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| d20 System™ Conversion of:  “Dungeon Module X5, The Temple of Death”  This material was converted by: Norman A. Chipman and is hosted at EN World in compliance with Wizards of the Coast, Inc. ESD Conversion Agreement v1.0. |

**Conversion Notes:**

**This module was originally designed for 6-8 characters from 6th to 10th level in experience, with about 55 levels total for the party. I would recommend 4 characters of average level 9. I’ve scaled all encounters to this standard with anticipated level advancement throughout the module. A copy of the original module is required to use this supplement.**

**Sources used are the 3.5 editions of the Player’s Handbook, Dungeon Master’s Guide, Monster Manuel, and Complete Divine.**

**In my home campaign, I also used the Sandstorm book to provide unexpected surprises from spell casters, traps, wondering monsters, encounter tables and terrain, but I decided not to use it in my “official” conversion. I allowed access to this book for my players as well and they enjoyed the opportunity to flavor their characters and tailor them to the harsh desert climate.**

**In some cases, I borrowed the stats for some of the new monsters, spells and magic items from Travis Laney’s conversion for the Vaults of Pandius website available at** <http://pandius.com/x5_3econ.html>**. Thank you Travis for your hard work.**

**Temple of Death**

**Part 2: The Great Pass**

**Special encounters:**

**Children of the Caves**

**Cave Dwellers:** CR 1; Medium Monstrous Humanoid ; HD 2d8+2 (Monstrous Humanoid) ; hp 11; Init +1; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +4 base melee, +3 base ranged; +4 (2d4+3, bullroarer knife); +3 (1d6+2, chakram); SQ: Immunity: Illusion (Ex), Immunity: Gaze attacks (Ex), Scent (Ex), Immunity: Visual Effects (Ex), Blindsight (Ex): 40 ft.; AL NG; SV Fort +1, Ref +4, Will +2; STR 15, DEX 13, CON 13, INT 10, WIS 8, CHA 6.

Skills: Climb +4, Hide +3, Listen +5, Spot +3.

Feats: Alertness, Exotic Weapon Proficiency: Chain, spiked, Simple Weapon Proficiency, Track.

Possessions:

Weapons: Bullroarer knife (Chain, spiked) (25 gp);6 chakrams (1 gp).

**Mujina:** CR 4; Medium Monstrous Humanoid ; HD 8d8+8 (Monstrous Humanoid) ; hp 44; Init +3; Spd 30; AC:13 (Flatfooted:10 Touch:13); Atk +11 base melee, +11 base ranged; +8+3/+8+3 (2d6+4, Greatsword, Masterwork; 2d6+4, Greatsword, Masterwork); SQ: Darkvision (Ex): 60 ft.; AL CN; SV Fort +3, Ref +9, Will +6; STR 17, DEX 16, CON 12, INT 11, WIS 10, CHA 16.

Skills: Bluff +12, Disguise +18, Hide +8, Spot +5.

Feats: Improved Two-Weapon Fighting, Quicken Spell-Like Ability, Two-Weapon Fighting.

Possessions:

Weapons: Greatsword, Masterwork (350 gp); Greatsword, Masterwork (350 gp).

Combat: A mujina is very strong, and can handle any two-handed weapon (other than a lance, polearm, or crossbow) in one hand. In combat it uses two weapons, one in each hand.

Powerful Grip (Ex): a mujina can wield two-handed weapons with one hand, without penalty.

Spell-Like Abilities (Sp): at will: disguise self, scare. Caster level 8, save DC is Charisma-based.

\*Skills: mujina gain a +2 racial bonus to all Bluff checks and a +10 racial bonus to all Disguise checks.

The fungus growing along the sides of the tunnel are all varieties of poisonous striped toadstools (ingested, Fort DC 11, Initial damage: 1 Wisdom; Secondary damage: 2d6 Wisdom + 1d4 Intelligence).

**The Glowing Passage**

Once the Living Light is removed from a character, lost Strength and Intelligence return at the rate of 1 point per hour. The Living Light is a positive energy effect.

**Planned Encounters**

**The Dragon of Woe**

The Spot DC to notice the dragon as a fake is 15. The DM can instead use sense motive DC 15 if desired.

**Fighters,** Male Human Ftr2: CR 2; Medium Humanoid ; HD 2d10+4(Fighter) ; hp 19; Init +5; Spd 20; AC:17 (Flatfooted:17 Touch:10); Atk +4 base melee, +3 base ranged; +6 (1d10+3, Sword, bastard, Masterwork); +3 (1d10, Crossbow, heavy); AL N; SV Fort +5, Ref +1, Will +1; STR 15, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb -2, Handle Animal +2, Intimidate +2, Jump -9, Ride +3, Swim -10.

Feats: Dodge, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

**Wizard,** Male Human Wiz7: CR 7; Medium Humanoid ; HD 7d4+7(Wizard) ; hp 26; Init +6; Spd 30; AC:17 (Flatfooted:15 Touch:13); Atk +3 base melee, +5 base ranged; +4 (1d4+1, +1 Dagger); +5 (1d8, Crossbow, light); AL N; SV Fort +3, Ref +4, Will +6; STR 10, DEX 14, CON 13, INT 16, WIS 12, CHA 8.

Skills: Concentration +11, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +7, Knowledge (The Planes) +13, Spellcraft +15.

Feats: Combat Casting, Eschew Materials, Improved Counterspell, Improved Initiative, Mobile Spell casting, Scribe Scroll,

Spells Known (Wiz 4/5/4/3/1): 0 -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Repair Minor Damage, Resistance, Touch of Fatigue; 1st -- Burning Hands, Charm Person, Enlarge Person, Feather Fall, Mage Armor, Magic Missile, Ray of Enfeeblement, Silent Image; 2nd -- Darkvision, Hypnotic Pattern, Invisibility, Protection from Arrows, Spectral Hand; 3rd -- Fireball, Major Image, Invisibility Sphere, Lightning Bolt; 4th -- Invisibility, Greater, Wall of Fire.

**Spells Prepared** (Wiz 4/5/4/3/1): 0 - Dancing Lights, Ghost Sound x2, Mage Hand; 1st - Charm Person x2, Mage Armor, Magic Missile, Silent Image; 2nd - Darkvision, Invisibility x2, Protection from Arrows; 3rd - Fireball, Lightning Bolt, Major Image; 4th - Wall of Fire.

**Possessions:**

Weapons: Crossbow, light (35 gp); +1 Dagger (2,302 gp).

Armor: Mage Armor (0 gp).

Goods: Coin: gp (848) (848 gp).

Magic: Wondrous: Bag of Tricks, Gray (900 gp); Wand: Cause Fear (1) (Charges: 50) (750 gp); Ring: Protection +1 (2,000 gp)

**Valley of the Rock**

The Reflex save DC to avoid being hit by the falling mammoth is 15. The body of the mammoth deals 5d10 points of damage

The Climb DC to scale the cliffs to the roc nest is 15, and one climb check is required for every 10 feet of cliff.

**Roc:** CR 9; Gargantuan Animal ; HD 18d8+126 (Animal) ; hp 207; Init +2; Spd 20, Fly, Average 80; AC:17 (Flatfooted:15 Touch:8); Atk +21 base melee, +11 base ranged; +21/+19 (2d6+12, 2 Talon; 2d8+6, Bite); SQ: Low-light Vision (Ex); AL N; SV Fort +18, Ref +13, Will +9; STR 34, DEX 15, CON 24, INT 2, WIS 13, CHA 11.

Skills: Hide -3, Listen +10, Spot +14.

Feats: Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

Combat: A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour.

Special Attacks: Snatch (Ex): A roc that hits a creature of at least Small size, but no larger than Huge, with a claw attack attempts to start a grapple as a free action without provoking an attack of opportunity. If the roc achieves a hold, it can fly off with its prey and automatically make a bite attack each round in lieu of a claw attack. It can drop a snatched creature as a free action or use a standard action to fling it aside.

A flung creature travels 90 feet and takes 9d6 points of damage. If the roc flings it while flying, the creature suffers this amount of damage or falling damage, whichever is greater.

**The People of the Rocks**

**Geonid:** CR 1/2; Small Humanoid (Earth); HD 2d8+4 (Humanoid) ; hp 13; Init -1; Spd AC:18 (Flatfooted:18 Touch:10); Atk +5 base melee, +1 base ranged; +6 (1d4+3, Club); AL CN; SV Fort +5, Ref +2, Will +0; STR 17, DEX 8, CON 14, INT 8, WIS 11, CHA 11.

Skills: Hide +3, Listen +3, Spot +2.

Feats: Simple Weapon Proficiency, Weapon Focus: Club.

Possessions:

Weapons: Club (0 gp).

Description: A geonid is a small intelligent cave-dweller. It has two legs and arms and a shell that gives it the appearance of a small boulder. The arms and legs come out of a small opening in the bottom of the shell. A geonid is able to draw its arms and legs into its shell and close the opening. When it does so, the geonid cannot be distinguished from a small boulder.

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites. In the lair is a shrine made of large and oddly-shaped boulders.

Geonids speak their own language, a clicking language that sounds much like pebbles falling on stone.

Combat:

In combat, a geonid attacks either with one of its stony fists or with a weapon. Weapons normally carried are stone clubs or axes.

Shell (Ex): the hard, stony shell of a geonid grants it a +8 natural armor bonus to AC, but prevents the creature from wearing armor of any kind. As a move action, a geonid may draw its arms and legs up into its shell; when doing so the creature enjoys a +8 racial bonus to hide checks and a +4 cover bonus to Reflex saves.

**Palace of the Fungi**

The Fortitude save DC to resist the hallucinogenic spores is 14.

The Reflex save DC to leap out of the way of the collapsing floor is 12.

Treat the "potions of healing" as *potions of cure moderate wounds,* caster level 3

The 3.5 Edition equivalent of a "medallion of ESP" is a *medallion of thoughts,* described in detail on pg. 262 of the DMG

**Zombies,** Male Human War2: CR 1; Medium Undead ; HD 2d12(Warrior) ; hp 24; Init +3; Spd 30; AC:9 (Flatfooted:9 Touch:9); Atk +3 base melee, +1 base ranged; +3 (1d6+1, Slam);

SQ: Immunity: Fortitude Save-Based Attacks (Ex), Immunity: Poison (Ex), Immunity: Ability Drain (Ex), Immunity: Raise Dead (Ex), Immunity: Disease (Ex), Immunity: Stun (Ex), Darkvision (Ex): 60 ft., Immunity: Paralysis (Ex), Single Actions Only (Ex), Immunity: Ability Damage (Physical Scores), Immunity: Death Effects (Ex), Immunity: Critical hits (Ex), Immunity: Energy Drain (Ex), Immunity: Nonlethal Damage (Ex), Immunity: Mind-Affecting Attacks (Ex), No Natural Healing (Ex), Immunity: Reincarnate (Ex), Immunity: Sleep Effects (Ex), Immunity: Death from Massive Damage (Ex); AL CE; SV Fort +3, Ref -1, Will +0; STR 12, DEX 8, CON --, INT --, WIS 10, CHA 10.

