



A Time for Everything

Module number

By Damian Miller

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

**Your battle against your foes finally comes to its destined conclusion. ATLS
5-11.**

Part 4 of 4 of the *Fate in the Cards* series. You can only play this module if you have the certs *Card of Fate*, *Card of Fate (Upgrade I)*, and *Card of Fate (Upgrade II)*. If you do not have these certs, you cannot play this adventure.

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CREDITS

Author Damian Miller
Editor(s) (Name)
Plots Coordinator David Samuels & Eric V Clark
Playtesters. (Names)

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCS

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-

ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

This module is the fourth and last module of the Fate in the Cards series. The PCs were drawn into this series by a prophecy that they would be the downfall of a cult attempting to free their demon-god from its prison. Surviving an assassination attempt, the PCs were led to a dungeon where they gained a Card of Fate, magical items that have grown with the PCs as they’ve gone through this series. The PCs have been working in secret against the cult, with their allies, **Tal** the Diviner, and **Captain Razorwind**. After replacing the key relic needed to free the demon-god from its prison, the PCs now are entering the headquarters of the cult to defeat them once and for all.

ADVENTURE SUMMARY

This adventure depends on a proactive group of PCs to maximize the story aspect of this module. PCs can choose to bypass every optional encounter, but they will not gain all of the possible rewards. **GM Aide 1** will help the GM track what the PCs do during the Optional Encounters and what box text to read in **Encounter 17**. PCs who refuse the path of stealth and subtly can and should be killed, this is not an adventure where the PCs can attack the entire cult and hope to survive.

Encounter 1: PCs receive a letter to meet with Tal at the Wolves’ Den, a dive-bar located in the Port District to plan their final assault upon the cult.

Encounter 2: Teleporting to the cult’s hidden temple, the PCs realize the truth on how the cult has remained in hiding for so many centuries. The PCs enter the cult’s headquarters and meet the cult’s leader and his majordomo. The PCs can learn a lot from the majordomo about the facility and the goblin slaves in the room.

Encounter 3 (Optional): The PCs go down to a chamber below the catacombs and free the goblins from the cult.

Encounter 4 (Optional): The PCs go to the kitchens, which is connected to the larder and a well. The well is continually filled from a portal to the elemental plane of water.

Encounter 5 (Optional): The PCs visit the camp outside of the walls and interact with several of the cultists if they choose.

Encounter 6 (Optional): The PCs can try to access the elite warriors barracks.

Encounter 7 (Optional): The catacombs where the cult stores undead warriors created from the bodies of murdered priests of Emerys.

Encounter 8 (Optional): The PCs can try to access the chapel where the summoning ceremony will take place.

Encounter 9 (Optional): This chamber was once a library that was ruined and desecrated by the cultists.

Encounter 10 (Optional): The portal room where the PCs enter and leave the temple.

Encounter 11 (Optional): This is the guarded armory which stores the cult's most dangerous weapons.

Encounter 12 (Optional): Tren barracks where 7 of the lizardmen warriors rest. They store their food, a human body, hanging from a hook in the ceiling.

Encounter 13 (Optional): Doppelganger barracks where two of the creatures rest. They don't believe the PCs are doppelgangers without a good bluff check, which can lead to a mini-fight.

Encounter 14 (Optional): The workshops where a fire-elemental powered forge is stored. The trapped elemental has gone insane with rage from being enslaved for centuries. The PCs can also find an alchemist laboratory here.

Encounter 15 (Optional): The storeroom which is filled with all manner of mundane supplies ranging from casks of lamp oil to rope.

Encounter 16: The PCs rest for the rest of the day and are summoned to attend the ceremony at the given hour.

Encounter 17: The summoning ceremony begins, before failing spectacularly. The GM reads certain sections of box text depending on the actions of the PCs in the optional encounters.

Encounter 18: Tal and the PCs flee through the temple to the portal, having to fight a portion of the Three-Eyed God before they can escape. The PCs escape through the portal, finding themselves outside the now destroyed temple. If the PCs saved the goblins, representatives of the thankful tribe will be there to give the PCs gifts collected from the dead cultists.

Epilogue A: If a PC doesn't go, they are murdered in their sleep by a vengeful agent of the cult who has

realized that the PC isn't one of their allies. The PC's body is unrecoverable and they are dead forever.

Epilogue B: The PC is killed by the cult, their bodies tossed through the magical wall and destroyed forever.

Epilogue C: The PCs defeat the cult and Tal returns them to Amthydor. This is the best conclusion and will tie up any loose ends.

GM NOTE

This adventure differs from many typical LSJ modules which only have a single, predefined path towards the conclusion. In this module, once the PCs have gotten to **Encounter 2**, allows the PCs to choose how they want to approach the adventure prior to the ultimate conclusion in **Encounters 16-18**. **Encounters 3 through 15** are purely optional, they give a framework in which to describe various parts of the adventure. Players can and will develop unique solutions throughout this adventure, and your role as a GM is to facilitate the PCs plans.

REMEMBER: The PCs are believed to be allies of the cult who treats them as friendly unless attacked. They will also ignore any eccentricities of the PCs, chalking it up to the fact that the PCs are doppelgangers who have been in deep cover for decades.

If a PC comes up with a plan not described in the text, set any required Skill DC needed on the following chart. Unless the plan involves killing everyone in the temple in a running battle, then the PCs should be allowed to succeed.

Easy Task: DC 5 (white lies, getting information out of cultists, hiding a cultist's body in an inconspicuous place).

Semi-Easy Task: DC 10 (Sneaking around the complex without anyone taking note, convincing a servant that someone is looking for them in another room, hiding one of Tal's deadly tools throughout the cult's base, disabling most locks; slipping something into a cultist's pocket).

Average Task: DC 15: (Adding something to food or beverage, convincing a guard that you're only lost)

Hard Task: DC 20: (Hiding a cultist's body in a conspicuous location).

STANDARD CULTISTS (All ATL)

Race: Common Humanoid (human, halfling, or dwarf)

AC: 11 (+1 Padded Armor)

HP: 5

Saves: +1 Fort, Reflex, and Will

Skills: +1 to all

Attacks +1 dagger (1d4 piercing)

This is a culmination of all of the PCs adventures in this chain of quests, they are to **succeed** unless they go out of their way to fail.

ENCOUNTER 1

Sunlight dims over the Shining Jewel as the crisp, Autumn dusk swiftly approaches. The omnipresent sound of city life begins to fade as you hear a knock on your front door.

Wait for the PCs to answer before continuing.

Opening the door you see a familiar sight, the heavily scarred rogue from several months ago. His mouth in a perpetual sneer, the man hand reaches into his cloak and pulls out a letter. Handing you the letter, the man says, “The Master has summoned you.”

The man will not answer any of the PCs questions, he is solely a messenger for the Cult of Whispers.

Intelligence DC 5: “This is the same messenger who delivered a letter to you from Tal, the diviner who is working against the Cult of Whispers.”

When the PC takes the letter, continue with the box text.

As you take the letter, the scoundrel nods once before turning and going down the street.

When the PCs open the letter and read it, continue with the box text.

Opening the letter, you see handwriting that is familiar to you. It says, ‘My friend, the time is nigh to end the cult once and for all. Because of our ‘help’ in retrieving the relic from the museum on the Plane of Fire, the leader of the cult has seen to reward us by allowing us to participate in the ceremony which will release the Three-Eyed God from its prison. Meet me at the Wolves’ Den down in the Docks District at midnight and come prepared for adventure. Tal.’

It is about six hours until your meeting time, what would you like to do.

This allows the PCs to do anything to prepare for their adventure. When they go, continue with the box text.

Making your way to the Dock District, you come upon the disreputable bar known as the Wolves Den. The ramshackle building has seen better days, the windows cracked in multiple places, and several boards covering up a hole in the wall. A hand-painted sign hangs next to the door, “Wolves and Follies not allowed.”

When the PCs enter the bar, continue with the box text.

As you open the door, a cloud of foul-smelling cigar smoke wafts from the bar. The building reeks of unwashed bodies, cheap ale, and smoke. Heads turn to appraise you for a moment before returning to hushed conversation. A cloaked figure in the corner of the room waves you towards a table filled with other adventurers.

This is Tal, who has snuck into the city to gather his allies. Continue with the box text when all of the PCs take a seat at the table.

Nodding as each of you take a seat, you can catch a glimpse of Tal’s reptilian face beneath the hook of his cloak. As the waitress delivers a mug of weak ale before you and wanders back to the corner, the diviner begins to speak. “Thanks for coming, our well laid trap is about to be sprung. Hai Phiel, the leader of the cult, has personally invited us to their secret temple to watch the ceremony that will free the Three-Eyed God from its prison. Now is our chance to cut the head off of the cult once and for all and ensure they’ll never terrorize Raia again. The prophecy which has linked us all is coming to fruition, and not a moment too soon. I’m sure that you have questions.”

Who are you?

“I am Tal de’Azer, a diviner who foresaw his own death at the hands of the Cult of the Three-Eye God and was trapped in this body.”

Who is the Cult?

“They are an ancient order led by Hai Phiel, who seek to release the Three-Eyed God from its prison.”

Who is the Three-Eyed God?

“It is a demon who terrorized Raia in the distant past; if it is released it will bring decades of darkness upon the world.”

What is this prophecy?

“The prophecy states that all of us will be responsible for defeating the Cult of Whispers and sealing the Three-Eyed God away in his prison forever. That is why the cult attempted to assassinate all of us.”

How do we know you?

