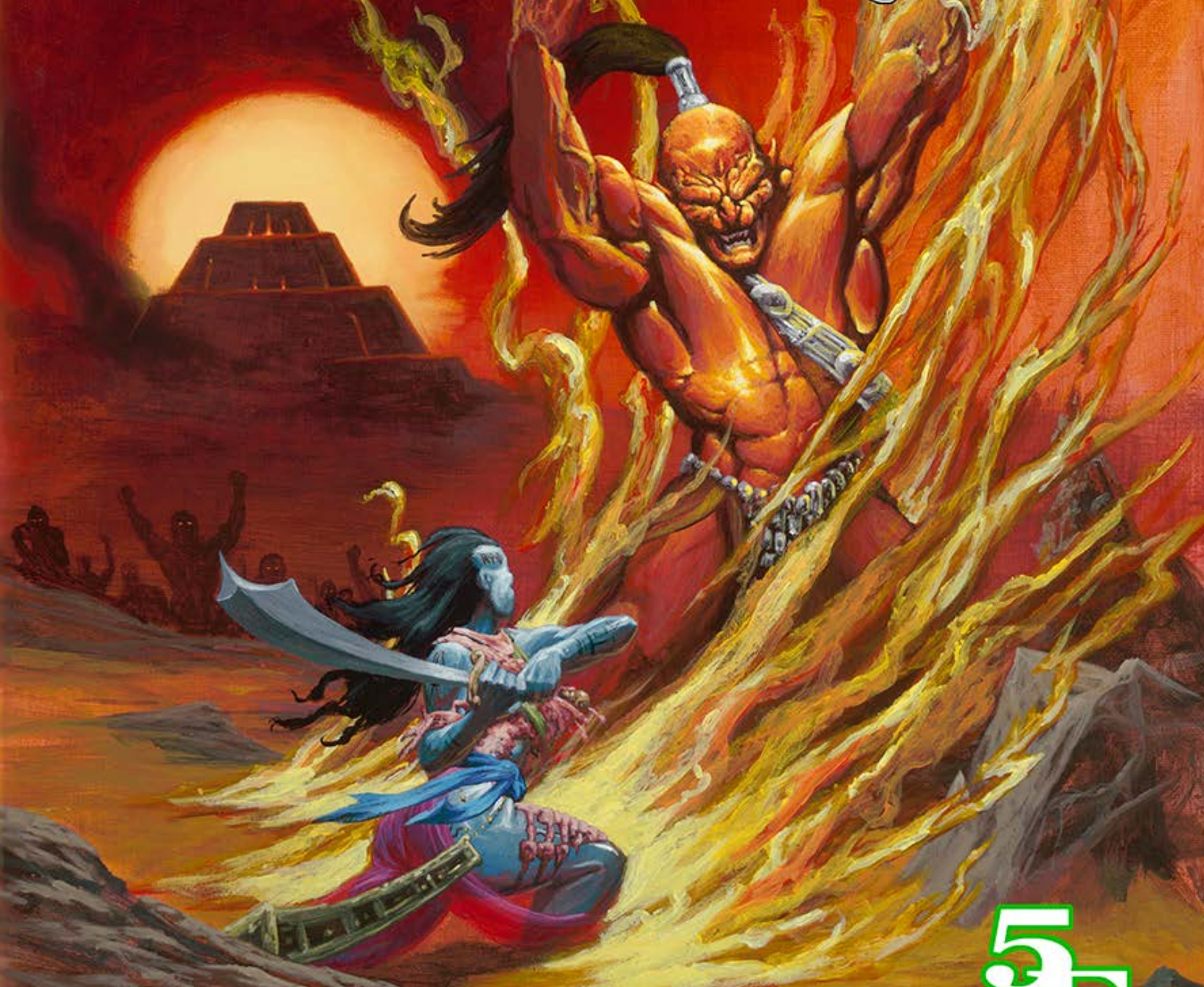


The Search for BL1

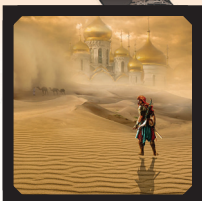
Darwah's Temple



*A mid-level fantasy adventure by
Luke Gygax and James M. Ward*



Dungeons & Dragons



The Search for Darwah's Temple

Introduction

Welcome to Okkorim, a new fantasy setting forthcoming from Luke Gyax. This module is the tournament module for Gary Con V. The scenario takes place in the Blighted Lands, deep in the heart of Okkorim. Information on the history and environment is included with this module.

Okkorim is a harsh setting where only the strong and cunning can expect to survive. It's a place of adventure, arcane magic, dark power, and deadly foes. This first adventure briefly touches on the City of Chentoufi with its labyrinth of political factions and machinations, dark sorcery, secret cults & criminal organizations, and leads the adventurers straight into The Blighted Lands — a most dangerous place for the ignorant or unwary.

Okkorim Background

Sages claim that the lands of Okkorim were once fertile and verdant, crisscrossed with waterways and surfeit with a host of fauna. The land was rich with resources and well suited to providing sustenance for its inhabitants. One group of people flourished, conquering their neighbors and incorporating them into their realm. Thus was the Ydrissid Empire built.

The Ydrissid civilization prospered and expanded until it held the entirety of Okkorim under its power. Their breathtaking might was due to their mastery of arcane wisdom and dweomercraft. Ydrissid mages were powerful and ambitious. Over the centuries, they extended their influence across all the known lands and into many other planes of existence. At the height of their empire, a cataclysm struck Okkorim. Somehow, a powerful elemental force was unleashed in the heart of the Ydrissid civilization.

Centuries have passed since the dark day that created the Blighted Lands and changed the environment of Okkorim into the barren wasteland that it is today. New civilizations have risen from the ashes of the Ydrissid, but none have discovered the secrets of their might. The structures of the City of Chentoufi survived The Wrath, but its populace was decimated. The city teems anew with a mishmash of human people and a sprinkling of non-human as well. The muzhry, sometimes called the blue men of Okkorim, live in the desert and roam the Blight occasionally. Somewhere, hidden in the desolate and dangerous reaches of the Blighted Lands, the treasures of the ancient Ydrissid are waiting to be discovered.

Adventure Synopsis

This scenario was designed to serve as a two part tournament module. Round One is an overland adventure into the deadly & scorched area known as the Blighted Lands. It takes the players from the old and decaying City of Chentoufi to the ruins of Ghulmim inside the Blighted Lands. Once there, they must enter Darwah's shrine and activate the magical gateway to the Temple of Darwah near the Lost City of Bhaleel.

Round 2 begins when they travel through the gate and arrive in front of the Temple of Darwah. Unfortunately, the Temple of the Water God has been subjugated and desecrated by Andizzt, a powerful Elemental Lord of Fire. The party must work their way inside, reverse the subjugation of the Temple in order to secure a quart of the Water of Life from the Sacred Pool.

Special Note

The Blighted Lands module contains new and unfamiliar words. Please refer to the Glossary page (in the **Appendix**) for any needed definitions and pronunciations.





The Search for Darwah's Temple

How to use this Adventure

“**Flavor text**” is printed boldface. This is intended to be read aloud or otherwise shared with the players in whatever manner you wish. Feel free to edit or embellish at your discretion. Regular adventure information is printed in a normal type face.

“You” refers to the Game Master, the presumed reader of this work. Some text may be read aloud to players, it then being designated by **boldface type**.

The **abilities** of player characters in 5th Edition games are specified in ranges of 3-20. Statistics include the traits of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. ‘Tests’ of such traits are commonly used in variable situations, and each requires rolling a d20 and adding appropriate modifiers. How these checks work is standard to fifth edition rules.

Creature information is a little different than in other 5e adventure modules.

Full 5e stat blocks for unique creatures are found in **Appendix A**. Within the text, in the interest of reducing the necessity of flipping to find statistics in this Appendix, we have included what we call “quick” stat blocks. In the interest of brevity, these listings do not include all details, but you can always refer to the full versions as needed.

In addition, these short stat blocks only note damage type if it is “special” like lightning, force, psychic, poison, etc. The knowledge that teeth and short swords are piercing; claws, axes, and long swords are slashing, etc., is assumed. The goal is to save space while still providing all the information you need to run the scenario with a minimum of back-and-forth page flipping.

A standard brief stat block appears as follows:

Spider, Giant

Large beast, unaligned

AC 14, HP 26 (4d10+4), Spd 30ft., climb 30ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (0)	4 (-3)

Skills Stealth +7

Immunities poison, poisoned

Resistances bludgeoning, psychic

Vulnerabilities fire

Senses blindsight 10ft., darkvision 60ft., Perception 10

Spider Climb. Can climb difficult surfaces and upside down along ceilings without ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. Ignores movement restrictions caused by webbing.

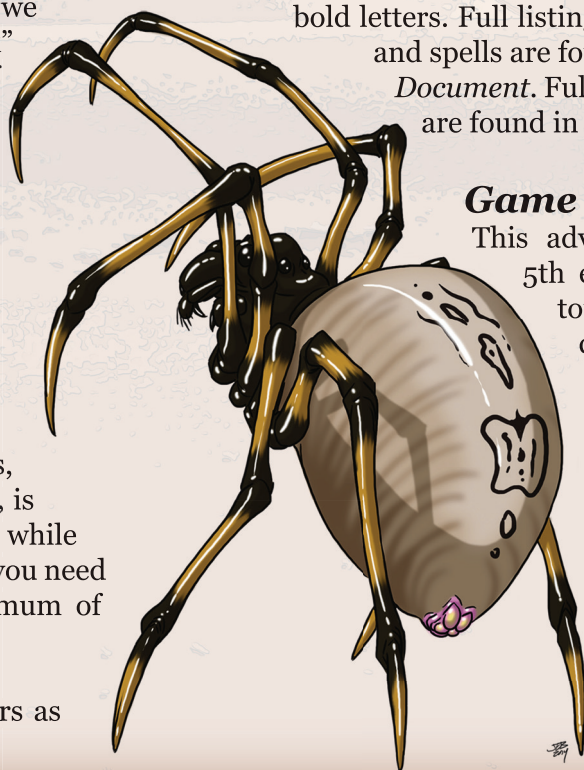
Web(Recharge 5-6). +5 (range 30ft, target restrained; web has hp 5, AC 10. DC 12 Str neg.)

Bite. +5 (1d8+3 plus 2d8 poison plus poisoned, paralyzed/1 hr [Con DC 11 for half damage]).

Note: Magical items in these stat blocks are listed in all bold letters. Full listings for standard creatures, items and spells are found in the 5E *System Reference Document*. Full details on new items and spells are found in Appendix B.

Game Master Notes

This adventure has been adapted for 5th edition play from a 1st edition tournament adventure. In its current form, it should provide a reasonable challenge for 5-8 characters of levels 7-10. While material in **bold** is meant to be read aloud, material in *italics* is important data for the game master that she may decide to share with her players or not as she sees fit.





The Search for Darwah's Temple

Player's Introduction

You crossed the waters of the Sea of Najur to explore the ruins of the ancient Ydrissid (Eedriiss- id) Empire for lost treasure and magic items. You arrived at the docks outside Chentoufi (SHEN- Two-Fee) a short two days ago. The tales you heard of the size and beauty of its skyline were not exaggerated. Once you passed through the gates, your senses were bedazzled by the strange sights, sounds, and odors that wafted through the crowded and busy streets.

That evening at the inn, you met Jadeed, a priest at a local temple dedicated to Azyymm, the Okkorimi God of the Sea. He spoke of the terrible problem facing his temple and their faithful. The spiritual leader of the Jhaburi people, Ardalan, fell prey to a terrible curse while healing one of the faithful. He lies in a dreamless slumber, incapable of performing the rites needed to ensure the propagation of Jhaburi crops and livestock. Without these rites, Jadeed's people must either pay exorbitant prices to the Wazir or face starvation. The clerics of the temple have slowed the effects of Ardalan's curse, but when their wards fail five days from now, Ardalan will perish. Jadeed is certain that a draught from the Water of Life is capable of cleansing Ardalan's spirit, saving his life and ensuring the future of the Jhaburi people.

After hearing Jadeed speak and seeing the plight of the Jhaburi, you readily volunteered to assist these good people in their time of need. Jadeed asked you to meet him first thing in the morning tomorrow at the temple.

You arrived an hour after sunrise, and Jadeed ushered you into the Temple's inner chambers to brief you on the situation. The Temple to Darwah was located deep in the interior of the Ydrissid Empire near a city named Bhaleel [bah-lēl]. Unfortunately, the whereabouts of Bhaleel have been lost over the centuries. Jadeed was able to discover through rigorous research and divination that a magical gateway exists between a shrine and the Temple in Bhaleel.

The shrine is located in the buried ruins of Ghulmim (Gool-meem) on the edge of the Blighted Lands to the south and east of Chentoufi. Your quest is to find the Shrine of Darwah in the ruins of Ghulmim, identify the gateway and discover the means to open the portal to the Temple of Darwah. Once there, the Sacred Pool should be easily located in the inner sanctum of the temple.

Jadeed escorts you outside to a small courtyard where saddled horses await. The priest hands you a few items for your quest: a map, a pair of slender wooden rods, an old battered brass lamp, a beautifully carved blue crystal decanter, and a small replica of a boat. He suggests you follow the map to Ghulmim and find the twin blue minarets that mark the shrine. The rods should divine the location of the entrance to the shrine. Once you find your way to the Temple of Darwah fill the decanter with the Water of Life. The small boat is a powerful talisman. Simply crush it underfoot and it transports all within a ten foot radius back to this location. Each of you shall also be rewarded with a topaz worth more than 3,000 gold!

Jadeed grasps your hands in friendship and gratitude as you each mount your steeds. He tells you to make haste as all is lost if you do not return before midnight of the fifth day.

Pause for a few seconds here to allow the players to ask questions. Jadeed has limited information of value:

- If asked, Jadeed relates that a powerful Jinn within the old battered brass lamp (Ekul's Vessel of Confinement, see Appendix B) can provide a service thrice per week. He finds the Jinn evil.
- The Blighted lands are extremely hot, and water is scarce. There are dangerous creatures in the Blight: tormented spirits, giant scorpions, and giant lizards.
- The blue men of the desert (the muzhry) are a nomadic people that live on the edge of the Blighted Lands. They look human but have pale blue skin, and all have tattoos. It is possible to barter with them, but they are wary of strangers.
- The Rift is a dangerous location. Rumors tell of fell beings inhabiting the locale in and around this treacherous cleft.



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A gust of fresh air blowing from the South pulls at your clothing as you ride out of the courtyard. The air is hot and dry, but it serves to drive away the cloying amalgamation of scents that is uniquely that of the ancient city of Chentoufi.

You pause as you reach the main intersection on a slight rise to take an inventory of the equipment you have on hand and survey your surroundings. You see all sorts of laborers going about their business as the merchants in the bazaar call out the superiority of their wares. The road straight ahead leads out past the green irrigated fields that stand in stark contrast to the terrain further in the distance that eventually leads to the Blighted Lands.

How do you wish to proceed?



Beginning the Adventure

Hand the Players their map (see Appendix D) and the items provided by Jadeed the priest's agent:

- Battered bronze lamp (Ekul's Vessel of Confinement) which summons Zizi the Jinn up to three times per week; (see Appendix A & B).
- Specially prepared crystal decanter (Decanter of Blessed Sacrament; see Appendix B for more information) to capture 1 quart of the Water of Life from the Sacred Pool.
- A pair of slender wooden wands (18" in length) that will indicate the door to Shrine of Darwah (Rods of Divining; see Appendix B for more information)
- Riding horse for each PC, with saddle & tack, saddle bags with 5 days of horse feed, 5 days trail rations, blanket, and (2) 2-gallon water skins.

The players can either get moving immediately OR spend time looking around for information and/ or equipment. The area outside the Merchant Gate has many buildings and residents including inns, beggars, thieves, whores, mercenaries, merchant guild post, teamster's guild, weapon shops, blacksmith, smoke shops, and a large open air bazaar area with a section for livestock auctioning. The party can accomplish two useful actions here if they choose to spend the time.

- A. The party can find additional equipment, but time is required finding the store or booth in the bazaar that sells any given merchandise. The prices are also triple the normal cost for most items. Culturally, haggling is expected with any purchase. As this party is comprised of foreigners, the local merchants begin bargaining at approximately 10x the actual cost. The characters can haggle back and forth to reduce the price to double or triple the normal cost, but this also takes time. Just paying the outrageous sum (10x) gets the party out the door quickly. Buying camels is the most time consuming, requiring a minimum of an hour, particularly if the party wants to trade their horses for camels. There is no magic store anywhere within the bazaar. Keep track of how much time the party spends here.
- B. The party may locate a 'sage' in the area that has information on the Blighted Lands and the Ydrissid. The party must bribe a beggar or buy drinks for one of the locals in a tavern to procure information as to the whereabouts of the 'sage'. It then takes a full hour to sit and talk with him. The sage is a bedraggled old toothless man addicted to inhaling the smoke of the Purple Dalia flower (a rare desert flower). His information is primarily inaccurate ramblings. He does, however, impart that Darwah was venerated as a goddess of healing and resurrection by the Ydrissid. Darwah had a name known only to her initiates, Belwah or the life-giver.

Note: speaking either "Belwah" or "Life Giver" while pouring water into the bowl held by the statue in the Altar Room (Area #9) in Darwah's Shrine activates the Gate to the Temple of Darwah.





The Search for Darwah's Temple

Special Rules For Travelling in the Desert & Blighted Lands

Water Requirements When Travelling in the Desert and Blight			
	Human/ Humanoid	Horse	Camel
Desert	4 quarts water per day	5 gallons water per day	30 days w/o water
Blight	6 quarts water per day	8 gallons water per day	10 days w/o water

Notes:

These original rules are from an earlier version compatible with 1e systems. They are included for you to use at your discretion. The fifth edition rules on exhaustion are an alternate way to manage heat exhaustion, lack of adequate hydration and the wearing of metallic armor in the oppressive heat of the Blighted Lands.

- Travelling at night halves water requirements. Navigation in the dark is more difficult (for those without darkvision anyway), and the rate of movement is also halved.
- Wearing metal armor (chain, scale, splint, etc.) requires an additional quart of water be consumed per day and also causes 1d6 points of fire damage daily if worn in sunlight 1000-1400; Blight sun causes 2 points of damage per hour from 1000-1500.

Lack of Water in the Desert

Character parties that run out of (or low on) water while crossing the desert or Blighted Lands find their health suffers from exposure to the extreme conditions as described below.

Half ration of water (50-99% of required):

Characters must succeed on a DC 15 Constitution save at the end of each day's travel to avoid suffering 1 level of exhaustion, which cannot be recovered until a full ration of water is drunk. **Horses** cannot heal naturally, and their movement is reduced by 1/4. The cumulative effect of water deprivation causes 1d3 damage per day after 5 days of half rations. Horses forced to travel at full speed while on half rations suffer 1d6 damage per day.

No water (49% or less of required): At this level of deprivation, **characters** cannot recover hit points naturally. Everyone must succeed on a DC 17 Constitution saving throw at the end of each day's travel to avoid suffering a level of exhaustion which cannot be recovered until 1 full ration of water is drunk. If characters with no water fail their save for three consecutive days they lose 3 points in each (Strength, Dexterity, and Constitution), and take 7 points of damage (1 for day one, 2 for day 2, and 4 for day 3). The temporary attribute losses are regained at 1 point per statistic per day of full ration and 1d3 points per day with full water ration and complete rest.

All **spell casters** must succeed on a DC 10 + (2 multiplied by the number of days without water) Constitution check or be unable to regain spell slots expended that day.

Horses without water (49% or less of required) cannot heal naturally. Their movement is reduced by 1/2 and they suffer 1d3 points of damage daily. Horses in this condition forced to 3/4 speed suffer 1d6 damage/day. Those forced to full speed suffer 2d6 damage/day.

Lack of Water in the Blighted Land

Half ration of water (50-99% of required):

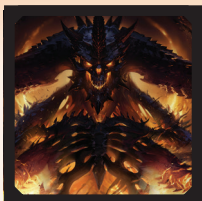
Same as desert with No Water.

No water (49% or less of required):

Characters cannot heal naturally. All party members take 2d4 damage and must succeed on a DC 12 Constitution saving throw or reduce their Strength, Dexterity, and Constitution by 1 AND take an additional 1d4 damage per day they've been without water. All subsequent failures result in +1 d4 damage to health cumulative (e.g. 1st failure is 2d4+1d4, second failure is 2d4+2d4, 3rd failure is 2d4+3d4, etc.).

Spell casters do not regain expended spell slots.

Horses without water (49% or less of required) cannot heal naturally. Their movement is reduced to 1/2 speed with no load, 1/4 speed with load (passenger etc.). Those forced to 1/2 speed with rider suffer 2d6 damage. Loaded or not, horses suffer 1d6 damage per day from dehydration.



The Search for Darwah's Temple

Movement Speeds and Navigation

Standard wilderness exploration rules apply to most terrain, but the desert and Blight are more challenging. The blowing sands, heat mirages, and emptiness of the terrain confound navigation. Characters must succeed on a DC 13 (desert) or DC 18 (blight) Wisdom (Survival) check every 4 hours or veer off course, becoming lost. Traveling at half speed grants the navigator advantage on these rolls, while a forced march or traveling at night imposes disadvantage.

If the party becomes lost, roll one d6 to determine which direction they travel for the next 4 hours. If the result is a 1-3 they veer 30/60/90 degrees to the left; if the result is 4-6, they veer 30/60/90 degrees to the right of their previous direction. Check every four hours of travel. It is possible to end up heading 180 degrees in the wrong direction if two subsequent failed checks each involve turning 90 degrees in the same direction.

Traveling Speeds		
	Road	Desert/Blight
Foot	20 miles/day	10 miles/day
Horse	50 miles/day	25 miles/day
Camel	30 miles/day	20 miles/day

Note: The Player's map is not to scale.

Start	End	Distance
Chentoufi	Wadi Al Kadeeri	35 miles by road 8 hours by horse 1.75 days on foot
Wadi Al Kadeeri	Wadi B'Nassir	20 miles by road 5 hours by horse 1 day on foot
Wadi B'Nassir	Ghulmim	18 miles by desert/Blight 9 hours by horse 2 days on foot
Wadi Al Kadeeri	Lone Spire	25 miles by desert/Blight 12 hours by horse 2 days on foot
Lone Spire	Ghulmim	15 miles via Blight 8 hours by horse 1.5 days on foot

Travelling Toward Ghulmim

The Environment:

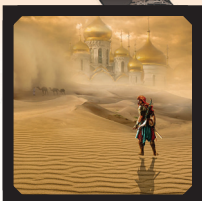
The land immediately adjacent to Chentoufi is well irrigated and fertile. As the party travels inland, away from the city, the terrain becomes dry grazing land for sheep. Continuing further, it turns to scrub brush & rocks, then eventually to desert after half a day's mounted travel. Desert makes up much of the terrain on this portion of Okkorim. The temperature fluctuates between scorching highs of 120 degrees Fahrenheit to lows of 60 degrees most of the year. The brief winter period is marked by decreased temperatures and flash flood producing rainfall.

The desert is typical of most dry deserts: yellow sand that is soft and difficult to travel through. The wind blows the sands and can easily change topography, erase tracks, or be stirred into clouds of stinging projectiles depending on its strength.

The Blight is more difficult to categorize as the terrain varies in places and is not completely desolate. The Blight consists primarily of black sands and dark colored stony outcroppings. Little vegetation grows in the Blight, and few natural creatures inhabit it. Temperatures reach an incredible 140 degrees on a regular basis and plunge into the 50s in the night. Little information exists on the Blight other than what can be gained from short forays into the black sands. Most that delve far into its depths do not return.

