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### Introduction

Greetings adventurer! If you are reading this, it's because you hope to one day plunder the Grande temple of Jing. That's good! That's what it was built for.

Now, you may have heard that the temple can be a dangerous place, but even if you haven't, you'll want to learn everything that you can before you head inside.

And that's where this handy dandy guide comes in. Inside you'll find some great information to help you in your journeys. There's some basic info about Jing and the temple, as well as some famous treasures you should look for while you are there. To help you along are four playable races, some tips on things to bring with you, and a new skill you may want to consider learning. Enjoy!

#### What is The Grande Temple of Jing?

The Grande Temple of Jing is The Dungeoncrawl That Rules Them All. It is the temple home of a trickster god named Jing. It's also a mega dungeon of staggering proportions that breaks the rules on mega dungeons. The grande temple is not just endless streams of orcs, traps, and by-the-book adventure. It's a mash up of dungeon levels in which each level has it's own theme and purpose. And no two levels are alike. The Grande Temple of Jing is a dungeon big enough to host entire campaigns, and is deep enough to reward players with a variety of different play experiences.

#### What Can I Expect?

Expect anything. This is the home of a trickster god. It's an "anything goes" kind of place. Expect to see things you've never seen before. Like cave sharks, and flying octopuses.

#### What Can I Know About Jing?

Jing is one of the most storied gods anywhere. As an elder deity, he has been around since the beginning of time, and tales of his deeds have been passed on for countless generations. He is known in one form or another in virtually all cultures, although direct worship of him is rare.

The archetypal trickster, Jing is the first of his kind in any universe. He is the god of tricks and mischief, the god of thieves and scavengers, and the god of fortune and misfortune. He is the god of the lucky and the bold and also the god of wealth. He is seldom worshipped, but most kings and common folk pay homage to him in one way or another.

Jing was an adventuring god, and as such, he traveled the world tricking this creature, pranking that creature, and stealing everything he wanted to possess. He is known by many names in many lands. His tales are legendary.

The oldest stories speak of how Jing stole life from the creators, shadow from the darkness, and time from the universe itself. They speak of how he tricked plants and animals into giving up their secrets—and then bestowed that knowledge upon men and beasts, which helped them to survive in a cruel world.

Later stories tell how he made fools of kings and queens, emperors and gods, and took from them their epic weapons, their sacred totems, and their finest treasures. Sometimes he did this with tricks. If that failed, he resorted to outright thievery.

Indeed, it is said that whenever Jing set his sights on a prize, nothing could prevent him from taking it. No matter what guards, wards, or protections that item might possess, Jing could bypass them all.

In some stories, Jing the thief is caught, but he always escapes. Sometimes he even gets the better of his captors in the process. This has led some storytellers to claim that Jing allows himself to be captured so that he may escape and thus stoke his legend. True or not, escape artists around the world have drawn inspiration from his tales.

Many stories agree that one day, he settled down, having stolen everything in the world that he desired to possess. They say he built a home for himself—an incredible fortress fixed somewhere between space and time. The archetypal labyrinth, it acts as home, temple, and vault, and between its walls Jing has stored all the wondrous things he has acquired over the eons. And to protect them, he has guarded these treasures with horrific beasts, deadly traps, and devious puzzles.

Now, Jing invites gods and men alike to visit at any time, take whatever treasure they can discover, and leave with all that they can carry.

Although the offer sounds amazing, some stories say that the invitation is Jing's greatest trick, because the temple cannot be found. Others say that finding it is easy– the trick is finding one's way out of it. Some stories say that heroes of ancient times could enter and leave the temple at will. Others say that no heroes ever truly escaped.

In fact, as famous as Jing and his temple are, there are so many contradictory stories that most people consider it all to be pure nonsense. They believe that the stories are meant as cautionary tales for the children of today (see the Canticle of Jing). Others believe that everything they hear about the temple is true, and they seek to find it - despite the fact that nobody seems to know where it is.

#### So How Do I Find It?

There is a legend that says the front doors of the temple open once every 100 years. You may want to check with sages, especially historians, to see if there is any recorded history of when the doors were last discovered. You may also want to check with some elder storytellers to see if any of them were alive the last time the doors opened. The longest lived races, such as the elves may know when the doors should open next. Assuming of course, that the legend is actually true.

There is a single tale that tells of a back door to the temple. In that story, a group known as the Lords of Borealis bribed their way past a giant gorilla in order to plunder the temple beyond. Legends all, they sailed through



#### Jing, CN Elder deity

Portfolios: God of Trickery, Wealth, Fortune and Misfortune, Thieves, Beggars, Shadows. Domains: Artifice, Darkness, Luck, Magic, Travel, Trickery Favored Weapon: dagger.

Jing's many challenges and ultimately found their way to Jing's final vault. They were just about to open the door when they decided they were bored of the temple and moved on to another adventure. Jing was left fuming at the insult and tried unsuccessfully for

years to get them to come back. As ridiculous as the story is, it has endured for millennia, and some storytellers suggest that it is the reason that Jing began to create invitations.

You see, if Jing thinks a person worthy, he will personally invite them to the temple. Many heroes through the ages have received a message directly from the god, inviting them to find their way to his home to plunder it. Many have taken up the call. A few are said to have returned. Those that did carried with them epic treasures, and spoke of even more wondrous things left behind.

But if you don't get an invitation from the god and you can't find the front or back door, don't despair. It's important to note that most of the people that find their way into the temple do so quite accidentally. Story after story tells how travelers found themselves in the temple by simply walking through a door. With skill and luck, they found their way back home through the same door. These stories align with a myth that says that Jing has doors in his temple that lead everywhere in the world.

If this is the case then brave adventurer, you should open every tavern door, trap door, dungeon door, and outhouse door. You should walk through every forest door, garden gate, and mushroom ring. Do so, and you just might end up in the Grande Temple of Jing!

#### Things You May Wish To Bring With You

#### Bandages

These helpful cotton strips are perfect for stopping bleeding due to puncture wounds, bites, and slashes. They are also helpful for burns and stings. Multiple bandages can be used to help mitigate the effects of goring, mutilation, and evisceration. Has no effect on poison or stone-to-flesh effects. (10cp)

#### Herbal Bandages

As above, but these bandages are soaked in healing herbs. Healing checks made while using them are at +2 (10sp).

#### Magic Bandages

As above, but these bandages are squares that are the size of a human hand. They stick to wounded people like magnets to metal, and can be placed anywhere on a wounded person's body. Doing so instantly cures 2d4 hit points and stops any bleed effects they may be suffering from. The bandage will remain magically stuck, and will not come off for one day. (75gp)

## **Character Generation**

Adventure in the temple is for everyone, but groups that hope to adventure in it for weeks or months should be have above average ability scores. If ability scores are purchased, the GM should award 20 or 25 ability score points. If another method is used, characters should have at least one score 17+, or two scores of 15+.