“I was the one who saw my own murder and yours by the cult, sent you to the Sea of Fire to retrieve the Cards of Fate, met you in the bone temple of Mordana after killing several doppelgangers who were meant to replace you, convinced the cult that you are the doppelgangers instead, and had you retrieve a relic from a museum on the Plane of Fire so we could replace it with a fake that will seal the demon-god in his prison forever. Any other questions?”

How do we know that you are Tal?

“The doppelganger password is ‘buttercup.’ Seriously, if I were a doppelganger, you would have been murdered in your sleep.”

What are we supposed to do?

“Ah, I’m glad that you asked,” the diviner says with a crocodilian smile. Holding out his hand, you can see a single plain ring for the each of you in his hand. “These are the Rings of Mind Shielding that I took from the doppelgangers that were supposed to replace you; their original enchantment meant that they would only work if you were a doppelganger, but I’ve been able to twist the rules of magic a bit so now the rings will only work for someone possessing a Card of Fate. The rings can also be used to cast a modified version of *Alter Self* on the wearer, but there are some stipulations on the forms that you can take.”

With that, Tal hands each of you a ring.

(GM give each PC a copy of the cert: Ring of the Doppelgangers’ Fate).

After handing you each the ring, the wizard continues, “Wearing these rings we will infiltrate the cult’s secret headquarters and while there we will sabotage any and all escape routes the cult might employ to escape. That’s where you come in; after we arrive I will be busy distracting the leadership of the cult so you can move freely around their headquarters. Every member of the cult will be present for the ceremony to return the Three-Eyed God to Raia, ensuring that there will be no survivors. Any questions?”

Where is the cult’s hidden headquarters?

“I’ve only just learned where it is, and there’s a reason that no one has been able to find the cult for so long: the cult has been hiding in the past. Hidden deep in the Whitethorn Mountains was an ancient temple to Emyris, God of magic and time, that holds a portal leading to the same location approximately century ago. Scrying is impossible when you’re not looking for something present in your own time. The magic of the portal has created an arcane bubble around the temple in the past, meaning nothing can get in or out except through the portal.”

What happened to the priests of Emyris?

“The cult murdered them all centuries ago and used their corpses to create undead guardians.”

How are we going to sabotage the headquarters?

“Another question that I’m glad that you asked that,” the wizard says as he reaches into his cloak. The wizard places a number of items on the table: a metal vial closed with a paper seal, some playing-card sized sheets of paper inscribed with arcane runes, a glass sphere filled with swirling green gas, several thumb-sized jewels, a crystal vial filled with a black liquid, and bag of tacks covered runes. “I’ve been creating tools to aid you in your mission, but you’ll have to determine the best way to use them. The metal vial contains a powerful explosive capable of collapsing a dwarven made tunnel, the cards are paper-bombs that can be glued in place throughout the complex, the glass sphere contains a paralytic poison, the gems are Elemental Gems that will summon very large and very angry elementals who will attack anyone on sight, the vial is full of a slow acting poison that will kill those who ingest the poison several days later, and the tacks can be placed on the undead guardians to block their master’s

control over them. Except for the poison, all of these magic items were created to go off at random after the fake relic I created is used to summon the Three-Eyed God --you do not want to be carrying any of these items when that happens. Beyond that, we can't leave any other signs of sabotage, so you can't leave any misc bodies lying around the temple."

The paper bombs and elemental gems can only be used in a single location later on in the module; they cannot be split up and still be effective.

What will you be doing while we sabotage the temple?

"I'll be busy causing infighting among the leadership and distracting them from your activities. This will help you complete your mission."

What if we don't want to go?

"That would be beyond problematic and our entire plan might fail --if you don't show up, the cult might grow suspicious and delay the ceremony, giving them the time they need to realize that we destroyed the original relic. The cult will send assassins after you until you're dead and then go back into hiding for another century."

Who was the man who delivered the letters this morning?

"That was Rondu, with an emphasis on 'was.' Rondu was a shadow dancer operative working for the cult, but the man who you met this morning was actually Captain Razorwind who polymorphed himself into Rondu form and has busied himself will eliminating the cult's agents who will not be attending the ceremony. The original is currently in the brig on the Siren, *Feebleminded* and several hundred miles out at sea."

It sounds like you're going to have us murder everyone in the cult/we don't want to murder everyone.

"Listen, it isn't any easier for me, but the truth is that this cult is trying to release a primal evil back into this world that will murder hundreds of thousands innocents. This cult is evil and has evaded justice for thousands of years, assassinating those who might be getting close to the truth of their organization. This might be our only chance at ending this evil once and for all, and if that means killing everyone of those blackguards, then so be it."

Why don't we get XXX (high level hero) to help?

"The cult, like many organizations, pays close attention to the rich and powerful, especially adventurers, governments, and mercenary guilds. Calling groups such as the Diamond Legion or adventuring parties such as the Company of the Black Wolves would tip off the cult and they'd go back into hiding."

Have you never been to the cult's secret headquarters?

"You cannot believe the paranoia of the cult; I met my contacts by utilizing teleportation scrolls preset with the location where I would meet my contacts, but I've never actually been in their headquarters. Our invitation to the ceremony means we can strike at the heart of the cult and end them once and for all."

Why do we have to wear the rings?

"Because the cult employs far too many doppelgangers who can read your mind nearly instantly. I hope I don't have to explain what would happen if the cult discovers who we were because you didn't want to wear a ring, correct?"

When do we leave?

"Immediately, we have less than a day before the ceremony begins."

When the PCs are done asking questions, continue with the box text.

Gathering your companions together, the wizard asks, "Has everyone put on their ring?"

He will wait for the PCs to answer yes, he will not teleport the group until they do.

Pulling out a scroll, the wizard has each of your grasp hands before he begins casting a spell. With a flash of azure light you disappear as the bartender screams about no magic being cast in his establishment.

5. GO TO Encounter 2 (page 5).

ENCOUNTER 2

Continue reading the box text.

The azure light disappears from before your eyes a moment later and you find yourself in a well lit cavern. Torches flood the large chamber as you spy what appears to be a temple carved directly into the wall. A holy symbol to Emerys is carved into the church's closed doors and a man-sized hourglass has been set into the wall above the entrance. A shimmering barrier of swirling emerald energy surrounds the temple and crackles with destructive force. Metal vines that have been woven together form a portal filled with crimson energy sits to your right.

"Welcome to the Temple of Time," Tal says. "Discovered by the earliest disciples of Emerys, this temple sits upon a particular rift in reality outside of the normal flow of time. I wouldn't recommend touching the barrier, I have a feeling that it would end poorly."

Pointing towards the iron portal, the wizard continues, "The entrance through time is through that gate."

Perception (vision) DC 20: "You notice that the sands in the hourglass are flowing backwards, trickling upwards from the bottom bin to the top."

Perception (vision) DC 30: "You can see strange, man-shaped figures moving within the temple, but they are blurred, like a chalk drawing that has been smudged accidentally by the artist's hand."

What is the barrier?

Knowledge (Arcana) DC 25: "This barrier is unlike anything that you've heard of before, but it does remind you of several principles of how the *Disintegration* spell functions. You don't think it would be a good idea to touch the barrier if you want to live."

Knowledge about this cavern:

Dwarves receive their *Stonecunning* bonus to this check.

Knowledge (Dungeoneering) DC 15: "Telltale signs around the cavern tell you that it is artificial, carved out of the bedrock hundreds, if not thousands of years ago. It is not up to the quality of dwarven stone carving, but it is close."

Who is Emerys?

Knowledge (Religion) DC 5: "Emerys is the god of magic, who holds dominion over artifice and time."

If anything touches the barrier surrounding the temple is immediately subject to a targeted *Disintegrate* spell, 40d6 damage (Fortitude DC 32 for 5d6 damage instead). If the PCs touch the barrier with an item (say a weapon or a pole) that they aren't wearing, that object must make the saving throw instead of the PC and will take all of the damage. Any item taking more than its HP in damage is immediately turned to dust and cannot be repaired by anything less than a *Wish* spell due to the nature of this magic. A PC killed this way can be brought by from the dead only through a *Reincarnate* or *Resurrection* spell. Read the following box text if someone touches the barrier and takes more than their HP in damage from the spell, "Touching the barrier, a flash of sickly emerald light surrounds the unfortunate victim before they turn to dust."

What is the barrier surrounding the temple?

"That is the rift in time separating the present from the past; I wouldn't touch it if I were you, I have a feeling that it would be very bad."

Define 'very bad?'

"The barrier is rift in reality, so touching it could have disastrous results ranging from turning you into a newt to ripping you apart from the inside-out. So 'very bad' seems an accurate description of what could happen if you touch the barrier without several weeks of research."

How do we get into the temple?

The wizard points towards the braided iron portal to your right, "That will take us through time and into the temple."

Are there any other ways into the temple?

"Not that my magic has discovered, there's a series of caverns beneath the temple but the barrier blocks our entrance into the temple."

How does this work?

"How am I supposed to know? It's like asking why the moon doesn't crash into Raia every evening, we just don't know. The temple just exists and the portal allows us access."

When the PCs are ready to pass through the portal, continue with the box text.

Stepping through the woven-iron portal, you feel a lurch in your stomach that threatens to disgorge the last meal which you consumed. As you emerge from the other side of the portal, you find yourself in a large room surrounded by a dozen guards wearing masks. Stepping forward is a rotund human male wearing crimson robes, a smile on his face as he speaks, "Welcome back, my allies."

Tal bows towards the human, "Thank you, Master Hai Phiel, it is good to be back."

Tal waves his hands toward your party, "These are our allies who help me retrieve the relic from the planar repository. They are the doppelganger assassins who replaced those spoken about in the prophecy."