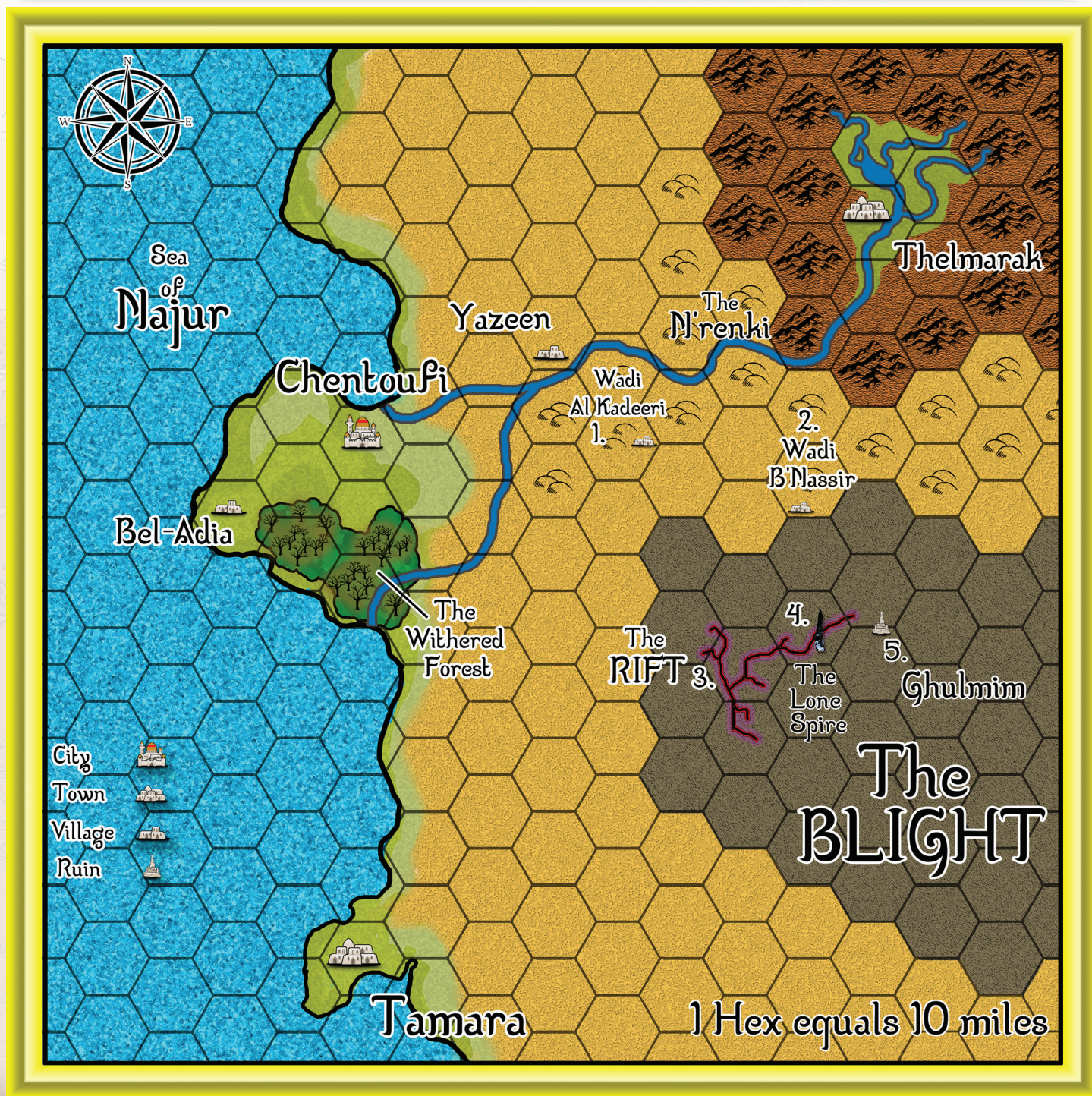
These factors require travelling heroes to either increase their standard water supplies, or they and their animals will suffer. Although this logistics function of the game is not normally a factor, in this scenario, the players must attend to hydration or suffer impairment. The effects of the heat and sun also increase because the characters are not acclimated to this environment.

NOTE: Zizi the Jinn can create food and wine for 2-12 people. Don't allow the players to consult reference book concerning Jinn abilities during the game. If they ask the Jinn for water, he can provide it, resolving any water issues for the PCs (but not the horses) during the adventure.



The Search for Darwah's Temple

Encounters En Route To Ghulmim (Darwah's Shrine)





The Search for Darwah's Temple

1. Wadi Al Kadeeri

The desert terrain seems to go on endlessly. The sand dunes rise and fall as you trek onward with the hot gusts of wind doing little to alleviate your discomfort. Sweat is flowing freely down your face and into your eyes. You pause to clear the stinging perspiration from your face when a soft clapping sound and the grunt of a camel as it runs over a dune echoes from your left. A small blue-faced figure, likely a child, dressed in a saffron colored robe with a white headscarf sits atop the dromedary bouncing as the animal clumsily crosses your path. The scene is interrupted by screams of pain that shrilling pierce the stifling hot air and fade away.

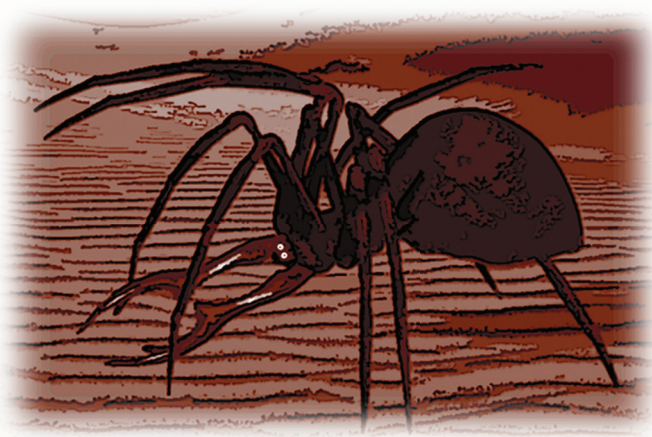
The lad upon the camel is Sus'mee, an 8 year-old Muzhry child. His guardians slapped his camel so it would run away when the giant sun spiders ambushed them. Sus'mee is the son of a powerful Fakir (Fa-Keer), a Muzhry shaman. He is unharmed and is seemingly enjoying the adventure. He is not hostile and poses no threat.

The sounds of battle interrupt your scrutiny of the boy. They come from the same direction as did the screams of pain.

Once the characters cross two or three sand dunes towards the sounds of screaming and battle, read on.

As you crest the top of a low sand dune, you see a swirling battle directly before you. Several tall, lean, blue-skinned figures garbed in blue and yellow striped robes and checkered head scarves wield oddly shaped sickle-swords against a group of horrific monstrosities. Four six-foot-long, spider-like creatures, each with 10 appendages, are in the midst of the robed men, knocking them down and shearing them in two. Several camels lie bleeding on the ground with their limbs severed, victims to the powerful mandibles that compose fully one third of the creatures overall length. The blue-skinned men are fighting valiantly, but it is apparent the monsters have the advantage as one of them slices through the tattooed face of a warrior.

Sus'mee cries out in shock and terror at the carnage if he sees it, calling out for the party to save his uncle.



Giant Sun Spider (4)

large beast, unaligned

AC 14, **HP** 45 (6d10+12), **Spd** 30ft., climb 30ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+1)	4 (-3)

Skills Stealth +7

Vulnerabilities fire

Resistances bludgeoning, psychic

Immunities poison, poisoned

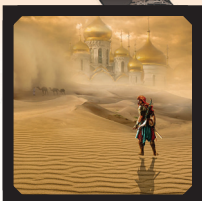
Senses tremorsense 30 ft., Perception 10

Spider Climb. Can climb difficult surfaces and upside down along ceilings without ability check.

Web Walker. Ignores movement restrictions caused by webbing.

Bite. +6 (2d6+2 plus target grappled (DC 14), and spider can automatically hit target with bite)

Appearance: Giant Sun Spiders are six feet long and three feet high at the shoulder. These creatures are similar to spiders but have 10 appendages and only 2 body segments. Sun Spiders have large red mandible-like jaws (chelicerae) that make up close to a third of their overall length. These powerful weapons can easily slice through hard objects such as metal armor, bone, etc. The creature has a dark brown body with bristly hairs protruding from its many legs. The top center portion of its back is black with yellow stripes running from head to rear.



The Search for Darwah's Temple

Muzhry Warrior (4)

medium humanoid (Muzhry), lawful neutral

AC 16, HP 11 (2d8+2), Spd 30ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	12 (+1)	10 (0)	12 (+1)	8 (-1)

Saves Str +4, Con +3

Skills Athletics +4, Intimidation +1

Senses Perception 11

Defense. When the muzhry warrior is wielding a khopesh sword and another creature makes a melee attack against it, the muzhry warrior can use its reaction to add +2 to its AC against that attack.

Second Wind (recharges after a long rest). The muzhry warrior uses a bonus action to regain 1d10+2 hit points.

Action Surge (recharges after long rest). On its turn, the muzhry warrior takes an additional action on top of its regular action.

Khopesh. +4 (1d8+2, crit on 19-20).

Short Bow. +3 (range 80/220ft, 1d6+1).

Twelve Muzhry warriors faced the spiders when first they attacked, but only four remain alive when the characters arrive. They protect the boy, Sus'mee, and hope only to survive the encounter with the Sun Spiders.

Items: Dressed in desert robes, these blue-skinned humans average 6`9" in height. They each carry: a short bow, 20 arrows, khopesh, dagger, 6 silver, 3 gold, Muzhry clothing, lizard skin boots, and 2 x gallon water skins.



Amra, Muzhry Hetman

medium humanoid (Muzhry), lawful neutral

AC 20, HP 52 (8d8+16), Spd 30ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	14 (+2)	10 (0)	10 (0)	13 (+1)

Saves Str +5, Con +3

Skills Athletics +5, Insight +2, Intimidation +3

Senses Perception 13

Second Wind (recharges after a long rest). The muzhry warrior uses a bonus action to regain 1d10+2 hit points.

Action Surge (recharges after long rest). On its turn, the muzhry warrior takes an additional action on top of its regular action.

Magical tattoos (1/day). Amra uses a bonus action to increase his Strength to 18 for 1 minute.

Multiattack. (+1 Khopesh, Dagger)

Khopesh. +6 (1d8+4, crit 19-20)

Dagger. +5 (1d4+3, crit 19-20)

Composite Short Bow. +4 (range 70/210ft, 1d6+2, crit 19-20)

Amra is a fierce desert warrior. He fights to save his men and protect his nephew Sus'mee.

Appearance: Amra is dressed in dark blue and gold-striped robes of light weight fabric with an azure colored head scarf and pointed yellow leather slippers. His skin is blue, almost cerulean, darker than his comrades. Glimpses of tattoos with geometric shapes and strange sigils peak out under his clothing.

Items: +1 Khopesh, bow, 20 arrows, **potion of greater healing** (4d4+4 points), 12 silver, 20 gold, 8 platinum, 2 turquoise gems (100 gp, 150 gp), 2 x gallon water skins, and **fire scorpion poison antidote** (3).



The Search for Darwah's Temple

Once the party vanquishes the sun spiders, Amra embraces them as friends and gives the party a simple leather necklace with a blue crystal carved in the shape of a water drop. This pendant marks the party as friends of this Muzhry Clan. Amra also provides his **potion of greater healing** and his **fire scorpion poison antidote** to the party. The antidote removes the poisoned condition and makes you immune to poison damage and the poisoned condition for 10 minutes. Amra also knows information about the Rift, the Lone Spire, and the environment in general.

If the characters ask him specifically about Ghulmim and the Shrine, he replies that his cousin Omar, **“recently sold foodstuffs, wine, and slaves to one of the Unclean that took up residence near the ruins”**.

He is referencing the Harrumi mage, Golgoran. Amra knows little of these humanoids other than the fact that they are, **“tall like the people”** (Muzhry) with strangely colored eyes. **“They have great strength and wield powerful dweomers.”**

Note: the necklace can assist the PCs if they engage the muzhry at the Fire Temple in a friendly manner. The party may refill their waterskins at this wadi as well.

2. Wadi B’Nassir

You continue your seemingly endless trek through the dry scorching heat sucking the moisture from your pores in epic quantities. Soon you detect a change in the air. The dry, oppressive heat has lessened somewhat, and a touch of humidity teases your senses. It almost feels like rain is nearby, but there is not a cloud in the sky. Your party continues on, the sand dunes rising and falling as you trudge onward. Your party crests another small sand dune and stops dead in its tracks as you hear a frightful shriek.

About 60 feet distant, a blight demon has detected life. He is approaching the characters to end theirs. Clerics and paladins feel an evil presence as they near the blight demon.



Blight Demon

Medium fiend (demon), chaotic evil

AC 16, **HP** 65 (10d8+20), **Spd** 30ft., sand storm 60ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	17 (+3)	15 (+2)	15 (+2)	15 (+2)	7 (-2)

Resistances cold, bludgeoning, piercing, & slashing from nonmagic and nonsilver

Immunities fire, poison, poisoned, charm, unconscious

Senses darkvision 60ft., Perception 12

Rejuvenation. If it dies, the blight demon returns to life in 3 days and regains all its hit points. Only casting remove curse and prayer on its remains prevents this.

Turn Susceptibility. The blight demon may be turned as if it were undead.

Multiattack. (claw x2)

Sand Storm(recharge 5-6). The blight demon assumes the form of a swirling sand storm for 1 minute. It can enter a hostile creature’s space and stop there. The blight demon cannot make claw attacks but has resistance to bludgeoning, piercing, and slashing damage. Each creature which enters or begins its turn in the blight demon’s space must make a DC 15 Constitution saving throw. A target takes 12 (3d6+3) slashing damage on a failure, or half as much damage on a success.

Shriek(recharge 5-6). The blight demon emits a piercing shriek. All creatures within 60 feet and capable of hearing take 21 (6d6) psychic damage and become frightened for 1 minute (DC 14 Wis save for half & no fright).

Claws. +6 (2d6+3)

Appearance: a cross between a shade, air and earth elemental. Special creature only found in the Blight.

Demeanor: Blight demons are the trapped souls of Ydrissid Elemental Mages cursed forever to wander the lands that they destroyed with their dweomercraft. They have been driven completely insane by their circumstance and hate all living creatures, creating fierce storms to attack any living being that enters their domain. Blight demons wander the Blighted Lands spawning furious localized sand storms in their impotent rage.



The Search for Darwah's Temple



Lava Elemental

Huge elemental, neutral

AC 18, HP 152 (16d12+48), Spd 50ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	14 (+2)	16 (+3)	6 (-2)	10 (0)	7 (-1)

Vulnerabilities cold

Immunities fire, poison, poisoned, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious, bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., Perception 10

Lava Form. The elemental can move through a space as narrow as 1 inch. A creature that touches the elemental or hits it with a melee attack within 5 ft. of it takes 5 (1d10) fire damage. The elemental can enter a hostile creature's space and stop. The first time it enters, the creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse, creature takes 5 (1d10) fire damage at start of each of its turns.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Multiattack. (slam x2)

Slam. +3 (3d8+5 plus 2d6+6 fire and target ignites for 1d10 fire per round until doused)

Lava Splash (recharge 4-6). The elemental hurls lava at a point within 80 feet. All creatures within 10 feet of point take 2d6+3 fire and ignite (1d10 fire per round until doused) (DC 14 Dex save for half damage and no ignition).

Appearance: A pool of molten rock with the upper torso of glowing reddish rock. The elemental flows toward its target and smites them with molten hands.

Demeanor: This elemental attacks anything that enters its territory, which includes that portion of the Rift which lies at the base of the path. Low intellect and a desire to burn and crush things make the lava elemental an aggressive monster that employs frontal assault as the height of its strategy.

3. The Rift

The terrain shifts from yellow sand to dark gray/black sand coloration. You can see patches of solid black rock in areas. As you get closer to the Rift, the temperature seems to rise considerably. Looking across the vast chasm, it seems to be about 750 yards across with no visible means of passage. On the far side you can just make out a slim blackened finger of rock that points upwards to the sky.

The temperature rises to about 140 degrees as the characters approach the Rift. The obvious method of crossing is to command Zizi the Jinn to carry everyone over the chasm. The Jinn can carry horses too, but he must rest for an hour between transporting the characters and their horses. The party may also use magic to fly over the Rift or they can simply walk around it in eight hours (four hours by horse).

Searching for 10 minutes at the Rift's edge and succeeding on a DC 15 Wisdom (Survival) check reveals a pathway leading downwards into the Rift for hundreds of feet. The path ends near a cave opening emitting smoke.

After what seems like an eternity of searching, you discover a treacherous path leading down the near side of the chasm. It ends not thirty feet from the mouth of a large cave which emits a regular stream of smoke that quickly dissipates as it rises.

A lava elemental resides in the cave and attacks any who approach. Any character returning to the path by which the party descended is left unmolested. All others suffer the wrath of this powerful creature. Should the elemental lose this combat, characters within 30' are enmeshed in its aura as it returns to the elemental plane of fire and they are dragged to this plane along with the lava elemental.



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4. The Lone Spire

The Lone Spire lies on the southeast side of the great Rift and may be approached either after the characters have discovered a means for crossing the Rift, or if they approach the spire from the north (Wadi B'Nassir). The spire is thought to be the remains of a once massive Ydrissid tower that was destroyed when the Great Rift was created, but it shows no signs of ever having been an intelligent construction. The spire towers 156 feet above the cracked and lifeless soil of the Blighted Lands and appears to be comprised entirely of twisted, black, glass-like obsidian. The characters may have gleaned the information that at dawn, the shadow of the spire, through some strange curvature of its twisted black glass, points directly towards the fabled ruins of Ghulmim. At any time the characters approach this area, however, a guardian not mentioned in the tales and lore of their numerous acquaintances lies waiting for them.

A twisted pinnacle of obsidian stone lies in the distance perhaps two or three furlongs away. You marvel at its height given the given the slender diameter of its base, no more than 20 feet. Its ebon glass-like surface is strangely twisted, almost as if it was melting in the sun. As intriguing as the spire is, your attention is gripped by another strange sight, something from ancient lore you once thought exaggeration. Betwixt the Rift and the spire sits a huge Criosphinx. The ram-headed figure is motionless and watching the Rift, or perhaps its gaze is focused on you...

As you approach more closely towards the Criosphinx, it turns its head and stares directly at your party. In a booming voice it speaks.

**"Come closer and do not delay,
become the first creatures I meet today."**

Achidalus (Ack'-a-dol-us) the Criosphinx measures ten feet tall from his shoulders to the sand below. Upon close examination, the Criosphinx appears to be carved from a single block of stone. If any divinations are cast, he glows with a faint aura of magic.

Achidalus is an ancient deital minion that keeps watch on the Rift. He can move but has not done so in over a millennium. He just patiently watches the Rift in front of him, ensuring that nothing evil emerges from its depths to defile the world.

Achidalus does not reveal his true nature. He engages in a little in conversation, but he finds lesser minds tiresome and keeps his replies short. If the characters manage to impress upon him that they are of superior intellect (your discretion), Achidalus tests their mettle. These humanoids might, after all, prove valuable allies should something escape the Rift. Should one of the players say something terribly clever, the sphinx addresses that character directly.

**"If you to my my riddle, an answer provide,
Aid I can grant given time and tide,
If you are unable the answer to say,
then please continue along your way,
and I shall wish you all a good day."
"I sit in the sand and contemplate,
The heavens above which foretell my fate,
As the seasons come and years go,
I know the wanderer again will show,
Inevitable as the wind that blows,
Its absence is marked by peace & cheer,
Its return can fill men's hearts with fear,
Just as signs, portents, & mages claim,
I ask thee strangers; what is its name?"**

The correct answer is "a Comet." The names of comets are also acceptable answers.





The Search for Darwah's Temple

Should the character provide the correct answer:

A shimmering forms in the air before the criosphinx. Within this ball of light, a small blue & red glazed ceramic statue of a criosphinx appears before the party, hovering in the air. The criosphinx indicates that the character that (first) gave the correct answer should take the statue.

“The answer you have given is correct, indeed. Take this figure of me and use it at need. Crush it underfoot when you are hard pressed, and I shall take flight from the sand where I nest, to provide what assistance I may, as such has always been my way.”

Achidalus also informs the characters that the legends are correct, and that due to some strange refraction of the glass-like substance of the Lone Spire, it does indeed point the way to Ghulmim at dawn every morning. Should the characters think to ask, he will readily point them the way to Ghulmim without further delay. If instead the characters decide to camp near the Lone Spire and await the dawn, they are attacked by the wraiths that haunt this evil landmark.

Achidalus knows nothing of these wraiths as they only emerge after sundown and never bother the Criosphinx as they realize he is a foe far beyond their power. Conversely, Achidalus never notices them when they do emerge as their evil is too slight for their aura to alert him, and their non-corporeal presence is unseen.

Once broken, the Achidalus Token activates magic that appears to suspend time except in a 15 foot diameter circle centered where the spell was activated. Achidalus appears (a visage of him) and does his best to tip the balance of whatever the situation might be in favor of the characters, (i.e. a party in the midst of a battle with members mortally wounded; he may restore them to full health at your discretion).

If the party provides an incorrect answer, or does not participate in solving the riddle:

“The day draws long, and time grows short. I must stay, while you must go your own way.”

Semi-Deital Criosphinx

Large monstrosity, neutral

AC 18, HP 210 (20d10+100), Spd 30ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	12 (+1)	20 (+5)	17 (+3)	18 (+4)	20 (+5)

Skills Arcana +8, History +8, Religion +9

Resistances bludgeoning, piercing, slashing from nonmagical attacks

Immunities charmed, frightened, psychic

Senses truesight 120 ft., Perception 19

Inscrutable. Immune to telepathy/divination.

Magic Weapons. Attacks count as magic weapons.

Spellcasting (Cha, DC 17, +9 to hit):

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1-level (3 slots): *detect magic, prot. from evil and good, shield of faith, cure wounds, sanctuary*

2-level (3 slots): *aid, enhance ability, hold person, lesser restoration, spiritual weapon*

3-level (2 slots): *remove curse, bestow curse, speak with dead, magic circle*

4-level (1 slot): *banishment, freedom of movement*

5-level (1 slot): *flame strike, greater restoration*

Multiattack. (bite, claw, ram)

Bite. +10 (3d10+5)

Claw. +10 (6d8+5 and DC 18 Str or prone)

Ram. +10 (5d10+5 and DC 18 Str or moved 10ft and prone)

Legendary Actions

(3 per round; after other's turn)

Rake. (cost 1; claw at advantage vs. prone)

Teleport. (cost 2; 120 ft)

Spell. (cost 3; cast one spell)

Demeanor: Achidalus is an ancient deital minion that keeps watch on the Rift to prevent evil creatures from escaping its hidden depths. He never reveals this when engaging visitors in conversation. He finds lesser minds tiresome and keeps his replies short.

Power and Purity. The criosphinx has the body of a lion with the head of a ram. It represents the power and purity of rulership and is a guardian of nobility and wisdom. It has a purity of purpose and clarity of vision rarely seen in other creatures.



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Should the characters choose to camp at the Lone Spire for the night, they are attacked about 4 hours after sundown. Those on watch and those dedicated to good deities (who awaken if sleeping) notice the foul creatures first.

Inky black shadowy creatures glide with eerie speed across the sand, their feet making no sound, but their mere presence sending a terrifying chill into your very bones. You are under attack!

Wraith (4)

Medium undead, neutral evil

AC 13, **HP** 67 (9d8+27), **Spd** oft., fly 60 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Immunities Necrotic, Poison, Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., Perception 12

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

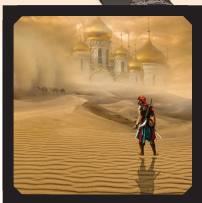
Life Drain. Melee Weapon Attack: +6 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Con save or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Full listings for standard creatures are found in the 5E System Reference Document.

The wraiths have no treasure. If the party chooses to rest here or spend another night in the area for some reason, 4 more wraiths attack. These wraiths continue to attack so long as the party remains camped (at night) at the Lone Spire.





The Search for Darwah's Temple

5. Ghulmim

If the characters hold their course, they should see the tops of the towers buried in the ruins of Ghulmim after a day's, or at most two days', travel from the Lonely Spire.

Your group trudges wearily up yet another gray and black sand dune with the oppressive heat a constant weight pressing on your shoulders and the dark sands resisting your every step as you plod relentlessly forward. As you crest the dune, you blink and rub your eyes to make sure you aren't seeing a mirage. No, the tops of several towers, turrets, and minarets peek up at you from the sands. You have reached the legendary ruins of Ghulmim!