**Basilisk:** CR 5; Medium Magical Beast ; HD 6d10+12 (Magical Beast) ; hp 45; Init -1; Spd 20; AC:16 (Flatfooted:16 Touch:9); Atk +8 base melee, +5 base ranged; +8 (1d8+3, Bite); SA: Petrifying Gaze (Su) ; SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL N; SV Fort +9, Ref +4, Will +3; STR 15, DEX 8, CON 15, INT 2, WIS 12, CHA 11.

Skills: Hide +0, Listen +7, Spot +7.

Feats: Alertness, Blind-Fight, Great Fortitude.

Description: The basilisk is a reptilian monster that petrifies living creatures with a mere gaze. Fighting a basilisk requires either careful preparation or considerable good fortune.

Combat: Basilisks rely on their gaze attack, biting only when opponents come within reach. Though they have eight legs, their slow metabolism renders them relatively sluggish, so they do not expend energy unnecessarily.

Skills: The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to hide checks in natural settings.

Special Attacks: Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13.

**Yellow Mold (CR 6):** If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

**Plain of Horses**

The 3.5 Edition equivalent of a "potion of speed" is a *potion of haste,* caster level 5.

The 3.5 Edition equivalent of the "infravision" spell is *darkvision.*

**Centaur:** CR 3; Large Monstrous Humanoid ; HD 4d8+8 (Monstrous Humanoid) ; hp 26; Init +2; Spd 50; AC:14 (Flatfooted:12 Touch:11); Atk +7 base melee, +5 base ranged; +8 (1d6+4, 2 Hoof); +7/+3 (2d6+4, Longsword; 1d6+2, 2 Hoof); +1 (2d6+4, Longbow, composite ( +4 Str Bonus)); +7 (2d6+6, Lance); SQ: Darkvision (Ex): 60 ft.; AL NG; SV Fort +3, Ref +6, Will +5; STR 18, DEX 14, CON 15, INT 8, WIS 13, CHA 11.

Skills: Jump +12, Listen +3, Move Silently +4, Spot +3, Survival +2.

Feats: Dodge, Simple Weapon Proficiency, Weapon Focus: Hoof.

**The Valley of the Cyclops**

**Cyclops:** CR 10; Huge Giant ; HD 13d8+65 (Giant) ; hp 123; Init +1; Spd AC:21 (Flatfooted:20 Touch:9); Atk +16 base melee, +8 base ranged; +16 (1d6+13, Slam); +16 (1d6+9, 2 Slam); +8 (2d8+9, Rock); +16 (3d8+13, Greatclub); SA: Rock Throwing (Ex) ; SQ: Low-light Vision (Ex), Rock Catching (Ex); RF: Bestow Curse, Poor depth perception; AL CE; SV Fort +13, Ref +5, Will +7; STR 28, DEX 12, CON 21, INT 6, WIS 16, CHA 13.

Skills: Listen +5, Spot +5.

Feats: Alertness, Cleave, Improved Grapple, Improved Unarmed Strike, Power Attack, Simple Weapon Proficiency.

Curse (Sp): Some Cyclopes (5%) are able to cast bestow curse once per week as a spell-like ability (caster level 9, Will save DC 17.) The save DC is Wisdom-based. The DM should decide the exact nature of the curse.

Poor Depth Perception (Ex): Cyclopes have poor depth perception on account of their single eye. As a result, they suffer a -2 penalty to all attack rolls.

Rock Catching (Ex): A giant of at least large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and away of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): The range increment is 140 feet for Cyclopes’ thrown rocks.

**The Well of the Moon**

The 3.5 Edition equivalent of the "ESP" spell is *detect thoughts.*

The 3.5 Edition equivalent of the "detect invisible" spell is *see invisibility.*

Red Dragon: CR 10; Large Dragon (Fire); HD 16d12+64 (Dragon) ; hp 168; Init +0; Spd 40, Fly, Poor 150; AC:24 (28 with Mage Armor)(Flatfooted:24 Touch:9); Atk +24 base melee, +15 base ranged; +24/+19/+19/+19 (2d6+9, Bite; 1d8+4, 2 Claw; 1d6+4, 2 Wing; 1d8+4, Tail Slap); (8d10, Breath Weapon); SA: Breath Weapon (Su) , Spells Sorcerer 3 , Spell-like Abilities Locate Object , Breath Weapon Type: 80 ft. Cone of Fire ; SQ: Subtype: Fire, Immunity: Fire (Ex), Immunity: Paralysis (Ex), Immunity: Sleep Effects (Ex), Keen Senses (Ex), Blindsense (Ex): 60 ft., Darkvision (Ex): 120 ft., Low-light Vision (Ex); AL CE;

SV Fort +14, Ref +10, Will +12; STR 29, DEX 10, CON 19, INT 14, WIS 15, CHA 14.

Skills: Jump +13.

Spells Known (SA Spells: Sor 6/6): 0 -- Detect Magic, Flare, Open/Close, Read Magic, Resistance; 1st -- Mage Armor, Obscuring Mist, Protection from Good.

Special Attacks: Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Other Spell-Like Abilities: 3/day-suggestion; 1/day-eyebite and discern location.

Special Qualities: Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

**The Choice**

Medusa: CR 7; Medium Monstrous Humanoid ; HD 6d8+6 (Monstrous Humanoid) ; hp 33; Init +2; Spd 30; AC:15 (Flatfooted:13 Touch:12); Atk +6 base melee, +8 base ranged; +8 (1d4, Snakes); +8/+3 (1d4, Dagger; 1d4, Snakes); +8 (1d6, Shortbow); SA: Petrifying Gaze (Su) , Poison (Ex) ; SQ: Darkvision (Ex): 60 ft.; AL LE; SV Fort +3, Ref +7, Will +6; STR 10, DEX 15, CON 12, INT 12, WIS 13, CHA 15.

Skills: Bluff +9, Disguise +9, Move Silently +8, Spot +8.

Feats: Point Blank Shot, Precise Shot, Simple Weapon Proficiency, Weapon Finesse.

Special Attacks: Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DCx15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength

The 3.5 Edition of a "wand of trap finding" is a *wand of find traps,* caster level 3

**The Great Exit**

The Strength DC to lift the bar is 30.

The 3.5 Edition equivalent of an "amulet vs. crystal ball and ESP" is the *amulet of proof against detection and location,*

The 3.5 Edition equivalent of a "potion of diminution" is a *potion of reduce person,* caster level 1.

The 3.5 Edition equivalent of a "scroll of protection from undead" is a *scroll of halt undead,* caster level 5

**Giant, Cloud:** CR 11; Huge Giant (Air); HD 17d8+102 (Giant) ; hp 178; Init +1; Spd 50; AC:21 (Flatfooted:20 Touch:9); Atk +22 base melee, +11 base ranged; +22 (2d8+18, Rock); +22 (1d6+12, 2 Slam); SA: Rock Throwing (Ex) , Spell-like Abilities Levitate 15 3 Obscuring Mist 15 3 Fog Cloud 15 1 ; SQ: Scent (Ex), Rock Catching (Ex), Low-light Vision (Ex); AL NG; SV Fort +11, Ref +6, Will +10; STR 35, DEX 13, CON 23, INT 12, WIS 16, CHA 13.

Skills: Climb +19, Diplomacy +5, Intimidate +11, Jump +20, Listen +15, Perform (String Instruments) +2, Sense Motive +9, Spot +15.

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Simple Weapon Proficiency.

Special Attacks: Spell-Like Abilities: Cloud giants who dwell on cloud islands (see below) can use the following as the spells cast by a 15th-level sorcerer: 3/day-levitate (self plus 2,000 pounds) and obscuring mist; 1/day-fog cloud.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant of at least large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium-size objects). A cloud giant's thrown rocks have a range increment of 140 feet.

Special Qualities: Rock Catching (Ex): A giant of at least large size can catch Small, Medium-size, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size one, and 25 for a large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The giant must be ready for and aware of the attack.

**Focquet,** Male Human Ftr8: CR 8; Medium Humanoid ; HD 8d10+16(Fighter) ; hp 58; Init +2; Spd 20; AC:22 (Flatfooted:21 Touch:11); Atk +12/7 base melee, +10/5 base ranged; +16/11 (1d8+8, +2 Longsword); AL CN; SV Fort +8, Ref +4, Will +3; STR 19, DEX 15, CON 15, INT 13, WIS 13, CHA 10.

Skills: Climb +9, Intimidate +11, Jump +3, Swim +3.

Feats: Combat Expertise, Dodge, Greater Weapon Focus: Longsword, Improved Critical: Longsword, Mobility, Spring Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword, Whirlwind Attack.

Possessions:

Weapons: +2 Longsword (8,315 gp).

Armor: +1 Full plate (2,650 gp).

Shields: Shield, heavy steel, Masterwork (170 gp).

Magic: Ring: Regeneration (90,000 gp).

**Part 3: The Land of Hule**

Diviners

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| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Armor Class** | **Hit Points** | **Attacks** | **Feats** | **Initiative** | **Strength** |
| **1** | 15 | 12 | +5 D(1d8+3)  +2 D(1d6+3) | Weapon Focus  Improved Init  Power Attack | +5 | 16 |
| **2** | 17 | 17 | +7 D(1d8+3) | Dodge |  | 16 |
| **3** | 19 | 22 | +8 D(1d8+4) | Mobility |  | 16 |
| **4** | 21 | 30 | +10 D(1d8+7) | Weapon Specialization |  | 18 |
| **5** | 23 | 44 | +12 D(1d8+8) |  |  | 18 |
| **6** | 25 | 50 | +14 D(1d8+9)  +9D(1d8+9) | Spring Attack  Blind Fighting |  | 20 |

Clerics

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Armor Class** | **Hit Points** | **Spells per Level** | **Feats** | **Init** | **Wisdom** |
| **1** | 15 | 9 | (3)(2+1) | Combat Casting  Profane Boost | 2 | 16 |
| **2** | 16 | 15 | (4)(3+1) |  | 2 | 16 |
| **3** | 17 | 19 | (4)(3+1)(2+1) | Quicken Turn | 2 | 16 |
| **4** | 19 | 25 | (5)(4+1)(3+1) |  | 2 | 18 |
| **5** | 21 | 37 | (5)(4+1)(3+1)(2+1) |  | 3 | 18 |
| **6** | 23 | 44 | (5)(4+1)(4+1)(3+1) | Empower Spell | 3 | 20 |

Clerics can spontaneously cast inflict spells. Their domains are law and evil.

**Prophet,** Male Human Adp5: CR 4; Medium Humanoid ; HD 5d6-5(Adept) ; hp 19; Init +0; Spd 30; AC:10 (Flatfooted:10 Touch:10); Atk +3 base melee, +2 base ranged; +4 (1d6+1, Quarterstaff, Masterwork); AL N; SV Fort +0, Ref +6, Will +8; STR 12, DEX 10, CON 9, INT 16, WIS 18, CHA 14.

Skills: Bluff +4, Concentration +5, Handle Animal +10, Intimidate +4, Knowledge (Arcana) +11, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Local) +11, Survival +6.

