

#10

THE FOLIO

Part 3 of the
Hidden Valoria
Campaign

DF3 Forgotten
Temple of Tefnut

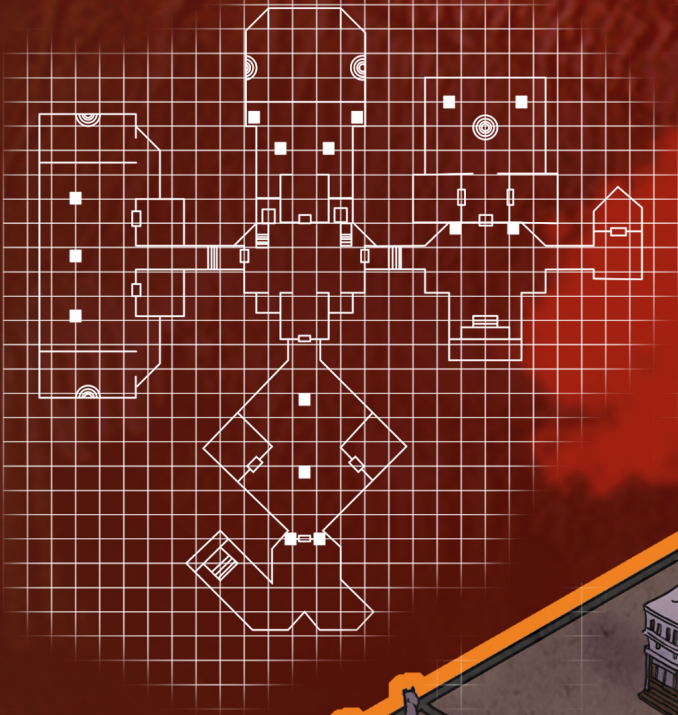
New Monster:
Hate Crawler

Gazetteer PC 3: The
Forgotten Temple

Module for Levels 5-7
in both 1E & 5E format!



Part Three
of
The Hidden Valoria Campaign
An Adventure for
Characters Levels 5-7



Mythras City^{of} Valoria Gazetteer

The Patina Court

Introduction

Well, we've managed to come to the end of our exploration of Valoria in this volume. Now that isn't to say that we won't be here again, far from it, but it is that moment when we need to take a step back and look at what we managed to do in our first foray.

The ability to work within this great city, one that has lore built into it from Stefan's gaming experiences all the way back to the very early 80s, has been a truly rewarding experience for me as a designer. It's never easy to go into another person's world and start building, changing, and yet maintaining the essence of what they envision. I know that I've given Stefan a few pauses during the creation of The Patina Court, but each time I've had the opportunity to discuss things with him, he has walked away inspired to expand his vision of Valoria. Such collaboration is what keeps driving me on and is something gamers will see in the upcoming Taux Trilogy, which combines the creative vision of over a dozen fiction authors.

Also, for all the minis players that have come to Art of the Genre through the Dwarven Forge entrance, I want to say thank you again for allowing me to learn the ropes of terrain building. It was something I always thought I'd enjoy but never fully realized how much it would appeal to the architectural side of my brain.

As always, I wish my best to each of you who have made the investment to game within the framework of my creations. Without your support, no Folio would have ever been created, much less ones set in other universes and systems.

Best,
Scott Taylor
August 2016



CAMPAIGN BACKGROUND

The Lost Temple

Deep within the lost years of early Valoria, temples of many great gods and goddesses dotted the landscape. Some were massive constructions built for all to see, and others were more subtle venues well-known only by the parishioners who visited them regularly. It is said in the histories of Valoria that when Theud (who on other worlds is known as Zeus) brought destruction on the city in a great flood, the waters wiped out all the buildings both great and small, but that is not the case.

You see, if Valoria is known for anything, it is for the mysteries that lurk below its streets. A flood might destroy the surface world, but things below are not so easily wiped away, especially a temple dedicated to Tefnut, goddess of rivers.

Hidden far beneath the surface of the Wizard's Knoll, this temple revolved around a wellspring that bubbled to the surface and helped wash the filth of humanity from the sewers on its journey to the sea. Priestesses were known to bring unspoiled water to poor communities on the surface, and wealthy members of arcane guilds venerated the goddess with gifts of gold and enchanted relics for her abode.

Although Theud's flood drove the population from the city, thus ending the patronage and veneration of the temple, the priestesses remained for years undisturbed below the Knoll. Over the passing of time they were all but forgotten, those passing to the next life mummified by the priestesses that remained.

It was during these lean and fallow years, as Tefnut's power waned, that a treasure hunting priest named Aman-Utep, servant of the jackal god Set, learned of the existence of the temple and made his way through the destruction to its doors. Charismatic and mysterious, he ingratiated his way into the remaining priestess hierarchy until finally making a play for the temple itself. His attempt failed and he was killed, but his mummified body was still entombed within the temple and the unending hate of his malice toward the priestesses festered in his afterlife. So great was his anger that a sickness spread from it among the remaining priestesses, each in turn falling to the power until the temple became a crypt and the darkness of Aman-Utep collected evil creatures around his incarcerated body.



Eventually, the creatures of darkness freed the man, now mummy, who called them and he stalked the temple, desecrating the artifacts and destroying what he could. Madness was his companion, and although his hate remained, his mind had been taken long ago in his burial preparations by the priestesses, so he was forever broken.

Today, the temple is a place of darkness lorded over by the insane mummy of Aman-Utep and replete with all manner of monsters that have collected around his evil summoning. Much of the wealth of the former temple has been bled away by thievery of those living in the ruin, but there are still a few artifacts left that Aman-Utep has not allowed from his presence.

Gamemaster's Notes & Suggestions

1. The Temple Feel:

Obviously for those playing with Dwarven Forge terrain, the Realm of the Ancients set has a specific Greco-Roman feel and not something specifically bound to an Egyptian water goddess such as Tefnut. Still, the primary religion of Valoria has always been Greco-Roman, so I think it can be easily explained that the worshiping of Tefnut was somewhat 'in country' where architectural style is concerned. This does not, however, address the 'fallen' essence of the temple versus the standard painting of the Dwarven Forge terrain. If you are going to paint your own version, I'd suggest leaning more toward the dark side—with blood painted hieroglyphs and all other manner of graffiti, refuse, and debris strewn about the temple. My descriptions in

the adventure will give you a good view of what I'm thinking, but the overall module map has been left to Dwarven Forge standard for easier setup in a quick-run campaign.

2. Running the mad Aman-Utep:

Aman-Utep is an interesting 'boss' in that he is inherently insane (he did have his brain ripped out of his nose after all) and should be played as such. My suggestions for him would be mad cackling that drifts through the temple on occasion, followed by shrieks and wails, then crashes, and finally laughter (wash, rinse, repeat). If you do this enough, especially the random shrieks, it will certainly set your players on edge. The temple will

have plenty of holes in it that the sounds can drift through so that the players will never really know where the mummy is. Once encountered, Anam-Utep will be all about rage and destruction, two things his persona still adheres to.