Sand driven by the whispering but constant wind makes you shield your eyes as you search diligently for the twin blue minarets purported to pinpoint the location of Darwah's shrine. You wipe the sweat from your face and navigate the never-ending dunes and buried structures of this vast forgotten city. As you crest a large sand dune, you suddenly freeze in your tracks.

Three reddish yellow arthropods 10 feet long and as tall as a pony are in the shade of the large sand dune. They are about 45 feet distant from you standing completely motionless.

The Fire Scorpion has the ability to sense vibrations via sensory pits in its head and sensitive hairs on its legs. It is difficult to surprise and almost always waits to surprise an approaching foe.

If the players do not immediately state their actions, the scorpions leap to the attack!

Fire Scorpion (3)

Large beast, unaligned

AC 16, HP 68 (8d10 + 24), Spd 40ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	16 (+3)	2 (-4)	9 (-1)	3 (-4)

Immunities poison

Senses blindsight 60 ft., Perception 9

Dive Bomb. If the fire scorpion flies at least 20 feet straight toward a target, it has advantage on its first attack against that target.

Grappling Sting. If the fire scorpion hits the same target with both of its pincer attacks, it gains advantage on stinger attacks against the same target while that target is grappled.

Multiattack. (pincer, pincer, stinger)

Pincer. +5 [reach 10ft., 1d10+3 and grappled restrained(DC 14)](grapple 1 target per pincer max)]

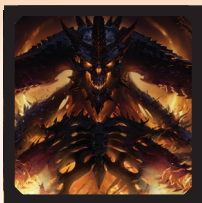
Stinger. +5 (reach 10 ft., 2d8+3. Target makes DC 14 Con save. On a failure, poisoned 1 hour and take 2d6 poison. Repeat save at start of next 2 turns, taking 3d6 and 4d6 poison respectively on fail. Success on any save means not poisoned and no further damage.

See Appendix A for full statistics and description.

Appearance: The Fire Scorpion is a large arthropod ranging from 7 to 12 feet in length and standing 3 to 5 feet tall. Their segmented bodies are reddish yellow with black bordering each segment, and the two front pincers are a red/black. The creatures' legs are a translucent yellow color with short hairlike antennae near the foot of each appendage. The Fire Scorpion has the capability to leap into the air and spread membrane-like wings on its back. The creature can leap and glide up to 60 feet. It uses its red/black tail with poisonous sting to great effect when combined with this leaping attack.

Demeanor: Mean & vicious is their nature. Fire Scorpions attack any creature they encounter with reckless ferocity.





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If a character enters through the window:

Harvesting the Poison: The poison from the stinger causes an excruciating burning pain as it courses through the victim's bloodstream. The target takes 7 (2d6) poison damage and is poisoned. Careful harvesting of the venom from a dead scorpion yields 2-12 applications of the venom, although it has a lessened effect and short period of effectiveness once the creature perishes. **Poison** adds 2d4 poison damage and the target is poisoned for 1 hour (DC 14 Con save negates damage and condition).

After the harrowing encounter with the giant scorpions, you quickly spot the blue minarets. Using the minute towers as a guide, you spend a few minutes calculating the exact location of the temple entrance. It appears to be deeply buried beneath the blowing sands.

Gaining Entry

Gaining ingress to the buried entrance of Darwah's shrine is no simple task, but as the barrier to be overcome is simply sand (although a lot of it) the means by which this might be achieved are numerous. Several means are suggested here for ease of play.

If the characters employ the **Rods of Divining** given to them by Jadeed, they point to the temple doors buried under tons of sand. The player using the rods must walk while staring at the ground. Eventually, the two divining rods cross where the front door is located.

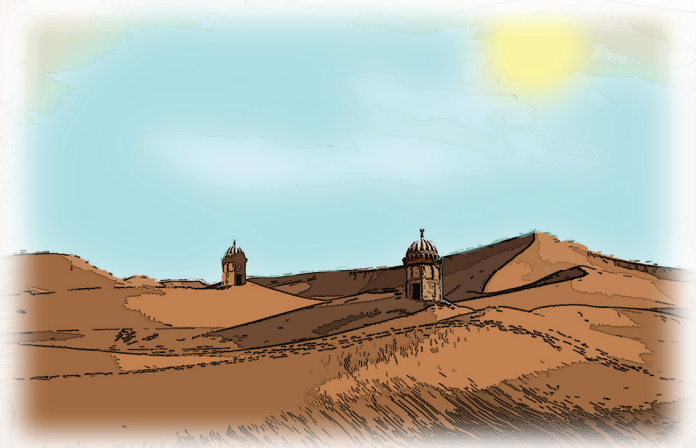
The door is buried under 12-15 feet of sand. This is a major excavation that is difficult without proper tools. It takes 6 hours of exhausting labor to move enough sand (with shields, sacks, etc.) to partially access the main doorway. If this method is used, it requires the rest of the day to fully expose the entrance.

The Jinn (Zizi) can move the sand in 30 minutes using his whirlwind ability. Should the party choose this method of excavation, they take 2d6 piercing damage unless they seek shelter during that time.

The tops of both blue minarets are several feet above ground. Examination of either minaret reveals a large shuttered window (4 feet by 3 feet). The shutter is magically fastened (*arcane lock*). Characters attempting to open this window need magic or the ability to force it with strength (DC 16 Str check).

The space within is a narrow 6-foot diameter round room with a door that leads to a spiral staircase heading downwards. (see Areas A & B on the map)

The characters could also cast a *move earth* spell to remove the sand above the temple ceiling and then disintegrate/transmute the stone ceiling of the structure. Many solutions are possible, but role-playing at this juncture is paramount.



If the party enters the shrine by clearing the sand from the temple doors:

After what seems an eternity of toil with the furnace-like blaze of the sun beating on your backs, the copper doors to the shrine are revealed. They stand a full 12 feet high and span 8 feet. The doors are covered in a thin green layer of patina, enhancing the appearance of the numerous aquatic scenes embossed on the portal. Tritons, mermaids, naga, narwhals, and like creatures grace every inch of its surface. You quickly scan the exterior and determine that the doors must open inward as no hinges are visible, although twin handles and a latch offer hope of entry. Unfortunately, the doors do not budge, and the latch seems frozen from years buried in the sands.

The door does not open if pushed, although no locks are on the door. The latch mechanism is filled with sand which blocks it from functioning properly. With a successful DC 12 Intelligence (Investigation) check, the sand can be blown out to allow the latch to work, or it can be muscled open with a DC 15 Strength check. Characters entering via this portal arrive in Area #1, the Main Shrine.

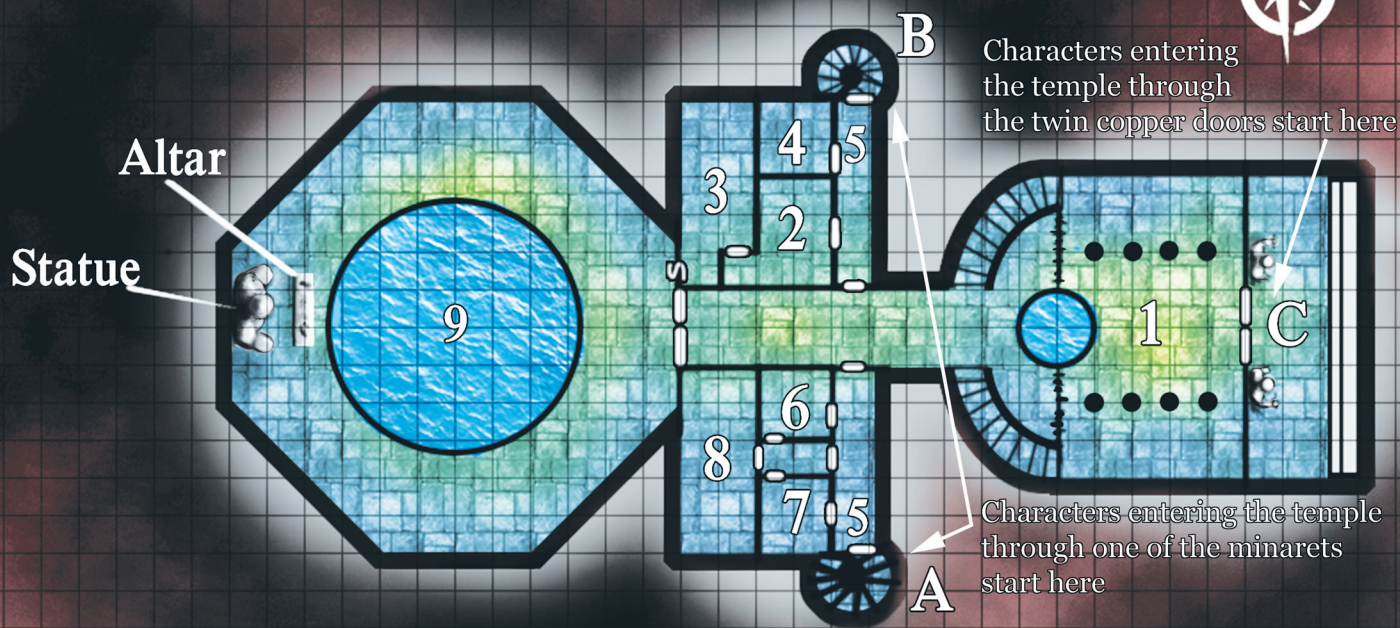


The Search for Darwah's Temple

The Shrine of Darwah

Ruins of the Shrine to Darwah in Ghulmim

One Square = Ten Feet



1. Main Shrine

(Entry from C)

You force open the large double doors with an audible screech as the ancient hinges protest movement after an untold age of disuse. Light floods in, illuminating the entryway. Black sand blows in and begins mounding on the deep green marble of the floor. The room beyond the doors appears to be quite large, opening to the north and south of the doorway and stretching westward past the limit of your vision. Two rows of pillars flank the walkway down the center of the chamber. The pillars are fashioned from unusual material, stone perhaps, that is a darker green at its base and lighter as it ascends toward the domed ceiling high above.

You hear splashing water in the distance. Listening carefully, the clank of metal and a groan that snap your attention to the depths of the darkness ahead to the southwest.

(entry from Area #5)

Read this if the party approaches from either of the hallways leading from the minarets exposed above the surface of the desert.

The hinges of this door operate smoothly, the superior construction skill of its craftsmen apparently defying the passage of the centuries. The door swings open to reveal a hallway that leads out of sight to the east and west. A door similar to the one you have just opened beckons from the far side of this 12' wide hallway in its southern (northern) wall.

Once the party has entered the hall, continue.

To the west the hallway extends for about 40 feet before ending at a set of ornately decorated double doors. To the east the hall extends for 20 feet before broadening into a semi-circular staircase that leads upwards beyond the range of your vision to the north and south.



The Search for Darwah's Temple

If the characters head to the east, continue.

As you head eastwards, you approach a semicircular raised dais that stretches about 30 feet in front of you. A bubbling fountain occupies the edge of the dais, and curved steps lie immediately to your left and right leading upwards into the chamber. You hear the clink of metal on metal and a faint groan from somewhere toward your right below the eastern edge of the dais.

Once the characters climb either the stairs or the dais, refer to the description from Entry C and paraphrase that description to complete the picture of this area.

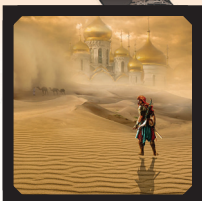
The noise is caused by a human female prisoner (*Soo'ad*) chained to the southwest pillar closest to the staircase. A captive of the Harrumi that dwell here (see page 20 and 21), this poor wretch has been subjected to unspeakable horrors and pleads for rescue in her native language (*Okkorimi*) when the characters mount the stairs. When she sees the party are NOT her Harrumi jailors, she calls out a warning about the mirror beasts (see next page). *Soo'ad* is garbed only in torn, soiled pantaloons and a torn blouse as the rest of her garments were destroyed or discarded by the cruel Harrumi.

Note: her cries alert the Harrumi in Area #2 who investigate in 2d4 rounds if not already encountered or alerted.

This entire chamber is dedicated to sea life and has many carvings representing life under the sea. The floors are all of a beautiful deep green marble that replicates the depths of the sea floor nicely. The pillars are carved to represent a kelp forest and in the flickering torch light one can almost imagine themselves below the waves amongst the swaying stalks of seaweed. The walls are constructed of a blue stone, with darker shades at the base of the wall and progressively lighter shades the higher the stones sit upon the wall. The vaulted ceiling 30-40 feet above the hall is light blue or white stone simulating the appearance from the bottom of the sea looking up at the sunlit sky above. The blue walls fade from medium blue to lighter and lighter shades, eventually fading to a light blue/white on the upper walls and ceiling.

This entire area has an undersea/aquatic theme with mosaic tile artwork and relief carvings of tritons, mermaids, aquatic elves battling aquatic trolls, giant sharks, and sea serpents.





The Search for Darwah's Temple

The Harrumi's two pet mirror beasts live in this chamber and lurk in the shadows of the carved altar, just below the dais level. They seek to ambush anyone coming to investigate the prisoner. They have advantage on their Dexterity (Stealth) check (opposed by the characters' passive Perception). The mirror beasts retreat toward Area #9 if they are at half of their maximum hit points or less and their Harrumi masters are not present.

Mirror Beast (2)

Large monstrosity, neutral evil

AC 14, **HP** 95 (10d10+40), **Spd** 40ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	18 (+4)	7 (-2)	13 (+2)	9 (-1)

Saving Throws Dex +5

Immunities poison, poisoned

Senses darkvision 60 ft., Perception 11

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mirror Image (recharge 6). The mirror beast creates 3 duplicate illusory images of itself like a mirror image spell. They have AC 12 and are destroyed with any hit. When attacked, roll 1d20: if 3 images, 6+ targets an image, if 2 images 8+ targets image, if 1 image 11+ targets image. Roll recharge when last image destroyed.

Multiattack. (tentacle, tentacle, claw, claw, bite)

Tentacle. +7 (2d6+4) plus 1d8 poison. Target must succeed on a DC 14 Constitution save or be poisoned until cured.

Claw. +6 (2d6+4)

Bite. +6 (3d6+4)

Full statistics for the mirror beast are found in Appendix A.

Appearance: Creatures from a strange mirror domain found in the spaces between dimensions, mirror beasts resemble enormous jaguars with inverted colors (orange spots on a black body) and four writhing tentacles tipped with dripping stingers. To these monstrosities, directions are reversed—right is left, left is right. As such, they move strangely, both dexterously fluid and psychotically jerky at the same time.



Demeanor: Mirror beasts are consummate hunters with a highly developed pack mentality. Once trained by a given master, their loyalty is absolute. Mirror beasts are cruel, and enjoy the torment of their prey, often toying with these hapless targets, or beginning their feast by gorging on the least fatal portions of the victim's anatomy.

Soo'ad

Medium humanoid (human), neutral

AC 10, **HP** 4 (1d8), **Spd** 30ft.

Str	Dex	Con	Int	Wis	Cha
10 (0)	10 (0)	10 (0)	10 (0)	12 (+1)	12 (+1)

Senses Perception 10

Summon Vrock. Soo'ad has had the spell sigils of demon summoning cast upon her, with intricate eldritch symbols branded onto her body. If she is reduced to 0 hit points, a vrock demon tears its way from her corpse and acts on its own initiative. It obeys Golgoran and Iss'morella and attacks all others if given no specific commands

Fist. +2 (1d4).

Note: Soo'ad is a minor nobleman's daughter from the Kingdom of Ad'maan of Southern Reach. She was captured en route to her father's winter palace near the desert by Muzhry raiders.





The Search for Darwah's Temple



Golgoran the Soul Reaver

Medium humanoid (Harrumi), lawful evil

AC 16 (Mage Armor Spell), HP 91 (14d8+28), Spd 30ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	12 (+1)

Saves Int+7, Wis +5

Skills Arcana +7, Religion +7

Immunities charmed

Senses Perception 15

Displacement (Recharges when Golgoran casts a spell using a 2nd+ level spell slot). An illusion makes Golgoran's image appear slightly distant from his true location, causing attacks made against him to be made with disadvantage. The effect ends if Golgoran is hit with an attack or is restrained or incapacitated.

Sculpt Spells. When Golgoran casts an evocation spell, he may select up to 5 targets. The chosen creatures automatically succeed on their saving throws against the spell. They take no damage if they normally would take half damage on a successful save.

Spellcasting. (Int, DC 15, +7 to hit):

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1-level (4 slots): *magic missile*, *shield*, *thunderwave*, *mage armor* (already cast)

2-level (3 slots): *acid arrow*, *invisibility*, *misty step*

3-level (3 slots): *counterspell*, *fireball*, *lightning bolt*, *slow*

4-level (1 slot): *blight*, *dimension door*

5-level (2 slots): *cloudkill*, *dominate person*

Multiattack. (dagger, miramoud bastard sword OR dagger, spell)

Miramoud Bastard Sword. +7 (1d8+5 or 1d10+5 if used 2-handed plus 5d6 necrotic; wielder regains hit points equal to necrotic damage; if target from another plane, DC 16 Cha save or sent to home plane)

+1 Dagger. +7 (range 20/60 ft., 1d4+4, returns to thrower's hand)

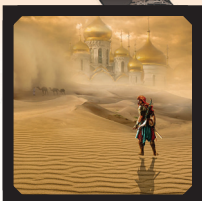


2. Harrumi Living Area

You should open the door and reveal a lavishly appointed living area. Cushions and silks festoon most of the visible surfaces of the floor. Decoratively framed mirrors and colored silks adorn the walls, creating an atmosphere of comfort and decadence. A beaten brass table surrounded by leather cushion seats occupies the middle of the room.

Note: If the party maintained stealth, read the following. If the Harrumi were alerted, the room is empty as they retreat to Area #3 to grab their equipment before going to investigate noise in Area #1.

Sitting on the cushions in front of you are two startled humanoid figures — one male and one female. The figures appear to be human with long lean frames. They have flowing dark red hair and dark purple robes trimmed in black. Their golden slit-pupil eyes reflect the light from your lanterns as they draw their weapons.



The Search for Darwah's Temple

Iss'morella

Medium humanoid(Harrumi), lawful evil

AC 15 (profane sigil), HP 75 (10d8+30), Spd 30ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	16 (+3)	18 (+4)	16 (+3)	12 (+1)

Saves Int +7, Wis +6

Skills Arcana +7, Deception +4, Insight +6

Resistances fire

Senses Perception 13

Sculpt Spells. When Iss'morella casts an evocation spell, she may select up to 4 targets. The chosen creatures automatically succeed on their saving throws against the spell. They take no damage if they normally would take half damage on a successful save.

Spellcasting. (Int, DC 15, +7)

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *ray of frost*

1-level (4 slots): *charm person*, *color spray*, *hideous laughter*, *magic missile*, *shield*

2-level (3 slots): *acid arrow*, *blindness/deafness*, *invisibility*, *ray of enfeeblement*, *suggestion*

3-level (3 slots): *bestow curse*, *hypnotic pattern*, *lightning bolt*

4-level (1 slot): *black tentacles*, *confusion*

Summon Nalfeshnee. Iss'morella has had the spell sigils of demon summoning cast upon her, with intricate eldritch symbols branded onto her body. If she is reduced to 0 hit points, a nalfeshnee demon tears its way from her corpse.

Multiattack. (whip, spell)

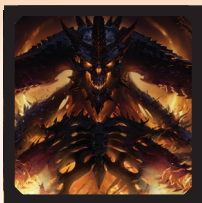
Whip of Pain (5 charges). +5 (reach 10ft., 1d6+2, DC 13 Str save or prone, 2d6 lightning if charge used and DC 15 Con save or stunned until end of next turn)

Demeanor: Snide and biting is her nature. She has been cruel to Soo'ad. She is quick with her whip and likes to make creatures suffer... slowly. She has been the lover and trusted companion of Golgoran for years.

Appearance: A powerfully built Harrumi standing six-foot tall, Iss'morella's crimson flesh bears the marks of demon inscription, eldritch and profane sigils.

Tactics: If surprised in their quarters by the characters, the harrumi throw pyrotechnic dust (chemicals) on the brazier in their quarters creating smoke and fire to cover their hasty retreat to Area #3. If pressed, Golgoran also casts *slow* on the characters to aid his escape. If the Harrumi are alerted and have time to prepare, they regroup with their mirror beast pets and the slave girl Soo'ad in Area #1 near the altar. If the slave girl Soo'ad is near (she might have been freed and has perhaps fled the shrine), Golgoran kills her summoning a Vrock demon which rips from her body.





The Search for Darwah's Temple

Vrock

Large fiend (demon), chaotic evil

AC 15, HP 104 (11d10+44), Spd 40ft., fly 60ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saves Dex +5, Wis +4, Cha +2

Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities poison

Senses darkvision 120 ft., Perception 11

Languages telepathy 120 ft.

Magic Resistance. The vrock has advantage on saving throws against spells and other magical effects.

Multiattack. (beak, talon)

Beak. +6 (2d6 + 3)

Talon. +6 (2d10 + 3).

Spores(Recharge 6). A 15- foot- radius cloud of toxic spores extends outward from the vrock, spreading around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, with success ending the effect. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech

(1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

See 5E System Reference

Document for full details.



Miramoud Bastard Sword (attune)

You receive a +2 bonus on attack and damage rolls using this elaborate bastard sword. On a hit, the target takes 5d6 necrotic damage, and you regain hit points equal to the amount of necrotic damage dealt. If the target is a creature native to another plane of existence, it must succeed on a DC 16 Charisma saving throw or be instantly transported to its home plane.

A potent blade forged by Ydrissid mage-smiths from a portion of a meteorite that fell from the skies during a lunar eclipse thousands of years ago, this all-black metal sword has a silver-wrapped pommel and gold crosspiece at the hilt. White runes etched into the blade glow red when this blade strikes a foe, and the blade sucks the life from the victim, passing it to the wielder. Miramoud was wielded by the ruling class of the Ydrissid magocracy and remained in the hands of the surviving mages during the dark days that followed the Wrath. Only wizards, sorcerers, or warlocks are able to make full use of Miramoud, and they are always considered proficient when using it. If used by other characters, it behaves as a simple +1 bastard sword.

Whip of Pain (attune)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The whip has 5 charges. If you expend a charge, on a successful hit the whip deals an additional 2d6 lightning damage, and the creature struck must succeed on a DC 15 Constitution saving throw or be stunned by the pain until the end of its next turn. The whip regains all charges daily at midnight. If you expend the last charge, roll a d20. On a result of 3 or less, the whip explodes and is destroyed; all creatures within a 20-foot radius must make a DC 15 Dexterity saving throw, taking 8d6 lightning damage on a failure, or half that much damage on a success.

Important! *Iss'morella is covered with arcane markings, the result of Golgoran casting sigils of demon summoning on her, just as he did with Soo'ad. He has, however, abused his powers by too frequently summoning demons. Instead of a Vrock demon, Kahleela, a Nalfeshnee demon instantly arises from Iss'morella's corpse. This demon serves Golgoran if it is banished, he tries to escape to the relative safety of his camp outside the Fire Temple area by diving into the pool.*



The Search for Darwah's Temple

The party should realize that Kahleela is too powerful for them and make haste to follow Golgoran. Should they do so, Kahleela simply returns to her origin plane.

Kahleela (Nalfeshnee Demon)

Large fiend (demon), chaotic evil

AC 18, HP 184 (16d10 + 96), Spd 20ft., fly 30ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	10 (0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saves Con +11, Wis +6, Cha +7, Int +9

Immunities poison

Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Senses truesight 120', Perception 11

Languages telepathy 120 ft.

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and other magical effects.

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one bite and two claws.

Bite. *Melee Weapon Attack:* +10 to hit, 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically radiates a flashing, multicolored glow. Any within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wis save throw or be frightened for 1 minute. Affected creatures can repeat saves at the end of each of their respective turns, ending the effect if successful. If a creature's save is successful or the effect ends (times out), the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Appearance: The nalfeshnee is a 12' tall corpulent mockery of ape crossed with a boar with feathered wings that seem too small for its bloated body.