Feats: Insightful Reflexes, Lightning Reflexes, Persuasive, Simple Weapon Proficiency.

Spells Prepared (Adp 3/3/2): 0 - Create Water, Cure Minor Wounds, Detect Magic; 1st - Cure Light Wounds, Detect Chaos, Obscuring Mist; 2nd - Aid, See Invisibility.

Possessions:

Weapons: Quarterstaff, Masterwork (600 gp).

Magic: Scroll: Commune (16), Commune (16), Commune (16) (7,500 gp).

**Dog Familiar**, Male Animal, Dog : CR 1/4; Small Animal ; HD 5d8 ( Animal) ; hp 9; Init + 3; Spd 40; AC 18; Atk + 0 base melee, + 6 base ranged; +6/+1 ( 1d4+1 Bite ); SQ: Low-light Vision (Ex), Scent (Ex); AL N; SV Fort + 2, Ref + 4, Will + 5; STR 13, DEX 17, CON 15, INT 8, WIS 12, CHA 7.

Skills: Jump +7, Listen +5, Spot +5, Survival +1\*

Feats: Alertness Track.

**Encounters in Magden**

**The Hideout:**

**Canopa the Boatman**, Male Human Rog10: CR 10; Medium Humanoid ; HD 10d6+10(Rogue) ; hp 47; Init +7; Spd 30; AC:18 (Flatfooted:14 Touch:14); Atk +8/3 base melee, +10/5 base ranged; +12/7 (1d6+3, +2 Intelligent Sword, short); +11/6 (1d8+1, +1 Crossbow, light); AL N; SV Fort +4, Ref +10, Will +3; STR 12, DEX 17, CON 13, INT 14, WIS 10, CHA 8.

Skills: Bluff +4, Climb +6, Decipher Script +8, Disable Device +13, Escape Artist +4, Gather Information +7, Intimidate +11, Move Silently +13, Open Lock +14, Search +15, Sense Motive +13, Spot +13, Tumble +16, Use Magic Device +9, Use Rope +13.

Feats: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions:

Weapons: +2 Intelligent Short Sword (**Elessar,**) INT 8 WIS8 CHA 8 EGO 5, NE, Speech (common) Read Languages at will, Search 10 ranks, Read languages

+1 Crossbow, light (2,335 gp).

Armor: +1 Studded leather: Fire Resistance (19,175 gp).

Magic: Potion: Gaseous Form (5) (750 gp); Ring: Protection +1 (2,000 gp); Scroll: Water Breathing (5), Detect Thoughts (5), Low-light Vision (5) (750 gp)

**Canopa’s Thieves** Human Rog3: CR 3; Medium Humanoid ; HD 3d6+3(Rogue) ; hp 16; Init +6; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +3 base melee, +4 base ranged; +4 (1d6+1, Rapier, Masterwork); +1 (1d8, Crossbow, light, Masterwork); AL N; SV Fort +2, Ref +5, Will +1; STR 12, DEX 15, CON 13, INT 14, WIS 10, CHA 8.

Skills: Bluff +4, Climb +6, Decipher Script +7, Disable Device +5, Escape Artist +3, Gather Information +4, Intimidate +6, Move Silently +7, Open Lock +5, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7.

Feats: Dodge, Improved Initiative, Mobility,

Possessions:

Weapons: Rapier, Masterwork (320 gp); Crossbow, light, Masterwork (335 gp).

Armor: Studded leather, Masterwork (175 gp).

Shields: Buckler, Masterwork (165 gp

**The Marketplace:**

**Matera,** Female Human Rog6: CR 6; Medium Humanoid ; HD 6d6+6(Rogue) ; hp 29; Init +7; Spd 30; AC:17 (Flatfooted:17 Touch:13); Atk +5 base melee, +7 base ranged; +4 (1d8, Crossbow, light, Masterwork); +6 (1d6+2, +1 Rapier); AL N; SV Fort +3, Ref +8, Will +2; STR 12, DEX 16, CON 13, INT 14, WIS 10, CHA 8.

Skills: Bluff +4, Climb +6, Decipher Script +7, Disable Device +9, Escape Artist +4, Gather Information +4, , Move Silently +9, Open Lock +10, Search +11, Sense Motive +9, Sleight of Hand +9, Spot +9, Tumble +12, Use Magic Device +5, Use Rope +9.

Feats: Armor Proficiency: light, Dodge, Improved Initiative, Mobility, Simple Weapon Proficiency, Spring Attack.

Possessions:

Weapons: +1 Rapier: Vicious (8,320 gp); Crossbow, light, Masterwork (335 gp).

Armor: Studded leather, Masterwork (175 gp).

Shields: Buckler, Masterwork (165 gp)

**A Night in the Town:**

**Gnoll Ranger**, Male Gnoll Humanoid2/Rgr5: CR 6; Medium Humanoid (Gnoll); HD 2d8+8(Humanoid) , 5d8+20(Ranger) ; hp 73; Init +3; Spd 30; AC:20 (Flatfooted:17 Touch:14); Atk +11/6 base melee, +9/4 base ranged; +10/+10/5 (1d8+6/1d8+6, +1 Flail, dire); SQ: Darkvision (Ex): 60 ft., Subtype: Gnoll; AL CE; SV Fort +11, Ref +7, Will +1; STR 21, DEX 17, CON 18, INT 10, WIS 10, CHA 9.

Skills: Handle Animal +9, Hide +12, Listen +5, Move Silently +17, Spot +5, Survival +10, Use Rope +11.

Feats: Diehard, Endurance, Exotic Weapon Proficiency: Flail, dire, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting.

Possessions:

Weapons: +1 Flail, dire: Bane: Humanoid, Human (8,690 gp).

Armor: +1 Chain shirt: Silent Moves, Fortification, Light (25%) (8,000 gp).

Magic: Ring: Protection +1 (2,000 gp); Potion: Invisibility (3) (300 gp).

**Animal, Hyena,** Male Animal, Hyena : CR 1; Medium Animal ; HD 2d8+4 ( Animal) ; hp 13; Init + 2; Spd 50; AC 14; Atk + 3 base melee, + 3 base ranged; +3 ( 1d6+3, Bite ); SA: Trip (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); AL N; SV Fort + 5, Ref + 5, Will + 1; STR 14, DEX 15, CON 15, INT 2, WIS 13, CHA 6.

Skills: Hide +3, Jump +10, Listen +6, Spot +4.

Feats: Alertness.

**Gnoll Rogues,** Male Gnoll Humanoid2/Rog2: CR 3; Medium Humanoid (Gnoll); HD 2d8+4(Humanoid) , 2d6+4(Rogue) ; hp 36; Init +2; Spd 30; AC:17 (Flatfooted:15 Touch:12); Atk +4 base melee, +4 base ranged; +6 (1d6+3, +1 Sword, short); SQ: Darkvision (Ex): 60 ft., Subtype: Gnoll; AL CE; SV Fort +5, Ref +5, Will -2; STR 15, DEX 15, CON 14, INT 13, WIS 6, CHA 9.

Skills: Disguise +6, Hide +9, Intimidate +6, Listen +5, Move Silently +9, Open Lock +7, Search +4, Spot +5, Tumble +9.

Feats: Weapon Finesse, Weapon Focus: Sword, short.

Possessions:

Weapons: +1 Sword, short (2,310 gp).

Armor: +1 Studded leather (1,175 gp).

Magic: Wondrous: Elixir of Sneaking (250 gp); Wondrous: Powder of the Black Veil (750 gp); Potion: Cure Serious Wounds (6)

**Suspicious Diviners:**

**Grizzled man,** Male Human Clr7: CR 7; Medium Humanoid ; HD 7d8+7(Cleric) ; hp 42; Init +1; Spd 30; AC:17 (Flatfooted:16 Touch:11); Atk +9 base melee, +6 base ranged; +10 (1d8+6, Mace, heavy, Masterwork); +7 (1d8, Crossbow, light, Masterwork); AL LE; SV Fort +6, Ref +5, Will +8; STR 18, DEX 12, CON 12, INT 11, WIS 16, CHA 13.

Skills: Bluff +11, Concentration +6, Disguise +13, Forgery +2, Spellcraft +5.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Deceitful, Improved Counterspell, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 6/5/4/3/1): 0 - Inflict Minor Wounds, Resistance x4, Virtue; 1st - Bane, Bless, Cure Light Wounds, Deathwatch, Detect Good, Protection from Good (d); 2nd - Curse of Ill Fortune, Hold Person, Invisibility (d), Resist Energy, Undetectable Alignment; 3rd - Bestow Curse, Locate Object, Magic Circle against Good (d), Prayer; 4th - Summon Monster IV, Unholy Blight (d).

Possessions:

Weapons: Mace, heavy, Masterwork (312 gp); Crossbow, light, Masterwork (335 gp).

Armor: +1 Studded leather (1,175 gp).

Shields: Shield, heavy wooden, Masterwork (157 gp).

Goods: Coin: gp (1021) (1,021 gp).

Magic: Wondrous: Medallion of Thoughts (12,000 gp); Wondrous: Gauntlets of Ogre Power (4,000 gp); Scroll: Dispel Good (9) (1,125 gp)

Use diviners from the chart to create an EL appropriate for your PC’s

**Part 4 The Dark Wood**

The Will save DC to resist being transformed into a boar or deer is 17. Characters who fail four save throws are transformed as per the *baleful polymorph* spell (caster level 9), except that it can only be undone by a *remove curse* spell. See pg. 270 of the PHB

**The Golden Cenotaph**

The lightning will do 6d6 points of damage reflex save for half DC 20

The Decipher Script DC to translate the magical lettering is 25

**The Black Altar**

Gallus, Male Human Wiz10: CR 10; Medium Humanoid ; HD 10d4(Wizard) ; Init +0; Spd 30; Atk +6 base melee, +5 base ranged; +4 AL N; SV Fort +3, Ref +3, Will +9; INT 17, WIS 15, CHA 14.

Skills: Concentration +13, Decipher Script +16, Knowledge (Arcana) +16, Knowledge (History) +10, Knowledge (The Planes) +16, Spellcraft +18.

Feats: Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Greater Spell Focus: Evocation, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Known (Wiz 4/5/5/4/3/2): 0 -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Repair Minor Damage, Resistance, Touch of Fatigue; 1st -- Burning Hands, Cause Fear, Charm Person, Magic Missile, Master`s Touch, Obscuring Mist, Shield, Shocking Grasp; 2nd -- Invisibility, Mirror Image, See Invisibility, Web; 3rd -- Fly, Haste, Lightning Bolt, Suggestion; 4th -- Confusion, Enervation, Polymorph, Stoneskin; 5th -- Baleful Polymorph, Magic Jar, Prismatic Ray, Summon Monster V.

Spells Prepared (Wiz 4/5/5/4/3/2): 0 - Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s); 1st - Burning Hands (s), Charm Person x3, Magic Missile (s), Magic Missile x2; 2nd - Invisibility x2, Mirror Image, See Invisibility x2; 3rd - Fly, Haste, Lightning Bolt (s), Lightning Bolt (s), Lightning Bolt, Suggestion; 4th - Confusion, Enervation, Polymorph; 5th - Baleful Polymorph, Prismatic Ray (s), Summon Monster V.