"Excellent," the cult leader says while clapping his hands. The dozen guards in the chamber lower their spears to your throats and you can see a foul ichor smeared on each blade. "I hate to do this, but could you please revert to your natural form to confirm that you are who you are supposed to be?"

The PCs can use their rings to turn into doppelgangers and proving "who they are." PCs who don't turn into doppelgangers or try to talk their way out of changing back will be immediately attacked by the guards. There are 12 guards who will divide their attacks equally among the PCs who don't turn into doppelgangers, they have a +20 to attack against the PCs flat footed AC and deal 1d6+18 damage and need to make a save against wyvern poison (DC 17, 1d4 constitution damage/round, 6 rounds, 2 saves). Remember that each hit increases the DC by +2 and the duration by ½. PCs killed here are out of play forever, their bodies stripped of all possessions and then incinerated. Read the following box text after the PC who didn't wear the ring dies. "Well it seems we had a spy in our midst," the cult leader chuckles. "It seems that one of our foes survived their assassination attempt, but I don't hold that against you my allies. Come, let us leave this mess behind and feast!"

If all of the PCs change into a doppelganger, read the following box text.

"Excellent, I'm sorry for putting you through this, but you'd understand that we take our security very seriously. Come, I have a feast prepared!"

Leaving the room you pass through a wide hallway with windows on your left. Looking out of the windows you can see the cavern which you arrived in filled with dozens of campfires and pavilion tents. Robed cultists of every size and description mill about the cavern in barely restrained celebration due to the upcoming ceremony. Goblins, dressed in little more than rags and wearing heavy iron collars around their necks, scamper around the cavern under the watchful eyes of slave masters who whip them to work faster.

Turning the corner, you see three doors to your right and left and a stairwell at the end of the hallway. Hai opens the first door on your right and leads you into a dining room. Stepping inside you find a table covered in a feast and enough seats for your party. More goblin slaves stand around the edge of the room, shivering in the cold as they wait for their next command. A sniveling, ratlike man in a crimson robe bows as you enter, "Welcome, oh honored guests. I am Ecan, the Master's majordomo. If there is anything you require, please feel free to ask."

Hai turns to Tal, "We have much to discuss concerning the upcoming ceremony, come."

Tal nods in understanding before turning to your party, "Enjoy your stay, I shall see you again at the ceremony."

After the master assassin and the cult leader leave the room, Ecan rubs his hands together expectantly, "How may I serve my Master's most honored guests?"

Ecan is the majordomo for Hai, handling all of the tasks that annoy the cult leader with blissful glee. Ecan is a pure follower and a bit of an idiot; he's so anxious to please everyone that he's willing to tell them things that they shouldn't know. Needless to say, Ecan is the perfect tool for the PCs to abuse for information. Ecan is a level 2 Commoner with 10 HP, +1 to Fortitude and Reflex saves, and a -1 to Will saves, and +5 to Diplomacy and Intimidate skill checks.

The goblins in this temple were brought here as slaves about fifty years ago. Years of beatings have broken their will to fight against the cult, but they long for freedom. The PCs can easily see that all of the goblins are covered in bruises and countless scars from whippings. They flinch away from the PCs unless they can convince them that they mean to do them no harm or can make a **Diplomacy DC 20** check. PCs can

automatically Intimidate the goblins due to a lifetime of abuse.

Except for the guards and a few other named NPCs, most of the cultists are level 2-4 Commoners or Experts. Populate this dungeon with NPCs as you need them, but a slaughter before the ceremony will mobilize the temple against the PCs and they will die. Stealth is key in this dungeon; most NPCs will recognize the PCs as doppelgangers who have made their suffering for years have meaning, so they are willing to overlook most idiosyncrasies such as not knowing where things are or finer details of the cult's goals.

Who are you?

"I am Ecan, the Master's most trusted aide and majordomo. My master left me here to see to your needs and answer any questions."

Where are we?

"We are in the temple dedicated to the glory of the Three-eyed God," the man says with pride. "It is here that our god will be freed from his prison."

What do you do here?

"I do whatever my Master desires, solving his minor problems so he can focus upon the return of our god."

Who are the goblins?

"They are slaves," Ecan sneers, "mongrels who don't understand the glory of the Three-eyed God! Isn't that right slaves!"

The goblins cast their eyes downward, shaking in fear from the majordomo's outburst. You can tell that bullying the smaller creatures must be one of Ecan's more enjoyable pastimes.

Why are the goblins here?

"Our master, in his infinite wisdom," the man replies with adoration sparkling in his eyes, "captured a tribe of goblins and brought them here as slaves half a century ago. We have been breeding them in a cavern beneath the temple, but they refuse to abandon their heretic goddess and become devotees of the one true god."

The goblins worship Zara, primarily the fire and destruction aspect of the goddess.

Who do the goblins worship?

"They worship some sort of fire deity."

Knowledge (religion) DC 10: "You believe that the goblins worship Zara based on that clue."

Do the goblins worship Zara?

"I don't know," the man says. "I only know they don't worship the one true god."

The goblins won't speak to the PCs if Ecan is in the room; Ecan will have the goblins beat for speaking out of turn.

Where do the goblins live?

"Within the breeding cavern beneath the temple."

Can you tell us about the temple?

"Of course, anything for the master's honored guests," the man snivels. Pulling out a crude map, the man points towards a room on what you assume is the third story. "We are here in the reception chambers. The doors across the hallway are the guards' barracks, each room housing thirty of our finest warriors. The stairwell leading up leads to the master's chamber, but it is guarded by a pair of iron golems who will slaughter anyone who isn't the master or with him. I would avoid that level if you want to live.

"The floor beneath us contains the library, the guest chambers, and the armory. I'm going to apologize now that you will be sharing a guest chamber, there's just not enough room for all of the guests with the coming ceremony. The first floor contains the main chapel where the ceremony will take place, meeting chambers, the kitchens, and the privies. There are two levels below that, the one to the left leads to the old catacombs where the former occupants of this temple have graciously left us materials in which to create guardians, and the one to the right leads to the underground farms and the slave pits."

Can you give us your map?

Diplomacy DC 5: "Yes, I don't see why I shouldn't -- just don't tell the master."

Give the PCs Player's Handout 1.

When is the ceremony?

“It is tomorrow night, a little after the tenth bell.”

Why it is a little after the tenth bell?

“I have no idea to be perfectly honest with you, something to do with time being a construct of perception, blah, blah, blah. I’m not exactly sure what the imp was telling my master, but my Master understood what he needed to do.”

Who was the imp?

“A servant of a devil who has been aiding my master. I don’t know its name and my master assured me that it was better that way.”

What else did the imp tell your master about?

“He informed my master about a prophecy concerning a band of idiotic adventurers who thought they could fight against fate. They were the ones you killed and replaced as spies in Amthydor.”

What did the prophecy say?

“Something about adventurers stopping the return of our god if they weren’t stopped.”

What do you know about us?

“That you are only second --well, maybe third after me-- for the love and adoration of our god when it is freed from that foul prison. The first is my Master, of course” the sniveling man says with a look of adoration in his eyes.

Are you always this sniveling?

“I’ve been told it is my only redeeming trait.”

Once the PCs are done questioning Ecan, read the box text.

“Please enjoy yourselves, I must return to my duties preparing for tonight’s banquet. If you need me, send a goblin to fetch me.” Bowing deeping, the sniveling man turns to leave, only pausing long enough to knock a tray out of the hands of a nearby goblin. The goblin grits his teeth in anger as it looks toward the ground. The door closes with an audible click as the majordomo leaves the room.

The PCs can speak with the goblins in the room, but they don’t trust the PCs without making a **Diplomacy DC 10, Bluff DC 15, or Intimidate DC 20** check. *The DCs lower by 5 if the PCs speak in Goblin. The DCs lower by 5 if the PCs are openly wearing holy symbols*

to Zara. If the PCs use Intimidate, they goblins will be resentful when replying to their questions.

Who are you?

“We are slaves, we have no names.”

What do you do here?

“Anything our masters,” the creature spits, “want us to do --which is anything they don’t want to do.”

How do you know you can trust us?

The goblin smiles as he exaggerates sniffing the air. “You don’t smell like skinchangers. Skinchangers smell bad, like rotten eggs and blood. You don’t smell like masters either, you don’t smell of rot.”

Knowledge (arcana): “Skinchangers must mean dopplegangers.”

Why don’t you escape?

“Because if we try to escape our children will be slaughtered by the Overseer and his evil fire-wolves.”

Knowledge (Planes) DC 15: “The fire-wolves most likely refer to hell hounds.”

Where do you live?

“In a cavern in the bottom of the temple behind some bars.”

Where is the Overseer?

“The Overseer is in the cavern below with his fire-wolves.”

What if we killed the Overseer?

“Then we can free our children.”

Where would you go?

“Women and children would go deeper underground, away from slavery. Some of us stay behind until families safe and then try to escape.”

We are going to destroy the temple, you need to come with us.

“We know secret way out of prison, hidden way which the goddess has shown us. We go there and nowhere else.”

Who is this goddess?

“She is the Flame-bringer, she who burns with passion and hope. We are her chosen.”

Knowledge (religion) DC 10: “The goblins worship Zara.”

Do you worship Zara?

“You are not-Masters if you know of the Flame-bringer! We do worship the flame.”

We are here to fight the cult/stop them; can you help us?

The goblin cocks their head to the side, smiling, “You ARE who the flame told us would come. You are the warriors to free us from the vile god. Goblin are unseen by masters --invisible. Background. But we are not warriors. But we only help you if you help us.”

How can we help you?

“Kill the Overseer so our children can escape.”

Do you know where we can hide any bodies?

“Push them through the god’s wall?”

Sense Motive DC 10: The goblin is referring to the time-wall around the temple.