3. Generating Experience and Treasure:

This is one of the toughest things I've dealt with during this trilogy, and if you have run things to this point as laid out in Folio #8 & #9, the characters will still be dirt poor. Now the question of whether to keep them that way or end the campaign on a financial uptick is up to you as the GM. I'd suggest limiting treasure if you intend to keep the campaign going beyond the events that unfold in the trilogy, but if you want the characters to retire in style, then provide the wealth I've described in the adventure and perhaps they can buy one of the Patina mansions and become benevolent NPCs in another campaign with lower level characters. Again, it is up to you, but remember that power (i.e., treasure and magic) corrupts, and ultimate power corrupts ultimately.

4. How to deal with the Teller Ambush:

By this point in the campaign, the Tellers should be the thorn in the characters' side

that just keeps on giving. If they don't hate the Tellers, you've done something wrong as a GM. However, the nexus point of this campaign will be set in this ambush, and you must make certain you've planned accordingly. The characters will have just completed a massive grind to kill Aman-Utep (no easy task), and a fully prepared and healed Teller party will be in wait to finish the job the mummy failed to do. Thus, you must be able to rightly gauge the characters' remaining strength and adjust the Tellers accordingly (by making it clear they've had nasty encounters too if necessary). This should be a battle that is set on the razor's edge, and the hope is the players come out on top, but just barely, in an epic conclusion that sets the stage to 'right' for the ending of the campaign.

5. Resolving the Campaign:

Resolution of the campaign should be in the details of the characters' relationships with the Patina and how that plays out in what I see as a perfect opportunity for retirement (even if not permanent). I'll go into a more stratified set of endgame notes below, but as the GM, you are the one that knows your players, their characters, and the final motivations of each, so be sure to play heavily into that.



The Ritual of Tefnut

A kind of ‘aside’ within the adventure is the abduction of a female character by the fallen priestess mummies of Tefnut. In this scenario the character is drugged and made into the reincarnated aspect of the former high priestess of Tefnut of the temple. Artist Chet Minton has done a fantastic rendering of the ceremony on the front cover of this gazetteer, and for those playing there are a couple of very cool things that can happen upon completion of the ceremony. The primary of these is that the player character will gain the following special abilities, Cure Serious Wounds [Cure], Bless, and Create Water—each once per day. The other aspect is more intrusive, that being the switching of the character’s alignment to that of Tefnut, which is Lawful Good.

The ceremony itself takes nearly an hour, and certainly the players will have a chance to ‘save’ the character before completion. Still, if they have an understanding of religion (either by being a cleric or by skills in 5E), they will understand that nothing truly nefarious is occurring. However, in the endgame of the Hidden Valoria, that character so transformed by this ceremony might wish to take on the cleric class and reclaim the temple in the name of Tefnut—a very cool way to retire a character. Or, the transformed character could be required to spend the next one to two years reestablishing the temple prior to the next adventure.

Overall Story Arcs and Threads

There are two main storylines in this adventure. The first revolves around the characters’ quest to uncover the mystery of the lost temple, and by proxy their unavoidable fate to put an end to Aman-Utep. The second arc is one of old debts and revenge against the Teller Gang and its leader Notorus Rexa. The Tellers, who have been keeping tabs on the characters for weeks, will have a secondary party following the characters as they enter the temple and will be waiting to take what they believe is theirs once the players defeat Aman-Utep.

Adventure Synopsis

At the end of Folio #9 the players should have found a way to defeat the guardian at the gate (hydra) and opened a way into the secret passages that lead into the old temple of Tefnut. Once inside, the characters will have to defeat the various monsters that have taken up residence and defeat the mummy Aman-Utep. After doing so, they will finally put an end to the Teller Gang once and for all when the gang attempts to murder them before they can exit the temple. If completed correctly, the characters will have achieved some wealth, folk hero status among the Patina Court, and eliminated a direct threat to the population of the neighborhood—the Teller Gang.





Completing the Campaign

Well, assuming the characters are victorious over Aman-Utep and the Tellers, there should be a good deal of celebration at hand. However, there are a lot of loose ends that probably need to be played out, so I'm going to list some situations below that I think are important resolution points for the end of *The Hidden Valoria*.

1. Where to live?

To this point, it can be assumed that the players have been living in the Fallen Warlock Hostel, but if they escape the temple with

gold, they may finally be able to move up the social ladder in the Patina. What better way to do this than finding a new home, and considering the amount of abandoned homes in the Patina, the real estate market is bullish. A personal goal of many of my players was to acquire one of the Patina mansions, but I will leave that up to the GM to decide if they can afford one or if there is a particular one that has always drawn their interest. Also, if you are reading all these together and have yet to run them, I would suggest describing a

particularly cool abandoned mansion that the players pass often as it might be a great carrot that could be delivered upon completion of the campaign.

2. What becomes of the Teller power vacuum?

Here is the place for the party rogue, assuming there is an interest, to take over the Helicrium Bathhouse and make a bid to become an honest businessman or the head of a particular gang/thieves guild. After all the contacts made in the Patina, and even excursions outside the neighborhood as detailed in Patina Court Places and the Mini-Adventures, a rogue could make a good name for himself in all types of various criminal markets.

3. What relationships can now move forward?

When I game, I do it for one reason and one reason only, the character relationships outside the dungeon. If players have become integral to the Patina, and have taken on adventures described in supplementary publications to the Folios themselves, then they most certainly have formed strong attachments to various NPCs along the way. Some of these may move toward coupling and marriage, some might look into adoption, some might be in business

ventures, but whatever the case, all players should have some cool character trait that you can exploit at the end of the campaign to give them a sense of purpose higher than collecting wealth inside a dungeon.

4. Familiarity, Family, and Moving On...

As The Hidden Valoria ends, we find the characters in what I would consider a ‘sweet spot’ for gaming, the levels between 5 and 10. It is a very tough point to retire a character, but perhaps after an extended campaign that is exactly what you wish to do. If you don’t though, you must make decisions as to the next stage in the characters’ careers. This might mean leaving the Patina and finding new adventures and dungeons outside the city of Valoria. Lord knows Stefan and company have gone to great lengths to make Mythras a dynamic and viable place to game, especially for characters with some experience under their belts. Perhaps business interests require a trip to Urn, or maybe an elf in the party needs to return to Golden Sylph. Whatever the case, you’ll need to develop the final chapters of the characters’ lives while also making sure to plan for the future if players wish to continue with the stories you’ve created here.