The *magic jar* spell functions in the manner described on pg. 250 of the PHB

**Part 5 The Temple of Death**

**Initiates,** Male Human Com1: CR 1; Medium Humanoid ; HD 1d4(Commoner) ; hp 7; Init +1; Spd 30; AC:11 (Flatfooted:10 Touch:11); Atk +3 base melee, +1 base ranged; +3 (1d6+4, Quarterstaff); AL LE; SV Fort +0, Ref +1, Will +4; STR 16, DEX 12, CON 11, INT 13, WIS 14, CHA 11.

Skills: Listen +5, Profession (Farmer) +6, Profession (Scribe) +6, Spot +5, Use Rope +3.

Feats: Iron Will, Simple Weapon Proficiency, Toughness.

Goods: Coin: gp (5) (5 gp); White Monk`s outfit (5 gp).

**Masters,** Male Human Com3: CR 2; Medium Humanoid ; HD 3d4(Commoner) ; hp 12; Init +1; Spd 30; AC:11 (Flatfooted:10 Touch:11); Atk +4 base melee, +2 base ranged; +5 (1d6+4, Quarterstaff, Masterwork); AL LE; SV Fort +1, Ref +2, Will +5; STR 16, DEX 12, CON 11, INT 13, WIS 14, CHA 11.

Skills: Listen +10, Profession (Farmer) +7, Profession (Scribe) +7, Spot +10, Use Rope +3.

Feats: Alertness, Iron Will, Simple Weapon Proficiency, Toughness.

Weapons: Quarterstaff, Masterwork (600 gp).

Goods: Coin: gp (5) (5 gp); Yellow Monk`s outfit (5 gp)

**Holy Man,** Male Human Wiz6: CR 6; Medium Humanoid ; HD 6d4+6(Wizard) ; hp 23; Init +2; Spd 30; AC:13 (Flatfooted:11 Touch:12); Atk +3 base melee, +5 base ranged; +1 (1d6, Quarterstaff); +2 (1d8, Crossbow, light, Masterwork); AL N; SV Fort +5, Ref +6, Will +8; STR 10, DEX 14, CON 13, INT 16, WIS 12, CHA 8.

Skills: Concentration +10, Decipher Script +12, Knowledge (Arcana) +12, Knowledge (History) +6, Knowledge (The Planes) +12, Spellcraft +14.

Feats: Arcane Defense: Evocation, Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/4/4/3): 0 - Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s); 1st - Burning Hands, Feather Fall, Magic Missile x2, Ray of Enfeeblement (s); 2nd - Hypnotic Pattern x2, Knock, Spectral Hand (s), Spectral Hand; 3rd - Gentle Repose (s), Gentle Repose, Lightning Bolt x2.

Weapons: Crossbow, light, Masterwork (335 gp); Quarterstaff (0 gp).

Magic: Wondrous: Bracers of Armor (+1) (1,000 gp); Wondrous: Cloak of Resistance +2 (4,000 gp); Potion: Invisibility (3) (300 gp).

**Holy Man**, Male Human Wiz8: CR 8; Medium Humanoid ; HD 8d4+8(Wizard) ; hp 30; Init +2; Spd 30; AC:18 (Flatfooted:16 Touch:14); Atk +4 base melee, +6 base ranged; +2 (1d6, Quarterstaff); +3 (1d8, Crossbow, light, Masterwork); AL N; SV Fort +3, Ref +6, Will +7; STR 10, DEX 14, CON 13, INT 17, WIS 12, CHA 8.

Skills: Concentration +12, Decipher Script +14, Knowledge (Arcana) +14, Knowledge (History) +8, Knowledge (The Planes) +14, Spellcraft +16.

Feats: Combat Casting, Enlarge Spell, , Greater Spell Focus: Evocation, Lightning Reflexes, Scribe Scroll, Spell Focus: Evocation.

Spells Prepared (Wiz 4/5/4/4/2): 0 - Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s); 1st - Burning Hands, Expeditious Retreat (swift), Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s); 2nd -Glitterdust, Knock, Scorching Rayx2, ; 3rd – Fire ball, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater, Wall of Fire.

Possessions:

Weapons: Crossbow, light, Masterwork (335 gp); Quarterstaff (0 gp).

Armor: Mage Armor (0 gp).

Goods: Coin: gp (8100) (8,100 gp).

Magic: Ring: Force Shield (8,500 gp).

**Holy Man**, Male Human Clr6: CR 6; Medium Humanoid ; HD 6d8+12(Cleric) ; hp 52; Init +3; Spd 20; AC:20 (Flatfooted:20 Touch:9); Atk +6 base melee, +4 base ranged; +8 (1d8+1, Mace, Masterwork); +0 (1d8, Crossbow, light); AL N; SV Fort +8, Ref +1, Will +9; STR 13, DEX 8, CON 14, INT 10, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +6, Heal +7, Knowledge (Religion) +9.

Feats:, Combat Casting, Profane Boost Improved Initiative, Quicken Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Heavy Mace.

Spells Prepared (Clr 5/4/4/3): 0 - Cure Minor Wounds, Detect Magic, Guidance, Light; 1st - Bless, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d); 3rd - Continual Flame, Dispel Magic, Magic Vestment (d), Searing Light.

Armor: +1 Full plate (2,650 gp).

Shields: Shield, light steel (20 gp).

Magic: Wand: Hold Person (3) (Charges: 20) (1,800 gp); Wand: Aid (3) (Charges: 20) (1,800 gp)

**Holy Man**, Male Human Clr8: CR 8; Medium Humanoid ; HD 6d8+12(Cleric) ; hp 52; Init +3; Spd 20; AC:20 (Flatfooted:20 Touch:9); Atk +6 base melee, +4 base ranged; +8 (1d8+1, Mace, Masterwork); +0 (1d8, Crossbow, light); AL N; SV Fort +8, Ref +1, Will +9; STR 13, DEX 8, CON 14, INT 10, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +6, Heal +7, Knowledge (Religion) +9.

Feats:, Combat Casting, Profane Boost Improved Initiative, Quicken Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Heavy Mace.

Spells Prepared (Clr 6/5/4/4/2): 0 - Cure Minor Woundsx2,, Detect Magic, Guidance, Light; 1st - Bless, Cure Light Wounds, Detect Good, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - Consecrate, Cure Moderate Wounds, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d); 3rd - Continual Flame, Cure Serious Wounds, Dispel Magic, Magic Vestment (d), Searing Light.;4th-Cure Critical Wounds, Recitation, Divine Power

Weapons: Mace Masterwork (308 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp); Bolts, crossbow (10) (1 gp).

Armor: +1 Full plate (2,650 gp).

Shields: +1 Shield, heavy steel (1,170 gp).

Goods: Coin: gp (200) (200 gp).

Magic: Wondrous: Pearl of Power, 2nd-Level Spell (4,000 gp); Wondrous: Spool of Endless Rope (2,000 gp)Magic: Wand: Hold Person (3) (Charges: 20) (1,800 gp); Wand: Aid (3) (Charges: 20) (1,800 gp)

**Holy Man,** Male Human Ftr8: CR 8; Medium Humanoid ; HD 8d10+16(Fighter) ; hp 58; Init +2; Spd 20; AC:22 (Flatfooted:21 Touch:11); Atk +12/7 base melee, +10/5 base ranged; +16/11 (1d8+8, +2 Longsword); AL CN; SV Fort +8, Ref +4, Will +3; STR 19, DEX 15, CON 15, INT 13, WIS 13, CHA 10.

Skills: Climb +9, Intimidate +11, Jump +3, Swim +3.

Feats: Combat Expertise, Dodge, Greater Weapon Focus: Longsword, Improved Critical: Longsword, Mobility, Spring Attack, Weapon Focus: Longsword, Weapon Specialization: Longsword, Whirlwind Attack.

Possessions:

Weapons: +2 Longsword (8,315 gp).

Armor: +1 Full plate (2,650 gp).

Shields: Shield, heavy steel, Masterwork (170 gp).

**Diviners,** Use chart from chapter 3

**General Description (pg. 17)**

**Area A3: Masters' Quarters**

The Search DC to find any of the items in the room is 15.

**Area A4: The Public Kitchen (pg. 19)**

Stirge: CR 1/2; Tiny Magical Beast ; HD 1d10 (Magical Beast) ; hp 5; Init +4; Spd 10, Fly, Average 40; AC:16 (Flatfooted:12 Touch:16); Atk -1 base melee, +7 base ranged; -1 (1d3-4, Touch); SA: Attach (Ex) , Blood Drain (Ex) ; SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL N; SV Fort +2, Ref +6, Will +1; STR 3, DEX 19, CON 10, INT 1, WIS 12, CHA 6.

Skills: Hide +14, Listen +4, Spot +4.

Feats: Alertness.

Special Attacks: Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest the meal.

**Area A6: Moat (pg. 19)**

See piranha swarm in new monsters

**Area A9: Meditation Closet (pg. 20)**

The Open Locks DC for the door is 25.

**Airas,** Male Human Rog4: CR 4; Medium Humanoid ; HD 4d6+4(Rogue) ; hp 20; Init +7; Spd 30; AC:13 (Flatfooted:13 Touch:13); Atk +4 base melee, +6 base ranged; AL N; SV Fort +2, Ref +7, Will +1; STR 12, DEX 16, CON 13, INT 14, WIS 10, CHA 8.

Skills: Bluff +4, Climb +6, Decipher Script +7, Disable Device +5, Escape Artist +4, Gather Information +4, Intimidate +6, Move Silently +8, Open Lock +6, Search +9, Sense Motive +5, Spot +7, Tumble +10, Use Magic Device +4, Use Rope +8.

Feats: Dodge, Improved Initiative, Mobility,

**Area A10: Meditation Closet (pg. 20)**

**Master of Scribes,** Male Human Ftr2: CR 2; Medium Humanoid ; HD 2d10+4(Fighter) ; hp 19; Init +5; Spd 20; AC:17 (Flatfooted:17 Touch:10); Atk +4 base melee, +3 base ranged; +6 (1d10+3, Sword, bastard, Masterwork); +3 (1d10, Crossbow, heavy); AL N; SV Fort +5, Ref +1, Will +1; STR 15, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb -2, Handle Animal +2, Intimidate +2, Jump -9, Ride +3, Swim -10.

Feats: Dodge, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions:

Weapons: Sword, bastard, Masterwork (335 gp); Crossbow, heavy (50 gp).

Armor: Half-plate (600 gp).

Magic: Potion: Cure Serious Wounds (5) (750 gp).

The *ring of spell storing* contains *charm person, detect thoughts,* and *hold person,* all at caster level 3.

**Area A14: The Chancellor's Chamber (pg. 20)**

In place of the "continual light" spell, place several *everburning torches* throughout the room.

