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BEYOND THE FLANNERS

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CREDITS

Editors: Rick Miller, Brian McRae

Contributing Authors: Terrance Hunt, Heath Miller, Rick Miller, Erik Mona, Greg Vaughn

Cover Artist: Daniel Kvasznicza

Interior Artists/ Cartographers: Boslok the Elder, Mike Bridges, Daniel Kvasznica, Stephanie Law, Rick Miller, Tedra

Development and Editing: Nathan Irving, Brian McRae, Rick Miller

Layouts: Rick Miller

Webmaster and Provider: Issak Haywood

Featured Artists Websites: Stephanie Law illustrates the mysteries of the seculsive Veda. For more of her art check out online at <http://www.shadowscapes.com/>

On The Cover: A longtime contributor and fantastic artist, Daniel Kvasznicza introduces us to the wonders beyond the Flanaess. His art can be seen at <http://www.inetgrafx.com/gallery/index.php>

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BEYOND THE FLANAESS

THE BOUNDS OF OERTH

WESTERN AND SOUTHERN REGIONS OBSERVED

By Erik Mona

Art by Daniel Kvasznicza

Cartography by Rick Miller

As you well know, my humble abode in Nellix is far from the salty bounds of Oerth's oceans. Landlocked as I am, it's rare that I get the opportunity to treat with those who rely upon the sea as a home, and so the origin of the present treatise is a curious one, indeed.

Nearly a year before the Great War, the month of Wealsun found me visiting a dying scholar in the noble city of Scant, north of the Azure Sea (which those of Onnwall insist on calling the Sea of Yar). While the lessons learned at the bedside of that worthy pedant will be related at another time, it is a tale I came upon quite by accident that forms the basis of this current endeavor.

It began simply enough, with a half-empty glass of Celenese Green and a humble tavern called the Forgotten Anchor (sources confirm, alas, that this establishment was razed to the ground when the Scarlet Brothers invaded last year). Nestled betwixt the quarter of Scant known as the Annals and the city's respectable harbor, the tavern featured an odd mix of well-mannered seafarers, as well as a more cultured, learned clientele, of which I was a member.

Well after dusk, the quiet of the place was upset by a dark skinned sailor, who burst into the place babbling in an unintelligible language at once both guttural and romantic. He appeared a mix of Baklunish, perhaps, and a darker cast, not unlike some of the natives of southern Hepmonaland. Assuming that this strange fellow was, in fact, descended from such savages, the sailors taunted the man while the scholars looked embarrassingly away. I, however, understood the urgency of the

foreigner, and I followed him to his ship.

Unbeknownst to my erudite tablemates, a small trinket I picked up in the Bright Desert during my tenure as Duke Justinian Lorinar's personal historian allowed me to transcend the language barrier, and I understood the strange man's tongue. His plea was urgent, for his crew had finally landed off Scant's harbor that night after over a three months at sea. Half of them had died, food was gone, and they had become horribly lost. By his pleas alone, I knew the man as no Hepmon at all, and vowed to discover the secrets his ship might hold.

In retrospect, it would have been wise to have requested an escort as I accompanied the stranger, but any confidence scam or mugging with myself as the target would end with little save disappointed and still-poor criminals, so I decided to follow the man, despite the risk. It turned out to be a most fortuitous decision.

The sailor was a member of the crew of the Shakani Reaver, a sleek (though badly damaged) vessel captained by the privateer Damreeg the Rake. I was brought aboard and introduced to this worthy, who seemed unlike any man I had met before. He was tall and well muscled, and had olive-toned skin and very slightly slanted eyes. At first glance, I took him to be Baklunish (albeit a very large member of the race), but conversation soon proved differently.

In return for a promise of much needed supplies (which I eventually obtained from the Nyronal embassy in Scant), Damreeg and his crew agreed to tell me everything they knew of their homelands and, in some cases, the lands beyond. Unfortunately, most of the Rake's crewmen were uneducated simpletons, and details often eluded me, despite the simplicity of my inquiries. I have included what information I

was able to obtain below, though certain holes will become apparent to the careful reader.

My primary concern is that I have virtually no way to verify the tales of these men. Indeed, a few (such as the Isle of Batmos) seem so outlandish as to be solely the product of an imagination starved by months and even years at sea in a single outing. By this I mean to say that I encountered several strange men from cultures very different from those well acknowledged on the Flanaess, but I have no way, short of accepting the tales in their entirety, to know if what they told me is true. I have chosen to include all of my findings below, and I leave it to astute readers or the unfolding of time and exploration to prove me incorrect.

- Savant Iquander of the Society of Sages and Scholars, Nellix

Reading, CY 585

It is a fairly well-known fact that the Suel Empire, prior to its destruction in the Rain of Colorless Fire, stretched to the borders provided it by nature. On all sides, the Suel found themselves surrounded by mountains -the Southern Crystalmists (later dubbed the Hellfurnaces after the magical chaos of the war set off several dozen volcanoes simultaneously) to the east, the Grandsuels (or Sulhaut) to the north, and ranges to the south and west as well, whose names we of the Flanaess have lost to time. These borders, however, did not



stop the expansion of the Suel in all directions. To do that took manpower and strategy. Of all directions, the Suel had the greatest luck exploiting their southern neighbors.

It is believed that the Suel controlled nearly the entire southern coast of central Oerik, and the lands that stand there now undoubtedly hold ruins constructed by that fell empire's eldritch magic. By all accounts, the people of the southern coast are as different from the Suel as could be imagined. They are a dark-skinned folk who stand, on average, between five and seven feet, the latter of whom are seen as more important within their society.

Social station in this land is, and always has been, of utmost cultural importance to the natives. Technologically, they are akin to the Baklunish, and it is said that spellcasting is a rare talent in this area, which perhaps explains how they were so easily subjugated by the Suel. Architecture of this land ranges from stone towers and squared buildings to ornate minarets, often within blocks of each other. The cities of the Southern Coast are said to rival Ekbir and Zeif in sheer beauty, and as architectural artifacts, they put the Flanaess to shame.

The names and nature of these lands has changed significantly over the millennium since the fall of the Suel, and four large nations are known to exist there today. Understand that few travelers from the Flanaess have visited this area, as to do so requires either an extended and treacherous sea quest or an overland trek across the Sea of Dust. Not surprisingly, then, what information we do have comes from daring and lucky mariners.

CHANGAR

Beginning due west of the Amedio Peninsula, we find the small nation of Changer that stretches from the easternmost mountains that reach the sea to some 400 miles to the west. This is the most heavily Suel-influenced of the southern nations, and evidence of this can be found in both the racial admixture of the land

and the architecture of the Changa's ancient seaport, Hatanagar.

JAHIND

Changar's sworn ally extends from the former nation's border to the next set of mountains that reach nearly to the sea, some 450 miles in all. The kingdoms are very similar (save that the Jahindi had more success in repelling the Suel and are thus "untainted" by pale skin and light hair), and Jahind is said to enjoy the benefit of a successful navy.

MULWAR

The next nation to the west, Mulwar is a dangerous land buttressed by mountains to the north, east and west. It is said that the land is ruled by a cruel and cunning leader who, many whisper, is in fact an evil spirit, able to change his own form and bend the simple people of Mulwar to his terrible will.

CHOMUR

Northwest of Mulwar, the immense Chomur spreads nearly the width of all Aerdy between three distinct mountain ranges. Chomur is more a wild region than an actual state, and many Suel refugees fled here during and after the horrible wars that shattered the Suloise Empire. In fact, the northern inhabitants of this land are nearly pureblooded Suel, even after all of these years. These people often war with their southern neighbors, and are despised by nearly every native resident of the land. It is also said that Oeridians mix openly with the darker natives of Chomur. Little else is known about this mysterious place, save that it is inhabited in parts by several organized tribes of hobgoblins.

BEHOW

West of Chomur, in a small valley, the Suhfang outpost of Behow stands as a gate to the wonders of the Far West. Though largely independent from the Suhfang Kingdom, the Behoise conform strictly to imperial laws and religion, a fact that gains them few visitors from the east.

SA'HAN

Due north of Behow, the legendary land of Sa'han claims the title of easternmost holding of the Suhfang Kingdom. Like the empire proper, magic is said to operate on different principles here, and the art of the Wu Jen is practiced widely, as is a complicated form of martial arts that is believed to have been the origin of the forms currently employed by the Scarlet Brotherhood.

Both Western Realms have been adamant in their hatred for the Suel, and while many, many refugees have managed to work their ways into western society, they do so primarily as low-caste workers or slaves. The wars between these peoples are legendary, and animosity flows, still.

SUHFANG KINGDOM

Aside from these realms, Suhfang dominates much of the rest of the continent. It is likely that an actual base of power, in fact called Suhfang, exists, but the name is also applied to the greater realm as a whole, and it is all rather confusing. Indeed, it is (quite embarrassingly) unknown whether or not the Suhfang Kingdom itself is even on Oerik at all, as ample evidence suggests that it is in fact on the eastern shore of Gonduria's vast continent, across the Agitoric Ocean. Adding to the difficulty of matters is the fact that the Suhfeng Emperor declares the entire western half of Oerik under his care, despite the less absolute reality of the matter.

Cultural Differences

The culture of the empire is quite foreign to our own, and places great importance upon mysticism and the elements. This latter fact has caused the most arguments between the severe Suhfeng and the people of the east. Aside from the Bakluni, whose entire system of belief and much of their culture hinges upon the importance and veneration of the elements, the Flanaess views the elements (air, oerth, fire and water, of course) simply as a given part



of our everyday experience. There are, certainly, eastern wizards who focus exclusively upon one of the four elements, and the followers of Telchur, Artroa, Sotillion and Wenta are often (incorrectly, I might add) viewed as elemental cults, but the elemental forces are not often considered by the average man of the Flanaess.

Not so with the Suhfeng, with whom the elements play, if possible, a more important role than they do in the Near West. In fact, many of the wizards of these western realms are tied intimately to their land, and the inability of their most powerful magi to venture far from the site of their personal elemental connection is often cited as the primary reason this otherwise technologically advanced race has not been able to make itself a serious presence east of the mountain ranges that bisect the continent.

Not only do the scholars of the west place greater importance upon the elements, they also disagree as to the nature of elemental power itself. Westerners hold that, instead of the four elements generally acknowledged in the east, the multiverse is composed of five elements. As proof, they offer the existence of the so-called "Imperial Dragons of Suhfang," apparently outer-planar dragons of largest size and power that come in a variety of five colors, each of which supposedly corresponds to one of the elements of the natural world (this relationship is further elucidated in Scholar Thu Kin Boh's extended treatise, *Fo Ling-Ku (Elemental Structures)*, currently on reserve in the University Library at Rel Mord).

Apparently, these Imperial Dragons each correspond to one of the western elements and are said to live within the elements themselves (whatever that means). Because these creatures reside outside of the Prime Material plane, they visit worlds such as Oerth and her four sisters only when they so choose -or are summoned. Golden is the color of

the Fire Dragon, green that of Water, while blue is said to represent Air/Wind. The Imperial Dragon of silvery hue is Metal, and that with a shade of violet is associated with Wood/Nature.

Eastern scholars (myself included) scoff at the conception of the world as defined by five elements (as everyone clearly knows that "metal" is clearly a product of Oerth, and that "nature," as a force of life, simply does not enter the equation). Indeed, extra-planar travel seems to have assured that we of the east are correct, since beings have thusfar failed to locate a fifth elemental plane. This brings up the intriguing possibility that the Imperial Dragons and spirits of the western elements do not allow Suhfeng sorcerers the ability to travel off-plane, thus proving the fault inherent to their entire system of belief. Still, however, the Wu Jen (as most western mages are known) are a terribly powerful lot, and that power must come from somewhere.

It appears that this cult of elemental dragons extends to the boundaries of the Suhfang Kingdom's vast empire (although, disturbingly, Nerull seems to hold some degree of influence, as well), just as do their strict and often draconian laws said to have been drafted over seven thousand years ago.

In fact, many of the Suhfang colonies south of the great bay that intersects southwest Oerik are almost wholly independent from this rule, despite the wishes of the greater government. Most prominent of these is the large theocracy known as Tsing-Chu.

There, a devoted caste of priests diligently follow the teachings of the god Khuzkan (a complicated figure who may or not be Pelor under a different guise), who implores them to scour the world, rewarding the actions of kind men and the dispatching of evil. Of course, Khuzar conceptions of evil often vary significantly from the morality of the rest of western Oerik (especially in the realms south of the Vanian Confederation), and this alone has

Confederation), and this alone has been the cause of several prolonged disputes. The justice of Khuzar priests is swift and unflinching, and few understand what is happening to them before their sentence has been carried out.

Another spur in the side of Tsing-Chu's neighbors are the Tsongs, large groups of malign humans exiled from their homelands. These men and women prey upon the shipping lanes of the southwest, and are an annoyance to the people of the south, who view them both as a subtle diplomatic weapon employed by the rulers of Tsing-Chu and as proof that the "sentencing" of the Khuzar priests is often less strict within the nation's own borders than it is without.

VULZAR KINGDOM

One nation that has had particular problems with the Tsing-Chuans is the Vulzar Kingdom, a highly magical realm populated (if sailors tales are to be believed) by pale white humans with white hair and pink-to-crimson eyes. All descriptions of the inhabitants of the kingdom match exactly with descriptions of albinos of the east, and we can only assume that the entire population of the nation (or at least the majority of them) are likewise afflicted.

By all accounts, Vulzar is the most resplendent and decorated of all the nations of Oerik. It is situated in the western valleys of the Slate Mountains (the range that reaches southmost in all Central Oerik) and stretches to the warm equatorial waters of the Agitoric Ocean. The beauty of the Vulzar Kingdom is perhaps most evident in the architecture and local flair of Wii Shangazza, literally "Home of the Gods," the capitol and main port of the kingdom. It is said that every god in the multiverse holds a cathedral in this place, and while the truth of that statement is questionable, the city is said to have as many temples as residences.

While this echoes of Innspa, here on the Flanaess, Wii Shangazza is supposedly different in that each temple is thought to be the largest



and most ornate of each god in the Flanaess. Vulzar legends claim that the gods themselves rested on their fair shores in the months following creation, and that the pure-white cast of their skin and strange eyes come from the blood of the gods themselves. Certainly, the land of the albinos is favored by some higher being, as they have resisted absorption by no fewer than three empires of antiquity.

DAVANN

To the east of the capitol, in the heights of the Slate Mountains, the barbarian people of Davann eke out a living by taming the wild mountain goats, bears and (supposedly) smilodons. According to legend, many creatures long-dead to the east flourish in the lowlands of the Slates, and one valley in particular is said to play home to several hundred dinosaurs, most of which have been trained by the Davanians, who have an affinity with beasts of all kinds.

The most common of their trained animals is the Davanian Bat, which they raise by the hundreds and sell to the highest bidder. These bats, large reptiles with a wingspan of over ten feet, provide excellent and (relatively) inexpensive short-range air travel for the rulers of the Vulzar Kingdom and the lands to the south. Just as Greyhawk has its griffins and Enstad brags of Hippogriffs, so too does Wui Shangazza boast a company of Davanian Bat-mounted knights.

The relationship of the Davann to the Vulzars has ranged, throughout history, from total and complete peace to open warfare. Currently, relations seem to be strong, though the unflinching support of the Davann to their leader, whomever he or she may be, means that a veritable army changes philosophies each time a ruler passes away.

It is certain that the land east of Davann, between the Slate Mountains and the southwestern border of Chomur, supports at least a handful of small nations, though nothing is currently known of the region.

HYDRIANIAN ISLANDS

At -5 degrees latitude, the land east of the Slate Mountains cuts dramatically westward, forming the Gargian Bay. Within the southeast "border" of this bay, explorers will find the Hydrianian Island chain. The easternmost island, called the Isle of Slith, is inhabited by a foul humanoid race with many of the serpentine traits of the Yuan-Ti prevalent on Hepmonaland. If this is the case, the Slith represent humanity much closer to the base stock than the Yuan-Ti of the south, as snakelike features seldom exist here more prominent than a forked tongue or serpentine eyes.

The rest of the chain consists of explored but unsettled islands not larger than the Olman or Sea Princes outposts of Flotsom, Jetsom or Fairwind.

SKULL ISLANDS

Due south of the Hydranians, several miles off the coast of the mainland, the Skull Island chain breaks the hostile waters of the Crimson Sea (so named for the blood-red kelp and algae that infest the waters of the entire region). This collection of some 24 islands are home to pirates and brigands of all variety. In fact, one of the most prominent islands, St. Koal, is the subject of myth and legend as far north as the Lordship of the Isles, though it is certain that none of those buccaneers have ever ventured to see it. As seafaring tales have it, when a skillful pirate dies at sea, his spirit travels to live among the legends who dwell at St. Koal. In comparison, the chaotic streets of pre-war Fairwind are stoic and well-mannered, indeed.

To the west of these chains, the mainland of Oerik thins to a peninsula some 1,200 miles across. This continues southward for nearly 350 miles (where rest the lands of the Vanian Confederation), where the land thins to a width of approximately 65 miles. The land continues southward for some 70 miles before widening drastically to nearly 900 miles and continues for 250 miles to the south (the land within being

Hitaxia) where it widens to a thin strip of land no more than 25 miles from east to west. The lands south of this expand greatly and are covered below. I will, however, attempt to describe the lands south of the Slate Mountains before continuing too far, so as not to confuse the reader.

VANIAN CONFEDERATION

Directly southeast of the Vulzar Kingdom, a former empire now wastes slowly away under the gaze of ineffectual rulership. Long ago, after the magical chaos of the wars to the north ceased much of their activity, a powerful ruler from the city-state of Vane conquered the Skull and Hydranian Islands, thus ruling over an empire that extended to Hitaxia in the south to the border of the Vulzar Kingdom to the north. This ruler, Gargus Rex, ruled longer than most men live, but death eventually claimed him, and the wars of succession between his seven eligible sons are legendary. The outcome of these wars was the Vanian Confederation, a union of seven city-states allied in times of war and bitter rivals in times of peace. As the years that followed the wars of succession have, with few exceptions, been relatively peaceful, most of the city-states have diminished considerably in power, and much of the land claimed by one or more of the kinglets is, in fact, a wild region. The time of the Vanians seems to have passed on Oerth, and it can now be said that the confederation has left more ruins of itself scattered about the region than it maintains as livable dwellings.

As a whole, the area is heavily dominated by Hitaxia, which is truly the rising power of the southern realms of Oerik. Hitaxian slavers and privateers discourage Vanian vessels bound for Hatanagar and the ports of the north. For the most part, they meet little resistance, save for a small but dedicated fleet of privateers employed by the ruler of Shaka [of which captain Damreeg was, and perhaps still is, a proud member].

Most of the cities of the



Confederation are situated on the coast of the nation, though Yate, the cultural center of the empire during the time of Gargus Rex, has a central location within the nation. Here especially, the citizens downplay the decadence of their realm, ignoring their military impotence and domination by the more powerful Hitaxians.

Religion among the Confederation is a strange mix of the native religion, southern tribal spiritualism and the veneration of a being known as Gak, who seems to have been the official patron of the Vanian Empire. Perhaps these once-proud people cling to his worship as a stubborn badge of the time of bounty that will never come again.

Other states in the region include Talea, Ecomia and Drakosia.

HITAXIA

Immediately to the south of the Vanian Confederation is Hitaxia, the dominant force in the southern realms, and the only nation of the lot that is not either newly formed, wholly uncivilized, or in some form of decay. The greed of Hitaxia is practically a measurable constant to the people of the south, and it is this greed that has changed the ways of much of southern Oerik.

Just over 500 years ago, the Sultoon Rahman conquered the entire Hitaxian plain, and bulwarked his land armies against the amassing forces of the disparate Vanian Confederation to the north. He marched on the southernmost city-state of the Vanian Confederation and sacked it in less than a week, taking much of the hard-earned spoils of Gargus Rex's reign south to Tabu-Bel-Abu, Hitaxia's seaport capitol. Nearly all of this money was spent to build up the defenses of the city and improve the standard of living of his countrymen. The Hitaxians found this wealth to their liking, and soon discovered a method by which they might vastly increase the revenues brought in from trade with the south.

In an operation that lasted the

better part of a century, Rahman erected a great wall of stone running east to west along the 25-mile-wide strip of grassland that acted as Hitaxia's southern border. This he plated with the finest marble quarried in Nuxes, to the south. The structure was a marvel to behold, but southerners knew the reality of the situation all too well. To start, the Hitaxians salted the fields for miles to the south of the Great Gate, and initiated rigorous tariffs both by land and at sea. The Hitaxian navy, which had always been strong, complimented Rahman's plan, and merchants who wished to trade between the southern realms and those of the north soon saw much of their profits going to the coffers of Tabu-Bel-Abu. While suffering from the disease that would take his life, Sultoon Rahman ordered the construction of a great palace and treasury in the capitol city, both of which still stand today. The nation thrived, and Rahman, after his death, was called "the Magnificent".

In the years that have followed, succeeding Sultoons have been at once more and less influential than that seminal ruler, and the nation is still the major player in the affairs of the southern realms, if not Western Oerik itself. Recently, the Hitaxians have taken to slaving raids on the Wuga jungle and northern island chains. The trade in manpower has been extremely lucrative for Hitaxia, and they have found willing customers in Chomur, Gyptic and elsewhere.

KUSH KAVI

The Kodokii, who live in the Kush Kavi and are in fact exiles from Fex, have recently dominated much of the western jungle. They are a vicious people who are said to hunt humans for sport, and their eating habits are scarcely the material for an enlightened treatise such as this. Curiously, the Kodokii, who are in all other ways unremarkable in terms of technological achievement, seem to have mastered the art of short-term personal flight. It is not known how they manage to do this, since

wooden wings they attach to their arms should not work. They do work, however, and it is perhaps the Kodokii's mastery of this craft that has allowed them to dominate such a large area in so short a time.

Certainly, a jungle so vast as this supports several tribes of humans (and probably a few humanoids, as well), but as the Wuga, Ginga and Kodokii are the most often encountered by civilized explorers, they are the only groups mentioned here.

Strangely, jungle tales tell of a secluded race of intelligent monkeys somewhere in the heart of the eastern Wuga land. These creatures are said to hold the lone Mt. Dolog as a holy site of extreme importance, and the ruler of this tribe is, by all accounts, a hugely powerful white-ape.

WUGA JUNGLE

Aside from Mt. Dolog, about which little is known, the Wuga Jungle holds geographic beauty unparalleled in the east, recent discoveries in the Amedio and Hepmonaland notwithstanding. A mysterious lake just larger than the Sea Princes' Spendlowe can be found just north of Dolog, and two towering mesas known as the Gates of Death act as a beacon toward the region's unique salt flats.

The most mysterious structures in the Wuga Jungle, however, are those fashioned from humanoid hands. To the south, where the massive Putuma River marks the unofficial border between Wuga Country and Zymbia, a wide road of stone interrupts the wild of the jungle. Crafted from blocks some ten-feet square, the road has survived the centuries since its construction relatively well, considering no other trace of its makers survives. Some claim that this is a part of the colossal causeway constructed by the ancestors of the ancient Momboddo Empire, far to the south. (Similar roads at one time bisected much of Zymbia and Tanzula, as well, until the more aggressive natives there uprooted them from the oerth and used the massive flagstones in the construction of early cities.)



If the road had a destination, per se, it must have been the legendary Sanda-Uul, the City of Ivory. No one knows who built the city, but tales of its treasures, and dangers, have haunted southern culture for more than a millennia. The few madmen who have claimed to have found the city (its location seems to have always been a secret) claim that huge pyramids form the basis of the place, and that gigantic ivory statuary depict the rise (but not fall, oddly) of a great civilization. Remnants of that civilization allegedly still walk the tall battlements of Sanda-Uul. Though a few natives and explorers claim to have blundered upon the place, no organized expedition has been able to find it. Perhaps, in the steaming jungles of the south, some things are better left hidden forever.

FEX

To the west, across the Kush-Kavi, the deserts of Fex blow their chaos to the western seas. Originally a land of dark-skinned desert men, Fex became Hitaxia's dumping grounds after the construction of the Great Gate some 500 years ago. What was once a harsh but thriving crossroads between the civilized lands of the north and south is now a pathetic wasteland. In fact, in the years following Rahman the Magnificent, the desert has become even more treacherous than it was before, and many Fexians claim that the Hitaxians are killing their land.

If these people have any leverage over their northern neighbors, however, it is by the sheer luck of geography. Deep within Fexian lands, the Ebon River spills into Lake Ebon, where the Isle of Night stands as the final resting place of Hitaxian spirits. For their part, the Fexians disdain northern religion, and seem to worship a small pantheon unto itself. Whether these gods are unique to the region or merely aspects of the familiar gods of the east is currently unknown.

The Fexians use the location of the Isle of Night to great advantage in negotiations with the Hitaxians. Recently, in fact, they threatened to

dam up the Ebon River, thus barring Hitaxian spirits from gaining the Gate of Fahderium, unless a series of concessions were granted to the southerners. While the greedy merchants of the north understood that for Fex to do so meant destroying the ecology of its northern regions, the Hitaxians eventually relented and agreed to let only Fexian traders through the Great Gate from the south. In actuality, however, the merchants have lost little, and they have knowingly employed bandits to raid what few Fexian caravans there are, thus encouraging the folk of Tanzula, Nuxes and beyond to conduct trade by sea.

Being made up of the outcast criminals of Hitaxia and having been strong-armed into poverty, the Fexians are a sour lot, content to raid each other into oblivion. Their despair has led them to several recent conflicts with the dark-skinned Tanzuli, the most recent of which caused the Kodokii to flee into the Kush-Kavi Mountains and beyond.

TANZULA

The folk of the grasslands of Tanzula are less desperate than their northern neighbors in Fex, and they reacted to the aggression of Rahman by sealing their own borders and becoming almost entirely self-sufficient. As the land of this portion of Oerik is much less populated than the Flanaess, there are few settlements of import in Tanzula. In fact, stating that they have any sort of government at all might be an exaggeration. As a whole, though, the Tanzuli protect their borders to the death, and they react to outside aggression as a unified order of savage fighters. They are far from primitive, despite their tribal organization. If there is a leader who presides over all of the tribes of Tanzula, that individual is not known to the majority of southerners.

ZYMBIA

It is believed by many that the Tanzuli are descendants of the dark-skinned inhabitants of the jungles of Zymbia who fled to this land centuries ago. Since then, Zymbia has been a lush

wild region, said to be teeming with life but with death hidden behind every tree. If ever there were a place with more legends of evil, it is not known to scholarship. Given the harsh reality of life in the jungle, it's likely that most of these stories are wild exaggerations, but there is certainly something within the heart of the place that makes even the most brave think twice before venturing within its bounds.

Currently, much of the jungle is said to be dominated by the Ushad-I, an apparently human master of foul southern magics. If tales can be believed, this man, in order to stave off death, has pieced together a body for himself from the forms of captives brought from all reaches of the southern regions. The lengths to which the Usad-I will go in this are astounding, for it is said that he has changed entire heads several times in his long life. Perhaps more frightening, the Ushad-I has entered into a pact with the Fire Demon, Marduk, and now holds the southern tribes (with few exceptions) under his control.

Just off Zymbia's eastern coast lies Razuul, a large island that was once a home to a powerful mage said to have traveled to our own lands. Details on the matter, despite repeated inquiries, were not forthcoming.

MOMBODDO EMPIRE

The Zymbian Jungle ends in rough foothills known as Sala-Nus. South of these hills, the once-great Momboddo Empire is still a site to behold. Its structures are different from any known on Oerth. Some represent a perfect blending of living organic matter and strangely-cut wood, while others have been constructed from an almost impossible amount of metal. Domes are said to be integral to Momboddo architecture, and there is little land not utilized for some sort of farming. The people of the empire have managed even to tame the tropical mountains that act as the empire's western border, and their



ocean vessels that ply the eastern and southern waters are said to be second to none.

Strangest of all (at least to our own pretensions) is the fact that Momboddo is a complete matriarchy. Somewhat like our own free-city of Hardby, but on a tremendous scale, women control almost every aspect of Momboddo society. It is to the oldest female child that all property is passed, and it is women who are deferred to in all matters of politics.

This is not to say that the Momboddo do not value men, only that their society is inherently slanted against them. It has not always been so, however, as stories tell of a time in which the male of the empire were nothing more than slaves used for the sole purpose of creation. In almost every way, their culture was, and still is, to a degree, alien to our own. And, as far as I can tell, there is good reason for this.

The Momboddo are, in fact, aliens themselves. Unlike the dark-skinned folk native to the south, they are olive-skinned, have sharply chiseled features, and smoldering, red eyes. There are many tales told in the north about how the people of the empire came to exist on our world. These stories are complicated by the fact that by the time the Hitaxian's ancestors began recording their history, the Momboddo were already in decline. In fact, it is said that Vanian explorers during the reign of Gargus Rex discovered ancient ruins of Momboddo design as far north as the Isle of Night.

The most commonly believed tale of the origin of the empire holds that the Momboddo simply appeared from great gates located on the Isles of Dreams, just south of Rarzuul off Momboddo's eastern seacoast. Those ancient travelers (or outcasts, according to Momboddo's enemies) knew they could not return, and eventually spread to the mainland, where they began constructing what would be the hub of a great empire.