Do you know anything about the temple’s defenses?

“Yes,” the goblin says. “Army of masters outside of main gate, few hundred. They eat all the best food from the temple and goblins muck latrine daily. Overseer has fire-wolves, threatening our children. Nasty dead men kept in catacombs, used to be shamen here. Goblins don’t go near the dead warriors, they kill us and it amuses masters. Best warriors have their own rooms guarded by dead men in hallways. These dead men only attack goblin when commanded by masters.”

Where is the ceremony happening?

“In main hall, goblins whipped for weeks while cleaning. Many balconies and stairs, seven goblin killed by masters when we didn’t work fast enough. Dead men on guard around chamber, but no attack other masters wearing robes.”

Do you know where they keep the weapons?

“In the armory, but armory is guarded by dead men.”

Helping set traps:

The goblins can help the PCs set two traps for the cult, but only after the PCs free their children. Using **GM Aide 2**, check off the box matching the letter of what the PCs decide. This will affect box text when Tal and the PCs spring their trap against the cult in Encounter 17.

The PCs must explain how each item is to be used, with a **Diplomacy DC 20 check** rolled in secret by the GM. If this fails, then the GM marks it as a *failure* on **GM Aide 1**. If the players describe in detail how to set a trap, the check is a **Diplomacy DC 5 check**.

ENCOUNTER 3-15

These encounters are totally optional, with the majority of the story, XP, and other rewards earned through their completion. Use **GM Aide 1** to find each encounter.

ENCOUNTER 3: THE GOBLIN PRISON

This cavern is located beneath the catacombs, a chamber once used by the monks of Emerys when they were conducting magical research. The cult now uses this large chamber as a prison for their goblin slaves. The prison is located at the bottom of the temple.

Descending deeper into the temple, you pass by the entrance to the catacombs and approach a broad set of stairs that take you dozens of feet below the temple. You emerge in a large cavern illuminated by the crackling time-barrier covering the far wall more than a hundred feet away. Small tents, made from what appears to be cast-off fabric from the cultists’ robes, litter the chamber as goblins silently work on a variety of tasks. The ceiling of this chamber is stained black from soot coming from a half-dozen dung-fueled cooking fires crackling throughout the chamber in metal brazers. This camp would be welcoming if it weren’t for the fact that each cluster of tents is encircled by wickedly-barbed bars.

A trio of lanky wolves with reddish-brown fur, white claws, and burning, fiery red eyes, snap and torment a group of creatures trapped in a smaller cage. You can hear squeals of fear coming from within the cage that only encourage the cruel beasts.

Overseeing this entire chamber is a large human male dressed in wickedly spiked suit of splint mail. The man snaps a chain-whip towards a goblin who lies on the ground weeping silently, drawing a long line of blood along the creature's back.

Depending on how the PCs want to approach this encounter, they can easily sneak into the room with a **Stealth DC 15 check** to get the drop on the slave-master and his three hell hounds. In the off chance the PCs do not immediately attack the slaver, he will make small talk and offer to let the PCs torment the slaves. He is very proud of his work, which should be enough for the PCs to want to smite him.

There is a 40 foot by 40 foot area in which the PCs can battle the slaver and his minions. The slave master and his hell hounds are straight forward combatants. The hell hounds will rush forward, breathing flames on a large group of PCs. The slave master will engage the nearest PC, far too used to winning easy fights against goblin slaves and normal cultists.

Hell Hounds (3)

LE Medium Outsiders (Evil, Extraplanar, fire, lawful)

Initiative +5; Senses: darkvision 60 ft., scent, Perception +7

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 Natural)

HP 30 (4d10+8)

Fort +6, Reflex +5, Will +1

Immune: fire

Weakness: vulnerability to cold

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks: breath weapon (10-ft cone once every 2d4 rounds, 2d6 fire damage, Ref DC 14 for half)

Slave Master

LE Human Fighter

Initiative +4

AC 19 (+7 Spiked Splint Mail, +2 Heavy Wooden Shield, +1 Dodge)

HP 10 x ATL

Fort +8, Reflex +2, Will +2

Speed 30 ft.

Melee Attack +6 plus ATL/+1 plus ATL/-4 plus ATL (1d8+10, x2 crit)

Continue with the box text if the hell hounds and slave master are dead.

A young goblin child, perhaps a small girl, walks up to the edge of the cage and looks outward. She smiles

towards your group, relieved that the hell hounds are dead.

An elder goblin woman shuffles forward in the nearest slave pen, a look of confusion on her face. In a halting trade tongue, the woman asks, "Why are you here?"

If the PCs explain they are here to save the slave, read the following box text.

The woman's eyes light up in surprise and then hope. The woman turns and in goblin talks to her fellow slave, who become increasingly ecstatic. Several younger women pull out shards of bone and begin to pick the locks to their pens, freeing themselves before rushing towards the cage where the goblin children are imprisoned.

The elderly goblin turns towards your group before saying, "We now free. We tell men folk what you did and the family is in your debt. Zara teaches us to honor all debt. We will not forget."

As the matron explains this to you, several of the younger women slide open a secret passageway in the side of the cavern, revealing a passageway which would make a gnome claustrophobic. The children disappear into the secret passage, followed by several of the women.

ENCOUNTER 4: THE KITCHENS

The kitchens are where all the cooked food in the temple is prepared for the cultists. The only ones who don't eat food from the kitchens are the Tren assassins, and Goblins (who are only given scraps, and mostly sustain themselves on rats that they catch). The kitchen is staffed by the head chef, a bald dwarf named Overseer Thud. Overseer Thud is filthy and a bully to those working under him, but he is easily bullied in return.

A set of double doors stands before you and you can easily hear the sound of yelling behind the door. From the other side of the door, you can smell roasting meat and what you think is a vegetable soup.

Perception DC 10: "From behind the door, you can make out a string of obscenities shouted at some unfortunate soul."

When the PCs open the door and enter the room, continue with the box text.

Opening the door, you see a large kitchen staffed by more than a dozen goblins. Manacles on the goblins feet scrape along the floor as they scurry around the chamber, adding chopped ingredients to pots, turning meat, or pulling freshly baked pastries out of an oven. A fountain of pure, clean water pours out of a finely wrought, brass fountain in the corner of the room, emptying into a giant silver bowl like a waterfall.

Lording over the kitchen is a foul-mouthed dwarf, his once white apron stained with grease and blood. Sweat glistens off the dwarf's bald head, and unlike any other self-respecting dwarf that you've ever known, his face is hairless except for blond muttonchops.

In the rear of the kitchen you see an open door which appears to lead into a larder.

None of the goblins will speak to the PCs while Overseer Thud is in the room. Thud will attempt to bully the PCs unless they stand up to him, making a successful **Intimidate DC 5 check**. Thud uses the Standard Cultist Stats in the GM Note at the beginning of the mod.

The food in this kitchen can easily be *poisoned* by any PC making a **Slight of Hand DC 10 check**. If the PCs use the *sickening poison*, check **Box A** on the **GM Handout 2**. There are several large cauldrons of soup and several spits of roasting meat cooking over open fires.

The fountain in the corner of the room is a portal to-and-from the elemental plane of water, and supplies a never ending deluge of water into a silver basin that never seems to overflow. The brass spout of the fountain is a portal from the elemental plane, and the bowl is a portal leading to the elemental plane. The only problem with the portal leading to the elemental plane is that it is only allows water to pass through the barrier, so it is useless for disposing of a body or evidence. If the basin is removed, the water will continue to pour out of the spout and will quickly begin to flood the kitchen and eventually spread from there. Any PC who makes a **Knowledge (Arcana or Planes) DC 20 check** can realize how this fountain works.

Upon seeing the PCs enter the room, Thud will begin shouting at the group. Read the following box text.

After striking one of the goblins with a rolling pin, the red-faced dwarf turns towards you.

“What are you doing here,” the dwarf snarls.

If the PCs respond forcefully and don't back down, be sure to change Thud's tone towards them to something more subservient. If the PCs stand up for themselves, grant them a free **Intimidate DC 5 check**. There are two forms of responses depending if Thud has been intimidated or not.

Who are you?

Bully: “My name is Overseer Thud, scum, and this is my kitchen. You will respect me or I will have the guards whip you as an example to others.”

Intimidated: “I apologize for my tone, I did not realize who you were. I am Overseer Thud, tasked with preparing all the food consumed within the temple. What can I do for you?”

What are you doing here?

Bully: “Are you blind or stupid!? This is the kitchens, so what do you think we're doing!?”

Intimidated: “As you can see, my glorious masters, this is the kitchens where we produce all the food. Would you like something made especially for you?”

What are you making?

Bully: “What does it look like, you twit –food.”

Intimidated: “Ah, my lords, I'm preparing the feast for tomorrow's celebration. It includes roasted meats, breads, soups, and pastries for all of the believers.”

Who are the goblins?

Bully: “Servants, just like you. Now get out of my kitchen.”

Intimidated: “These are the servants that have the required skills to make a proper meal, if given enough motivation,” the dwarf says with a grin while smacking a rolling pin in his open hand.

What's in that room behind us (The Larder)?

Bully: "Ain't you ever seen a larder before? Why are you still here?"

Intimidated: "Ah, that is where we store the food which the Master's raiding parties return with – there are a few bottles of fine wine in the back if you are thirsty."

What is that fountain?

Bully: "It's where we get the water, you idiots."

Intimidated: "That is a magic font, supplying us with fresh water from the elemental planes. The fountain never goes dry."

Why doesn't the fountain bowl over flow?

Bully: The dwarf glares at you, smacking the rolling pin in his hand.

Intimidated: "The magic of the bowl returns any unused water back to where it originated."

