot radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: 2 +1 *flaming scimitars*, +1 *chain shirt*.

ENCOUNTER 4: DWELLERS IN THE RUINS

✚ **Manscorpion Warrior (3):** male manscorpion barbarian 1/scout 1/fighter 6; CR 12; Large monstrous humanoid; HD 6d8+12 plus 1d12+2 plus 1d8+2 plus 6d10+12; hp 99; Init +4; Spd 60 ft. AC 20, touch 9 flat-footed 20; Base Atk +13; Grp +22; Atk +18 melee (1d8+7/19-20, claw) or +12 ranged (1d8+5, javelin); Full Atk +18 melee (1d8+7/19-20, 2 claws) and +15 melee (1d6+2 plus poison, sting) or +12/+7 ranged (1d8+5, javelin); Space 10 ft./10 ft.; SA constrict 1d8+5, improved grab, poison, rage, skirmish; SQ darkvision 60 ft., fast movement, trap finding, tremorsense 60 ft.; AL NE; SV Fort +13, Ref +5, Will +6; Str 20, Dex 10, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Hide +2, Jump +21, Listen +7, Search +3, Tumble +10; Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Overrun, Iron Will, Multiattack,

Power Attack, Weapon Focus (claw), Weapon Specialization (claw).

Languages: Flan.

Constrict (Ex): A manscorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability the manscorpion must hit with a claw attack.

Poison (Ex): DC 14 Fortitude save; 1d4 Con/1d4 Con.

Rage (Ex): 1/day; duration 7 rounds; hp 127; AC 18, touch 7, flat-footed 18; Grp +22; Atk +20 melee (1d8+9/19-20, claw) or +12 ranged (1d8+7, javelin); Full Atk +20 melee (1d8+9/19-20, 2 claws) and +17 melee (1d6+3 plus poison, sting) or +12/+7 ranged (1d8+7, javelin); SV Will +8; Str 24; Con 19.

Skirmish (Ex): The manscorpion deals an extra 1d6 points of damage to living creatures on all attacks it makes during any round in which it moves at least 10 feet. The extra damage only applies to attacks taken during the manscorpions turn.

Possessions: masterwork chain shirt, 3 *javelins*, 2 *potions of greater magic fang* (+4), *potion of barkskin* (+4).

ENCOUNTER 5: SHADOWS IN THE BRIGHT

✚ **Othimvoar:** male mature adult shadow bronze dragon; CR 18; Huge magical beast; HD 24d12+120; hp 276; Init +4; Spd 60 ft., fly 225 ft. (poor), swim 90 ft.; AC 33, touch 10, flat-footed 33; Base Atk +24; Grp +41; Atk +31 melee (3d8+9, bite); Full Atk +31 melee (3d8+9, bite) +29 melee (2d6+4, 2 claws), +29 melee (1d8+4, 2 wings), +29 melee (2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells; SQ alternate form, blindsense 60 ft., cold resistance 20, damage reduction 10/magic, darkvision 120 ft., evasion, fast healing 2, immunity to electricity, magic sleep effects and paralysis, low-light vision, luck bonus, plane shift, shadow blend, spell resistance 23, water breathing; AL NE; SV Fort +21, Ref +16, Will +19; Str 29, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

Skills and Feats: Appraise +6, Bluff +9, Concentration +30, Diplomacy +33, Disguise +21, Hide +2, Intimidate +30, Knowledge (arcana) +9, Knowledge (local: core) +9, Knowledge (nature) +9, Listen +31, Move Silently +6, Search +31, Sense Motive +31, Spellcraft +33, Spot +31, Swim +20, Survival +31; Ability Focus (breath weapon), Hover, Improved Bull Rush, Improved Overrun, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Wingover.

Languages: Abyssal, Ancient Suel, Common, Draconic, Dwarf, Infernal, Flan.

Breath Weapon (Su): 100 ft. line, 14d6 electricity, DC 29 Reflex save half; or 50 ft. cone, *repulsion* (mind-

affecting compulsion) 1d6+7 rounds, DC 29 Will save negates.

Crush (Ex): area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+13 points of bludgeoning damage, and must succeed on a DC 27 Reflex save or be pinned.

Frightful Presence (Ex): 210 ft. radius; HD 23 or fewer, DC 27 Will negates.

Alternate Form (Su): Can assume humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast by a 9th-level sorcerer, except that Othimvoar does not regain hit points for changing form (and can only assume a humanoid form). Othimvoar can remain in its humanoid form until he chooses to assume a new one or return to its natural form.

Evasion (Ex): If Othimvoar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save he instead takes no damage.

Luck Bonus (Ex): Othimvoar has a +2 luck bonus to all saving throws.

Plane Shift (Sp): 1/day only; to or from Plane of Shadow only.

Shadow Blend (Su): In any conditions other than full daylight, Othimvoar can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Water Breathing (Ex): Othimvoar can breathe underwater indefinitely.

Spell-Like Abilities: (CL 9th) At will—speak with animals; 3/day create food and water, fog cloud; 1/day cause fear (CL 5th), mirror image (CL 5th).

Possessions: ring of counterspells (dispel magic), ring of protection +2.

Sorcerer Spells Known (6/8/7/7/5; base DC = 15 + spell level; CL 9th): 0—dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation, read magic, resistance; 1st—mage armor, shield, protection from good, ventriloquism, true strike. 2nd—bear's endurance, bull's strength, false life, web; 3rd—haste, heroism, protection from energy; 4th—Evard's black tentacles, stoneskin.

ENCOUNTER 7: INTO THE TEMPLE BELOW

➤ **Advanced Spawn of Tharizdun:** CR 11; Gargantuan ooze; HD 26d10+208; hp 338; Init +9; Spd 45 ft., climb 30 ft.; AC 15 (−4 size, +5 Dex, +4 natural), touch 11, flat-footed 10; Base Atk +19; Grp +40; Atk +27 melee (3d6+10, pseudopod); Full Atk +27 melee (3d6+10, 4 pseudopods) and +25 (1d8+10, bite); Space/Reach 20 ft./25 ft.; SA Constrict 3d6+10, improved grab, swallow whole; SQ Blindsight 60 ft., ooze qualities, immunities, DR 10/−; AL NE; SV Fort +16, Ref +13, Will +8; Str 30, Dex 20, Con 26, Int 13, Wis 10, Cha 1.

Skills and Feats: Climb +18, Hide +22, Listen +21, Move Silently +10, Survival +10, Tumble +26; Combat Expertise, Dodge, Improved Initiative, Improved Natural Attack (pseudopod), Improved Trip, Karmic Strike, Multiattack, Power Attack, Track.

Blindsight (Ex): A spawn's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A spawn of Tharizdun deals automatic pseudopod damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a spawn must hit with either its pseudopod or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict, or in the case of the bite, attempt to swallow whole on its next turn.

Swallow Whole (Ex): If a spawn begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, the spawn swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the spawn. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. While in the spawn's gullet, a swallowed creature takes 2d4 points of acid damage each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The Armor Class of the spawn's interior is 10 (but possesses the same DR). If the swallowed creature escapes the grapple, success puts it back in the spawn's mouth, where it may be bitten or swallowed again.

Ooze Qualities: Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Immunities: Spawn of Tharizdun are immune to the effects of negative energy attacks or attacks that utilize negative energy. Spawn are immune to insanity or confusion effects.

AREA 12: GREATER TEMPLE

➤ **Gorkonis, Ultraloth:** CR 13; Medium Outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +18, Grp +19; Atk +22 melee (1d8+4/19-20, +3 longsword); Full Atk +22/+17/+12/+7 melee (1d8+4/19-20, +3 longsword); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ Damage reduction 15/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Hypnotic Gaze (Su): Hypnotic pattern as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisibility*, *suggestion* (DC 18), *wall of fire*; 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th. At will, an ultroloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 18th-level sorcerer.

Summon Yugoloth (Ex): Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

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

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

✦ **Mezzoloth (4):** CR 6; Medium Outsider (evil, extraplanar, yugoloth); HD 10d8+50; hp 95; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10/Grp +13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +1, Spot +13; Improved Critical (trident), improved Initiative, Power Attack, Weapon Focus (trident).