All races and classes are welcome in the temple. However, some classes will have advantages in specific areas or levels, while others will have disadvantages. For example, although there is rumored to be a forest, a city, and an underground sea in the temple, it is unlikely that woodland, urban, and oceanic skills will see much use unless those areas are discovered.

Classic races and class combinations should work well, with a balance of combat, magic, and skills.

Four new races are provided here, as well as a new skill specific to this adventure.

#### Jingcraft (Wis; Trained Only) -or- Knowledge (Jing) (Int; Trained Only)

You have knowledge of the Grande Temple of Jing that helps you to survive within it. You understand Jing's trickster ways, giving you an advantage with certain challenges. You may purchase this skill as Jingcraft, or Knowledge (Jing), but not both.

Through research this skill can be trained up to level 3 outside of the temple, but further training requires that you spend a significant amount of time inside of it (typically one Jing day per Rank). The skill confers the following:

**Survival:** if you have 3 ranks in this skill, you get a +1 bonus to any Survival (Dungeon) or Knowledge (Dungeon) checks that you make inside the temple. This bonus increases by +1 for every 3 ranks that you earn thereafter.

**Riddlemaster:** you may guess the answer to a riddle spoken by a Jing statue or any sphinx inside the temple. The check DC is 21-40 Depending on the difficulty of the riddle (GMs decision). Missing by 3 or less may provide a hint, if the riddler has one to give. A guess can be made once per day for every 4 ranks earned, in addition to any guesses made by the player.

**Use Jing Enchanted Items:** you may attempt to operate Jing Enchanted Items and read Jing scrolls as if you were using the skill Use Magic Device at the same level. This is a Wisdom check if you took Jingcraft, and an Int check if you took Knowledge.

# Chorak

Born of ice and snow, and given life by a winter goddess, the mighty Chorak are the proud lords of the coldest places. Hard as ice and driven as the snow, they see life as a relentless battle for survival against a harsh world. Chorak have a reputation as savage nomads, fearless warriors, and amazing hunters.

Physical Description: Chorak are massive humanoids that tower above most races. They are broad and thick, and covered in a heavy fur that offers them protection from the cold. This fur can change colors to match the seasons, and sheds and regrows quickly depending on the overall climate. Their faces feature broad noses and flat cheeks and their skin is always dark so as best to absorb sunlight. Chorak females are as large as their male counterparts, and braid their hair in symbolic ways.

Society: Chorak are tribal and nomadic. They have built no cities and made few contributions to world culture to date. Once completely savage, infighting threatened to destroy their entire race. Then, a pregnant chorak named Oomala gave herself and her unborn child over to the goddess of winter and asked that they be taken so that her people could live. The winter wind took them, but in their place the Chorak were given a strange boon-the power to curse each other. This powerful deterrent is the salvation of the Chorak race. It is known as the Curse of Oomala. In honor of this gift, the Chorak are now a matriarchal society.

Relations: Chorak believe themselves stronger and therefore superior to all races that are smaller or weaker than them. They make few exceptions. They respect humans, with whom they share some territory, as resourceful in the face of harsh nature. They mock dwarves for hiding under the ground, but respect them for their strength. Regardless, most Chorak show respect to any individual or creature who shows strength, bravery, or resolve in the face of difficult circumstance.

to their size. condition.

Alignment & Religion: Chorak are driven by the need to survive, and see nature as an enemy that must be battled each day. Their central tenet is "Survival of the Fittest" and thus, they tend to gravitate towards neutral alignments. Despite the fireside tales of nannies and skalds, there are actually few evil Chorak. Chorak favor gods of battle and winter. Their primary goddess, Oomala is universally worshipped by the community, but Chorak are free to follow any other gods they wish.

Adventurers: the harsh life of a Chorak combined with it's physical prowess makes it an ideal candidate for a life of adventure. Their independent nature causes some of them to break from their tribes and move to more civilized areas, where they join groups looking for some muscle.

Male Names: Migfoot, Trock, Kochar, Ankaluk, Shodanar, Trek, Unqalik, Dromm, Qalpikiuk, Raqqa, Hekkam.

Female Names: Loma, Kumali, Oomala, Moraga, Sirak, Peliq, Tooqalim, Shedina, Ynuk, Primkatipikik.

	Base Height	Base Weight	Modifier	Weight Mul- tiplier
Male/Female	6 ft, 2 in.	200	2d6	x10
Adulthood	Barbarian, Rogue, Sorceror	Bard, Fighter, Paladin, Ranger		Cleric, Druid, Monk, Wizard
14 years	1d6	1d4		+2d6
Middle Age	Old	Venerable		Max Age
30	45		60	60+1d12

#### **Chorak Racial Traits**

+2 Strength, +2 Constitution, -2 Dexterity: Chorak are massively strong and suited to endure the northern elements, but their bulk hinders their agility.

Chorak: Chorak are humanoids with the chorak subtype.

Medium: Chorak are Medium creatures and have no bonuses or penalties due

Normal Speed: Chorak have a base speed of 30 feet. Medium armor does not modify their speed.

Snowstep: When moving across ice and snow, chorak take no penalties if barefoot. **Fur**: Chorak have a thick fur that protects them. This gives them a +1 natural

armor bonus to their Armor Class and cold resistance 5.

Lightblock: Chorak have a special membrane in their eye that protects them from bright light. As a result they get a +4 racial bonus on saving throws against spells and effects with the light descriptor that cause the dazzled or blinded

Chorak Curses: A chorak with a Wisdom score of 11 or higher can utter the Curse of Oomala as a swift action and chooses a 1 target plus 1 per point of Wisdom bonus. If a target fails its Will save, it takes a -2 penalty to the ability score of the chorak's choice (this choice applies to all affected creatures) for 1d6 rounds or until the chorak utters a new curse.

Additionally, any chorak can utter a dying curse against a single target as a free action when the chorak dies. This works like the Curse of Oomala, but the duration is 1d6 days and affects everyone in the cursed target's family. If the target rolls a natural 1 for its save, the duration increases to 1d6 years and affects the target's entire bloodline. The save DCs are Wisdom-based.

Boundless Strength: Chorak never lose Strength due to age. Instead, they gain +1 Strength with each age category starting with Middle Age.

Weapon Familiarity: Chorak are proficient with harpoons and axes. They treat any weapon with the word "chorak" in its name as a martial weapon.