Art of this Issue

Finding artists, especially for covers, is never an easy thing for a small press like Art of the Genre. When I founded The Folio, it was my intention to try to mimic the artistic values of the 1980s heyday of *Dragon Magazine*, where painted fantasy covers ruled, but that isn't always an easy task. Still, I think I've managed that nostalgia along the way. That said, it is also important to foster the talents of new artists as well, as was first seen with the Josh Godin cover of Folio #9. The same can be seen with artist Chet Minton's take on a dwarven reclamation team on the cover of Folio #10. I was lucky enough to discover Chet while working on *Gygax Magazine*, and our relationship has grown with each ensuing issue of the Folio. (I think the only Folio that Chet's work doesn't appear in is Folio #1.) When I first saw this cover, I knew it had Folio written all over it, and so I'm thrilled we managed to publish enough to get to use it. Inside the pages you'll see old Folio standbys like Travis Hanson and Peter Bradley, as well as a fantastic rendition of Folio #10 'boss' Aman-Utep done by Jeff Laubenstein. As always, our iconic character on the back cover is done by Michael Wilson, and I have to give a shout-out to Jim Holloway, who gets a couple of great Chet Minton homages both on the back cover and the adventure cover.

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New Monster Hate Crawler

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-6

Armor Class: 4

HD: 4+3

Move: 12''

No. of Attacks: 8

Damage/Attack: --

Special Attacks: Paralysis, Sadistic Cruelty

Special Defenses: None

Magic Resistance: Standard

Intelligence: Very

Size: L (9' long)

Psionic Ability: NIL

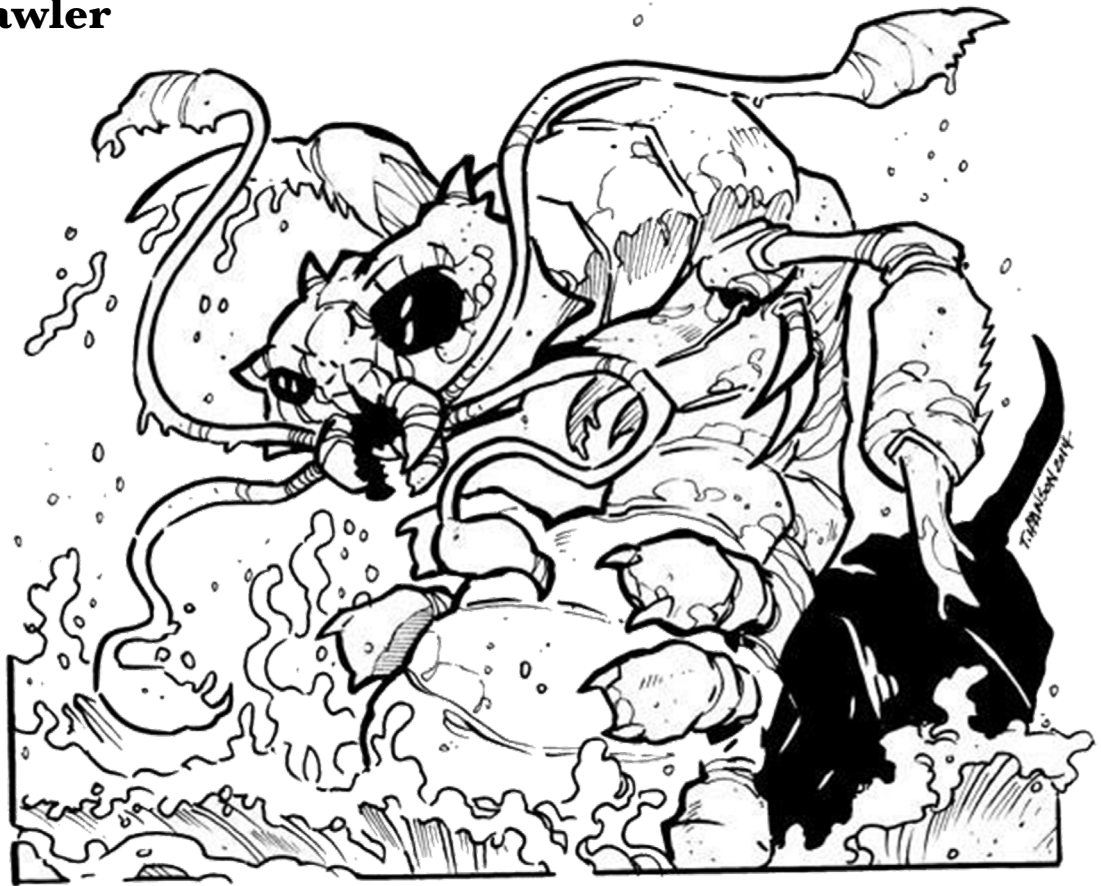
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Treasure Type: B

Hate Crawler [AC 14, HD 7d10+21, HP 59, #AT 2, Hit +8, Dam Tentacle 4 (1d4+2) poison damage and the target must make a successful DC 15 Constitution save or be paralyzed for 1 minute, Bite 7 (2d4+2)]

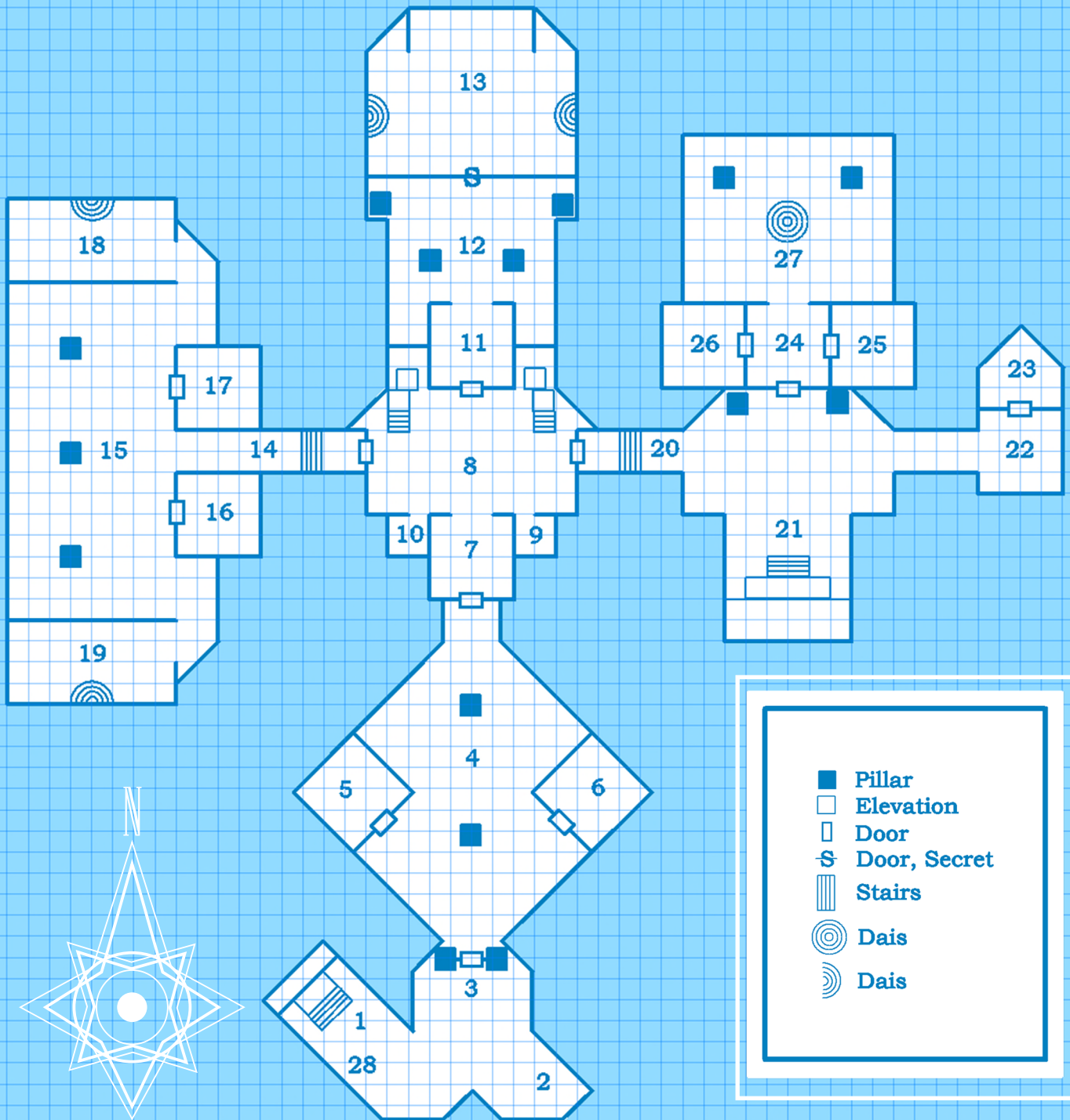
Paralysis: The eight striking tentacles of the Hate Crawler can paralyze a foe, requiring a successful saving throw versus paralysis to resist. Paralysis lasts one minute (cumulative with multiple strikes up to three minutes), and feeding damage from a Hate Crawler is 1d6 per round once they have begun.