The Momboddo brought with them the secrets of metallurgy long before

its discovery to the north. Though the women warriors encountered little organized resistance from the inhabitants of the northern jungles, they soon dominated most of the land. Their rule was strange, for they merely asserted their control over the tribes and moved on, seldom building structures of their own, leaving the dense growth to itself in all save government.

The more or less barren plains that would once become Fex and Tanzula are a different case, and even today several structures stand in good repair in those lands. South of Tanzula, the Momboddo encountered the people of Gyptic and Nuxes, and taught these men and women their culture and technology.

Then, suddenly, the Momboddo Empire withdrew into itself, abandoning the empire at large and returning to the natural borders that acted as the hub of the empire. Without the guidance of the Momboddo, Gyptic and Nuxes abandoned matriarchy, but exploited the technology and artifice taught to them by their alien neighbors to the east.

Using the naval designs of the empire, the two nations began courting northern trade routes and eventually came into conflict with each other. After centuries of warfare, Gyptic lay in ruins, and sold its entire navy to its neighbor for a pittance (many suggest that this was not their own idea). Now, it is a poor nation, though a return to the religion and traditions of the time before the coming of the Momboddo has given it a rich cultural heritage.

NUXES

The only thing rich about Nuxes is its merchants. Over the years, the renown of Nuxes craft work has spread as far as the Suhfeng, and their merchants eventually dominated the government of this land. For their part, the Momboddo seem unconcerned about the bastardization of their lessons, a feeling that is much appreciated by the men and women of Nuxes. The

nation's capitol, Gavvard, rests on the south-westernmost outcropping of land in the Oerik continent, and has a splendid view of Tukotan, some thirty miles across the Gavvardian Channel (which connects the Sea of Rage to the western, Agitoric Ocean -also known as the Sea of Eternity).

BEYOND THE AGITORIC

It is clear that the Agitoric Ocean is not eternal, however, as there is a fair amount of travel between the far continent (called Gonduria) and south-central Oerik. Between the continents lies the near-mythical Isle of Batmos. There, men train huge fish as mounts, and a Batmosian fishing procession is said to be one of the most beautiful sights in the realm. They are said to be the most peaceful of men anywhere. One of the ways they have achieved this peace is by exiling all children who appear to have an evil streak in them. These individuals often terrorize the shipping lanes of the seas east of the Agitoric, mounted as they are on huge, saddled fish.

Beyond Batmos is Gonduria, a continent fully twice as huge as Oerik. There can be found the ancient cultures of Chadan and Gundan, said to be the oldest humans on Oerth. And who knows? Across that far continent, on the western shores of what we call the Solnor Ocean, perhaps the distant relatives of John Asperman, Aerdi's greatest naval hero, live out the Oeridian legacy fully across the great globe that is the Oerth. Nothing is impossible in the realms beyond the Crystalmists. Nothing.

Savant Iquander,
Nellix.

PROBABILITIES AND QUANDARIES

During the course of this posting a plentiful and variable amount of questions were proposed. The following section presents these questions with their subsequent answers for your perusal.



Question: What is the name of the SouthWestern bay/sea jutting into the mainland?

Answer: The name of this bay (or even its existence) is not mentioned anywhere in the Sagard or Gord books. I wouldn't even venture to guess (though I'm sure I could come up with something in a pinch).

Question: Which side of this bay(east or west) are the countries of Tsong and Tsing Chu on?

Answer: First off, the Tsongs are outcasts of Tsing-Chu, not a nation of their own. Sorry if that wasn't clear. My guess is that Tsing-Chu takes up much of the land surrounding the east and south coasts, west of the Southern Bay.

Question: About what degrees of latitude is the Vulzar Kingdom located at?

Answer: Somewhere between 5 and 0, as I said in the file that the southern border stretches near the equator. That would mean that the mountain nation of Davvan is located mostly in the slates, but also in that little niche between 4 and 1 on the western slopes of the Slate Mts.

Question: How far west does Mulwar extend? Is it just in that mountain valley?

Answer: Pretty much. Keep in mind, though, that that "little valley" is about the size of the Duchy of Urnst. Also, Mulwar extends to the sea, which makes it even bigger. I don't imagine that the borders of any of the Southern Coast nations are very stable, though.

Question: What is the continent north of the 'Suhfang' plains?

Answer: I'm not sure I understand the question. If you're asking what's there, your guess is as good as mine. I'd put a ton of Suhfeng types up to about 35 degrees north, then mix in some semetic types. All of the former nations would have varying degrees of loyalty to the Empire, and the latter would be a thing unto themselves.

Question: What is the name of the Mountain range west of the 'Suhfang' plains?

Answer: Again, your guess is as good as mine. I don't think there's too much room to play with off the left side of the page 18 map, but I do think that Oerik and Gonduria's east coast are much closer than Oerik/Aquaria.

Question: Is the spelling officially SuhfAng or SuhfEng?

Answer: Officially, as far as the word can be used in this context, the Kingdom and Empire are called "Suhfang." I have transformed this into "Sufheng" when I'm talking about the people of Suhfang.

Question: When you speak of Oerids

Question: When you speak of Oerids mixing Chomurians, where in the heck did they come from? They would have had to cross two mountain ranges to get to that isolated valley. If they share the valley with the Suel, they probably have their own territories inside of it; unless they were slaves of the Suel.

Answer: Well, I've always sort of assumed the Oeridians are "people without a home," in that they are spread all over Oerik (the continent is, after all, named after them). By that logic, they would exist all over the place, including in and south of the ancient Suel empire. Perhaps they once had a great homeland, but, at least until the Great War, they were not unified.

Question: What is the name of the old suel empire (now the sea of dust)?

Answer: Realize that not all of these questions are addressed anywhere. I've always called the Suel empire the Suel Empire, or Empire of the Suloise, much like the Roman Empire is called the Roman Empire.

Question: What was the name of the old bakluni empire?

Answer: Likewise, I call this the Bakluun Empire, or Empire of the Bakluun, but you're on your own.

Question: When you speak of Sa'han and the Scarlet Brotherhood, are you implying that the suel escaped to the east with this knowledge, or that possibly some beings from Sa'han were the ones gated onto the Tilvanot Peninsula for the "Fate of Istus" explanation.

Answer: I was attempting to imply that the Suel modified the forms of martial arts practised in Sa'han into their own forms, which were practiced/revived by the Scarlet Brotherhood.

I reject in all ways, shapes and forms the idea that the Brotherhood was not always a martial arts based organization, and that Kara-Turnas were gated across the multiverse to teach them how to fight. That just sounds dumb to me.

Of course, I would be happier with an Oerth-based gate theory, but then I prefer to do away with the entire scenario.

Question: Is there anything else you'd care to explain?

Answer: I'm happy to answer any questions, but it'll be tough for me to anticipate what people will want to know for a while. I've tried to cover all the bases in my write-up, but I know for a fact that major gaps have been left -not because I left them, but because Gygax simply never invented them. I suspect I'll have lots more to say once I've read the Green Hydra (Sagard, Book 2), but for now, I'm just happy to field any questions.

Question: What is the relationship between the Suhfang empire and the Baklunish/Oeridians to the east?

Answer: Again, this is never mentioned. Magus Yeo seems to have contempt for all things of Oerik, so my guess is that the relationship has been tenuous. There seems to be a vast difference inherent to the elemental theology of the Bakluni and the Suhfeng, so my guess is that this has caused lots of problems. Then again, proximity says that there are probably quite a few Suhfeng in Bakluna, while in the Flanaess, they are relatively rare.

I think Oeridians are tolerated just about everywhere, but they are not allowed into the upper ranks of Suhfeng society.

Question: What do you suppose lies south of the Gavvardian Channel by Nuxes. Could it be the last continent?

Answer: That's a good question. We're getting pretty close to the South Pole (if my measurements are correct), so whatever it is, it's going to be pretty cold. The text of one of the Sagard books lists a nation called Tukotan as being from the "distant South" (this from the point of view of a Hitaxian, so it's likely that that nation is on some sort of outcropping of Oerth's southern ice covering.

The descriptions of Nuxes, Momboddo, etc. certainly don't seem to hint at cold climes, though, so I'd say that the Oerth's tilt relative to the rotation of the sun around it (or the other way around) is such that the actual pole is not always frozen. I have absolutely no idea about the scientific ramifications of this, however. :(

References: Originally from Greytalk archives (06/16/1996) compiled by Theocrat Issak

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Map on last page.



Celestial
Kingdom of
Shaofeng

Slate
Mountains

Sunela Coast

The Sea
of Dust

Vohoun
Ocean

Sea of the
Dragon-Kings

Sea of Rage

Crimson
Sea

Vanian
Confederation

Empire of
Hitaxia

Geitsakuru
Dominion

Momboddo
Empire

Zahind



BEYOND THE FLANAESS

CREATURES OF THE VERDURED HEIGHTS

A BESTIARY OF THE MYTHICAL LAND OF MUR

By Greg A. Vaughan

Art by Daniel Kvasznicza

Thought to exist only in near-mythical tales in the East, the Land of Mur—the Verdured Heights—is real and has spawned a number of unique creatures, some of which have spread into the surrounding lands, including the Flanaess. Details about some of this land's creatures and peoples can be found in "The Coming Storm" in *Dungeon* #136. Some additional creatures originating in this mysterious western land are included herein.

GOLEM: TERRA-COTTA GOLEM

This massive construct towers 9-feet-high. It is composed of a greenish clay with a hardened glaze veneer. Its features are sculpted to appear exotic and foreign in appearance as are its clothes, including an embroidered kilt and a strange square hat. Despite its fearsome appearance its face bears a benign smile. Four massive arms protrude from its shoulders ending in bludgeoning fists.

Terra-cotta golems are constructs of specially treated glazed clay

developed in the mysterious land of Mur. As with all golems, the animating force is a spirit from the Elemental Plane of Earth, but such is the Muranni affinity with nature through their obah spirits that there is no chance of a terra-cotta golem's animating spirit going berserk.

A terra-cotta golem is typically four-armed as a result of being from a land where such extra limbs are not unusual. They can have a different number of appendages, sometimes as much as eight for climbing and guarding precarious places. They are of a greenish glazed clay and are designed as if wearing typical Muranni garb, usually of an ancient style.

Terra-cotta golems are merciless opponents due to their multiple-arm attacks. They pound with all of their fists until their opponent is pulverized or gone. They gain a +4 grapple bonus for each extra set of arms they have.

SAMPLE TERRA-COTTA GOLEM

FOUR-ARMED TERRA-COTTA GOLEM

CR 11

N Large construct

Init +0; **Senses** darkvision, low-light vision; Listen +0, Spot +0

DEFENSE

AC 25, touch 9, flat-footed 25
(-1 size, +16 natural)

hp 96 (12 HD)

Fort +3 **Ref** +3 **Will** +3

DR damage reduction 10/adamantine and bludgeoning

Immune construct traits, magic

OFFENSE

Spd 20ft. (4 squares)

Melee 4 slams +16 (2d10+7, 20/x2)

Space 10ft. Reach 10ft.

Special Attacks mighty flailing, red-hot touch

Special Defenses construct traits, immunity to magic

STATISTICS

Abilities Str 25, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +9; Grp +24

Skills Climb +11

SPECIAL ABILITIES

Mighty Flailing (Ex) The terra-cotta golem can deliver a massive attack every 4 rounds similar to a monk's Flurry of Blows. The golem can make

one extra attack per arm at a -2 penalty for each attack that round. This penalty lasts for the entire round and will affect any attacks of opportunity made before the golem's next action.

Red-Hot Touch (Ex) Any attack against the terra-cotta golem that deals fire damage causes the golem's glazed exterior to glow cherry red with heat. Each die of damage the attack deals causes the glow to deepen. The glow remains one round for each die of fire damage. Any successful hit by the golem while it is glowing red hot deals an additional 1 point of fire damage for each die of fire damage that the golem received.

Immunity to Magic (Ex) A terra-cotta golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 2d12 points of damage.

A *shatter* spell reduces the golem's natural armor by 4 (non-cumulative) and deals 1d12 points of damage.

An *earthquake* spell cast directly at a terra-cotta golem stops it from moving on its next turn and deals 4d10 points of damage. The golem gets no saving throw against any of these effects.

Any attack against a terra-cotta golem that deals fire damage heals 1 point of damage for every 3 points of damage it would otherwise deal. It will also heal any loss of natural armor due to a shatter spell as mentioned above. It cannot heal more damage than the golem's maximum hit points. When a fire attack is used against a terra-cotta golem the golem begins to glow red with heat and gains the Red-Hot Touch ability as described above.

Skills Terra-cotta golems have a +2 racial bonus on Climb checks for each pair of arms they have (+4 for four-armed terra-cotta golems, etc.). A terra-cotta golem can always choose to take 10 on Climb checks, even if rushed or threatened.

CONSTRUCTION

Terra-cotta golems can be constructed with additional arms or with only two arms (though the latter is rare). Each additional set of arms adds two more

attacks available to the golem and increases the golem's Climb check as mentioned above. For instance an eight-armed golem would have eight melee attacks for its full attack and have Climb +15. Add 1 to the golem's CR for each pair of extra arms. A terra-cotta golem can never use more than four of its arms for its Mighty Flailing attack due to space constraints.

A terra-cotta golem's body must be sculpted from a single block of specially prepared clay weighing at least 1,500 pounds. The process of treating this clay is known only to certain craftsmen of Mur. The sculpture is then sealed with a glaze using rare powders and lacquers worth 3,500gp. Creating the body requires a DC 20 Craft (Muranni sculpting) check or a DC 20 Craft (Muranni pottery) check.

CL 11th; Craft Construct, *animate objects*, *commune with nature*, *reincarnate*, caster must be at least 11th level; Price 50,000gp; Cost 28,500gp + 2,000 XP.

ECOLOGY

Environment Any

Organization Solitary or gang (2-4)

Treasure None

Alignment Always neutral

Advancement 13-19 HD (Large); 20-36 HD (Huge)

Level Adjustment -

MOUNTAIN STRANGLER

Covered in short green and black fur, at first this creature resembles some sort of baboon dangling precariously from its perch by long legs. That impression is shattered when its mouth opens to reveal needle-sharp teeth and rubbery, abnormally-long arms launch outward like tentacles.

A distant cousin of the choker, the larger mountain strangler has emerged from the tunnels of the Underdark to live and hunt among the jungle-covered cliffs of Mur, swinging from one precarious perch to the next seemingly oblivious to the prodigious drop below.

Like a choker, the mountain strangler has a normal skeletal structure in its head and torso, but the limbs are actually tentacles with knobby-jointed cartilage allowing it to stretch

these appendages and contort them as necessary for locomotion or to attack. It also has the customary bowed legs and spiny, gripping pads upon its soles and palms typical of chokers. However, its feet are very large for its body size, and its arms and shoulders bear a heavier musculature. A short camouflaging fur of greenish-black helps to hide it amidst the foliage of its territory. The creature weighs about 60 pounds.

Mountain stranglers are able to understand Muranni, but typically do not speak amongst themselves preferring to communicate in simple grunts and hisses.

A mountain strangler prefers to attack from ambush with its improved grab to make constrict attacks and use its powerful feet to anchor while it drags prey in for bite attacks. If the combat occurs in a precarious location, such as the cliffs typical of the stranglers' native land, and the creature's intended prey proves too heavy or formidable to easily overcome, the mountain strangler will not hesitate to use its drag ability to pull its foe away from the cliff in order to drop him.

MOUNTAIN STRANGLER CR 3

NE Small aberration

Init +7; **Senses** low-light vision, scent; Listen +1, Spot +1

DEFENSE

AC 18, touch 14, flat-footed 15 (+1 size, +3 Dex, +4 natural)

hp 22 (4 HD)

Fort +2 **Ref** +6 **Will** +5

OFFENSE

Spd 20ft. (4 squares), climb 10ft.

Melee 2 tentacles +8 melee (1d3+4, 20/x2) and

bite +3 melee (1d4+2, 19-20/x2)

Space 5ft. **Reach** 5ft. (10ft. with tentacles)

Special Attacks improved grab, constrict (1d3+4), drag

STATISTICS

Abilities Str 18, Dex 16, Con 12, Int 3, Wis 13, Cha 7

Base Atk +3; **Grp** +7

Feats Improved Initiative^B, Lightning Reflexes, Stealthy

Skills Climb +15, Hide +11, Move Silently +7

Languages Common, Muranni

SPECIAL ABILITIES

Constrict (Ex): A mountain strangler deals 1d3+4 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes the victim by the neck, a creature in the mountain strangler's grasp cannot speak or cast spells with verbal components.

Drag (Ex): If a mountain strangler makes a successful grapple check, it is able to drag its opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks the grapple. The mountain strangler can drag a creature while using its constrict attack on that same creature. A mountain strangler can draw a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. It can drag with multiple arms, but can only bite one dragged creature per round.

Improved Grab (Ex): To use this ability, a mountain strangler must hit a Large or smaller opponent with a tentacle 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 and drag. Mountain stranglers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Skills: A mountain strangler has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ECOLOGY

Environment Subtropical and temperate mountains

Organization Solitary, pair, gang (3-7), or tribe (8-15)

Treasure 1/10 coins; 50% goods; 50% items

Alignment Usually neutral evil

Advancement 5-7 (Small); 8-13 (Medium)

Level Adjustment —

MOUNTAIN STRANGLER PATRIARCH

Mountain stranglers that manage

to survive and fend off attacks from other challengers in their tribe eventually grow to a larger size and become patriarchs (or matriarchs of their group). These specimens usually have the "Blessed of the Obahs" template, often with more than four arms because of the obvious advantages such a physique provides within the tribal group. There are mountain strangler patriarchs with fewer arms or without the "Blessed of the Obahs" template, but they are atypical and their statistics will differ accordingly. Patriarchs are larger and less dexterous but have become more cunning with age and more reliant on traps and cooperative ambushes.

MOUNTAIN STRANGLER PATRIARCH, BLESSED OF THE OBAHS SIX-ARMED MOUNTAIN STRANGLER CR 7

NE Medium aberration

Init +8; **Senses** low-light vision, scent; Listen +1, Spot +1

DEFENSE

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 100 (13 HD)

Fort +7 **Ref** +10 **Will** +9

OFFENSE

Spd 20 ft. (4 squares), climb 10 ft.

Melee 6 tentacles +16 melee (1d3+6, 20/x2) and

bite +13 melee (1d4+3, 19-20/x2)

Space 5ft. **Reach** 5ft. (10ft. with tentacles)

Special Attacks improved grab, constrict (1d4+6), drag

STATISTICS

Abilities Str 22, Dex 18, Con 16, Int 5, Wis 13, Cha 11

Base Atk +9; **Grp** +23

SQ unused class abilities

Feats Combat Reflexes, Improved Initiative^B, Lightning Reflexes, Multiattack^B, Stealthy, Toughness, Weapon Focus (tentacle)

Skills Climb +20, Hide +11, Move Silently +11

Languages Common, Muranni

SPECIAL ABILITIES

Constrict (Ex) A mountain strangler deals 1d4+6 points of damage with a successful grapple check against a Large or smaller creature. Because

it seizes the victim by the neck, a creature in the mountain strangler's grasp cannot speak or cast spells with verbal components.

Drag (Ex): If a mountain strangler makes a successful grapple check, it is able to drag its opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks the grapple. The mountain strangler can drag a creature while using its constrict attack on that same creature. A mountain strangler can draw a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. It can drag with multiple arms, but can only bite one dragged creature per round.

Improved Grab (Ex): To use this ability, a mountain strangler must hit a Large or smaller opponent with a tentacle 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 and drag. Mountain stranglers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Improved Grapple (Ex): +8 racial bonus on grapple checks, already included in statistics block.

Skills: A mountain strangler has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ECOLOGY

Environment Subtropical and temperate mountains

Organization Solitary

Treasure 1/10 coins; 50% goods; standard items

Alignment Usually neutral evil

Advancement —

Level Adjustment —

VERDANT GLOOM

What at first glance appears to be the natural foliage of a lushly grown cliff face reveals its true nature as it begins to crawl across the sheer rock. Its mass of entangled branches, leaves, and vines creep as if seeking out prey, and an ambient greenish haze seems to perpetually encompass its bulk.



This strange creature combines some traits of animals with those of plants. It bears a dim intelligence that it uses to track potential food sources which it ingests through millions of tiny mouth pores growing on its vines and branches. The growth at the center of the mass is thicker and houses its primitive brain growing throughout those central branches.

A verdant gloom covers about 40 feet on a side when spread out though tends to draw its mass in tighter when in combat. Its entire bulk weighs 6,000 pounds.

The perpetual gloom that lingers around the creature is noticeable from a distance of 50 feet on a DC 25 Spot check (DC 15 if such a creature has been encountered before).

A verdant gloom creeps along the overgrown cliffs of Mur camouflaged in with the natural foliage. The surprise attack of a verdant gloom can depopulate an entire cliff-side village and even threaten one of the fortified and garrisoned Muranni hanging palaces. It uses its umbral drain to weaken opponents so it can reach them with its entangle attack. It reserves its powerful slam using a massed clump of its substance against particularly recalcitrant foes.

VERDANT GLOOM CR 19

N Gargantuan plant

Init +4; **Senses** tremorsense; Listen +0, Spot +0

DEFENSE

AC 29, touch 10, flat-footed 25 (-4 size, +4 Dex, +19 natural)

hp 387 (31 HD)

Fort +25 **Ref** +14 **Will** +10

Immune plant traits **Resist** 10 fire
Weakness cold

OFFENSE

Spd 20ft. (4 squares), climb 20ft.

Melee 2 slam +28 melee (2d10+15, 20/ x2)

Space 20ft. **Reach** 15ft.

Special Attacks crush 2d10+15, entangle, umbral drain

Special Defenses plant traits

STATISTICS

Abilities Str 30, Dex 19, Con 26, Int 1, Wis 11, Cha 10

Base Atk +22; **Grp** +44

Feats -

Skills Climb +18, Hide -8*

Languages -

SPECIAL ABILITIES

Crush (Ex) Each round as a free action, a verdant gloom can concentrate a portion of its bulk on any creature entangled within its mass with a crush attack that automatically deals slam damage.

Entangle (Ex) A verdant gloom can simply move into the spaces occupied by other creatures up to one size category smaller than itself within its reach as a standard action. This attack affects as many opponents as the verdant gloom can cover with that movement. Each target can make either an attack of opportunity or a Reflex save (DC 35) to avoid becoming entangled. This save DC is Strength-based. A successful saving throw indicates that the target has been pushed back or aside (target's choice) as the plant moves forward. A creature so entangled is considered entangled as the spell, though no additional Reflex saves are possible unless it manages to break free with a DC 20 Strength check or a DC 20 Escape Artist check. Until that creature manages to escape, it moves along with the verdant gloom's movement

Umbral Drain (Su) This barely-discernable greenish haze surrounds the verdant gloom to a distance of 30 feet. This gloom deals 1d6 points of Strength damage per round to any living creature within its area of effect. Plants are unaffected by this ability damage. Fortitude DC 33 negates. If the save is made the creature is immune to the umbral drain of that particular verdant gloom for 24 hours. If the save is failed the creature can attempt a new one each round to avoid the ability damage. The save DC is Constitution-based.

Tremorsense (Ex) The verdant gloom's tremorsense functions to locate anything that is in foliage rooted in the ground or a cliff face in addition to what is in contact with the ground or cliff face itself.

Skills: Verdant glooms have a Verdant glooms have a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. *Verdant

glooms have a +25 racial bonus on Hide checks when camouflaged among other natural foliage.

ECOLOGY

Environment Subtropical and temperate mountains and forests

Organization Solitary

Treasure none

Alignment Always neutral

Advancement 32-47 HD (Gargantuan); 48-62 HD (Colossal)

Level Adjustment —

*

BEYOND THE FLANAESS

FIRELAND, SCAR

THE ISLE OF RAZIC' JEWEL

By Terrance "Abysslin" Hunt

Art by Daniel Kvasznicza and Tedra

Cartography by Boslok the Elder

Scar differs from most of the other isles surrounding Fireland, and of the main continent itself, in that it is home to a higher amount of volcanic activity, which has covered the land with ashen soot and has given rise to the overall environmental temperature. In contrast, the other isles and the mainland are home to beautiful, lush plant life weaved into the natural fjords and mountainous landscape.

Presently the Isle of Scar is much the same as the days under Razic's rule. Fire giants, Efreeti, and the mish-mash of humans still live and prosper while the elves of the isle remain suppressed to the depths of their dead forest, forever plotting escape from the isle.

Huge reptilians (including some dinosaurs) dominate the unsettled areas of the isle and often times, Mizbonelaic, a red dragon from a surrounding isle can be observed feeding on these beasts. This does not bode well with the Fire Giants and Humans, as these reptiles are

The temperature of Scar is a steady 100 degrees Fahrenheit year around which the populace finds quite comfortable. Rarely a storm front will bring the temperature down below 100 degrees, but such an event simply boosts the humidity, making it seem just as bad if not worse. Foreigners would do well to don sandals and togas or other desert environment type of apparel or expose themselves to possible heat exhaustion or heat stroke.

Foreigners to the isle are rare and usually met with supreme suspicion save for a few locations, and if met by a military patrol are taken into custody and interrogated, which usually results in becoming slave labor bodies for the mines. The few rumors of the isle can be heard in either the village of Valkemf within an Ice Barbarian province, or the ports of Rel Astra, where Lord Drax and his Fiend-Sage companion have taken a special interest in the riches of Fireland and its surrounding isles.

Scar 591 CY

Monstrous monarchy with feudal

National Alignment LE (LN)

GP limit Unknown **Assets** Unknown
Population 27,873 – Giant (fire)

40%, mixed human (Sf) 24%, efreeti 20%, elf 10%, half-elf 5%, other 1%

Proper Name Marchland of Medegia

Ruler His Fiery Eminence, *Lord Zek'Ashil*, Supreme Ruler of Scar (LE male efreeti aristocrat 3/ fighter 6)

Government Monarchy with feudal states under hereditary rulership.

Capital Fireheim

Major Towns Flamenoir, Fort Goreik, Hoern, Jewelspike, Shar'Ikstein

Provinces Previously, a network of tribal chieftains; Currently, a monarchy with feudal states under hereditary rulership.

Resources silver, gems (fire agates, rubies), obsidian, iron ore, sulfur, & basalt

Coinage [Modified City of Brass] efreet (pp), elemental (gp), salamander (ep), dao (sp), common (cp)

Languages Ancient Suloise, Baklunish, Cold Tongue, Common, Elven, Giant, Scardhish*

Alignments LE, LN, NE, CE, CN, with some CG pockets

Religions Razic'Jewel*, Wee Jas, Suel pantheon

Allies: None, City of Brass merchants, Lord Drax of Rel Astra (trade partners)

Enemies Efreeti nobles of the City of Brass

A Brief History of Scar

-440 CY (Fireseek 1st):

Razic'Jewel was born of a union between a Suliose merchantman and a minor Baklunish petty noble woman from a house not name worthy. This awkward union also brought about a younger sibling, the brother of Razic'Jewel, Zik'Akim.

At an early age, Razic's family was divided and he stayed with his father in the Suliose lands now known as the Sea of Dust while his mother and brother returned to her home in the Baklunish lands north of the Sulhaut Pass.

Just as Razic's mind matured, his curiosity of magiks also grew. His father would often times do business with men harnessing minor magical powers and Razic, never one to shy, would beg for minor displays of said arts.

His father, rich from prosperous business, took a liking to his son's ambition and brought upon a mentor to travel with the duo and teach Razic'Jewel magiks. Razic became a very bright apprentice and over a short period of time his learning curve accelerated. His mentor realized there was much potential in his young student and noted that Razic had an affinity for fire-based evocations.

It took not even a year's time before the young Razic learned everything his mentor had known and even beyond. His hunger for power began to take over him. He grew agitated and frustrated, unable to focus on anything other than attaining more magikal power.

In time, his father and mentor approached him and suggested that he take a break from the magikal embellishments as they were consuming him. It was not long and soon his father and mentor both fell to Razic's wrath, dying at his hands.

Shortly after, Razic set up a study near the Hellfurnaces. He became hermitized and cared about nothing, save the conquering and study of magik in the name of his newfound god, Wee Jas.

Meanwhile, in the Baklunish lands, Razic'Jewel's brother, Zik'Akim, also was attaining magikal might at nearly the same pace. In his new home amongst minor nobles in the Baklunish lands, Zik'Akim was also learning the etiquette and mannerisms expected of position amongst his people. He was growing to be a man of truth and honor. A man devoted to Rao, he also spent much of his time with powerful members of the church learning their arcane ways as well.

Not much later, the Suliose and Baklunish peoples fell out of favor of one another. Major power struggles and battles of both steel and arcane ways fell about the lands.

With the distraction of the wars, Razic was finding it hard to study. Many times, he would come upon the verge of an arcanic break-through only to be thwarted by the wars and forced to move his operations elsewhere. He blamed the people of the Baklunish lands and in his heart, held the whole of them in contempt for his failures.

It is also at this time that Zik'Akim learned of his father's death at his brother's hands. This coupled with the growing hatred of the Suliose people due to the wars did not sit well with him. He vowed to destroy his brother, Razic'Jewel.

-422 CY, The Twin Cataclysms: Razic had never seen such power! His attention immediately shifted to the acclimation of these magiks. He stayed in the lands for this purpose even as most of the Suliose people fled east across the Hellfurnaces.