Languages: Chorak begin play speaking Chorak and Nordiq. Chorak with high Intelligence scores can choose from the following: Common, Celestial, Giant, Gnoll, Kaynus, and Yeti.



WyrmslayerCR 1/2XP 200Chorak ranger 1CN Medium humanoid (chorak)Init +0; Senses Perception +5

#### Defense

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural) hp 14 (1d10+4) Fort +5, Ref +2, Will +1; +4 vs. light effects that cause dazzled or blinded condition Resist cold 5

#### Offense

**Speed** 30 ft.; snowstep **Melee** masterwork harpoon +6 (1d8+4/×3) **Special Attacks** chorak curses (DC 11), favored enemy (magical beasts +2)

#### Statistics

Str 17, Dex 10, Con 16, Int 8, Wis 13, Cha 10 Base Atk +1; CMB +4; CMD 14 Feats Weapon Focus (harpoon) Skills Climb +4, Handle Animal +4, Perception +5, Survival +5, Swim +4 Languages Chorak, Nordiq SQ track +1, wild empathy +1 Combat Gear potion of cure light wounds; Other

#### The Chorak and The Wyrm

In the cold regions where the Chorak live, they subsist primarily on polar wyrms. Their way of life is tied to these massive creatures which tunnel through the snow and ice. They perform ritual hunts to slay the creatures. Some wyrms have fur, others have horns, and still others have magical glands that glow with an inner fire. The Chorak have learned to use almost every part of these wyrm's bodies to create something they can use.

Once a year the Chorak mount a great slaughter to try to cull the herd of wyrms. It is common for hunters to die in this slaughter, but it prevents the wyrms from devouring all life in these cold regions.

#### Wyrmhide Armor

Made from a specific species of wyrm, this hide armor is treated with wyrm blood and salted snow. The result is a natural armor that is as hard as steel.

#### Wyrmhorn Harpoons

These weapons are built from the horns of wyrms. They are barbed so that they hook into prey and do extra damage if ripped out. A long wyrmskin cord is tied to the harpoon so that prey can be reeled in, or so that that hunter can be dragged along, tiring the prey out. Battle Priestess of Oomala XP 1,200 Chorak cleric 3/fighter 2 CN Medium humanoid (chorak) Init +0: Senses Perception +2

#### Defense

AC 16, touch 10, flat-footed 16 (+5 armor, +1 natural) hp 38 (2d10+3d8+10) Fort +8, Ref +1, Will +5; +4 vs. light effects that cause dazzled or blinded condition, +1 vs. fear Defensive Abilities bravery +1; Resist cold 5

**CR 4** 

#### Offense

Speed 30 ft.; snowstep Melee +1 harpoon +10 (1d8+7/×3) Special Attacks channel positive energy 3/day (DC 11, 2d6), chorak curses (DC 12) Domain Spell-Like Abilities (CL 3rd; concentration +5) 5/day—malign eye Cleric Spells Prepared (CL 3rd; concentration +5) 2nd—fog cloud[D], hold person (DC 14), spiritual weapon 1st—bane[D] (DC 13), cause fear (DC 13), divine favor, shield of faith 0—create water, detect magic, gudiance, resistance D Domain spell; Domains Curse [APG], Ice[APG]

#### Statistics

Str 18, Dex 10, Con 15, Int 8, Wis 14, **Cha** 10 Base Atk +4; CMB +8 (+10 bull rush); CMD 18 (20 vs. bull rush) Feats Cleave, Combat Casting. Improved Bull Rush, Power Attack, Weapon Focus (harpoon) Skills Heal +7, Knowledge (religion) +3, Perception +2, Sense Motive +6, Survival +5 Languages Chorak, Nordiq SO aura **Combat Gear** potion of cure light wounds, potion of owl's wisdom; Other Gear +1 hide armor, +1 masterwork harpoon. fishing net, holy symbol, rope (50 ft.), 35 gp



# Lazinar

Born of swamp and scale, the Lazinar race are technologically primitive, but spiritually advanced. They embrace the reality of death and seek to pierce it's mysteries in order to gain an edge in life. Their devotion has lead to a practical and oftentimes offputting personality, and Lazinar are considered odd by most humanoid standards.

**Physical Description:** Lazinar are medium sized humanoids with green scales. They slouch somewhat and have a shambling gait. Lazinar have large crocodilian mouths, and their hands end in sharp talons. They walk upright and have long tails and webbed feet that make them powerful swimmers. Lazinar tattoo themselves to resemble the dead. It is common to see blackened eyes, bones, internal organs, and even death wounds stained on their scales.

**Society:** Lazinar follow a loose tribal structure. The strongest specimen in any given area declares itself king or queen and lords over as many Lazinar as it can control. If they bump into another tribe, war may ensue. However, it is just as likely that the conflict will be decided by pitting each tribe's greatest necromancer against the other. Countless wars have been avoided in this way. Therefore the Lazinar train hard in the necromantic arts, and their leaders are almost always sorcerers or clerics.

**Relations:** Lazinar believe that they once dominated the world until man came along and pushed them into the swamps and bogs. As a result, they hate mankind, as well as any races that strongly resemble man, such as dwarves, elves, gnomes, half-elves, halflings, and winnows. They are neutral towards other races, and only war with them if their survival is at stake.

Alignment & Religion: Lazinar are obsessed with death. They worship every god of death and undeath that they can know of. Their favorite is Zakali, an old god common to all lizardine humanoids. Zakali saved the world by killing off all the weak lizards. She first slew a tribe with a poison drink, then raised them back to life as her undead warriors.



She swept through the world in this manner, until only the strongest lizard people survived. She then left the world but to this day, the souls and bodies of creatures that die still rise to serve as her warriors.

**Adventurers:** Lazinar adventurers are rare. Typically they are outcasts of a tribe, or mavericks who believe that there is something to learn by mingling with other humanoids. The fact that they are amphibious makes them welcome allies to travelers and dungeon crawlers.

Male Names: Zilizik, Razsha, Deadheart, Necrazan, Lezenec, Blacklung, Bloodeye, Scumrunner, Coroner, Ghoulscale.

Female Names: Leezash, Bogda, Coldhand, Bloodborn, Zesha, Deathtongue, Wraithi, Palescales, Ghost Talker, Chirurgea.

	Base Height	Base Weight	Modifier	Weight Mul- tiplier
Male	4 ft, 10 in.	100	3d6	x6
Female	4 ft, 8 in.	90	3d6	x5

Adulthood	Barbarian, Rogue, Sorceror	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	
13 years	+1 <b>d</b> 6	+1d8	+2d6	
Middle Age	Old	Venerable	Max Age	
30	60	90	90+3d12	

#### Lazinar Racial Traits

+2 Wisdom, +2 Charisma, -2 Dexterity: Lazinar have forceful personalities and great mental fortitude, but have slow reactions.