Sadistic Cruelty: Bound by the tenants of its creator, the Hate Crawler cannot stop itself from trying to increase the level of suffering of its victims. It is so obsessed with suffering that it will actually take several rounds (1d4) to position the victims so that they may watch themselves be eaten and will not begin feeding if other targets are available, instead leaving the paralyzed victims for later.



In essence, the Hate Crawler is a form of evilly maligned carrion crawler. Corrupted by the powers of a greater evil entity while in the pupa state, the Hate Crawler is no longer a creature that is animalistic in its nature but instead bound to the suffering of others. These creatures actually enjoy the process of paralyzing their victims and slowly consuming them. They will eat slowly, picking parts of a victim that will not kill it immediately and will often go to great pains to see that the victims of its hunger witness their own consumption.

Hate Crawlers also enjoy hunting in small packs, so that once they have victims, they can showcase the suffering to each other. If these things had Instagram, you really wouldn't want to follow them!



THE FOLIO



Forgotten Temple of Gefnūt

FOLIO MODULE OF 3
An Adventure for Characters' Levels 5-7
by Scott Taylor



Forgotten Temple of Tefnut

An Adventure for Characters Levels 5-7

First and foremost, remember this is both a 1E & 5E adventure, and as those systems do sometimes vary greatly where creature strength is concerned, be sure to set the correct tone for each encounter by modifying hit dice and number of enemies where you feel necessary. I've currently set this adventure to be of epic caliber scale for characters of the levels involved, so keep that in mind.

Also, I've broken the adventure down into three sections, each one built using a full Realms of the Ancients V1 and V2 set. If you are running these with terrain, you can run each section without interfering with the others, assuming you complete each before moving on.

Echoing Sounds:

Remember, it is primary to the adventure that Aman-Utep is encountered last, so provide him as a free-floating 'boss'. Also, in the gazetteer you will have read about his maniacal laughter and noises. These can be used to randomly throw players off, making them go the direction you want, only to find things other than Aman-Utep when they arrive.

Secret Room: The second set of free-floating monsters are the mummy priestesses of Tefnut who will try to abduct a female member of the party (assuming one is available). If there is no such party member, they will be found in Room 13.

All 'grey blocks' are for 5E conversions in this section.

Entry Halls

1.

Entry Stair (Down):

Light flickers off the walls of ancient frescos, and the dense smell of mildew hangs in the air. A set of heavily worn marble steps drop away to a large vaulted chamber with standing puddles of dark water dribbling away into a carved pit at the far end.

This is the main entry to the temple and is home to a yellow mold that sends its spores into the air when the chamber is disturbed by any traffic.

1 Giant Yellow Mold [AC 9, HD --, HP --, #AT 1 (Spores), D Poison, Spores release in a 10' area and a saving throw versus poison is necessary or the victim's lungs will fill with spores that will asphyxiate it within 24 hours unless a cure disease or resurrection is cast. It can be easily destroyed using fire-based attacks.]

TREASURE

NONE.

1 Giant Yellow Mold [AC 8, HD --, HP --, #AT 1, Hit --, Dam (Spores) 4 (1d4+2), Asphyxiating Spores (DC 17 Constitution saving throw or victim will suffocate from spores in their lungs over the next 24 hours. A successful Cure Disease spell will stop the spores from growing inside the victim.)]

2.

Dead End:

A passage, mirroring the entry stair, moves away southeast only to end in a solid wall. Another carved pit, slick with slimy water runoff, is the only feature of this small chamber.

The passage was created long ago with the thought to make a grand stair up to the Wizard's Knoll, but construction was halted after the flood. Now, the small chamber is home to an Ochre Jelly which lurks in the slimy reservoir of the pit.

1 Ochre Jelly [AC 8, HD 6, HP 36, #AT 1, D 3-12, Pseudopod, Split (if struck by lightning or slashing weapons, the jelly will split into two jellies with half the hit points of the original.)]

TREASURE

NONE.

1 Ochre Jelly [AC 8, HD 6d10+12, HP 45, #AT 1, Hit +4, Dam Pseudopod 9 (2d6+2) bludgeoning plus 3 (1d6) acid damage, Split (when struck by lightning or slashing attacks, the jelly will split into two jellies with half the hits of the original.)]

3.

The Great Door:

At the north end of this wide hall, a large door rests between two towering pillars of carven marble.

The door is locked [DC 17] and will need to be opened in some fashion before entry. It is also trapped [DC 19] with a gong that sounds if the key is not used, thus alerting creatures within the temple that someone has entered their tortured domain.

4.

Worshiper Gathering Vault:

A massive diamond-shaped chamber opens up beyond the door, marble pillars supporting the faded cobalt blue ceiling as your light fades into shades of grey to the north. Two doors, one on each side of the chamber, remain closed, and well-worn floor tiles give testament to the thousands of temple devotees who once took prayer in this chamber.



Lurking behind the second pillar, attached to the ceiling, is a Decapus (see illustration). The tentacled appendage and massive maw creature will attempt to snag victims from the floor and draw them up to its mouth if possible.