Spell-Like Abilities: At will—*cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day—*cloudkill* (DC 17), *dispel magic*. Caster level 10th. Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

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

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

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

✦ **Nycoloth (3):** CR 10; Large Outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 24, touch 11, flat-footed 21; Base Atk +14, Grp +18; Atk +15 melee (1d6+8 plus bleeding wounds, claw*) or +18 melee (3d6+15/x3, +2 greataxe*); Full Atk +18/+13/+8 melee (3d6+15/x3, +2 greataxe*) and +10 melee (1d6+8 plus bleeding wounds, 2 claws*) or +15 melee (1d6+8 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility[^], Power Attack, Weapon Focus (greataxe).

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycaloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

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

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

*Includes adjustments for Power Attack Feat.

Ultraloth (1): CR 13; Medium Outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +18, Grp +19; Atk +22 melee (1d8+4/19-20, +3 *longsword*); Full Atk +22/+17/+12/+7 melee (1d8+4/19-20, +3 *longsword*); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ

Damage reduction 15/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Hypnotic Gaze (Su): *Hypnotic pattern* as cast by an 18th-level sorcerer, no HD limit, 30feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisibility*, *suggestion* (DC 18), *wall of fire*; 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th.

At will, an ultraloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 18th-level sorcerer.

Summon Yugoloth (Ex): Once per day, an ultraloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultraloth with a 35% chance of success.

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

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

Corruptor of Fate Assassin (2): CR 10; Medium Outsider (evil, extraplanar, yugoloth); HD 12d8+60; hp

111; Init +11; Spd 30 ft.; AC 24, touch 18, flat-footed 24; Base Atk +10, Grp +13; Atk +18 melee (1d6+4/19-20 plus bestow curse, +1 *short sword*) or +18 ranged (1d6+4 plus bestow curse/x3, +1 *composite shortbow*); Full Atk +18/+13 melee (1d6+4/19-20 plus bestow curse, +1 *short sword*) or +18/+13 ranged (1d6+4 plus bestow curse/x3, +1 *composite shortbow*); SA aligned strike (evil), corrupting gaze, death attack, poison use (shadow essence, DC 17, 1 Str drain/2d6 Str), +3d6 sneak attack; SQ immune to acid, energy drain, necromantic effects, negative energy effects, poison, resist cold 10, fire 10, electricity 10, SR 19, unluck, yugoloth traits; SV Fort +11 (+13 against poison), Ref +16, Will +6; Str 16, Dex 25, Con 20, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance+19, Disguise+9, Escape Artist+17, Hide +22, Jump +5, Listen +15, Move Silently +22, Sleight of Hand +17, Spot+15, Tumble+22, Use Rope+7 (+9 involving bindings); Dodge, Improved Initiative, Mobility, Weapon Finesse

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 18; caster level 12th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is Constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 15 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks, and saving throws for 1 minute. The save DC is Charisma-based.

Death Attack (Ex) DC 16, paralysis effect lasts 1d6+5 rounds (DMG 180).

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Assassin Spells Known (CL 5th): 1st (4/day)—*feather fall*, *jump*, *obscuring mist*, *true strike*; 2nd (2/day)—*cat's grace*, *invisibility*, *spider climb*.

Possessions: +2 studded leather armor, +1 *short sword*, +1 *composite shortbow* (+3 Str bonus) with 20 arrows, *amulet of natural armor* +1, *ring of protection* +1, 3 doses of shadow essence, 2 *potions of cure serious wounds*, *potion of fly*.

ENCOUNTER 3: SANDSTORM

✦ **Advanced 16 HD Desert Devil** (2): fighter 6/barbarian 1; CR 17; Medium outsider (evil, extraplanar, lawful); HD 16d8+48 plus 6d10+18 plus 1d12+3; hp 177; Init +7; Spd 40 ft.; AC 30, touch 13, flat-footed 27; Base Atk +23; Grp +26; Atk +28 melee (1d6+6 plus 1d6 fire plus 1d6 electricity/15-20, +1 *flaming shock scimitar*); Full Atk +24/+19/+14/+9 melee (1d6+6 plus 1d6 fire plus 1d6 electricity /15-20, +1 *flaming shock scimitar* and +24/+19 melee (1d6+6 plus 1d6 fire plus 1d6 electricity /15-20, +1 *flaming shock scimitar*; SA desert halo, rage 1/day; SQ damage reduction 5/silver or good, darkvision 60 ft., fast movement, immunity to fire, regeneration 3, spell resistance 16; AL LE; SV Fort +20, Ref +15, Will +14; Str 16, Dex 17, Con 16, Int 6, Wis 10, Cha 12.

Skills and Feats: Balance +4, Climb +22, Escape Artist +21, Intimidate +23, Jump +4, Listen +19, Spot +22, Tumble +21, Use Rope +3 (+5 involving bindings); Dodge, Improved Critical (scimitar), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Mobility, Power Attack, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar), Whirlwind Attack^B.

Languages: Common, Infernal.

Desert Halo (Su): A halo of abrasive dust swirls and screams around the desert devil in a 10-foot radius spread. The swirling dust abrades any creature within it or attempting to move through it. Any creature passing through the haze takes 2d6 points of damage per round from the abrasive sand.

Rage (Ex): 1/day; duration 8 rounds; hp 223; AC 28, touch 11, flat-footed 25; Grp +28; Atk +30 melee (1d6+8 plus 1d6 fire plus 1d6 electricity/15-20, +1 *flaming shock scimitar*); Full Atk +26/+21/+16/+11 melee (1d6+8 plus 1d6 fire plus 1d6 electricity /15-20, +1 *flaming shock scimitar* and +26/+21 melee (1d6+6 plus 1d6 fire plus 1d6 electricity /15-20, +1 *flaming shock scimitar*; SV Will +16; Str 20, Con 20.

Regeneration (Ex): Desert devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A desert devil that loses a piece of its body regrows it in 2d6+10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Possessions: 2 +1 *flaming shock scimitars*, +2 *chain shirt*.

ENCOUNTER 4: DWELLERS IN THE RUINS

✦ **Manscorpion Warrior** (3): male manscorpion barbarian 1/scout 1/fighter 8; CR 14; Large monstrous humanoid; HD 6d8+18 plus 1d12+3 plus 1d8+3 plus 8d10+24; hp 130; Init +4; Spd 60 ft. AC 20, touch 9 flat-footed 20; Base Atk +15; Grp +24; Atk +21 melee (1d8+7/19-20, claw) or +14 ranged (1d8+5, javelin); Full Atk +21 melee (1d8+7/19-20, 2 claws) and +17 melee

(1d6+2 plus poison, sting) or +14/+9 ranged (1d8+5, javelin); Space 10 ft./10 ft.; SA constrict 1d8+5, improved grab, poison, rage, skirmish; SQ darkvision 60 ft., fast movement, trap finding, tremorsense 60 ft.; AL NE; SV Fort +15, Ref +8, Will +7; Str 20, Dex 10, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Hide +2, Jump +21, Listen +7, Search +3, Tumble +12; Greater Weapon Focus (claw), Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Overrun, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (claw), Weapon Specialization (claw).

Languages: Flan.

Constrict (Ex): A manscorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability the manscorpion must hit with a claw attack.

Poison (Ex): DC 14 Fortitude save; 1d4 Con/1d4 Con.

Rage (Ex): 1/day; duration 8 rounds; hp 162; AC 18, touch 7, flat-footed 18; Grp +24; Atk +23 melee (1d8+9/19-20, claw) or +14 ranged (1d8+7, javelin); Full Atk +23 melee (1d8+9/19-20, 2 claws) and +19 melee (1d6+3 plus poison, sting) or +14/+9 ranged (1d8+7, javelin); SV Will +9; Str 24; Con 20.

Skirmish (Ex): The manscorpion deals an extra 1d6 points of damage to living creatures on all attacks it makes during any round in which it moves at least 10 feet. The extra damage only applies to attacks taken during the manscorpions turn.

Possessions: masterwork chain shirt, 3 javelins, 2 *potions of greater magic fang* (+5), *potion of barkskin* (+5).