Lazinar: Lazinar are humanoids with the lazinar subtype.

**Medium**: Lazinar are Medium creatures and have no bonuses or penalties due to their size.

**Slow Speed**: Lazinar have a base speed of 20 feet. They have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.

Amphibious: Lazinar can breathe water or air equally well.

**Low-Light Vision**: Lazinar can see twice as far as humans in conditions of dim light.

**Lazinar Magic**: Lazinar add +1 to the DC of any saving throws against necromantic spells that they cast. This increases to +2 if a lazinar breaks off at least one tooth, and taking 1 point of damage, while casting the spell. It increases to +5 if the lazinar is slain immediately upon completing the spell. Lazinar with a Wisdom of 11 or higher also gain the following spell-like abilities: 1/day—*bleed*, *stabilize*, *deathwatch*, 1/week—*speak with dead*. The caster level for these effects is equal to the lazinar's character level. The DC for these spells is equal to 10 + the spell's level + the lazinar's Wisdom modifier.

Bite: Lazinar have a bite attack that deals 1d3 points of damage.

**Fast Natural Healing**: Lazinar recover more readily from wounds, allowing them to grow back teeth and heal injured tails more quickly. Lazinar heal an additional 1 hit point per 2 character levels per day (minimum 1). This healing occurs even if the lazinar have significant interruptions during rest.

**Weapon Familiarity**: Lazinar are proficient with knives and tridents. They treat any weapon with the word "lazinar" in its name as a martial weapon.

**Languages**: Lazinar begin play speaking Lazinar and Common. Lazinar with high Intelligence scores can choose from the following: Aquan, Draconic, Gnome, Sylvan, and Terran.

# Lazinar Witch Doctor CR 1/2 XP 200

Lazinar sorcerer 1 NE Medium humanoid Init +0; Senses low-light vision; Perception +1

#### Defense

AC 10, touch 10, flat-footed 10 hp 8 (1d6+2); fast natural healing Fort +2, Ref +0, Will +3

#### Offense

Speed 20 ft., swim 30 ft. Melee bite +1 (1d3+1) Ranged heavy crossbow +0 (1d10/19-20) Special Attacks lazinar magic Bloodline Spell-Like Abilities (CL 1st; concentration +4) 6/day—grave touch (shaken for 1 round)

Lazinar Spell-Like Abilities (CL 1st; concentration +4) 1/day—bleed (DC 13), deathwatch, stabilize (DC 12) 1/week—speak with dead (DC 16)

- **Sorcerer Spells Known** (CL 1st; concentration +4) 1st (4/day)—*cause fear* (DC 16), *ray of enfeeblement* (DC 16)
- 0 (at will)—*detect magic, resistance, touch of fatigue* (DC 15)

Bloodline undead

#### Statistics

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Str 13, Dex 10, Con 14, Int 8, Wis 12, Cha 17 Base Atk +0; CMB +1; CMD 11 Feats Eschew Materials[B], Spell Focus (necromancy) Skills Intimidate +7, Spellcraft +3, Swim +9

Languages Common, Lazinar

**SQ** amphibious, bloodline arcana (humanoid corporeal undead treated as humanoids for mind-affecting spells) **Combat Gear** *potion of cure light wounds* (2), *potion of enlarge person, potion of mage armor, potion of magic fang*, acid, ghast retch flask; **Other Gear** heavy crossbow, silver unholy symbol, 5 gp

#### The Ritual of Death

When they reach maturity, each Lazinar undergoes an elaborate death ritual. They stain their scales completely white with an alchemical mixture made from swamp plants. The stain is permanent and gives them a ghostly appearance.

They then drink a mixture of plants that cause them to enter a hypnogogic state. Their breathing shallows and they are pulled to the bottom of a bog or swampy pool of water. There they suffer visions and the risk drowning. Those that do drown are considered to have "passed" the ritual. Those that don't "fail" and are given a second chance to get things right. Over the next few months those Lazinar lose their scales, the white ones being replaced with fresh healthy ones. Thus emerges an adult Lazinar, ready for realities of a harsh world.

## Deathmaker CR 4

XP 1,200 Lazinar cleric (theologian[UM]) 2/ rogue 3 CE Medium humanoid (lazinar) Init +5; Senses low-light vision; Perception +10

#### Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 31 (5d8+5); fast natural healing Fort +5, Ref +4, Will +8 Defensive Abilities evasion, trap sense +1

#### Offense

Speed 20 ft., swim 30 ft. Melee bite -1 (1d3+1), masterwork dagger +5 (1d4+1/19-20) Ranged light crossbow +4 (1d8/19-20) Special Attacks channel negative energy 4/day (DC 12, 1d6), lazinar magic, sneak attack +2d6 Domain Spell-Like Abilities (CL 2nd; concentration +6) 7/day—bleeding touch (2 rounds) Lazinar Spell-Like Abilities (CL 5th; concentration +9) 1/day—bleed (DC 15), deathwatch, stabilize (DC 14) 1/week—speak with dead (DC 18) Cleric Spells Known (CL 2nd; concentration +6) 1st—cause fear[D] (DC 16), entropic shield, murderous command [UM] (DC 15), protection from good 0 (at will)—bleed (DC 15), detect magic, guidance, resistance D Domain spell; Domain Death

#### Statistics

Str 12, Dex 12, Con 13, Int 8, Wis 18, Cha 12 Base Atk +3; CMB +4; **CMD** 15 Feats Extra Channel, Improved Initiative, Stealthy Skills Acrobatics +8, Disable Device +6, Disguise +9, Escape Artist +9, Intimidate +9, Perception +10, Stealth +16, Swim +9 Languages Common, Lazinar **SO** amphibious, aura, focused domain, rogue talents (bleeding attack),

trapfinding +1 Combat Gear potion of cure light wounds, potion of magic fang; Other Gear +1 shadow studded leather, light crossbow, masterwork dagger, thieves' tools, silver unholy symbol, 20 gp



# Quoshi

Born of earth and fire, the Quoshi were created when the god of rage and flame crashed down upon Denoa, the mother earth. Creatures of the soft earth, the heart and soul of a Quoshi burns with an inner fire. Now civilized, they have learned to control this inner rage, and put their barbarous ways behind them.

**Physical Description:** Quoshi are humanoid badgers, and like their kin, their fur can come in many varieties. The most common is dark brown and black fur with white stripes like that of a European badger. Their fingers and toes end in small sharp talons meant for digging.