1 Decapus [AC 5 (2), HD 10, HP 60, #AT 9, D 1-6, Tentacles, Bite (any creature struck by a tentacle at 4 more than is required will be pulled up to the gaping maw and delivered a bite attack causing 3-30 points of damage)]

TREASURE

32 GOLD AND 70 SILVER ARE SCATTERED AMONG THE BONES AND REFUSE BELOW THE CREATURE'S HANGING POINT.

1 Decapus [AC 15 (18), HD 10d10+40, HP 90, #AT 6, Hit +5, Dam Tentacle 7 (1d6+4) plus Grapple 4 (1d4+2) DC 12 Escape, Multiattack (6 tentacles), Grapppler (any grappled character attacked with a bite is considered at advantage for the Decapus), Bite 20 (3d10+5) any grappled character will be bitten on the following round (up to three characters per round)]

5.

Priest Vestibule One:

The door creaks open as a large plume of dust explodes into your eyes obscuring all vision.

This is one of two chambers that house a small collection of Kobolds known as the Screammers. They are well-versed in traps, and although the door of this chamber may be checked for traps, none can be found because it is actually the Kobolds who release the dust cloud upon entry (having been alerted to the characters' presence either by the gong or spies in Room 6. However, a successful Hear Noise [Passive Perception 17] will give the party some indication that there are creatures in the chamber before they open the door.

Remember, there is a drainage grate half-concealed at the back of the chamber that a small (Halfling-sized or smaller) person can use to crawl between Room 5 and 6, thus, if the battle is going badly, the Kobolds can retreat.

The dust will provide partial cover to the Kobolds within the room dropping their AC by 4 points **[Partial Cover]**, and they will use the distraction to pepper the players with sling bullets as their counterparts from Room 6 slip out and try to backstab the party from behind (assuming this chamber was opened first).

6 Kobolds [AC 7 (3), HD 1/2, HP 3, #AT 1, D 1-6]

TREASURE

40 COPPER PIECES IN POUCHES AMONG THEM.

6 Kobolds [AC 12 (+ Partial Cover), HD 2d6-2, HP 5, #AT 1, Hit +4, Dam Javelin 4 (1d4+2), Pack Tactics (Kobolds are at advantage if attacking with allies within 5 feet)]

6.

Priest Vestibule Two:

The small chamber is filled with debris and what look to be makeshift beds or nests on the floor. A single stool stands close to the door, positioned near a crack

in the wall that looks out into the main worship chamber.

If this is the first room searched by the party, the Kobolds normally in residence will have slipped through the drainage grate in the back to cluster in Room 5. The grate can be discovered by a successful search roll **[Perception 15]**.

If this is not the first room checked, the Kobolds will move silently out of the chamber once the dust cloud is released and attempt to backstab the party. They are considered to be 3rd level thieves for the purposes of skills.

6 Kobolds [AC 7, HD 1/2, HP 3, #AT 1, D 1-6, Move Silently 40 % (as a group), Backstab x2]

TREASURE

20 SILVER AND 30 COPPER PIECES IN POUCHES AMONG THEM.

6 Kobolds [AC 12, HD 2d6-2, HP 5, #AT 1, Hit +4, Dam Javelin 4 (1d4+2), Pack Tactics (Kobolds are at advantage if attacking with allies within 5 feet), Sneak Attack 3 (1d6), Stealth +5]

Grand Salon

7.

Entry:

The great doors swing open to reveal a large square chamber decorated with eight cylindrical pillars. Debris litters the floor and your light source provides a glimpse of a larger chamber that opens up to the north.

A successful search check **[Perception 15]** reveals a sack with seven small gems (20 GP each) and 12 gold pieces behind one of the pillars.

8.

Chamber of Random Darkness:

Your light dimly fills a large room with double-door exits to the north, east, and west, all of which stand closed. In the center of the chamber, a dragon mosaic has been laid into the floor with half a dozen glowing stones dimly illuminating the ancient surface.

Investigation of the room will trigger the darkness spell, all light being extinguished as mummy priestesses from Room 13 slip among the party, cast up to six hold person spells against a female target, and then slip away back to Room 13 for the Tefnut Ritual.

The darkness will only last five rounds, but until that time no light, even magical, will work in the chamber. If there is no female member of the party, the darkness will still occur, but the mummy priestesses will not come, and the characters will simply be ‘spooked’ by the mysterious event.

If the party somehow thwarts the abduction, that is fine, and the GM can use the stats for the mummy priestesses if a fight ensues, but they are loath to actually participate in combat and will always try to flee if possible.

9.

Priest’s Vestibule One:

Situated in an alcove to the south of the main room, this chamber is filled with a large pile of refuse. Crumbling wooden benches still sit against the chamber walls as if this was a waiting area of some kind.

Inside the pile of debris, surprise 3 in 6 **[Perception 16]**, are two large Hate Crawlers, the corrupted insects ready to capture and later devour any party member they can get their tentacles on.

2 Hate Crawlers [AC 4, HD 4+3, HP 27, #AT 8, D ---, Paralysis]

TREASURE

NONE.

2 Hate Crawlers [AC 14, HD 7d10+21, HP 59, #AT 2, Hit +8, Dam Tentacle 4 (1d4+2) poison damage and the target must make a successful DC 15 Constitution save or be paralyzed for 1 minute, Bite 7 (2d4+2)]

10.

Priest's Vestibule Two:

This small chamber is covered in a hard amber resin that molds itself around old benches. The resin creates several globes, each with a single opening, and a palpable feeling of heat hangs in the small chamber.

This is a Kobold hatchery, and the globes each hold half a dozen eggs. However, the Kobold nurses have fled into drainage tunnels with two eggs each, so there is no resistance by the clan.

11.

2nd Hall of Pillars:

Another good-sized square hall rises around you supported again by eight pillars. Hieroglyphs stand out on the pillars, and a single opening amid them leads north. However, upon your entry, a winged and bird-headed creature rises from a sitting position near the entrance.

This is the lair of a Hieraco Sphinx, the creature protecting the mummy priestesses who dwell in the secret room at the north of the main hall.

1 Hieraco Sphinx [AC 1, HD 9, HP 54, #AT 3, D 2-8/2-8/1-10, Claw/Claw/Bite]

TREASURE

NONE.

1 Hieraco Sphinx [AC 17, HD 9d10+36, HP 81, #AT 3, Hit +12, Dam Claw 17 (2d10+6), Bite 20 (3d10+5), Multiattack (2 claws and 1 bite)]

12.

Cloister Chamber of the Higher Classes:

A massive chamber, replete with huge basalt and marble square pillars, stretches before you.

Lurking behind the pillars is a Giant Two-Headed Troll, the beast ready to crush heads and add to his treasure which he holds within a bag in the rear left of the chamber.

Beyond the Troll, the chamber has another large secret, that being a revolving panel in the north wall. A detect secret doors check can find the activator **[Perception 16]**.