Demeanor: Uncontrolled, Kahleela wants to kill any that cross her evil path. Once done, she returns to her home plane, satisfied that the corpses should provide ample warning that her fellow demons will no longer be bothered by sorcerers that abuse the summoning ritual.

3. Sleeping Chamber

No one is generally found in this chamber unless the characters have either alerted the Harrumi or are in hot pursuit of these two. In either case, the door to this area from Area #2 is magically locked (*arcane lock*) and only opens for those of harrumi blood, when forced using strength (DC 18 Str check), or an appropriate magical spell, causing it to fail.

If the harrumi have fled here from Area #2, and the characters are hot on their trail, they pause only to pick up the **carved hippocampus holy symbol** (gate key), and the **belwah blessed balm** before fleeing to Area #9 via the secret door in the west wall of this room. If they have the time, the harrumi take all items of value from this room before fleeing to Area #9. In that case, alter the description below to indicate that the chest within the room is both open and empty and that a cleaner spot on the wall indicates there was once a tapestry hanging there (as the **carpet of flying** was also taken).

This appears to be the sleeping quarters for someone. Looking about, it is decorated with silks, brass ornaments, painted wood plaques, and the like. It is quite comfortably appointed. The chamber has a low, large sleeping area composed of large colorful pillows in the northeast corner. There is a divan along the west wall, two wooden armoires on the east wall, and a chest in the alcove in the southwest corner of the room.

In their haste, the Harrumi do not clear out the armoires which contain 1000 gold pieces worth of fine clothing. If the chest remains intact, it is locked (DC 18 Dexterity check using thieves tools). Once opened it contains:

- **belwah's blessed balm** (4 doses. See Appendix B)
- **carved hippocampus holy symbol** (Sapphire)
- 250 platinum pieces
- 500 gold pieces
- 4 gems (1000 gold piece each)
- 2 x jewelry (10,000 gold piece each)

If the tapestry also remains intact, it is a **carpet of flying** (8 passengers).



The Search for Darwah's Temple

4. Kitchen

Even the harrumi have to eat, (although they most often had their slave Soo'ad do their cooking). This room is filled with dried goods, barrels, and even a cage with rabbits and a chicken.

This obvious kitchen area contains a small clay oven, barrels of dried goods and water, a cage with four rabbits and a chicken, a table, and various cooking utensils.

Characters may scavenge the equivalent of 21 days of trail rations (jerky meat, dried fruit, nuts, and trail bread) from this room.

5. Trapped Corridor

A 10-foot wide corridor stretches before you for 40 feet before ending with a door much like the one you opened to enter here. Several other identical doors pierce its western wall.

A trip wire (located between the door from either minaret and the door to Area #1) releases a heavy iron grate with spikes causing 2d6+4 piercing damage (DC 15 Dex save for half). Triggering this trap also makes a loud crash which alerts the harrumi. This trap may be detected with a DC 15 Intelligence (Investigation) check or an 18 passive Perception. Disarm this trap with a successful DC 16 Dexterity check using thieves' tools.



6. Empty Prison

This chamber contains a table and several chairs and straw mats.

Often used to hold slaves of the Harrumi, this room is currently unoccupied as the Harrumi have sacrificed all of their slaves but one. Princess Soo'ad would normally use this room but has been chained up in Area #1 since attempting to escape.

7. Privy Chamber

The door to this chamber is quite a tight fit and opens only after a degree of strength is applied to its pull handle. The smell that wafts forth as the door opens explains the reason for a good seal on this room's door. The stench in this chamber is repugnant. Wooden buckets line the back wall.

This room is most foul, and there is nothing of value in here.

8. Library and Laboratory

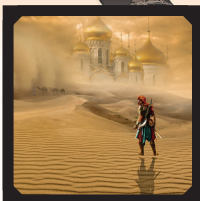
The door to this area from the hallway is magically locked (*arcane lock*) and only opens for those of harrumi blood, when forced using strength (DC 18 Str check), or an appropriate magical spell, causes it to fail.

The door to the room creaks loudly as it opens revealing a shallow chamber roughly 20 feet wide and extending 20 feet to either side of the door. The room is filled with desks, tables, and alchemical apparatus. It appears to be unoccupied from your initial observation.

The room is actually unoccupied, but the flavor text encourages your players to look around carefully, spending time they truly do not have.

The room has clearly been in use recently. It is not dusty and disused as one might expect in an abandoned and buried shrine. There are two long tables. One has books, scrolls, tubes, ink pots, quills, candles, and all the accoutrements needed to write books, scrolls, and spells. The second table has bubbling beakers with tubes distilling solids from solution, stoppered flasks collecting gas, and a few broken pieces of glassware. A small open chest of powders and assorted components can be seen. The desk is covered in ancient papyrus and clay tablets with arcane sigils.

The party can find general spell components, writing utensils, and paper if desired. Should the characters do an in-depth search through this area they also find:



The Search for Darwah's Temple



9. Sanctum of the Sea

This vast chamber is decorated in a similar fashion as the rest of the shrine with deep green marble, bas relief carvings of aquatic creatures, and blue stone domed ceilings. The size of the room makes it difficult to see across, even with darkvision, but sound travels easily within its confines.

This room was the primary devotional shrine dedicated to the rites of Darwah in ages past. Golgoran has desecrated the altar stone, staining its coral rock with the blood of human(oid) sacrifices, and the devotional pool by tossing mutilated corpses covered in evil sigils and tatoos into its depths. The pool of water is fed from a source within the elemental plane of water. The pool has always been protected by a Guardian Naga, but this poor creature, like the pool itself, has become tainted and reluctantly obeys the will of Golgoran at this time.

The ornately decorated double doors open inward into a large open space that extends further than your light sources (or vision) can see. The deep green marble on the floors and walls swallows up the light before it penetrates too far past your position. The shape of the room is not typical, as the walls to your left and right are angled at 45 degrees to the double doors. You can see the edge of a small body of water about 30 feet in front of you.

By the time the characters enter this room, Golgoran has fled to the Temple of Andizt where he hopes to gain further allies in his fight against the invasive characters. Behind him he has left the Guardian Naga and, if she is still alive, the Vrock demon that burst forth from the hapless Soo'ad. The Nalfeshnee demon spawned from Iss'morella's sacrifice became just as bored as it was in Area #2, and has already returned to its pals in Pandemonium. Should the Vrock still be present, however, alter the description that follows to include its demonic presence.

The water swirls and roils as you approach, and the form of a large Naga emerges from its depths.

"You are interlopers in the Shrine of Darwah. Leave or your lives are forfeit."

Writing Table: One of the books here has a *glyph of warding* (explosive runes) which can be detected with a successful DC 14 Intelligence (Investigation) check. If triggered, it does 5d8 fire damage to all in a 20-foot radius (DC 14 Dexterity save for half). Two **spell scrolls** are also present:

Scroll #1: (2) 1st, (2) 2nd, (1) 3rd, & (1) 4th level wizard spells*

Scroll #2: (1) 5th and (1) 6th level cleric spells*

Desk: A wizard's spellbook bound in thick leather hide with brass hinges & clasp. The tome weighs about 20 pounds and contains (9) 1st, (8) 2nd, (6) 3rd, and (3) 4th level spells.*

Alchemist Table: 4 pint size green glass bottles with stoppers which contain:

Bottle#

1. oil of dragon fire**
2. fire scorpion poison**
3. invisibility potion
4. purify water potion**

* You can choose spells or roll randomly.

** See Appendix B for more information.



The Search for Darwah's Temple

Guardian Naga

Large monstrosity, lawful evil (charmed)

AC 18, HP 127 (15d10+45), Spd 40ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

Saves Dex +8, Con +7, Int +7, Wis +8, Cha +8

Immunities poison, charmed, poisoned

Senses darkvision 60 ft., Perception 14

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. (Wis, DC 16, +8 to hit)

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st lvl (4 slots): *command, cure wounds, shield of faith*

2-level (3 slots): *calm emotions, hold person*

3-level (3 slots): *bestow curse, clairvoyance*

4-level (3 slots): *banishment, freedom of movement*

5-level (2 slots): *flame strike, geas*

6-level (1 slot): *true seeing*

Bite. +8 [reach 10ft., 1d8+4 plus 1d8 poison (DC 15 Con save for half)]

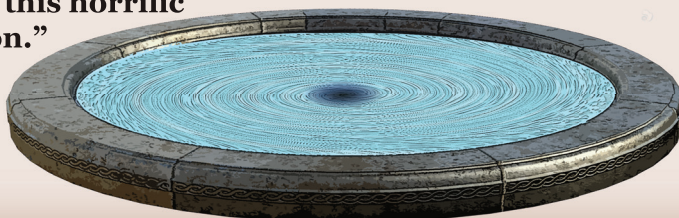
Spit Poison. +8 [range 15/30ft., 1d8 poison (DC 15 Con save for half)]

If the players treat the water with the **potion of purify water** (see Appendix B) from Area #8, the water of the pool becomes clear, and the naga becomes momentarily confused. It ceases its attack, shakes its head, and addresses the party of characters.

"You have purified the Pool of Darwah! I am free!"

The Naga then intones a brief arcane phrase, and the demon vanishes (if present), evidently banished.

"Though the pool is clean, I fear the source of this pool is still tainted," the Naga continues. **"I will heal you all if you promise to purify the source of this horrific corruption."**



The Naga activates the Gate for the characters and heals their wounds as promised. The Pool serves as a Gate to the Temple of Darwah.

If the party was forced to kill the Naga, there are two steps to activate the Gate. If this information was not gleaned from the old sage in Chentoufi, it is also inscribed on the blood-stained base of the altar standing next to the pool. It is carved into the stone in common tongue.

"Priests wishing to visit the enlightened Darwah must first cleanse this altar with pure water from the pool. Cleanse both the altar and the basin and leave the water in the basin as an offering of fealty.

Only one devoted to Darwah may properly cleanse this altar. Finish the blessing by pronouncing the name of the temple."

Any character cleansing the altar and filling the bowl that is either wearing the **holy (hippocampus) symbol of darwah** or that speaks the sacred name Belwah (the aspect of Darwah associated with healing) fulfills the need for a priest to accomplish the cleansing. When this happens, **small ripples appear on the surface of the pool.**

Second, should any character say, out loud, "Temple of Darwah," "Darwah's Temple" or "Belwah" (in any language), the gate becomes active.

The water of the pool swirls, forming a whirlpool. Perhaps this is the gate and you should enter the gyrating waters.

All that enter the whirlpool arrive at the Fire Temple of Andizzt immediately. The magic of the gate whirlpool lingers for only one full minute.





The Search for Darwah's Temple

Part #2

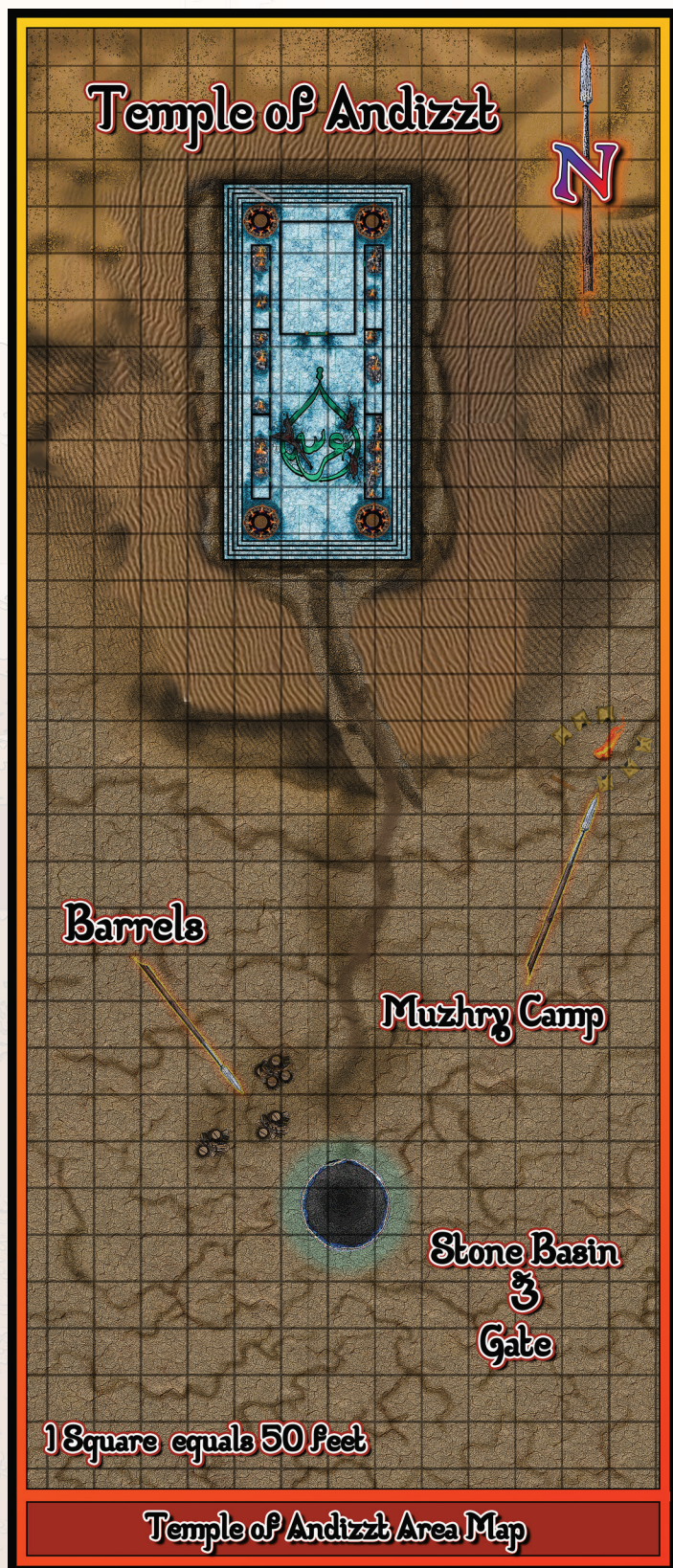
The Fire Temple of Andizzt

Hundreds of years ago, powerful forces invaded a temple of Elemental Water in the Blighted Lands (known as the Sacellum of Darwah to the denizens of the Ydrissid Empire) and corrupted the very essence of its structure, transforming it into a Temple of Fire dedicated to one of the Fire Elemental Lords himself, Andizzt. At various points over the centuries, the subtle force of water has made attempts to reclaim the temple. Our hardy band of adventurers has appeared, in a not so subtle manner, 500 feet to the south of the Temple. The object of their quest? The pure Water of Life which lies somewhere within its walls.

Introduction

You have appeared in an empty stone basin. Runes and symbols are carved into the ancient hemispherical stone. Looking around, you see a number of wooden barrels scattered around the dry and desiccated terrain. A short distance to the north (you think) sits a square stepped structure. The temple, for that is undoubtedly what this building is, sits on an embankment that overlooks a dried and parched landscape. Dark black smoke and gray ash spews forth from its roof. The huge, soot-covered temple seems to burn and sends forth huge clouds of choking smoke into the sky. From your vantage point, it appears that the temple is approximately two hundred feet wide and four hundred feet long. It rests atop a soot covered stone foundation, with seven huge steps carved on each side that lead to an open, flat and level floor.

The wooden barrels are servicable, but all are empty save two. Water is needed in the basin to activate the Gate allowing travel to the Shrine of Darwah (unnecessary if gating from the Shrine). The Muzhry warriors that Golgoran has hired also require a daily ration of water to survive.





The Search for Darwah's Temple

If Golgoran has managed to flee through the portal, add the following to the description.

You see the tall, lanky figure of the sword wielding sorcerer in full flight with his robes streaming out behind him. He is heading towards a partly obscured encampment of tents that top a rise north of the temple. He is yelling to some men dressed in striped robes and headscarves armed with strange sicklelike swords. Their blue skin, where visible, confirms that these are likely a band of Muzhry. They emit an ululating cry as they all jump onto the backs of giant lizards and race towards you, drawing their weapons as they charge.

Muzhry Warrior (12)

medium humanoid (Muzhry), lawful neutral
AC 16, HP 11 (2d8+2), Spd 30ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	12 (+1)	10 (0)	12 (+1)	8 (-1)

Saves Str +4, Con +3

Skills Athletics +4, Intimidation +1

Senses Perception 11

Defense. When the muzhry warrior is wielding a khopesh sword and another creature makes a melee attack against it, the muzhry warrior can use its reaction to add +2 to its AC against that attack.

Second Wind (recharges after a long rest). The muzhry warrior uses a bonus action to regain 1d10+2 hit points.

Action Surge (recharges after long rest). On its turn, the muzhry warrior takes an additional action on top of its regular action.

Khopesh. +4 (1d8+2, crit on 19-20).

Short Bow. +3 (range 80/220ft, 1d6+1).

Giant Lizard (12)

Large beast, unaligned

AC 12, HP 19 (3d10+3), Spd 30ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30ft., Perception 10

Bite. +4 (1d8+2)

Demeanor: These lizards have minimal intellect and take direction from the muzhry. They fiercely attack any edible being in sight unless restrained by their muzhry masters.

Appearance: These lizards range from 10 to 15 feet in length. Their scaly skin has a dull grey-green hue with a twin line of red-rimmed yellow spots along the dorsal region from shoulder to tail. Their large heads contain a mouth full of thin pointed teeth which they use to great effect on their foes. These beasts are sometimes used by muzhry warriors as mounts.

These muzhry warriors were hired by Golgoran to provide protection, logistics, and a solid base of operations from which he might further explore the Darwah Shrine (using the Gate near the Fire Temple of Andizzt). Golgoran is delving deeply into ydrissid history and the ancient ydrissid art of summoning. The ancient Shrine of Darwah provides him the unique opportunity to pursue both of these interests. The mercenary muzhry warriors Golgoran has hired have learned to stay away from the Fire Temple. As their first and only attempt to enter the edifice cost them two warriors (whose skeletal remains still adorn the outer steps), they have no desire to discover more of Andizzt or the secrets of his temple.

Once the muzhry launch their assault on the characters, Golgoran runs into the temple and disappears from sight.





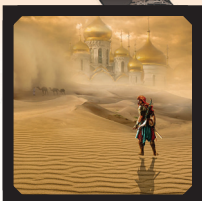
The Search for Darwah's Temple

If Golgoran is already dead, or is otherwise absent when the characters arrive in the stone bowl of the gate, the muzhry view the characters with menace but do not attack. While it is their job to protect the shrine on behalf of their 'boss' Golgoran, the arrival of visitors other than Golgoran (or Golgoran and his latest sacrifice), has never previously occurred, and they are unsure how to respond.

If the party has the crystal water drop necklaces from the earlier encounter with the muzhry, the mercenaries here immediately recognize these talismans. They cease their threatening stance and extend a hand in greeting to the characters, even should Golgoran be present, unless the characters attack the harrumi.

The muzhry do not hinder the characters investigating the temple, as they no longer view them as foes, but they will not aid them in their endeavors either. They have been hired to protect the camp, and their employer, and they remain steadfast in their duty.





The Search for Darwah's Temple



Spikey Tailed Lizard (3)

Large beast, unaligned

AC 16, HP 76 (8d10+32), Spd 30ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	15 (+2)	18 (+4)	2 (-4)	10 (0)	5 (-3)

Skills Stealth +7

Senses darkvision 30ft., Perception 10

Swallow Whole. When the spikey tailed lizard rolls a natural 20 on its Bite attack, a Large size or smaller target is swallowed whole. It is blinded and restrained, has total cover from outside attacks, and takes 2d8 acid damage at the start of each of lizard's turns.

Multiattack. (bite, tail, tail)

Bite. +5 (2d8+2, swallow whole)

Tail. +5 (reach 10 ft., 3d6)

Demeanor: Hungry but well trained these lizards wait for players to set foot upon the stairs before attacking. These beasts always target the largest opponent. These lizards do not chase characters if they round the corner of the stairs to the south or north and never enter the actual temple.

Appearance: These 12-14 foot long lizards stand 4' tall at the shoulder and have large spikes growing from their tails. Their skin is able to alter its appearance to conform to the colors of the landscape surrounding them, granting them Stealth +7.

B. Stairs (north-south stairs)

The hapless skeletons that adorn the north and south stairs are the remains of a group of clerics dedicated to Darwah that came to cure this temple of its befoulment by the fire elemental lord. Their mission failed, and the corpses have been subverted to serve the needs of this dread entity. They exist to prevent any casual looters from entering the temple.

Fire Skeletons (3)

Medium undead, lawful evil

AC 16, HP 65 (10d8+20), Spd 30ft.

Str	Dex	Con	Int	Wis	Cha
10 (0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities bludgeoning

Resistances piercing and slashing from nonmagical attacks

Immunities poison, exhausted, poisoned

Senses darkvision 60ft. , Perception 9

Flaming. Any creature which begins their turn or moves within 5 ft of a fire skeleton takes 4 (1d8) fire damage.

+1 Fire Mace. +5 (1d6+3 plus 1d6 fire)

Metal Heavy Crossbow. +4 (range 100/400, 1d10)

Demeanor: Touching the equipment of the skeletons causes them to rise and attack. Once risen, they move freely around the temple steps but may not leave the steps under any circumstance. Should they place even one foot either within the temple or onto the sand, they immediately turn to dust.

Appearance: These armored skeletons are dressed in chainmail and shields displaying holy symbols associated with Darwah (i.e. aquatic animals, moon setting in the water, dragon coming out of the water.) They are armed with maces and used a metal chest filled primarily with their clerical supplies. When they or their equipment is touched, these skeletons burst into flames and then rise to attack.





The Search for Darwah's Temple

The chest is unlocked and contains ashes and a few useful items which withstood the flames:

- **A Water Compass.**

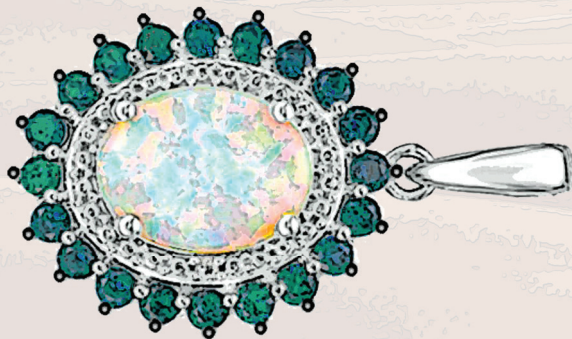
This device looks like a common hand-held compass. It points constantly in the direction of the sacred pool (area "J") in the temple's inner sanctum.

- **(2) Water Net Skimmers.**

These ten-foot long three-foot wide fine white mesh nets are designed to remove debris from any body of water, magically purifying it. The skimmer is unharmed by any substance it removes from the water.

- **(2) Claws of Grasping.**

These extendable claw arms may be commanded to grasp large (up to 1-foot diameter) items and have a 15-foot reach. They are too flimsy (maximum weight grasped is 10 pounds) to wield weapons and too unwieldy for delicate materials.



- **An Amulet of Cleansing.**

This wondrous item, appears, at first glance, to be a simple piece of jewelry, a white opal set in a blue turquoise setting. However, when you place this enchanted device in dirty or polluted water, it begins to purify the entire body where it is placed. The magic takes a minute per 100 gallons to purify the water of any normal pollutants (oil, dirt, etc.). So effective is this process that if this water is preserved (bottled) for later use, it is capable of healing 1d8 hit points and one level of exhaustion per day when you imbibe a full quart.

NOTE: This device radiates magic, but its actual function remains a mystery unless it is submerged in dirty water or an Identify is cast upon it.

- **Fire Maces (3)**

These maces are +1 to hit and damage and, upon utterance of a command word that is engraved on each handle, become wreathed in magical flame, delivering an additional 3 (1d6) points of fire damage on a successful strike. See Appendix B for full item statistics.

C. Fiery Pillars

A huge blackened stone column marks each of the temple's four corners. Each column rises from a pool of oily liquid 30 feet in diameter and appears to bear elaborate carvings which are now totally obscured by layers of soot. The oily liquid fuels blazing sheets of flame that envelop each column and are the source of much of the smoke and soot spewing from the temple. The columns support a huge stone ceiling approximately 70 feet overhead that was once perhaps blue or green but is now simply black, soot-covered stone. The ceiling completely covers the temple and shelters a stone building along its north edge.