ENCOUNTER 5: SHADOWS IN THE BRIGHT

✦ **Othimvoar**: male old shadow bronze dragon; CR 20; Huge magical beast; HD 27d12+162; hp 337; Init +4; Spd 60 ft., fly 225 ft. (poor), swim 90 ft.; AC 36, touch 10, flat-footed 36; Base Atk +27; Grp +45; Atk +35 melee (3d8+10, bite); Full Atk +35 melee (3d8+10, bite) +33 melee (2d6+5, 2 claws), +33 melee (1d8+5, 2 wings), +33 melee (2d6+15, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon, crush, frightful presence, spell-like abilities, spells, symbol of pain; SQ alternate form, blindsense 60 ft., cold resistance 20, damage reduction 10/magic, darkvision 120 ft., evasion, fast healing 2, immunity to electricity, magic sleep effects and paralysis, low-light vision, luck bonus, plane shift, shadow blend, spell resistance 25, water breathing; AL NE; SV Fort +23, Ref +17, Will +23; Str 31, Dex 10, Con 23, Int 22, Wis 23, Cha 22.

Skills and Feats: Appraise +7, Bluff +10, Concentration +34, Diplomacy +37, Disguise +32, Hide -1, Intimidate +35, Knowledge (arcana) +10, Knowledge (local: core) +10, Knowledge (nature) +10,

Listen +36, Move Silently +22, Search +35, Sense Motive +35, Spellcraft +37, Spot +35, Swim +21, Survival +32; Ability Focus (breath weapon), Ability Focus (crush), Hover, Improved Bull Rush, Improved Overrun, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Wingover.

Languages: Abyssal, Ancient Suel, Celestial, Common, Draconic, Dwarf, Infernal, Flan.

Breath Weapon (Su): 100-ft. line, 16d6 electricity, DC 31 Reflex save half; or 50-ft. cone, *repulsion* (mind-affecting compulsion) 1d6+8 rounds, DC 31 Will save negates.

Crush (Ex): area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+15 points of bludgeoning damage, and must succeed on a DC 29 Reflex save or be pinned.

Frightful Presence (Ex): 240 ft. radius; HD 26 or fewer, DC 29 Will negates.

Symbol of Pain (Sp): Othimvoar has scribed a *symbol of pain* over the scales protecting his chest. It activates when any creature other than Othimvoar looks at it.

Alternate Form (Su): Can assume humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast by a 11th-level sorcerer, except that Othimvoar does not regain hit points for changing form (and can only assume a humanoid form). Othimvoar can remain in its humanoid form until he chooses to assume a new one or return to its natural form.

Evasion (Ex): If Othimvoar makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save he instead takes no damage.

Luck Bonus (Ex): Othimvoar has a +2 luck bonus to all saving throws.

Plane Shift (Sp): 1/day only; to or from Plane of Shadow only.

Shadow Blend (Su): In any conditions other than full daylight, Othimvoar can disappear into the shadows giving him total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Water Breathing (Ex): Othimvoar can breathe underwater indefinitely.

Spell-Like Abilities: (CL 11th; DC = 16 + spell level): At will—*speak with animals*; 3/day *create food and water*, *detect thoughts*, *fog cloud*; 1/day *cause fear* (CL 5th), *mirror image* (CL 5th).

Possessions: ring of counterspells (*dispel magic*), ring of protection +2, stone of good luck.

Sorcerer Spells Known (6/8/8/7/7/5; base DC = 16 + spell level; CL 9th): 0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*, *resistance*; 1st—*mage armor*, *shield*, *protection from good*, *ventriloquism*, *true strike*. 2nd—*bear's endurance*, *bull's strength*, *eagle's splendor*, *false life*, *web*; 3rd—*dispel magic*, *haste*, *heroism*, *protection from energy*; 4th—*confusion*,

Evard's black tentacles, *stoneskin*; 5th—*feeblemind*, *symbol of pain*.

ENCOUNTER 7: INTO THE TEMPLE BELOW

Elite Advanced Spawn of Tharizdun: CR 13; Gargantuan ooze; HD 30d10+270; hp 420; Init +10; Spd 45 ft., climb 30 ft.; AC 16 (−4 size, +6 Dex, +4 natural), touch 12, flat-footed 10; Base Atk +22; Grp +44; Atk +32 melee (3d6+11, pseudopod); Full Atk +32 melee (3d6+11, 4 pseudopods) and +29 (1d8+11, bite); Space/Reach 20 ft./25 ft.; SA Constrict 3d6+11, improved grab, swallow whole; SQ Blindsight 60 ft., ooze qualities, immunities, DR 10/−; AL NE; SV Fort +18, Ref +15, Will +9; Str 33, Dex 22, Con 28, Int 15, Wis 11, Cha 1.

Skills and Feats: Climb +19, Hide +27, Listen +25, Move Silently +12, Survival +10, Tumble +31; Combat Reflexes, Combat Expertise, Dodge, Improved Initiative, Improved Natural Attack (pseudopod), Improved Trip, Karmic Strike, Multiattack, Power Attack, Track, Weapon Focus (pseudopod).

Blindsight (Ex): A spawn's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A spawn of Tharizdun deals automatic pseudopod damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a spawn must hit with either its pseudopod or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict, or in the case of the bite, attempt to swallow whole on its next turn.

Swallow Whole (Ex): If a spawn begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, the spawn swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the spawn. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. While in the spawn's gullet, a swallowed creature takes 2d4 points of acid damage each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The Armor Class of the spawn's interior is 10 (but possesses the same DR). If the swallowed creature escapes the grapple, success puts it back in the spawn's mouth, where it may be bitten or swallowed again.

Ooze Qualities: Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Immunities: Spawn of Tharizdun are immune to the effects of negative energy attacks or attacks that

utilize negative energy. Spawn are immune to insanity or confusion effects.

AREA 12: GREATER TEMPLE

🦇**Mezzoloth** (4): CR 6; Medium Outsider (evil, extraplanar, yugoloth); HD 10d8+50; hp 95; Init +5; Spd 40 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10/Grp +13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14.

Skills and Feats: Hide +14, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +1, Spot +13; Improved Critical (trident), improved Initiative, Power Attack, Weapon Focus (trident).

Spell-Like Abilities: At will—*cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, see *invisibility*; 2/day—*cloudkill* (DC 17), *dispel magic*. Caster level 10th. Twice per day, a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th-level sorcerer.

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

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

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

🦇**Nycoloth** (3): CR 10; Large Outsider (evil, extraplanar, yugoloth); HD 14d8+98; hp 161; Init +2; Spd 40 ft., fly 90 ft. (good); AC 24, touch 11, flat-footed 21; Base Atk +14, Grp +18; Atk +15 melee (1d6+8 plus bleeding wounds, claw*) or +18 melee (3d6+15/x3, +2 greataxe*); Full Atk +18/+13/+8 melee (3d6+15/x3, +2 greataxe*) and +10 melee (1d6+8 plus bleeding wounds, 2 claws*) or +15 melee (1d6+8 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +15 (1d6+5)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16.

Skills and Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility[^], Power Attack, Weapon Focus (greataxe).

Bleeding Wounds (Ex): A wound from a nycoloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of

damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycoloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycoloth can only use this ability when airborne. A nycoloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycoloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycoloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +15, damage 1d6+5. A nycoloth that gets a hold can make two rake attacks with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, see *invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycoloth can attempt to summon another nycoloth or 1d3 mezzoloths with a 30% chance of success.

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

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

*Includes adjustments for Power Attack Feat.

🦇**Ultraloth** (2): CR 13; Medium Outsider (evil, extraplanar, yugoloth); HD 18d8+90; hp 171; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +18, Grp +19; Atk +22 melee (1d8+4/19-20, +3 longsword); Full Atk +22/+17/+12/+7 melee (1d8+4/19-20, +3 longsword); SA hypnotic gaze, spell-like abilities, summon yugoloth; SQ

Damage reduction 15/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +22, Concentration +30, Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability

(*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Hypnotic Gaze (Su): Hypnotic pattern as cast by an 18th-level sorcerer, no HD limit, 30 feet, Will DC 23 negates. The save DC is Charisma-based.