1 Two-Headed Troll [AC 4, HD 10, HP 60, #AT 4, D 1-6/1-6/1-10/1-10, Claw x2, Bite x2 (at a single opponent), Regeneration at 1 HP per melee round]

TREASURE

210 GOLD PIECES, +2 SCIMITAR, +2 CHAIN SHIRT, 4 GEMS (35 GP EACH).

1 Two-Headed Troll [AC 15, HD 10d10+50, HP 104, #AT 3, Hit +7, Dam Bite 14 (2d6+8) Claw 11 (2d6+4), Multiattack (2 claws and a double bite from its two heads), Regeneration (10 HP per round)]

13.

Water Ritual Chamber:

As the wall shifts and revolves, a chamber filled with the sounds of running water appears. Two fountains, one on the east wall and one on the west, still pour fresh water into tunnels that must flow beneath the floor. A half-dozen slender mummies stand at attention before a painting of a blue-skinned goddess on the back wall.

If one of the party members has been abducted, read the following: Your companion, now dressed in the fashion of a priestess, stands as though in a daze; a large mummy with a bronze cat mask stands behind her.

The priestesses, although benevolent in their nature, have either completed a ritual of indoctrination of another living priestess, or have finally given up entirely. Either way, they want release from this cursed waking death and will attack the party hoping to find peace in the afterlife once their bodies are destroyed. Considering they want to die, they will only attack with their fists, their fear powers being held back, and only one priestess at a time will walk forward to do combat, the others staying back until their sister is destroyed.

6 Mummy Priestesses [AC 3, HD 6+3, HP 35, #AT 1, D 1-12, Rotting Fist will cause mummy rot unless a successful save versus magic is made. Can only be hit by +1 or better weapons and all damage from those is divided by 2]

TREASURE

6 ORNATE BRONZE MASKS (100 GP EACH).

6 Mummy Priestesses [AC 11, HD 9d8+18, HP 58, #AT 2, Hit +5, Dam Rotting Fist 10 (2d6+3) plus 10 (3d6) necrotic damage (plus a DC 12 Constitution check or be cursed with mummy rot), Dreadful Glare (DC 11 Wisdom or frightened and cannot attack until next turn), Damage Resistance: Non-Magical Weapons]



West Wing

14.

Entry Hall and Stair:

A long hall, broken in the middle by a small stair, creeps farther into the western sections of the temple.

15.

Acolyte's Chamber and Dragon's Lair:

The entry hall gives way to the musky odor of a massive beast mixed with acidic air that burns against the surface of your tongue.

Within the hall is a young black dragon, the beast summoned as a juvenile by Aman-Utep upon his arrival at the temple and still in residence as he has no direct way out. He isn't particularly cruel as most of his kindred, and takes some pleasure in making petty deals with the Kobolds who live within the temple proper. However, his favorite pastime is using his burgeoning magic to invest energy into one of the mummy priestesses he captured some years ago. She is currently chained between two pillars in his lair, and although dead when he captured her, she is once again 'alive', although not exactly like a normal human. Her desecrated flesh has been restored, and her

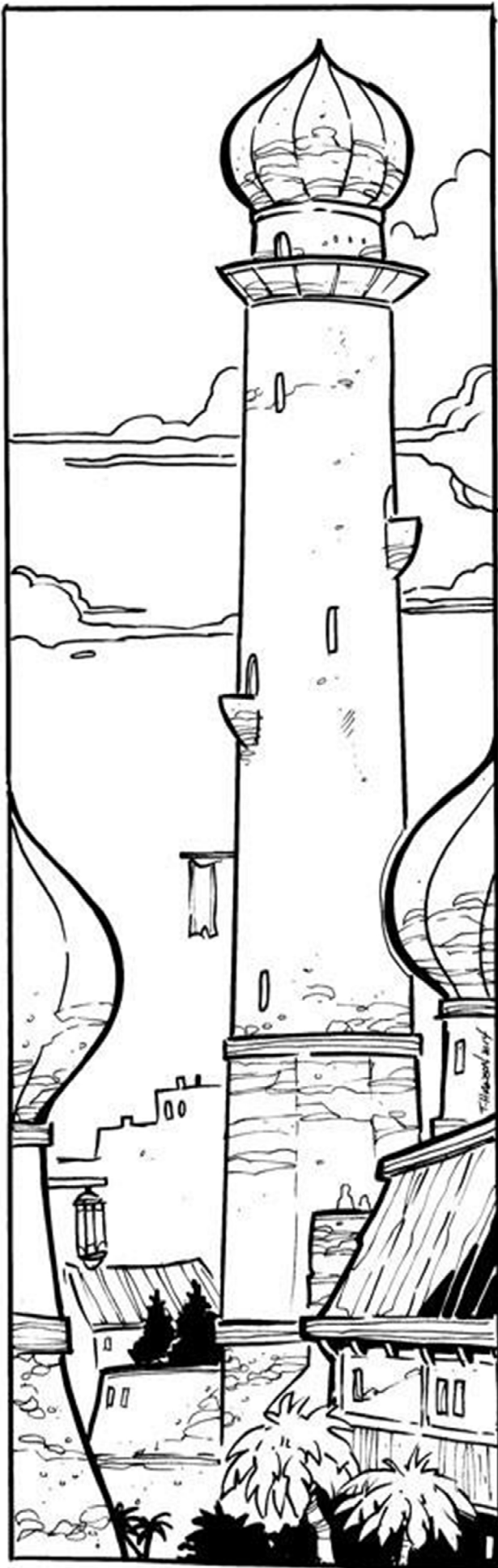
internal organs rejuvenated (the dragon has been having the Kobolds steal her canopic jars for several years), but her brain was destroyed in the mummification process so she is quite mindless, only driven by a desire to return to her 'sisters' and complete the works of Tefnut. Only powerful magic, such as a Wish or Heal spell, will restore her mind to full capacity.

Also, the dragon has yet to fully understand the street value of currency, so he has spent years collecting copper coins instead of hoarding gold. The Screammers would actually trade copper to the dragon for gold, then exchange it for goods with Ratmen closer to the surface.

1 Juvenile Black Dragon [AC 3, HD 6+12, HP 60, #AT 3 (Plus Breath Weapon), D 1-4+8/1-4+8/3-18+4, Claw/Claw/Bite (bite also does 2-12 acid damage), Breath Weapon (60 points in a 60' stream)]

TREASURE

19,800 COPPER PIECES, 270 SILVER PIECES, 45 GOLD PIECES, 17 GEMS (50 GP EACH), 200 PRECIOUS STONES (10 GP EACH), +3 LONGSWORD IN A SILVERED SHEATH, +2 SHIELD, WAND OF FIREBALLS (8 CHARGES LEFT), BRACERS OF DEFENSE AC 4 [BRACERS OF DEFENSE], DWARVEN PLATE MAIL +2.