**Chancellor of the Initiates,** Male Human Clr8: CR 8; Medium Humanoid ; HD 8d8+16(Cleric) ; hp 54; Init +3; Spd 20; AC:19 (Flatfooted:19 Touch:9); Atk +7/2 base melee, +5/0 base ranged; +10/5(1d8+3, +2 Mace, heavy); +5/0 (1d8, Crossbow, light); AL LE; SV Fort +8, Ref +1, Will +9; STR 13, DEX 8, CON 14, INT 10, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +6, Heal +7, Knowledge (Religion) +9, Spellcraft +6.

Feats: Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Weapon Focus: Mace

Spells Prepared (Clr 6/5/4/4/2): 0 - Cure Minor Wounds, Detect Magic, Guidance, Light; 1st - Bless, Cause Fear, Command, Cure Light Wounds, Magic Weapon (d), Shield of Faith; 2nd - Darkness, Hold Person, Know Alignment, Silence, Spiritual Weapon (d); 3rd - Contagion, Magic Vestment (d), Magic Vestment, Searing Light, Striking; 4th - Cure Critical Wounds, Divine Power (d), Recitation.

Weapons: Flail, Masterwork (308 gp); Crossbow, light (35 gp); +2 Mace, heavy (8,312 gp).

Armor: Full plate, Masterwork (1,650 gp).

Shields: Shield, heavy steel (20 gp).

Magic: Ring: Water Walking (15,000 gp); Wondrous: Scarab of Protection (38,000 gp).

**Know Alignment**   
Divination   
**Level:**Brd 2, Clr 2, Sor/Wiz 2   
**Components:**F/DF   
**Casting Time:**1 standard action   
**Range:**personal   
**Target:**one creature or object within 10 feet   
**Duration:**Concentration, up to 1 round/level   
**Saving Throw:**Will negates; see text   
**Spell Resistance:**No

The caster of this spell may discover the alignment of any one creature within 10 feet. The spell may also be used to find the alignment of an enchanted item or area (if any). The target creature is allowed a Will save; if successful the spell fails without revealing any result.

*Divine Focus:* a holy (or unholy) symbol.

*Arcane Focus:* a pinch of tea leaves

**Striking**   
Necromancy   
**Level:**Clr 3   
**Components:**V, DF   
**Casting Time:**1 standard action   
**Range:**personal   
**Target:**caster only   
**Duration:**1 round/level   
**Saving Throw:**None   
**Spell Resistance:**None

This spell infuses the cleric's melee weapon with divine energy, causing it to deal more damage. For the duration of the spell, the imbued weapon gains a +1 enhancement bonus to attack rolls, and deals an extra 1d6 points of damage.

*Divine Focus:* the favored weapon of the cleric's deity.

**Area A16: Instructional Chamber (pg. 21)**

The Spot DC to recognize the one-way, self-locking door is 20.

The door is 2" thick and classified as a "strong wooden" door. It has a hardness of 5, 20 hit points, and a Break DC of 25.

The Will save DC to use the scrying device is 17.

The Will save DC to enter the mist is 17.

Shadows: CR 3; Medium Undead (Incorporeal); HD 3d12 (Undead) ; hp 19; Init +2; Spd Fly, Good 40; AC:13 (Flatfooted:11 Touch:13); Atk +3 base melee, +3 base ranged; +3 (, Incorporeal Touch); SA: Strength Damage (Su) , Create Spawn (Su) ; SQ: Racial Traits: Undead, Subtype: Incorporeal, Resistance: Turn (Ex): +2, Darkvision (Ex): 60 ft., Immunity: Reincarnate (Ex), Immunity: Critical hits (Ex), Immunity: Paralysis (Ex), Immunity: Ability Drain (Ex), Immunity: Stun (Ex), Immunity: Exhaustion (Ex), Immunity: Death Effects (Ex), Immunity: Sleep Effects (Ex), No Natural Healing (Ex), Immunity: Fatigue (Ex), Immunity: Fortitude Save-Based Attacks (Ex), Immunity: Nonlethal Damage (Ex), Immunity: Poison (Ex), Immunity: Mind-Affecting Attacks (Ex), Immunity: Disease (Ex), Immunity: Death from Massive Damage (Ex), Immunity: Energy Drain (Ex), Immunity: Ability Damage (Physical Scores), Immunity: Raise Dead (Ex); AL CE; SV Fort +1, Ref +3, Will +4; STR --, DEX 14, CON --, INT 6, WIS 12, CHA 13.

Skills: Hide +8, Listen +7, Search +4, Spot +7.

Feats: Alertness, Dodge.

Special Attacks: Strength Damage (Su): The touch of a shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Area A17: Guard Towers (pg. 21)**

Goblins: CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1 (Humanoid) ; hp 5; Init +1; Spd 30; AC:14 (Flatfooted:13 Touch:12); Atk +1 base melee, +2 base ranged; +1 (1d6, Spear); SQ: Darkvision (Ex): 60 ft., Subtype: Goblinoid; AL NE; SV Fort +3, Ref +1, Will -1; STR 11, DEX 13, CON 12, INT 10, WIS 9, CHA 6.

Skills: Hide +9, Move Silently +9, Ride +5.

Feats: Armor Proficiency: light, Simple Weapon

**B. The Second Section: The Courts of the Holy Men**

**Area B1: Gateway (pg. 21)**

Giant, Hill: CR 7; Large Giant ; HD 12d8+48 (Giant) ; hp 102; Init -1; Spd 25; AC:20 (Flatfooted:20 Touch:8); Atk +15 base melee, +7 base ranged; +15 (2d6+10, Rock); +15 (1d4+7, 2 Slam); +16 (2d8+10, Greatclub); SA: Rock Throwing (Ex) ; SQ: Rock Catching (Ex), Low-light Vision (Ex); AL CE; SV Fort +8, Ref +3, Will +4; STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 7.

Skills: Listen +3, Spot +6.

Feats: Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Simple Weapon Proficiency, Weapon Focus: Greatclub.

**Area B3: The Hall of Laws (pg. 21)**

**Hosadus**, Male Human Clr14: CR 14; Medium Humanoid ; HD 14d8(Cleric) ; hp 66; Init +1; Spd 30; AC:8 (Flatfooted:8 Touch:8); Atk +10/5 base melee, +7/2 base ranged; +11/6 (1d8+1, Heavy Mace +1); AL LE; SV Fort +9, Ref +1, Will +16; STR 10, DEX 5, CON 11, INT 12, WIS 24, CHA 14.

Skills: Concentration +17, Diplomacy +13, Heal +13, Knowledge (Religion) +18.

Feats: Combat Casting, Extend Spell, Quicken Turning, Improved Initiative, Maximize Inflict, Scribe Scroll,

Spells Prepared (Clr 6/7/7/6/5/4/4/3): 0 - Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light; 1st - Bless, Cure Light Wounds x3, Magic Weapon (d), Obscuring Mist, Shield of Faith, Summon Monster I; 2nd - Cure Moderate Wounds, Curse of Ill Fortune, Hold Person x2, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth; 3rd - Dispel Magic x2, Invisibility Purge, Magic Circle against Chaos, Magic Vestment (d), Prayer, Searing Light; 4th - Cure Critical Wounds, Divine Power, Poison, Restoration x2, Spell Immunity (d); 5th - Flame Strike (d), Flame Strike, Slay Living, Spell Resistance, Wall of Stone; 6th -- Blade Barrier, Harm, Planar Ally, Stoneskin (d), Word of Recall; 7th - Destruction x2, Dictum, Regenerate.

Possessions:

Weapons: +1 Mace, heavy (2,315 gp).

Magic: Ring: Protection +1 (2,000 gp); Wondrous: Periapt of Wisdom (+4) (16,000 gp); Wondrous: Amulet of Natural Armor (+1) (2,000 gp).

**Area B4: The Court of Greater Judgment (pg. 21)**

For the cleric, use the stats at the beginning of the chapter taking care to include the spells printed in the module.

For the magic-user, use the stats at the beginning of the chapter taking care to include the spells printed in the module.

The 3.5 Edition equivalent of a "potion of diminution" is a *potion of reduce person,* caster level 3. See pg. 269 of the PHB.

Assume that the "potion of healing" is a *potion of cure moderate wounds,* caster level 3. See pg. 216 of the PHB.

**Area B5: Judges' Chambers (pg. 22)**

Animal, Leopard: CR 2; Medium Animal ; HD 3d8+6 (Animal) ; hp 29; Init +4; Spd Climb 20, 40; AC:15 (Flatfooted:11 Touch:14); Atk +5 base melee, +6 base ranged; +6/+1 (1d6+3, Bite; 1d3+1, 2 Claw); SA: Pounce (Ex) , Improved Grab (Ex) , Rake (Ex) ; SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort +5, Ref +7, Will +2; STR 16, DEX 19, CON 15, INT 2, WIS 12, CHA 6.

Skills: Balance +12, Climb +11, Hide +8, Jump +15, Listen +6, Move Silently +8, Spot +6.

Feats: Alertness, Weapon Finesse.

Special Attacks: Pounce (Ex): If a leopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the leopard must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A leopard that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the leopard pounces on an opponent, it can also rake.

The *amulet of finding* allows the Master to see through the eyes of any creature wearing it, as per the *clairvoyance* spell (PHB, pg. 209.) The amulet detects of moderate Divination magic.

**Area B6: Lawyers' Chambers (pg. 22)**

Each cell is lit by an *everburning torch,* instead of a "continual light" spell.

**Area B8: The Lesser Courts (pg. 22)**

Holy Man, Male Human Ftr7: CR 7; Medium Humanoid ; HD 7d10+14(Fighter) ; hp 57; Init +5; Spd 20; AC:20 (Flatfooted:19 Touch:11); Atk +10/5 base melee, +8/3 base ranged; +12/7 (1d10+7, +1 Sword, bastard, bane vs. humans +14/9 vs. humans 1d10+9+2d6); AL N; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +3, Handle Animal +4, Intimidate +4, Jump -3, Ride +8, Swim -2.

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions:

Weapons: +1 Sword, bastard Bane vs. humans

Armor: +1 Full plate

Goods: The 3.5 Edition equivalent of a "potion of invulnerability" is a *potion of heroism,* caster level 3.

**Area B9: Boat Landing (pg. 22)**

For the canoes, use the stats for rowboats found on pg. 132 of the PHB.

**Area B11: Quarters of the Holy Men (pg. 22)**

For the magic-users, use the stats at the beginning of the chapter

For the clerics, use the stats at the beginning of the chapter

For the fighters, use the stats at the beginning of the chapter

The Search DC to find items in the rooms is 15.

**Poisoned Needle Trap:** CR 4; mechanical; location trigger; manual reset; Attack +15 ranged (1+poison, needle); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Market Price:* 12,090 gp.

The "helm of alignment changing" is a *cursed* *helm of telepathy*. The wearer of the helmet believes that it functions normally, but it does not function at all...instead, the wearer's alignment changes to Lawful Evil. For the purpose of the *remove curse* spell, the helmet is assumed to have a caster level of 5.

**Area B12: Balcony (pg. 22)**

See pgs. 126-131 of the PHB for stats on these mundane items. The "extra robes" are cleric's vestments.

**Area B13: Guard Station (pg. 22)**

The 3.5 Edition equivalent of the "potion of giant strength" is the *potion of bull's strength,* caster level 3. See pg. 207 of the PHB.