**Society:** Quoshi are cultured and practically bourgeois compared to most other races. They have a loose political structure that balances the needs of a structured society with their fierce need for personal freedom. Their towns are cities are often underground, and are remarkably comfortable, including proper ventilation, easy access to water, and in some cases, indoor lighting. In makeup they resemble human cities. The Quoshi elect a king or queen every 13 years. During that time the royal family collects taxes and dispenses services as needed. Once they leave power, they are stripped of wealth and power and returned to life as a citizen. No member of that family can hold office again for 300 years. In this way the gentry make sure to leave behind a legacy that they can enjoy as civilians. Quoshi love good stories, good song, good food, and good drink. They appreciate art, science, and the finer things in life. Their primary contributions to society are battle songs, lullabies, and armchair anthropology.

**Relations:** Quoshi are well aware that their rage, although controlled, can resurface when they are stressed. Perhaps for this reason, they avoid relationships with most other races. They typically stick to their own kind, but have been known to trade with fey races such as elves and winnow, as well as fellow ground dwellers, like halflings, gnomes, and dwarves. They rarely go to war, but when they do they are devastating in battle.

Alignment & Religion: although Quoshi are aware of their divine heritage, all are free to worship or not worship as they choose. They have created no organized religions of their own and have an over average number of atheists and philosophers among their ranks.

Adventurers: Quoshi have the hearts of adventurers. They can be fearless and powerful barbarians and warriors. They make cunning and excellent bards and rogues. Those that join an adventuring group often do so in order to write an epic tale of their own life.

Male Names: Benedoc, Striper, Clawface, Loxley, Grubber, Tonk, Stanlo, Badger, Pugs, Fauntleroy.

Female Names: Malliry, Deena, Vialot, Geezul, Kimda, Pamara, Liley, Moonglow, Yabrina, Tristine.

	Base Height	Base Weight	Modifier	Weight Mul- tiplier
Male	3 ft, 8 in.	60	2d4	x6
Female	3ft, 6 in.	50	2d4	x5

Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
20 years	+1 <b>d</b> 4	+1d8	+2d8
Middle Age	Old	Venerable	Max Age
40	60	80	80+2d20



#### **Quoshi Racial Traits**

+2 to One Ability Score: Quoshi are small, strong, and compact, which suits them for life in the soft ground. They are extremely adaptable.

Quoshi: Quoshi are humanoids with the quoshi subtype.

Medium: Quoshi are Medium creatures and have no bonuses or penalties due to their size. Slow Speed: Quoshi have a base speed of 20 feet. Quoshi have a burrow speed of 10 feet. Breath Mastery: As tunneling creatures, quoshi learn special breathing techniques. They

can hold their breath for 4 rounds per point of Constitution and gain a +2 racial bonus on Constitution checks to continue holding their breath. In addition, these techniques grant them a +2 racial bonus on Performance skills that require controlled breathing (oratory, wind, or sing).

Low-Light Vision: Quoshi can see twice as far as humans in conditions of dim light. Scent: Since light is not always available underground, quoshi have the scent ability to

discover hidden foes.

**Bite**: Quoshi have powerful jaws and sharp teeth, granting them a bite attack, a primary natural attack that deals 1d4 points of piercing damage.

**Enraged Flurry**: While in any state of rage (quoshi or barbarian), a quoshi can use the monk's flurry of blows ability as if the quoshi's monk level were equal to his character level.

**Heart of Song**: Quoshi learn to temper their rages with rhyme and meter. Quoshi with ranks in Perform (oratory) or Perform (sing) can attempt a Perform check in place of a Will save (against the same DC) to avoid uncontrolled rage (detailed above). Quoshi who exceed the save DC by 10 or more are not required to make any further saves during their current enraged state (exiting and reentering rage through heart of rage requires them to make saves or Perform checks again).

Quoshi also add their bard levels to their barbarian levels to determine the number of rounds they can maintain barbarian rage, as well as for level-dependent bonuses from rage powers.

**Weapon Familiarity**: Quoshi are proficient with daggers, rapiers, and quarterstaves. They treat any weapon with the word "quoshi" in its name as a martial weapon.

**Languages**: Quoshi begin play speaking Quoshi and Common. Quoshi with high Intelligence scores can choose from the following: Aklo, Dwarven, Giant, Gnome, Halfling, and Terran.

# Battleclaw RagerCR 1/2XP 200Quoshi barbarian 1N Medium humanoid (quoshi)

Quoshi barbarian 1 N Medium humanoid (quoshi) Init +1; Senses low-light vision, scent; Perception +3

#### Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 16 (1d12+4) Fort +5, Ref +1, Will -1

#### Offense

**Speed** 20 ft., burrow 10 ft. **Melee** masterwork battle claws +4 (1d4+2/19–20) and bite -2 (1d4+1) or masterwork battle claws +0 (1d4+2/19–20), battle claws -5 (1d4+1/19–20), and bite -2 (1d4+1) **Special Attacks** enraged flurry, heart of rage (3 minutes/day), rage (7 rounds/day)

#### Statistics

Str 14, Dex 13, Con 17, Int 10, Wis 8, Cha 12 Base Atk +1; CMB +3; CMD 14 Feats Power Attack Skills Intimidate +5, Perception +3, Perform (sing) +2, Survival +3 Languages Common, Quoshi SQ breath mastery, fast movement, heart of song

Heart of Rage: Quoshi hearts burn strong and fierce, and they are a hair trigger away from rage at all times. As a free action, they can enter an enraged state that gives them a + 1 racial bonus on attack and damage rolls. They can maintain this state for a total number of minutes per day equal to twice their character level minus their Wisdom modifier (minimum 1 minute; negative Wisdom modifiers add to the total). Quoshi can enter this state multiple times per day, but must do so in 1-minute increments. While in this state, quoshi cannot end this rage (except at the end of a 1-minute increment), and must succeed at a Will save (DC 10 + 1 per each round in rage) at the beginning of their turn. If they fail this save, they must make a melee attack against the nearest creature (randomly choosing if multiple creatures are equidistant), regardless of the creature's relationship to the quoshi. Likewise, quoshi barbarians must attempt this Will save each round and can only exit barbarian rage as a swift action if they have succeeded at the save. Quoshi always treat barbarian as a favored class and can select an additional class as a favored class.

Warrior Poet CR 4 XP 1,200 Quoshi barbarian 2/bard 3 CN Medium humanoid (quoshi) Init +5; Senses low-light vision, scent; Perception +6

#### Defense

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 47 (2d12+3d8+15) Fort +7, Ref +5, Will +3; +4 vs. bardic performance, language-dependent, and sonic Defensive Abilities uncanny dodge

#### Offense

Speed 20 ft., burrow 20 ft.