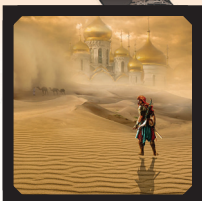
The ceiling and columns are made of sea green marble, and if they are ever cleaned are replete with images of sea creatures and watery scenes.

At the bottom of each column, a blazing pool of oily liquid pours forth clouds of black smoke. Brightly burning chunks of a coal-like substance float in the liquid. If the **Water Net Skimmers** are used to remove these burning chunks, and the **Amulet of Cleansing** is used on the pool, it turns into clear bubbling water that begins to wash away the soot of the pillar.

D. Chambers of the Water Priests

Each of these large stone chambers were originally the personal homes of the priests that tended the temple. The rooms to the west were the chambers of three high level clerics, while those to the east were dormitory-style rooms with bunk beds for lesser acolytes. When the temple was desecrated, these rooms, their occupants and contents, were bathed in flames. As a result, all of these rooms are now identical.

The room beyond the door is quite large, measuring 20-feet deep and more than 90 feet in length from north to south, with a 15-foot ceiling. The walls and ceiling are covered in soot, and what might have once been furniture now lies in haphazard piles of incinerated charcoal spaced sparsely throughout the area. It is still quite warm within this room although tolerable, but there is nothing here of apparent value. As you prepare to leave, one of the piles of ash moves!



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The Flame Asp that occupies each of these rooms (there are six in total) lives on charcoal, and it takes offense at the entry of the characters. An ambush predator, it waits until the largest number of characters are within its killing zone before springing forth from hiding to attack.



Flame Asp (1 per room. Total of 6)
Medium elemental, neutral
AC 14, **HP** 104 (16d8 + 32), **Spd** 40ft.,

Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	14 (+2)	2 (-4)	10 (0)	7 (-2)

Skills Stealth +5

Vulnerabilities cold

Immunities fire, poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60ft. , Perception 10

Bite. +6 [3d6+3 plus 2d6 poison (DC 15 Con save negates)]

Fire Breath (Recharge 5-6). [20 foot cone, 6d8 fire damage (DC 15 Dex save for half)]

For complete details and statistics, see Appendix A.

Appearance: The 9-foot long snake-like elemental is bright yellow with an orange flare of feathers at the top of its head like a flame.

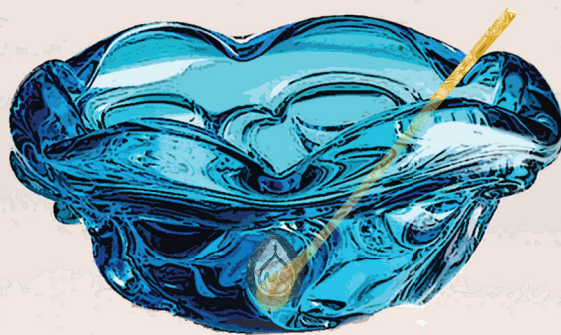
Demeanor: Fire Asps only bite as a last resort, preferring to breathe fire and roast their victims alive. If they suffer too much resistance, they retreat rather than fight to the death.

If the characters check all six of the chambers, the very last contains a surprise.

This room appears much the same as the others, but you notice the bluish glint of either aquamarine or lapis lazuli from the midst of one of the piles of charcoal.

If the characters retrieve this item from the mound of soot, they discover its indeed a large box made from lapis lazuli. The box is locked but may be broken by a single strong blow (DC 17 Strength check), or the lock may be picked by DC 14 Dexterity check using thieves' tools. Inside are three wondrous magic items.

• **Bowl of Commanding Water Elementals**
 This is the standard SRD version of this item.



Water Elemental

Large elemental, neutral

AC 14, **HP** 114 (12d10+48), **Spd** 30ft., swim 90 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (0)	8 (-1)

Resistances acid, and bludgeoning, piercing and slashing from nonmagical weapons

Immunities poison, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60ft. , Perception 10



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Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Multiattack. (2 slams)

Slam. +7 (2d8+4)

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Str save or take 2d8+4 bludgeoning damage. If Large or smaller, it is grappled (escape DC 14), restrained, and unable to breathe (air). A successful save means target is pushed out of elemental's space. The elemental can grapple one Large or two Medium creatures. A creature within 5 feet can pull a target out of it by taking an action and succeeding on a DC 14 Str check.

Appearance: Out of the bowl comes a ten foot long stream of water in the shape of a clear blue hooded cobra which remains within 30' of the bowl.

Demeanor: The creature obeys the command of the summoner who stirs the water. The second the summoner stops concentrating on the bowl or ceases stirring, the elemental vanishes.



• **Rod of Water Smiting** (*attune*)

You have a +1 bonus to attack and damage rolls made with this rod (which acts as a one-handed greatclub). When you make a successful attack with the rod, you may expend up to 3 charges. A great splash of water flows from the rod, and your target takes 10 additional bludgeoning damage per charge expended. The rod has 5 charges, and all expended charges daily at dawn. If the final charge is ever expended, roll 1d20. On a result of 5 or less, the rod is destroyed. All creatures within 10 feet must make a DC 18 Dexterity saving throw. On a failure, a target takes 36 (8d8) bludgeoning damage and is stunned for 1 round. On a success, it takes half as much damage and is not stunned.

• **Cloak of the Water King** (*attune*)

When you don this lustrous blue silk cloak, you gain the ability to breathe water, resistance to lightning, fire, cold, and bludgeoning damage.

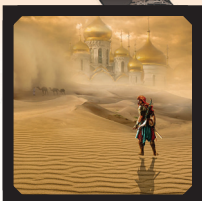


E. The Stone Gate

The 10-foot wide and 12-foot tall double doors to the inner sanctum are massive solid blocks of carved marble more than two feet thick. They were not meant for defense but to impress upon those entering the temple the importance of Darwah and her gifts. Sadly they are now soot covered, and little of the incredible carvings that cover the surface of these doors may be seen through the layers of soot and ash.

The only apparent entry to the sanctuary building appears to be a pair of massive double doors located on the southern face of the structure. Twin porpoise handles protrude from the massive valves coated in hot flames. You feel the scorching heat emanating from the portal as you examine it from a safe distance. A narrow gap, perhaps an inch wide, can be seen between the doors amidst the flames.

The doors open inwards, and there are no hinges visible on the outside of the door. The gap is actually just under an inch in width, and characters carefully studying discover (by seeing it through the gap) that it is barred from the inside. Any character actually touching the doors even if only with a tool or weapon, activates the temple's door guardians which immediately flow upwards from the floor of the temple to attack interlopers.



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Fire Elementals (2)

Large elemental, neutral

AC 13, HP 102 (12d10+36), Spd 50ft.

Str	Dex	Con	Int	Wis	Cha
10 (0)	17 (+3)	16 (+3)	6 (-2)	10 (0)	7 (-2)

Resistances bludgeoning, piercing and slashing from nonmagical attacks

Immunities fire, poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft. , Perception 10

Fire Form. The elemental can move through a space as narrow as 1 inch wide. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. The elemental can also enter a hostile creature's space and stop. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Multiattack. (2 touches)

Touch. +6 (2d6+3 fire plus ignites: 1d10 fire damage at start of each turn until doused)

Demeanor: These creatures have been ordered to prevent any beings other than those from the Elemental Plane of Fire from entering the inner temple. They do not chase intruders but attack those trying to enter.

Appearance: These beings appear as 13-foot tall columns of pure fire. Warriors who have survived an encounter with these deadly foes claim that a barely humanoid face may be discerned within the flames.

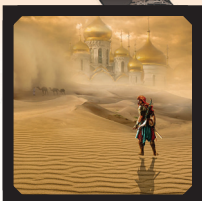
Even should the fire elementals be dispatched by the characters, those attempting to lift the bar through the crack between the doors, as well as any character standing closer than 5 feet to these fiery portals, suffers 5 points of fire damage per round.

The bar may be lifted by a strong [DC 15 Strength (Athletics) check] or skilled (DC 15 Dexterity check using thieves' tools) character in one combat round if they act decisively.

The stone doors are masive and accept 500 points of damage before disintegrating into shards of marble. While the party beats upon these doors, the heat continues to cause them 5 fire damage points per round.



Martin James Siesto 2021



The Search for Darwah's Temple

Appearance: Flame spear elementals call the Elemental Plane of Fire their home and, as such, are translucent, being comprised entirely of flame. They are from 16 - 20 feet in height and mass about the size of a large giant.

Demeanor: Flame Spear Elementals are servitors, and this particular specimen is dedicated to Andizzt. This creature is smart enough to chase the characters from the temple grounds and pursues the party until it exits the staircase at either A or B (see main Fire Temple map on page 27). The elemental will neither enter area J nor descend the stairs at G.

Flame Spear

You have a +2 bonus to attack and damage rolls made with this magic weapon. When you hit, the target takes an extra 3d8 fire damage. While you hold this spear, you are immune to its fire damage but have vulnerability to cold damage. You may only wield this weapon if you are mounted or Large size or bigger.

G. White Marble Stairs

These stairs stand out sharply in contrast to the majority of the temple as they are clean and white with no smoke or soot stains. Even the fire elementals fear to anger the young blue dragon that lives below in the Portal Room.

A white marble staircase, remarkably free of soot and ash, leads to untold depths below. The staircase is long enough that you are just barely able to see its lower landing some 35 feet from where you now stand.

H: The Flaming Throne

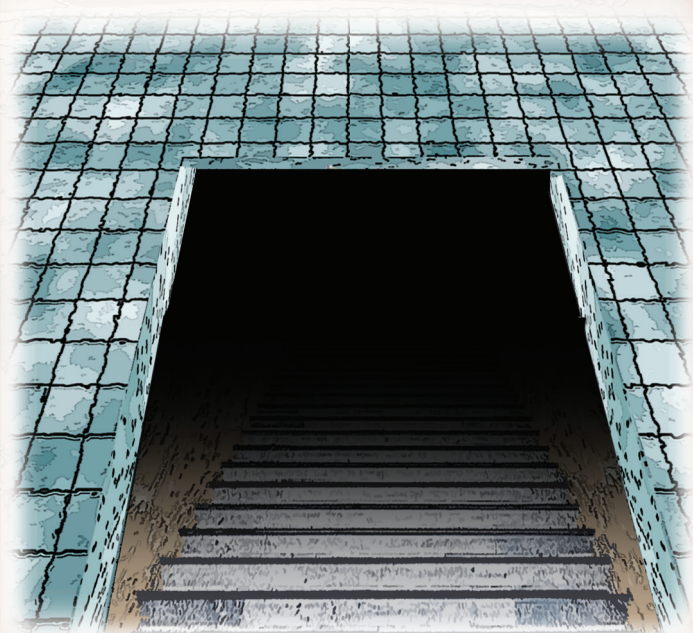
Once the characters have defeated the Flame Spear Elemental, they are able to scan the rest of this chamber. It is likely that the large flaming throne near the chamber's center will be the first object that attracts their attention.

A blazing throne dominates the chamber. The large, ornate armchair is made of gold with blue crystals or gemstones inset on its backrest in a pattern suggestive of a cresting wave.

A low foot hassock rests immediately in front of the throne. It appears to be formed out of sand. Both the throne and hassock are covered with searing hot flames.

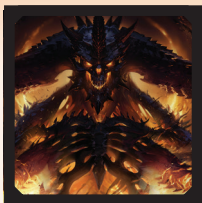
Touching the burning throne causes 5 points of fire damage per touch or combat round (if touch is maintained).

This chair is actually the throne of the attending high priest who sat here and administered the gifts of Darwah to faithful visitors. It has been desecrated by eternal flames to prevent its being used by any of Darwah's followers. Should any party member attempt to douse the flames by throwing water on the throne, the water magically increases in volume and quenches the flames. Every fire creature in the temple loses 15 health points as the flames die. The "crystals" on the back of the throne are 20 blue diamonds, and each is worth 1,000 gp. Sitting on the throne when it's not burning restores 10 hit points to each character (useable once in 30 days per character).



I. Rivers of Fire

These areas were once two rivers of clear water flowing from north to south before this temple was desecrated. During the desecration, a permanently burning blue gel was added to these streams that now floats on top of the water creating an endless river of fire. Any character touching these flames suffers 1d6 of fire damage and immediately incurs the wrath of the creature that dwells within this infernal stream.



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Fire Python

Huge elemental, neutral

AC 15, HP 105 (10d12+40), Spd 40ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	18 (+4)	18 (+4)	2 (-4)	10 (0)	7 (-2)

Vulnerabilities cold

Resistances bludgeoning, piercing, & slashing from nonmagical attacks

Immunities fire, poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., Perception 10

Fire Aura. A creature that touches the python or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Constrict. +8 (reach 10 ft., 3d8+5 plus 7 (2d6) fire damage. The target is grappled/restrained (escape DC 16) if the python isn't already constricting a creature.)

For full statistics see Appendix A.

Note: Any character dragged into the flaming river (while grappled) also suffers an additional 3d6 fire damage per round.

Appearance: The fire python is a denizen of the Elemental Plane of Fire and enjoys swimming in rivers of fire or lava. The creature is immense, fully 35 feet long and 4 feet in diameter.

Demeanor: Aggressive! Their favorite attack is to strike a foe and constrict their enemy, relishing the crackle and charring as its flaming body crisps the victim. They prefer their meat well done.

These creatures (one in each river) were summoned to the temple by Lord Andizzt to serve as guardians. The fire pythons are readily observed by the party as they enjoy frolicking in the flames.

The gel may be safely removed from each stream using the **water net skimmers** if they were retrieved from the fire skeletons on staircase B (see map on page 30). The water becomes clear and pure once the gel is removed. The blue gel only burns when in contact with water and extinguishes once removed from the streams. Clearing each stream causes all fire creatures within the temple to suffer the loss of 10 hit points.

J. The Inner Sanctum

The doors allowing entry into this area are single slabs of sea-green jade. Myriad carvings adorn their surfaces, but all are obscured by layers of ash and soot. These doors are magically locked (Arcane Lock) and open into (away from the party) the area on the far side.

Twin valves constructed of sea green stone are set in the center of the north wall of what appears to be an inner chamber to the temple. The doors are soot-stained and covered in searing hot flames much like the ones you opened to gain entry to the area in which you currently stand.

A careful examination of the door reveals greater details amid the flames.

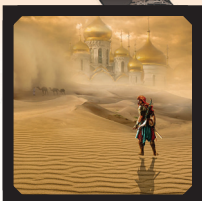
Two blue crystals are inset on each of the doors. They are difficult to visually identify given the thick layer of soot covering the surface of the door.

These doors are magically locked (*arcane lock*), but they respond to magical opening spells. The players may also force the doors via a DC 20 Strength check, but characters engaging in such activity suffer 5 points of fire damage at every attempt. The four blue crystals covered in soot on the doors may also be used to cause them to open. If a character says anything related to water (words like splash, wet, ocean, sea, pond, gulf, lake etc.), one of the crystals sheds its soot and begins glowing. If the process is repeated, all of the crystals can be made to glow, and the doors magically swing open.

Once the characters have found a means of gaining access to the chamber beyond, continue.

A blazing inferno of searing heat and choking smoke assaults your sense as you survey the chamber revealed by the opened portal. A pool of flames occupies the majority of the room. Standing amid the flames is a gigantic humanoid form composed entirely of flames. The figure turns his head towards you and says,

“My Lord and Master Andizzt will not be pleased you have entered his temple.” He emits a haughty laugh and motions you to come inside.



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The inner temple is a 40-foot square chamber with a 25-foot tall domed ceiling, no windows, and only one doorway. This was the sanctum sanctorum of the temple of water, and it is where the pure water existed in its sacred pool. The inner temple was used for rituals, powerful castings and communing with greater beings from the elemental plane of water. Since the desecration, the water of this pool has been transformed into blazing elemental fire. This fire causes 10 points of fire damage to any characters physically entering this room each combat round. A Guardian Fire Elemental was tasked with guarding this elemental source to ensure that Andizzt might visit on a whim.

Note: If the characters have cleaned and purified three or more original temple water sources (pools, streams, etc.) this area is free of fire.

Guardian Fire Elemental

Huge elemental, neutral

AC 17, HP 169 (16d12+64), Spd 50ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	21 (+5)	19 (+4)	18 (+4)	12 (+1)	10 (0)

Saves Wis +6, Int +9, Cha +5

Resistances bludgeoning, piercing, & slashing from nonmagical attacks

Immunities fire, poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft. , Perception 11

Fire Form. The elemental can move through a space as narrow as 1 inch wide. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. The elemental can also enter a hostile creature's space and stop. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Regenerate. Regeneration. The elemental regains 10 hit points at the start of its turn if it has at least 1 hit point.

Multiattack. (fire trident, flame sphere)

Fire Trident. +10 (reach 10 ft., 3d8+6 plus 1d10 fire damage plus ignite creatures or flammable objects: 1d10 fire damage at start of each turn until action taken to douse)

Flame Sphere. +9 (range 30 ft., 2d12+5 fire damage plus ignite creatures or flammable objects: 1d10 fire damage at start of each turn until action taken to douse)

Appearance: An 18' tall humanoid, this creature has horns of fire, red scales for flesh, and talons and hooves for hands and feet. It's wearing a cape composed of scarlet fire, using a flame trident, and has golden bracers on its massive arms. Small flames dance about its flesh at random almost as though they had a life of their own.

Demeanor: This elemental is highly intelligent and may (at your discretion) believe itself to be outnumbered or overmatched. Rather than an immediate attack, the guardian may choose to speak to individual characters, convincing them to commit acts which will surely cause them harm, if not killing them outright.

"The pool of flame has healing properties." (Dousing any portion of a character in the elemental flame causes 20 points of fire damage).

"Touch my trident and you shall be healed." (The elemental gets an automatic hit with its trident).

The guardian also does its best to delay the party as (if the fire has yet to be quenched) exposure to the elemental fire in this room causes 10 fire damage to each creature per round. As a last resort, the guardian attacks using a flame trident in one talon and throwing flame spheres with the other talon.



Killing this Guardian Fire Elemental turns the entire temple back into a temple of water and purity. The water the characters need can then be taken from any temple water source. As the elemental expires its cloak and trident fall to the floor.



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+1 Fire Trident

You have a +1 bonus to attack and damage rolls made with this trident, and target takes extra 1d10 fire damage. You may only wield this trident if you are size Large or bigger.

Flame Cloak (*attune*)

You may only wear this cloak if you are size Large or Huge. While wearing it, you have immunity to cold damage, but you take 2d6 fire damage each round.

K. The Portal Chamber

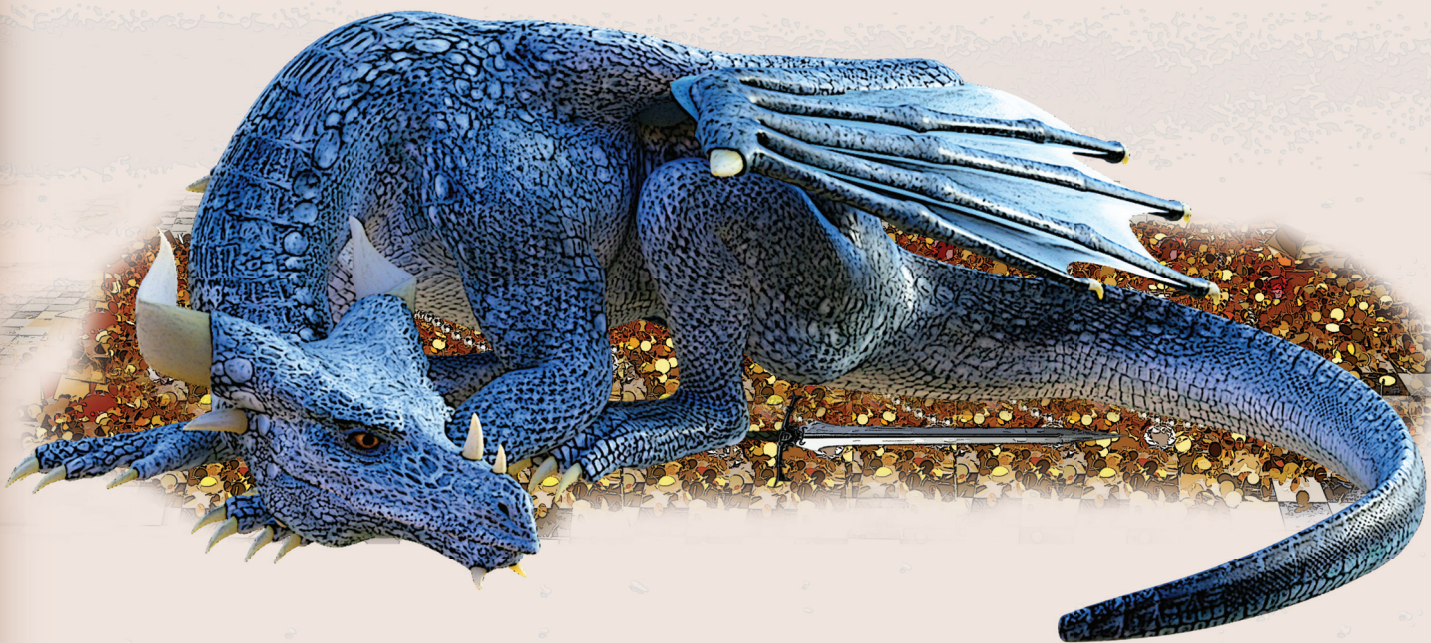
As the characters descend the staircase that leads to this chamber, they hear the heavy and slow breathing of the dragon that here makes its lair. It's also quite difficult, even at first glance, to miss the huge pile of treasure and its guardian: Zah'ri the blue dragon.

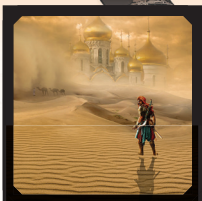
You see an 80-foot square chamber with a 30-foot ceiling and blue glowing walls that shed enough light to see into all of the room's corners. Your attention is drawn to a blue dragon rising up out of a pile of gold and silver coins. Bits of lightning spark from its huge maw. "Have you come to steal my treasures?" it hisses. The dragon rises and spreads its wings. It appears that a difficult battle is about to ensue.

Your eyes are dazzled by the princely horde that lies strewn across the floor, making it difficult to concentrate on the great lizard's question. You see piles of silver and golden coins with various objects and chests interspersed throughout the piles. Unfortunately the individual coins and some of the other objects are partially melted into a giant amorphous clump. You can identify several blue crystal objects from chalices to plates, to chests and coffers throughout the pile. One area contains a veritable forest of decanter-sized blue bottles.

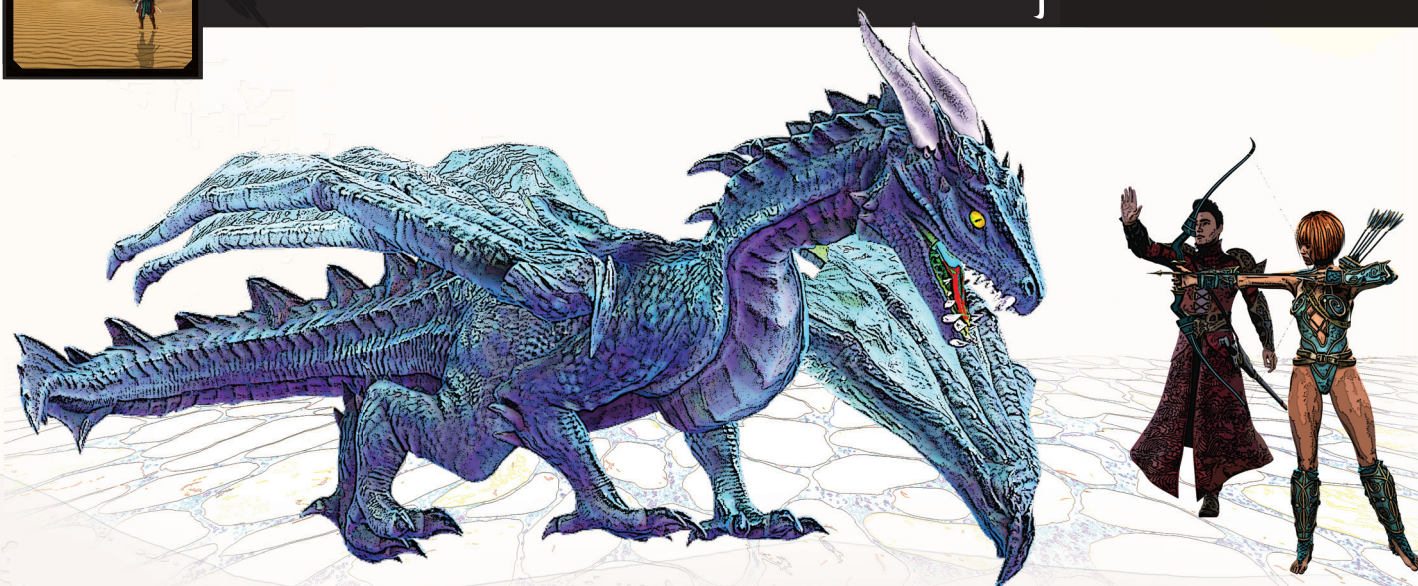
Zah'ri is an intelligent dragon, and the fire elementals provided him with more than enough combat to keep his lust for violence sated for many years to come. Should the party choose to parley with this dragon, he is amenable.