1 Young Black Dragon [AC 18, HD 15d10+45, HP 127, #AT 3, Hit +7, Dam Bite 15 (2d10+4) piercing plus 4 (1d8) acid, Claw 11 (2d6+4) slashing, Acid Breath (recharge 5-6) Dex 14 saving throw or take 49 (11d8) acid damage (half that with a successful saving throw)]

16.

Secondary Priest Room:

Within this chamber, which looks to have been the sleeping room of a priest of some account, a magnificent fresco of an ancient tower still exhibits beauty on the southern wall. A chest, looking to have been drug from the treasure hoard of the dragon, rests close to the eastern wall.

The chest is actually a mimic, the thing hoping to draw targets to it for quick devouring.

1 Mimic [AC 7, HD 7, HP 36, #AT 1, D 3-12, Bite]

TREASURE

NONE.



1 Mimic [AC 12, HD 9d8+18, HP 58, #AT 1, Hit +5, Dam Pseudopod 7 (1d8+3) plus DC 13 escape versus its adhesive grip trait or be grappled and subject to Bite 7 (1d8+3) piercing plus 4 (1d8) acid, Grappler (all attacks on a grappled opponent are at advantage)]

17.

Tertiary Priest Room:

A single bed, now moldered and rotting, rests next to a broken desk, and bits of scrolls make up a pile of refuse in the chamber.

This was another priest's chamber, long since abandoned.

18.

Summoning Chamber One:

No door stands at the verge of this chamber, the room long with half-faded hieroglyphs upon the walls. At the far end is an empty fountain, and beside it, glowing in ghostly light, are three figures—one large, one robed in black, and the final woman-like with armor and blade.

These are the undead trio, an unfortunate wizard, his bodyguard, and his flesh golem that fell victim to his own failed summoning long ago. The spell turned them into undead and deposited them in this ancient chamber where they stay as though convinced that one day they will be sent back. However, invaders to their room are not allowed, and they will defend it with great purpose. They are now simply considered ‘greater undead’, and use mundane attacks against all victims.

3 Greater Undead [AC 3, HD 8, HP 48, #AT 1, D 1-10, Fist or Weapon]

TREASURE

NONE.

3 Greater Undead [AC 17, HD 8d10+8, HP 48, #AT 1, Hit +7, Dam Fist or Weapon 10 (1d8+6), Undead Traits]

19.

Mummification Chamber:

Hieroglyphs on the walls of this long open chamber depict all aspects of preparing a body for the afterlife. Several broken tables, now little more than piles of wood, litter the middle of the room, and around them half a dozen black skinned dogs lurk.

These are the hell hound pets of the dragon, kept here in a kind of kennel by the dark will and fear factor of the dragon. Once it is dead, they will begin to explore, the party being the first thing they choose to kill along their way.

6 Hell Hounds [AC 4, HD 4, HP 24, #AT 1, D 1-10, Bite, Fire Breath 4 HPs to all in 5' area]

TREASURE

NONE.

6 Hell Hounds [AC 15, HD 7d8+14, HP 45, #AT 1, Hit +5, Dam Bite 7 (1d8+3) piercing plus 7 (2d6) fire. Fire Breath (recharge 5-6) 21 (6d6) DC 12 dexterity saving throw for ½ damage, Pack Tactics (are considered at advantage on attacks if any other hounds are within 5')]

Clerical Wing

20.

Entry Stair:

A small rise connects the Clerical Wing of the temple to the Central Annex, a much larger room opening up at the end of the hall.

21.

Scorpion's Nest and Sacrificial Dais:

This grand salon, once decorated in full opulence to the goddess Tefnut, has fallen into darkness as the walls are blackened with mold, the floor stained with refuse and blood, and the artwork and pillars defaced with insane graffiti. A large vestibule lies to the east, and a massive set of double doors rise between heavy square pillars to the north. Along the south wall, a stone stair and stage rises, the bulk of it covered in shiny coppery-red boulders.

The boulders are actually a hive of giant scorpions, the nest rising to 'greet' anyone who looks to investigate the area.

6 Giant Scorpions [AC 3, HD 5+5, HP 35, #AT 3, D 1-10/1-10/1-4, Claw/Claw/Sting, Poison stinger (save versus poison or die instantly)]



TREASURE

A +2 SABRE OF SHARPNESS LIES AMID THE STONES, CLASPED WITHIN A SKELETAL HAND THAT WEARS A +2 RING OF PROTECTION.

6 Giant Scorpions [AC 15, HD 7d10+14, HP 52, #AT 3, Hit +4, Dam Claw 6 (1d8+2) plus grapple (DC 12 escape), Sting 7 (1d10+2) piercing and DC 12 Constitution saving throw or take 22 (4d10) poison or half that on a success]

22.

High Priest's Entry Salon:

A heaping pile of debris, some lashed together with ropes and cloth ties, bars entry into the chamber beyond, and a row of spears can be seen peeking out from holes in the makeshift wall.

This is the Kobold Defensive Works, a wall that can resist 50 points of area effect damage or 100 points of direct damage (like chopping or hacking with an axe). If attacked in any way, a gang of six Kobolds will begin hurling spears (more like javelins), arrows, and even poison darts (laced with dragon sputum acid).

6 Kobolds [AC 7, HD 1/2, HP 3, #AT 1, D 1-6, plus possible acid 1d4]

TREASURE

60 SILVER PIECES IN POUCHES AMONG THEM.

6 Kobolds [AC 12, HD 2d6-2, HP 5, #AT 1, Hit +4, Dam Javelin 4 (1d4+2), Pack Tactics (Kobolds are at advantage if attacking with allies within 5 feet), Dragon Acid 6 (2d6) applied to some attacks]

23.

High Priest's Chamber:

The double doors open to an odd sight as a small chair sits upon a dais of rat skulls surrounded by a thin layer of murky water that fills the room. Atop it is a large grey-scaled Kobold with an ankh around her neck, and beside it holding a carved stick is a yellowish Kobold with black teeth.

This is the Kobold Clutch Mother and her High Sorcerer. They will not wait to attack the party, the sorcerer casting a fireball, and the Kobold Clutch Mother casting Silence 15' Radius on a specially positioned stone on the floor. The sorcerer has already placed a Protection from Normal Missiles [As Protection from Energy, providing targets with resistance to all piercing damage] on the both of them (cast from a now used scroll). Unbeknownst to the party, once the outer room is breached, the sorcerer will have also summoned a water elemental that is currently pooled thinly on the floor and will rise up to attack any fighter trying to rush the dais.

1 Kobold Sorcerer [AC 7, HD 5, HP 30, #AT 1, D 1-4, Spells: each 3/day, Magic Missile, Shield, Fireball]

TREASURE

3 POTIONS OF EXTRA-HEALING [GREATER HEALING],
RING OF SPELL TURNING.

1 Kobold Sorcerer [AC 13, HD 5d6+5, HP 23, #AT 1, Hit +4, Dam Dagger 4 (1d4+2), Pack Tactics (Kobolds are at advantage if attacking with allies within 5 feet), Spells: each 3/day, Magic Missile, Shield, Fireball]

1 Kobold Clutch Mother [AC 5, HD 4, HP 24, #AT 1, D 1-8 (Mace), Spells: each 3/day, Cure Light Wounds, Bless, Spiritual Hammer (manifests as a javelin)]

TREASURE

CENSER OF CONTROLLING WATER ELEMENTALS, RING OF PROTECTION +2, 320 GP IN A POUCH BENEATH HER SEAT.