Zik'Akim knew he must enter the Suliose lands and find his brother before he fled the lands as most Suliose people were doing. This may be his only opportunity, he thought, and so he forged on, into Suliose soil.

It didn't take long before Zik'Akim tracked down Razic'Jewel. Razic was well renown for being one of the most powerful mages amongst his people,

albeit an evil and shrewd one.

When they first met, Razic knew the reunion wasn't for mending nor recollection and he struck Zik'Akim preemptively with some minor magiks, seeking to lame his enemy brother. Zik'Akim quickly regained his composure and struck back, but without restraint. The battle continued for only a few moments and Razic realized he was under prepared for his brother's onslaught and must flee or risk his life.

-400 CY, Follow the Herd: Razic found himself amongst a group of Suel that, through many hardships found themselves pushing south, finally settling upon the Tilvanot Peninsula where an already established group of their kin had settled some years before.

After sometime this group established a highly organized society built on the sweat and blood of slavery and maintained by fear and power. The organization established itself as the Brotherhood of the Scarlet Sign (now known as the Scarlet Brotherhood.) This suited Razic quite well and although he declined many offers for a seat of power, opting instead to pursue more magikal might, he did have a hand in a number of political decisions.

However, a time came when the Brotherhood set their long term goal as domination of the Flanaess through espionage, assassination, and economic manipulation. The organization developed training and conditioning programs aimed at these means and set upon a timeframe to unfold their masterful plans of conquest and control that would span a patient number of centuries.

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organization suit him and so Razic once again found himself on the move...

-350 CY: Razic'Jewel appeared in a small village of the Cruskii (Ice Barbarian) people along the Solnor Ocean and on the northeastern corner of the Rhizia, near the Sablewood, Valkemf.

Razic appeared young again, perhaps 20? His garb and mannerisms were foreign to the peoples of Valkemf and he was looked upon with much suspicion. Magics were rare amongst these lands and Razic soon found himself thinking he had made an erred decision to settle in these lands, amongst such primitive and grotesque people. How could pure Suloise blood refrain from evolutionary advancements such as those in other areas of the Flanaess, he wondered.

The ruler of these people, also named Valkemf, allowed an audience with Razic'Jewel. Valkemf learned of Razic's desire to acquire magics and shared with him, knowledge of a land across the waters of the Solnor. He described a place of giants and volcanoes, of elven mages and rivers

of fire, a place where magic seemed one with the land. He described Fireland.

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The Discovery of the Isle

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This isle, he thought, would be an ideal place away from the rest of the world to further his magical knowledge. He had realized that unlike the fire giants of this isle, the elves here weren't exactly "native," in a literal sense. Razic'Jewel deduced the elves are refugees, a large group that sailed from the eastern lands of the Flanaess, fleeing Aerdry incursion.

It was not long before Razic'Jewel suppressed the elves into hiding, others into slavery, and the giants into his realm of control. He had effectively conquered the isle in a matter of months and quickly set up a political structure and military on the isle and also introduced his giants to civilized ways. He named his isle "Scar."

Scar became a place on Oerth like no other. A language developed, a mesh between the Suloise words brought by the company bringing Razic'Jewel to scar, his own Baklunish roots dialect, and that of the Fire Giants and even a hint of the Olven native languages of Scar. As languages meshed, so to did the peoples of Scar. Human mated with elf and human mated with giant.

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Razic introduced mining to the giants and soon rubies, fire agates, silver, and other metallic ores were being unearthed in gigantic proportions.

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Life among the isle was one of magical brilliance, rigorous labor, and wealth for most of the populace. But for the elves, Razic'Jewel had burned down the forest they had called home and they were forced to either serve him, or flee below ground where a sizeable elf city now lay; a city whose sole purpose is to defeat Razic'Jewel and his army of giants and efreeti.

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Razic Jewel

Demipower, devoted to Wee Jas

Razic Jewel managed to subvert the greater part of the Scar's devotion to that of Wee Jas during his rule of the isle, but since his passing a large fraction of the Human and Fire Giant population has taken to worshipping him.

In essence, the culmination of Razic's achievements has elevated him to a limited status of hero-god in the lowest form possible, perhaps officially a lesser quasi-deity. Razic does not wish this and so he does not allow his following incantations or boons even though he is capable of granting spells.

Instead, Razic desires the Isle's population to devote their worship to his mistress, Wee Jas. Razic rarely manifests, though when he does he denounces this heretic worship and demand the populace return their attention to the Lady of Fire (Wee Jas.) Unfortunately, these occurrences and sightings only serve to strengthen the idea that faith and worship to Razic Jewel is an imperative ideal.

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FOLLOW THE HERD

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NEW LANGUAGE: SCARDHISH

The language of Scar is a mixture of (in order) Suloise, Fire Giant, Baklunish, Ignan, and a hint of Archaic Elvish, neither of which is much more prominent than the other as a standalone language. No single language will be spoken in its entirety by any of Scar's inhabitants with the exception of the Efreeti whom all understand the original and intact language of their race.

Keeping this in consideration anyone attempting to converse with the natives will understand roughly 20% per language known of the five majorly spoken in Scar's mixture of dialects and native tongues. Even so, if all five languages are known, even fluently, it isn't entirely easy for one to comprehend the garbled language completely.

This phenomenon is highly visible by the different names of locations and the names of the people amongst the isle.

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POLITICS

Currently, Lord Zek'Ashil, Efreeti Noble rules Scar with an efficiency that rivals that of Razic's, as it should

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be, considering Zek'Ashil was one of Razic'Jewel's primary Liegehands.

Zek'Ashil has placed many Fire Giants in positions high within the totalitarian ranks of the Isle to distance himself from other Efreeti that may serve to dethrone him, given their level of intelligence and tendency to conspire.

MILITARY

The military of the isle is highly regimented and despite the low amount of foreign traffic the isle receives, the entire perimeter and main routes of the isle are patrolled frequently.

The major cities of Scar are ruled by martial law and generally their care is left up to those holding the rank of sergeant with their corporals being delegated watch over miniscule operations such as mining, policing the city, and defense against (wild) reptilian rampages.

The various clans of Scar mostly control the land lying outside city walls. Although Scar's major routes and fairways are considered militarily owned and operated (and tolled), the rest of the plains are conceded to the clans to rule as they see fit.

Most of the military is stationed at Fireheim incase any Efreeti sect from the City of Brass (in the Plane of Elemental Fire) beyond the Portal of Fire should set their sights on more than just trade compacts with Scar.

Occasional scouting groups of efreet or fire drake riders can be seen flying overhead and one such group always accompanies any mining shipments from one city to the next.

RESOURCES AND TRADE

Scar is an abundance of mineral, gem, jewel, and ore deposits. Silver, Fire Agates, Rubies, Obsidian, Iron Ore, Sulfur, & Basalt are all mined in vast quantities around the isle.

Most of Scar's mining is provided by the slave labor of elves, with the humans and fire giants carrying out the less laborious tasks involved in such projects. Giant lizards and other

reptiles fill in the roles one would find oxen and horses carrying out among the lands of the Flanaess.

The vast wealth of these materials is most evident in the structures and garment adornments among the isle. Structures around the city are literally built of these materials and daily garments are encrusted with gems and jewels.

Through various trade compacts secured by Razic with the Sultan of Brass (in the City of Brass), merchants from Scar are allowed to litter the City of Brass markets catering to a variety of planar and prime traders that visit the prosperous city.

GEOGRAPHY

SHELF OF IZIK'STAIR

The shelf is the only inhabitable land outside the mountain range rims encircling Scar. It is not entirely easy to reach the mainland of the shelf, as dangerous barnacle reefs that larger oceanic creatures call home surround it.

There is a small mountain pass (S: 24) behind the city of Mikel (T: 25, which lies on the shelf) leading to the mainland, but it is heavily guarded and foreigners are not allowed to transverse it.

The mines (S: 25) here produce fire agates and a limited amount of iron ore and are nearly exhausted, thus making the shelf the safest place for foreigners due to the low amount of military patrols and guard posts.

THE BREAKER PENINSULA

Many wrecked ships can be seen amongst this area's shallow waters. Mostly unwelcome vessels struck down by Razic himself.

Besides the Shelf of Izik'Stair, the Breaker is the only manageable place for a vessel to "dock." Rocky ranges of mountains that are for the most part, unscaleable, encompass the rest of the isle.

For the most part the Peninsula is largely uninhabited save for various wild beasts although the Goreik Valley (F: 17) is constantly patrolled by large military companies.

THE PLAINS OF SCAR

Common ground on the isle is primarily soot and hardened, molten rock, which can actually be found to be quite a comfortable surface for long treks by foot. The ground is generally charcoal black in coloration and warm to the touch. A broad scan of the land creates the illusion of brown spots, similar to the clouds in the sky.

The plains outlining Zear'Ak Lake tend to be even softer consisting of a top soil primarily made up of sulfur residue and ash. Scar's natives know well to keep their mind on their feet or fall prey to the black mouths, their interpretation for Scar's version of quicksand.

THE BLACKWOOD

Before the coming of Razic'Jewel this beautiful forest was inhabited by the elves of Scar and few elven settlements lied within its borders.

Shortly after Razic arrived, he destroyed the forest, reducing it to a vast sea of charred trunks and sooty soil. The elvish settlements were reduced to rubble and now lie in ruin.

Few beasts navigate its depths, albeit dangerous ones. Fire ankhegs, giant beetles, swarms of insects, few troll dens, and minor patches of living plants are among its wild inhabitants.

The elves here live in suppression, forced under oerth by periodical efreeti and fire giant raids known as Elven Slaughter Patrols. They now have constructed an impressive underground city, Olvenhaus (H: 12). This city is the elves' greatest secret and has gone on, undetected by Zek'Ashil's minions thus far. Captured elves would die before revealing its location.

No'Ea Hills

The eastern range of these hills is an extremely dangerous place to find one's self. The isle's populaces avoid the hills for the most part, as the area is prone to frequent and deadly rockslides.

Many Scouting patrols fell to avalanches and rock slides here in attempts to decipher where the elves

have retreated.

The northern stretch of the hills is home to the Fire Olive Pass, a route between the eastern settlements of the isle to the Portal of Fire. For the most part, traffic here is merchant activity traveling to or back from the City of Brass.

Dead elves roped to large wooden spikes (stakes) line either side of the pass giving warning to any elven groups wishing to cross the pass into the northwest. So far, this deterrent has proven effective and Zek'Ashil has managed to keep the elves confined to the eastern side of the isle.

THE OUTER CIRCLE

Lining the perimeter of the isle are mountain ranges that are considerably thin when compared to their height. Even the lower ranges of these mountains pierce the cloud line. It is unknown what, if any denizens, dwell in these ranges. The isle's populace simply has no reason to inhabit or scout them.

ZEAR'AK LAKE

This lake is entirely made up of Molten Lava. It is kept this way by crevasses deep within it's depths. Creatures being submerged in the Lake are obviously instantly incinerated.

Occasional the three volcanic peaks about the Lake erupt on their own geological time intervals swelling the Lake over its capacity, giving rise to the River of Za, which the molten lava travels down before depositing into the Breaker Bay (I: 19). It is for this reason that the water along the Breaker Peninsula is so shallow.

The three peaks listed below are the sources of volcanic activity among the isle. When an eruption occurs it is not uncommon for another or even both of the other two mounts to erupt as well, along with tremors rumbling about in the No'Ea Hills.

Mount Shalim (O: 17)

Mount Ekal'Abir (O: 14)

Mount Zek'akar (L: 14)

Razic once invoked eruptions from the three peaks so these events are considered grand among the isle's

line. It is unknown what, if any denizens, dwell in these ranges. The isle's populace simply has no reason to inhabit or scout them.

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Mount Shalim (O: 17)

Mount Ekal'Abir (O: 14)

Mount Zek'akar (L: 14)

Razic once invoked eruptions from the three peaks so these events are considered grand among the isle's populace and all the isle's inhabitants will break away from their daily lives, flocking to the Zear'Ak Lake to witness the grand occurrence. Most humans however, do not attend as they are prone to the effects of fallout.

SETTLEMENTS

FLAMENOIR

Hex location: (S: 18)

Flamenoir is an extremely hot city and is home to much of the efreeti on the Isle. All through the streets there are large crevasses open in the oerth filled with fire and molten rock.

Flamenoir has some of the more productive mines of the isle netting nearly 80% of the Isle's gem productivity.

SHAR'IKSTEIN

Hex location: (P: 22)

This settlement produces Scar's metallic wealth of silver and iron ore and acts as a semi-fort and central headquarters for the military of the western isle, although military presence here is light. Activity is primarily limited to message passage and commands en route to Mikel and Fort Goreik.

Also, of note is the enormous presence of the Cult of Jewel in Shar'Ikstein, a fanatical organization devoted to the worship of Razic.

FORT GOREIK

Hex location: (I: 17)

This fort, built under Razic's command himself was constructed to serve 3 major purposes.

1. Primary fallback point should the Efreeti of Brass breach the portal with an eye on conquering Scar.

2. The southern hold to suppress the elves and keep them holed up in the Blackwood.

3. A buffer and (un)welcome station for guests docking along the Breaker Peninsula

Goreik is heavily manned with military, second only to Fireheim and it shows by the amount of activity around it.

HOERN

Hex location: (F: 8)

Hoern is actually a military outpost under guise as a mining operation with the primary objective to route out and slay the elves of Scar.

FIREHEIM

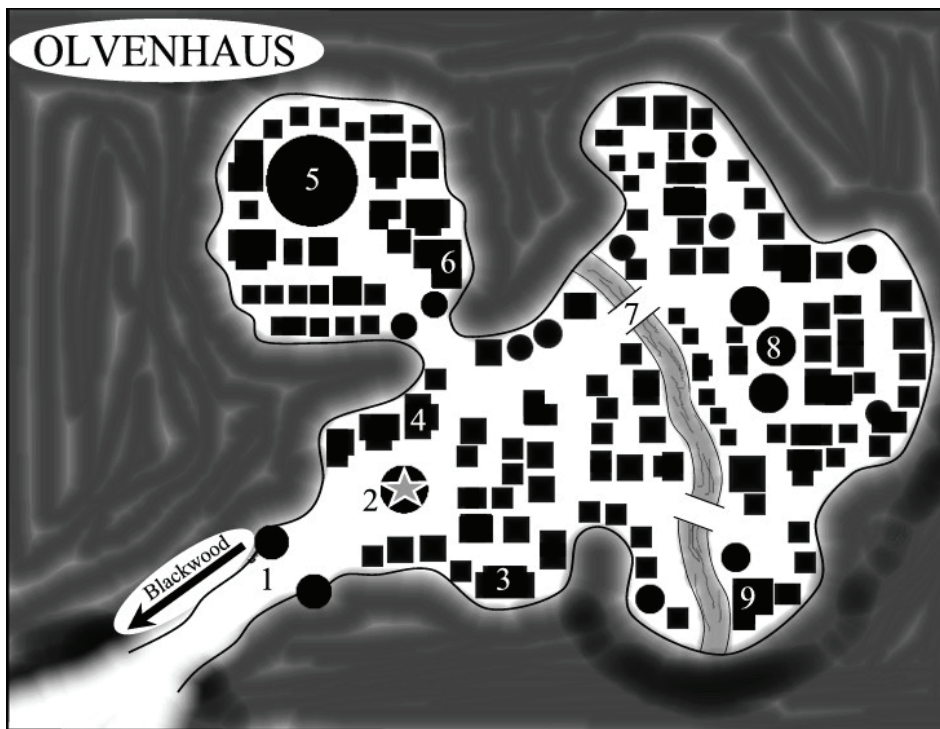
Hex location: (Q: 13)

This city is the capital of Scar and Lord Zek'Ashil rules from here.

Fireheim is also the main center of trade organization. Most of the inter-isle trade occurs here or is organized here for trade in the City of Brass.

The military presence here is the strongest on the isle and consists heavily of efreeti aerial squads.

Furthermore, Fireheim serves as the host for Scar's two primary holy days, Razic Dawn and Jewel Dusk. (Explained in the NPC section under Zek'Ashir)



JEWELSPIKE

Hex location: (M: 16)

The ancient fortress of Razic himself, Jewelspike is heavily avoided for the populace of Scar fears it, as they did their master when he ruled the land.

Peering out at it from the outer shores of Zear'Ak Lake, Jewelspike is a giant spire of fire agate, ruby, and obsidian.

Razic's ruby golems and other deadly magical contraptions still stand guard here with the sole purpose to protect their dead master's treasures.

OLVENHAUS

Hex location: (H: 12) (unknown to all but the elves)

Olvenhaus is a huge underground network that spans the entire underoerth of the Blackwood.

The suppressed elves dwelling here now number only in the hundreds as many died in Razic's arrival and many more in constructing this underground settlement. The elves, not being of a subterranean origin, ran into many structural setbacks including cave-ins and underground lava flows. The extreme heat alone was responsible for many deaths.

Presently, through various

streambeds tapping into the city, it is of a comfortable temperature, much more pleasant than that above ground.

The elves here have adapted to lives restricted to the underoerth and the meager resources of the burnt Blackwood.

Outsiders would be more than welcome and given any aid the elves could offer. Their primary goal is to get off the isle and their leadership's daily thoughts are always centered to that end.

THE PORTAL OF FIRE

Hex location: (Q: 12)

The portal is actually a gigantic 80' foot tall obsidian archway completely engulfed in flames. An orange hue emitting a constant bellowing roar fills it's confines. Passing through the portal one finds himself not far out from the City of Brass, enveloped in the grand view of the legendary city.

The portal is surrounded by a sizeable outpost manned by not less than a hundred in count of Zek'Ashir's finest militants led by Goreik III, Zek'Ashir's direct liege hand.

VILLAGES

Among the plains of Scar are numerous settlements that various

clans of humans and giants call home. It is not uncommon for any given clan to consist of both human and giant alike. Although most of the efreeti live among the major cities, there are collections of them living in the outlands, however infrequent they are.

These settlements usually consist of not more than 50-100 clansmen in count, and are for the most part, loyal to Zek'Ashil.

MAJOR PERSONALITIES OF SCAR

Lastelle, Widow of Razic

(CG; female high elf wizard 5/cleric 5 of Ehlonna/arcane hierophant 7)

Once Razic had secured his rule over Scar and established a place of power amongst the Nobility of Brass (The City of) he sought about a union to bring him a son in which he could mold in the image of himself and bear the obligations of heir to his ruby throne.

He was always fond of his chamber maid Lastelle, and although he despised the thought of the half-breed son such a union would bring him, he despised the thought of mating with one of the barbaric women of Suel decent that had accompanied him on his voyage across the Solnor even more so.

Firm in his decision, he took Lastelle under his mentorship and showed her the ways of magic as well as commanding her to devote herself to Wee Jas. She flourished under his tutorship, but Razic was never satisfied with her progress. He verbally abused her for what he deemed failure and her success. He exploited any of her arcane shortcomings to this end.

The day finally came when Lastelle was to grant Razic his first born. Razic's generals and even nobles from the City of Brass came to attend the event. When Lastelle bore Razic a female, he immediately grew furious with what he considered the ultimate embarrassment. He evoked eruptions from the peaks surrounding Lake Zear'Ak and cast his daughter off a

balcony into the molten depths of the lake surrounding Jewelspike.

Fearing Razic would harm her (something he could never bring himself to do, despite popular belief), Lastelle fled to the Blackwood amongst her elven kin.

Razic commanded elven slaughter patrols to be doubled and his wife found. He died without ever seeing her again...

Amongst the elves, Lastelle found herself in an interesting position of power having firsthand knowledge of Scar from within the mind of Razic. Successful raids were unleashed upon inter-isle supply shipments and Razic's elven slaughter patrols were more easily avoided with her knowledge. In time, Lastelle grew to lead the elves as she climbed the ranks of their hierarchy alone and now sits as head of the Elven High Council.

Presently, Lastelle has grown to be quite old and is finding herself in her final years. Her kind, but insightful rule has allowed the elves to endure the misery weaved into their lifestyle upon Scar.



Lastelle, Widow of Razic

Although the elves of the Blackwood lay praise to Ehlonna and Lastelle has since converted to that worship, she still finds herself speaking to Wee Jas in times of despair. Wee Jas touched her once in a time before her fall out with Razic and the blessing can still be felt from time to time.

Despite her old age, Lastelle is still quite beautiful. Her wise, emerald eyes glisten in light and not even silk could evoke the sensation her white, flowing hair portrays. Her golden threaded, (a substance brought over by the elven ancestors on their voyage to Scar) white gown is crested with the only living (oak) leaf on the isle and is kept that way by her magics.

Should foreigners be fortunate enough to be granted audience with her, they will find themselves in a very hospitable environment. Provided they can supply the elves with any hope of contact with the world outside of Scar, the elves will allow foreigners free reign among their populace.

Lastelle's primary concern will be to have a small group (perhaps 3-5) among her ranks be escorted by foreigners back to the Flanaess at which time her representation will contact the elves of the Flanaess' eastern forests for aid. This effort would most likely prove to be fruitless given the elven situation among the Flanaess, especially for the elves among the Grandwood and the Adri forests.

Freydmere Fireleaf, Lieutenant Commander

(CG; female high elf fighter 15)

Freydmere is in charge of the smallish Elven Army of the Blackwood. He has been commissioned with the tasks of recovering the dead littering the Fire Olve Pass, eliminating the elven slaughter patrols, and successfully raiding Scar supply shipments.

There are others holding ranks above Freydmere by the Elven military standards, but they are in place mostly to head up domestic issues and act only as liaisons between the Elven High Council and

Freydmere, himself.

Freydmere is exacting and very precise in his military executions. Failure is not in his vocabulary and his primary personal goal is to rid Scar of his nemesis, Tobin Maskue whom leads the elven slaughter patrols. They had met once in which resulted in a deep scar adorning Freydmere's left cheek.

Foreigners secured by Freydmere are turned over to the Elven High Council to be decided upon.

Eldara Flamewhisper, Druidess Wanderer

(NG; female wild elf druid 15)

Eldara wanders the plains of Scar amongst the reptilian wildlife as one with the ashen land.

She has shunned the confines of life below with her kin in the Blackwood and has managed to live peacefully in the plains having easily avoided the elven slaughter patrols and other dangers present in Scar's untamed environment.

Scar speaks with her and it is only her that knows the secrets infused



Freydmere Fireleaf, Lieutenant Commander

within the isle. She knows that the coming of Razic is true and that the secret to the event lies within Jewelspike.

Foreigners to the isle will most certainly be watched by Eldara until she can at least ascertain their intentions on the isle. Although the isle is unkind to her kin, it is still her home. If necessary, Eldara will meet foreigners and lead them safely from one point to another, but she will detour them from travelling to Jewelspike at all costs knowing full well, adventurers could lead to the destruction of the isle (and her people) should they unravel the secrets of Jewelspike.

Abdulach Kalim, the Ferryman

On the southern shores of Zear'Ak Lake where the Lake meets Goreik's Pass there is a ferry that takes anyone bold enough across to Jewelspike. It is an old and hardly sane Efreet, Abdulach Kalim, with one hand who mans it with his 8 person flying carpet.

Abdulach's Price: A Story about an Oerthly creature he has never heard of. (He certainly hasn't been exposed to much of Oerth's inhabitants having spent his entire life upon Scar or in the Elemental Plane of Fire.)

Abdulach was once a general of Razic and after his master's death he was cast out of the military by Zek'Ashil due to the new ruler's jealousy of the favor Razic had shown Abdulach over himself.

Abdulach then found himself wandering the City of Brass as a social outcast. He was caught thieving from an esteemed merchant in the Brass Marketplace and handed over to Brass authorities. They say he lost his mind when he was maliciously tortured for information regarding Scar and took his hand as the usual Brass punishment for thievery.

These days Abdulach mans his rarely commissioned ferry, attempting to barter his meager

trinkets for other's valuables as he carries on babbling about the coming of Razic and the destruction of Scar.

Lord Zek'Ashil, Efreeti Noble and Supreme Ruler of Scar

Zek'Ashil is quite mysterious for the popularity he receives from the isle's populace which is rather surprising given that he forever rules in the shadow of Razic's Jewel. Not much is known of him and only those in the highest of Scar's military ranks or belonging to high orders of Nobility from the City of Brass are ever granted audience with him.

In his first move of political importance, he declared both the dates of Razic's arrival and Razic's death has yearly holidays, known as Razic's Dawn (Reaping 8th) and Jewel's Dusk (Sunsebb 19th) respectively. It is during these two remembrances that Zek'Ashil exposes himself to the public whilst coordinating events for these two occasions which usually include gladiatorial combat since Razic was quite fond of similar events.

Secondly, he used his political leverage of his position over Scar to elevate the status of his noble family residing in the City of Brass which, in turn, removed most of the possibility of a Brass invasion ever happening which had not been the case shortly after Razic had passed on. He keeps this fact a secret from Scar's inhabitants, as the possible threat of invasion keeps them loyal to him and his military and he fears that with Scar's society being structured in this manner for such a long time that any change in this ideal would threaten to unravel the flow of Scar's revolving society and economy.

There was a time when Zek'Ashil's position as supreme ruler was threatened by other efreet in the ranks, so Zek'Ashil blatantly had them removed from the military and put fire giants and humans in their place to better space himself from those who could have served to overthrow him. However, these actions had

an unforeseen boon attached to them. Seeing giants and humans in positions of power had gained him favor in the eyes of those two races which had (for so long) been held to inferior ranks and positions of power by Razic.

Tobin Maskue, Fire Giant Commander of the Elven Slaughter Patrols

(LE; male fire giant fighter 8)

Tobin is regarded as the most evil and feared inhabitant of the isle, even more so than the untamed reptiles dominating Scar's less populated areas. This reputation has legitimately been earned, as it is he who littered the Fire Olve Pass with the dead prey of his patrols.

Tobin's primary headquarters lie within the city-fortress of Hoern but lately his patrols have been lightened and many of his men have been re-stationed to a newly created, but small outpost on the mountain range bordering the eastern side of Lake Zear'Ak. Disregarding, Zek'Ashil's direct orders, Tobin is mounting a project which will create a valley in the current natural barrier protecting the Blackwood from the fall out of Mount Zek'Akar's eruptions, thus flooding the Blackwood with molten Lava the next time Mount Zek'Akar erupts.

In truth, Tobin is feigning this maneuver in the hopes that it will draw a sizeable force of elves out of the Blackwood in an attempt to stop him.

Goreik the III, Portal Company Commander

(LE; male fire giant fighter 15)

Goreik is so named after a long line of Goreik's most famous of which was chieftain of the first fire giant tribe that met Razic upon his arrival. Chief Goreik had challenged Razic to an honorable duel with the power over his tribe at stake. Goreik met a quick but honorable death and Razic, having held high regard of Goreik, named his first fortress after the late chieftain. Razic also decreed that his family line shall forever hold a high

place of power in his kingdom.

So, even to this day, the sole lineage of Goreik's, Goreik the III presides over the military company commissioned with guarding the Portal of Fire.

Not having seen trouble since his ascension to company commander, Goreik is one for long nights of fire ale and lady giants. Although he is a formidable officer and warrior, he delegates all of his duties and obligations to his 2nd in command, Captain Strongheim (LE F12) whom is a famous human resident of Scar having bested many a man and giant in the gladiatorial games of Razic's Dawn.

Fez'Ryik the Gatekeeper

(LN; male human wizard 9)

Fez'Ryik is a human scholar whom attended many educational facilities in the City of Brass before the study of the Portal of Fire had consumed him.

His inquisitive nature has brought about some elaborate (but not farfetched) theories on the portals origins and secrets. It is Zek'Ashir's hope that Fez'Ryik can learn how to command the portal to open and close at his will which would weigh in heavily on his political leverage within the City of Brass since the city now uses Scar as its primary route to the Prime Material. This would allow Zek'Ashir to toll their passage in return for the tariffs placed on Scar goods traded in Brass markets.

So it is with overbearing fervor that Fez'Ryik examines and studies the portal. He believes more secrets could be revealed if he could only study notes and articles of Razic's within the confines of Jewelspike, but Zek'Ashir forbids anyone to enter Razic's sacred tower, even if it means the portal will forever remain open.

Fez'Ryik is sympathetic to foreigners and anyone seeking to breach the portal and delve into the Elemental Plane of Fire without dealing with Goreik's men, would do well to secretly contact him.

Ssissear, Bearer of Fire

(LE; male noble fire salamander cleric 5 of Wee Jas)

Ssissear is a fire salamander and primary voice of Scar's hierarchy devoted to Wee Jas. His faithful input is highly regarded by Zek'Ashil, whom considers the role of Wee Jas of utmost importance to Scar and its populace. Furthermore, donations to the clergy of Wee Jas bury right into Zek'Ashil's coffers further keeping his eyes on Ssissear's operations.

Ssissear is the only salamander on the isle, as Scar is environmentally very cold to their kind. They are most comfortable in temperatures five times that of Scar's clime (about 500 degrees F) and so Ssissear often keep heatstones and fires blazing about in his chambers, leaving the comfort of its confines only for short periods to conduct church related affairs.

Tollmaster Hu'Kirzik

(LE; Male human rogue 15)

Hu'Kirzik is a human commissioned with the management, staffing, and maintenance of the Scar toll ways littered about the main fairways and routes of the isle. The tolls are strategically placed so as to exact the most amount of coin possible from the clans and other non-military travelers of the isle.