To your surprise, the dragon continues rather than spraying your party with bolts of lightning. "If you have come to steal, then I shall eat well this day. If you have come to parley, I have many items that you might find of interest, and I am always interested in a good bargain. What have you to offer me?"





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Adult Blue Dragon, Zah'ri

Huge dragon, lawful evil
AC 19, HP 225 (18d12+108),
Spd 40ft., fly 80 ft., burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
25 (+8)	10 (0)	23 (+7)	16 (+3)	15 (+3)	19 (+5)

Saves Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Multiattack. (frightful presence, bite, claw x2)

Bite. +12 (reach 10ft., 2d10+7 plus 1d10 lightning)

Claw. +12 (2d6+7)

Tail. +12 (reach 15ft., 2d8+7)

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions (3 per round; after other's turn)

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

See 5e SRD for full statistics.

Appearance: Zah'ri is 40 feet long and a bright blue color. He is massively muscled.

Demeanor: Zah'ri is reasonable and intelligent. He fights only if the characters attack or attempt to steal from his hoard. He trades for any items the characters may possess on a 2-for-1 basis (he trades one uncommon item for two the characters might have, one rare item for any two the characters might have, etc.). Zah'ri also willingly trades for gold, food (meat), and jewels.





The Search for Darwah's Temple

Zah'ri values meat at the rate of 10 gold pieces per pound. The party may barter for any of the following items from Zah'ri's hoard (see Appendix B for full statistics):

• Potions of Greater Healing (2)

You regain $4d4 + 4$ hit points when you drink this potion. Zah'ri trades one of these potions for 2 uncommon potions, or 600 gold piece value in meat, gems, coins, and jewelry, or 1 uncommon potion and 300 gold piece in meat, gems, coins, and jewelry.

• Long Sword +1/+2 vs. Fire Creatures

You have a +1 bonus to attack and damage rolls with this weapon (+2 if attacking a creature from the Elemental Plane of Fire). Zah'ri trades this sword for 2 rare items, or 10,000 gold piece value in meat, gems, coins, and jewelry, or 1 rare item and 5,000 gold piece in meat, gems, coins, and jewelry.

• Wand of Liquid Purification

This wand has 3 charges. While holding it, you can use an action to expend 1 charge in order to render up to 5,000 gallons of liquid free of poison and disease. Expended charges are regained once a month during the full moon.

Note: Any of the charges would purify one of the burning ponds and transform it back into water.

Zah'ri trades this wand for 2 rare items, or 10,000 gold piece value in meat, gems, coins, and jewelry, or 1 rare item and 5,000 gold piece in meat, gems, coins, and jewelry.



• Water Spear (attune)

You have a +1 bonus to attack and damage rolls made with this weapon (+2 if attacking a creature from the Elemental Plane of Fire). As a bonus action, you can also command the spear to fly up to 30 feet and attack a creature. It uses your attack roll and ability score modifier for damage. You can use a bonus action to redirect it to a new target within 30 feet. After its fourth attack, it returns to your hand.

Zah'ri trades this spear for 2 rare items, or 10,000 gold piece value in meat, gems, coins, and jewelry, or 1 rare item and 5,000 gold piece in meat, gems, coins, and jewelry.



• Coffer of Fangs (attune)

This small chest-like coffer contains 20 fangs. When you throw a fang on the floor in a space within 20 feet of you, it turns into a deadly poisonous snake with a swim speed of 30 ft. The snake is friendly to you and your companions. It obeys your verbal commands including attacking enemies. It disappears after 1 minute or when it drops to 0 hit points.

Zah'ri trades this coffer for 2 rare items, or 10,000 gold piece value in meat, gems, coins, and jewelry, or 1 rare item and 5,000 gold piece in meat, gems, coins, and jewelry.

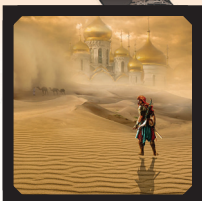
• Cap of Water Breathing

While wearing this cap, you can breathe under water.

Zah'ri trades this cap for 2 uncommon items, or 6,000 gold piece value in meat, gems, coins, and jewelry, or 1 uncommon item and 1,000 gold piece in meat, gems, coins, and jewelry.



If the dragon is defeated in combat, or the trading concludes satisfactorily, Zah'ri has no problem should the characters explore his chamber, so long as they do not steal from his hoard (if he is alive). Should the characters thoroughly search the cavern, they discover two further items of interest.



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A 15-foot square area of the floor is covered by hundreds of 12-inch tall blue quartz flasks with a wide base that narrows to a slender neck with a stopper of faceted crystal. The pale blue vessels radiate a palpable aura of magical energy that you easily identify. 30 feet from this forest of bottles you see a portion of the wall that contains a large man-sized arch of lapis lazuli covered in carvings of water creatures.

If the party examines the forest of bottles more closely:

Closer study allows you to see that each bottle has the carving of a wave washing onto a beach. Unstopping the bottle releases the smell of cascading waterfalls and fresh spring rain.

The bottles contain elemental water that was drawn from the portal by the temple's original priests. In its current form, imbibing the water cures all disease. If added to a polluted water source, it automatically purifies that source. This water may also be used as a reagent for healing potions.

Zah'ri the dragon gladly trades some of these bottles for treasures the characters possess. Zah'ri trades one bottle for a common magic item, or 1,000 gold piece value in meat, gems, coins, and jewelry.

If the characters examine the arch more closely:

A shimmering flat gray surface covers the area inside the arch of lapis lazuli. The carvings that surround it are exquisite, and you recognize dolphins, squid, jellyfish, and narwhales amid their number. The arch radiates magic.

Touching the arch activates the magic, and the area under the arch turns watery. Stepping into the arch transports the character to the Elemental Plane of Water. Transported characters unable to breathe under water risk drowning. Characters that pass through this portal that are able to breathe underwater set off on a new adventure! (not contained between these pages).

Should Zah'ri be defeated in combat, the total treasure mass is about 50,000 gp. It is currently a large melted lump which is impossible to transport, although the characters may propose any number of innovative solutions allowing them to remove this treasure and take it with them.





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Appendix A: New NPC's, Creatures, & Monsters



Blight Demon

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft., 60 ft. (sandstorm form only)

Str	Dex	Con	Int	Wis	Cha
16 (+3)	17 (+3)	15 (+2)	15 (+2)	15 (+2)	7 (-2)

Damage Resistances cold, and slashing, piercing, or bludgeoning attacks from nonmagical or non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poison, unconscious, charm

Senses: darkvision 60ft, Perception 12

Languages Common, Abyssal, Ydrissid, plus up to three other languages

Challenge 6 (2,300 XP)

Rejuvenation. If it dies, the blight demon returns to life in 3 days and regains all its hit points. Only casting remove curse and prayer on its remains prevent this trait from functioning.

Turn Susceptibility. The blight demon can be turned as if it were undead.

Actions

Multiattack. The blight demon makes 2 claw attacks.

Claws. *Melee Weapon Attack.* +6 to hit, reach 5ft, one target. *Hit:* 10 (2d6 + 3) slashing damage.

Sandstorm (Recharge 5-6). The blight demon assumes the form of a swirling sand storm for 1 minute. While in this form, it can enter a hostile creature's space and stop there and can move through a space as narrow as 1 inch wide without squeezing. As a sandstorm, the blight demon cannot make claw attacks but has resistance to bludgeoning, piercing, and slashing damage.

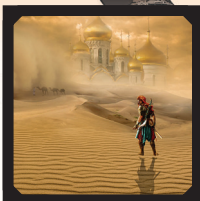
Each creature which enters or begins its turn in the blight demon's space must make a DC 15 Constitution saving throw. On a failure, a target takes 12 (3d6+3) slashing damage. If the saving throw is successful, the target takes half the slashing damage.

Shriek (Recharge 5-6). The blight demon emits a piercing shriek. All creatures within 60 feet and capable of hearing must make a DC 14 Wisdom saving throw. On a failure, a target takes 21 (6d6) psychic damage and become frightened for 1 minute. On a success, the target takes half as much psychic damage and is not frightened.

Shadowy terrors. Found only in the Blight, these creatures resemble a nightmarish cross between a shade, wind and earth elemental.

Insane hatred of the living. These souls have been driven completely insane by their circumstance and hate all living creatures. They will create fierce storms to attack any living being that enter their domain. Blight demons wander the Blighted Lands whipping up furious localized sand storms. They are the trapped souls of Ydrissid Elemental Mages cursed forever to wander the lands that they destroyed with their dweomercraft eons past.





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Elemental, Flame Spear

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 119 (14d10+42)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
10 (0)	19 (+4)	16 (+3)	6 (-2)	10 (0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft, passive Perception 10

Languages Ignan

Challenge 6 (2,300 XP)

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Actions

Multiattack. The elemental makes one Touch attack and one Flame Spear attack.

Touch. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Flame Spear. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit:* 12 (1d12+6) piercing damage plus 13 (3d8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. See appendix B for further details).

Elemental, Guardian, Fire

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 169 (16d12+64)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	21 (+5)	19 (+4)	18 (+4)	12 (+1)	10 (0)

Saves Int +8, Wis +5, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft, passive Perception 10

Languages Ignan

Challenge 9 (5,000 XP)

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

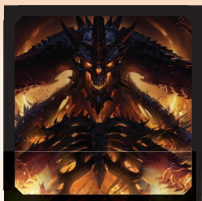
Regenerate. The elemental regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The elemental makes one Trident attack and one Flame Sphere attack.

Trident. *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8+6) piercing damage plus 5 (1d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Flame Sphere. *Ranged Weapon Attack.* +9 to hit, range 30 ft., one target. *Hit:* 18 (2d12+5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.



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Actions

Multiattack. The elemental makes two Slam attacks or one Slam attack and one Lava Splash attack.

Slam. *Melee Weapon Attack.* +8 to hit, reach 10 ft, one target. *Hit:* 18 (3d8 +5) bludgeoning plus 13 (2d6+6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Lava Splash (recharge 4-6). The elemental hurls a mass of lava at a point within 80 feet of it. All creatures within 10 feet of the target point must make a DC 14 Dexterity saving throw. On a failure, targets take 13 (3d6+3) fire damage; if a target is a creature or a flammable object, it ignites. Until someone takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, a target takes half as much fire damage and does not ignite.

Violent destroyers. Lava Elementals attack anything that enters their territory. This elemental does not pursue fleeing characters outside its cave. Low intellect and a desire to burn and crush things make the lava elemental an aggressive monster that employs frontal assault as the height of its strategy.

Elemental, Lava

Huge elemental, neutral

Armor Class: 18 (natural armor)

Hit Points: 152 (16d12+48)

Speed: 50 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	14 (+2)	16 (+3)	6 (-2)	10 (0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft, passive Perception 10

Languages Ignan

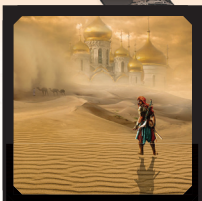
Challenge 9 (5,000 XP)

Lava Form. The elemental can move through a space as narrow as 1 inch. A creature that touches the elemental or hits it with a melee attack within 5 ft. of it takes 5 (1d10) fire damage. The elemental can enter a hostile creature's space and stop. The first time it enters, the creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse, creature takes 5 (1d10) fire damage at start of each of its turns.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.





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Fire Python

Huge elemental, neutral

Armor Class 15 (natural armor)

Hit Points 105 (10d12+40)

Speed 40ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	18 (+4)	18 (+4)	2 (-4)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft, passive Perception 10

Challenge 5 (1,800 XP)

Fire Aura. A creature that touches the python or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Constrict. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 18 (3d8+5) bludgeoning damage plus 7 (2d6) fire damage. The target is grappled (escape DC 16) if the python isn't already constricting a creature, and the target is restrained until this grapple ends.

Elemental Python. The fire python is a denizen of the Elemental Plane of Fire and enjoys swimming in rivers of lava. These creatures are immense, measuring as large as 35 feet long and 4 feet in diameter.

Aggressive and vicious. They relish constricting their enemies, listening and smelling the crackle and charring as their flaming victim's body crisps. They prefer their meat well done.

Fire Skeleton

Medium undead, lawful evil

Armor Class 16 (chainmail and shield)

Hit Points 65 (10d8+20)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing and slashing from nonmagical attacks

Immunities fire, poison

Condition Immunities poisoned, exhaustion

Senses darkvision 60ft, passive Perception 9

Languages understands Common and Harrumi but can't speak

Challenge 3 (700 XP).

Flaming. Any creature passing within 5 feet of a fire skeleton or who begins their turn within 5 feet of one suffers 4 (1d8) fire damage.

Actions

+1 Fire Mace. *Melee Weapon Attack.* +5 to hit reach 5ft, one target. *Hit:* 1d6+3 bludgeoning damage plus 3 (1d6) fire damage.

Metal Heavy Crossbow. *Ranged Weapon Attack.* +4 to hit, one target, range 100ft/400ft. *Hit:* 5 (1d6+2)

Summoner loyalty. Summoned by Golgoran, these creatures fight until destroyed and may not be dissuaded.



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Fire Scorpion

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	16 (+3)	2 (-4)	9 (-1)	3 (-4)

Damage Immunity poison

Condition Immunity poisoned

Senses blindsight 30ft, Perception 9

Challenge 3 (700 XP)

Dive Bomb. The fire scorpion unveils concealed wings and launches itself at its opponent. If it flies at least 20 feet straight toward a target, it has advantage on its first attack against that target.

Grappling Sting. If the fire scorpion hits the same target with both of its pincer attacks, it gains advantage on stinger attacks against the same target while that target is grappled.

Actions

Multiattack. The fire scorpion makes three attacks: two with its pincers and one with its stinger.

Pincers. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage. The target is grappled (escape DC 14) if the fire scorpion does not have another creature grappled, and the fire scorpion cannot use this pincer to attack other targets.

Stinger. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) piercing damage. The target must make a DC 14 Constitution saving throw. On a failure, the target is poisoned for 1 hour, takes 7 (2d6) poison damage, and must repeat the saving throw at the beginning of its next two turns, taking 10 (3d6) and 14 (4d6) poison damage respectively upon failure. If a target succeeds on a saving throw, it takes no further damage from this attack, and the poisoned condition ends on it.

Massive arthropods. Fire Scorpions range from 7 - 12 feet in length and stand 2 -5 feet tall. Their segmented bodies are reddish yellow with black bordering each segment and membrane-like wings on their backs. The two front pincers are a red/black. The creatures' legs are a translucent yellow color with short hair like antennae near the foot of each appendage.



Flame Asp

Medium elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40ft

Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	14 (+2)	2 (-4)	10 (0)	7 (-2)

Skills Stealth +5

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60ft, passive Perception 10

Challenge: 5 (1,800 XP)

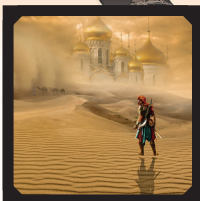
Actions

Fire Breath (Recharge 5-6). The flame asp breathes a gout of flame in a 20' cone. All within this area must succeed on a DC 15 Dexterity save, taking 27 (6d8) fire damage on a failed save, and half as much on a success.

Bite. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage. The target must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage.

Creatures of earth and fire. These nine-foot long snakes are bright yellow like a flame with an orange flare of feathers at the top of their heads. They try to remain hidden until ready to strike.

Fast ranged hunters. Flame Asps only bite as a last resort, preferring to breathe fire and roast their victims alive, transforming them into the charcoal they prefer to consume. If they suffer too much resistance, they retreat rather than fight to the death.



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Golgoran the Soul Reaver

Medium humanoid (Harrumi), lawful evil

Armor Class 16 (mage armor spell)

Hit Points 91 (14d8 + 28)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Perception +5, Religion +7

Senses passive Perception 15

Languages Common, Abyssal, Harrumi

Challenge 6 (2,300 XP)

Displacement (Recharges when Golgoran casts a spell using a 2nd level or higher spell slot). An optical illusion makes Golgoran to appear slightly away from his true location, causing attacks made against him to be made with disadvantage. The effect ends if Golgoran is hit with an attack or is incapacitated.

Sculpt Spells. When Golgoran casts an evocation spell, he may select up to 5 targets. The chosen creatures automatically succeed on their saving throws against the spell. They take no damage if they normally would take half damage on a successful save.

Spellcasting. Golgoran is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Golgoran has the following spells prepared: Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost* 1st level (4 slots): *magic missile*, *shield*, *thunderwave* *mage armor* (already cast)

2nd level (3 slots): *acid arrow*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*, *slow*

4th level (3 slots): *blight*, *dimension door*

5th level (2 slots): *cloudkill*, *dominate person*

Actions

Multiattack. Golgoran makes one **+1 dagger** attack and one **miramoud bastard sword** attack (one-handed) or makes one **+1 dagger** attack and casts a spell.

Miramoud Bastard Sword. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage or 10 (1d10+5) slashing damage if used with two hands to make a melee attack plus 17 (5d6) necrotic damage. Golgoran regains hit points equal to the amount of necrotic damage dealt. If the target is a creature native to another plane of existence, it must succeed on a DC 16 Charisma saving throw or be instantly transported to its home plane.



+1 Dagger. *Ranged Weapon Attack.* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage and the weapon flies back to the thrower's hand.

Appearance: Although of average height for a Harrumi at 7 feet tall, he has a noticeable slouch. Years behind a desk studying the dark ways of his Ydrissid heritage have taken their toll. He wears flowing black and purple robes.

Demeanor: Golgoran is a shrewd wizard. He cares for only one life — his own. If he can sacrifice your life for his benefit— it is a worthy exchange. He will use anyone to advance his goals.



The Search for Darwah's Temple

Iss'morella

Medium humanoid (harrumi), lawful evil

Armor Class 15 (profane sigil that grants armor)

Hit Points 76 (10d8+30) **Speed** 30ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	14 (+2)	16 (+3)	18 (+4)	16 (+3)	12 (+1)

Saving Throws Int +7, Wis +6

Skills Arcana +7, Deception +4, Insight +6

Senses passive Perception 13

Languages Common, Abyssal, Harrumi

Challenge 5 (1,800 XP)

Sculpt Spells. When Iss'morella casts an evocation spell, she may select up to 4 targets. The chosen creatures automatically succeed on their saving throws against the spell. They take no damage if they normally would take half damage on a successful save.

Spellcasting. Iss'morella is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Iss'morella has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *ray of frost*

1st level (4 slots): *charm person*, *color spray*, *hideous laughter*, *magic missile*, *shield*

2nd level (3 slots): *acid arrow*, *blindness/deafness*, *invisibility*, *ray of enfeeblement*, *suggestion*

3rd level (3 slots): *bestow curse*, *hypnotic pattern*, *lightning bolt*

4th level (1 slot): *black tentacles*, *confusion*

Summon Nalfeshnee. Iss'morella has had the spell sigils of demon summoning cast upon her, with intricate eldritch symbols branded onto her body. If she is reduced to 0 hit points, a nalfeshnee demon tears its way from her corpse.

Actions

Multiattack. Iss'morella makes one **whip of pain** attack and casts a spell.

Whip of Pain. *Melee Weapon Attack.* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone. If one of its 5 charges is expended, the target takes an additional 7 (2d6) lightning damage and must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.



Lizard, Spikey Tailed

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 77 (10d8+32) **Speed:** 30ft., climb 30ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	18 (+4)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +7

Senses darkvision 30ft, passive Perception 10

Challenge: 3 (700 XP)

Swallow Whole. When the spikey tailed lizard rolls a natural 20 on its Bite attack, a Large size or smaller target is swallowed whole. It is blinded and restrained, has total cover from outside attacks, and takes 9 (2d8) acid damage at the start of each of the spikey tailed lizard's turns. If the spikey tailed lizard dies, swallowed targets may escape with 5 feet of movement.

Actions

Multiattack. The spikey tailed lizard makes three attacks: two with its tail and one bite.

Tail. *Melee Weapon Attack.* +5 to hit, reach 5ft, one target. *Hit:* 13 (3d6+3).

Bite. *Melee Weapon Attack.* +5 to hit, reach 5ft, one target. *Hit:* 12 (2d8+3).

Appearance: These 12-foot to 14-foot long lizards stand 4-feet tall at the shoulder and have large spikes growing from their tails. Their skin is able to alter its appearance to conform to the colors of the landscape that surrounds them, making them 75% undetectable when motionless.

Demeanor: In the wild, spikey tailed lizards hunt in small packs lead by an alpha female. These beasts always target the largest opponent, and tend to kill several of their quarry before stopping to eat (while the remaining targets flee). Only rarely do these lizards pursue prey for more than 4 rounds.



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Mirror Beast

Large monstrosity, neutral evil
Armor Class 14 (natural armor)
Hit Points 95 (10d10+40)
Speed 40ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	18 (+4)	7 (-2)	13 (+1)	9 (-1)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60ft, passive Perception 11
Challenge 5 (1,800 XP)

Avoidance. Whenever the tentacle beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Mirror Image (Recharge 6). The mirror beast creates 3 duplicate illusory images of itself like a mirror image spell. They have AC 12 and are destroyed with any hit. When attacked, roll 1d20: if 3 images, 6+ targets an image, if 2 images 8+ targets image, if 1 image 11+ targets image. Roll recharge when last image destroyed. A creature is unaffected by this ability if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. The ability recharges only when all duplicates are destroyed.

Actions

Multiattack. The mirror beast makes five attacks: two with its claws, two with its tentacles, and one bite.

Tentacle. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 1d6 poison damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned until cured.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 8 (1d8+4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 9 (1d10+4) piercing damage

Vicious Predators. Mirror beasts are consummate hunters, seeking only to voraciously feed. Their appetites are never sated and they spend their entire lives looking for meat upon which to gorge themselves.

Amra, Muzhry Hetman

Medium humanoid (muzhry), lawful neutral
Armor Class 20 (arcane tattoos)
Hit Points 52 (8d8 + 16) **Speed** 30ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	15 (+2)	14 (+2)	10 (0)	10 (0)	13 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Insight +2, Intimidation +3
Senses passive Perception 13
Languages Common, Muzhry, Okkorim
Challenge 3 (700 XP)

Second Wind (recharges after a long rest). The muzhry warrior uses a bonus action to regain 1d10+2 hit points.

Action Surge (recharges after long rest). On its turn, the muzhry warrior takes an additional action on top of its regular action.

Magical tattoos (1/day). Amra has several arcane tattoos that provide him bonuses (armor class 20, advantage on saving throws against spells and other magical effects). As a bonus action once per day he may increase his Strength to 18 for 1 minute.

Critical Hits. Amra's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. Amra makes one +1 Khopesh attack and one Dagger attack.

+1 Khopesh. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Dagger. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Composite Short Bow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6+2) piercing damage.

Items: **Khopesh** +1, bow, 20 arrows, **Potion of Extra Healing** (3-18 points), 12 silver, 20 gold, 8 platinum, 2 turquoise gems (100 gp, 150 gp), and 2 x gallon water skins, **Scorpion Antidote** (3).

Appearance: Amra is dressed in blue and white striped robes of a light weight fabric with a pure blue head scarf and pointed yellow leather slippers.