Spell-Like Abilities: At will—*alter self*, *deeper darkness*, *desecrate*, *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisibility*, *suggestion* (DC 18), *wall of fire*; 3/day—*binding* (DC 23), *enervation* (+22 ranged touch), *geas/quest* (DC 21), *mass suggestion* (DC 21); 1/day—*symbol of death* (DC 22). Caster level 18th. At will, an ultroloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 18th-level sorcerer.

Summon Yugoloth (Ex): Once per day, an ultroloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, or another ultroloth with a 35% chance of success.

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

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

✱**Gorkonis, Nycoloth Commander:** CR 17; Huge Outsider (evil, extraplanar, yugoloth); HD 25d8+250; hp 362; Init +2; Spd 30 ft., fly 50 ft. (good); AC 33, touch 10, flat-footed 24; Base Atk +25, Grp +40; Atk +27 melee (1d8+10 plus bleeding wounds, claw*) or +30 melee (4d6+18/19-20/x3, +2 *greataxe*); Full Atk +30/+25/+20/+15 melee (4d6+18/19-20/x3, +2 *greataxe*) and +22 melee (1d8+10 plus bleeding wounds, 2 claws*) or +27 melee (1d8+10 plus bleeding wounds, 4 claws*); Space/Reach 10 ft./10 ft.; SA bleeding wounds, rake +27 (1d8+6)*, improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage Reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; SV Fort +24, Ref +16, Will +17; Str 24, Dex 14, Con 30, Int 12, Wis 13, Cha 18.

Skills and Feats: Bluff +20, Concentration +25, Diplomacy +20, Hide +9, Intimidate +30, Jump +24, Knowledge (arcane) +17, Knowledge (the planes) +17, Listen +26, Move Silently +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +26; Alertness, Awesome Blow, Cleave, Flyby Attack, Improved Bull Rush, Improved Critical (*greataxe*), Iron Will, Mobility[^], Power Attack, Weapon Focus (*greataxe*)

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check

or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth commander can lift Large or smaller opponents. A medium load is between 936 and 2,132 pounds. A heavy load is between 2,133 and 2,800 pounds. A nycaloth commander can't carry a load of more than 2,800 pounds.

Rake (Ex): Attack bonus +27, damage 1d8+6. A nycaloth commander that gets a hold can make two rake attacks

with its hind legs. This includes using the Power Attack feat to take a -3 penalty on its attack rolls and gain +3 on damage rolls.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear* (DC 18), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only).

Summon Yugoloth (Ex): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloths with a 30% chance of success.

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

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

*Includes adjustments for Power Attack Feat.

✱**Corruptor of Fate Assassin (2):** CR 10; Medium Outsider (evil, extraplanar, yugoloth); HD 12d8+60; hp 111; Init +11; Spd 30 ft.; AC 24, touch 18, flat-footed 24; Base Atk +10, Grp +13; Atk +18 melee (1d6+4/19-20 plus bestow curse, +1 *short sword*) or +18 ranged (1d6+4 plus bestow curse/x3, +1 *composite shortbow*); Full Atk +18/+13 melee (1d6+4/19-20 plus bestow curse, +1 *short sword*) or +18/+13 ranged (1d6+4 plus bestow curse/x3, +1 *composite shortbow*); SA aligned strike (evil), corrupting gaze, death attack, poison use (shadow essence, DC 17, 1 Str drain/2d6 Str), +3d6 sneak attack; SQ immune to acid, energy drain, necromantic effects, negative energy effects, poison, resist cold 10, fire 10, electricity 10, SR 19, unluck, yugoloth traits; SV Fort +11 (+13 against poison), Ref +16, Will +6; Str 16, Dex 25, Con 20, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance+19, Disguise+9, Escape Artist+17, Hide +22, Jump +5, Listen +15, Move Silently +22, Sleight of Hand +17, Spot+15, Tumble+22, Use Rope+7 (+9 involving bindings); Dodge, Improved Initiative, Mobility, Weapon Finesse

Bestow Curse (Su) As the *bestow curse* spell; at will; Will DC 18; caster level 12th. This ability affects those touching or touched by a corruptor of fate or its weapons. A cursed subject must roll percentile dice each turn. On a roll of 01-50, it can take no action. On a

roll of 51-100, it can act normally. This is a necromantic effect. Undead are unaffected by a corruptor of fate's bestow curse ability. The save DC is Constitution-based.

Corrupting Gaze (Su) A corruptor of fate can blast its enemies with a glance, at a range of up to 30 feet. Creatures that meet the corruptor's gaze must succeed on a DC 15 Fortitude save or take 1d6 points of damage and a -1 penalty on attack rolls, skill checks, and saving throws for 1 minute. The save DC is Charisma-based.

Death Attack (Ex) DC 16, paralysis effect lasts 1d6+5 rounds (DMG 180).

Unluck (Su) Roll twice for attacks and damage against a corruptor of fate; the attacker must use the lower result. This is a mind-affecting necromantic effect.

Assassin Spells Known (CL 5th): 1st (4/day)—feather fall, jump, obscuring mist, true strike; 2nd (2/day)—cat's grace, invisibility, spider climb.

Possessions: +2studded leather armor, +1 short sword, +1 composite shortbow (+3 Str bonus) with 20 arrows, amulet of natural armor + 1, ring of protection +1, 3 doses of shadow essence, 2 potions of cure serious wounds, potion of fly.

CREATURES

Spawn of Tharizdun

Reference: COR3-18 Through Nature to Eternity

Huge Ooze

Hit Dice:	10d10+60 (115 hp)
Initiative:	+5
Speed:	45 ft. (9 squares), climb 30 ft.
Armor Class:	13 (–2 size, +5 Dex), touch 13, flat-footed 8
Base Attack/Grapple:	+7/+18
Attack:	Pseudopod +11 melee (2d6+4)
Full Attack:	4 pseudopods +11 melee (2d6+4) and bite +9 (1d8+5)
Space/Reach:	15 ft./20 ft.
Special Attacks:	constrict 2d6+4, improved grab, swallow whole
Special Qualities:	Blindsight 60 ft., ooze qualities, immunities, DR 10/–
Saves:	Fort +9, Ref +8, Will +3
Abilities:	Str 18, Dex 20, Con 22, Int 13, Wis 10, Cha 1
Skills:	Climb +12, Hide +10, Listen +5, Move Silently +10, Survival +10, Tumble +10
Feats:	Combat Expertise, Improved Trip, Multiattack, Track
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

These formless creatures are rumored to be born from the very blood of Tharizdun and created or called forth by dark rituals performed by His mad priests. Spawn are amorphous black horrors, possessed of an alien intelligence and are found in places dedicated to the God of Chaos and Madness. They act as guardians, typically resting in large bronze bowls or braziers. At rest they resemble a shiny black pool of liquid.

Combat

Spawn of Tharizdun attack when threatened or by direction from clerics of Tharizdun. In the role of guardian, they attack when unauthorized beings attempt to gain entrance to their charges. They lash out with pseudopods or simply engulf opponents in a gaping maw. A spawn's form is completely malleable. It can reform and grow pseudopods as a free action and assume any form it pleases. Pseudopod damage can be bludgeoning,

APPENDIX 2: NEW RULES ITEMS

piercing, or slashing and are considered magical weapons for the purpose of damage reduction.

Because of its malleable nature, weapons, even magical weapons, have diminished effect. Magical attacks that deal damage have full effect.

Blindsight (Ex): A spawn's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Constrict (Ex): A spawn of Tharizdun deals automatic pseudopod damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a spawn must hit with either its pseudopod or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict, or in the case of the bite, attempt to swallow whole on its next turn.

Swallow Whole (Ex): If a spawn begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, the spawn swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the spawn. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. While in the spawn's gullet, a swallowed creature takes 2d4 points of acid damage each round. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The Armor Class of the spawn's interior is 10 (but possesses the same DR). If the swallowed creature escapes the grapple, success puts it back in the spawn's mouth, where it may be bitten or swallowed again.

Ooze Qualities: Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking.

Immunities: Spawn of Tharizdun are immune to the effects of negative energy attacks or attacks that utilize negative energy. Spawn are immune to insanity or confusion effects.

YUGOLOTHS

YUGOLOTH, CANOLOTH

The scouts and skirmishers in yugoloth armies, canoloths also serve as guardians and bodyguards for their dark masters. Their keen senses spot stealthy adversaries, which are then apprehended with their wicked, barbed tongues.