These tolls, which are relatively cheap considering, make up a fair amount of Zek'Ashil's income which he uses to man his military and fund events.

Hu'Kirzik runs a tight organization and has a keen eye for coin, but his mathematical skills are abit lacking so he will often times seek the aid of Gatekeeper Fez'Ryik when his monthly reports are due.

Ijarzhuk, Fanatical Leader of the Jewel Cult

(LE; male human cleric 12 of Razic'Jewel)

Ijarzhuk is a human religious fanatic from Shar'Ikstein entirely devoted to the worship of Razic. After years of study in regards to Razic'Jewel he became enveloped in the mystery of Razic's power and how he came from

a far away land to conquer Scar.

Considering Razic's affinity for fire magics and his magic's relation to ruby gems as conduits, Ijarzhuk took his own eyes and replaced them with rubies cut in a similar shape before proceeding with lighting himself ablaze resulting in full body scars which he covers by wearing a simple white stretch of reptilian hide wrapped about himself. He also carries a staff with a flaming tear carved about its top, the (new) symbol of Razic'Jewel. The symbol has also been tattooed onto the scar tissue atop his hairless head.

The people of Shar'Ikstein took notice to these happenings and soon after giant and human alike flocked to Ijarzhuk to follow him in praise of Razic'Jewel.

Ijarzhuk's Cult of Jewel now numbers in the high hundreds and its blasphemous worship and infestation of Shar'Ikstein is tolerated by Zek'Ashil only because he knows that it would take too much of his army's already widespread resources to suppress their fanaticism. With the cult at its current size, it simply is no longer worth the effort to try. Word within Fireheim's palace is that many are calling for Ijarzhuk to be placed in a deciding seat next to Zek'Ashir's throne.

Joining the Cult of Jewel would really open up Scar's interior for any foreigners and make many resources readily available.

Urzakar, Leader of the Sek'Darq Clan

(LE; male human barbarian 14)

Urzakar is the human leader of the Sek'Darq clan which claims an area about 20 square miles south of Flamenoir and west of Mount Shalim. Being native born to Scar it is uncanny that his appearances much resembles the Cruskii of the Thillronian, with his long, braided white hair and barbaric disposition.

His shield arm was maimed in the gladiatorial events of Razic's Dawn and he assuredly will lose his place as chief of the Sek'Darq when the next

challenger presents himself. This plays well for the giants of the tribe who have been ever-waiting for one of their own kin to claim leadership within the clan. It is for this reason that Urzakar seeks a champion to fight in his stead (which is customarily allowed), however, all such prospects have been "mysteriously" disposed of in the dark of night. Urzakar will most definitely seek to coerce any human foreigner of battle worthiness to take upon the position as his champion.

Bechmodan, Leader of the Tresmire Clan

(LE; male efreeti rogue 4)

Bechmodan is the efreet leader of the Tresmire clan, which populates the southern expanse of the No'Ea Hills, just east of the Blackwood.

The Tresmire carry a well-kept secret; they have befriended Scar's elves and supply them with weapons to more easily arm themselves against Tobin's slaughter patrols.

Years ago, when Tobin first took command of the slaughter patrols his personal compliment and himself came upon the Tresmire settlement and made obnoxiously made themselves at home, relieving the Tresmire of much of their food storage, weapons, and building materials. This went on for weeks and when Tobin and his brutes finally left the Tresmire council decided unanimously that supplying the elves would keep Tobin too busy to bother with their settlement and that these actions would serve as indirect revenge upon the former unwelcome guests.

Tobin is quite aware of these events however, as he has planted a spy amongst the Tresmire (and within most of the larger clans of Scar). He plans to turn these acts against them by way of totalitarian commission. It is his aim to convince Zek'Ashil that the Tresmire need be commissioned to supply his slaughter patrols with weapons in similar quantities as they supply the elves. If (and when) they cannot meet the demands placed on

them (or suffer cutting off supplies to the elves) their land will be considered forfeit and the Tresmire moved into the cities, by military force if needs be.

Studgarde, Man of Men

(CN; male human rogue 10/ fighter 8)

Studgarde is the leader of a roaming clan (group really) of humans calling themselves "Men of Men." Their chaotic ways are ill fit amongst the highly lawful (albeit evil) society of Scar, so they have congregated together as individuals and roam the isle as a mercenary band. Seeking Tobin's bounty for an elven captive one day and barricading a slaughter patrols path for elven goods the next.

This group considers days of riding and nights of song and dance the way life is intended to be. Their best friends are ale, riding steeds and games of chance which often settle their disputes. They once caught one of Tobin's spies amongst their count and hung him up by his feet to hang along the Fire Olive Pass.

Foreigners are quite welcome among the "Men of Men", as long as they are accompanied by a festive spirit and a toothless grin.

Mizbonelaic

Young Adult Red Dragon

Mizbonelaic dwells in his lair on an isle not far from Scar. He knows much about the Flanaess, and has visited Hepmonaland, the Spindrifts, and even Rel Astra a number of times. It is he who met with Lord Drax the Invulnerable and sparked Drax's interest in the wealth of Fireland.

Mizbonelaic finds Scar intriguing and often visits its cities in the guise of a human or feeds upon the prey of Scar's wildlife. His favorite past time is festive nights amongst the Men of Men where he finds himself quite entertained. He has also had many run-ins with Tobin's patrols, but efforts to slay him have been fruitless which is no surprise given the cunning and cleverness Mizbonelaic possesses.

Mizbonelaic finds foreigners to Scar

intriguing and will most certainly try to converse with them. How he decides to interact with them further is left entirely up to his whims.

ADVENTURE HOOKS WITHIN SCAR

STOWAWAYS: The PCs are in trouble with the Rel Astran law and are offered passage out of the city by some rogue runners for a hefty, but reasonable fee. Only they are put on board a vessel heading for Valkemf, a province of the Ice Barbarians, with a final destination of Scar.

SETTLERS HANDS: Drax the Invulnerable, Ruler of Rel Astra has spent a fair amount of gold in efforts to claim any one of Fireland's mineral, gem, and jewel heavy isles. He is looking for a team to head there with an Ice Barbarian convoy in his behalf to set up a settlement (which just happens to end up being an isle near Scar.)

RECONNAISSANCE: Lolgoff Bearhear, King of the Cruskii has received reports that Jarl Isgrmich of Valkemf has been involved in first hand dealings with Drax of Rel Astra. This does not bode well with him as Drax is hardly seen as an ally on any front. He wants the PCs to discern what they are up to and should a Jarl of his lands be found committing acts of treason there will be bloodshed.

HISTORICAL IMPORTANCE: An old Bakluni scholar is in the PC's neck of the woods. He claims an ancient relative of his (Zik'Akim, Razic's brother, in this case) left journal entries about his travels to slay his elder brother on an isle far to the east of the Flanaess. He is looking to hire on an adventuring group to aid him in traveling there himself with his eye on research and any treasure to be left to those who escort him.

LOST AT SEA: The PCs are sailing on the high sea (any number that could lead to Fireland) and get caught up in a storm destroying their ship. The storm's tides and current wash them up on the shores of Scar (preferably in different locations.) Now, they must uncover the secrets of this mysterious isle.

EXPLORER'S OF SCIENCE: Korund, a legendary Explorer from Ratik, still cares for some barbarian refugees hailing from Fireland that ported in Ratik in 590 CY after their exploration went sour due to some oceanic beasts. He has maps and the refugees may act as guides for adventurers willing to brave the journey.

POWER IS NEAR, BUT NOT HERE: The PCs run into a group of sturdy adventurers and one is donning an item of Razic'Jewel's creation. He displays the raw power imbued in the item and tells the PCs he received the item in a huge trade when adventure had brought their company to the Rhizia. He also gives the PCs a contact name of a tribal chief in the Ice Barbarian lands that will lead them off in the right direction.

RANDOM ENCOUNTERS

The random encounter charts are separated into 4 chapters dependent upon the terrain and/or area currently traveled with Ashen Plains, Hills & Mountains, The Blackwood, and City Realms making up the primary locations for random encounters.

Ashen Plains

The Ashen Plains consist of any areas of the Scar map depicted as a black hex.

Random encounters among the Ashen Plains should be checked once every hour with a 1 on a d6 indicating action. Should an encounter occur, roll a d20 and consult the following table.

D20 Encounter	
1-3	3d4 Fire Beetles
4-5	2d6 Giant Lizards
6-7	1d4 Fire Lizards
8-9	3d6 Pteranodons (Pterodactyls)
10-11	1d4 Giant Scorpions
12-13	2d4 Triceratops
14-15	1d6 Greater Basilisks
16	1 Bullette
17	1-2 Tyrannosaurus Rex
18	Band of local Clansmen
19	Slaughter Patrol
20	The Men of Men

Hills & Mountains

The Hills and Mountains consist of any areas of the Scar map depicted

by a mountain or hill hex including the entirety of the No'Ea Hills.

Random encounters among the Hills & Mountains should be checked once every hour with a 1 on a d6 indicating action. Should an encounter occur, roll a d20 and consult the following table.

D20 Encounter	
1-3	2d6 Giant Lizards
4-6	1d4 Fire Lizards
7-9	1d4 Giant Scorpions
10-11	3d6 Pteranodons (Pterodactyls)
12-13	2d4 Firedrakes (Dragonets)
14-15	2d4 Fire Mephits (Imps)
16-17	Band of local Clansmen
18	1d4 Galeb Duhr
19	Hydra
20	Elven Squad

The Blackwood

The Blackwood consists of any areas of the Scar map depicted by burnt tree hexes.

Random encounters among the Blackwood should be checked once every three hours with a 1 on a d6 indicating action. Should an encounter occur, roll a d20 and consult the following table.

D20 Encounter	
1-4	3d10 Stirges
5-8	2d6 Giant Lizards
8-11	1d4 Fire Lizards
12-14	1d4 Giant Scorpions
15-16	1-3 Giant Snakes
17-18	1d6 Giant Fire Toads
19	2d4 Hell Hounds
20	Elven Squad

City Realms

The City Realms are to be considered any area within 2 hexes surrounding Scar's major cities.

Random encounters among the City Realms should be checked once every hour with a 1-2 on a d6 indicating action. Should an encounter occur, roll a d20 and consult the following table.

D20 Encounter	
1-4	1d4 Fire Giant Civilians
5-7	1d4 Human Civilians
8-10	1d4 Efreeti Civilians
11-14	Scar Military Squad
15-16	Slaughter Patrol
17-18	Efreeti Aerial Patrol
19-20	1d4 Cultists of Jewel

CREATIONS OF RAZIC

All of the below items are to be considered lying within the ruins of Razic's tower, Jewelspike.

BREASTPLATE OF RAZIC'JEWEL

Minor artifact

Price priceless

Body Slot chest

Caster Level 17th

Aura: strong; (DC 22) abjuration, conjuration

Activation -

Weight: 20lbs.

DESCRIPTION

This silver and mithril composite features hard angles and curvatures encompass its surface, representing the wearer as having extreme physical conditioning. Each seam is fastened together by ruby rivets and across the crest, above the pectoral area, is a nice spreading display of ruby encrustation. The breastplate acts as a +4 light fortification fire resistance mithril breastplate and allows its wearer to regenerate as a ring of regeneration when worn. The breastplate conforms to each wearer granting them proficiency in wearing armor such that even common folk can make use of its powers.

LORE

Razic had the breastplate fashioned for the warmer climes within the City of Brass eventually deciding he should don armor to better present himself as the master of Scar's armies.

MASK OF RAZIC'JEWEL

Cursed minor artifact

Price priceless

Body Slot face/head

Caster Level 17th

Aura: strong; (DC 24) abjuration, divination, enchantment, evocation, necromancy

Activation swift

Weight: -

DESCRIPTION

This pewter mask resembles that of a skull with a harsh brow and two oval rubies inset around the eye sockets. A band of braided red silk and silver strands is attached to the outer backside

of the cheekbone areas, allowing the wearer to tie them around the backside of the head.

Tying the braids of the mask reveals the powers of the mask to its user. At which point, the mask adheres to the flesh of its wearer until either the character dies or through divine intervention.

Further, any non-worshipper of Wee Jas that dons the mask must make a successful Fortitude save DC 25 or die. Furthermore, this save must be made on the eve of donning each day. The ruby eyesockets glow when the mask activates. The mask has the following powers:

At will - darkvision, protection from chaos, see invisibility

3/day - comprehend languages, calm emotions, detect thoughts; (Drawback:

To use these powers the user must voluntarily fail a Willpower save DC 20 taking 1d8+5 points of damage from a *inflict light wounds* spell.)

2/day - discern lies, mind blank, zone of truth; (Drawback: These powers are usable at will but with each use the caster must make a successful Willpower save DC 26 or fall asleep as a hiss of sleep (Spell Compendium 114) spell.)

1/ day - hindsight (Spell Compendium 114) or foresight (These powers draw directly from Wee Jas herself, the wearer must make a successful Willpower save DC 30 or be struck in awe for 1 minute.

Further, using these powers ages the wearer 1 year. Furthermore, even if the wearer succeeds they must immediately take 1d6+1 days of complete bed rest. If the user refuses bed rest he must make a successful Willpower save or immediately go insane.

In addition, each day the wearer doesn't rest before he is fully recovered, he must make a successful Fortitude save DC 30 or gain a cumulative -1 to all actions, until such a time as the character receives negative levels equal to or above their current level. At which time, the character must make a successful Fortitude save DC 30 or die immediately.)

LORE

The ancient mask of Razic'Jewel was

crafted by his strongest magics and was blessed by Wee Jas during its creation.

Razic'Jewel constructed this mask in an attempt to use its power to see his future and he was successful. Ten days before his death, he invoked its magics, and had foreseen his ending by his brother's own hand. He knew this fate was inevitable, and he reluctantly embraced it. On the day of his vision's telling he sat upon his rubicite throne and awaited his brother's arrival. Razic'Akim came, just as his vision had foretold. Finally, he would sit beside his lady queen, Wee Jas.

STONE OF RAZIC'JEWEL

Minor artifact

Price priceless

Body Slot held

Caster Level 20th

Aura: strong; (DC 24) evocation

Activation -

Weight: 1lbs.

DESCRIPTION

This fist-sized ruby cut in a symmetrical diamond shape holds a ball of liquid silver covered with runes.

When held within the hand, the ruby pulsates with a semi-brilliant ruby glow in tune with the heartbeat of the wielder.

Any fire-based spell channeled through the stone grants the user a +2

bonus to defeat spell resistance.

The stone's power is elementally based on fire and any fire-based spells may be altered by the following feats: enlarge spell, empower spell, fortify spell (*Complete Arcane* 80), heighten spell, maximize spell, or widen spell. Using the stone to alter spells drains the users Strength by 1 point per level adjustment of the feat.

LORE

Once Razic'Jewel gained control of the island of Scar he delegated much of his duties and other miniscule tasks to his generals effectively relieving himself of the many monotones of rulership.

This allowed him to return back to his magical studies. His first project examined how, through raw materials of Oerth, he could harness and channel magical energies through such materials to harvest greater magical effects. The outcome of these theories resulted in *the stone of razic'jewel*.

RAZIC'JEWEL'S MANUAL OF RUBY GOLEMS

Price 50,000gp

Body Slot -

Caster Level 20th

Aura: strong; (DC 24) abjuration, conjuration, enchantment and transmutation

Activation full round

Weight: 5lbs.





DESCRIPTION

Ruby clasps protect the contents of this red dragonscale covered book. The fire salamander hide pages therein are inked in an admixture of finely ground igneous rocks and red dragons blood..

A golem manual contains information, incantations and magical power that help a character to craft a golem.

The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat during the construction of the golem, and grants the character an increase to her caster level for the purpose of crafting a golem. Any golem built using a golem manual does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The spells included in a golem manual

require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

The process requires 25,000 gold piece value of finely cut rubies, a vial of blood from any fire-breathing creature, a major alchemic laboratory and a fully-equipped smithy, as well as the proficiencies/skills to use said apparatuses. Without these, the attempt is a sure failure. From start to finish the creation requires three full months and at the very last instance of the creation as the animation process is to take place the Oerth's sun, Liga, must emit a solar flare to imbue the creature with life.

The book contains *delayed blast*

fireball, geas/quest, limited wish, magic jar, minor globe of invulnerability, polymorph any object. The reader may treat her caster level as four levels higher than normal for the purpose of crafting a ruby golem. The book supplies 9,000 XP for the creation of the ruby golem.

CONSTRUCTION

Prerequisites Craft Construct, *delayed blast fireball, geas/quest, limited wish, magic jar, minor globe of invulnerability, polymorph any object*, Craft (gemcutting), creator must be caster level 17th

Cost to Create 5,000gp + 9,500 XP

LORE

Razic had initially delved into the creation of magical constructs in his early days in what is now known as the Sea of Dust, dabbling in the creation of sand golems. Though he never was successful in those attempts, he did learn from his mistakes and once he reached Scar he found that rubies were a natural receptacle and acted as a much more superior conduit for his style of magic and affinity for fire based spells over sand.

Once he had tasted a measurable degree of success he disappeared into his fortress' laboratory for some time, set upon the scribing his formula and theories into three books. Each tome consisted of the highest quality of parchment and Razic scribed their magical texts with melted silver and encased their covers with the scaly hide of the fire basilisks native to Scar.

Within a month's time he had accomplished more with the plentiful rubies of Scar than he had with the sands of his homeland in a year's work. Not long after, Razic was accompanied by two of these hulking creations at all times, further cementing his position as master of Scar. Those that whispered revolt among the populace no longer had hope. Razic was here, and he was here for good.

Razic found that two of these servants were sufficient and so he hid away his third tome, in essence saving his recipe for a time when one of his creations may fall and he may have reason need for another.

Razic's Twist: Of course, Razic wouldn't let one of his greatest accomplishments lie around his fortress whilst the newly assimilated efreet from the City of Brass wander its halls. He did leave out one important detail about the construct's creation. In order to ensure obedience of the golem to its creator the golem's creation must also be infused with a scale from a creature who shares the last syllable in its surname with the creator. Razic used scales from a pair of brother cambions whose surnames were Kizlonaic. Without this very important piece of the whole, the golem will go berserk upon creation slaughtering every being in its wake, starting with its creator.

The Ruby Golem

(Due to varying editions, this description was kept very general)

Huge creature

SPECIAL ATTACKS AND FEATURES

Titan strength

2 attacks per round dealing 4d10+10 bludgeoning and piercing damage each.

Any fire-based spells deal no damage and instead heal the golem 1 hit point per die of damage and the golem is considered *hasted* on its next turn. (this would include damage from a flametongue weapon)

Fiery Orb: Once per turn a Ruby Golem can emit a fiery globe from itself extending out in a spherical shape 20ft. dealing 15d6 fire damage. (save for ½ damage) This requires no action on the golem's part and it may still carry out his full number of attacks per round.

SPECIAL DEFENSES

All standard construct traits, immune to magic (4th level and lower level spells), mind affecting spells and abilities, poison.

+4 competence bonus to saves vs. disintegration effects which, if successful, only reduce the golem by 10% of its total hit points and reduce the golem's attacks per round by 1.

Masterwork quality or magical weapon required to deal damage to the golem. regeneration (15 hit points per round if sunlight is present)

See invisible persons or objects

DESTRUCTION

Once destroyed the Ruby Golem breaks down into a pile of ruby dust worth much less than the original 1,000,000 GP value of finely cut rubies required in its construction.

ROBE OF RAZIC'JEWEL

Minor artifact

Price 200,000gp

Body Slot chest

Caster Level 17th

Aura: strong; (DC 24) abjuration, divination, transmutation

Activation move

Weight: 5lbs.

DESCRIPTION

This silver embroidered ruby-red nobleman's robe features a high collar with a ruby pin. The pin holds a matching dual-colored cape with a red inseam and silver backing that attaches to the shoulders of the robe via silver loop clamps.

The robe imbues the following properties unto its wearer:

+4 enhancement bonus to Strength

+5 insight bonus to AC,

+5 insight bonus to all saves,

fly 60ft.

resist planar qualities of the Elemental Plane of Fire, acts as a *ring of major fire resistance* and allows the wearer to *shapechange* (efreeti).

Using the *shapechange* power comes with a price however, as the user must make a successful Fortitude save DC 25 or fall unconscious from heat stroke for 1d6+4 hours and must rest for requires 3 days of complete bed rest to even perform the slightest of tasks.

LORE

On the northwest reaches of the Isle, Scar, Razic'Jewel uncovered a portal into the Elemental Plane of Fire. On the other side of the portal lay the fabled City of Brass. Razic'Jewel knew that he had stumbled upon an opportunity containing infinite potential to further his magical and political gains.

He immediately set himself to the construction of a robe, allowing him to be amongst the Efreet of the City of Brass and further his knowledge in their vast library. Once Razic'Jewel harnessed the knowledge of the Efreet, he devised ways to subvert a minor group of their

population into his service and under his rule back in the Prime Material on his isle.

Razic'Jewel would often times adorn the loops of the robe with silver leaves, reminiscent of oaks he had seen in his travels across the Flanaess. How he missed those wonderful creations of nature, nearly enough to regret burning down the single, elf infested woodland of Scar upon his arrival.

MAPS OF SCAR

All of the maps were created by boslok-the-elder. I would like to take this opportunity to thank both Boslok and Tedra for their dedication and hard work for this project that I unfortunately could not finish. Thank you.

- Abysslin

MAP BY TERRANCE HUNT AND
JEROLD LEMMA



SOLNOR OCEAN

BEYOND THE FLANAESS THE LAND OF BLINVIDR A GUIDE TO THE VEDA THE BIRD PEOPLE

By Heath Miller

Art by Stephanie Law



"I arrived on the beach, having waited offshore for a week, wondering if it was safe to approach. Previous ships had been greeted with arrows. However, the lure of trade was strong, and my creditors would not accept excuses for payment. We first saw the Veda when they lit a great fire on the beach on the 6th night. I took a dingy and went ashore alone.

Without preamble I was greeted in the common tounge by an attractive woman dressed in a woolen cloak and a silken dress. 'You are welcome here. I am you guide. I am to take you to meet the elders of our people at the Gulkeck. They represent the tribes, and speak for us.'

She waved me forward, informed and set off at a fast pace. We marched for an hour until I began to see signs of people. I soon found myself in a small village set in a copse of trees, with birds all about.

We traveled for a week, and as we moved, I saw there every manner of convenience; farms and towns of considerable size. These towns were not separate from the forests, as our cities, and not part of the forest, as the elves live. Rather, it is as if the Veda invite the forest and natural world into their homes, with trees often growing in the midst of a home or lodge. Birds and other animals often wander through the homes freely.

The entire land is mountainous, with numerous valleys, and volcanos glowing red against the sky. The air is warmed by springs of hot water bubbling up from the earth, the steam

keeping the valleys warm and green. Even when there is ice in the mountains and upon the beaches, the valleys are lush and fertile.

What I did not see is evidence of government as we know it in the North Kingdom. In our travels I talked with my guide of this and many things. Apparently, every person belongs to a family, every family to a tribe; here there are no outcasts, for everyone born to them is of the tribe and they are united by their ancestors and their totems.

The Gulkeck is a meeting place, where trade occurs and disputes are resolved. It is a great open pit; the Veda claim it to be the site of some ancient star fall. The ground is a level sheet of glass, and we entered by a glass tunnel going under a waterfall. We were taken upon our arrival, and presented to the Elders.

Who would have thought that there were so many Veda. There were over sixty patriarchs and matriarchs, one from each tribe; my guide claimed that the larger tribes had ten thousand warriors. Every elder wore tattoos on their cheeks and hands, with a myriad of symbols and patterns, the most common seemed to be that of a great tree. The women were dressed in colorful flowing gowns of silks; the men in short skirts of wool.

Around the perimeter were other glass tunnels that I can only assume that the tunnels were other exits. Next to each stood men and women, tattooed from head to toe, with symbols, arcane and divine. They bore

weapons, from sword and halberds to unusual two headed flails. They all wore the ornaments of their totems, teeth and feathers, scales and even eyes. They moved with at warrior's grace, but their tattoos and even their bodies seem endowed with power. These guardians lounged, some with animals and monsters by their side. One even had a Behir who laid its head in his lap.

As I stood before the Elders, they discussed my fate, but did so in our language not theirs, which puzzled me. Kertgen, the woman who had been our guide to this place, explained that they did so as a courtesy, so as not to offend my brother's or ancestor's. She also said that the chief elder, whose name is Mizra, was sister to the Dragon, as I was and they did not wish offend their sibling.

I was confused, until I remembered my tattoo. It was laughable; a boyish effort to conceal a horrible birthmark, and they thought I was 'brother to the Dragon.' Self conciously I stroked my neck, where the old tattoo peaked from under my collar.

Kertgen must have seen the confusion on my face. She laughed and whispered 'Mizra knows you do not understand the Brotherhood, but she and her clan have wanted to reopen trade for three centuries. If you work to her advantage, you may be greatly rewarded.'

And so it was. After three long days of debate the Elders agreed that some trade should be opened. Mizra's clan claimed first right, and I was her chosen representative. Upon meeting her, it became apparent that the cagey woman knew that I did not understand their ways; she also knew that I had to be their representative, as 'a brother of the Dragon.' A friendship of sorts was begun.

I learned much of their society, the intricacies and complexities. The population of Veda calls their home Blinvidir, which means 'the hidden tree,' in their tongue.

After five seasons of trading, I had grown wealthy of the exclusive trade. The Southland was ignorant of the Veda, and fearful of old tales; but loved their ivory, gold, and marvelous jewelry. It was that summer that I visited with Mizra again.

She thanked me, saying that I had proven a Brother, whether I knew it or not. Then one of those odd tattooed men came in and bowed. Mizra said that I was to be rewarded, and that Akerana, their tribal guardian would perfume the Investiture. They would imbue my tattoo with power.

After a day under his ministrations, I looked in a mirror and saw that my dragon tattoo showed a metallic bronze. He then touched his own tattoo of a dragon, shimmered, and transformed into an immense dragon. I mimicked his actions, and felt my self changing... their tattoo's held power." - The Diaries of Alti De Cougal, chief of the Northern Trading Company of Rutosi (b. 433 CY - d. 526 CY)

Alti and his family held the trade concession with the Veda for nearly a century before the Greyhawk wars. They kept the nature of the Veda vague.

Overview

Far to the north and east of the main continent of Oerth live an unusual people, a complex people. Many consider them primitives. However, the few visitors who have actually traveled among them tell of a cultured, elegant people who live in cities of wood and worked stone interwoven with gardens.

They seem to have all the sophistication and artistry of the "southern lands," as they call them, enjoying dance, song, and drama, as well as sculpture and decorative arts of many types. Though they are cultured in many ways, they live in a harsh environment, with long winters, and because of this they are a hardy, rugged people.



Recent History

It is little known that just prior to the Greyhawk war, a sizeable contingent of the Aeridan Navy was dispatched to Fireland as a fleet of conquest under the command of one Hesultsus. This secret expedition was initiated when the Diary of Alti De Cougal was recovered from the remnants of their company offices Rauxes, which were sacked in the unrest. The Cougal family has not been seen in the North Kingdom since their assets were seized by the crown. Neither has any ships returned from Fireland.

Upon landing, the Aerdy seized a small port town, the only habitation

they could see from their ships. The town was sacked, and the Cougal ships in the harbor were destroyed. They began a march inland, though the cold and lack of horses slowed their progress. Two days later they came upon the first village. Though the resistance was fierce, the village and every inhabitant were destroyed. A column of black smoke could be seen for miles. Hesultsus was confident in their ability to conquer the islands.

Two days later the Veda surged out of the north. At first it was thought that they were in support of the Aeridians, as they were led by a wizard fighting

behind a small contingent of warriors who appeared in armor like that of the Aerdian Army. In several decisive battles, though, this delusion was disproved, much to the chagrin of the power hungry Hesusus. According to his journal:

"We had hoped the men would be our shock troops, as they were led by one of our brethren; a wizard who could have been from Rauxes in his stylish robes. Instead, it was revealed that he was in fact the gold dragon, Ageserimal. It was our first retreat, but we were determined to triumph."

For weeks Hesusus and his army fought a running battle with the natives. They learned the name Veda, and learned to hate it. The saving grace for Hesusus and his band were their talented wizards and their unyielding discipline. In the second month of their campaign, Hesusus captured a small city, one with walls. He named it Evada, after his mother, and rechristened his troops the Hellspawn Guard. He continues in his journal.

"In the battle before the walls of my city, Evada, we struck a decisive blow at the man-beast, expending all of our magic's. Ageserimal, in the form of a man, was destroyed before he could raise a hand against us. We knew that we were triumphant, as we were almost to a man unscathed. As the wyrm writhed in agony, we sent forward the Guard.

But as his death was upon him, the great dragon transformed, and in his true form, with his awful breath, he beat back my lancers. Then, as the horses screamed, the tide of the battle shifted.

Suddenly, two men and a woman stepped forward, while the rest of the Veda flowed back, like the tide. The first man threw his arms to the sky, screaming a chant. Around them coalesced a host of ghostly warriors, the like of which this world has never seen. The second man transformed into an enormous blue skinned behir, the woman into a copper dragon.