If the PCs have intimidated the dwarf, then they can easily look around the pantry. If the dwarf hasn't been intimidated, then he will interpose himself between the PC and the pantry, trying to push them back. If the dwarf is distracted by someone else, a PC can easily sneak into the pantry with a **Stealth DC 10 check**.

When a PC enters the Larder, read the following text block.

Entering the pantry, you stand inside a large room with rows of shelves packed with food stuff and cooking supplies. Dried meat, preserved vegetables, vinegar, bags of flour, tuns of wine, large barrels of cooking oil, and countless other reagents required to prepare a meal.

The bags of flour and barrels of oil are highly combustible. If a PC leaves either a *summoning gem* or one of the *paper bombs* in here, it will cause a catastrophic explosion during the summoning ceremony. Check **Box B** on the **GM Handout 2**.

If the PCs use the *sickening poison* on the wine, check **Box A** on the **GM Handout 2**.

ENCOUNTER 5: CULTIST CAMP

Situated in the main cavern where the portal to the temple is situated in the PCs normal timeline, is a huge tent city where low-ranking members of the cult are living and celebrating the upcoming summoning of their demon-god. Almost all of the cultist in this chamber are human, with a smattering of halflings and dwarves mixed into the group. All of the cultists in this chamber use the Standard Cultist Stat blocks.

None of the cultist are high ranking enough to know anything important. All of the cultists are looking forward to the summoning of the demon-god so they can get revenge upon those that have slighted them in the past. They are all evil. Make up any needed conversations if the PCs begin to interact with any of the cultists.

Pushing open the main doors of the temple, you exit into the large cavern where the cathedral of time is hidden. The cavern is now filled with a sprawling tent city where hundreds of cultists are celebrating. Fires crackle throughout the cavern, the smoke snapping as it strikes the time-barrier well above your head. Open barrels of wine are spread throughout the cavern and the revelers congregate around each focal point. The smell of wine and musty cavern mix with that of unwashed bodies and, surprisingly, a hearty vegetable soup that you can see being served from large cauldrons throughout the cavern.

The wine and soup can easily be poisoned using the sickening poison with a **Slight of Hand DC 10 check**. Paper bombs can also be distributed around the chamber with a **Stealth** or **Slight of Hand DC 5 check**.

If the PCs use the *sickening poison* on the wine or soup, check **Box A** on the **GM Handout 2**.

If the PCs use the *paper bombs* or *paralyzing gas* throughout the tent city, check **Box C** on the **GM Handout 2**.

ENCOUNTER 6: ELITE WARRIORS BARRACKS

The PCs can try to access the elite warriors barracks.

This large common room was once used to house acolytes before the cult invaded the temple. It is now used as a bunkhouse for the cult's elite guards, the

professional fighters tasked with protecting the temple. The large chamber is split between two larger chamber, a common room where the guards can relax, eat meals, and drink; and a bunk room where the men sleep. Due to the coming ceremony and the influx of cultists from around the world, the guards are pulling double duty and are here only to rest between shifts. There are 6 guards sleeping in the barracks, five in the back room and one asleep in a rocking chair near an open barrel of wine.

Opening the door, you are greeted by the sound of snoring. A handful of wooden benches are pushed beneath a large, food-laden table situated in the center of the room. Smaller tables are scattered around the room surrounded by mismatched chairs and stools, and holding various kinds of board games from around Raia. A large, open barrel of wine is located in the corner farthest from the door, and you spy a guard asleep in a large chair next to it. On the other side of the room directly away from the door is a second doorway covered by a heavy curtain. You can hear more snoring coming from the other room.

Have all the PCs make a **Stealth DC 5** check as soon as the door opens. If two of the PCs fail, the guard next to the wine barrel will wake up and wonder why the PCs are in their barracks. If the PCs give a reasonable explanation to why they are there, allow the PCs a **Bluff DC 5** check to convince the guard of whatever their lies. If the PCs just try to roll without explaining why they are there, it is much harder with the **Bluff DC 20**. If successful, the guard will stay away and begin drinking again. If they fail, he informs the PCs that they need to leave immediately or he'll awaken his companions.

Every minute the PCs are in this room, they need to make a **Stealth DC 5** check to avoid waking the guard.

If the PCs look behind the curtain into the bunkhouse, read the following text.

Pushing aside the curtain, you see approximately rows of bunk beds on either side of the room. Forty men could easily be housed within this chamber at a single time, but currently you only see five men sleeping throughout the room. Surprisingly there are no footlockers at the base of each bunk, the guards

seemingly owning no other personal possessions than what they can carry on themselves. In the rear of the chamber are racks holding the weapons and armor that the guards would wear on duty. One of the men begins to mumble unexpectedly, caught in some sort of dream, before rolling over again.

Sneaking over to the weapon and armor racks are much more difficult than in the previous chamber, with a **Stealth DC 20 check** required. If the PCs use any form of magical sleep, such as the *sleep* or *deeper sleep* spells, the sleeping figures fail their Will saves automatically and the PCs no longer have to worry about awakening the guards unless they attack them.

If the PCs use the *sickening poison* on the wine or soup, check **Box D** on the **GM Handout 2**.

If the PCs use the *paper bombs* on the gear, check **Box E** on the **GM Handout 2**.

ENCOUNTER 7: THE CATACOMBS

This is the crypts where the cult has defiled and turned the interned priests into skeletal warriors. Individually the skeletons would be harmless to a group of adventurers at the PCs levels, but there are 136 skeletons standing at attention within the catacomb. The skeletons will not attack the PCs unless they are attacked first.

Descending further into the temple, you reach a junction where several hallways split off in different directions. Following the path laid out on your map, you find yourself descending a flight of stairs before encountering a sealed door. A note, pinned to the door, reads, “Danger. Do not attack the Master’s warriors unless you seek a brutal death.”

Pushing open the door, you see a long corridor lit by continual flame sconces built into the wall. Sarcophagi, once built into the walls, have been smashed open, leaving rubble covering the floor, and holy symbols to Emerys have been defiled with hammers and picks. What is more disconcerting is the two rows of skeletal warriors standing at attention on either side of the long passageway,

dressed in half-plate armor and armed with wickedly spiked morningstars. There are easily more than a hundred of the warriors standing silently in the flickering light.

Knowledge (Religion) DC 10: “These are common skeletal warriors, they aren’t much of a threat, but in this number they would be lethal.”

Knowledge (Religion) DC 15: “Normally it would require a cleric or necromancer of incredible power to control this many undead. The cult must be using another method to control the skeletons, otherwise they would have immediately attacked you as you entered the room.”

There’s nothing else in this long chamber, which is about 100 feet long before it splits at a T-junction and goes for another 50 feet.

If the PCs use the *undead controlling nails* on the skeletal warriors, check **Box F** on the **GM Handout 2**.

If the PCs use the *paper bombs* in this chamber, check **Box G** on the **GM Handout 2**.

If the PCs attack the skeletons, they will be overwhelmed by several dozen skeletons within a round. Go to **Epilogue B**.

ENCOUNTER 8: THE CHAPEL

This area was once the main chapel to Emerys, prior to the cult taking control of the temple. It has now been desecrated in the name of the Three-Eyed God. This chamber is empty except for the pair of skeletal guards standing at attention next to the alter.

Opening a broad set of double doors, you enter what has to be the largest chamber in the temple, the main chapel to the Three-Eyed God. More than twenty rows of mismatched pews sit in the center of the vast chamber, all facing towards a central alter covered in stains and ichor of countless sacrifices. Standing guard next to the alter are a pair of armored figures, the open helms revealing the faces of skeletal warriors beneath. Each is armed with a rusty halberd covered in the same stains as the alter.

Along the outer walls of the chapel, more than twenty feet in the air, are large balconies only accessible from doors on the upper floor.

The skeletal warriors will do nothing as long as the PCs do not touch the alter. If the PCs touch the alter, then the skeletal champions will attack.

ALL ATLS

Skeletal Guards (2)

LE Medium Undead

AC 22 (+9 Full Plate, +1 Dex, +2 Natural Armor)

Initiative +6; Darvision 60 ft.; Perception +0

HP 6 (1d8)

Fort +0, Ref +1, Will +2

DR 5/bludgeoning; Immune cold, undead traits

Speed 30 ft.

Melee +3 masterwork halberd (1d10+3, x3) or 2 claws +2 (1d4+2)

CMB +2, CMD 14

Feats: Improved Initiative

Gear: Full Plate, masterwork halberd

Read the following box text if the PCs approach the alter.

Walking directly towards the alter, the skeletal guards turn their gaze upon you. They remain motionless, as if their only task was to protect the alter. You feel it may not be wise to actually touch the alter.

Stealthy characters can move close enough to the skeletons to push one of the *undead controlling tacks* into their body. This requires a **Stealth DC 10** check to get close enough, and then a **Slight of Hand DC 15** check to push a tack in without the undead believing they are being attacked (and attacking in return). Resourceful PCs could also use spells such as *Mage Hand* to deposit the tack on the skeletons, or decide to throw the tack as a ranged weapon, like a dart (Ranged Attack at a -4 penalty, 10 foot range increments, need to hit AC 10 for the nail to stick).

Both the paper bombs and summoning gems can be successfully hidden beneath the pews with a **Stealth DC 5** check.

If the PCs use the *undead controlling tacks* on the undead, check **Box H** on the **GM Handout 2**.

If the PCs hide the *paper bombs* on the pews, check **Box I** on the **GM Handout 2**.

If the PCs hide the *summoning gems* in the chapel, check **Box J** on the **GM Handout 2**.

If the PCs use the *paralyzing gas*, check **Box K** on the **GM Handout 2**.