**C. The Third Section: The Court of the Master**

**Area C1: The Waterfall (pg. 23)**

**Animal, Crocodile, Giant**: CR 4; Huge Animal ; HD 7d8+28 (Animal) ; hp 59; Init +1; Spd 20, Swim 30; AC:16 (Flatfooted:15 Touch:9); Atk +11 base melee, +4 base ranged; +11 (2d8+12, Bite); +11 (1d12+12, Tail Slap); SA: Improved Grab (Ex) ; SQ: Hold Breath (Ex), Low-light Vision (Ex); AL N; SV Fort +9, Ref +6, Will +3; STR 27, DEX 12, CON 19, INT 1, WIS 12, CHA 2.

Skills: Hide +1, Listen +5, Spot +5, Swim +16.

Feats: Alertness, Endurance, Skill Focus: Hide.

Giant crocodiles can grab and hold creatures of Large or smaller size but otherwise fight and behave like their smaller cousins.

Special Attacks: Improved Grab (Ex): To use this ability, the giant crocodile must hit a Large or smaller opponent with its bite attack. If it gets a hold, the giant crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The giant crocodile automatically deals bite damage each round it maintains the pin.

**Area C2: The Waterfall (pg. 23)**

**Ogre:** CR 2; Large Giant ; HD 4d8+8 (Giant) ; hp 29; Init -1; Spd 20; AC:16 (Flatfooted:16 Touch:8); Atk +7 base melee, +1 base ranged; +8 (2d8+7, Greatclub); +1 (1d8+5, Javelin); SQ: Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +6, Ref +0, Will +1; STR 21, DEX 8, CON 15, INT 6, WIS 10, CHA 7.

Skills: Climb +5, Listen +2, Spot +2.

Feats: Simple Weapon Proficiency, Toughness, Weapon Focus: Greatclub.

**Area C3: Gatehouse Second Floor (pg. 23)**

Oil burns for 2 rounds, and deals 1d3 points of damage per round. For more information, refer to pg. 127 of the PHB.

Giant, Storm: CR 13; Huge Giant ; HD 19d8+114 (Giant) ; hp 199; Init +2; Spd 35, Swim 25; AC:27 (Flatfooted:25 Touch:10); Atk +26 base melee, +14 base ranged; +26 (1d6+14, 2 Slam); +26 (1d6+14, Whip); SA: Spell-like Abilities Call Lightning 15 1 Chain Lightning 15 1 Control Weather 20 2 Levitate 20 2 ; SQ: Rock Catching (Ex), Freedom of Movement (Su), Water Breathing (Ex), Immunity: Electricity (Ex), Low-light Vision (Ex); RF: Skills and Feats: EHD calculated as if large creature, Ignore weight penalties for gear when swimming; AL CG; SV Fort +12, Ref +8, Will +13; STR 39, DEX 14, CON 23, INT 16, WIS 20, CHA 15.

Skills: Climb +20, Concentration +26, Craft (Blacksmithing) +13, Intimidate +12, Jump +24, Listen +15, Perform (Sing) +12, Sense Motive +15, Spot +25, Swim +18.

Feats: Awesome Blow, Cleave, Combat Reflexes, Exotic Weapon Proficiency: Whip, Improved Bull Rush, Iron Will, Power Attack, Simple Weapon Proficiency.

Special Attacks: Spell-Like Abilities: Once per day a storm giant can call lightning as a 15th-level druid and use chain lighting as a 15th-level sorcerer. Twice per day a storm giant can control weather as a 20th-level druid and levitate as a 20th-level sorcerer. Save DC is 12 + spell level.

Special Qualities: Freedom of Movement (Su): Storm giants continuously have freedom of movement as the spell.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

He is acting under the influence of a powerful, unknown binding spell cast by the Master (caster level 14).

**Area C4: The Gardens (pg. 23)**

Owlbear: CR 4; Large Magical Beast ; HD 5d10+25 (Magical Beast) ; hp 52; Init +1; Spd 30; AC:15 (Flatfooted:14 Touch:10); Atk +9 base melee, +5 base ranged; +9/+4 (1d6+5, 2 Claw; 1d8+2, Bite); SA: Improved Grab (Ex) ; SQ: Scent (Ex), Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL CE; SV Fort +9, Ref +5, Will +2; STR 21, DEX 12, CON 21, INT 2, WIS 12, CHA 10.

Skills: Listen +7, Spot +7.

Feats: Alertness, Track.

Special Attacks: Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

**Area C5: Entrance Hall (pg. 23)**

The malferas are new monsters; see the Appendix for their stats and descriptions.

The secret passages may be found with a Search check (DC 20).

For the orcs, use the stats on pg. 203 of the MM. These orcs enjoy excellent cover from the arrow slits, gaining a +4 bonus to AC and Reflex saves, and a +5 bonus to their Hide checks.

**Area C6: The Master of Protocol's Chambers (pg. 24)**

The Search DC to find the map of the tower section is 12.

The Search DC to find the secret door is 20, and the Search DC to find the sliding baseboard that opens it is 25.

**Area C7: The Public Shrine (pg. 24)**

Displacer Beast: CR 4; Large Magical Beast ; HD 6d10+18 (Magical Beast) ; hp 51; Init +2; Spd 40; AC:16 (Flatfooted:14 Touch:11); Atk +9 base melee, +7 base ranged; +9/+4 (1d6+4, 2 Tentacle; 1d8+2, Bite); SQ: Displacement (Su), Darkvision (Ex): 60 ft., Low-light Vision (Ex), Resistance: Ranged Attacks (Su): 2; AL LE; SV Fort +8, Ref +7, Will +3; STR 18, DEX 15, CON 16, INT 5, WIS 12, CHA 8.

Skills: Hide +10, Jump +8, Listen +5, Move Silently +7, Spot +5.

Feats: Alertness, Dodge, Stealthy.

Special Qualities: Displacement (Su): A light-bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location.

Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks). The items on the table are enchanted with a *magic aura* spell, to make them appear magical (caster level 1).

***Baleful Polymorph* Trap:** CR 8; magic device; touch trigger (spell)*;* automatic reset; spell effect (*baleful polymorph,* 10th-level wizard, DC 17 Fortitude save negates; DC 17 Will save partial; see spell description on pg. 202 of the PHB); Search DC 28; Disable Device DC 28. *Cost:* 25,000 gp, 2,000 XP.

The Search DC to find the secret door is 20.

**Area C8: The Diviner's Barracks (pg. 24)**

The Search DC for ransacking the chests is 12.

**Area C9: Kitchens (pg. 24)**

For the goblins, use the stats on pg. 133 of the MM.

For the bugbears, use the stats on pg. 29 of the MM.

**Area C10: Preparation Cells (pg. 24)**

**Narellus,** Male Human Ftr7: CR 7; Medium Humanoid ; HD 7d10+14(Fighter) ; hp 67; Init +5; Spd 20; AC:20 (Flatfooted:19 Touch:11); Atk +10/5 base melee, +8/3 base ranged; +12/7 (1d10+7, +1 Sword, bastard, bane vs. humans +14/9 vs. humans 1d10+9+2d6); AL N; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +3, Handle Animal +4, Intimidate +4, Jump -3, Ride +8, Swim -2.

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

**Area C11: Alrethus's Chamber (pg. 24)**

The 3.5 Edition equivalent of the "wizard lock" spell is *arcane lock.*See pg. 200 of the PHB.

Alrethus, Male Human Wiz11: CR 5; Medium Humanoid ; HD 5d10+10(Fighter) ; hp 49; Init +6; Spd 30; AC:16 (Flatfooted:14 Touch:13); Atk +8 base melee, +7 base ranged; +9 (1d4+4, +1 Dagger); AL N; SV Fort +6, Ref +3, Will +2; STR 16, DEX 14, CON 14, INT 18, WIS 12, CHA 8.

Skills: Concentration +15, Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +11, Knowledge (The Planes) +17, Spellcraft +19.

Feats: Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy, Split Ray.

Spells Known (Wiz 4/5/5/5/3/2/1): 0 -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Repair Minor Damage, Resistance, Touch of Fatigue; 1st -- Burning Hands, Charm Person, Enlarge Person, Feather Fall, Mage Armor, Magic Missile, Ray of Enfeeblement; 2nd -- Darkvision, Detect Thoughts, Invisibility, Levitate; 3rd -- Fireball, Fly, Hold Person, Lightning Bolt; 4th -- Charm Monster, Confusion, Invisibility, Greater, Polymorph; 5th -- Feeblemind, Magic Jar, Passwall, Summon Monster V; 6th -- Disintegrate, Flesh to Stone.

Spells Prepared (Wiz 4/5/5/5/3/2/1): 0 - Dancing Lights, Detect Magic, Light, Ray of Frost; 1st - Charm Person, Feather Fall, Magic Missile x2, Ray of Enfeeblement; 2nd - Darkvision, Detect Thoughts, Invisibility x2, Levitate; 3rd - Fireball, Fly, Hold Person, Lightning Bolt x2; 4th - Charm Monster, Confusion, Polymorph; 5th - Passwall, Summon Monster V; 6th -- Flesh to Stone.

Weapons: +1 Dagger, bane vs. elves (or dwarves, or Halflings)

Magic: Wondrous: Bracers of Armor +3 (9,000 gp); Ring: Protection +1 (2,000 gp).

Staff of Frost with 9 charges

The 3.5 Edition equivalent of a "dagger +2, +3 vs. elves, dwarves, and halflings" is either a *dwarf bane dagger +2,*an *elf bane dagger +2,* or a *halfling bane dagger +2.* Choose one of these daggers based on the composition of the adventuring party.

The "potion of fire resistance" is a *potion of resist energy (fire),* caster level 3. See pg. 272 of the PHB.

**Area C12: Alrethus's Workroom (pg. 24)**

Dire Animal, Weasel: CR 2; Medium Animal ; HD 3d8 (Animal) ; hp 13; Init +4; Spd 40; AC:16 (Flatfooted:12 Touch:14); Atk +4 base melee, +6 base ranged; +6 (1d6+3, Bite); SA: Attach (Ex) , Blood Drain (Ex) ; SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort +3, Ref +7, Will +4; STR 14, DEX 19, CON 10, INT 2, WIS 12, CHA 11.

Skills: Hide +8, Jump +6, Listen +3, Move Silently +8, Spot +5.

Feats: Alertness, Stealthy, Weapon Finesse.

Special Attacks: Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its

Dex bonus to AC and thus has an AC of 12.

Blood Drain (Ex): A dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

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**Area C14: Reception Hall (pg. 25)**

For the holy man, use the stats at the beginning of the chapter

The mirrors function in the manner described.

**Area C15: Storage Chamber (pg. 25)**

To randomly determine mundane items, use the tables on pg. 56 of the DMG.

**Area C16: Major Domo's Chamber (pg. 25)**

For the holy man, use the stats at the beginning of the chapter

The 3.5 Edition equivalent of the "growth of animals" spell is *animal growth,* described on pg. 198 of the PHB. However, in the 3.5 Edition rules system, this is not a cleric spell. Thus, we must assume that this cleric has learned the spell through independent research (see pg. 198 of the DMG).