Demeanor: Amra is a fierce desert warrior. He fights to save his men and protect his nephew Sus'mee.



The Search for Darwah's Temple

Muzhry Warrior

Medium humanoid (muzhry), lawful neutral

Armor Class 16

Hit Points 11 (2d8+2)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	12 (+1)	10 (0)	12 (+1)	8 (-1)

Saving Throws Str +4, Con +2

Skills Athletics +4, Intimidation +1

Senses passive Perception 11

Languages Common, Muzhry, Okkorim

Challenge 1 (200 XP)

Defense. When the muzhry warrior is wielding a khopesh sword and another creature makes a melee attack against it, the muzhry warrior can use its reaction to add +2 to its AC against that attack.

Second Wind (recharges after a long rest). The muzhry warrior uses a bonus action to regain 1d10+2 hit points.



Action Surge (recharges after long rest). On its turn, the muzhry warrior takes an additional action on top of its regular action.

Critical Hits. The muzhry warrior's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Khopesh. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2)

Short Bow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6+1) piercing damage

Appearance: Dressed in desert robes, these blue-skinned humans average 6'9" in height. They each carry: short bow, 20 arrows, khopesh, dagger, 6 silver, 3 gold, Muzhry clothing, lizard skin boots, 2 x gallon water skins.

Demeanor: Muzhry Warriors have great integrity and are fiercely loyal to their leaders.

Semi-Dietal Criosphinx

Large monstrosity, neutral

Armor Class 18

Hit Points 210 (20d10 + 100)

Speed 30ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	12 (+1)	20 (+5)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Str +10, Con +10, Wis +9

Skills Arcana +8, History +8, Religion +9

Immunities charmed, frightened, psychic

Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 19

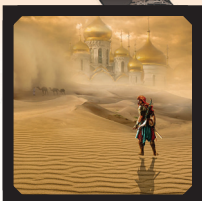
Languages all

Challenge 13 (10,000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's melee attacks are magical.

Spellcasting. The sphinx is a 10th-level spellcaster. Its spellcasting ability is Wisdom (Spell Save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells and has the following cleric spells prepared:



The Search for Darwah's Temple

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (3 slots): *detect magic, prot. from evil and good, shield of faith, cure wounds, sanctuary*

2nd level (3 slots): *aid, enhance ability, hold person, lesser restoration, spiritual weapon*

3rd level (2 slots): *remove curse, bestow curse, speak with dead, magic circle*

4th level (1 slot): *banishment, freedom of movement*

5th level (1 slot): *flame strike, greater restoration*

Actions

Multiattack. (bite, claw, ram)

Bite. +10 (reach 5ft., 3d10+5)

Claw. +10 (reach 5ft, 6d8+5 and DC 18 Str or prone)

Ram. +10 (reach 5ft, 5d10+5 and DC 18 Str or moved 10ft and prone)

Legendary Actions

(3 per round; after other's turn)

Rake. (cost 1; claw at advantage vs. prone)

Teleport. (cost 2; 120 ft)

Spell. (cost 3; cast one spell)

Power and Purity. The criosphinx has the body of a lion with the head of a ram. It represents the power and purity of rulership and is a guardian of nobility and wisdom. It has a purity of purpose and clarity of vision rarely seen in other creatures.

Mask of Serenity. It is said that each criosphinx houses the spirit of a great ruler, and always wears a mask of serenity and confidence. Even when they are destroying those they deem unworthy of their wisdom, they never show anger or rage, only a mask of pure peace.

Demeanor: Achidalus is an ancient deital minion that keeps watch on the Rift to prevent evil creatures from escaping its hidden depths. He never reveals this when engaging visitors in conversation. He finds lesser minds tiresome and keeps his replies short.

Soo'ad

Medium humanoid (muzhry), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Persuasion +2

Senses passive Perception 9

Languages Common, Okkirimi, up to two others

Challenge 1 (200 XP)

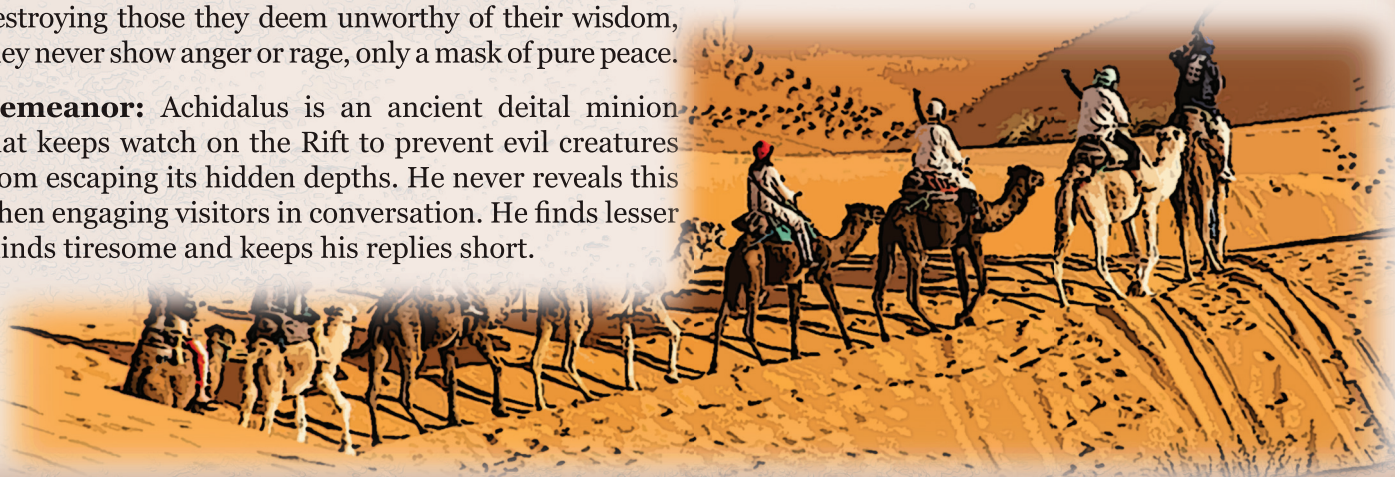
Summon Vrock. Soo'ad has had the spell sigils of demon summoning cast upon her, with intricate eldritch symbols branded onto her body. If she is reduced to 0 hit points, a vrock demon tears its way from her corpse and acts on its own initiative. It obeys Golgoran and Iss'morella and attacks all others if given no specific commands.

Actions

Fist. Melee Weapon Attack. +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Appearance: Standing a mere 5'6" in height with long jet-black hair (now neglectfully tangled), this poor wretch is garbed only in torn, soiled pantaloons and a a torn blouse as the rest of her garments were destroyed or discarded by her cruel captors.

Demeanor: Soo'ad has been subjected to unspeakable horrors and calls out a warning about the mirror beasts when she sees the characters are not her Harrumi captors. She then pleads for rescue in her native language (Okkorimi).





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Sun Spider, Giant

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10+12)

Speed 30ft, climb 30ft

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	14 (+2)	2 (-4)	11 (0)	10 (0)

Skills Stealth +7

Vulnerabilities fire

Resistances bludgeoning, psychic

Immunities poison

Senses tremorsense 30 ft., passive Perception 10

Challenge: 3 (700 XP)

Spider Climb. The giant sun spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The giant sun spider ignores movement restrictions caused by webbing.

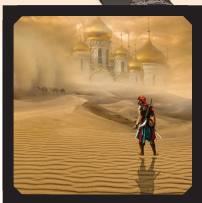
Actions

Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the giant sun spider can automatically hit the target with its bite, and the giant sun spider can't make bite attacks against other targets.

Appearance: Giant Sun Spiders are six feet long and three feet tall at the shoulder. These creatures are similar to spiders except they have 10 appendages and only 2 body segments. Sun Spiders have large red mandiblelike jaws (chelicerae) that make up close to a third of their overall length. These powerful weapons can easily slice through hard objects such as metal armor, bone, etc. The creature has a dark brown body with bristly hairs protruding from its many legs. Its top center portion of its back is black with yellow stripes running from head to rear.

Demeanor: Hungry. These voracious predators try their best to ambush prey and almost never run unless faced by a much larger foe.





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Zizi the Jinn

Large elemental, neutral good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	15 (+2)	22(+6)	15 (+2)	16 (+3)	20(+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Common, Harrumi, Okkirim, Auran

Challenge 11 (7,200 XP)

Prisoner of the Lamp. If Zizi dies, he returns to life in 24 hours and regains all hit points, appearing in his magic lamp.

Non-aggression. Zizi may only attack those who have already tried to attack him.

Innate Spellcasting. Zizi's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *thunderwave*
3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *gaseous form*, *invisibility*, *major image*

Actions

Multiattack. Zizi makes three scimitar attacks.

Scimitar. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (Zizi's choice).

Call Deadly Scirocco. A 15-foot-radius, 60-foot-tall cylinder of swirling air magically forms around Zizi. The scirocco lasts for 5 turns and creates a 10-foot deep, 15-foot diameter hole in loose material (sand or dirt) that might cover the surface beneath it. Stone is not affected. Any creature entering the scirocco or beginning its turn inside must make a DC 18 Dexterity saving throw, taking 3d6 bludgeoning damage on a failure, or half as much damage on a success. Zizi may move at his normal rate while maintaining the scirocco.

Appearance: Zizi is never fully corporeal as his lower half appears at all times to be little more than an impenetrable, swirling mist of clouds. He always appears dressed in the finest silks and satins.





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Appendix B: New Items & Spells

Amulet of Cleansing

Wondrous item, rare

This wondrous item, appears, at first glance, to be a simple piece of jewelry: a white opal set in a blue turquoise setting. However, when you place this enchanted device in dirty or polluted water it begins to purify the entire body where it is placed. The magic takes a minute per 100 gallons to purify the water of any normal pollutants (oil, dirt, etc.). So effective is this process that if this water is preserved (bottled) for later use it remains capable of healing 1d8 hit points and removing one level of exhaustion per day when you imbibe a full quart.

Belwah's Blessed Balm

Wondrous item, uncommon

This magical elixir is rumored to be created from the waters of a sacred pool dedicated to Darwah. The creamy blue & green salve is known for its highly curative powers. When you rub it on an affected area, this ointment cures poison, diseases, blindness and wounds, acting in all ways as though a *heal* spell were cast upon you.



Claws of Grasping

Wondrous item, rare

You may command these 15-foot reach extendable claw arms to grasp large (up to 1-foot diameter) items. They are too flimsy (maximum weight grasped is 10 pounds) to wield weapons and too unwieldy for delicate materials.

Cloak of the Water King

Wondrous item, very rare (requires attunement)

When you wear this lustrous blue silk cloak, you gain resistance to lightning, fire, cold, and bludgeoning damage.

Coffer of Fangs

Wondrous item, rare (requires attunement)

This small chest-like coffer contains 20 fangs. When you throw a fang on the floor in a space within 20 feet of you, it turns into a deadly poisonous snake with a swim speed of 30 ft. The snake is friendly to you and your companions. It obeys your verbal commands including attacking enemies. It disappears after 1 minute or when it drops to 0 hit points.

Decanter of Blessed Sacrament

Wondrous item, uncommon

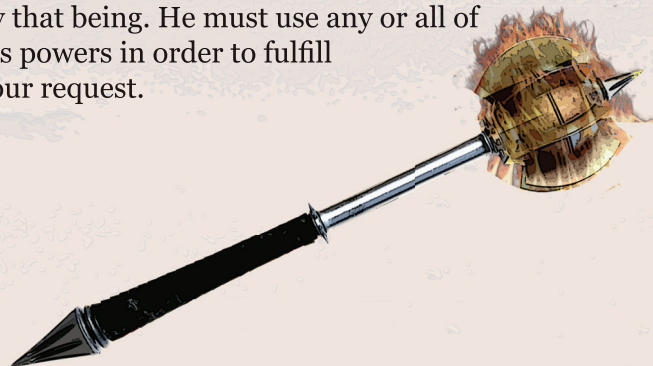
When you place any liquid inside this decanter, it is magically protected from contamination or putrefaction of any kind.

Ekul's Vessel of Confinement

Wondrous item, legendary

This item appears to be a standard Okkorim brass lantern until you polish it and discover a single word "Zizi" engraved in extremely small script upon its base. If you pronounce this word aloud while holding the lamp, Zizi the Jinn is summoned from his dwelling within the lamp. You may then request a single action from Zizi and if it is within the Jinn's power, it is immediately granted.

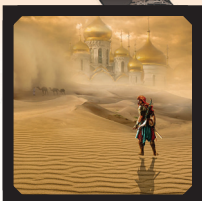
Created by the famed wizard Ekul (some say he was Harrumi, but the tales disagree on this point) in the dimly remembered days before the Wrath, the lamp is dented and battered but still fully serviceable. Ekul created the item as a prison for a recalcitrant Jinn that was playing regular pranks on both him and his friends. The lamp is ensorcelled so that if the lamp is held, its elemental occupant may be commanded to appear and perform any service requested by you that is within his power. This service may be requested three times per week. When Zizi appears, he may commit no act of violence against a living being unless he is first attacked by that being. He must use any or all of his powers in order to fulfill your request.



+1 Fire Mace

Weapon, rare

You have a +1 bonus to attack and damage rolls made with this magic weapon, and when you utter the command word engraved on the handle, it becomes wreathed in magical flame, causing an additional 3 (1d6) fire damage on a successful strike.



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Fire Scorpion Poison

Potion, uncommon

When you apply this poison to a weapon, the next target struck by that weapon must succeed on a DC 14 Constitution saving throw or take an extra 2d4 poison damage and be poisoned for 1 hour.



Fire Scorpion Antidote

Potion, uncommon

This antidote is the invention of muzhry shamans. When you drink it, it ends any poisoned condition on you, and you become immune to poison damage and the poisoned condition for 10 minutes.

+1 Fire Trident

Weapon, rare

You have a +1 bonus to attack and damage rolls made with this trident. You may only wield this trident if you are size Large or bigger. When you hit with an attack using this weapon, the target takes an extra 1d10 fire damage.

Flame Cloak

Wondrous item, rare

You may only wear this cloak if you are size Large or Huge. While wearing it, you have immunity to cold damage, but you take 2d6 fire damage each round.

Flame Spear

Weapon, rare

You have a +2 bonus to attack and damage rolls made with this magic weapon. When you hit, the target takes an extra 3d8 fire damage. While you hold this spear, you are immune to its fire damage but have vulnerability to cold damage.

Miramoud Bastard Sword

Weapon (longsword), unique (requires attunement)

You receive a +2 bonus on attack and damage rolls using this elaborate bastard sword. On a hit, the target takes 5d6 necrotic damage, and you regain hit points equal to the amount of necrotic damage dealt. If the target is a creature native to another plane of existence, it must succeed on a DC 16 Charisma saving throw or be instantly transported to its home plane.

A potent blade forged by Ydrissid mage-smiths from a portion of a meteorite that fell from the skies during a lunar eclipse thousands of years ago, this all-black metal sword has a silver-wrapped pommel and gold crosspiece at the hilt. White runes etched into the blade glow red when this blade strikes a foe, and the blade sucks the life from the victim, passing it to the wielder. Miramoud was wielded by the ruling class of the Ydrissid magocracy and remained in the hands of the surviving mages during the dark days that followed the Wrath. Only wizards, sorcerers, or warlocks are able to make full use of Miramoud, and they are always considered proficient when using it. If used by other characters, it behaves as a simple +1 bastard (long) sword.

Oil of Dragon Fire

Wondrous item, rare

When discovered, the container of this oil (always ceramic or glass with a sealed stopper) is warm to the touch. It is engraved with a dragon's head. When you throw it against a hard surface or remove the stopper, an explosion engulfs a 10-foot radius causing all creatures in the area to take 6d6 + 6 fire damage. A successful DC 15 Dexterity saving throw halves the fire damage.

Potion of Purify Water

Potion, common

When you add the contents of this potion to dirty or polluted water it begins to purify the entire body where it is placed (up to 25,000 gallons). The magic takes 1d6 rounds to purify the water of any normal or magical pollutants.

Rods of Divining

Wondrous item, very rare

When created these rods have cast upon them the magical equivalent of a permanent, infinitely ranged *locate object* spell. They are therefore always unique to a specific object to which they unerringly point, regardless of the distance or dimensions that might lie between you and the object.



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Rod of Water Smiting

Rod, uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this rod (which acts as a one-handed greatclub). When you make a successful attack with the rod, you may expend up to 3 charges. A great splash of water flows from the rod, and your target takes 10 additional bludgeoning damage per charge expended. The rod has 5 charges, and all expended charges daily at dawn. If the final charge is ever expended, roll 1d20. On a result of 9 or less, the rod is destroyed. All creatures within 10 feet must make a DC 18 Dexterity saving throw. On a failure, a target takes 36 (8d8) bludgeoning damage and is stunned for 1 round. On a success, it takes half as much damage and is not stunned.

Sigils of Demon Summoning (Harrumi)

7th-level transmutation

Casting Time: 1 hour

Range: 10 feet

Components: V, S

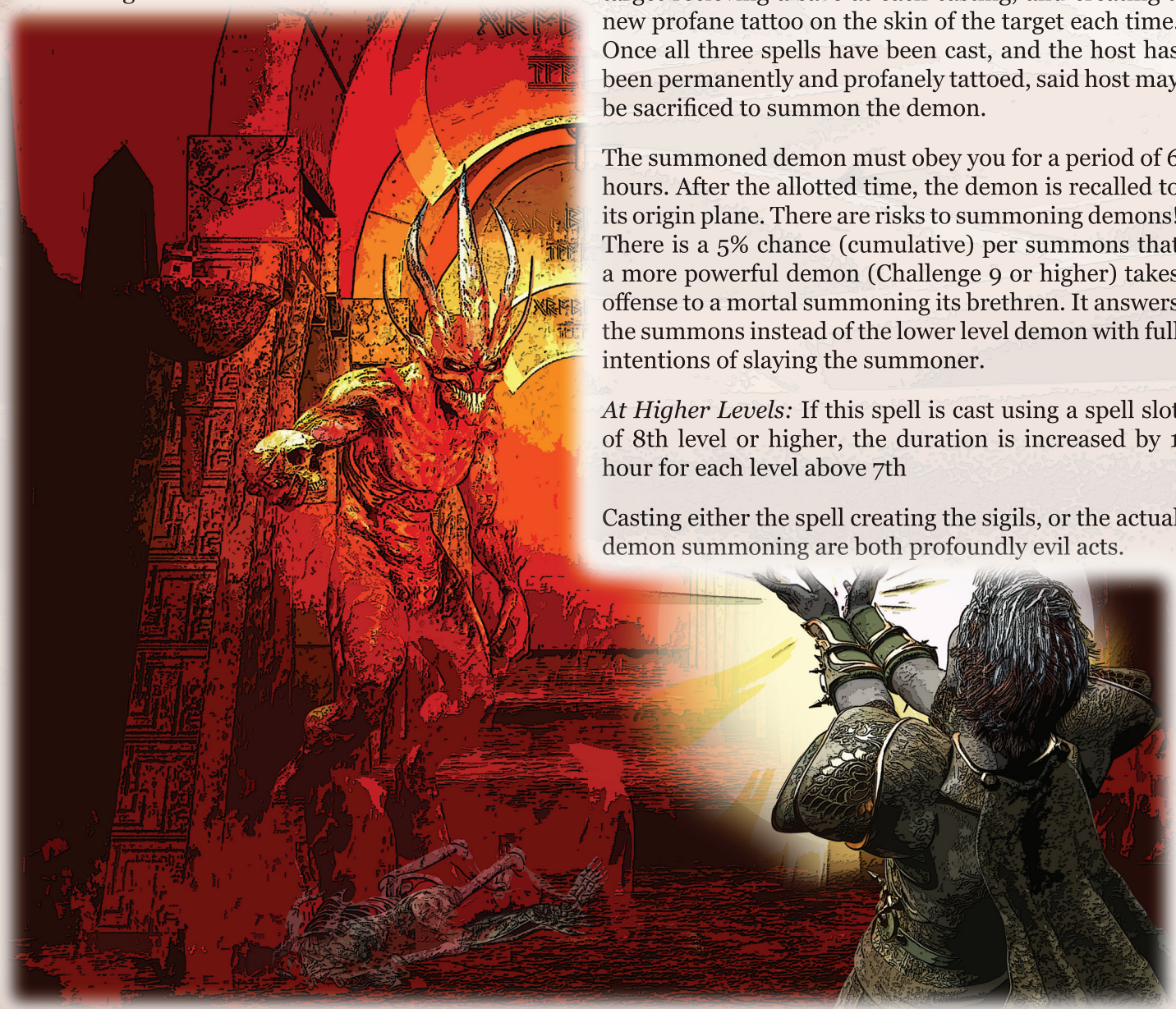
Duration: Permanent

You cast this spell upon a humanoid as the first step to the demon summoning process. The spell allows a Charisma based saving throw to resist if the target is unwilling. Once the spell is successfully cast, a tattooed sigil appears on the skin of the recipient, and a bond between the host and the outer world plane of Pandemonium is established. For it to be fully effective, you must cast this spell three times, with an unwilling target receiving a save at each casting, and creating a new profane tattoo on the skin of the target each time. Once all three spells have been cast, and the host has been permanently and profanely tattooed, said host may be sacrificed to summon the demon.

The summoned demon must obey you for a period of 6 hours. After the allotted time, the demon is recalled to its origin plane. There are risks to summoning demons! There is a 5% chance (cumulative) per summons that a more powerful demon (Challenge 9 or higher) takes offense to a mortal summoning its brethren. It answers the summons instead of the lower level demon with full intentions of slaying the summoner.

At Higher Levels: If this spell is cast using a spell slot of 8th level or higher, the duration is increased by 1 hour for each level above 7th

Casting either the spell creating the sigils, or the actual demon summoning are both profoundly evil acts.





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Sigils of the Muzhry

7th-level transmutation

Casting Time: 1 hour

Range: touch

Components: V, S

Duration: Permanent

When you cast this spell, the target creature's maximum hit points are permanently reduced by 1d6+2 and a tattoo appears somewhere on its body. If the creature survives, it has a +4 bonus to its armor class and may use a bonus action three times per day to increase its Strength by 2 for 1 minute.

The muzhry also have knowledge of arcane tattoos that provide various benefits to those that bear them. Little is known about the process, and as of this writing only the muzhry shamans are able to create these marks. What is known is that any requesting such an endowment must be willing to sacrifice a personal ability of similar status.

Wand of Liquid Purification

Wand, rare

This wand has 3 charges. While holding it, you can use an action to expend 1 charge in order to render up to 5,000 gallons of liquid free of poison and disease. The wand regains all expended charges daily at dawn. If the last charge is expended, the wand crumbles to dust, forever useless thereafter.

Water Net Skimmer

Wondrous item, rare

These ten-foot long three-foot wide fine white mesh nets are designed to remove debris from any body of water, magically purifying it. The skimmer is unharmed by any substance it might remove from the water.

Water Spear

Weapon, rare (requires attunement)

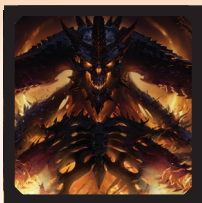
You have a +1 bonus to attack and damage rolls made with this weapon (+2 if attacking a creature from the Elemental Plane of Fire). As a bonus action, you can also command the spear to fly up to 30 feet and attack one creature within 5 feet of it. It uses your attack roll and ability score modifier for damage. You can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you and attack one creature. a new target within 30 feet. After the spear attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no free hand, it falls to the ground at your feet. If the spear has no unobstructed path to you, it moves as close to you as it can and then falls to the ground.

Whip of Pain

Weapon, rare (requires attunement)

The whip has 5 charges. If you expend a charge, on a successful hit the whip deals an additional 2d6 lightning damage, and the creature struck must succeed on a DC 15 Constitution saving throw or be stunned by the pain until the end of its next turn. The whip regains all charges daily at midnight. If you expend the last charge, roll a d20. On a result of 5 or less, the whip explodes and is destroyed; all creatures within a 20-foot radius must make a DC 15 Dexterity saving throw, taking 8d6 lightning damage on a failure, or half that much damage on a success.