ENCOUNTER 9: THE RUINED LIBRARY

This chamber used to be the temple's library, where great works of magic and theory-craft were once revered. Unfortunately the cult has ruined all the texts within, defiling what wasn't destroyed in a great bonfire.

Pushing open the door, the musty scent of an old fire greets your senses. This room was once a great library, with rows upon rows of shelves in this long chamber. Unfortunately all that remains is a heap of ash and bits of unburned covers in the center of the floor. There is nothing left of value in this room.

It will do the PCs no good to leave any of their traps in this chamber.

ENCOUNTER 10: THE PORTAL ROOM

This is the chamber where the time portal stands. Six elite guards stand guard outside this chamber at all times and another six guard are within the chamber itself. The cult knows that this is the only entrance to and from the temple, so they maintain strict order around this chamber.

Walking down the hallway, you approach the door where the time portal is situated. Six human soldiers stand guard outside of the chamber, their attention focused on you. Two soldiers slam tower shields into place, protecting three of their allies, a pair of archers and a spellcaster of some sort, as a heavily armed and armored guard captain steps forward, his hand held high.

“Hold,” the man barks. “None are permitted entrance to the portal without the high priest present. Go back now, this is your final warning.”

The guards will not back down and will not allow the PCs any closer to the portal room. No amount of persuasion through the use of the **Diplomacy**, **Bluff**, or **Intimidate** skills will get the PCs access to this room. Unlike other cultists, these are professional guards, and every single one of them has PC levels equal to that of the ATL of the module. If the PCs **attack** the guards, go to **Conclusion B**.

Even if the PCs manage to use magic to get past the guards in the main chamber, they will be unable to do anything within the chamber of the time portal without being attacked. There are just too many guards in too tight of an area to effectively sneak.

ENCOUNTER 11: THE ARMORY

This storeroom is where the cult stores dangerous materials which the common cultist should not get their hands on. Needless to say, the PCs will be thrilled to get into this room.

The door to this chamber is both locked and trapped. **Perception (trap) DC 20** to realize the door is trapped. **Disable Device (trap) DC 20** to disable the trap. **Disable Device (trap) DC 20** to unlock the door.

The door is trapped with a needle trap that shoots out of the door handle unless the key to the door is used. *The needle strikes automatically, dealing 1 point of piercing damage.* The needle is coated in Large Scorpion Venom. The victim must make a **Fortitude DC 17** or take **1d2 Strength damage**. The PC must make 1 Fortitude Save every round for 6 rounds. Each round that they fail the save, they take another 1d2 Strength damage. Once the PC has made a single save, they do not have to make any more saves.

The needle trap resets every time someone tries to open the door without unlocking it with the key or disabling the lock. A key can be found on the slave master in the Goblin Prison (Encounter 3).

Passing a trio of guards patrolling the hallway, they heed you no mind as they turn a corner and disappear from sight. A half dozen feet in front of you is a steel banded door with a heavy iron handle.

A large key hole can be seen in a door lock situated right above the handle.

If a PC tries to open the door without disabling the needle trap, read the following box text.

As you attempt to turn the handle, you feel a sharp prick in the small of your palm. Looking down you see a needle retracting back into the door handle, a slight trace of blood upon it. You feel as if something is terribly wrong as the feeling of fire races up your arm.

Once the PCs get through the door, continue with the box text.

After opening the door, you look inside at the armory. There are relatively few suits of armor and weapons stored within this room, but you are surprised at the sight of a wine rack stacked with barrels labeled “alchemist fire.” There’s enough incendiaries in this room to immolate several throne rooms.

The PCs can find any non-magical simple or martial weapon in this chamber, non-magical light or medium armor, or a light or medium shield sized for the PCs.

If the PCs hide the *paper bombs* on the alchemist fire, check **Box L** on the **GM Handout 2**.

ENCOUNTER 12: THE ERYX BARRACKS

This chamber is used by the Eryx as their den, but thanks to Tal they have all been slain without the cult realizing that their assassins are dead.

Following a hallway well off the beaten path, you arrive at a door leading to the Eryx lair. Opening the door, you are taken aback by the stench of rotting meat. Pillows are strewn about this chamber where the foul assassins dwell, but in the center of the room is a cold brazer under a dead body hanging from the ceiling. It appears that the lizard humanoids had recruited an unwilling cultist to become their dinner.

There is nothing in this room of interest.

ENCOUNTER 13: THE DOPPELGANGER BARRACKS

Doppelganger barracks where two of the creatures rest. They don’t believe the PCs are doppelgangers without a good bluff check, which can lead to a mini-fight.

As you walk down the hallway, you can see a pair of cultists walking before you give a wide berth to the doors leading to the chamber where the doppelgangers live. The pair warily eye the doorway, totally ignoring your presence, as they speed up; their nervousness and fear palpable in the air. The pair disappear from sight as they turn a corner, the slap of their sandals against the stone floor grows more faint as they walk away. The door leading to the doppelgangers’ chamber looms ominously before you.

The door to the doppelgangers’ chamber is unlocked and untrapped.

Perception DC 20: You can hear light breathing coming from the room on the other side of the door.

Perception DC 25: Based on the breathing, you think there are two creatures on the other side of the door.

Knowledge (arcana) DC 15: Doppelgangers are shapeshifters capable of reading people’s minds. Evil creatures who think only of themselves, they are dangerous spies who can replace individuals for months and years at a time.

Knowledge (arcane) DC 20: Beyond their shapeshifting and telepathy abilities, doppelgangers begin to pick up the skills of those that they replace.

There are only two doppelgangers in this room when the PCs show up. They are highly suspicious of the PCs because they can’t read their minds if wearing the rings given to them by Tal. If one of the PCs isn’t wearing their ring anymore, the doppelgangers instantly attack from concealment.

Opening the door, you are greeted by the sight of a large common room with a charcoal fueled fireplace, heavy tapestries hanging on the wall, and several large, leather chairs. A large human man dressed in chainmail looks up in surprise at your group as they enter the room, a brass kettle in his hand. Another figure, a regal high elf dressed in flowing robes sits in a nearby chair, his eyes narrowing as he scans your party. The elf hisses, “Who are you?”

The PCs will need to make a very convincing response that they are also doppelgangers with a **Bluff DC 25 check** to fool the doppelgangers. If the PCs fail this check, they will demand the PCs leave. If the PCs fail this check by 10 or more, the creatures will attack. Remember the PC who speaks first will make the Bluff check. If the PCs won't leave, the Doppelgangers will attack.

Read the following box text if the PCs make the Bluff check.

Smiling at your response, the features of the human warrior blur like a water-soaked chalk drawing before revealing the plain features of a grey-skinned doppelganger. The elf stands up, waving his hands towards several open seats, “Welcome home, my kin, you’re absence has been missed. Take off those rings so we can converse more naturally than in this crude language.”

Unless the PCs can come up with a convincing lie, followed by a **Bluff DC 25 check**, their cover as double-agents working against the cult is revealed. They will have to fight the doppelgangers now and hide the bodies. If a PC is going to cast an AoE spell, remind them that they are supposed to be covert operatives and spell damage is difficult to hide.

This outer chamber is 20 feet wide and thirty feet long. A handful of chairs are scattered about the room, and a large fireplace dominates the wall to the PC's right. A table with several stools is located in the corner right of the door the PCs use to enter the room. A pair of doors is on the far wall directly across from the entrance, leading to the doppelgangers' sleeping chambers.

Doppelganger (2)

NE Medium Monstrous Humanoid (Shapeshifter)

Init +1, Darkvision 60 ft; Perception +9
AC: 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)
HP: ATL x 10
Fortitude +4, Reflex +5, Will +6
Speed 30 feet
Melee: 2 claws +(ATL+4) (1d8+4)
Spell Like Abilities: detect thoughts (DC 13, at will)
Special Qualities: change shape, mimicry, perfect copy
Once the PCs kill the creatures, they will need to hide the bodies. They have a variety of options, but honestly if they make any effort to hide the bodies, allow them to do so.

Each bedroom has two wooden-framed beds, the creatures did not need much to survive. The bodies can easily be hidden beneath the beds since they were the only doppelgangers remaining in the service to the cult.

ENCOUNTER 14: THE WORKSHOPS

The workshops where a fire-elemental powered forge is stored. The trapped elemental has gone insane with rage from being enslaved for centuries. The PCs can also find an alchemist laboratory here.

Making your way through the temple, you find yourself following a spiraling staircase down from the main living quarters to an area simply known as the workshop. The air dries out as you go further underground and the heat has increased like that of a day in desert known as the Sea of Fire. At the bottom of the staircase is a landing where the splintered remains of a door hang loosely on the door frame. Beyond the door is a room dominated by a forge, with a furnace radiating a dry heat throughout the room. The furnace is as large as an ogre, made from cast iron radiating crimson from the heat within. Entering the room, you can see another door to your right leading to another chamber.

Suddenly, something within the furnace begins to pound on the metal walls and you can hear a roar coming from within the metal chamber.

If any PC speaks Ignan, read the following box text.

You understand the meaning behind the road within the furnace, some creature is speaking Ignan. The creature screams, “Free me! Free me now and I will make your deaths painless! I will burn this temple to the ground!”

Trapped within the furnace is a huge fire elemental that once coexisted with the clerics. After the cult invaded, they sealed the creature within the forge, where it has raged for centuries. The elemental has gone insane within this prison. If the PCs can speak Ignan, they can question the elemental.

Who are you?

“I am me! I am fire. I am death. I am rebirth! Free me now, cultist and you will understand!”

Why are you in there?

“Why? Why!? It is because you trapped me in this prison of iron centuries ago when you invaded! Free me and I will burn you to ashes swiftly!”