Melee +1 greatsword +7 (2d6+4/19–20) and bite +1 (1d4+1) Ranged heavy crossbow +5 (1d10/19–20)

**Special Attacks** bardic performance 11 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), enraged flurry, heart of rage (11 minutes/day), rage (14 rounds/day), rage powers (strength surge +5)

**Bard Spells Known** (CL 3rd; concentration +6)

1st (4/day)—anticipate peril[UM] (DC 14), cause fear (DC 14), chord of shards[UM] (DC 14), remove fear

0 (at will)—daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, resistance

#### Statistics

#### **Str** 14, **Dex** 12, **Con** 15, **Int** 10, **Wis** 8, **Cha** 16 **Base Atk** +4; **CMB** +6; **CMD** 17

Feats Extra Rage, Improved Initiative, Skill Focus (Perform [oratory]) Skills Acrobatics +7, Bluff +8, Climb +8, Intimidate +10, Perception +6, Perform (oratory) +13, Survival +6 Languages Common, Quoshi SQ bardic knowledge +1, breath mastery, fast movement, heart of song, versatile performance Combat Gear potion of cure light wounds, potion of eagle's splendor,

**Quoshi Digging Boots/Gloves**: Quoshi equipped with digging boots increase their burrow speed by 5 feet. Quoshi equipped with digging gloves increase their burrow speed by 5 feet. These increases stack with each other.

**Quoshi Battle Claws**: Quoshi fit these over their claws to enable them to deal lethal damage. Quoshi wearing battle claws gain two claw attacks that deal 1d4 points of slashing damage. These claws are treated as monk special weapons for the purpose of a quoshi's enraged flurry ability. The claws can be enchanted, but a single enchantment only applies for one claw attack.



# Winnow

Born of lightning and laughter, the winnow are a magical race of humanoids who see life as a joyful race that must be won. They can be found anywhere civilization flourishes, and they love to live among the hustle and bustle of modern cities. Those that live in the country use their speed to cross great distances to hunt, gather, or visit with friends. This makes them excellent scouts and messengers.

**Physical Description:** Winnow resemble small humans. They have overlarge feet and long pointed ears that give them a fey appearance. Their hair is long and grows fast, but they otherwise grow no body hair whatsoever. As a result, they treat the hair they have with great reverence, and are almost as vain about it as dwarves are about their beards. They enjoy styling their hair as a form of expression and it is not uncommon to see female winnow sporting male haircuts, or males sporting female ones. Winnow like to dress in stylish, tight fitting clothes so that they don't snag themselves on anything while moving fast. They prefer to eschew armor entirely, preferring thick clothes over leather armor.

**Society:** Winnow are a civilized race. They are not industrious, so they tend to live among other races rather than build their own cities. Their homes resemble whatever the prevailing house type is, but they prefer human sized houses so that they can dash from room to room. Winnow make no major goods, and have invented no weapons of note. They are believed to have created Jinxes, a powerful and annoying form of countermagic . They make for great members of the service industry, as their speed, attitude, and gregarious nature make them excellent servers, bartenders, guides, and so on.

**Relations:** Winnow are too small for war and avoid it at all costs. They attempt diplomacy whenever possible, offering services and sometimes even land in return for peaceful relations. They defend themselves when needed, but since the Winnow/Worm wars of 2000 years ago, have seen no major battles.

Alignment & Religion: Winnow prefer chaotic and good alignments. They worship any number of gods. Preferences include Jing, as well as gods of speed, scouting, and messengers. Winnow see life as a race. There is only so much time to get where one is going. This metaphysical idea runs through their everyday lives, and they rush everywhere they go. They love to travel, to see new sights, and to experience new things. They constantly push themselves to go faster, and go farther.

Adventurers: Winnow adventurers are not uncommon. They are amazing rangers, rogues, and monks. They make ideal members of any adventuring party. Those that adventure do so to gain wealth and fame.

Male Names: Argo, Punxy, Collan, Zipper, Quikshot, Pedal, Jackmak, Patter, Hawkeyes, Silverfoot.

Female Names: Swiftly, Autumn, Scarlet, Tani, Kaitmin, Pomola, Lightfoot, Moxie, Olana, Trixie.

	Base Height	Base Weight	Modifier	Weight Mul- tiplier
Male/Female	2 ft, 8 in.	25	2d4	x1
Adulthood	Barbarian, Rogue, Sorceror	Bard, Fighter, Paladin, Ranger		Cleric, Druid, Monk, Wizard
16 years	+1d6	+2d6		+3d6
Middle Age	Old	Venerable		Max Age
40	60		80	80+3d20



#### Winnow Racial Traits

+2 Dexterity, +2 Constitution, -2 Strength: Winnow are lean and lithe. They are magically quick and suited for life almost everywhere, but their physical prowess is not as great as for other races.

Winnow: Winnow are humanoids with the winnow subtype.

**Small**: Winnow are Small creatures and gain a +1 size bonus to their AC and attack rolls, and take a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense. They also gain a +4 size bonus to Stealth checks.

Normal Speed: Winnow have a base speed of 30 feet.

**Boundless Speed**: Winnow never lose Dexterity due to age. Instead, they gain +1 Dexterity with each age category starting with Middle Age.

**Fleet Footed**: Winnow receive a +2 racial bonus on Acrobatics checks and always treat Acrobatics as a class skill.

**Winnow Magic**: Winnow with a Dexterity of 11 or higher also gain the following spell-like abilities: 3/day—*blur*, 1/day—*burst of speed* [UC], *haste*. The caster level for these effects is equal to the winnow's character level. The DC for these spells is equal to 10 + the spell's level + the winnow's Charisma modifier. To successfully use an ability, winnow must succeed at a Dexterity check (DC 10 + spell level; armor check penalties apply) or take 2 points of Constitution damage and cannot use the ability for 1 round (this does not consume a use of the ability). The Constitution damage heals after 8 hours.

**Alacrity**: As a swift action, winnow can gain another move action for one round. They can use this ability a number of times per day equal to Constitution modifier. A failed Dexterity check for winnow magic expends one use of this ability.

**Weapon Familiarity**: Winnow are proficient with rapiers. They treat any weapon with the word "winnow" in its name as a martial weapon.

Languages: Winnow begin play speaking Common and Sylvan. Winnow with high Intelligence scores can choose from the following: Aklo, Elven, Goblin, Halfling, and Ignan.