A canoloth looks like an armored bulldog the size of a human, with two sets of jaws: 3 vertical set inside a horizontal set. It has no eyes, relying totally on hearing and smell to find intruders. Its most prominent feature is a barbed tongue several inches thick that it can flick out

at a target up to 20 feet away. A canoloth stands about 4 feet tall at the shoulder, is about 6 feet long, and weighs 400 pounds.

Canoloths speak Abyssal, Draconic, and Infernal.

COMBAT

A canoloth's combat strategy is simple: Use scent and hearing to track down an opponent, then grab it with the tongue, pull it back to the mouth, and chew until it's a meal, not an enemy.

A canoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

YUGOLOTH, Corruptor of Fate

Reference: *Monster Manual IV*, p. 190.

Strategies and Tactics

Corruptors of fate work alone or sometimes with a group of undead or a construct or two. They rarely team up with other corruptors of fate.

When encountered, corruptors are usually in mercenary service. Their assignments emphasize assassination, but occasionally they're used to guard a valuable asset, especially if the owner expects a threat.

Corruptors of fate take their assignments very seriously, but also have a strong instinct for self preservation. If a corruptor is clearly outmatched, it retreats with the intent to return shortly with reinforcements.

Typical Physical Characteristics: A corruptor of fate stands about 5 feet tall and weighs about 200 pounds. Its body resembles that of a very chubby humanoid. In contrast, its face looks emaciated, with thin yellow skin stretched tightly across its skull. Its eyes glow with a lurid light.

Male and female corruptors of fate look very similar. Both have bosomlike rolls of fat on their chests, so most perceive them as female (DC 20 Spot check to correctly determine a corruptor's gender).

The smell of brimstone is typical of all corruptors of fate, a by-product of their biology. It is generally noticeable only when a corruptor attacks. Skills checks to track a corruptor of fate using scent receive a +2 bonus.

A corruptor of fate is accompanied by a faint sound of rolling dice, a supernatural illusion telepathically "heard" by anyone in combat with the corruptor. It is an automatic response and cannot be stopped.

YUGOLOTH, MEZZOLOTH

Mezzoloths are the most common foot soldiers in the yugoloth armies. They understand little beyond combat, but their skill in battle is fearsome. When they aren't fighting, they're imagining new ways to hurt their enemies and practicing their martial skills.

A mezzoloth looks like a human-sized insect with heavy chitin and four limbs tipped with sharp claws. Its wide-set eyes glow red when it's angry (which is almost always). When arrayed for battle, mezzoloths wield

tridents and carry shields. A mezzoloth stands 7 feet tall and weighs 250 pounds.

Mezzoloths speak Abyssal, Draconic, and Infernal.

COMBAT

When directed to attack an opponent, mezzoloths first try to weaken it with *cloudkill*, then close and attack with their tridents. If the enemy is likely to use enhancing magic such as *bull's strength* or *stoneskin*, a few mezzoloths use an area *dispel magic* before melee begins. If the battle is going poorly, mezzoloths use *darkness* and *teleport without error* to make a getaway.

Their tactics are similar in a large army battle. Squads of trident-wielding mezzoloths are the backbone of a yugoloth force. They teleport into battle, launch *cloudkill* at the enemy, then charge into the yellow mist with their tridents.

A mezzoloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

YUGOLOTH, NYCALOTH

Reference: *Monster Manual III*, p. 202.

Nycaloths act as elite cavalry in yugoloth armies, swooping down onto enemy flanks and tearing up unsuspecting troops. They pride themselves on their ability to strike without warning, then disappear before the enemy has time to launch a reprisal.

A nycaloth looks like a big gargoyle with powerful batwings and thick, green skin. All four limbs have razor-sharp claws. The head is vaguely canine, with small webbed ears and horns. Most nycaloths carry large *greataxes* into battle. An average nycaloth stands 8 feet tall and weighs 800 pounds.

Nycaloths speak Abyssal, Draconic, and Infernal.

Combat

A nycaloth's favorite tactic is to use in *invisibility* to approach an enemy on the ground, then dive in with claws extended. If the opponent survives the attack, the nycaloth grabs it and takes off, grappling the enemy until it can drop it from a great height.

A nycaloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

A nycaloth normally attacks using its Power Attack feat, taking a -3 penalty on its attack rolls and gaining a +3 bonus on damage rolls (+6 damage with *greataxe*).

YUGOLOTH, ULTROLOTH

Reference: *Monster Manual III*, p. 204.

Ultraloths are the elite officers in yugoloth armies, leading troops and disrupting enemy plans. In the competitive environment of Gehenna, they're frequently at one another's throats, and they continually scheme to enhance their power.

Ultraloths have a well-deserved reputation for cruelty. They often linger over fallen foes, taunting and torturing them rather than granting them a quick death. Many wear the severed fingers of their victims on grisly necklaces.

They rarely engage in a stand-up fight themselves, leaving such work to their minions.

An ultraloth is a robed humanoid with an elongated head that is featureless beyond two Large eyes that swirl with color. Its skin is a mottled dark gray. Tall and thin, an ultraloth stands 6 feet tall and weighs 160 pounds.

Ultraloths speak Abyssal, Draconic, and Infernal.

COMBAT

Ultraloths prefer to work behind ranks of mezzoloths or nycaloths, using their spell-like abilities to keep foes off balance. An ultraloth captain usually puts up *walls of fire* to assist front-line troops. If the battle hangs in the balance, it uses *symbol of death* to disrupt the enemy. An ultraloth engaged in serious melee almost always retreats, reasoning that it has already lost the battle at that point.

Ideally, ultraloths don't fight at all. They use *invisibility* or *alter self* to get close to their enemies, then unveil their hypnotic gaze. Once opponents are entranced, they are easy prey for the ultraloth's other abilities.

An ultraloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

FEATS

Karmic Strike

Complete Warrior, p. 102

You have learned to strike when your opponent is most vulnerable – the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

SPELLS

Wrack

Spell Compendium; p. 243.

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blind and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

APPENDIX 3: HARDBY

MERCHANT'S ALLIANCE

The Hardby Merchant's Alliance was formed by refugees from the Pomarj who found themselves excluded from governance and belittled by Hardby's famously independent-minded women. The Alliance created a Trade Council of six merchants and six "rivermen" (dock workers, pilots or military officers, and one judge), all of whom were elected at regular intervals. Although the Trade Council officially governed Hardby, it generally ended up answering to the wishes of the Despotrix. Since Greyhawk took control, though, the rivermen councilors have been military officers loyal to the Directing Oligarchy. The Council is now subordinate to the Military Governor and confined strictly to discussion of commercial matters. Naturally the Merchant's Alliance is

Adapted from "Hardby: City of the Scorned" by Paul Looby. Originally presented in *Dungeon* 92.

Hardby (small city): Conventional; AL LN; 15,000 gp; Assets 3,825,000 gp; Population 5,100 mixed (human 72%, half-orc 22%, halfling 2%, dwarf 1%, gnome 1%, half-elf 1%, elf 1%).

Temples: Ehlonna (forests, woodlands), Joramy (fire, volcanoes, wrath), Lirr (literature, art), Mayaheine (protection, justice, valor), Myhriss (love, beauty), Norebo (luck, gambling), Osprem (sea, voyages, sailors), Pelor (sun, light, healing, protection), Procan (seas, navigation), St. Cuthbert (common sense, wisdom, discipline), Wee Jas (magic, death, vanity), Xerbo (seaborne trade), Zilchus (power, money).

A BRIEF SOCIAL HISTORY OF HARDBY

The settlement that would become the city of Hardby was founded in -278 CY by the Suel mage Ena Norbe on the northeastern coast of the Woolly Bay. Believing that it was the folly of men which led to the fall of the Suel Imperium, Ena declared herself as Gynarch and established that only women would rule Hardby. Her daughters became the progenitors of the Six Great Families of Hardby and the core of the Gynarchy, from which future leaders and officials would be chosen. With one exception, Hardby remained under the rule of women until 517 CY, when the Merchant's Alliance in Hardby seized power in a bloodless coup. Marriage with Trade Council members and behind-the-scenes actions allowed effective rule of Hardby to remain in the hands of the Gynarchy during this period, however. Even after Greyhawk took control of the city during the Greyhawk Wars and established a Military Governor to rule the city, the Despotrix continued to maintain considerable influence – a reality which still greatly concerns the Directing Oligarchy of Greyhawk.