1 Kobold Clutch Mother [AC 15, HD 4d8+8, HP 32, #AT 1, Hit +4, Dam Mace 6 (1d8+2), Pack Tactics (Kobolds are at advantage if attacking with allies within 5 feet), Spells: each 3/day, Cure, Bless, Spiritual Weapon]

1 Water Elemental [AC 2, HD 8, HP 48, #AT 1, D 5-30, +2 or better weapon to hit]

TREASURE

NONE.

1 Water Elemental [AC 14, HD 12d10+48, HP 114, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Whelm (recharge 4-6) DC 15 Strength saving throw, on failure take 13 (2d8+4) bludgeoning and grappled (DC 14 escape), Damage Resistance: Non-magical weapons]

24.

Hall of Doors:

A large square chamber filled with eight slender pillars mimics many others found in the temple, this one containing a set of double doors to the east and west, while allowing entry into a larger hall to the north. In the middle of the chamber a slithering swarm of tentacle-faced centipede creatures writhe.

Five Hate Crawlers, drawn by the malignant nature of Aman-Utep, have gathered here and will attack the party upon entry into the room.

5 Hate Crawlers [AC 4, HD 4+3, HP 27, #AT 8, D ---, Paralysis]

TREASURE

NONE.

5 Hate Crawlers [AC 14, HD 7d10+21, HP 59, #AT 2, Hit +8, Dam Tentacle 4 (1d4+2) poison damage and the target must make a successful DC 15 Constitution save or be paralyzed for 1 minute, Bite 7 (2d4+2)]

25.

Canopic Storage Chamber:

The door gives way into a chamber filled with shelving and highly stylized jars made of fired clay and ivory. Most are covered in painted runes and topped with visages of animals. On the floor, the desecrated husks of half a dozen kobolds lay in tortured repose.

This is the chamber of the various canopic jars for mummies that were prepared during the time of the fully operating temple. The jars of all the mummy priestesses can also be found here, but those of Aman-Utep are kept with him in Room 27. A ghost of a former high priestess protects the chamber from looters and will attack anyone trying to take a jar.

1 Ghost [AC 0, HD 10, HP 60, #AT 1, D age 10-40 years, Magic Jar, Aging Touch (saving throw versus magic), +1 or better weapon to hit]

1 Ghost [AC 11, HD 10d8, HP 45, #AT 1, Hit +5, Dam Touch 17 (4d6+3) necrotic, Etherealness, Horrifying Visage (DC 13 Wisdom or be frightened for 1 minute), Possession (recharge 6) DC 13 Wisdom or possessed by the ghost, Damage Resistance: Non-magic weapons]

26.

Relic Vault:

Although a mighty lock must have once hung upon the heavy doors to this chamber, it was long ago removed. Now, the chamber beyond is little more than an empty room with torn sacks, shattered chests, and broken pottery.

The room is empty, having long ago been raided by dwellers in the temple.

27.

Lair of Aman-Utep:

A long dry fountain dominates the center of this large chamber, twin square pillars at the back wall and various mounds of rubble throughout. The faded paintings on the walls speak of opulence lost and a river goddess with light blue skin, but untold graffiti blots out most of them. Resting against the fountain is a tall and lean man wrapped in rags and clutching a black scythe. He mumbles to himself, gibbering occasionally.

TREASURE

NONE.



This is the once mighty Aman-Utep, now little more than a mindless, mad monster. Still, he has various protections upon him, and his status in the pantheon of undeath is great. When the players arrive, he will gibber and laugh before rising and screaming a terrible throat wrenching curse, his attack coming without pause.

1 Mummy Lord [AC 3, HD 13, HP 104, #AT 2, D 1-10+8/1-8+8, Fist and Scythe, +2 or better weapon to hit, Mummy Rot, Power Word: Stun 2/day]

TREASURE

**DARK SCYTHE +3, GOLDEN CROWN (750 GP),
VARIOUS JEWELRY (2000 GP IN TOTAL).**

1 Mummy Lord [AC 17, HD 13d8+39, HP 97, #AT 2, Hit +9, Dam Rotting Fist 14 (3d6+4) Scythe 22 (3d10+7), Blasphemous Word (DC 16 Constitution or be stunned until the mummy lord's next turn) or Extra Attack, Vulnerability: Fire, Damage Immunities: Non-magical weapons]

The Entry Part II

28.

Teller Ambush:

The great threat below has been defeated and the lost temple cleared. Although pressed, you've managed to collect your goods and head toward the light of the surface. At the entry to the temple, however, light appears from flickering torches, as a group of men have assembled there.

This is the Teller ambush, and Notorus Rexa is here to finally put an end to the characters, claim their hard-won treasure, and establish himself as the one and only power of the Patina. He is not here to mince words, and will attack quickly and violently. If he has any particular grudges (brought about through role-play during the campaign), he will seek out the players involved and attack them first. Remember, this is to press the characters to their breaking point, so I've left the final total of thugs up to the GM.

? Thugs [AC 8, HD 5, HP 20, #AT 1, D 1-6+2, Blade or Club, Gang Tactics: +2 to hit & damage while fighting with allies]

TREASURE

UP TO 4 SILVER PER THUG.

? Thugs [AC 11, HD 5d8+10, HP 32, #AT 2, Hit +4, Dam Blade or Mace 5 (1d6+2), Pack Tactics (any thug has advantage on attacks if within 5' of another thug)]

Notorus Rexa [AC 3, HD 10, HP 65, #AT 2, D 1-8+8/1-8+8, Longsword, Gang Tactics: +2 to hit & damage while fighting with allies]

TREASURE

LONGSWORD +2, DIAMOND RING (1000 GP).

Notorus Rexa [AC 17 (Splint), HD 10d8+18, HP 79, #AT 2, Hit +6, Dam Longsword 9 (1d8+5), Pack Tactics (advantage on attacks if within 5' of another Teller), Magic Longsword (+2)]

Thus ends The Hidden Valoria, and be sure to invest time in the Gazetteer section for your final conclusions to this epic low level campaign.

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The Forgotten Temple is now within reach, the final puzzle solved and the doors standing before you. Can the heroes of the Patina Court brave the last great hurdle into legends among the neighborhood, and even Valoria as a whole? What dangers lie beyond the threshold, and what kind of threats still exist from the Court itself? Join the adventure in this epic conclusion to The Hidden Valoria Campaign! The Forgotten Temple of Tefnut is an adventure module for 4-8 characters levels 5-7, and fully detailed for both 1E and 5E formats.