StickneedleCR 1/2XP 200Winnow rogue 1CG Small humanoid (winnow)Init +3; Senses Perception +4

#### Defense

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size) hp 10 (1d8+2) Fort +2, Ref +5, Will +0

#### Offense

Speed 30 ft. Melee masterwork rapier +5 (1d4–2/18–20) Ranged light crossbow +4 (1d6/19–20) Special Attacks alacrity, sneak attack +1d6, winnow magic Winnow Spell-Like Abilities (CL 1st; concentration +2) 3/day—blur 1/day—burst of speed[UC], haste

#### Statistics

Str 6, Dex 17, Con 15, Int 14, Wis 10, Cha 12 Base Atk +0; CMB -3; CMD 10 Feats Weapon Finesse Skills Acrobatics +9, Appraise +6, Bluff +5, Diplomacy +5, Disable Device +6, Escape Artist +7, Knowledge (dungeoneering) +6, Perception +4, Sleight of Hand +7, Stealth +11, Use Magic Device +5

Languages Aklo, Common, Halfling, Sylvan SQ trapfinding +1

**Combat Gear** tanglefoot bag; **Other Gear** leather armor, light crossbow, masterwork rapier, 15 gp

**Winnow Slipsuit**: This tight-fitting, slippery suit grants a winnow a +2 equipment bonus on Escape Artist checks and increases the winnow's CMD by 2 vs. grapple checks (cost 30gp).

Winnow Eating Habits: Winnow burn a huge amount of energy each day to keep up their hyperactive lifestyle. As a result, they eat and drink as much as a large healthy man each day. This is usually divided between five meals, known as breakfast, brunch, lunch, dinner, and supper. Breakfast and supper are both large meals, but the ones in between are often light affairs, made up of snacks, leftovers, and anything they can grab on the go. Winnow messengers have been known to eat constantly, even while running. Scoutrunner CR 4 XP 1,200 Winnow monk 2/ranger 3 LN Small humanoid (winnow) Init +8; Senses Perception +10

#### Defense

AC 20, touch 19, flat-footed 15 (+1 deflection, +4 Dex, +1 dodge, +1 shield, +1 size, +2 Wis) hp 43 (3d10+2d8+13) Fort +8, Ref +10, Will +6

#### Offense

Speed 30 ft.
Melee unarmed strike +9 (1d4) or masterwork cold iron kama +8 (1d4) and mithral kama (1d4) flurry of blows +3/+3 (1d4)
Ranged light crossbow +9 (1d6/19–20)
Special Attacks alacrity, favored enemy (fey +2), flurry of blows, stunning

fist (2/day, DC 14), winnow magic Winnow Spell-Like Abilities (CL 5th; concentration +4)

3/day—blur

\_\_\_\_\_

1/day—burst of speed[UC], haste

#### Statistics

#### Str 10, Dex 18, Con 15, Int 10, Wis 14, Cha 8

Base Atk +4; CMB +3; CMD 21 (23 vs. grapple)

Feats Deflect Arrows, Dodge, Endurance, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse Skills Acrobatics +14, Escape Artist +14, Handle Animal +7, Perception +10, Stealth +12, Survival +10 Languages Common, Sylvan SQ favored terrain (forest +1), track +1, wild empathy +2

**Combat Gear** potion of cure light

wounds, potion of invisibility, smokestick;

**Other Gear** light crossbow, masterwork cold iron kama, mithral kama, *ring of protection* +1, slipsuit, 19 gp



**Winnow Tricksters:** there are several famous tricksters in winnow lore. Although they come just shy of claiming Jing as one of their own, they definitely insinuate that during his adventuring days, back in the time before time, he learned new tricks from their elders.

**Zipkin the Bold:** this brave trickster challenged Zaphyr, god of the warm wind, to a race. The god accepted and granted that Zipkin could choose the route. Zipkin traced a path that led through every brothel in the country and ended on the doorstep of Zaphyr's lover. He won the race handily.

**Trixie, Queen of Pranks:** this audacious trickster pulled off pranks on an epic scale. She once made a whale walk on land, made a mountain disappear, and turned the sky green.

## **THE LEGEND OF THE GEARSWORD**



It was in a small cavern, down deep below the caves where the stars shine—deeper even than the caves where the river runs. It was dark down there, magic to be sure. Our sight failed us, so we lit torches and lanterns. The darkness was so thick, it swallowed the light 'till you couldn't see your hand in front of your face. We stumbled a lot. And fell. And we lost people in the dark that day without ever knowing what got them.

We learned then of the cave stars, creatures whose inner light somehow broke the darkness. And by their light we learned to walk, and to stay only in caves where they lived. And that's when we found it. An ancient scene fit for a ballad. An epic struggle that defied imagination. For there in the cave lay a fallen giant, clad all in metal. Beside him lay a wyrm, dead, with the giants blade thrust in it's neck. It was clear to us that the two titans had slain each other in mortal combat.

As we examined their remains we came to understand—these were no normal titans. Both creatures were not of flesh and bone, but of metal and wire. Automatons both, their plating was so thick, our axes could not cleave it. Our hammers could not dent it. And they were both so heavy, we could not move them. We focused then on the sword, too big for our dwarven hands - but a treasure that our blacksmiths would long to study. It was oddly shaped, made somehow of gears held in place by a magical energy. Our lootleader and champion, the legendary Stonegrip Thorgleman himself, mounted the wyrm to take the sword back to our people.

But that is when the bat creatures attacked. And our company, three dozen strong dwarves, was no more. Only myself and Lewy Left Foot escaped the dark caves that day, and with him gone, I'm the only one left to tell the tale. I'll never return to the Grande Temple of Jing, but I dream still of that cave, and those titans. And especially of that sword.

Snori Gurrgleson The Last Expedition of Company 492

# Will YOU find the legendary Gearsword?

## THE TALE OF AUGIE



What could the sacred writing on this metal tube possibly mean?

The winnow have a story in their recent history that seems to be backed up by fact. In the Halls of the Quick they keep a squat metal tube which they claim contains a magical food source. The tube was given to them for safekeeping by the hero Augie, a Winnow of some renown. It seems that Augie entered the city of Greenbow, claiming to have just returned from the Grande Temple. He boasted that he wielded vast wealth and treasures of every kind. He went to a tavern known as the Galloping Golem and began to drink vast quantities of liquor while weaving his tale. As night grew on, and his tale became less and less believable, he was jumped by seven men and three women. It is unknown whether they disbelieved him and wanted to end his lies, were jealous of his tale, or simply wanted to rob him. What is known is that in a flash, Augie pulled out a metal tube and flipped of it's lid. With a single gulp he emptied the can and began his counterattack. With a mind boggling burst of speed he escaped the hold the men had on him, ran to the kitchen, and took a large serving spoon. By the time he left, all in the tavern believed his tale. The seven men were thrashed to within an inch of their lives with a serving spoon, and the three women would later discover themselves pregnant with half-winnow children. He stopped in at the Hall of the Quick to tell the tale and leave them a tube, before leaving Greenbow forever.