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Appendix C: Lore

As much of this adventure takes place within a location that is likely less than familiar to both the players and the Game Master, this glossary is included to provide some background for many of the places and beings referred to in these pages.

Andizzt (On- Deezt): A powerful fire elemental that has established a permanent foothold on the Material Plane in the Blighted Lands. Andizzt is a member of the High Nobility on the Elemental Plane of Fire. He seeks to expand his power and position on the Plane of Fire by harnessing power, resources, and allies on the Material Plane. His subjugation of holy places associated with the Plane of Water has increased his stature and reputation amongst the nobles of his ilk.

Loss of any such subjugated holy place or territory earns the ire of Lord Andizzt and assuredly demands retribution from him or his followers.

Bhaleel (Bah- Leel): An ancient Ydrissid city that was renowned for its wealthy inhabitants, powerful benefactors, and beautiful shoreline. The city is now burned, buried, and mostly destroyed. Only the ruined husks of this once magnificent metropolis remain today. The patron deity of Bhaleel is Darwah (Belwah) the life giver. A grand temple to Darwah was built on the shores of the inland sea thousands of years past and was a stronghold of wealth.

Blighted Lands: A large area in the central landmass of Okkorim with blowing black sands, bare rock and crystal outcroppings, and temperatures that are routinely rise to over 140 degrees. Few travel into the Blight, and fewer return.

The Blighted Lands are the result of a catastrophic failure (known as The Wrath) of the Ancient Ydrissid Elemental Dweomercrafters, Demonurges, and Thaumaturges to contain the powerful extraplanar beings they summoned long centuries past. The final calamity occurred when a desperate Arch Mage attempted to summon one of the high nobles of the elementals to do his bidding. The Lord of Elemental Fire appeared but slew the mortal that dared to summon him and laid waste to the city around the mage's tower. In the course of his vengeance on the foolhardy mortals that disturbed him, he released every bound elemental, devil, or demon he encountered.

The Lord of Fire created a permanent gate to the area and proceeded to raze the land, turning lush farmland into black sand, melted rock, and desolation. The Ydrissid Empire perished at the hands of the very forces that had helped them achieve and retain dominance in the world.

Chentoufi (SHEN- Two-Fee): An ancient Ydrissid city that survived The Wrath and still flourishes today. The city is huge in comparison to almost any other, boasting nearly 400,000 souls. The architecture is unmatched in a living city — with the strangely thin but resilient building materials of the Ydrissid constituting many of the structures. Hundreds of tall onion topped towers decorate the skyline, home to reclusive conjurers, secret cults, sages, and thieves.

Chentoufi has a source of fresh water to provide for its inhabitants and irrigate the immediate countryside. An Emir rules the city and surrounding lands, but the city is host to many powerful and dangerous entities: thieves guilds, assassins guilds, wizards towers, the Necromancer, various temples and a hoard of scam artists, cut throats and charlatans. The port does steady business exporting precious metals and stones from Thelmarak and importing foodstuffs, wood, and livestock.



Darwah (DAR- wah): Ydrissid deity of seas, lakes, and rivers. Darwah was the god associated with sea travel, trade, and healing amongst the ancient Ydrissid. The devastation wrought by The Wrath greatly weakened Darwah's presence, and she is a mostly forgotten deity in today's world.

Darwah is known to her initiates as Belwah (Bel- wah) the Life Giver. This is the name that invokes power during the ceremonies devoted to the deity.



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Ghulmim (GOOL-meem): The buried ruins of Ghulmim, an ancient Ydrissid town, lie near the border of the muzhry-controlled desert and the Blighted Lands. It is one of the more easily accessible and well known Ydrissid ruins for its large complex of burial chambers. Legend claims that there is a royal burial structure secreted away somewhere near Ghulmim, but no one has yet discovered it and survived to tell of its location.

Harrumi (Hah-ROOM-ee): The Harrumi are a degenerate offshoot of the great human mages of the Ydrissid Empire. These humans, desperate to survive in the chaotic and dangerous aftermath of The Wrath, made pacts with evil extraplanar entities to save their lives at the expense of their souls. Their descendants exist in small clans throughout the Blighted Lands, inhabiting ruins and underground lairs safe from the burning rays of the sun.

Each clan has interbred and allied with different types of extraplanar creatures and has their own unique special abilities. They are beholden to these demons. They worship and make sacrifices to these demons in return for their lords bestowing powers upon the Harrumi. The clan in this adventure prepares humanoid bodies for demonic possession. The specified demon responds immediately to summons in exchange for the soul and flesh of the host.

Miramoud (MEER-a-mood): A potent blade crafted by Ydrissid Mage-Smiths before The Wrath. This weapon is forged from a portion of a meteorite that fell from the skies during a lunar eclipse thousands of years ago. The weapon consists of an all-black blade with a silver wrapped pommel and gold crosspiece at the hilt. White runes are etched into the length of blade. These symbols glow red when the blade strikes a foe, sucking the life force from the victim through the blade and to its wielder.

Any summoned extraplanar creature struck by the blade may be banished; only the strongest avoid this fate. Miramoud was wielded by the ruling class of the Ydrissid magocracy and remained in the hands of the surviving mages during the dark days that came after The Wrath. It may only be used by spellcasters (who are automatically proficient with its use).

Muzhry (MOOZ-Rhee): A nomadic people that live throughout the deserts of Okkorim. The muzhry purportedly travel into the Blighted Lands regularly to search the ruins and possibly trade with the weird denizens of the Blight. The muzhry are an unusually tall form of blue-skinned humanoid ranging from 6' to 7' in height. They tend to wear striped robes made of lightweight, reflective clothing (highly valued for all desert travelers), lightweight slippers, and colorful headscarves or head wraps. The muzhry ride horses, camels, or even giant lizards when they are raiding.

Okkorim (O-Kor-eem): The land mass which contains the whole of the Ancient Ydrissid Empire. The Blighted Lands now compose much of the interior of the continent, and the entirety of Okkorim suffers from the effects of The Wrath.

This land was once a rich and fertile place crisscrossed by inland waterways and capable of supporting a panoply of life. A catastrophic event called The Wrath struck Okkorim an eon ago. The environment was twisted, burnt, and destroyed by powerful extraplanar beings, leaving the once-near-utopian country a hellish wasteland. The powerful arcane magic released into the very firmament of Okkorim transmuted the land and affected its inhabitants. Strange new creatures have populated the Blighted Lands, the fabric between planes is thinner and more easily penetrated there, and certain sites have unusual powers. Okkorim is a land of wonderment, fascination, and deadly consequences to the unwise or unlucky.

Okkorimi (O-Kor-eem-ē): The “Common” or “Trade” language that is prevalent across the majority of the continent. It is not the language of government or well-heeled society, but most people understand enough to communicate basic needs and desires. A good command of the local language/dialect is necessary to articulate complex ideas, persuade others to agree with your perspective, etc.

Purple Dahlia flower: A rare flower found only in the Blighted Lands, harvested from the Cacti Flagellum during its short reproductive cycle. The flower is harmful to health and highly addictive when dried and smoked. The Purple Dahlia is valued by alchemists and herbalists for its powerful calming and healing powers when distilled and consumed in solution.



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Sea of Najur (NAH-jür): The Sea of Najur, also known as the Myr Najur by many of the inhabitants of Okkorim, is a vast body of water that forms the western limit of the continent. The Sea of Najur is fraught with danger, and only the hardiest of mariners sail that waterway without trepidation. Strong currents, unpredictable storms, pirates, and sea creature attacks are all real and present dangers on the Sea of Najur. Captains and their crews only brave this sea in order to reap the rich rewards of transporting precious metals, ancient artifacts, and purple dahlia blossoms.

The Rift: Formed in the days of The Wrath by powerful elemental beings and extraplanar beings that hailed from the demonic planes, the Rift is a humungous yet relatively narrow gash in the surface of the ground that continues for miles. Although only a few hundred feet wide at some points, it plunges to nearly a thousand feet in depth in some places. Incredibly thin borders between the Material Plane and the planes of Fire, Earth, Water, Air and the demonic planes lie within the Rift. Assorted elementals, demons, and unsavory creatures are known to inhabit its depths.

The Wrath: Centuries ago, a cataclysm wrought by the careless and profligate use of immense arcane energies by ancient Ydrissid sorcerers, The Wrath transformed the lands of Okkorim. Legends relate that arcane, demonic, and elemental energies rampaged throughout the lands for weeks before their rage was spent. Mountains were buried, and new ones arose; waterways dried up, and shorelines disappeared. Emperors and nations were toppled. The once-fertile lands were transformed into a harsh desert, and those closest to the cataclysm were desiccated, becoming the now feared and respected Blighted lands. Fully half the people of the Okkorim were slain, and the survivors now faced a harsh wilderness for their survival.

Wadi (WAH-dee): This term traditionally refers to a wet valley or drying riverbed. These locations often have a source of water accessible year round and become intermittent streams during periods of precipitation. Desert travelers and animals often rest overnight near these water sources, making them a place of interest to predators of all sorts.

Ydrissid (EE-driss-id): The Ancient Empire that inhabited the continent of Okkorim long centuries ago. The Ydrissid civilization was a magocracy where the most powerful of dweomer-crafters and conjurers held power over the masses.

The Ydrissid Empire spread its influence throughout the known world and even influenced the actions on many other planes of existence. A power struggle between two rival factions erupted into an all-out conflict. Each side escalated its weaponry, extraplanar beings held in servitude, until the losing side extended itself beyond its capabilities and brought about The Wrath which destroyed the Ydrissid Empire and permanently scarred the continent of Okkorim.

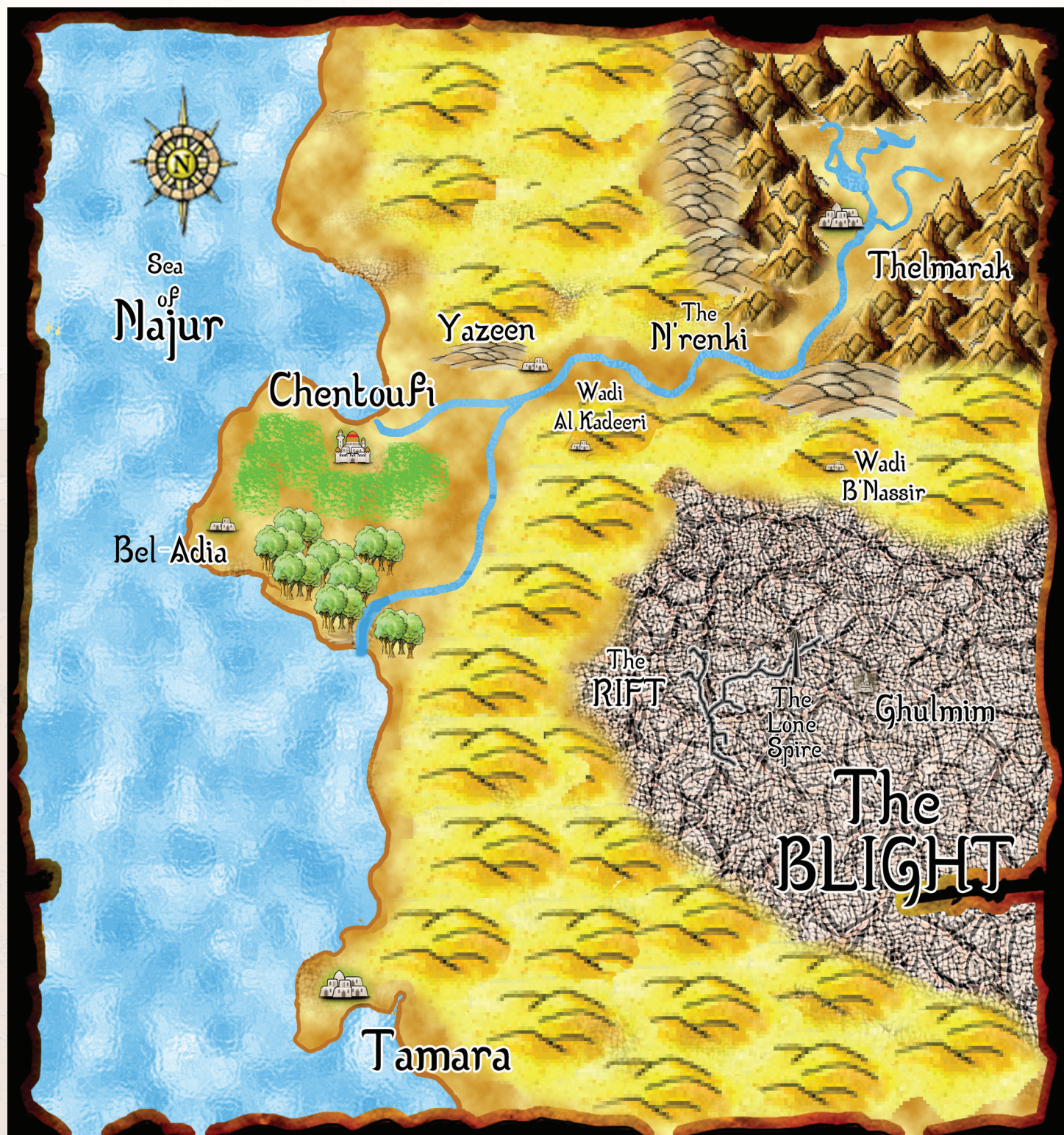


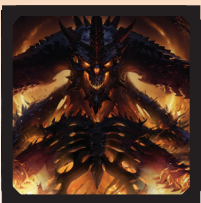


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Appendix D: Maps

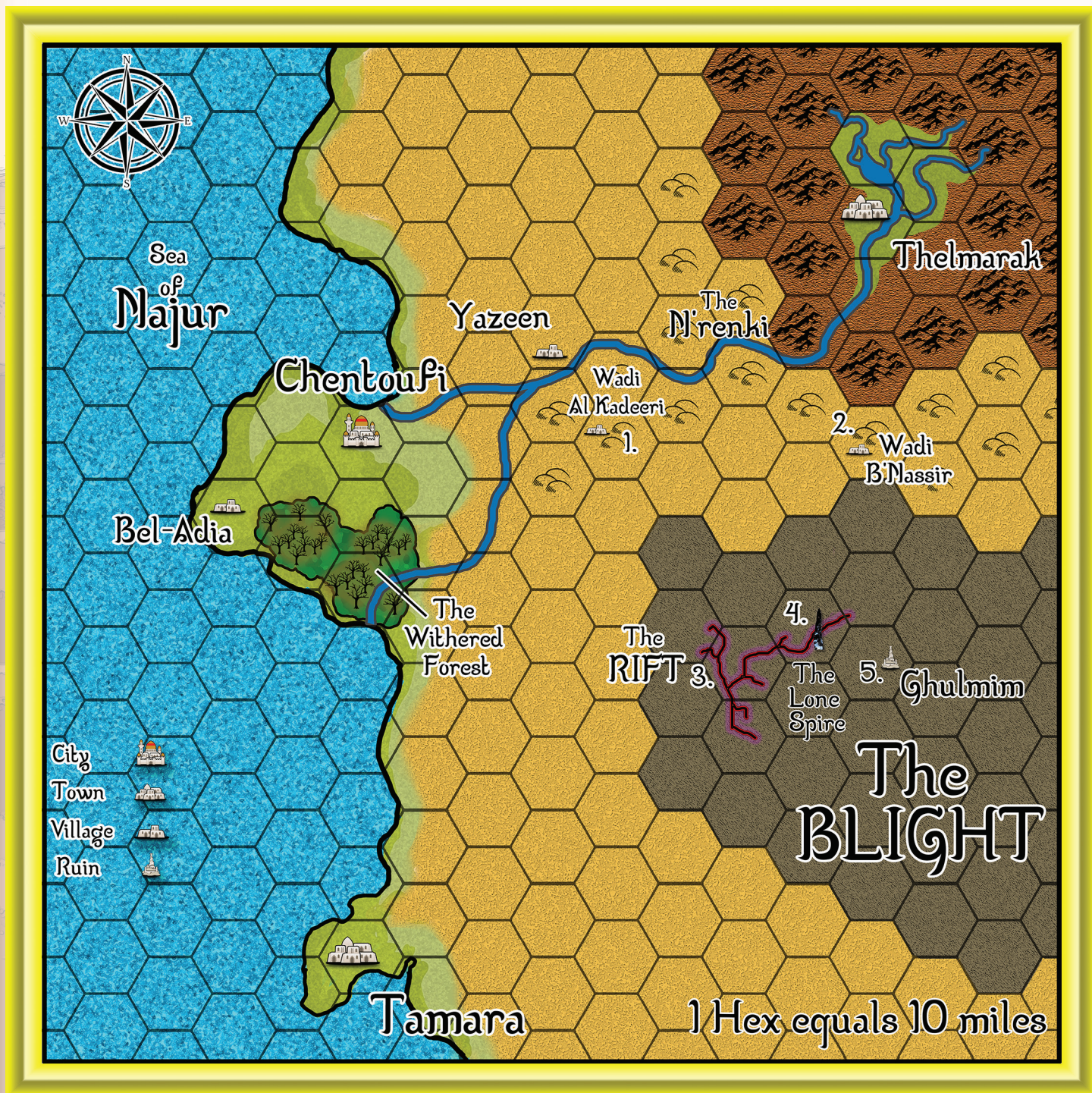
Player's Map

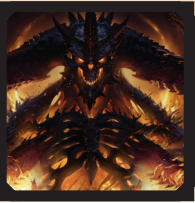




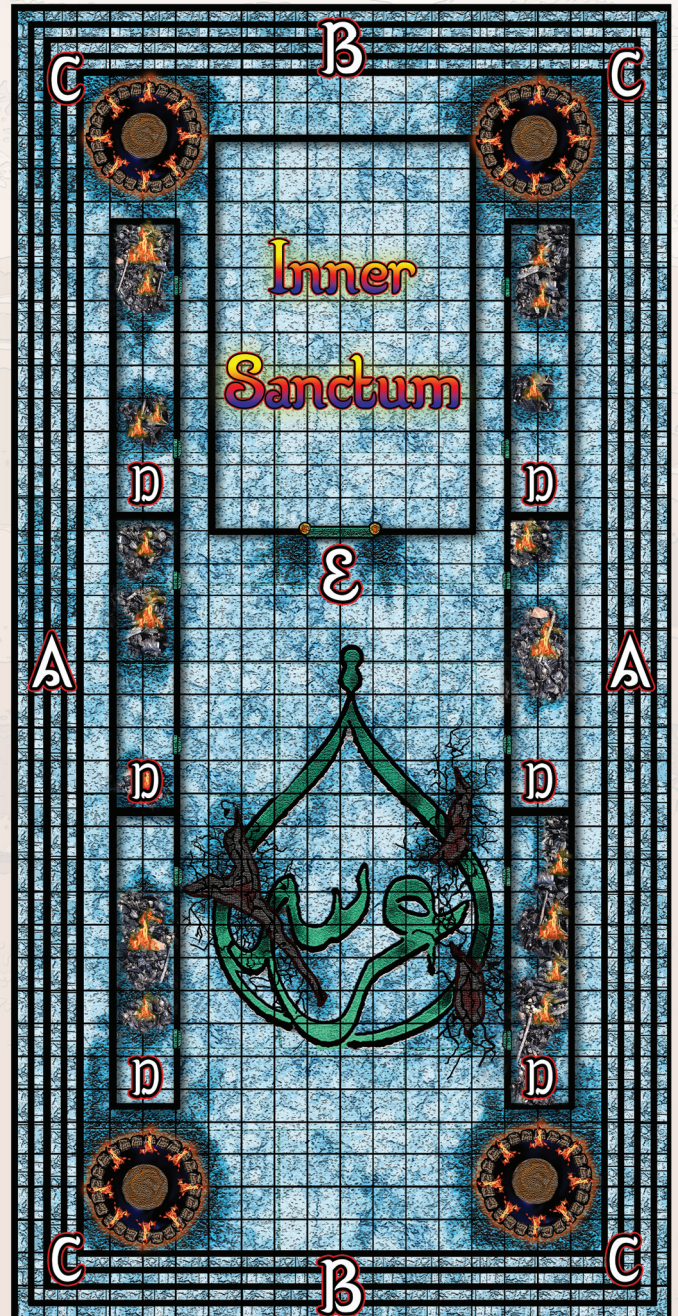
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Overland Map

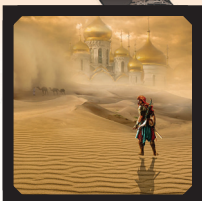




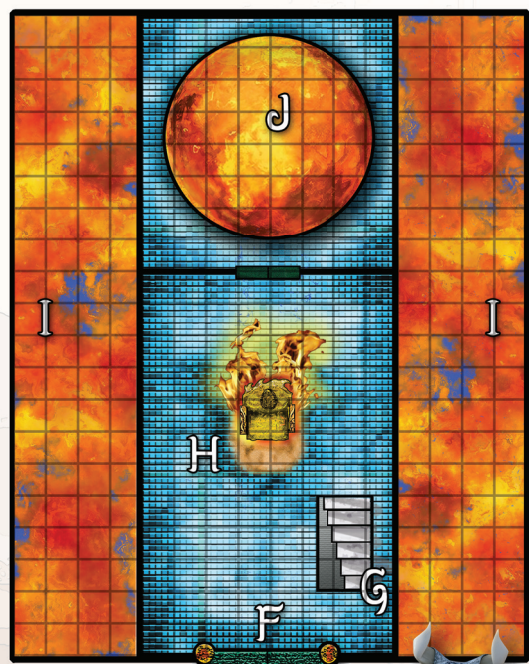
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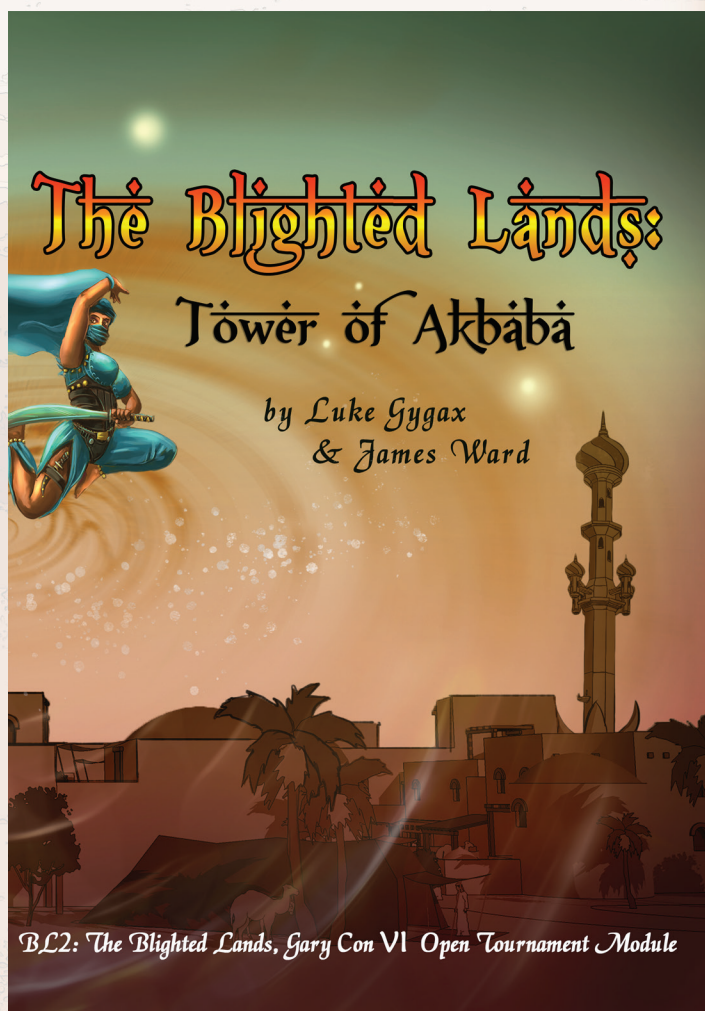
One Square = 10ft.

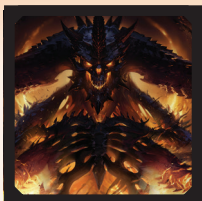


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Prepare yourself for
the next thrilling
adventure in
the lands of
the Okkorim!





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