Animal, Hawk: CR 1/3; Tiny Animal ; HD 1d8 (Animal) ; hp 4; Init +3; Spd 10, Fly, Average 60; AC:17 (Flatfooted:14 Touch:15); Atk +0 base melee, +5 base ranged; +5 (1d4-2, Talon); SQ: Low-light Vision (Ex); AL N; SV Fort +2, Ref +5, Will +2; STR 6, DEX 17, CON 10, INT 2, WIS 14, CHA 6.

Skills: Hide +11, Spot +14.

Feats: Weapon Finesse.

**Area C17: The Master's Chamber (pg. 25)**

**The Master,** Male Human Clr14: CR 14; Medium Humanoid ; HD 14d8+28(Cleric) ; hp 66; Init +3; Spd 20; AC:10 (Flatfooted:10 Touch:10); Atk +11/6 base melee, +9/4 base ranged; +8/3 (1d8+2, +1 Mace, heavy); AL LE; SV Fort +11, Ref +3, Will +15; STR 13, DEX 8, CON 14, INT 10, WIS 22, CHA 12.

Skills: Concentration +19, Diplomacy +12, Heal +12, Knowledge (Religion) +17.

Feats: Combat Casting, Extend Spell, Quicken Turning, Improved Initiative, Maximize Inflict, Scribe Scroll,

Spells Prepared (Clr 6/7/7/5/5/4/4/2): 0 - Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light; 1st - Bless, Cure Light Wounds x3, Magic Weapon (d), Obscuring Mist, Shield of Faith, Summon Monster I; 2nd - Cure Moderate Wounds, Curse of Ill Fortune, Hold Person x2, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth; 3rd - Dispel Magic x2, Invisibility Purge, Magic Circle against Chaos, Magic Vestment (d), Prayer, Searing Light; 4th - Cure Critical Wounds, Divine Power, Poison, Restoration x2, Spell Immunity (d); 5th - Flame Strike (d), Flame Strike, Slay Living, Spell Resistance, Wall of Stone; 6th -- Blade Barrier, Harm, Planar Ally, Stoneskin (d), Word of Recall; 7th - Destruction, Dictum, Regenerate.

Possessions:

Weapons: +1 Mace, heavy (2,315 gp).

Armor: Banded Mail of Luck (18,900 gp).

Shields: Spined Shield (5,580 gp).

Goods: Coin: gp (4957) (4,957 gp).

Magic: Ring: Protection +1 (2,000 gp); Wondrous: Periapt of Wisdom (+4) (16,000 gp); Wondrous: Amulet of Natural Armor (+1) (2,000 gp).

**Animal, Tiger:** CR 4; Large Animal ; HD 6d8+18 (Animal) ; hp 45; Init +2; Spd 40; AC:14 (Flatfooted:12 Touch:11); Atk +9 base melee, +5 base ranged; +9/+4 (1d8+6, 2 Claw; 2d6+3, Bite); SA: Pounce (Ex) , Improved Grab (Ex) , Rake (Ex) ; SQ: Low-light Vision (Ex), Scent (Ex); AL N; SV Fort +8, Ref +7, Will +3; STR 23, DEX 15, CON 17, INT 2, WIS 12, CHA 6.

Skills: Balance +6, Hide +3, Jump +10, Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: Alertness, Improved Natural Attack: Bite, Improved Natural Attack: Claw.

Special Attacks: Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the tiger pounces on an opponent, it can also rake.

The ***Collars of Animal Control*** are new magic items; see the Appendix for more information.

The ***House of Zebulon*** is a new magic item; see the Appendix for a complete description.

The Spot DC to notice the trapdoor is 30.

**Poison Needle Trap:** CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Locks DC 30); Attack +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. *Market Price:* 4,720 gp.

***Bestow Curse* Trap:** CR 6; magic device; touch trigger (spell)*;* automatic reset; spell effect (*bestow curse,* 5th-level wizard, DC 14 Fortitude save negates; see spell description on pg. 203 of the PHB); Search DC 28; Disable Device DC 28. *Cost:* 7,500 gp, 600 XP. Afflicted characters are unable to lie, as if affected by a permanent *zone of truth*. See pg. 303 of the PHB for more information.

The Search DC to find the secret compartment in the side of the chest is 25.

**Area C18: The Silent Chamber (pg. 26)**

After 3 rounds of concentration, characters in the room may hear anywhere inside the temple grounds as per the *clairaudience*spell. See pg. 209 of the PHB.

**D. The Fourth Section: The Underground Passages**

**Area D1: Prison Block (pg. 26)**

For the bugbears, use the stats on pg. 29 of the MM.

The 3.5 Edition equivalent of the "ring of infravision" is the *ring of darkvision,* a new magic item. See the Appendix for details.

For Ranas and Philomen, use the stats on pg. 123 of the DMG for 6th level human rogues.

For Marialena, use the stats on pg. 126 of the DMG for a 5th level elf wizard.

**Area D2: Interrogation Chamber (pg. 26)**

Inquisitor, Male Human Ftr10: CR 10; Medium Humanoid ; HD 10d10+20(Fighter) ; hp 84; Init +5; Spd 20; AC:21 (Flatfooted:20 Touch:11); Atk +13/8 base melee, +11/6 base ranged; +15/10 (1d10+7, +1 Sword, bastard); AL N; SV Fort +9, Ref +4, Will +4; STR 16, DEX 13, CON 14, INT 13, WIS 12, CHA 8.

Skills: Climb +5, Handle Animal +4, Intimidate +11, Jump -3, Ride +8, Swim -2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Combat Expertise, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard, Whirlwind Attack.

Weapons: +1 Sword, bastard

**Area D3: Non-Human Den (pg. 26)**

For the goblins, use the stats on pg. 133 of the MM.

For the orcs, use the stats on pg. 203 of the MM.

For the bugbears, use the stats on pg. 29 of the MM.

Giant, Hill: CR 7; Large Giant ; HD 12d8+48 (Giant) ; hp 102; Init -1; Spd 25; AC:20 (Flatfooted:20 Touch:8); Atk +15 base melee, +7 base ranged; +15 (2d6+10, Rock); +15 (1d4+7, 2 Slam); +16 (2d8+10, Greatclub); SA: Rock Throwing (Ex) ; SQ: Rock Catching (Ex), Low-light Vision (Ex); AL CE; SV Fort +8, Ref +3, Will +4; STR 25, DEX 8, CON 19, INT 6, WIS 10, CHA 7.

Skills: Listen +3, Spot +6.

Feats: Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Simple Weapon Proficiency, Weapon Focus: Greatclub.

**Area D4: The Secret Exit (pg. 26)**

For the vampire, use the stats for the sample vampire found on pg. 250 of the MM.

***Baleful Polymorph* Trap:** CR 8; magic device; touch trigger (spell)*;* automatic reset; spell effect (*baleful polymorph,* 10th-level wizard, DC 17 Fortitude save negates; DC 17 Will save partial; see spell description on pg. 202 of the PHB); Search DC 28; Disable Device DC 28. *Cost:* 25,000 gp, 2,000 XP.



**New Monsters**

**Dusanu:** CR 5; Medium Plant ; HD 9d8+18 (Plant) ; hp 58; Init +0; Spd 30; AC:16 (Flatfooted:16 Touch:10); Atk +8 base melee, +6 base ranged; +9 (1d8+3, Claw); +9 (1d8+2, 2 Claw); SA: Disease (Su) , Spores (Ex) ; SQ: Damage Reduction (Su): 10/Slashing, Damage Reduction (Su): 10/Magic, Immunity: Electricity (Ex), Low-light Vision (Ex), Immunity: Mind-Affecting Attacks (Ex), Immunity: Poison (Ex), Immunity: Sleep Effects (Ex), Immunity: Stun (Ex), Immunity: Polymorph (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL CN; SV Fort +8, Ref +3, Will +3; STR 14, DEX 10, CON 14, INT 10, WIS 11, CHA 10.

Skills: Hide +6, Intimidate +4, Listen +7, Move Silently +8, Spot +7.

Feats: Ability Focus, Alertness, Stealthy, Weapon Focus: Claw.

Description: This skeletal creature wears nothing but a tattered cloak. Its strange eyes shine with a flickering blue light. Every crevice of its yellowing, bony form is encrusted with mold, and the foul air around it reeks of wet fungus.

The dusanu, or rot fiend, is a horrifying thing that resembles an undead creature. Actually, the dusanu is comprised of a fungal colony inhabiting a humanoid skeleton. This fungus creates a sort of "group mind" that grants the creature its intelligence and will. Mold inhabits every inch of the host skeleton save the eye sockets, from which it emits the strange waste fumes that cause the dusanu™s eyes to emit an eerie blue light. The foul air near a dusanu is tainted with the spores of its terrible dry rot.

Dusanu are most commonly encountered in deep forests or swamps, wandering in small hunting packs. Normally, they do their best to avoid civilization.

Periodically, a dusanu must renew its mold colony by launching spores onto a carcass, rotting tree limb, or other dead object. The spores rapidly grow into mold that consumes the decaying material before launching new revitalized spores that feed on the previous mold colony to build a new one. The mold on the dead material dies after it has used up its food supply. In this way, a rot fiend can consume an entire body or tree trunk the size of itself in less than three hours.

A dusanu is usually the same height as a human, and weighs about 60 pounds.

Attempts at communicating with a dusanu have always been unsuccessful. They appear to communicate with each other through the release of spores.

Combat: In battle, dusanu are intelligent and very cunning. The monsters always attack any humanoids they encounter with their mold-encrusted claws. When attacking in melee, a rot fiend pack attempts to form a circle around its opponents to release their deadly spores.

Special Attacks: Spore Cloud (Ex): A dusanu can release spores that radiate outward from its body in a 5-foot radius. Any humanoid that contacts the cloud must succeed at a Fortitude save (DC 18) or suffer 1d8 points of damage from choking and become infected with rot fiend fungus. Spores that do not infect a creature become dormant one round after being released. The save DC is Constitution-based.

Disease (Ex): Rot fiend fungus - spore cloud, Fortitude DC 16, incubation period 1d3 days; damage 1d8 Con (and see below). The save DC is Constitution-based.

Spore Sense (Ex): Dusanu can detect the presence of other dusanu at a range of up to 10 miles away, through the release of spores.

ROT FIEND FUNGUS

A rot fiend reproduces by infecting humanoids with its poisonous spores. Those infected do not show any outward signs of infection for the duration of the incubation, save for an achy rash. The various cure spells have no effect on the victim during this time.

At the end of the incubation period, yellowish mold erupts from the victim’s skin. Each day the victim must succeed at a Fortitude save (DC 16) or become overgrown with mold, suffering 3d6 points of Constitution damage. The spores can be destroyed with a remove disease spell.

If a victim dies from rot fiend fungus, its body rapidly becomes covered in mold, and will lie dormant for 1d3 days before animating and creating a new dusanu. The character loses all former abilities and memories.