Unlike Greyhawk and most other areas of the central Flanaess, Hardby has a sizable half-orc population which is not only tolerated but welcomed. Some half-orc families, who primarily live in the Dock District and Fishtown, have been in the city for generations now, and half-orc sailors, soldiers, and dock workers are regulars amongst dockside taverns and businesses. Prejudice against half-orcs is widely frowned upon and discouraged.



unhappy with this current state of affairs.

DISTRICTS OF HARDBY

Northend – A crowded district on the north side of the docks which includes the Palace of the Gynarchs, the Law Courts, and the city's primary military and naval barracks. The High Chapel, a prominent temple to Pelor, can also be found here.

Dock District – A cobbled quay which runs the length of the waterfront, it is a warren of boisterous taverns, inns, hostels, and other less reputable places. The streets are narrow and back alleys are dangerous after dark, while drunken brawls are not uncommon.

Fish Town – This area of warehouses and business related to fishing and sailing reeks of fish and is populated by hordes of cats (which are considered lucky) and seagulls (which are not). It is also the poorest section of Hardby, though it is not as bad as the slums in most other major cities.

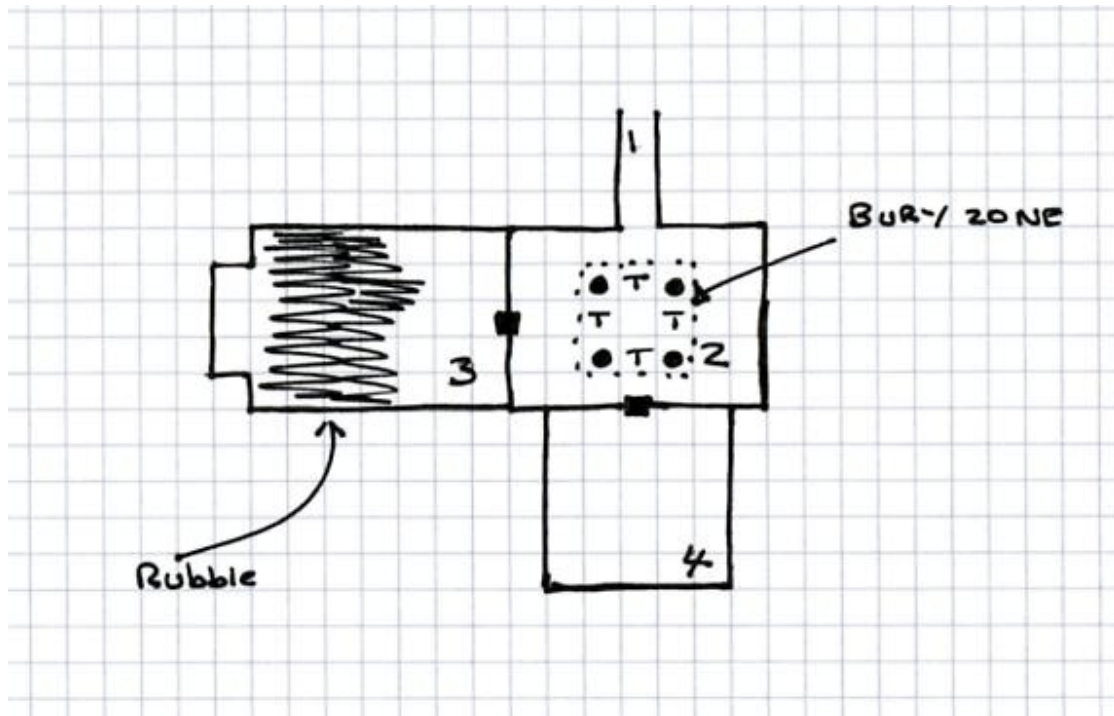
Tradetown – Located outside the Great Wall, this crowded and bustling quarter is the heart of commerce in the city and home to most of its merchants and artisans. Exotic items from the four corners of the Flanaess can be found here.

The Ebbfields – Originally the upper-class section of town, it now houses Hardby's middle class and a spillover of its poorer elements. Older parts are pleasant with broad, well-paved, leafy streets.