With their breath they destroyed my Hellspawn Guards, and the ghosts charged into the ranks of my allies. No one would stand before them. Only when I took the field with my knights and mages, could we be able to force their retreat.

Though we won the day, and Ageserimal was destroyed, my armies, all my armies, had been swept into the abyss. My army had evaporated as smoke."

-Hesusus, Lord of the Aeridan Expeditionary Force, Master of the Hellspawn Guard, Knight and Mage Lord of Evada

The Veda have reclosed their borders,



and have not interfered in events since this event. There is no contact with the Veda at this time.

Veda Society

The Veda live through out their land, in the remotest corners, in harmony with nature, brothers and sisters to the animals. They have a very simple governance structure, organized into families, and each family being a member of a Tribe. All the tribes are represented by a matriarch or patriarch at the Gulkeck, which is a convoluted form of sacred and representative government.

Every person in Veda society is loosely governed by the Family.

Family is a somewhat deceptive term, as these families may have three or four hundred members under the guidance of their matriarch or patriarch. There may be a hundred Families in a Tribe.

The patriarchs or matriarchs are not necessarily the eldest in each family, though age is important. Exactly how they are chosen is unclear; most often they are shaman, though, members of every class, including a blacksmith and a weaver, sometimes occupy the position.

The family leaders meet each month to discuss the business of the

tribe, in Yrggas, which are mounds made of earth and wood. On top of each Yrggas has been planted a tree, and a council chamber is somehow formed in the earth by the roots of this tree. There, in this sacred space, the tribe is governed; each tribe in slightly different manner.

The Gulkeck rarely makes decrees or other decisions that bring changes to life, rather it is a place to resolve disputes and chart external policy. All of the lands of the Veda are divided among the tribes, in a very specific manner. These boundaries are set, and never change. Raids may occur between one tribe and another, but only objects which can be carried off are considered spoils. One never keeps the land. Rather, according to the Veda, the land keeps us, and to attempt to hold it in such a manner would be the ant claiming the tree.

Veda Religion

The Veda believe in many gods; distant powers who care nothing for the Veda, or any other creature of the living world. These gods are the children of Ygranes, the Earth Mother.

Ygranes is also a distant god, unconcerned with worship, never answering prayers. She birthed first the gods. However, the Veda number the elementals, the demons, the devils, and most of the denizens of the outer planes among these "deities." According to the Veda, these children of Ygranes have always been disgruntled, as they had no home, but instead found the universe empty.

Then, Ygranes birthed the Yggra, the One Tree, in whose boughs the world sits. Then Yggra birthed the dragons, the Gold were the first born, the Silver next.

The Veda believe that these were the only children of Ygranes, and that they, and all the animals and the other living creatures grew from the bark of the Yggra. Thus the Veda are the Grand Children of Ygranes; they are grateful, but she is distant.

The Veda feel the strongest



connection to other living things, and believe that each and every living thing, and some non-living, have a spirit. These are the other grandchildren of Ygranes, and the ones who will aid in times of need. They are family. The only others of the Children of Ygranes that the Veda feel a connection with are the dragons. The Dragons are their aunts and uncles, brothers and sisters of the Yggra itself. They were the ones who taught the Veda their first magic. They are the teachers of the magus, the ones who taught the shamans to speak with their ancestors. Without

the Dragons, the Veda would be cut off from their past.

The Veda are reported to be most enamored of the creatures of the natural world. Of all the creatures, birds and trees are closest to their hearts; every Veda family claims kinship to one type of bird or other. The Veda talk to birds. They believe that in the beginning, when there was only one tribe, there was only one flock of birds. The Veda lived upon the land at the edge of the sea, and walked upon the shoreline. After many years, the Veda island of their birth began to sink, so they swam out

into the sea.

The Veda did not know the sea was so vast, and began to drown. The flock of birds saw this, and plucked the Veda from the sea. Each Veda pledged kinship to the bird which carried them and today still can speak with them. Each tribe claims a different bird as a totem, and can speak in the language of that species.

In Veda society, there are priests, those who direct their worship to the ancestral spirits, human and animal, and concentrate on their veneration. They are not often adventurers or even involved in the day to day events of the Veda.

These clerics usually have plants and animals as their domains, though healing is also common. Protection is sometimes selected, though more often that role is left to the Tribal Defenders.

Knowledge is the other domain that the priest inhabit. They are companions of bards in this, for the Veda have no writing. Rather the bards keep the stories; the priests keep the runes and the bones. One tells the past the other tells the future. The priests are said to know the stories of the tribes, back to the beginning; they are also said to know the future, until the end of the Veda. Others may foretell tomorrow, the priest know all time until the end.

The role of spiritual guide and medium in Vedic society is generally reserved for the Shamans and the Adepts; they are the interpreter of dreams, the translator of the spirit's will. They are the ones who commune with the dead. They, as well as the wizards and sorcerers are the magical power in the land. One should not believe the clerics powerless; rather they rarely choose to demonstrate that power, concentrating on their veneration.

The only other worship in Blinvidr is the mystery cult of Ygranes. This is a cult of women, dedicated to the earth mother. Their rites are secret, as are the members of the cult. It is know that the priests are not nature priests, but druids, concerned with the world more than the Veda. Such

a thought is generally distasteful to the Veda, but there is a deep-felt awe in the society for these priestesses. They do not ever reveal themselves publicly; rather, they appear wrapped in robes, or in animal form.

The Veda and The World Outside

The Veda have raided the southern coasts for generations, coming screaming out of the night to pillage and raid, wearing warpaint and in the guise of fierce creatures. They slay almost with a thirst, and seem to place little value on the lives of anyone not of their people. When they come, they come out of the night, pillaging and destroying all who oppose them. Some are taken as slaves. Numerous expeditions have been sent to destroy these fierce raiders, hoping to stop the scourge at the source.

Few have returned, but those that have babble of tattooed devils who meet the invaders on the cliffs above the beaches, and destroy with powers of the spirit, hordes of beasts, and flashing weapons.

For the 100 years prior to the Mage Wars, there was consistent trade with

the Veda, and a few were even seen wandering the lands. After the Battle of Evada, the Veda have retreated to their hidden lands. The only time they are heard from now is when they raid and take captives or plunder.

Prior to the adventure of Alti De Cougal, the Veda had not had any peaceful contact for nearly 300 years. Other than these few facts, all that is known of their ice and mist shrouded land is that the home of the High Elves exists on the northern edge of the islands. It is said that there was nearly 500 years of warfare before co-existence was achieved. Legend relates that the Veda were unable to overcome the arcane might of the elves; the elves were unable to conquer the ferocity and sheer numbers of the Veda and their spirit allies.

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SHADOWED PATHS TO OBLIVION, PART 1 OF 3

DIMENSIONS LOST

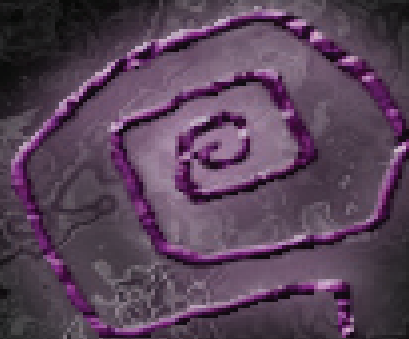
MID-LEVEL (10TH – 12TH)

TEMPERATE MOUNTAINS AND DUNGEON CRAWL

By Rick "Duicarthan" Miller

Art by Rick "Duicarthan" Miller And Mike "Mortellan" Bridges

Cartography by Rick "Duicarthan" Miller and Brian "Cebrion" McRae



Dimensions Lost is an Greyhawk adventure for 10th-level characters. Although set in the Greyhawk campaign setting, this adventure can be transferred to the DM's own campaign. The adventure takes place about one-hundred-fifty miles south-southeast of the Forgotten Temple of Tharizdun. This adventure begins in Mitrik within the Archclericy of Veluna takes place in a recently unearthed temple of Tharizdun in the lower Yatils. The cultists here attempt to garner some favor from their god by abducting humanoids throughout the Yatils and beyond. The PCs actions lead them to the temple where they unearth a much larger plot.

It is highly recommended to have at least one arcane spellcaster and a rogue on this adventure due to the amount of lore and traps presented. Paladins and good clerics also gain a hardy share in this adventure as many of the temples denizens are evil.

ADVENTURE BACKGROUND

Over two decades have passed since the exploration of the Forgotten Temple of Tharizdun in the Yatils. Now 599 CY, another temple has surfaced buried underneath the mountains for centuries, the temple several miles distant from its cousin draws the attention of the cult of the dark god. Darkness envelopes the Yatils. Rumors spread of shadows lurking the dark and whispers of an unnamable presence. The cult believes that at turn the century following the bi-millennial of the Twin Cataclysms and the subsequent imprisonment of the dark god's early avatar, a window of opportunity shall arise. In response, the cult is attempting to garner favor from the long lost dark god by abducting and perhaps sacrificing the areas inhabitants in hopes of becoming the one chosen to become the dark god's new avatar.

This cult is rumored to have formed pilgrimages from various points in the Flanaess. Some of the clerics are exiles from Rauxes, the

Vesve Forest, and scattered the remnants of the Horned Society prior to the Blood Moon Festival of Molag.

Meanwhile, rumors in surrounding villages describe a cult of priests who worship a dark god abducting many villagers of the area surrounding Mitrik within the Archclericy of Veluna. The city a shining beacon of knowledge and good in the Flanaess seldom sees such behaviors this close to home until stories begin to spread that a young man disappears while fishing at the edge of the Fals River. Soon, people whisper that they've seen cloaked figures lurking the streets at night, or have awoken to the sound of strange chants that quickly fade into shadows.

Provost Verran suspects something supernatural and horrible is about to strike and has ordered a city-wide curfew. The provost's edict frightens and infuriates the peaceful folk of this ancient city who have never experienced such dark deeds. While many rebuke the provosts decision the bishops of Rao agree

with the edict and encourage the provost to seek outside assistance. Long aware of the presence of the archmage Bigby living within the cities walls, the provost seeks him out only to find the archmages cohort Ortux, a paladin of Rao has also disappeared.

While the provost deals with the local threat. *Bigby* (N; middle-aged male human wizard 15/ argent savant 4/archmage 1), in the guise of a mysterious merchant named *Antarys* seeks adventurers to locate his cohort, Ortux and seek out the source of these disappearances while he continues his research into the heart of the matter.

ADVENTURE HOOKS

Gears of Lore: A recent theft in Kron Hills had led to the southern reaches of the Yatils. The gnomish gem crafters and dwarven miners of the Kron Hills have reported the loss of an arcane tool called a *matter transmuter*, a black iron device used to transmute unworked stone into workable building material, on a large scale.

The Free Assembly of the Kron Hills seeks the return of this device in working order and is willing to pay 1,000gp per individual that returns with the device up to 5,000gp as well as a 50% decrease in the cost of any gems cut or purchased from the Assembly. Diviners within the Assembly last scryed that the device was entering the Yatils in the possession of a female Oeridian human wizard dressed in deep blue robes.

The Fate of Ortux: Weeks ago, a contact of the merchant Antarys disappeared within the Yatils. A pious merchant the man named Ortux was exploring new contacts with the gnomes of Granite Hall and the Gnomish Vale deep within the Yatils. Antarys has received no word of his colleague and all means of scrying his location have failed. Given the circumstances, Antarys cannot leave the city, however he offers to reward any PCs with full access to his wares upon their return. If asked to produce

an example of these wares, he produces an elaborate black bound spellbook the book emits a strong aura of all schools of magic. Antarys describes Ortux as an average-looking man versed in combat who dresses in traveler's garb.

Unless the PCs have already discovered this fact Antarys reveals his identity as the archmage Bigby and offers them spellcasting services for free or at a reduced cost, spells that require expensive components would require the PCs to obtain the component first. Further, arcane spellcasting PCs may study within the archmage's library learning 20 levels of new spells and the rudiments of the argent savant or archmage prestige classes, allowing them access to these prestige classes.

When Hope Is Lost: Weary of politics and excuses, Supreme Mistress of the Order, Jolene of Samprastadar began scrying into the nature of the demise of her betrothed Prince Thrommel IV, hero of Emridy Meadows. Visions and portents implied that the prince was lost; yet his soul had not moved on to the next plane of existence and sought a return to finally make things right. Mistress Jolene seeks adventurers to track down the cultists of the Dark God who were the last to know of his fate and uncover the secrets behind his disappearance once and for all!

Mistress Jolene offers the PCs each land and title within Veluna in her province as well as a single magical item worth no more than 8,500gp each. See Conclusion for more.

THE ANCIENT TEMPLE

After many days of travel, the destination lies ahead. Set into the cliff-face are the outlines of ancient pillars. The surrounding area is a huge excavation site surrounded on all sides by humongous piles of igneous rock. Dead bodies of stonemasons, laborers and engineers are lie rotting.

Near to the entrance are abandoned carts of un-worked metals, stone,

and rough gems. The narrow path leading below is completely unlit. The ramp down is at a forty-five degree angle and leads roughly fifty-feet below ground.

TEMPLE/ DUNGEON FEATURES

Unless otherwise noted, the following features are common throughout the temple and dungeon areas.

Passages/ Corridors: All surfaces are made of polished black stone with flagstone floors unless stated otherwise. They may be climbed with a successful Climb skill check (DC 25). All ceilings are set 25ft. high.

Doors: All doors are made of hard bronzedwood reinforced with steel bands and all Doors typically open into rooms. Each door on these levels has a 25% chance to be locked, 15% chance to be stuck, or a 5% chance to be locked and stuck.

Lighting: No area is lit, unless stated otherwise. The inhabitants of the temple have their own sources of light or possess darkvision.

Chests and Trunks: All chests and trunks are locked with good locks, only their owner possesses the key to open them. Wooden Chests are (DC 20) to Open Lock, Iron Trunks are (DC 25).

NPC's: All worshipers of Tharizdun possess darkvision within the temple and cast up to sixth-level spells as long as they reside within the temple one week out of every month. All NPC's in the dungeon bear the holy symbol and black robes of Tharizdun, unless stated otherwise.

DUNGEON LEVEL ONE

1.) Entrance EL 11

Two chipped obsidian gargoyle statues flank the spiral-etched iron doors ahead.

Two large ogres step through to block the doors demanding the PCs reasons for invading their lair. If the PCs attack the ogres defend the door. If the PCs attempt to parlay with the ogres they must make a successful Diplomacy skill check DC 28 to turn

the ogres from hostile to indifferent, then make a successful Bluff check DC 25 to allow the ogres and Valdis to let them pass. Valdis and Nwide instruct the ogres from behind the doors. If the PCs are dressed in the robes of Tharizdun or wear his holy symbol, barring illusions which either caster detects. Reduce the Diplomacy and Bluff skill check to 20, depending on how preposterous the PCs bluff is.

Ogre Barbarians (2); hp 79 each; *Monster Manual* 198

VALDIS CR 7

Male human cleric 7 of Tharizdun
CE Medium humanoid

Init +8; **Senses** deeper darkvision 90ft.; **Listen** +4, **Spot** +4

DEFENSE

AC 23, touch 14, flat-footed 20

hp 56

Fort +9 **Ref** +7 **Will** +10

OFFENSE

Spd 20ft.

Melee +1 *light mace* +10 (1d6, 20/x3) or +1 *light mace* with smite +14 (1d6+7, 20/x3)

Special Attacks *clarity of true madness* (Add 4 to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled), smite 1/day

Spells Prepared/ Known (CL 8th; +9 ranged touch)

4th - *confusion*^D (DC 18), *cure critical wounds*, *recitation* (*Spell Compendium* 170)

3rd - *cure serious wounds*, *deeper darkness*, *dispel magic*, *rage*^D

2nd - *cure moderate wounds*, *death knell* (DC 16), *desecrate*^D, *hold person* (DC 16), *silence* (DC 16)

1st - *bless*, *cure light wounds* x2, *doom* (DC 15), *protection from good*^D, *sanctuary* (DC 15)

0 - *create water*, *detect magic* x2, *guidance*, *read magic*, *resistance*

Domains Destruction, Madness

STATISTICS

Abilities Str 9, Dex 18, Con 17, Int 15, Wis 18, Cha 12

Base Atk +5; **Grp** +4

Feats Divine Metamagic, Extend Spell, Improved Initiative, Weapon Finesse

Skills Concentration +13, Diplomacy +6, Heal +9, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Spellcraft +14

Languages Abyssal, Common, Infernal

Combat Gear potion of *cure serious wounds* (CL 5th), wand of *owl's wisdom* (CL 3rd, 9 charges); **Other Gear** +1 *light mace*, +1 *breastplate*, +1 *heavy steel*, *ring of protection* +1, *cloak of resistance* +1 *gloves of dexterity* +2, holy symbol, 63gp.

NWIDE CR 8

Male human wizard 5/ pale master 3

Libris Mortis 47

NE Medium humanoid

Init +3; **Senses** darkvision 60ft.;

Listen +7, **Spot** +2

DEFENSE

AC 14, touch 11, flat-footed 14

(18, 15, 18 with *mage armor*)

hp 47

Fort +6 **Ref** +6 **Will** +10

OFFENSE

Spd 30ft., fly 60ft. (with *fly* spell)

Melee masterwork dagger +5 (1d4+1, 19-20/x2)

Special Attacks impromptu metamagic (Deceptive Spell) 4/day

Spell-Like Abilities (CL 7)

1/day - *animate dead*

Spells Prepared (CL 7th; +6 ranged touch, +7 vs. SR)

4th - *fear* (DC 19), *greater invisibility*

3rd - *haste*, *lightning bolt* (DC 17), *ray of exhaustion* (DC 18)

2nd - *false life*, *fox's cunning*, *mirror image*, *scorching ray*

1st - *mage armor*, *magic missile* x2, *ray of enfeeblement* x2

0 - *detect magic* x2, *message*, *touch of fatigue*

STATISTICS

Abilities Str 12, Dex 16, Con 16, Int 18, Wis 15, Cha 15

Base Atk +3; **Grp** +4

Feats Combat Casting, Craft Wand, Deceptive Spell (*Cityscape* 60), Scribe Scroll^B, Skill Focus (knowledge [religion]), Spell Focus (necromancy)

Skills Concentration +14, Craft (alchemy) +4, Decipher Script +9, Diplomacy +3, Hide +5, Knowledge (arcana) +15, Knowledge (history) +9, Knowledge (religion) +17, Knowledge (the planes) +9, Listen +7, Move Silently +4, Profession (scribe) +4, Spellcraft +17

Languages Abyssal, Common, Giant, Infernal

Combat Gear *brooch of shielding* (86 pts remaining), potion of *cure serious wounds* (CL 5), potion of *fly* (CL 5), scroll of *greater invisibility* (CL 7), wand of *haste* (CL 5, 3 charges), wand of *mage armor* (CL 1, 13 charges); **Other Gear** *cloak of resistance* +1, *ring of protection* +1, masterwork dagger, spellbook, spell components, spell component case

SPECIAL ABILITIES

Animate Dead (Sp): Starting at 2nd level, a pale master begins to exercise control over the undead. Once per day, he can use *animate dead*, as the spell, without need of a material component. Use the pale master's highest arcane caster level as the caster level for this effect. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/3rd-level pale master can animate up to 16 HD of undead with a single use of this ability. Likewise, he can control up to 32 HD of undead created using this ability, the *animate dead* spell, or both.

Deceptive Spell [Metamagic]: A deceptive spell appears to come from

any direction you choose. For instance, a magic missile might shoot from a nearby doorway, rather than from your own finger, or a lightning bolt might emerge from the floor rather than from you. You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You cannot apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot one level higher than the spell's actual level.

SPELLBOOK

Spells Prepared plus: 0 - all; 1st - *burning hands*, *cause fear*, *chill touch*, *comprehend languages*, *detect undead*, *shield*; 2nd - *command undead*, *invisibility*, *owl's wisdom*; 3rd - *arcane sight*, *fireball*, *vampiric touch*; 4th - *animate dead*, *enervation*

TACTICS

Before Combat As the PCs approach, the two ogre barbarians step to block entry to the opened doors. Inside, Nwide prepares for combat casting *haste*, *greater invisibility* and *mage armor*. Valdis casts *rage*, *bless* and *recitation*.

During Combat The ogres block entry to the doors engaging the PCs in melee should they charge in. If they are assailed by ranged combat they employ their javelins. Nwide uses his potion of *fly* and flies over the PCs to unleash spells making use of his Deceptive Spell feat to make the spells appear to come from the ogres. Valdis uses his wand of *owl's wisdom* and casts *silence* in front of the ogres, before casting *sanctuary* and *protection from good* then stepping out to heal the ogres during combat.

Morale If Valdis is directly attacked he withdraws into the temple casting offensive spells on the run. If Nwide is detected he flies back behind the doors to make use of the cover to unleash his *fear* spell. If reduced to less than half their hp. Nwide and Valdis attempt to escape by any means possible to warn the other temple denizens of the attack, fleeing directly to the gargoyles in Area 2.

2.) The Grand Hall EL 9

A chill breeze emits from this odd-shaped pillared shadowy corridor. The only light entering the room comes from the large iron entry doors.

Sitting at the far end of the corridor six black obsidian gargoyles lie in wait until the group is within thirty feet to attack.

Wing of Gargoyles (5); hp 37; *Monster Manual* 113



COLD PILLARS CR 4

Type magical (strong transmutation [Cold])

Search DC 20; **Disable Device** *heat metal* suppresses for 7 rounds.

EFFECTS

Trigger proximity; **Reset** no reset; **Bypass** N/A

Effects *chill metal* (as the spell)

CONSTRUCTION

Cost N/A

3.) The Dark Chantry

Huge pillars hold up a ceiling of swirling violet and inky tones in this vast chamber.

The room has no torch brackets of any sort. To the far north of the chamber, a jet altar rests on a platform covered with a lush purple-fringed rug. Behind the altar on the north wall is a secret door to Area 11.

HIDDEN ALTAR DOOR

2ft. thick polished black stone

hp 180 **hardness** 8

Search DC 20

Open Lock N/A **Break** DC 25

NOTE: Tapping on the bottom part of the wall opens the door.

TREASURE

Six gems rest on a dark purple altar cloth. These gems consist of a diamond (500gp), an emerald (200gp), a ruby (100gp), a sapphire (100gp) and a topaz (50gp).

4.) Refectory CR 8

The door to this room stands wide open. From the inside raucous laughter and palatable scents issue from this dimly-lit violet chamber.

Various tapestries hang from the walls here. The tapestries convey themes of moonless night skies or scenes of darkness overcoming everything on the horizon. At the center of the room a large black oak table is set with plates of steaming food. Several black robed priests sit at these tables. On the back wall a blackened stone fireplace with a large black iron grate in front of it heats the room emitting no light whatsoever.

PCs attempting to sneak by this room must make a successful Move Silently check (DC 15) or alert the mob within.

If the PCs enter the room or fail to avoid it the mob within pushes their

way out to stop them.

ACOLYTE MOB (MOB OF HUMANS) CR 8

CE Gargantuan humanoid (mob of medium humans)

Init +4; **Senses** Listen +4, Spot +4

DEFENSE

AC 14, touch 8, flat-footed 11 (- 4 size, +2 Dex, +5 armor, +1 shield)

hp 165 (30 HD)

Fort +11, **Ref** +9, **Will** +17

OFFENSE

Spd 20ft.

Melee mob (5d6)

Space 20ft.; **Reach** 0ft.

Special Attacks expert grappler, trample 2d6

Special Defenses mob anatomy

STATISTICS

Abilities Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 10

Base Atk +22; **Grp** +34

Feats Improved Initiative, Great Fortitude, Improved Bull Rush^B, Improved Overrun^B

Skills Listen +4, Spot +4

Languages Common

Combat Gear potion of *cure light wounds* (CL1); **Other Gear** masterwork breastplate, masterwork light shield, masterwork light mace.

SPECIAL ABILITIES

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex): A mob has no clear front or back and no discernible anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by death ward or removed by restoration), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and evocation spells.

Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% reduced to 0 hit points. To determine a specific individual's

fate, simply roll d%: a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 hit points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

TREASURE

In the back corners of the room are sideboards stocked with silverware and porcelain plates. A full set of each fetches about 20gp.

5.) Kitchen

Steamy pleasant scents seep from this dimly lit kitchen.

At the center of the room lies a large table littered with food scraps and dishes. A large fireplace with a steaming pot hanging over the flickering flames rests on the back wall. Surrounding the walls are a small grindstone, a small cistern, and a cupboard. Beside the grindstone are several barrels and bags filled with grains and ale.

Along the opposite wall rests a fireplace with a steaming pot hanging over the flames. Beside the fireplace rests a small pile of firewood and sconces filled with cooking utensils.

The cupboard contains jars of preserved foods, spices, and cuts of salted meats.

6.) Antechamber

Three ancient obsidian statues flank this corridor. The first of an old bearded man dressed in a hooded robe. He wields an elaborate rod in his left hand, with a reproachful gaze in his eyes. The second of a middle-aged road weary robed man with dressed in heavy spiked armor. He wields a wicked morningstar with a spike at the end of the shaft. The last, a young awestricken clean-shaven man dressed in ceremonial robes with a black cone-like horn bearing three jagged shards on its sides pursed to his lips.

In between the statues rest benches of solid obsidian. Behind the center statue a large tapestry depicts of thousands of shadowy beings escaping the confines of a lunar eclipse.

7.) Baths

A musty smell emanates from this room of baths filled with stagnant water

The room contains more than twenty baths and washbasins. Sconces filled with clean linens, soaps, and buckets line the walls. A pile of musty towels and buckets of stagnant water clutter up along the walls.

8.) Meditation Chamber EL 9

A large black spiral mural emanates a deep purple smoky glow from the opposite wall of the room. Under the mural, a small altar from which several incense sticks burn creating a disorienting cloud.

Several violet-trimmed prayer rugs cover the majority of the floor here. Sconces run the length of the room while the three small pedestals stand along each wall. Each pedestal topped with a platinum spiral-shaped idol.

Removing the idols triggers a deeper darkness trap.

DEEPER DARKNESS TRAP CR 9

Type magical

Search DC 31; **Disable Device** DC 31 or 18 if effect is suppressed

EFFECTS

Trigger movement trigger (idols); **Reset** automatic (after 1 minute);

Bypass daylight or dispel magic suppresses

Effect heightened deeper darkness (CL 17th, no save, 20% miss chance)

TREASURE

A prayer book and a few cones of incense lie on the altar.

A successful Search check DC 25 reveals four ivory scrollcases worth 100gp each secreted in a nook of the sconces. Each scroll is marked with a different wax seal. The violet skull sealed case contains a scroll of *magic missile* (CL 9). The dark green snake sealed case contains a scroll of *mass resist elements* [cold] (CL 9). The grey pillar sealed case contains a scroll of *stone shape* (CL 9). The black moon sealed case contains a

scroll of *enervate* (CL 9).

The platinum idols are worth 100gp each.

9.) Acolyte Dormitory EL 12

Row of bunks rest against the walls of this dimly lit chamber. Each bunk features a matching chest currently flung open exposing its contents onto the floor.

These dormitories house the acolytes and their headmasters. The headmasters are currently inspecting the room while the acolytes dine in the refectory.

The ceiling of the chamber has been rubbed so smooth it refracts all light used within.

DOOMSAYER OVERSEERS (5) CR 7

Male human cleric 7 of Tharizdun

CE Medium humanoid

Init +6; **Senses** darkvision; Listen +3, Spot +3

DEFENSE

AC 20, touch 12, flat-footed 18

(23/ 21/15 with *shield of faith*;

20% miss chance with *veil of shadow*)

hp 42 each

Fort +7 **Ref** +7 **Will** +9 (+9/+9/+11 with *conviction*)

Resist cold 10 with *resist elements*

OFFENSE

Spd 30ft.

Melee masterwork light mace +8 (1d6-1, 20/x2)

Ranged masterwork light crossbow +8 (1d8, 19-20/x2)

Special Attacks rebuke undead 3/day (+2, 2d6+7, 7th), spontaneous casting (inflict)

Spells Prepared/ Known (CL 8th; +7 ranged touch, +7 vs. SR)

4th - *mass shield of faith* (*Spell Compendium* 188), *unholy blight*^{DE} (DC 17)

3rd - *cure serious wounds*, *magic circle against good*^{DE}, *mass conviction* (*Spell Compendium* 52), *unholy storm*^E (*Spell Compendium* 227)

2nd - *cure moderate wounds* x2, *darkness*, *desecrate*^{DE}, *veil of shadow* (*Spell Compendium* 228)

1st - *bless*, *cure light wounds* x2, *deathwatch*, *protection from good*^{DE}, *remove fear*

0 - *create water*, *detect magic* x2, *guidance*, *mending*, *read magic*

Domains: Evil, Knowledge, E = evil

STATISTICS

Abilities Str 8, Dex 14, Con 13, Int 12, Wis 16, Cha 10

Base Atk +5; **Grp** +4

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Concentration +11 (+15 casting

defensively), Diplomacy +5, Heal +8, Knowledge (arcana) +6, Knowledge (history) +3, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +8

Languages Abyssal, Common

Combat Gear *horn of fog**, potion of *cure serious wounds* (CL 5), scroll of *divine power*, *wind wall*, *owl's wisdom* (CL 7th*), wand of *cure light wounds* (17 charges, CL 1st*), wand of *cure moderate wounds* (12 charges, CL 3rd*); **Other Gear** +1 *breastplate*, +1 *light steel shield*, *cloak of resistance* +1, masterwork light mace, masterwork light crossbow with 50 bolts, black iron holy symbol, masterwork healer's kit, prayer book, black iron censer with 2 incense cones.