We aren’t members of the cult. (Diplomacy DC 15 for the elemental to believe them)

Pausing, the creature contemplates your words before hissing, “Who are you then?”

If the PCs explain the plan on destroying the cult.

“I will aid you if you free me.”

How can we free you?

“I cannot damage my prison from the inside, but if the lock on the furnace door was destroyed, then I can escape and aid you.”

PCs can easily find the door and see that it is sealed with a silver lock. The lock radiates abjuration magic if a *Detect Magic* spell is cast on the lock (CL 10). The lock is cool to the touch and can’t be damaged by fire magic. The lock can be destroyed through 5 points of damage, dispel magic, or **Disable Device DC 25 (trap)**. If freed before the PCs explain the plan, the elemental will attack the PCs.

Huge Fire Elemental

N Huge outsider (elemental, extraplanar, fire)

Init +11; Darvision 60 ft; Perception +13

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

HP 85

Fort +10, Ref +14, Will +5

DR 5/-, Immune elemental traits, fire

Weaknesses: Vulnerability to cold

Speed 60 ft.

Melee 2 slames +15 (2d6+4 plus burn)

Space 15 ft, Reach 15 ft.

Special Attacks: burn (2d6 fire damage, 1d4 rounds, Reflex DC 18) (creatures that hit the elemental with natural attacks or unarmed strikes take 2d6+4 fire damage automatically and must make a Reflex save to avoid catching fire).

If the PCs convince the elemental to attack the cultists, check **box M** on **GM Aide 2**. The elemental will stay in the forge until the time is right to attack.

If the PCs pass through the door in the forge, read the following box text.

Pushing open the door, you find yourself in what used to be an alchemical laboratory. Most of the glassware is broken and blackened, as if something exploded in this laboratory.

An explosion did occur in this laboratory, caused by a cultist attempting to build a whiskey still. A PC who can make a **Craft/Profession (Brewer)** or **Craft (Alchemy) DC 15** knows what happened in this room.

A character skilled in alchemy can use this laboratory to brew up a simple intoxicant poison that can be added to wine to amplify its effects. This requires a **Craft (Alchemy) DC 25** check.

If the PCs make this poison and add it to any wine somewhere in the complex, check off **Box A** on **GM Aide 2**.

ENCOUNTER 15: THE STOREROOM

The storeroom which is filled with all manner of mundane supplies ranging from casks of lamp oil to rope.

One door in a set of double doors is opened, revealing a room lined with shelves filled with all matter of mundane supplies, including casks of lamp oil, cultist robes, bed linens, and large bundles of rope. Every mundane item required to maintain a castle can be found in this room.

If the PCs need any mundane equipment that they do not currently carry on their character sheets, it can be located in this room. This includes anything in the equipment section of the Pathfinder Core Rulebook, but does not include weapons, armor, or alchemical items.

There are several large barrels of lamp oil in this room that can be used to make a larger explosion using a paper bomb. Check off **Box L** on **GM Aide 2** if the PC rig the oil to explode.

ENCOUNTER 16: SUMMONED

The PCs rest for the rest of the day and are summoned to attend the ceremony at the given hour.

Even the busiest PCs will have time to rest for 8 hours prior to the beginning of the ceremony, regaining all spell slots and used abilities.

If the PCs have not used all of the paper bombs or deposited the elemental gems in the complex, allow them an **Intelligence DC 5** check to remember what will happen when the ceremony begins.

Read the following box text.

Milling about your chamber, you hear a knock on the door leading to the hallways. Opening the door, you see the majordomo standing in the hallway wearing an ornate gold and silver threaded robe decorated with a repeating pattern of three eyes. The man can barely keep an overly large miter in place on his head, the conical hat threatening to topple at any time. The sycophant's eyes light up in joy upon seeing you and a smile crosses his face. "I have been sent by the Master to convey you to your seats of honor, come this way, please."

Leading you through the hallways, a pair of guards stand at attention outside of the door that the majordomo is leading you towards. The guards snap to attention, opening the door as you approach, revealing a balcony overlooking a cathedral.

His hat falling off his head, the majordomo scrambles to pick up the miter before bowing

towards you, "Your balcony awaits, please enjoy our moment of success."

With that the majordomo scrambles away as the booming crash of a gong reverberates throughout the temple. The ceremony is about to begin.

ENCOUNTER 17: THE CEREMONY

The summoning ceremony begins, before failing spectacularly. The GM reads certain sections of box text depending on the actions of the PCs in the optional encounters.

As the temple begins to collapse around the PCs, they must drive back the spike-studded tentacle of the Three-Eyed God and it's summoned minions to escape the temple.

Have GM AIDE 2 ready for this section, after the summoning ceremony fails you will be using this sheet to read off specific sentences describing how their efforts in sabotaging the cult come to fruition.

Continue reading the box text.

Looking out from the balcony, you see what used to be the main chapel dedicated to Emerys now desecrated and made sacrosanct to the demon lord. You can see the majordomo pushing his way through the crowd of hundreds of cultists, cursing and swiping at the evil men and women with his tall miter. The sycophant eventually joins his master and your ally, Tal, at the central dais, moments before the ceremony was to begin.

Dressed in robes which put his subordinate to shame, Hai holds up his hands which instantly silences the cult. "True believers! Long have we suffered in secret, our lord ripped away from us and imprisoned in the void between planes by," the man says before pausing for a moment to spit out the word, "minor gods and their deceitful minions. But through faith and hard work, we have gathered the tools before us to free our lord from his prison so he can take his rightful place in ruling all of Raia!"

Reaching down, the high priest lifts a long claw, like a short sword, above his head in triumph. Memories of retrieving the true relic from the elemental plane of fire passes through your mind --and how both Tal

and Captain Razorwind created a copy of the relic before destroying the original. The cult leader continues, “With this holy relic, we now free our lord from his prison!”

The crowd drops to their knees in prayer, all of them intoning in unison “Three-eyed God,” over and over again. The high priest begins intoning words of power, his voice cutting across the planes of existence, and causing the temple to begin to shake. A sound like paper being ripped in half tears through the chamber as a circle of crimson flames appears overhead. Within the frame of flames, a black nothingness exists that seems to suck the air out of the room.

Suddenly, from the darkness, three yellow eyes appear, blazing with power and rage and fury that crushes the wind out of your lungs and causes panic to creep into your mind. Out of the corner of your eye you can see Tal mouthing words of his own, ignored by all of those around him, and you feel the panic disappear instantly.

The sound of thunder shakes the entire temple, causing dust to shake loose from the roof. Looking around in panic, the cult leader stops chanting, realizing something is terribly wrong. Another boom of thunder shakes the temple again, causing a cut block to fall from the ceiling and come crashing down into the crowd below. A roar of rage fills your mind, causing blood to trickle out of your ears, as you hear the demon-lord’s unholy voice scream, “What have you done!?”

A long, spike-covered tentacles thicker than a man is tall, whips out of the portal and grasps the edge of the slowly shrinking portal. The sound of smaller tears in reality rip open throughout the temple as more tentacles slam into the ground attempting to gain purchase on Raia after more than a millennia of imprisonment, crushing worshiping cultists, including the majordomo, to pulp.

“Master,” the cult leader screams, “I don’t know what happened-”

Tal slugs Hai across the face, interrupting the cultist’s explanation. “My name is Tal de’Azir, and I foresaw this moment! You attempted to murder myself and my friends,” the eryx says while pointing towards your balcony, “to stop the prophecy from coming true! I am here to tell you that you’ve failed

and your master will be forever sealed away from Raia!”

The cult leader’s eyes go wide, realizing that he was betrayed. Before the high priest can act, Tal whispers a word of power and appears next to your group on the balcony. Hai turns towards your group, words of power forming on his lips to destroy your party once and for all, when suddenly a tentacle whips out of the portal and wraps around the cultist.

The Three-Eyed God lifts Hai up into the air, the man screaming the entire time, bring him level with the demon’s three eyes. You can hear the demon-lord’s voice booming in your mind again, “This is your fault, pitiful mortal! I will take great pleasure in torturing you for all of eternity.”

With that said, the tentacle is pulled into the rapidly closing portal as Hai’s screams of terror echoing throughout the temple. His screams are cut off with a sharp snap as the main portal is closed, severing a dozen tentacles that crash to the ground in flaming piles of ichor.

At this point the PCs previous actions will help determine which of the following text blocks to read. They will be read in order as presented on **GM HANDOUT 2**.

A: “Several of the cultists begin shaking and moaning, clutching their stomachs as the poison takes affect. Falling to the ground, they are trampled by panicking cultists.”

B: “The entire chamber shakes as an explosion occurs where the kitchens once stood, the floor and oil exploding into a fireball that immolated the storeroom.”

C: Nothing happens, all of the cultists are here.

D: “The elite warriors, fighting off the tentacles grow pale at the exertion, the poisoning taking effect. One by one they slow as the Three-Eyed God crushes them to pulp.”

E: “The warriors fighting against the tentacles explode into fireballs, killing dozens of cultists attempting to flee the carnage.”

F: “The doors to the chamber slam open as a legion of undead warriors march into the chamber, slaughtering the cult who corrupted their final rest.”

G: "You feel an explosion beneath your feet as the paper bombs explode and destroy all of the undead warriors."

H: "The two undead guardians by the alter turn towards the nearest warrior, cutting him down from behind before turning to the nearest cultist."

I: "Explosions rip through the chapel as your paper bombs explode, killing several scores of cultists."

J: "Pews explode upward as large fire elementals roar to life, immolating groups of cultists with glee."