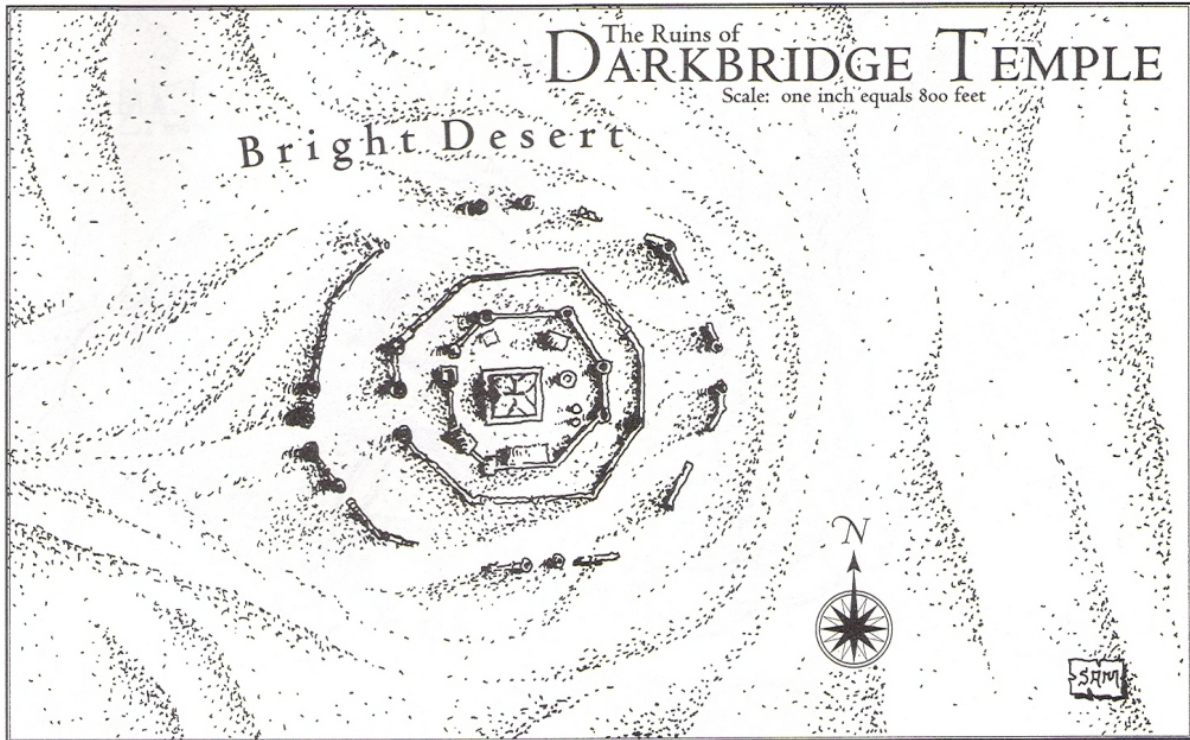
DM MAP 1: THE BRIGHT DESERT



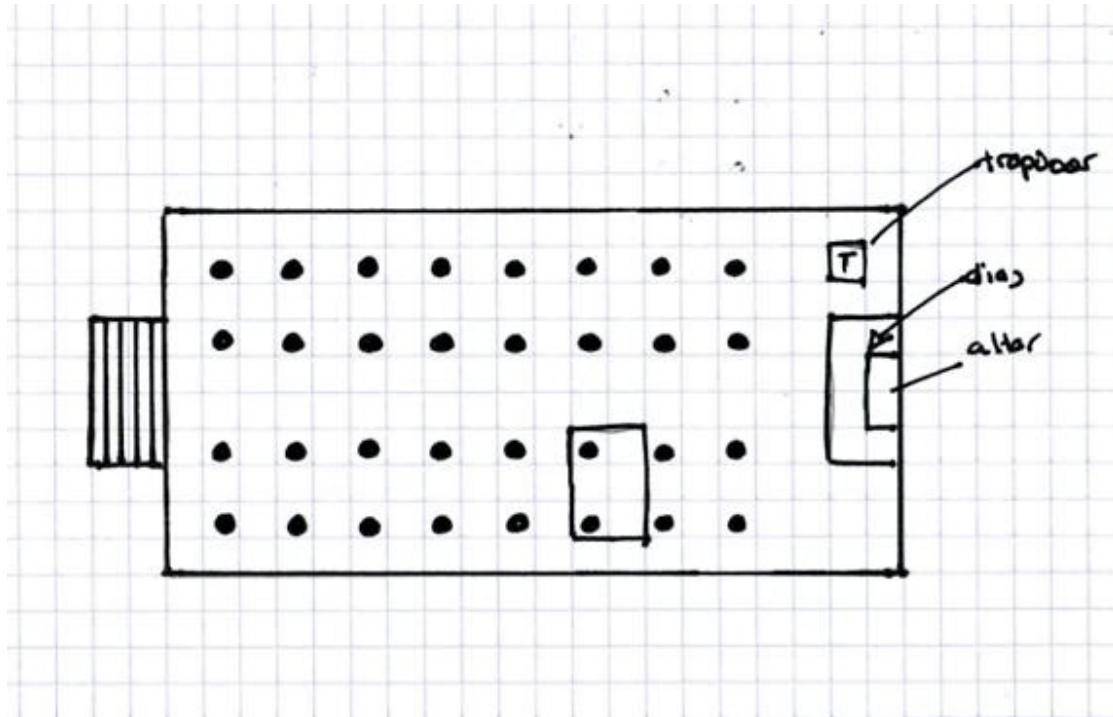
DM MAP 2: THE DESERT RUINS



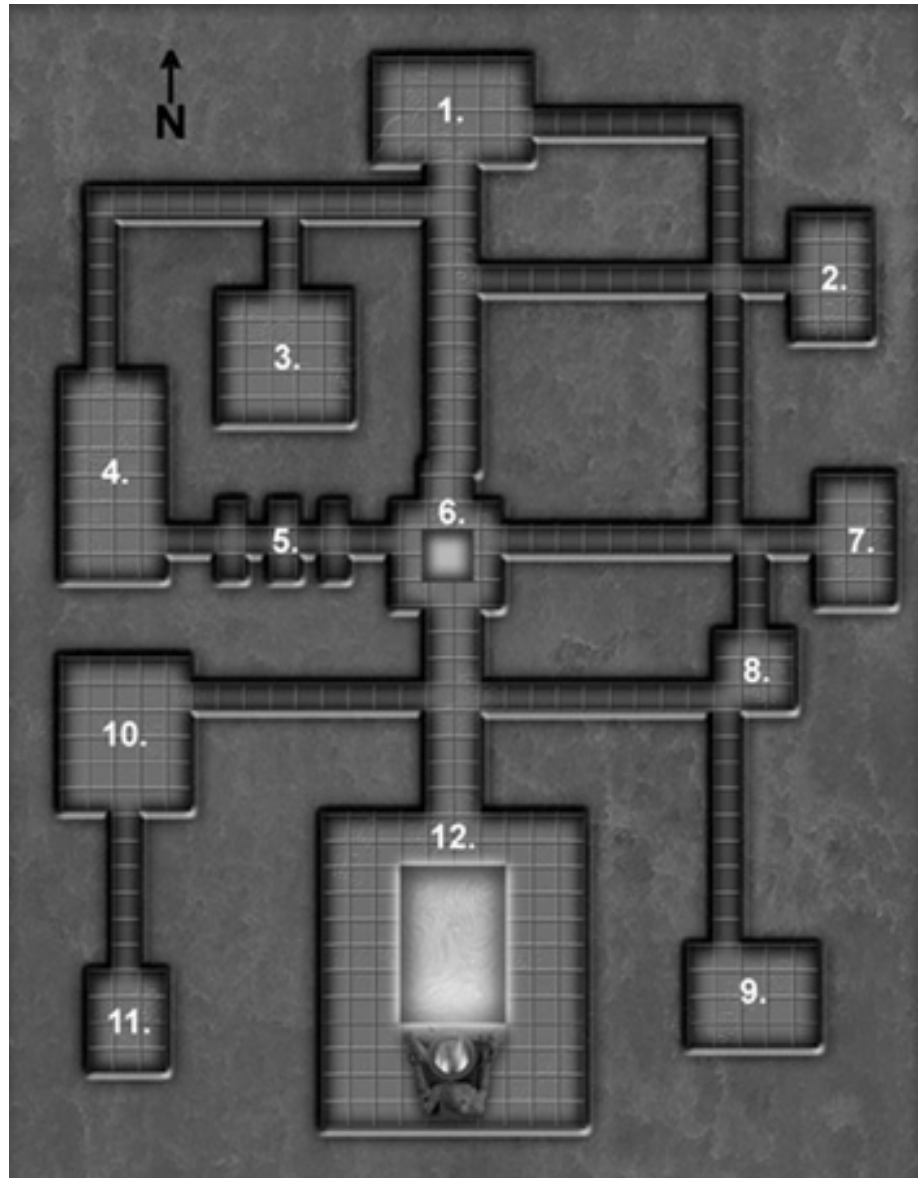
DM MAP 3: ENVIRONS OF DARKBRIDGE TEMPLE



DM MAP 4: SURFACE RUINS OF DARKBRIDGE TEMPLE



DM MAP 4: LOWER HALLS OF DARKBRIDGE TEMPLE



DM AID 1: TRAVELING IN THE BRIGHT DESERT

Travelers in the Bright Lands face many perils. Chief amongst these are the harsh landscape and unforgiving climate. Full rules for travel in the Bright Desert are included in the *Sandstorm* accessory. However, to facilitate play the basics of these rules are presented here.

During a typical day the desert goes through a radical series of temperature changes. During daylight hours the temperature in the desert is generally in the hot temperature band. Around midday however, and for two hours afterwards, the temperatures climbs into the severe heat temperature band. At night, the temperatures swiftly plunge into the cold temperature band. Thus, travelers must be ready to combat a number of temperature-challenges.

Most intelligent beings avoid traveling around midday and the two hours directly afterwards, breaking their journey to get into some shade.

DISTANCES AND TRAVEL TIMES

Travel through the sandy wastes of the Bright Desert is slow; the PC's speed being cut by half. Even when the PCs leave the Bright Desert and enter the Abbor-Alz they will be unable to travel any faster. This means that the PCs will inevitably spend several days traveling through the region.

The following tables list the modified movement rates of individuals and their mounts moving through the Bright Desert and the Abbor-Alz.

PC and NPC Movement Rates

	20 ft.	Speed 30 ft.	40 ft.
One Round			
Walk	10 ft.	15 ft.	20 ft.
Hustle	20 ft.	30 ft.	40 ft.
Run (x3)	30 ft.	45 ft.	60 ft.
Run (x4)	40 ft.	60 ft.	80 ft.
One Minute			
Walk	100 ft.	150 ft.	200 ft.
Hustle	200 ft.	300 ft.	400 ft.
Run (x3)	300 ft.	450 ft.	600 ft.
Run (x4)	400 ft.	600 ft.	800 ft.
One Hour			
Walk	1 miles	1 ½ miles	2 miles
Hustle	2 miles	3 miles	4 miles
One Day			
Walk	8 miles	12 miles	16 miles

Mount Movement Rates

	30 ft. ¹	40 ft. ²	Speed 50 ft. ³	60 ft. ⁴
One Round				
Walk	15 ft.	20 ft.	25 ft.	30 ft.
Hustle	30 ft.	40 ft.	50 ft.	60 ft.
Run (x3)	45 ft.	60 ft.	75 ft.	90 ft.
Run (x4)	60 ft.	80 ft.	100 ft.	120 ft.
One Minute				
Walk	150 ft.	200 ft.	250 ft.	300 ft.
Hustle	300 ft.	400 ft.	500 ft.	600 ft.

Run (x3)	450 ft.	600 ft.	750 ft.	900 ft.
Run (x4)	600 ft.	800 ft.	1,000 ft.	1,200 ft.