* Only one of the five clerics has this item.

TACTICS

Before Combat The clerics form a triangle around at the back of the room knocking over several bunks to slow a direct charge and giving them a +4 bonus to their Armor Class. Each cleric cast the following spells to boost their defenses: *magic circle against good*, *mass conviction*, *mass shield of faith*, *bless*, and *veil of shadow*.

During Combat The clerics open up with *darkness*, *unholy blight* and *unholy storm* spells while one cleric fires a shot at any enemy spellcaster attempting to cast a spell and at the front casts *wind wall* and *divine power*. The clerics repeat the cast cycle rotating their spells to ensure each uses their deadliest spells and to keep the PCs on edge. Any cleric that is heavily injured in one round will be healed the next by healing spells.

Morale If the clerics are engaged in melee they always cast on the defensive. If reduced to less than half their number or hit points the clerics attempt to surrender.

10.) Violet- Domed Study EL 11

A displacer beast hide rug and other lavish décor furnish this violet-domed chamber.

The other furnishings in this room consist of a purple sofa, a few small black oak tables, a bookshelf, and a locked lead chest.

LOCKED LEAD CHEST

3in. thick lead

hp 80 **hardness** 10

Open Lock DC 25

Break DC 35

If the jar in the chest is opened the dust erupts out. Anyone in range suffers the effects of a *dust of sneezing and choking* as a dread wraith manifests in its place.

Dread Wraith; hp 104; *Monster*



TREASURE

The locked lead chest contains a golden idol of Tharizdun (250gp), and a platinum sealed jar containing a soot-like dust. Once the jar is emptied the remaining dust at the bottom is enough for one application of *dust of disappearance*.

Scrolls, various religious texts and volumes on the planes fill the bookcase. Those reading these texts acquire a great deal of knowledge on the temple, its origins, the priesthood, and the imprisonment of Tharizdun. Anyone referencing one of these books gains a +5 circumstance modifier to any relevant Knowledge roll made while in the temple.

11.) Meditation Room EL 10

Several black light candles illuminate this light-violet crystalline chamber from the various sconces that line the room. At the center of the room rests a large black-frilled prayer rug.

Six shadows guard this room attacking anyone not accompanied by a priest of Tharizdun. These shadows cannot leave Area 11 due to the presence of the altar in Area 3.

Gang of Shadows (5); hp 19 each; *Monster Manual* 221

Greater Shadow; hp 58; *Monster Manual* 221

12.) Lounge EL 9

A heavy bronzewood door bars entry to this room.

BRONZEWOOD DOOR

4in. thick banded-bronzewood

hp 40

hardness 5

Open Lock DC 25

Break DC 35

Rosemary and lavender scents emanate from twin bronze braziers flanking a spiral stairwell leading down.

Two purple sofas, a small green table, two black low tables, and a polished oak cabinet furnish this room.

A faded glyph lies on the top stair of the stairwell down; any passing

over it must be bearing a holy symbol or item of Tharizdun to pass unharmed.

GREATER GLYPH OF WARDING TRAP CR 9

Type magical (strong abjuration and necromancy)

Search DC 34; **Disable Device** DC 34 or *erase spell*

EFFECTS

Trigger contact (with altar); **Reset** automatic (after 1 minute); **Bypass** *dispel evil* or *dispel magic* suppresses

Effect maximized *greater glyph of warding* (60 cold damage, Reflex save DC 24 halves, CL 12th)

TREASURE

Inside the cabinet is a large platinum idol, several folded black robes and two black iron holy symbols of Tharizdun.

The idol is a pitch-black, roiling, amorphous form much like a wraith yet black and faceless. The idol is worth 250gp for the metal alone.

DUNGEON LEVEL TWO

13.) Reception/ Guard Post EL 14

The stairs end at a waiting room furnished with rows of chairs along the walls ending at a large desk across the room. Seated in a padded chair at the desk is a scholarly woman examining papers on the desk.

The furnishings within the room have all been crafted by expert hands while the room itself carved from the rough basalt under the main temple floor bears little embellishment.

If the glyph at the top of the stairs was triggered by the PCs, Mya hears them and prepares with the two slow shadows hidden here. The slow shadows constantly listen for footfalls on the stairs and inform Mya immediately. Given a standard pace she has 10 rounds before the PCs arrive.

MYA JYLLARA CR 14

Female human wizard 10/argent savant 4

Complete Arcane 24, *Dragon Magazine* 357 89

NE Medium humanoid

Init +7; **Senses** darkvision, see invisibility; Listen +1, Spot +1

DEFENSE

AC 23, touch 15, flat-footed 20

hp 98 (14 HD)

Fort +11 **Ref** +10 **Will** +15

DR 10/ adamantine with *stoneskin*

Resist force 4

OFFENSE

Spd 30ft., 60ft. with *fly*

Melee masterwork dagger +8/+3 (1d4, 19-20/x2)

Ranged masterwork light crossbow +11/+6 (1d8, 19-20/x2)

Special Attacks force specialization, impromptu metamagic (quicken spell 1/day)

Special Defenses ablate force, *death throes* (10d8 damage if slain to all within 30ft.), force armor

Spells Prepared/ Known (CL 14th; +10/ +12 with force spells ranged touch, +14 vs. SR)

7th - *forcecage*^F, *solipsism* (DC 26, *Spell Compendium* 194)

6th - *contingency*, *mislead*^C (DC 25), *shadow walk*

5th - *death throes*^{CF}, *greater fireburst* (DC 22, *Spell Compendium* 94), *persistent image* (DC 24), *shadow evocation* (DC 24)

4th - *fear* (DC 21), *orb of force*^F x2, *phantasmal killer* (DC 23), *rary's mnemonic enhancer*

3rd - *chain missile*^F (*Spell Compendium* 44), *dispel magic*, *fly*, *haste*^C, *greater mage armor*^{CF}, *phantom guardians*^C

2nd - *bear's endurance*^C, *darkness*, *false life*^C x2, *invisibility*, *mirror image*^C

1st - *comprehend languages*, *dispel ward*, *magic missile*^F x2, *obscuring mist*, *protection from good*^C

0 - *detect magic* x2, *message*, *prestidigitation*

C = precast, F = Force

STATISTICS

Abilities Str 11, Dex 17, Con 18, Int 24, Wis 13, Cha 12

Base Atk +7; **Grp** +7

Feats Combat Casting, Extend Spell, Greater Spell Focus (illusion), Improved Initiative, Practiced Spellcaster, Quicken Spell, Scribe Scroll^B, Spell Focus (illusion), Steady Concentration (take 10 on Concentration checks, *Races of Stone* 144)

Skills Concentration +21 (+26 casting defensively), Craft (alchemy) +15, Decipher Script +17, Knowledge (arcana) +24, Knowledge (architecture and engineering) +12, Knowledge (dungeoneering) +9, Knowledge (geography) +8, Knowledge (history) +17, Knowledge (local) +12, Knowledge (nature) +9, Knowledge (nobility and royalty) +12, Knowledge (religion) +12, Knowledge (the planes) +17, Spellcraft +26

Languages Abyssal, Common, Draconic, Infernal

Combat Gear *staff of frost* (12 charges); **Other Gear** *amulet of health* +2, *cloak of resistance* +3, *gloves of dexterity* +2, *headband of intellect* +4, *ring of protection* +2, spellbooks, spell component case, spell components,

masterwork dagger, masterwork crossbow with 50 bolts, keys to Area 24 and 25.

SPECIAL ABILITIES

Ablate Force (Ex): Due to her improved understanding of magical force, Mya can prevent force damage to herself. She subtracts her class level from damage dealt by any force spell or effect. A force spell producing multiple attacks, such as *magic missile*, is considered a single attack for this purpose; deduct the savant's level from the total damage dealt by the spell, not the damage dealt by each individual missile.

Enduring Force (Ex): Mya's force spells linger longer than normal, and they are more difficult to counter or dispel. The duration of a force spell cast by the savant is doubled, as if the Extend Spell feat had been applied to it. However, the spell's level and casting time are unchanged. The same restrictions that apply to extended spells apply to spells affected by enduring force. In addition, the DC required to counter or dispel the argent savant's force spells increases by 4.

Force Armor (Ex): Mya gains more benefit from defensive force spells than other characters. If she casts a force spell that provides an armor bonus or a shield bonus to Armor Class, she increases the spell's normal armor bonus by 2.

Force Specialization: Mya gains a +2 competence bonus on attack rolls made with her force spells. She also adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor. If the force spell doesn't deal damage expressed by dice, she adds only a +1 bonus to the total damage dealt.

SPELLBOOK

Spells Prepared plus: 0 - all; 1st - *alarm, burning hands, color spray, detect secret doors, detect undead, disguise self, expeditious retreat, feather fall, forcewave, identify, mage armor, lesser orb of fire, ray of enfeeblement, scholar's touch, shield, silent image, sleep, true strike, unseen servant, ventriloquism*; 2nd - *arcane lock, blast of force, blur, cat's grace, darkvision, fox's cunning, magic mouth, minor image, scorching ray*; 3rd - *displacement, fireball, lightning bolt, mass mage armor, magic circle against good, major image*; 4th - *dimension door, enervation, force missiles, hallucinatory terrain, ice storm, remove curse, scrying*; 5th - *break enchantment, cone of cold, permanency, sending, teleport*; 6th - *disintegrate, greater dispel magic, permanent image, programmed image*; 7th - *limited wish, project image*

SLOW SHADOW (2) CR 7

Dungeon 112 - (Maure Castle) 104-105
CE medium outsider (chaotic, cold, evil,

incorporeal)

Init +10; **Senses** blindsight 120ft.; **Listen** +21, **Spot** +21

DEFENSE

AC 18, touch 12, flat-footed 18
miss chance 20% (+6 Dex, +2 deflection)

hp 91 each (14 HD)

Fort +11 **Ref** +15 **Will** +11

DR 10/ -

Immune cold, electricity, incorporeal traits, undead traits

Weakness fire, haste

OFFENSE

Spd fly 30 ft. (perfect)

Melee incorporeal touch +20 melee (1d8 negative energy plus 1d6 cold, 20/ x2)

Space 5ft. **Reach** 5ft.

Special Atks attach, create spawn, slow (Fort DC 19 negates)

Special Defenses amorphous, negative energy affinity

STATISTICS

Abilities Str -, Dex 22, Con 14, Int 5, Wis 15, Cha 15

Base Atk +14; **Grp** +14

Feats Ability Focus (slow), Alertness, Combat Reflexes, Improved Initiative, Stealthy

Skills Hide +25, Listen +21, Search +14, Spot +21, Tumble +25

Languages understands Abyssal

SPECIAL ABILITIES

Amorphous (Ex): The slow shadow has no set physical shape. It can pass through openings of any size without penalty, and is completely immune to additional damage from sneak attacks or critical hits.

Attach (Ex): If a slow shadow successfully damages a target with its incorporeal touch, it automatically attaches to the creature. An attached slow shadow automatically hits the creature with its Incorporeal touch once each round if it takes a full-round action to remain attached, but cannot attack other creatures and is considered flat-footed. The slow shadow remains attached until slain, or until the creature to which it is attached is subjected to magical healing or haste effects, at which point it immediately detaches.

Attacks made against an attached slow shadow suffer the standard 50% miss chance for attacking an Incorporeal creature. If any attack fails to hit the slow shadow due to its Incorporeal nature, the attack instead strikes and damages the creature to which the slow shadow is attached (as long as the attack roll is high enough to hit that creature's Armor Class). Only one slow shadow may be attached to a single creature at any one time, despite the size of the creature.

Create Spawn (Su): Any living creature slain by a slow shadow dissolves into shadow itself over the course of one round. Only 1d4 rounds later, the dissolved body transforms into a slow shadow. This new slow shadow is not under the control of the slow shadow that created it, but

neither does it bear the spawning slow shadow any ill will; especially since slow shadows are incapable of harming other slow shadows.

Negative Energy Affinity (Ex): The slow shadows are affected by cure or inflict spells as if it were an undead creature. A slow shadow can take an attack action to damage itself with its Incorporeal touch, healing 1d8 points of damage per attack.

Slow (Su): Any creature that takes negative energy damage from a slow shadow must make a successful Fortitude save (DC 19) or become slowed, as the spell, for one round. The saving throw DC is Constitution-based.

Vulnerable to Haste (Ex): A slow shadow affected by a *haste* effect is stunned and can take no actions for the duration of the effect.

TACTICS

Before Combat Mya casts the following spells while waiting on the PCs: *bear's endurance, false life, haste, mislead, mirror image, persistent image* (of a raging fire down the hallway with debris and choking smoke), *phantom guardians* (a row of clerics attempting to put the fire out on the other side of the blaze), *protection from good* and *stoneskin*. After casting *haste* she calls the slow shadows forth from their hiding spots within the walls of the temple. The slow shadows move in behind the PCs through the rooms walls waiting until they are all in reach to attack.

Mya has contingency (fly; if anyone approaches within 10-feet of her), death throes, and greater mage armor and precast.

During Combat Mya waits until the slow shadows engage the PCs and keeps her illusory double behind the desk while she stands about 5ft. down the hallway. Mya casts *fear* followed by a *greater fireburst* and *orbs of force* at the PCs while the shadows flank the PCs from behind. If anyone attempts to melee her she casts *solipsism* on the first and *forcecage* (windowless cell) or *phantasmal killer* on any remaining melee threats.

Morale If Mya sees the battle as going poorly or if she has less than half hit points she casts a quickened *invisibility* spell followed by a *shadow walk* spell to *escape to Area 26*.

TREASURE

Inside are several sheets of parchment detailing arms movements, supply runs, and other general costs to maintaining the temple. Inside the desk drawers are writing utensils and a scroll of *darkvision* (CL 13th).

14.) Armory

EL 7

A shimmering violet-blue aura emits a bone-chilling cold in the archway to this room.

A *repulsion* ward protects this

archway preventing armed intrusion.

REPULSION WARD

CR 7

Type magical (strong abjuration)

Search DC 32; **Disable Device** DC 32

EFFECTS

Trigger proximity (with archway);

Reset automatic (after 1 minute);

Bypass *dispel magic* suppresses

Effect *repulsion* (targets are unable to move forward. Repelled creatures' actions are not otherwise restricted, Will save DC 24 negates, CL 14th)

Once inside read the following:

An acrid smell dominates this smoke-stained basalt room lined with stone worktables. At the far end of the room a black iron forge burns.

A trough of stagnant water lies near the forge, as well as a blackened anvil. The stone worktables are covered with small parchment notes, iron tongs, and other smithy tools. On the other side of the forge lies a trough filled with scrap metal.

Should anyone disturb the forge without first touching a holy symbol of Tharizdun to it causes a *magic mouth* to call out the following:

Come no further, mortal, for thou hast interfered in the affairs of Tharizdun's appointed effigy. Cower in fear mortals, flee to thy shanties, for the hand of Tharizdun shall surely crush thee.

Any PC with the Craft (armorsmith, blacksmith, or weaponsmith) may use the tools here to repair armor, weapons or other metallic items with a successful skill check.

15.) Violet Antechamber

A huge cold back iron door engraved with a glowing red spiral looms ahead. The ceiling emits a reddish glow from its mirrored surface. Lining the walls of this chamber are black marble benches and amethyst tables.

A mural of a foggy lunar night covers one wall while on the opposite wall a clear solar eclipse is pictured.

A successful Knowledge (architecture and engineering), Search or Spot check DC 20 reveals that the door opens by placing a holy symbol of Tharizdun into the slot in

the door and turning it clockwise. The door leads to Area 16 and opens the same way on that side of the door.

HUGE COLD IRON DOOR

4in. thick banded-bronzewood

hp 150 hardness 10

Open Lock DC 40

Break DC 35

Bypass using a holy symbol of Tharizdun on the lock

16.) Shrine of Bitter Chill EL 13

At the center of this enormous domed room a large deep blue spinel obelisk juts out of a wide pit.

The edges of the pit are brittle and may cave in if they are stood upon by a medium or larger creature. A successful Jump or Climb check DC 20 avoids a creature from breaking off a part of the floor and falling towards the pit.

A staircase leading down runs along the edge of the pit. The staircase ends at Area 36.

FREEZING OPEN PIT

CR 5

Type mechanical

Search DC 10; **Disable Device** N/A

EFFECTS

Trigger location; **Reset** automatic

Effect 60ft. deep (6d6, fall), Reflex save avoids DC 20 and extreme cold (1d6 cold damage damage/ round plus *chill metal*)

Dwelling somewhere in the pit area is a beholder. The priests bring slaves to supplicate the creature. Should someone move within ten feet of the pit, the beholder will rise to attack.

Beholder; hp 93; *Monster Manual* 25

17.) Gloomy Corridor

A black crystal chandelier hangs from the swirling mural pattern on the ceiling. Vibrant murals decorate the walls.

The murals depict hooded priests dragging off peasants and paladins alike and dropping them into a great pit with a single dark obelisk at its center. Along the walls of the room plush violet sofas and tables set with fine green trim covers and electrum candleholders.

TREASURE

The electrum candleholders fetch 5gp each, there are four total in the room.

18. Divination Chamber

A heavy latch and lock on the cold iron door here prevents entry this room.

HUGE COLD IRON DOOR

4in. thick banded-bronzewood

hp 150 hardness 10

Open Lock DC 40

Break DC 35

Bypass using a holy symbol of Tharizdun on the lock

Lead bands etched with warding sigils reinforce the hewn basalt walls here. A silver and amethyst circle rest in the center of the chamber as the scent of sandalwood emanates from the two black iron braziers by the door.

Along the back wall a large lead bookcase holds shelves of scrolls and books.

TREASURE

The bookshelf contains a seventy-two book set penned by Azal'Lan of Knurl. These books contain detailed measures on summoning and wards. If all of the books are read the reader is treated as if they had read a *tome of understanding* +1. Further, referencing the volumes grants the reader a +2 competence bonus to Knowledge (arcane, religion, the planes) skill checks for the next 24 hours.

The scrolls contain historical information of the temple and its environs. Anyone referencing these scrolls gains a +2 competence bonus to their next Craft (stonemasonry), Knowledge (architecture and engineering, dungeoneering, geography, or history) skill check as it relates to the temple.

Aside from various scrolls on the history of the temple three black scroll cases sealed with a silver stopper contain the following spells. The first scroll contains *deeper darkness* and *divination* (CL 9th). The second contains *alarm*, *magic circle against*

evil and *dispel magic* (CL 9th). The third scroll contains *invisibility purge* and *lesser planar ally* (CL 9th).

19.) Barracks EL 10

Stone bunks covered with straw mats line the walls of this basalt chamber. At the center of the room rests a large table surrounded by a gang of norkers.

Each bunk features a stone coffer at the end of it. These coffers are currently crammed with whatever the norkers carried with them on their way to the temple. A few decks of cards lie scattered on the table amongst rough-shaped dice. At the tables center rests a large sandstone bowl covered with rags.

Anyone not wearing a holy symbol or black robes of Tharizdun is immediately attacked by the norkers.

GANG OF NORKERS (8) CR 4

Male elite norker barbarian 4
Living Greyhawk Journal 3 24
NE Small humanoid (goblinoid)
Init +8; **Senses** darkvision 60ft.;
Listen +6, **Spot** +3

DEFENSE

AC 28, touch 15, flat-footed 24
uncanny dodge (+4 Dex, +7 natural,
+1 size, +4 armor, +2 shield)
hp 52 each (4 HD, 60 raging)
Fort +9 **Ref** +5 **Will** +4 r a g i n g
+11/+5/+6

OFFENSE

Spd 30ft.
Melee masterwork battle axe +10
(1d6+4, 20/x3) or
masterwork battle axe [raging] +12
(1d6+6, 20/x3)

Ranged masterwork javelin +10
(1d4+4, 20/x2)

Special Attacks rage 2/day (+4 bonus
to Strength, a +4 bonus to Constitution,
+2 morale bonus on Will saves, and -2
penalty to Armor Class)

Special Defenses trap sense +1

STATISTICS

Abilities Str 18, Dex 18, Con 20, Int
11, Wis 13, Cha 7

Base Atk +4; **Grp** +8

Feats Improved Initiative, Iron Will

Skills Climb +7, Handle Animal -1,
Hide +6, Intimidate +3, Jump +7,
Listen +6, Move Silently +6, Ride +9,
Survival +6, Swim +1

Languages Goblin

Combat Gear potion of *aid* (CL 5th);

Other Gear masterwork battle axe,
masterwork javelin x2, masterwork
ring mail, darkwood shield

TACTICS

Before Combat The norkers imbibe their potions of aid and enrage.

During Combat The norkers charge and rush to swarm the PCs as they enter the door. Each norker attacks the closest PC to them unless another attacks it first.

Morale The norkers fear more what the clerics of Tharizdun would do to them if they do not fight. The norkers here fight to the death unless coerced otherwise.

TREASURE

A successful Search or Spot check DC 15 uncovers 100gp in the sandstone bowl under the rags.

20.) Hallway Gallery

Silver idols rest on grey stone stands along the sculpted walls of this gallery. Several ancient paintings hang from these walls while splashes of colors decorate the prehistoric mural of some age-old ritual on the ceiling.

Many of the artworks here bear the marring of time, while others emit a shadowy glow. The paintings hanging upon the walls each depict clerics of priests of old, each frame carved with archaic sigils that have worn away through the centuries.

A successful Knowledge (religion) skill check DC 30 identifies the paintings here as the greatest of Tharizdun's clerics throughout the centuries. Though many of their names have been lost to time they have collectively been referred to as the Obex of the Three-fold Veil. Another Knowledge (religion) skill check DC 30 reveals that the last of the Obex of the Three-fold Veil was the cleric Wongas author of the "*Lament for Lost Tharizdun*".

21.) Chamber of Final Rites EL 8

Several sarcophagi line the walls of this black and silver tinted chamber. Old bronzewood coffins lie on the floor broken and exposed to the dank air. Along the back, a huge tapestry hangs on the wall behind an elaborate altar.

The tapestry features a black inverted ziggurat on a deep purple background with crimson highlights.

A successful Craft (stonemasonry) skill check (DC 25) reveals that the altar to be made of violet-flecked obsidian with a spiral of decay etched into it. A gold-trimmed velvet lined bowl rests on the altar filled with magnificent gems.

DESTRUCTION TRAP CR 8

Type magical (strong necromancy [death])

Search DC 32; **Disable Device** DC 32

EFFECTS

Trigger touch (*alarm*); **Reset** automatic; **Bypass** *dispel magic* suppresses

Effect *destruction* (death or 10d6 damage, Fortitude save DC 25 negates death, CL 14th)

NOTE: Attempting to remove a gem from the altar triggers the trap.

A set of sconces built into the sidewall is filled with candles, incense, and books. So clever was the construction of the scone bookshelves here that not even Cyril knows of the existence of the secret chamber behind them.

SCONCE BOOKSHELF SECRET DOOR

5ft. thick polished black stone

hp 180 **hardness** 8

Search DC 30

Open Lock N/A **Break** DC 25

NOTE: The door operates by placing a holy symbol of Tharizdun in the slot turning and pressing two of the shelves down at the same. A 5ft. wide section of the wall then turns clockwise allowing passage into Area 22.

TREASURE

Any gem removed from the altar is worth 1d10x50gp.

22.) Lesser Vault

The door grates against the floor opening to a dusty cob-web filled vaulted chamber.

The walls are lined with sconces filled with books of all kinds. In the center of the room rests a large onyx table. Under the table a large lead chest covered with all manner of debris.

Many of the books here are in poor condition. Removing one from the shelf requires the utmost care. A character with the Profession (scribe) or Craft (bookbinding) DC 20 restores the binding of a book allowing transportation. Fully restoring a book requires the use of a *mending* spell on every page or a *make whole* spell restores the entire book.

DEVELOPMENT

Due to its isolation, this chamber is one of the few safe havens in the entire temple. Unless those within make a great deal of noise, anyone resting here avoids the need to check for wandering encounters.

TREASURE

Once restored any character studying them receives a +2 competence bonus to any of the following Knowledge skills (arcana, architecture and engineering, history, nobility and royalty [Suel, Oeridian], religion, the planes) for the next 24 hours.

Inside the chest is a painting of an unknown priest bearing symbols around the frame from the Suel house of Schnai. The painting is worth 1,000gp. A heavy burlap sack containing 245gp rests under the painting. These coins are ancient and date back to when the Great Kingdom ruled the region now called Veluna. Each coin is minted with the coat of arms of the Great Kingdom and may fetch more than their current worth to the right buyer.

23.) Mural Hall

Grand snow-flecked obsidian pillars run the length of this dark-green marble hallway. A grand mural decorates the ceiling. The mural depicts dark thunderclouds looming over thousands of humanoid creatures that bow before a single nefarious figure.

A successful (Survival) skill check DC 25 uncovers dusty tracks leading to Area 25 and 26.

24. Laboratory EL 9

A heavy engraved stone door bars entry to this room.

ENGRAVED STONE DOOR

1ft. thick polished black stone

hp 180 hardness 8

Open Lock DC 30 Break DC 48

Dripping pipettes and a heavy metallic haze identify this as a functional alchemical lab.

Several pipettes run into a beaker upon a cluttered oak table in the

center of the room. Two large workbenches line two of the walls while a large black cauldron steams over in the far corner of the room. In between the workbenches a wall filled with sconces contain jars of sundry items from bat guano to petrified bark.

A dented rust-covered iron box rests on the center table. A complex cryptograph lock seals the box and no discernible hinges can be found.

This chamber doubles as an alchemy lab and contains various substances used in the creation of alchemical items.

Anyone creating alchemical items receives a +2 circumstance bonus on Craft (alchemy) checks so long as they remain in this room. Further, PCs in need of replacing spell components may do so here taking any component for a spell less than 50gp.

A successful Knowledge (arcane) skill check 30 identifies the coding on the box and grants those who open it a +5 circumstance bonus to opening this lock.

SHADOW ESSENCE NEEDLE TRAP CR 9

Type mechanical

Search DC 30; Disable Device DC 30

EFFECTS

Trigger touch; Reset manual

Effect purified shadow essence +20 ranged (1d2 plus 1d6 Str/ 5d6 Str, Fortitude save DC 25 negates)

NOTE: Opening the box triggers the trap.

TREASURE

On the shelves are a potion of fly (CL 5th), a potion of cure serious wounds (CL 5th). Inside the lead box are a pearl (100gp), a small pouch containing diamond dust (100gp), and a bloodstone (50gp).

25.) Cyril's Quarters EL 7

A small electrum gargoyle head knocker embellishes this sigil engraved door.

SIGIL ENGRAVED DOOR CR 7

4in. thick iron

hp 120 hardness 10

Open Lock DC 25 Break DC 33

Type magical (moderate conjuration [creation])

Search DC 29; Disable Device DC 29

EFFECTS

Trigger proximity (alarm); Reset automatic (after 1 minute); Bypass dispel magic suppresses

Effect evard's black tentacles (1d4+7 tentacles, +29 grapple (1d6+4 bludgeoning damage/ round per tentacle); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares), CL 18th)

NOTE: The trap here attacks anyone but Cyril that attempts to open the door.

Once open read the following:

A deep red draped bed sets against a tapestry of a blood moon at the back of this deep violet speckled black obsidian chamber. A large woven Baklunish rug covers the floor under the bed while two small tables flank it. At the end of the bed rests a heavy bronzed wood trunk.

This room feels warmer than many of the other rooms, which is due to the heat of the trapped conflagration ooze in Area 27. Along the walls rest a small table littered with scrawling and notes, a screen, and an armoire. The drawers in the armoire contain clothing and several blankets.

TREASURE

The trunk contains several prayer rugs, a small incense burner, a silver etched incense box (50gp), an amethyst (150gp), a sapphire (100gp), and a black opal (50gp).

26.) Mya's Quarters EL 7

A small silver medusa head knocker embellishes this sigil engraved door.

SIGIL ENGRAVED DOOR CR 7

4in. thick iron

hp 120 hardness 10

Open Lock DC 25 Break DC 33

Type magical (illusion [phantasm, fear, mind-affecting])

Search DC 29; Disable Device DC 29

EFFECTS

Trigger proximity (alarm); Reset manual; Bypass dispel magic suppresses

Effect phantasmal killer (Will save DC 21 for disbelief and Fort save DC 21 for partial effect, CL 13th)

NOTE: The trap here attacks anyone but Cyril or Mya that attempts to open the door.

Elaborate drapes cover a large azure bed at the far end of this room. Plain black crystalline patterned tapestries cover each wall of the room and a deep blue-black carpet covers the floor. A grand mural of an underground city alight with blue torches adorns the entire ceiling.

Much like Area 25 this room feels warmer, which is due to the heat of the trapped conflagration ooze in Area 27.

The ceiling generates enough light to see in this room during all hours and in fact seems to come to life with dark elven figures walking through the streets.

A small nightstand and a screen flank the bed while two violet-blue sofas covered with pillows flank the doorway. Along the other walls north wall is a large chest and a chest of drawers

As a mercenary Mya owes no allegiance to the clerics of Tharizdun, she is in this for personal gain only. If Mya escaped before she spends the time gathering her things and reset the wards in her room before departing the temple. She remains here for 1 hour after retreating from the PCs.