## **THE EYESTAFF OF IGNUS AGNI**



Ignus Agni lived 1000 years ago. Could the Eyestaff have survived that long? In the age of high magic, an evil wizard known as Quazanakis rose to power by conquering a race of forest elves. The wizard had but one eye, the other having being taken him when he was young. Some say that Quazanakis was a human, blinded when an errant shot from a young elf struck him. Others say he was an elf that was born with one eye blind, and so was never able to shoot a bow as well as his brethren. All stories agree that he somehow became an agent of spite and evil, and rained death upon a thousand elves as a result.

They also agree that Quazanakis cast his spells from his one good eye. Lightning, plague, missiles, and rays of death shot out from the sinister orb in every direction, slaying without mercy, and turning homes into dust. All spells and weapons cast at Quazanakis were deflected by the selfsame eye, neutralized in a flash by a beam of antimagic.

The elves had no choice but to surrender. They gave up their freedom to their conqueror so that their young could live. Quazanakis immediately used them to plunder the wealth of their forest, and set his eye on nearby countries.

At this time came a hero known as Ignus Agni. Stories conflict as to whether Ignus was male or female, human or dwarf. What is know is that Ignus' skin was of deepest black, and shone with an inner glow that somehow neutralized the effects of Quazanakis' spells. With calm determination, Ignus Agni walked towards Quazinakis with a calm resolve, captured him, and removed his good eye with a stone knife. The eye was placed by the elves into a magical staff and given to Ignus Agni as a reward.

*Quazinakis lived out the rest of his days, a powerless shell of his former self. Ignus Agni roamed the world before disappearing in the Grande Temple of Jing.* 

Archmage Valadorous The Catalog of Ancient Artifacts

# **OTHER WONDROUS ITEMS**



What other wonders might be found in the temple?

There are countless other wondrous magical items thought to be in the temple.

**The Gloves of The Missile:** these magical gloves were forged by the dwarven master smiths for their human allies in the War of The Feather. With these gloves, the humans could make motions as if they were shooting bows, throwing spears, and so on. The magic of the gloves would shoot or throw a spiritual version of that weapon as if the wielder had really shot the projectile. The gloves were passed down through family lines for centuries after the war. It is said that the human general Wango collected several sets and brought a squadron to the temple, all wearing these gloves. They were never heard from again.

**The Maghiri Cage:** an ancient legend tells of how Jing stole the cage of souls from the creators. The tale says that anyone that finds it can keep put their soul in it, gaining immortality.

The Kiss of the Fey Queen: this treasure is said to be a weapon, possibly a spear, that Jing stole from the queen of the fairies. Some tales say it is actually a red gemstone.

#### Food and Water

It probably goes without saying, but visitors to the temple should bring several days worth of food, if not weeks. Food that is resistant to moisture is good. Food that is resistant to acid and dragon's breath is even better.

#### Floating Treasure Bags

These strong bags have reinforced stitching and a strong drawstring. Waterproof, they carry as much as a small sack, and will float if they carry 10 pounds or less material in them. (10gp)

#### Torches

One of the handiest tools in the adventurers arsenal. Bring as many as you can safely carry.

#### Things to Look For Once You Are There

**Jing Statues:** These statues are easy to find because they are virtually everywhere. There are several kinds of them in the temple, and each has it's own magical effect.

**Levers:** There are levers set in the walls all over the temple. They do things when moved up or down. Usually they do good things.

**Jing Blocks:** These are magical stone doorways that connect levels and areas of the temple together. Sometimes a lever is used to open and close them like a portcullis. Sometimes they open and close in completely different ways. For example, it's possible that to open a block you have to jump up and down in front of it. There are some Jing blocks that you will never find no matter how hard you look.

**Jing Chests:** These massive treasure chests are tough to find. They almost never kill you. Almost. Sometimes they have treasure.

**Vaults:** Vaults are the super secret places where Jing hides the vast majority of his stolen wealth. Vaults are very hard to find and even harder to get into. Vaults always have magic doors that require several special keys to be opened.

**Danger:** It's not so much that you should look for danger. But you should definitely look out for it. You just may want to avoid it, or at least take some kind of action to mitigate it. If worse comes to worst you can always face it head on and hope for the best. Some of the best heroes earned their legends doing that.

Safe Places To Rest: Yah. Good luck with that.

#### <u>Tips</u>

- Always have a default marching order and night watch to help speed up play.
- Be cautious, but not too cautious— spending too much time searching for traps and secret doors will cause you to miss a lot of adventure. Being reckless will get you killed.
- Embrace the spirit of the temple—open doors, jump over pits, solve puzzles, slay monsters, and gather loot. It's super fun, and may put you in Jing's favor.
- Keep your wits about you.
- If you think that something is an illusion—it probably isn't.
- Try to find a way out as soon as possible.

## 

The Canticle of Jing (key excerpts)

Jing is the god of wealth And Jing is the god of greed Jing is what all of the rich folk have And what all of the poor folk need

Jing is the god of the beggar And Jing is the god of the bum Jing is the god of the urchin, scamp And undergutter scum.

Jing is the god of the prank And Jing is the god of the trick Jing is the one that can walk through walls That are forty inches thick <u>ક્રિઝિઝિઝિઝિઝિઝિઝિઝિઝિઝિઝિઝિઝિ</u>

Jing tricked the wings off the tiger And Jing stole the shell from the bear Jing took two ears from the donkey's back And gave them to the hare

Jing is the god of good fortune And Jing is the god of mischance Jing is the one that you curse or cheer When a jouster breaks his lance.

Jing is the reason for locks And Jing is the reason for doors Jing is the reason for deathtraps On the ceilings, walls, and floors

Jing is the god of the dungeon And Jing is the god of the maze Jing is the god of the labyrinth Where everybody stays

## 

#### 10 Rumors About The Grande Temple of Jing

- 1. The front doors of the temple open every 100 years.
- 2. The temple holds a mountain of platinum and a river of gold.
- 3. The sacred treasures of the gods lie within Jing's most guarded vault.
- 4. To escape the temple you must walk through it backwards.
- 5. Entire armies have been lost inside the temple.
- 6. Jing likes to turn people into giant chickens.
- 7. The Cult of Jing knows everything about the temple, including how to get in and out of it.
- 8. Jing loves when you make donations to him.
- 9. The temple is nothing but a children's story.
- 10. The ten most dangerous dragons in the universe live in the Grande Temple of Jing.

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