One Hour

Walk	1 ½ miles	2 miles	2 ½ mile	3 miles
Hustle	3 miles	4 miles	5 miles	6 miles

One Day

Walk	12 miles	16 miles	20 miles	24 miles
------	----------	----------	----------	----------

1: Donkey, mule; 2: Riding dog, pony, war pony; 3: Heavy horse, heavy warhorse; 4: Light Horse, light warhorse

Getting Lost

Traveling through the trackless wastes of the desert is a challenging proposition. Not only do the PCs have to contend with the severe temperatures but they must also guard against getting lost. The chances of PCs getting lost is covered in detail in chapter 3 in the *Dungeon Master's Guide*. However, in brief:

Poor Visibility: If the PCs can see less than 60 ft. due to poor visibility (such as darkness, a sandstorm etc.) then they must make a successful DC 14 Survival check to avoid getting lost. A character with at least 5 ranks in Knowledge (geography) or Knowledge (local – Core) gains a +2 bonus to this check.

Check Frequency: Make a check every hour or portion thereof.

Effect of Being Lost: Characters lost move in a randomly determined direction. Check for the direction they move every hour. This continues until the PCs either realize they are lost or blunder into an unmistakable landmark.

Recognizing Being Lost: Once per hour of travel each character may make a DC 20 Survival check to realize they are lost. The DC of this check increases by 1 for every hour of random travel. Obviously, some circumstance may obviate this check, such as seeing a prominent landmark.

Setting A New Course: Each character may make a DC 15 +2 per hour of random travel, Survival check to determine the correct direction. Of course, characters several characters could disagree on the right direction.

PLAYER HANDOUT 1: ALLY OF KARISTYNE

Dear friend,

The end of our great quest is at hand. You or allies have recovered nearly all of the items that the Traitor needs to bend the Scorpion Crown to his will. We have rescued the Last Flower of Sulm and now it rests in the Tower of Sleep. Both “*Bane of Itar*,” a scimitar of evil aspect from the ruins of Sulm, and “*Goggorddu*,” the powerful good-aligned warhammer from Itar, have been recovered and laid in my hands. While not entirely successful, most of the thinaun from the Pits of Azak-Zil has been captured. We can only hope that it is enough.

Now only one last hurdle remains. Those who aid me in my quest against the foul traitor must travel to Hardby and organize an expedition to the only place where Rary might undertake to corrupt the Scorpion Crown to his designs: Darkbridge Temple.

Journey there as soon as possible and secure the temple. With this missive to one of your number I have included a device that you might use to summon me once you have succeeded. While you complete this quest, I, and others, will do our best to confront the Traitor's operatives and distract them from your fellowship. Good luck, and may the Archpaladin shield you from the blows of your enemies.

Lady Karistyne

[Included with this note to one PC is a small box. Inside the straw lined box is a complicated crystal and gold melon sized device that seethes with magical energy. Six hinged gold spines are folded against a central spindle that is topped by a slender blue crystal.]

Player Handout 1b: Hospitality of Karistyne Caste

In addition to the letter and device above, your PC finds a vial filled with *oil of bless weapon* inside the box. Attached is a note: “*May the blessings of the Valorous Knight help you to bring justice to your foes during this quest and may you never die easy but rather meet a valorous end.*”

Player Handout 1c: Appreciation of Scorimongishaz

In addition to the letter and device above, your PC finds a small jewelry box containing a small russet scale, as though from a small reptile. Attached is a note: “*You have always been honest and forthright with me, so my master's master has decided it is time you realize the stakes in the game you play. The man my master serves is the great archmage Tenser, and he fights tirelessly to stop Rary from unleashing great evil and subjugating the Bright and its peoples even further. You have aided Tenser of your own free will and shown yourself to be both honorable and valuable. My master has enclosed one of my scales as a sign of his favor. May it protect you against the Traitor's minions.*” Touching the scale you realize that as long as you carry it on your person, it will activate a *freedom of movement* that will last for 10 rounds the next time your movement is restricted, whether by environment, grapple or spell. However, you already sense its magic is beginning to fade. This boon will likely not last more than a week or two.

PLAYER HANDOUT 2: ALLY OF RARY

Dear Ally,

The time is at hand to rescue the Bright from the clutches of Sulm's ancient curse. Soon we will return the land to its natural state and its inhabitants will reap the benefits of our hard labors. My allies have recovered the thinaun from the Pits of Azak-Zil, and while the "*Bane of Itar*," a scimitar of evil aspect from the ruins of Sulm, and "*Goggorddu*," the powerful good-aligned warhammer from Itar, were delivered into the hands of our foes, I have easily procured other such aligned weapons that will adequately fill their roles. The last item, the Last Flower of Sulm, will flock to our banner if can demonstrate our ability to carry out our plan to destroy the Scorpion Crown and break the curse.

For this I require your efforts. While I distract our foes, you must overcome the last hurdle. You must travel to Hardby and organize an expedition to the only place where we might undertake to unmake the Scorpion Crown: Darkbridge Temple. My allies in that city tell me that the lady paladin also seeks an expedition and her spies infest the city. If you should happen to join with such an expeditions that you might better watch those who work at cross-purposes to ours, you must avoid any gifts or supplies delivered by the paladin's allies. They may pose you a hazard and so you must rely upon your own devices.

Journey to Darkbridge as soon as possible and secure the temple. My research suggests there is a main temple below it where the crown may be broken. With this missive to one of our number I have included a device that you might use to summon me once you have succeeded. Good luck.

Rary, Emperor of the Bright Lands

[Included with this note to one PC is a small box. If your party contains no allies of Lady Karistyne, inside the straw lined box is a complicated crystal and gold melon sized device that seethes with magical energy. Six hinged gold spines are folded against a central spindle that is topped by a slender green crystal. If you are part of a mixed party, it contains a slender red green crystal that looks just like the blue one in the device delivered with Karistyne's note. In order to summon Rary instead of Karistyne, the crystals must be switched.]

Player Handout 1b: Robilar's Approval or Gratitude of Rary

In addition to the letter and device above, your PC finds a vial filled with a *potion of invisibility* inside the box. Attached is a note: "*I know service to me and the Bright Lands is not always. May this help you remain unseen for your foes during this assignment.*"

PLAYER HANDOUT 3: UNALIGNED

Dear adventurer,

I am the mistress of Karistyne castle and oppose the evil machinations of the false emperor of the Bright Lands known to most as Rary the Traitor. He seeks to bend a powerful evil to his will and will cause great devastation if he succeeds. I implore you to a great quest in my name, for which you may garner great fame and wealth. Already I have employed other sell-swords and mages for hire to recover nearly all of the items that the Traitor needs to bend the Scorpion Crown to his will. We have rescued the Last Flower of Sulm and now it rests in the Tower of Sleep. Both “*Bane of Itar*,” a scimitar of evil aspect from the ruins of Sulm, and “*Goggorddu*,” the powerful good-aligned warhammer from Itar, have been recovered and laid in my hands. While not entirely successful, most of the thinaun from the Pits of Azak-Zil has been captured. I can only hope that it is enough.

Now only one last hurdle remains. Those who aid me in my quest against the foul traitor must travel to Hardby and organize an expedition to the only place where Rary might undertake to corrupt the Scorpion Crown to his designs: Darkbridge Temple.

Journey there as soon as possible and secure the temple. With this missive to one of your number, I have included a device that you might use to summon me once you have succeeded. While you complete this quest, I, and others, will do our best to confront the Traitor’s operatives and distract them from your fellowship. Good luck, and may the Archpaladin shield you from the blows of your enemies.

Lady Karistyne

PLAYER HANDOUT 4: WORDS OF THE MYSTIC PARCHMENT

Suddenly the mystic parchment you found long ago below Dagger Rock begins to belch smoke and flame! Fire plays across the parchment's surface but does not consume it. Iridescent sparks flicker and die in the sinisterly cold air iridescent sparks cascade from the parchment as before your eyes, hitherto unknown words replace the parchment's familiar verse.

The parchment now reads:

Beneath the sands lie the Bridge of Night where the whispers of the Darkness can still be heard and his spawn do writhe and gibber in the eternal gloom of night. Only here, cross the Bridge of Night where Hell's mercenaries stand their watch, does the chill of the Darkness' flame still burn; waiting to consume all with his unyielding hunger.