TREASURE

The chest of drawers and chest combined contain are several fashionable types of clothing, a few dark blue robes, a pair of silver engraved emerald set bracers (800gp), and a spare traveling spellbook (contains Mya's prepared spells).

The nightstand contains several candles. If the PCs enter the room before Mya departs is also contains a scroll of *greater teleport* (CL 13th) and a small bag of 200gp in the top drawer.

The following wards protect the spellbook: an *explosive runes* spell on the binding and a *sepia snake sigil*, on the title page (CL 13th).

27.) Furnace EL 13

A heavy locked iron door marked in sigils lies ahead. Unnatural warmth emanates from within.

A character with the Ignan language that makes Search check DC 20 or with the Decipher Script skill that makes a successful check DC 25 reveals the phrase "*From the ashes, we all shall burn*" amongst the sigils.

HEAVY IRON DOOR

4in. thick iron

hp 120 hardness 10

Open Lock DC 25

Break DC 28

A massive ball of liquid flame floats suspending in the air heats the room to a tolerable degree. The ball remains suspended by an unseen force in the center of this charred black metal-reinforced chamber. Metallic grates cover the floor of the chamber.

Once the PCs enter the room the large door closes behind them locking them in. Once the door closes the bonds holding the ooze weaken allowing it to feed on whatever remains in the chamber. Opening the door from the outside re-binds the creature to its suspended animation.

The ball of flame heats this chamber as well as Areas 25 and 26. Below the floor grates several mounted black crystals glimmer even in the choking brownish-orange ash there. These dark fire embers keep these areas warm for another 48 hours even if the ooze here is slain.

INFERNAL CONFLAGRATION OOZE CR 13

Monster Manual III 30

LE Huge ooze (evil, extraplanar, fire)

Init +3; **Senses** blindsight 60ft.; **Listen** +6, **Spot** +1

DEFENSE

AC 21, touch 8, flat-footed 21 (-2 size, -1 Dex, +14 natural)

hp 172 (15 HD)

Fort +11 **Ref** +6 **Will** +8

DR 5/bludgeoning and 10/magic

SR 20

Immune fire, ooze traits

Resist cold 10

Weakness cold

OFFENSE

Spd 30ft., climb 10 ft.

Melee 2 slams +20 melee (3d6+10 plus 1d6 fire, 20/ x2)

Space 15ft. **Reach** 10ft.

Special Attacks fire in the blood, improved grab, smite good (+15

damage)

Spell-Like Abilities (CL 10th)

1/day - *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17)

STATISTICS

Abilities Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15

Base Atk +11; **Grp** +29

Feats Ability Focus (fire in the blood)^B, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)

Skills Climb +10, Hide +12, Listen +6, Move Silently +12

Languages Ignan, Infernal

SPECIAL ABILITIES

Fire in the Blood (Su): The flaming toxin secreted by an infernal conflagration ooze deals 1d6 points of Constitution damage and 3d6 points of fire damage to a grappled foe. The save DC to resist the toxin is 25.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

28.) Prison EL 11

A barbed iron portcullis bars entry to the next room.

HEAVY IRON PORTCULLIS

4in. thick iron

hp 120 hardness 10

Open Lock DC 25

Break DC 25

NOTE: Zhyg and Zhagh both have keys to this area.

The foul stench of refuse and body odor emanate from this dank prison block. Buckets of stagnant water and excrement rest flank the walkway near the door and surround the chipped statue of some long dead cleric.

The cells of this room are filled with straw, buckets of water, and trays of food scraps. In the cells are the gnomish and human slaves. The chipped statue is actually a stone statue brought to life by Cyril and his ally Y'hytrin. The stone golem guards the cell block. It attacks anyone not in the company of Zhyg, Zhagh, or Cyril.

Stone golem; hp 107; *Monster Manual* 136

CELL FORCEFIELDS CR 5

Type magical (strong evocation [force]) **Search** DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch (*alarm*); **Reset** automatic; **Bypass** *disintegrate* suppresses

Effect *wall of force* (bars movement,

damage)

Spell-Like Abilities (CL 10th)

1/day – *confusion* (DC 16), *deep slumber* (DC 15), *hold monster* (DC 17)

STATISTICS

Abilities Str 31, Dex 8, Con 22, Int 9, Wis 12, Cha 15

Base Atk +11; **Grp** +29

Feats Ability Focus (fire in the blood)^B, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stealthy, Weapon Focus (slam)

Skills Climb +10, Hide +12, Listen +6, Move Silently +12

Languages Ignan, Infernal

SPECIAL ABILITIES

Fire in the Blood (Su): The flaming toxin secreted by an infernal conflagration ooze deals 1d6 points of Constitution damage and 3d6 points of fire damage to a grappled foe. The save DC to resist the toxin is 25.

Smite Good (Su): Once per day the infernal conflagration ooze can make a normal melee attack that deals +15 damage against a good foe.

28.) Prison EL 11

A barbed iron portcullis bars entry to the next room.

HEAVY IRON PORTCULLIS

4in. thick iron

hp 120 **hardness** 10

Open Lock DC 25

Break DC 25

NOTE: Zhyg and Zhagh both have keys to this area.

The foul stench of refuse and body odor emanate from this dank prison block. Buckets of stagnant water and excrement rest flank the walkway near the door and surround the chipped statue of some long dead cleric.

The cells of this room are filled with straw, buckets of water, and trays of food scraps. In the cells are the gnomish and human slaves. The chipped statue is actually a stone statue brought to life by Cyril and his ally Y'hytrin. The stone golem guards the cell block. It attacks anyone not in the company of Zhyg, Zhagh, or Cyril.

Stone golem; hp 107; *Monster Manual* 136

CELL FORCEFIELDS CR 5

Type magical (strong evocation [force])

Search DC 25; **Disable Device** DC 25

EFFECTS

Trigger touch (*alarm*); **Reset** automatic; **Bypass** disintegrate suppresses

Effect wall of force (bars movement,

CL 17th)

NOTE: The guards know the command word and gesture to bypass the fields.

28A.) Sitting at the center of a salt circle a young human man of slight build tinkers by drawing patterns into the floor somehow in a meditative state. The pale, sandy-haired man wears elven leather traveling garb mixed with fine silk clothing. Unlike many of the other prisoners this man shows no signs of malnutrition or fatigue.

A successful Knowledge (arcane, history or religion) skill check DC 40 reveals this man to be none other than the infamous Keoghtom, Hero deity of Secret Pursuits, Natural Alchemy, Extraplanar Exploration and former member of the Company of Seven. Keoghtom's reasoning for being here of all places remains a mystery to all but his patron, Pharlanghn. A PC that inquires as to his motives for being here is immediately shushed and told, "Even in the halls of madness, these walls have ears".

28B.) A gnome dressed fine merchant's garb lies half dead on the floor of this cell. A successful Knowledge (geography, local, or nobility and royalty) skill check DC 25 identifies him as the son of Laird Gwaylar, Lenard Gwaylar; (LG; male gnome fighter 4), captain of the guard of the Gnomish Vale.

28C.) A good-looking man dressed in rustic woodsman's clothing rests in this cell. The man named Ortux the Hand; (LG; male human paladin 16) is an agent of Bigby. He traveled to the temple environs with a small group of adventurers and gnomes from the Gnomish Vale to gather intelligence and instead were slain or captured. Ortux remains the last remaining member of this group still alive. If rescued his attitude toward the PCs is friendly.

28D.) A beaten middle-aged female dressed in russet robes. A devout worshipper of Iuz and spy, Dathmara (CE; human female cleric 8 of Iuz) sought the temple at the order of the Boneheart only to be captured by the temples defenders. The only survivor

of her expedition group Dathmara resorts to any lie to convince the PCs that she seeks to destroy the temple for the forces of good. A successful Sense Motive check DC 25 reveals her lie.

28E.) A thin handsome young man with golden hair rests in this cell. The man in this cell suffers from amnesia and malnutrition. A successful Knowledge (nobility and royalty) check DC 30 (DC 25 if from Veluna or Furyondy) identifies this man as Prince Thrommel, Grand Marshall of Furyondy and Provost of Veluna.

Cyril knows the worth of a political prisoner, even if it is a clone with amnesia who was declared dead years before. Cyril and his companions uncovered the young prince's skin from a flensing sample hidden between the pages of a book in the Temple of Elemental Evil. After extensive research and labor, Y'hytrin cloned the prince yet he awoke a lethargic shell with no memory. Cyril had the prince placed here until his memory resurfaced or until he had time to cure him. Only a good cleric can cure Thrommel of his malady and only through the use of a *heal* spell or greater magic.

29.) Freezing Corridor EL 11

Icy black sculptures of various humanoids screaming in madness cover every surface of this chill ice-covered ozone smelling corridor.

All surfaces of the room are covered with sleet, making traversing this hall difficult. The icy hall ends at a frost-covered door.

SLEET-COVERED FLOOR CR 3

Type magical (moderate conjuration (creation) [cold])

Search DC 20; **Disable Device** N/A

EFFECTS

Trigger proximity (with ice); **Reset** automatic (after 1 minute); **Bypass** area fire spells suppress

Effect *sleet storm* (The floor of this chamber is extremely slippery. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure

by 5 or more means it falls (see the Balance skill for details), CL 14th)

If anyone brings a source of heat or light into this room, the ice golem sentries attack.

ICE GOLEM (2) CR 9

Frostburn 137

N Large construct (cold)

Init +0; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0

DEFENSE

AC 22, touch 9, flatfooted 22 (–1 size, +13 natural)

hp 96 each (12 HD)

Fort +4 **Ref** +4 **Will** +4

DR 10/ bludgeoning

Immune cold, construct traits, magic
Weakness fire

OFFENSE

Spd 30ft. icewalking

Melee 2 slams +15 (2d8+7, 20/x2)

Space 10ft. **Reach** 10ft.

Special Attacks ice shards (2d6 plus 1d6 cold, 10ft. radius), improved grab

STATISTICS

Abilities Str 25, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +9; **Grp** +20

SPECIAL ABILITIES

Construct Traits: An ice golem has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. It has darkvision out to 60 feet and low-light vision.

Ice Shards (Su): As a free action once every 1d4+1 rounds, an ice golem can generate a spray of deadly ice shards from its body, dealing 2d6 points of piercing damage and 1d6 points of cold damage to all creatures within 10 feet. In addition, living creatures must succeed on a DC 16 Fortitude save or be blinded for 1d4 rounds. The save DC is Constitution-based.

Icwalking (Ex): This ability works like the *spider climb* spell but applies to all icy surfaces. An ice golem can move normally on any icy surface.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. Fire spells and effects affect the golem normally, even if they permit spell resistance (but note the golem's vulnerability to fire). A magical attack that deals cold damage heals an ice golem of 1 point of damage for each 3 points of damage such an attack would otherwise deal. If the amount

of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Improved Grab (Ex): To use this ability, the ice golem must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

30.) Lounge EL 11/13

Two huge tables surrounded by sturdy chairs fill this green-blue flecked obsidian chamber. Along the walls rest kegs of ale and a table covered with dried rations. Sitting in the chairs are two priests debate over their last raid, while a group of norkers jeer and torment one another while performing feats of strength.

Should the PCs enter this area without the holy symbol of Tharizdun, the guards attack.

Doomsayer Overseer (2); hp 42 each; See Area 9

Norker barbarians (4); hp 52 each; See Area 19

TACTICS

Before Combat The norkers enrage and overturn their table allowing the doomsayers to use it for cover. The doomsayers duck behind the table. The clerics cast the following spells to boost their defenses: *magic circle against good*, *mass conviction*, *mass shield of faith*, *bless*, and *veil of shadow*.

During Combat As the norkers wade into melee, the clerics continue to buff the group or open up with *unholy blight* and *unholy storm* spells.

Morale The Norkers fight to the death retreating behind the table for cover only if the PCs resort to bombardment attacks. If the clerics are engaged in melee they always cast on the defensive. If reduced to less than half their number or hit points the clerics attempt to surrender.

DEVELOPMENT

Once combat breaks out the brothers in the adjacent room must make a Listen check DC 5 to overhear the commotion. Either Zhyg or Zhagh arrive 2 rounds after combat starts.

31. Guards Office EL 12

Lavish accoutrements adorn this blue-flecked obsidian room. At the center of the room a long table surrounded by padded chairs and covered with a large map of the Yatils. Along the back wall rests a heavy black oak desk with a high-padded chair.

Several notes cover the desk, each marked with the symbol of Tharizdun. The desk contains scrolled parchment, ink pots, carving pens, quills, candles, and wax stamps.

The twin brothers Zhyg and Zhagh take shifts administering this office. There is a 50% chance that either will be here at any time. If the DM so wishes to switch the brothers places, Zhagh resides in Area 37. If either hears problems in Area 30 they rush to intervene; often used to breaking up fights between the norkers, ogres, and clerics of Tharizdun.

ZHYG CR 12

Male half-fiend human ranger 2/fighter 4/blackguard 4

NE Medium Outsider

Init +5; **Senses** darkvision 60ft.; Listen +7, Spot +2

Aura despair, evil

DEFENSE

AC 27, touch 18, flat-footed 22 (+5 Dex, +1 natural, +8 armor, +1 deflection, +2 force) 20% miss chance with *veil of shadow*

hp 105 (10 HD)

Fort +20 **Ref** +15 **Will** +11

DR 5/ magic **SR** 20

Immune poison **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Spd 30ft., fly 30ft.

Melee +1 keen battleaxe +16/+11 (1d8+9 plus deathblade poison, 19-20/x3) and

+1 light pick +15/+10 (1d4+4 plus deathblade poison, 20/ x4) or

+1 keen battleaxe +18/+13 (1d8+9 plus deathblade poison, 19-20/x3) or

+1 light pick +17/+12 (1d4+4 plus deathblade poison, 20/ x4)

Special Attacks command undead 5/day (+2, 2d6+2, 2nd), favored enemy (human) +2, poison use, smite good^C (+2 attack/ +4 damage) 1/day, smite good^R (+10 damage), sneak attack +1d6

Special Defenses dark blessing

Spell-Like Abilities (CL 10th)

at will – *detect good*

3/day – *darkness*, *poison*

1/day – *contagion* (DC 16), *desecrate*, *unholy blight* (DC 16)

Spells Prepared (CL 4th; +15 ranged touch, +4 vs. SR)

2nd – *bull's strength*, *veil of shadow* (Spell Compendium 228)

1st – *corrupt weapon*, *cure light wounds*

STATISTICS

Abilities Str 22, Dex 21, Con 18, Int 17, Wis 15, Cha 15

Base Atk +10; **Grp** +16

SQ wild empathy +4

Feats Cleave, Combat Reflexes, Improved Sunder, Improved Two-Weapon Fighting, Iron Will, Power Attack, Track^B, Two-Weapon Fighting,

Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +11, Handle Animal +6, Heal +7, Hide +10, Intimidate +7, Jump +11, Knowledge (Religion) +5, Listen +7, Move Silently +10, Ride +6, Search +4, Spot +7, Survival +7, Swim +7

Languages Abyssal, Common, Infernal

Combat Gear deathblade poison (4 doses, 2 used), potion of *invisibility* (CL 5th); **Other Gear** +1 keen battleaxe, +1 light pick, +3 mithral breastplate, cloak of resistance +3, gauntlets of ogre power, ring of force shield, ring of protection +1

SPECIAL ABILITIES

Deathblade poison (item): Injury; Fortitude save DC 20 negates (1d6 Con/ 2d6 Con)

TACTICS

Before Combat Zhyg applies the deathblade poison to his battleaxe then casts *veil of shadow*, *bull's strength*, and *corrupt weapon* before using his potion of *invisibility* and wading into combat.

During Combat Zhyg sneaks up on the closest PC for a sneak attack and applies his racial[®] *smite good* ability. Afterward he moves into position to flank any enemy spellcasters and unleashing an *unholy blight* into the midst of the PCs. Zhyg uses his *smite good*^c ability followed by Improved Sunder on enemy melee's weapons. He saves using Power Attack only for when the target of his melee attacks have little or no armor.

Morale Zhyg fight until reduced to half - one quarter of his hp and then uses his darkness ability to withdraw to Area 16 should the beholder still be alive or down to Area 37 to warn his brother of the intruders.

TREASURE

The desk contains several scrolled parchment pieces, a scroll of *blur*, *invisibility*, *mirror image*, *mage armor*, *shield*, and *stoneskin* (CL 7th), a few ink pots, and a silver dagger. The chest contains a folded black robe, a suit of masterwork chain mail, and a sheathed +1 *wounding bastard sword* and a bag with 25gp.

32.) Scriptorium

A circular archway opens into a deep basalt chamber filled with black oak writing tables and decorated with lavish murals of nighttime scenes.

A successful Listen check DC 15 reveals the sound of ink quills scribing onto parchment scrolls. A successful Spot or Search check thereafter identifies this noise as coming from several quill pens that seem to

scribe text on their very own. The manuscripts being transcribed vary in content and language; many appear to be translations of a religious text of some sort. The writing desks contain the standard scribing materials, quill pens, inkpots, and parchment scrolls.

The quills here have been affected by an *amanuensis* spell (*Spell Compendium* 9) and cease function if removed from the desk.

33.) Darkness Chamber EL 10

Layers of dust blanket every surface of this room except the floor which bears the footprints of various humanoid creatures. Large cracked urns rest in each corner of the room.

Sconces run along the back wall of the room. Stacked under layers of dust several worn tablets remain. A successful Search skill check DC 25 uncovers the tablets. A successful Survival skill check DC 20 identifies the tracks of ogres dragging a humanoid form to Area 34.

If someone disturbs the urns or rests in this or the adjacent rooms, the wraiths attack.

Wraiths (8); hp 32 each; *Monster Manual* 257

TREASURE

The tablets on the shelves are made of smoky quartz or amethyst and though the sigils and seals upon them have worn away each tablet remains worth 50gp each, there are nine of these tablets. Casting a *make whole* spell or *mending* spell upon the tablets will not recover the sigils upon them as these tablets were ancient scrolls used by the clerics here hundreds of years before.

34.) Torture Chamber EL 10

A gagging gangrenous stench pours from the ghastly gore-covered rusty devices of torture that fill this smoke-stained room. A rusted iron maiden rests at the center of the room, its latest victim still interred within.

A black iron vice, a bronzewood chair covered in leather straps, a fire pit, a cluttered wooden bench, heavy

straw mats, and two large barrels line the walls of this chamber. A pair of glowing tongs and branding iron set on the fire pit. Under the wooden bench rests two pairs of slimy rust-stained iron boots, while wall sconces containing various implements of torture flank the doorway. The ogres use the straw mats here for bedding while they await the next victim. The kegs contain lantern oil.

Should the PCs enter the room, the ogres attack. Two ogres topple over the barrels while the last ignites the oil in the doorway. All three ogres use the iron maiden for partial cover. Anyone standing in the doorway area suffers 1d3 fire damage per round while in the oil and continues to burn or until the fire is put out. A burning creature can take a move action to put out the flame.

Ogre Barbarians (3); hp 79 each; *Monster Manual* 198

The last victim of the iron maiden was a gnomish male dressed in what was once fine clothing. If raised or resurrected the gnome, once a prosperous gemcutter from the Kron Hills offers his services at any time to the PCs. Should the PCs escort him out of the dungeon area he makes his way to the closest city to ascertain the state of his affairs. (See Conclusion for more).

35.) Illusory Chamber EL 8

At the center of this frost covered chamber juts a large fluted black marble pillar with several faces carved into its four facets.

The four faces represented each have magic mouth cast on them. The faces animate when approached. Each facet asks the PCs a single question. Then they have five game time minutes to respond to each question. Should they refuse to answer or give two incorrect answers, a pre-programmed spell activates. The four faces and their questions are as follows:

BALOR DEMON FACET

PRONOUNCE THE NAME OF THE DARK GOD.

The answer is Tharizdun.

PRONOUNCED BLASPHEMY CR 8

Type magical (strong evocation [evil, sonic])

Search DC 32; **Disable Device** 32

EFFECTS

Trigger proximity (with face); **Reset** automatic (after 1 minute); **Bypass** answering question

Effect *blasphemy* (None or Will save DC 25 negates, see spell description PH 205, CL 20th)

NIGHTWALKER NIGHTSHADE FACET

NAME TWO ASPECTS OF HE OF ETERNAL DARKNESS.

Any of the following answers from any domain or portfolio such as Eternal Darkness, Decay, Entropy, Force, Malign Knowledge, Insanity, or Cold.

GAZE OF FEAR CR 8

Type magical (strong necromancy [fear, mind-affecting])

Search DC 32; **Disable Device** 32

EFFECTS

Trigger proximity (with face); **Reset** automatic (after 1 hour); **Bypass** answering question

Effect *fear* (Will partial DC 25, 30ft. cone causing each living creature in the area to become panicked. If the Will save succeeds, the creature is shaken for 1 round., CL 20th)

PIT FIEND DEVIL FACET

DECLARE OUR MOST HOLY PURSUIT.

The answer is the destruction of all things.

BITING CONTAGION CR 8

Type magical (strong necromancy [evil])

Search DC 32; **Disable Device** 32

EFFECTS

Trigger proximity (with face); **Reset** automatic (after 1 hour); **Bypass** answering question

Effect *mass contagion* (Fort save DC 25 negates, all enemies in 50ft.; (1d4 Str) subject contracts devil chills which strikes immediately [no incubation period], DC 14 for subsequent saves, CL 20th)

ARCANALOTH YUGOLOTH FACET

TO WHAT EXTENT WOULD YOU GO TO ACHIEVE OUR HOLY PURSUIT?

The proper answer is the sacrifice of all things or I would sacrifice all.

CONFUSING GAZE CR 8

Type magical (strong enchantment [compulsion, mind-affecting])

Search DC 32; **Disable Device** 32

EFFECTS

Trigger proximity (with face); **Reset** automatic (after 1 hour); **Bypass** answering question

Effect heightened *confusion* (Will save DC 25 negates, all creatures in a 15-ft. radius burst, see spell description PH 212, CL 20th)

If all questions are answered correctly the eyes of the facets all light up with a violet glow and speak the following in unison.

The path you seek lies within. Winter's chaos, then the darkness comes. Night-shadows spread gloom, sending from the north fierce hailstorms to the terror of men.

A successful Knowledge (arcana) skill check DC 25 reveals that this is a pass phrase key to something deeper.

DUNGEON LEVELTHREE

36.) Swirling Purple Domed Chamber EL 12

Ancient sigils glow on the stones of the archway, while a chilling inky mist fills the archway of this chamber barring entry.

A successful Decipher Script check DC 28 reveals that the text contains a riddle on how to gain entry to this area.

One must pass the test of Tharizdun in Area 35 to enter this room. Those that attempt to step through the mists before completing this ritual suffer the effects of a *forbiddance* spell and hit a thin *wall of force* set at its end.

FORBIDDING FORCE BARRIER CR 11

Type magical (strong abjuration and evocation [force])

Search DC 20; **Disable Device** N/A

EFFECTS

Trigger proximity (with barrier); **Reset** automatic (after dispelled); **Bypass** password from the test of Tharizdun in Area 35

Effect *forbiddance* and *wall of force* (bars planar travel, teleportation spells, plane shifting, astral travel, ethereal travel, and all summoning spells and movement, CL 20th)

The archway opens into a vaulted dark-purple chamber filled with bookshelves and adorned with soft violet sofas on its perimeter. At the center of the room a large table covered with a gold-trimmed black covers sets surrounded by several padded chairs.

The books on the shelves here appear to be centuries old yet are still unblemished. Subjects include: aberrations, abjuration, necromancy, demons, devils, torture, murder, assassination, undead, and yugoloths.

TREASURE

Each book here is worth 5d10gp and three hundred thirty-three of them are here.

37.) Zhyg and Zhagh's Quarters EL 13

A single line of black pillars decorated with violet drapes run the length of the chamber, while a table covered with maps sets at the center. Two black canopied beds separated by a thick purple worm hide screen set at the end of this inky basalt chamber. A chest of drawers rests beside each bed.

Gold sigils decorate the base of each pillar. A successful Decipher Script or Knowledge (religion or the planes) DC 38 identifies the sigils of the princes and princesses of elemental evil. The beings are Cryonax: prince of evil cold creatures, Imix: prince of evil fire creatures, Ogrémoch: prince of evil earth creatures, Olhydra: princess of evil water creatures, and Yan-C-Bin: prince of evil air creatures.

Zhagh and two babau demon converse here in Abyssal. The babau constantly keep an ear as to occurrences in the temple listening for any trouble, depending on the PCs actions the babau need must make a Listen check DC 25 to detect the PCs from in the hallway, given the PCs are not making noise and moving at a standard pace.

Zhyg and Zhagh are children of Graz'zt whose mother died in the Burneal Forest decades ago. Though kin to Iuz, the twins wish nothing

to do with their brother who would likely have them slain on sight at the mention of their kinship to the Old One. The brothers met Cyril on his way to the temple and now act as commanders of the forces here. The twin brothers Zhyg and Zhahg take turns sleeping and studying here. There is a 50% chance that either will be here at any time. If the DM so wishes to switch the brothers places, Zhyg can be found in Area 31.

ZHAGH CR 12

Male half-fiend human warlock 10

Complete Arcane 5, 82, 132-136

NE Medium Outsider

Init +5; **Senses** darkvision 60ft.;

Listen +1, **Spot** +1

DEFENSE

AC 23, touch 17, flat-footed 18 (+5 Dex, +1 natural, +5 armor, +2 deflection)

hp 98 (10 HD)

Fort +11 **Ref** +10 (+17 with dark one's own luck) **Will** +10

DR 2 cold iron and 5/ magic

SR 20

Immune poison

Resist acid

10, cold 10 and 5, electricity 10, fire 10, sonic 5

OFFENSE

Spd 30ft., fly 30ft.

Melee +1 *shortspear* +11/+6 (1d6+4, 20/x2)

Ranged eldritch blast +11 (5d6 damage plus invocation)

Special Attacks smite good^R (+10 damage)

Special Defenses fiendish resilience (fast healing 1 for 2min.; 1/day)

Invocations Known (CL 10th; +11 ranged touch, +10 vs. SR)

4th (3/day) – *eldritch chain, flee the scene*

3rd (4/day) – *brimstone blast* (DC 22)

2nd (4/day) – *dark one's own luck, devil's sight*

1st (4/day) – *miasmic cloud* (DC 18)

Spell-Like Abilities (CL 10th)

at will – *detect good, detect magic*

3/day – *darkness, poison*

1/day – *contagion* (DC 16), *desecrate, unholy blight* (DC 16)

STATISTICS

Abilities Str 16, Dex 20, Con 22, Int 17, Wis 13, Cha 24

Base Atk +7; **Grp** +10

SQ deceive item (take 10 on Use Magic Device checks)

Feats Ability Focus (eldritch blast), Combat Casting, Empower Spell-Like Ability (eldritch blast), Extra Invocation, Quicken Spell-Like Ability (eldritch blast)

Skills Bluff +17, Concentration +19 (+24 casting defensively), Disguise +12, Intimidate +14, Jump +8, Knowledge (arcana) +8, Knowledge (religion) +5, Knowledge (the planes) +5, Sense Motive +11, Spellcraft +13, Use Magic Device +20

Languages Abyssal, Common,

Draconic, Infernal

Combat Gear potion of *cure serious wounds* (CL 10th), scroll of *teleport* (CL 10th); **Other Gear** +1 *shortspear*, +2 *studded leather*, *cloak of charisma* +2, *vest of resistance* +2, *amulet of health* +2, *ring of protection* +2, spell component pouch, 50pp

SPECIAL ABILITIES

Eldritch Blast (Sp): Zhahgh's eldritch blast has a range of 60ft. It is treated as a ranged touch attack that affects a single target, allowing no saving throw. Zhahgh's eldritch blast deals 5d6 points and may sometimes impart other debilitating effects. The eldritch blast is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to eldritch blast. An eldritch blast deals half damage to objects. Metamagic feats cannot improve a warlock's eldritch blast (because it is a spell-like ability, not a spell). However, the feat Ability Focus (eldritch blast) increases the DC for all saving throws (if any) associated with a warlock's eldritch blast by 2.

TACTICS

Before Combat Should the babau overhear the PCs they inform Zhahgh who uses his *dark one's own luck*, *devil's sight*, and *miasmic cloud* (right inside the doorway) invocations. The babau cast *darkness* at the doorway and at the back of the room, enough to cover the entire room in darkness. The babau then flip over the table allowing Zhahgh cover and flank the table.

During Combat Zhahgh takes advantage of the table's cover and launches two eldritch blasts per round, one quickened and one eldritch chain brimstone blast. The babau hold their ground waiting for the PCs to engage them, each prepares a *dispel magic* to counterspell incoming spells. If engaged in melee, they continue to use *dispel magic* on the PCs and fend off any melee threats.

Morale If approached in melee, Zhahgh uses his *flee the scene* invocation to escape to the hallway. The babau cover his retreat if they can.

DEVELOPMENT

Should Zhyg escape to this area, the brothers prepare a defense while Zhyg downs the potion of *cure serious wounds* from the secret table drawer. Zhyg defends his brother at all times, however if either is badly wounded Zhahgh uses his scroll of *teleport* to escape.