Special Qualities: Damage reduction 10/slashing and magic, immunity to electricity, low-light vision, plant traits, spore sense

**Geonid:** CR 1/2; Small Humanoid (Earth); HD 2d8+4 (Humanoid) ; hp 13; Init -1; Spd AC:18 (Flatfooted:18 Touch:10); Atk +5 base melee, +1 base ranged; +6 (1d4+3, Club); AL CN; SV Fort +5, Ref +2, Will +0; STR 17, DEX 8, CON 14, INT 8, WIS 11, CHA 11.

Skills: Hide +3, Listen +3, Spot +2.

Feats: Simple Weapon Proficiency, Weapon Focus: Club.

Description: A geonid is a small intelligent cave-dweller. It has two legs and arms and a shell that gives it the appearance of a small boulder. The arms and legs come out of a small opening in the bottom of the shell. A geonid is able to draw its arms and legs into its shell and close the opening. When it does so, the geonid cannot be distinguished from a small boulder.

Geonids live underground in tunnel complexes and in natural caves. Their lairs are normally filled with rocks, stalactites, and stalagmites. In the lair is a shrine made of large and oddly-shaped boulders.1

Geonids speak their own language, a clicking language that sounds much like pebbles falling on stone.

Combat:

In combat, a geonid attacks either with one of its stony fists or with a weapon. Weapons normally carried are stone clubs or axes.1

Shell (Ex): the hard, stony shell of a geonid grants it a +8 natural armor bonus to AC, but prevents the creature from wearing armor of any kind. As a move action, a geonid may draw its arms and legs up into its shell; when doing so the creature enjoys a +8 racial bonus to Hide checks and a +4 cover bonus to Reflex saves.

**Mujina:** CR 4; Medium Monstrous Humanoid ; HD 8d8+8 (Monstrous Humanoid) ; hp 44; Init +3; Spd 30; AC:13 (Flatfooted:10 Touch:13); Atk +11 base melee, +11 base ranged; +8/+8 (2d6+4, Greatsword, Masterwork; 2d6+4, Greatsword, Masterwork); SQ: Darkvision (Ex): 60 ft.; AL CN; SV Fort +3, Ref +9, Will +6; STR 17, DEX 16, CON 12, INT 11, WIS 10, CHA 16.

Skills: Bluff +15, Disguise +21, Hide +11, Spot +5.

Feats: Improved Two-Weapon Fighting, Martial Weapon Proficiency: Greatsword, Quicken Spell-Like Ability, Simple Weapon Proficiency, Two-Weapon Fighting.

Possessions:

Weapons: Greatsword, Masterwork (350 gp); Greatsword, Masterwork (350 gp).

Description: A mujina, in its natural form, looks like a human except that it has no face. Where the eyes, nose, ears, and mouth should be is nothing the face is smooth like an egg. However, the mujina can create an illusion to give its face any appearance it wants. It most often poses as a typical human until it decides to attack.

A mujina often joins a party of adventurers as a retainer fighter. It may serve faithfully for a long period, not revealing its true identity. However, if given the opportunity, it robs the players of as much as possible and then flees.

Mujina can speak Common and the language of their kind

Combat: A mujina is very strong, and can handle any two-handed weapon (other than a lance, polearm, or crossbow) in one hand. In combat it uses two weapons, one in each hand.

Powerful Grip (Ex): a mujina can wield two-handed weapons with one hand, without penalty.

Spell-Like Abilities (Sp): at will: disguise self, scare. Caster level 8, save DC is Charisma-based.

\*Skills: mujina gain a +2 racial bonus to all Bluff checks and a +10 racial bonus to all Disguise checks.

**Cyclops:** CR 10; Huge Giant ; HD 13d8+65 (Giant) ; hp 123; Init +1; Spd AC:21 (Flatfooted:20 Touch:9); Atk +16 base melee, +8 base ranged; +16 (1d6+13, Slam); +16 (1d6+9, 2 Slam); +8 (2d8, Rock); +16/+11 (3d8+13, Greatclub); SA: Rock Throwing (Ex) ; SQ: Low-light Vision (Ex), Rock Catching (Ex); RF: Bestow Curse, Poor depth perception; AL CE; SV Fort +13, Ref +5, Will +7; STR 28, DEX 12, CON 21, INT 6, WIS 16, CHA 13.

Skills: Listen +5, Spot +5.

Feats: Alertness, Cleave, Improved Grapple, Improved Unarmed Strike, Power Attack, Simple Weapon Proficiency.

Description: A Cyclops is a rare type of giant, noted for its great size and the single eye in the center of its forehead.

A Cyclops usually lives alone, though a small group may sometimes share a small cave. They spend their time raising sheep and grapes. Cyclopes are known for their stupidity, and a clever party can often escape from them by trickery.

An adult Cyclops is about 20' tall and weighs 5,500 lbs. Cyclopes can live to be 500 years old. Cyclopes speak Common and Giant.

Combat: A Cyclops will usually fight with a wooden club. When fighting at a range, it often throws boulders.

Curse (Sp): Some Cyclopes (5%) are able to cast bestow curse once per week as a spell-like ability (caster level 9, Will save DC 17.) The save DC is Wisdom-based. The DM should decide the exact nature of the curse.

Poor Depth Perception (Ex): Cyclopes have poor depth perception on account of their single eye. As a result, they suffer a -2 penalty to all attack rolls.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape).

Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. If the projectile provides a magical bonus on attack rolls, the DC increases by that amount. The giant must be ready for and away of the attack in order to make a rock catching attempt.

Rock Throwing (Ex): The range increment is 140 feet for Cyclopes’ thrown rocks.

**Malfera:** CR 7; Large Outsider (Evil); HD 9d8+63 (Outsider) ; hp 103; Init +2; Spd 30; AC:19 (Flatfooted:17 Touch:11); Atk +14 base melee, +10 base ranged; +14 (2d6+9, Claw); +14/+12 (2d6+6, 2 Claw; 1d8+3, Bite); SA: Poison (Ex) , Improved Grab (Ex) , Spell-like Abilities Knock 9 At Will See Invisibility 9 At Will ; SQ: Darkvision (Ex): 60 ft., No Dual Nature (Ex); AL CE; SV Fort +13, Ref +8, Will +9; STR 23, DEX 15, CON 25, INT 14, WIS 16, CHA 16.

Skills: Concentration +19, Diplomacy +4, Hide +11, Intimidate +15, Knowledge (Arcana) +14, Listen +23, Move Silently +15, Search +14, Sense Motive +15, Spellcraft +14, Spot +23, Survival +4.

Feats: Cleave, Combat Reflexes, Multiattack, Power Attack, Simple Weapon Proficiency.

Description: A malfera is a creature from the Dimension of Nightmares. It has a large, elephant-like face and a short trunk. The head is topped by large horns. Large fangs protrude from either side of the trunk. The chest is a mass of slimy, short tentacles. Long, muscular arms end in large, jagged pincers. Its feet are webbed and clawed. It is colored night-black but has red veins and eyes.

A malfera may appear on this dimension only through the act of a powerful spell caster or as a gift from a deity. No one can describe the malfera's dimension, except that it is poisonous and deadly to humans.

A malfera speaks Abyssal, Common, and Infernal.

Combat: In combat, a malfera attacks with its pincers and poisonous bite.

Poison (Ex): Bite (injury), Fort DC 21, Initial damage 1d4 Strength damage, Secondary damage 1d6 Strength damage. The save DC is Constitution-based.

Improved Grab (Ex): to use this ability, the malfera must hit the same opponent with both claws in a single round. If successful, the malfera may automatically begin a grapple without suffering an attack of opportunity. If the grapple check is successful, the target is dragged into the malfera's chest on the following round.

Tentacles (Ex): the chest of a malfera is covered in short, slimy tentacles that are coated in acidic mucus. Creatures that have been dragged into the malfera's chest are automatically grappled by these tentacles, and take 2d6 points of acid damage each round until freed.

Spell-Like Abilities (Sp): at will: see invisible, knock. Caster level 9, Charisma-based.

**Spectral Hound:** CR 2; Medium Outsider (Extraplanar); HD 5d8+5 (Outsider) ; hp 27; Init +2; Spd 40; AC:15 (Flatfooted:13 Touch:12); Atk +7 base melee, +7 base ranged; +8 (1d8+3, Bite); SQ: Darkvision (Ex): 60 ft., Scent (Ex), No Dual Nature (Ex); AL CN; SV Fort +5, Ref +6, Will +5; STR 14, DEX 15, CON 12, INT 12, WIS 12, CHA 12.

Skills: Climb +10, Hide +10, Jump +14, Listen +9, Move Silently +10, Search +9, Spot +9, Survival +9, Swim +10.

Feats: Alertness, Simple Weapon Proficiency, Track, Weapon Focus: Bite.

Description: Spectral hounds are creatures from the Dimensional Vortex the void between dimensions. In this world they appear as ghostly dogs pale in color and translucent. Their eyes are formless pools of utter blackness. They are excellent trackers and once on the trail of a creature, they follow it for days

Combat: In combat, a spectral hound attacks by biting.

Special Attacks: Fade (Su): any creature bitten by a spectral hound must succeed a Fortitude save (DC 14) or begin to fade. This fading is very gradual: in 24 hours the character has faded completely, having the same translucent appearance as a spectral hound. The player's equipment is not affected. When the character fades completely, he is unable to hold any items. He is unable to hear or talk to unfaded creatures. From the faded creature's point of view, all normal things appear translucent, while faded things (i.e. the spectral hounds and other affected creatures) seem solid and normal.

Any time after a creature has been affected, he may be restored to the normal world by a dimension door spell. When the spell is cast, the affected creature can step through the dimension door and return to the normal world.

**\*Skills:** spectral hounds gain a +4 racial bonus on all Survival checks made to follow tracks.

**Piranha Swarm** CR 4; Tiny Animal (Aquatic, Swarm); HD 8d8+21 (Animal) ; hp 47; Init +6; Spd Swim 40; AC:14 (Flatfooted:12 Touch:14); Atk -1 base melee, +4 base ranged; +6 (3d6, Swarm); SA: Distraction (Ex) ; SQ: Half Damage from Piercing (Ex), Half Damage from Slashing (Ex), Low-light Vision (Ex), Scent (Ex), Subtype: Swarm; AL N; SV Fort +3, Ref +4, Will +1; STR 4, DEX 15, CON 12, INT 1, WIS 12, CHA 2.

Skills: Hide +10, Listen +9, Spot +9, Swim +5.

Feats: Alertness, Improved Initiative, Toughness.

Description: *The water boils with small, darting fish, each armed with a jawful*

*of razor-sharp teeth.*

One of the most feared denizens of warm aquatic environments is the piranha swarm, capable of devouring even a Large creature with amazing quickness.

Combat: Due to a piranha’s unusually strong jaws and sharp teeth, piranha swarms deal more damage than a swarm of their Hit Dice normally would.

Distraction (Ex): Any living creature vulnerable to the piranha swarm’s damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 +spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the Monster Manual.

Skills: A piranha swarm has a +8 racial bonus on any Swim check to perform a special action or avoid a It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.\*

\*Piranha Swarm can be found in the New Monsters section of the Storm Wrack accessory.

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