K: "A sharp crack echoes in the chamber and a greenish fog spreads through the room. Cultists gasp for air as the succumb to paralysis."

L: "An explosion in the armory rips through the cathedral, causing the entire wall opposite of your balcony to collapse."

M: "Bursting through a far balcony door, the huge fire elemental, long tortured and trapped in the forge, immolates a handful of wizards attempting to seal the Three-Eyed God's portals. The creature roars in pleasure before dropping to the floor of the chapel."

Once you are done reading these, continue with the box text.

"Tal turns towards your group, a very human smile on his eryx face, "I believe it's time for us to leave."

With that he heads towards the door.

ENCOUNTER 18: THE ESCAPE

The PCs are making their escape from the temple as it begins to collapse around them. They must fight a tentacle which is blocking their path to the portal-room.

Continue reading the box text.

Opening the door, a tentacle slams into the open door frame, shattering stone, before tearing apart a portion of the stone wall. What remains of the two guards lies on the ground, a pile of twisted metal and pulped cultist. Looking down the hallway for a

second, Tal ducks back in and yells, "Follow me, the tentacle has found something else more interesting!"

The sounds of screams can be heard further down the hallway, as well as the sound of metal on stone. The diviner rushes out of the door, in the opposite direction.

Wait for the PCs to follow Tal before continuing with the box text.

Running through the temple, the damage that you wrought is impressive and absolute. Tal barks out spells at various moments, throwing up walls of force, casting fireballs, and throwing well-placed lightning bolts that decimate groups of pursuing cultists and grasping tentacles.

You stop in your tracks as you turn the final corner leading towards the portal-room. Dead bodies lie mauled near the door to the portal-room, mauled by a long tentacle that has emerged from a tear in reality. The sound of paper ripping behind your group alerts you to the arrival of a second tentacle. Tal twirls around, casting a spell that blocks the hallway behind you with bars of force.

The tentacle behind you slams into the barrier and begins to push its way through, causing Tal to begin casting anew. Arcane energy pours out of the diviner's hands as he pushes against the demon-lord's attack, driving the tentacle backwards.

Tal screams at your party, "Attack the tentacle! It's our only hope to drive back the demon-lord and escape!"

The hallway in which this battle will take place is fifteen feet wide and forty feet long. The only way the PCs can escape is doing enough damage to the tentacle to drive it backwards. The tentacle has a thirty foot reach, only leaving a small area of safety in the rear of the room.

Tentacle of the Three-Eyed God (ALL ATLS)

CE Large Demon (Outsider, Evil, Chaotic)

AC 14, Touch 8 (+6 Natural Armor, -2 size)

Blindsight 80 ft.; Immunity: Fire, Poison

Fort +10, Reflex +2, Will +10

HP ATL x 20 hp

Attack: 2 Slams 10+ATL (1d10+8+ATL Bludgeoning Damage)

The tentacle is a fairly straight-forward fight, it is all about the PCs using their hardest hitting spells and abilities to chew through the tentacle's HP total. Once the PCs have reduced the tentacle to 0 HP, read the following box text.

The tentacle before you slinks back through the portal which slams shut with a satisfying snap. Tal screams as he runs past you, "Run!"

Running through the door, you see the time portal hissing and sputtering before you as the magic beginning to fail. Without waiting for you, the wizard dives headfirst through the portal back to your own time.

When the PCs follow suit, continue with the box text.

Jumping through the portal, you are thrown out of the portal into the cavern in your own time. With a final crack that echoes throughout the cavern, the time portal explodes in a shower of flaming stone. The shimmering wall of magic that once protected the temple has disappeared, leaving the collapsed ruins of the temple behind you. Nothing apparently escaped the demon-lord's final rampage.

If the PCs rescued the goblins, read this box text.

The sound of stone scraping on stone alerts you to the fact that you are not alone. Stepping out from a hidden door next to the temple is an old, female goblin dressed in a set of robes embroidered with the image of Zara's open flame. Smiling at seeing you, the goblin turns back and says, "I told you that they would come, as our ancestors once foretold. Now come, bring the gifts!"

Leaving the secret passage behind, the matronly goblin approaches your party. She stops a good ten feet away, smiling to herself as she says, "The last time that I saw you, I was but a child that you rescued from the slave pits below. We have not forgotten our debt of honor to you and we wish to reward you with gifts taken from those who would consort with demons."

Several adult goblins, also dressed in robes and wearing holy symbols to Zara, walk out of the secret passageway with several bundles in their hands.

Each goblin kneels as they present your group with the gifts.

With their honor intact, the goblins retreat back to the secret passage leading to their home.

Continue with the following box text.

Tal sighs in relief as he leans against the stone wall of the cavern. "It's over...it's finally over." Looking up, the diviner smiles, "I guess I should get you back home, shouldn't I? It we have had a long journey together. Well, come on, everyone hold hands and I will teleport you away from here."

Taking his hands, continue with the box text in Epilogue C.

EPILOGUE A

After turning down Tal, you return to your home after a long day. You awaken in a panic, unable to move your body. Standing above you is an eryx assassin licking his lips.

"The cult became suspicious when you didn't return, and sent me to tie up loose ends. Don't worry, the paralytic poison will keep you immobilized until I've finished feeding. And I am *very* hungry after such a long trip."

The last thing you see is the eryx's fangs descending upon your eyes. You are dead.

The PC is dead and cannot be resurrected. Contact campaign staff over this development.

EPILOGUE B

You have realized what a terrible mistake that you have made. Perhaps in another life you might make better choices.

The PC is dead and cannot be resurrected. Contact campaign staff over this development.

EPILOGUE C

Arriving where you left your horses, you recount the tale of your adventures to Captain Razorwind and his first mate. Collecting your horses and saying your goodbyes, you make your way back to Amthydor.

Nearly a month passes when you get a knock on your door. Standing there is the half-orc, Captain Razorwind in his full Amthydorian naval dress uniform. After inviting him inside, the half-orc takes a seat at the table and fills two glasses that magically appear in his hands with rum poured out of a flask from his inner pocket.

The half-orc clears his voice before he says, "I'm sorry that I come bearing news like this, but you should know that Tal passed away for real this time in his sleep. The man was living a half-life, a partial existence after he transferred bodies with the

assassin who attempted to kill him. For the last several months he'd been barely able to use his magic to stay alive, but after the defeat of the cult he allowed what was going to happen to happen. In the end his body just crumbled to dust as he lived out his final days with his mother's people in the Sea of Fire. He wanted me to thank you for everything that you've done, even if no one will ever believe what happened. Fate couldn't have sought out a better champion."

Several hours later, after some small talk, the captain takes leave of you with a single thought: what does the future hold for you?

THUS ENDS A TIME FOR EVERYTHING

TIME UNIT COST: 6 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9	ATL 11
Module Experience	500	600	1000	1500
Used half the tools Tal gave them.	500	600	1000	1500
Used all the tools Tal gave them.	500	600	1000	1500
Series completion	200	300	400	600
Maximum Possible XP	1600	2100	3400	5100

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Encounter 2

- Ring of the Doppelgangers' Fate (One to each PC)

Encounter 3

- Lash of the False God
- Ring of Force Shield
- Spectacles of Elvenkind
- Boots of Striding and Springing
- Silver Raven of Wonderous Power
- Amulet of Natural Armor +3

Conclusion C

- Card of Fate

PLAYER'S HANDOUT #1

Tal hands you a plethora of tools to aide in destruction of the cult.
Each one can be used once in this module.

Elemental Gem: These thumb sized gem have been programmed to release a handful of angry fire elementals at a predetermined time.

Paralytic Gas: Trapped within this tennis-ball sized glass sphere is a paralytic gas set to fill a room with a dangerous toxin.

Paper Bombs: This small book of adhesive papers can be stuck to various objects throughout the cult. The nature of the magic means that the paper bombs must be placed within 30 feet of each other, so they can only be used in a single room.

Sickening Poison: This poison can be added to large pots of food or wine and slowly debilitate those who ingested the food/wine approximately half a day later.

13) Portal Room (Off Limits!)PLAYER'S HANDOUT #2

This map has been smeared with food, wine, and other unidentifiable substances which have blurred and smudged all but the most basic paths through the labyrinthine temple. You can make out the following locations on the map.

- 1) The Catacombs
- 2) The Slave Pens
- 3) Soldiers' Barracks
- 4) Armory
- 5) Eryx Den
- 6) Doppelganger Barracks
- 7) Workshops
- 8) Storeroom
- 9) Kitchens
- 10) The Chapel
- 11) The Courtyard
- 12) Library
- 13) Portal Room (Off Limits!)

GM AIDE 1

Because most of the Module is optional and allows the PCs to choose actions to further harm the Cult, the following encounters are optional. Rather than add seven pages of Go To directions, you can find all of the page numbers here.

- Encounter 3: The Goblin Prison** Page 12
- Encounter 4: The Kitchens** Page 13
- Encounter 5: Cultist Camp** Page 15
- Encounter 6: Elite Warriors Barracks** Page 15
- Encounter 7: The Catacombs** Page 16
- Encounter 8: The Chapel** Page 17
- Encounter 9: The Ruined Library** Page 18
- Encounter 10: The Portal Room** Page 18
- Encounter 11: The Armory** Page 18
- Encounter 12: The Eryx Barracks** Page 19
- Encounter 13: The Doppelganger Barracks** Page 19
- Encounter 14: The Workshops** Page 20
- Encounter 15: The Storeroom** Page 21
- Encounter 16: Summoned** (This begins the end of the Module) Page 21

GM AIDE #2

Use these check boxes to help you read the final events in Encounter 17.

- A
- B
- C
- D
- E
- F
- G
- H
- I
- J
- K
- L
- M

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