TREASURE

The chest of drawers contains spare clothing and traveling gear. The maps on the table show a plotted route to the Gnomish Vale, as well as other routes to Perrenland and Veluna.

A Search check DC 28 on the table reveals a secret drawer that must be opened by removing the

bottom drawer with a dagger. The drawer contains a scroll of *teleport* (CL 10th), a bag of 50pp, a potion of flying (CL 10th), and a potion of *cure serious wounds* (CL 10th) and Zhahgh's journal. The journal details much of Cyril's orders for the temple and its cousin even deeper within the Yatils. The journal also identifies the twins as the progeny of Graz'zt and thus their kinship to Iuz.

38.) Forsaken Crypt EL 12

Cobwebs cover the periphery of this domed rough basalt crypt. A single path exists through the dust from one door to another at the other end of the room. Ancient black marble mausoleums line the perimeter of the room with four more at its center.

Each mausoleum bears an immense sculpture of distinguished houses of the past. A successful Knowledge (history) skill check DC 25 reveals occupants from the Suel houses of Malhel, Maure and Xuel-Crix.

A successful Survival skill check DC 20 reveals the tracks of several humanoids as well as a few ogres.

As the PCs enter the room two bodaks emerge from their resting place lumbering to the center of the room where an offertory tray filled with several coins rests. The bodaks point to the doors at the other end of the room and then back to the offertory tray. If the party attacks or continues without paying tribute to the dead, a while a swarm of shadows emerge from their crypts to aid the bodaks. All of these creatures will fight until destroyed.

Bodak; hp 58 each; *Monster Manual* 28

Swarm of Shadows (8); hp 19 each; *Monster Manual* 221

TREASURE

The offertory tray contains 4pp, 8gp, 13sp, and 37cp. A successful Search check DC 30 reveals a loose flagstone tile under the offertory tray containing a large platinum coffer. A complex lock (Open Lock DC 30) seals the platinum coffer. The coffer holds 50pp, 100gp and a jeweled

bottom drawer with a dagger. The drawer contains a scroll of *teleport* (CL 10th), a bag of 50pp, a potion of flying (CL 10th), and a potion of *cure serious wounds* (CL 10th) and Zhagh's journal. The journal details much of Cyril's orders for the temple and its cousin even deeper within the Yatils. The journal also identifies the twins as the progeny of Graz'zt and thus their kinship to Iuz.

38.) Forsaken Crypt EL 12

Cobwebs cover the periphery of this domed rough basalt crypt. A single path exists through the dust from one door to another at the other end of the room. Ancient black marble mausoleums line the perimeter of the room with four more at its center.

Each mausoleum bears an immense sculpture of distinguished houses of the past. A successful Knowledge (history) skill check DC 25 reveals occupants from the Suel houses of Malhel, Maure and Xuel-Crix.

A successful Survival skill check DC 20 reveals the tracks of several humanoids as well as a few ogres.

As the PCs enter the room two bodaks emerge from their resting place lumbering to the center of the room where an offertory tray filled with several coins rests. The bodaks point to the doors at the other end of the room and then back to the offertory tray. If the party attacks or continues without paying tribute to the dead, a while a swarm of shadows emerge from their crypts to aid the bodaks. All of these creatures will fight until destroyed.

Bodak; hp 58 each; *Monster Manual* 28

Swarm of Shadows (8); hp 19 each; *Monster Manual* 221

TREASURE

The offertory tray contains 4pp, 8gp, 13sp, and 37cp. A successful Search check DC 30 reveals a loose flagstone tile under the offertory tray containing a large platinum coffer. A complex lock (Open Lock DC 30) seals the platinum coffer. The coffer holds 50pp, 100gp and a jeweled

gold crown (1,000gp). All the coins in the coffer date back to the Empire of Keoland, each coin minted in 439 CY. These coins fetch five times as much if sold to a collector of ancient merchandise.

39.) Icy Corridor EL -

Three jagged basalt rectangular pillars run through the center of this frost-covered corridor. Icy stalactites cover ceiling while rough patches of rock-hard ice blanket the floor. The ceiling is covered with stalactites and the floor is blanketed with rough patches of rock-hard ice.

Anyone attempting to Move Silently through this chambers suffers a -5 circumstance modifier to their rolls due to the rough ice.

SLEET-COVERED FLOOR CR 3

Type magical (moderate conjuration (creation) [cold])

Search DC 20; **Disable Device** N/A

EFFECTS

Trigger proximity (with ice); **Reset** automatic (after 1 minute); **Bypass** area fire spells suppress

Effect *sleet storm* (The floor of this chamber is extremely slippery. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details), CL 14th)

40.) The Underground Prison EL 10

Rusted black iron cells line the walls of this rancid smelling rough basalt room. Two heavy bronze braziers flanking the doorway heat the room. Beside each braziers rests a heavy black oak bench. At the center of the room rests a large table covered with burnt candle stubs, playing cards, dice, plates with food scraps covering them. Straw mats cover the floor of each cell amongst buckets of stagnant water.

Twenty-four humans and sixteen gnomes occupy these cells all of which are exhausted and malnourished. Should the PCs find a way to rescue these prisoners award them XP for another EL 10 encounter.

The ogres and the Doomsayer

sit at the table here playing games of chance. They remain to do so unless they hear a disturbance in the adjacent corridor.

Ogre Barbarian (2); hp 79 each; *Monster Manual* 198

Doomsayer Overseer; hp 42; See Area 9

TACTICS

Before Combat The ogres and the Doomsayer must make a successful Listen check to hear the PCs in the adjacent corridor. Should they hear the PCs the ogres move to cover the doorway as the doomsayer casts *magic circle against good*, *mass conviction*, *mass shield of faith*, *bless*, and *veil of shadow*.

During Combat The doomsayer attempts to stay in range of the ogres to heal them and provide defensive spells. The ogres attempt to keep the PCs bottlenecked at the doorway. Preventing entry into the room.

Morale The ogres fight to the death, however, should the ogres fall the doomsayer surrenders.

41.) The Stone Quarry EL 11

At the center of this rough basalt quarry lies a large black-iron covered wagon-shaped device surrounded by carts of rough ore pushed by exhausted slaves. Strange glittering veins of multi-colored crystals illuminate the cavern providing dim light.

The majority of the material to rebuild the ruined temple has been quarried here. Over fifty slaves work here driven by the ogres and a doomsayer. Each slaves appears exhausted and malnourished Should the PCs find a way to rescue these prisoners award them XP for another EL 10 encounter.

In the center of the cavern is a large black iron device that appears to shape the stone into the owners desire yet no man runs the arcane device. The device at the center of the room is a magical device referred to as a *matter transmuter*, the item sought by the Free Assembly of the Kron Hills.

HEWN STONE CAVERN WITH DENSE RUBBLE

20ft. thick basalt

hp 1,200

Climb 25

charge

NOTE: It costs 2 squares of movement to enter a square with dense rubble.

MATTER TRANSMUTER

Price 90,000gp

Body Slot -

Caster Level 9th

Aura: moderate transmutation [earth]; (DC 20)

Activation full round

Weight: 1,000lbs.

DESCRIPTION

This large black covered wagon-looking iron device allows features an open front end when rough stone enters and at the end a large tray where workable stone exits.

The matter transmuter reshapes, separates and purifies stone so it may be used in construction or repair of any non-decorated stonework. Further, anyone using the device receives a +4 on any Craft (stonemasonry) skill check to make such items. The matter transmuter can fashion any shape, size, or dimension of stonework. Once programmed it will function as long as raw materials are supplied, or until is triggered to cease operation.

CONSTRUCTION

Prerequisites Craft Wondrous Item, Craft (stonemasonry) 10 ranks, stone shape, transmute rock to mud or transmute mud to rock.

Cost to Create 45,000gp + 3,600

Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

Ogres (6); hp 29 each; *Monster Manual* 198

Ogre Barbarian (2); hp 79 each; *Monster Manual* 198

Doomsayer Overseer; hp 42; See Area 9

TACTICS

Before Combat Due to the amount of noise coming from this chamber the ogres here will not hear the PCs approach until they enter the room. As the PCs enter the doomsayer steps behind the matter transmuter, using it as cover while the ogres charge.

During Combat The doomsayer casts defensive magic on himself and the ogres, while the ogres continue the fight to melee the PCs.

Morale Each of the defenders here fight to the death.

42. Sealed Cave EL 13

Frost covers the cracks in this circular door engraved with the featureless face of some otherworldly terror.

DEMON-FACED ENGRAVED DOOR CR 8

6in. thick iron

hp 180 **hardness** 10

Open Lock DC 25

Break DC 33

Type magical (illusion [phantasm, fear, mind-affecting])

Search DC 33; **Disable Device** DC 33

EFFECTS

Trigger proximity (alarm); **Reset** automatic; **Bypass** dispel magic suppresses

Effect symbol of insanity (Will save DC 22 negates, 88hp remaining, CL 15th)

Globules of viscous liquid smack into the limestone draperies, while an otherworldly cold emanates from this dank rough cavern. Stalactites and stalagmites cover the cavern while inky streams of frigid water trickle through the room. At the center of the cavern a large wide circle of engraved platinum runes surrounds a twenty-foot tall dark giant figure.

The platinum-runed circle imprisons a nightwalker in stasis. The creature summoned here ages ago by an ancient cleric slumbers awaiting its eventual release. If released, it immediately attacks until its perpetrators leave the room or until it is destroyed. Due to the length of time the creature has been imprisoned it does not have access to its spell-like abilities, summon undead, spell immunity, or evil gaze abilities. Even so, it is highly recommended that the party rest before this encounter.

Nightshade, Nightwalker; hp 178; *Monster Manual* 196

43.) The Infinite Temple EL 14

Three pillars hold up the domed amethyst ceiling of this hazy polished stone chamber. A deep chanting resounds throughout the chamber echoing off of the raised section where a spiral-shaped altar floats above the floor.

At the head of the room a single cleric chants surrounded by the bodies of several slain prisoners. As the PCs step forward the chanting ends and a black haze fills the chamber, over the bodies of the dead, decomposing them instantly. Cyril and his undead allies then immediately move to impede the PCs.

Created Mohrgs (2); hp 147 each (with desecrate); *Monster Manual* 189

Greater Shadows (2); hp 76 each (with desecrate); *Monster Manual* 221

CYRIL SIMULACRUM CR 10

Male middle-aged human shade cleric 7/ doomdreamer 1

Forgotten Realms Campaign Setting 314, *Libris Mortis* 25 & 28, *Return to the Temple of Elemental Evil* 162

NE Medium outsider (native)

Init +4; **Senses** darkvision 60ft., shadesight; **Listen** +7 (+11 in shadows), **Spot** +7 (+11 in shadows)

DEFENSE

AC 30, touch 17, flat-footed 26 (+ 4 Dex, +8 armor, +5 shield, +3 deflection) or

AC (shadow blend) 34, touch 21, flat-footed 30

hp 67 (8 HD, 75 in shadows) fast healing 2

Fort +11 **Ref** +11 **Will** +16 + 4 bonus in shadows

DR - **SR** 18

Immune shade traits

OFFENSE

Spd 30ft., 50ft. in shadows

Melee mace of blood +11 (1d8+4, 20/x2)

Special Attacks control light, incense of meditation (all spells maximized), rebuke undead 8/day (+7, 2d6+11, 14th), spontaneous casting (inflict)

Special Defenses fast healing 2, shadow blend, shadow stride

Spell-like Abilities (CL 8th)

At will - invisibility

3/day - mirror image

Spells Prepared (CL 8th, +9 ranged touch attack)

4th - cure critical wounds, otiluke's resilient sphere^D (DC 20), sound lance (DC 20, *Spell Compendium* 196), wrack (DC 21, *Spell Compendium* 243)

3rd - blast of force^D (DC 19, *Spell Compendium* 31), cure serious wounds x2, deeper darkness, dispel magic

2nd - augury, cure moderate wounds, darkness, desecrate, healing lorecall (*Spell Compendium* 110), touch of madness^D (DC 18, *Spell Compendium* 221)

1st - bless, comprehend languages, cure light wounds, deathwatch, divine favor, lesser confusion^D (DC 17), protection from good

0 - amanuensis, detect magic, guidance, mending, no light, read magic

Domains Force (Su): By manipulating cosmic forces of inertia, once per day you can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.; **Madness:** You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-

half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

STATISTICS

Abilities Str 14, Dex 18, Con 16, Int 19, Wis 22, Cha 20

Base Atk +5; **Grp** +7

Feats Corpsecrier, Lightning Reflexes, Necromantic Presence, Spell Focus (necromancy)

Skills Concentration +14, Diplomacy +16, Heal +11, Hide +4 (+12 in shadows), Knowledge (arcana) +14, Knowledge (history) +9, Knowledge (religion) +14, Knowledge (the planes) +9, Listen +7 (+11 in shadows), Move Silently +4 (+12 in shadows), Profession (scribe) +7, Sense Motive +7, Spot +7 (+11 in shadows)

Languages Abyssal, Common, Draconic

Combat Gear *spiralburst bottle* (Book of Vile Darkness 116) **Other Gear** +3 *mithral breastplate*, +3 *heavy wooden darkwood shield*, *belt of magnificence* +2, *cloak of resistance* +3, *periapt of wisdom* +4, *ring of evasion*, *ring of protection* +3, *holy symbol of Tharizdun*, *spell component pouch*

SPECIAL ABILITIES

Control Light (Su): As a swift action, Cyril can decrease the amount of light in a 50ft. radius of himself by 160%.

Fast Healing (Ex): The shade recovers 2 hp/round when in darkness. This ability does not work in bright light.

Kiss of Undeath (Su): Double character's effective turning level when rebuking or commanding undead (including maximum number of undead commanded).

Shadesight (Sp): Cyril has 60ft. darkvision and can see normally through any darkness effects but not through fog, invisibility, obscurement, and so forth.

Shadow Blend (Su): +20 circumstance bonus to Spd; +4 circumstance bonus to AC and saves, +2 competence bonus to attacks and damage; +2 circumstance bonus to CON and CHA; +4 racial bonus to Listen and Spot skill checks; +8 racial bonus to Hide and Move Silently skill checks.

Shadow Stride (Sp): Cyril can vanish from its current position and reappear within 300ft., once every two rounds. Using this ability is a move equivalent action.

TACTICS

Before Combat The mohrg's move to block the corridor, while the greater shadows fly through the shrine to flank the PCs from behind. Cyril dims the light to pitch black and casts *bleed*, *deeper darkness*, *mirror image*, and *protection from good*.

During Combat The mohrg's hold their ground attempting to keep melee threats away from Cyril. The greater shadows spring in and out of combat flanking the PCs where they can. Cyril casts *wreck* and *sound lance*

on any particularly annoying enemy spellcasters. Should a melee threat engage him in combat he casts *otiluke's resilient sphere* to remove them from combat.

Morale Once the mohrg's and greater shadows fall in combat, Cyril casts *lesser confusion* amongst the party to sow more chaos into their ranks. If reduced to 50% hit points, Cyril uses his *spiralburst bottle* and his shadow *stride ability to retreat past to Area 42*.

DEVELOPMENT

After combat the simulacrum melts into a puddle of metal and iron filings.

The altar is trapped and any who are not true worshipers of Tharizdun.

SLAY LIVING WARD CR 6

Type magical (strong necromancy [death])

Search DC 30; **Disable Device** DC 30

EFFECTS

Trigger touch; **Reset** automatic (after 1 minute); **Bypass** dispel evil or dispel magic suppresses

Effect *slay living* (Fortitude partial DC 22, death or 3d6+20 damage, CL 20th)

44.) The Ancient Vault EL 10

Charred walls and blackened bones and ancient equipment cover the floor of this charred basalt room.

A successful Knowledge (history), Craft (armorsmithing or weaponsmithing) DC 20 reveals that the equipment here dates back to the Empire of Vecna. Should these items be restored they fetch a total of 2,500gp; ten of these pieces of equipment remain salvageable.

Two ancient burnt-out lanterns hang from the far wall with a large iron trunk in between them.

As the PCs enter the room, three two allips erupt from the piles of bones and attack.

ANCIENT ALLIPS (3) CR 7

Advanced evolved undead allip
Monster Manual 10, *Libris Mortis* 99

NE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60ft.; **Listen** +12, **Spot** +12

DEFENSE

AC 21, touch 21, flat-footed 16 (+5 Dex, +6 deflection)

hp 78 each (12 HD) fast healing 3

Fort +4 **Ref** +9 **Will** +8

Immune incorporeal undead traits

OFFENSE

Spd fly 30ft. (perfect)

Melee incorporeal touch +11 (1d4 wisdom drain, 20/x2)

Special Attacks babble, madness, wisdom drain

Special Defenses turn resistance +2

Spell-Like Abilities (CL 12th)

1/day - confusion (DC 20)

STATISTICS

Abilities Str -, Dex 20, Con -, Int 10, Wis 10, Cha 23

Base Atk +6; **Grp** -

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Toughness

Skills Hide +17, Intimidate +17, Listen +12, Search +12, Spot +12

Languages understands Abyssal and Common

SPECIAL ABILITIES

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 22 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

TREASURE

The large iron chest contains a wand of *lightning bolt* (20 charges, CL 10th), a +2 *heavy crossbow* with 9 *bolts of slaying* (demon, devil and human; 3 each), a *scarab of death*, 1,009sp, and 59pp.

CONCLUSION

By the time the PCs exit the temple the PCs should be at least 11th-12th level. The cult of Tharizdun is disrupted, retreating to the temple deeper into the Yatils. Should Zhyg and Zhagh perish their father Graz't does not seek retribution nor does Iuz, however should they survive these two will definitely seek out the PCs once more with a stronger group of reinforcements when they least expect it. Should Mya escape she does not seek out the PCs but may ally with Zhyg and Zhagh should they convince her or purchase her loyalty. Destroying Cyril's simulacrum and sacking the lesser temple does not go unnoticed by Cyril and his companions. The party would be wise to make use of spells that

inhibit divination and scrying for their journey to the Forgotten Temple, particularly if they do not sell the items from Area 25.

Upon their return to Mitrik, Antarys meets with the PCs and informs them that events are unraveling for the return of the Dark God. If the PCs return with Ortux, he honors his word and then invites them to his tower to reconvene. If the PCs have not traveled to the Lost Caverns of Tsojcanth, he suggests that events in that area and the Gnomish Vale deep in the Yatils may unveil the truth as to what the cultists have planned.

If the PCs return with news of Thrommel's return, Mistress Jolene honors her bargain and rewards them. However, if the PCs assist Thrommel in returning to Mitrik, Jolene immediately rewards the PCs and offers them the following:

A week after Thrommel's return, the PCs are summoned to the court of Mistress Jolene where after extensive divination and interrogation the clerics of Rao confirm Thrommel's return. Thrommel pledges himself to her Noble Ladyship Jolene of Veluna. Word makes it way to Furyondy, where King Belvor IV and the Knights of the Hart both reward the PCs for their action. King Belvor invites the PCs to Chendl where he signs a royal proclamation knighting each of them as Knight Protectors of Ferrond and rewarding them with 10,000gp or a single magic item of that value from the royal vaults. The Knights of the Hart award any good character a knighthood amongst their order with all the privileges of a local lord within Veluna, Furyondy, and Verbobonc. Finally, each PC receives a cordial invitation to the wedding of both royal houses in the following year.

Should the PCs resurrect and rescue the gnome from Area 34, double their reward for returning the *matter transmuter* to the Free Assembly of the Kron Hills.

Further adventure locales of interest in the area are the Forgotten Temple of Tharizdun and the Lost Caverns of Tsojcanth. The Lost

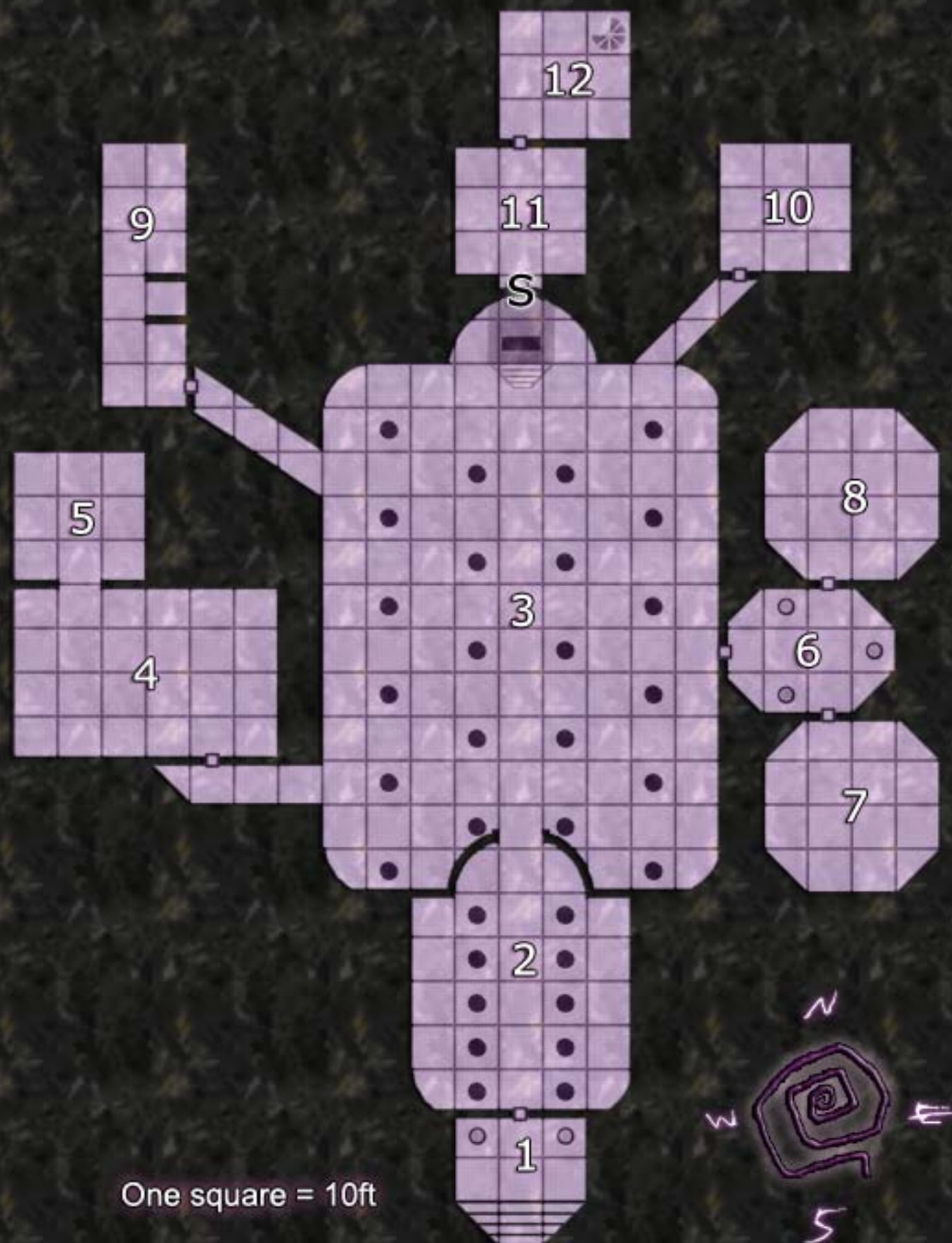
Caverns of Tsojcanth appeared in *Dungeon Magazine* 151 on Wizards of the Coast website as a free download and is suggested as a good follow-up to this adventure before traveling to the Forgotten Temple of Tharizdun. The Forgotten Temple is part two of this adventure path.

REFERENCES

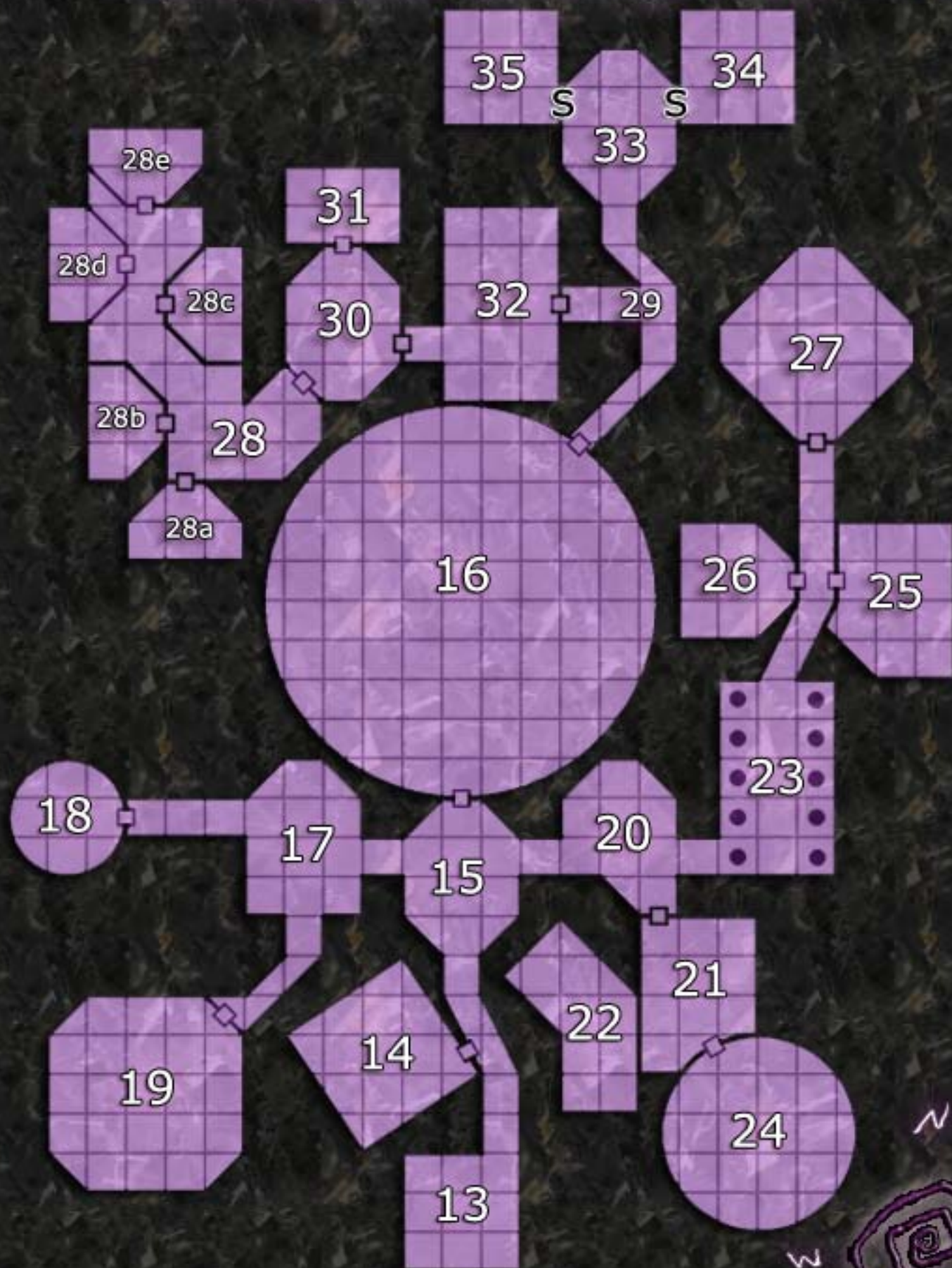
WGA4-*The Forgotten Temple of Tharizdun*, *Artifact of Evil*, *World of Greyhawk* box set, *From the Ashes* box set, *Living Greyhawk Gazetteer*, *Vecna Lives* 93, and Maldin's map of the Yatils region.

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DUNGEON LEVEL ONE



DUNGEON LEVEL TWO



One square = 10ft



DUNGEON LEVEL THREE



One square = 10ft

GREY-COMIX: BEYOND THE FLANAESS...

FHARLANGHN, MY JUMPY, JITTERY PAL-JUDGING FROM THE JOSTLING JUMBLE OF JARS AND JUGS ON YOUR JACKET, I SEE AT THIS JUNCTURE YOU ARE JUST ABOUT TO JOG OFF ON ANOTHER JAUNT. PERHAPS I'LL JOIN YOU ON THIS JOLLY JUNKET FOR IT IS MY JOB TO JOT YOUR JOURNIES IN MY JOURNAL... SO, WHERE ARE WE GOING?



BEYOND THE FLANAESS! FOR STARTERS I'LL GO SOUTH TO ZAHIND, SUNELA, HITAXIA... MAYBE SEE GIANT BAT RIDERS IN THE SLATE MOUNTAINS, OR THE SERPENT-LIKE PEOPLE ON THE ISLE OF SLITH...



THEN WESTWARD TO THE LAND OF MUR, I'LL LIKELY RUN INTO TERRA COTTA GOLEMS, AND THE LONG-LIMBED MOUNTAIN STRANGLER...



FINALLY, TO THE ICY EAST, I'LL VISIT THE VOLCANIC ISLE OF SCAR WHERE FIRE GIANTS AND EFREETI HANG OUT...



FRIGHTENING! I NEVER KNEW THERE WERE SO MANY HORRORS TO BEHOLD IN OTHER PARTS OF THE OERTH!

YEAH, I'VE SEEN SOME THINGS, MAN- AND SOME STUFF!



WHEN DO WE LEAVE?

GOH!!!



