

The Forlorn Temple of Umbras

A Module for 2nd to 4th Level Characters
Warlords of Lingusia Module One



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*The following adventure is designed to be quick and accessible, allowing for a couple evening's game time. To get the most out of this scenario, you will need a copy of the **Pathfinder Roleplaying Game Core Rulebook**, the **Pathfinder Roleplaying Game Bestiary**, and any other resources that you might find useful at your discretion. This module works best as a challenge for characters of levels 2 to 4, although lower level adventurers will find that careful planning and conflict avoidance will be more useful than brute force, while higher level characters may find the threats of the temple somewhat challenging but still possible to overcome.*

South of the trade port of Aldromos, along a rough stretch of largely uninhabited coast in the Golmadran Swamplands can be found this ancient, remote temple. The mysterious god that was once the center of worship in the subterranean complex has been lost to time, and it is known to local tribes only as the domain of the enigmatic dead god **Umbras**.

The temple is regarded as haunted, and some local tribesmen claim that the ancient cult of Umbras once opened a gate to the Plane of Shadow, so as to commune with their penumbral god. The cult, as the story goes, was slain before this rift could be closed, and dark things seep from it, including the dead seeking to return to life, as well as other malevolent spirits who seem to prey upon the living. Amongst those who still visit the temple are the mysterious and xenophobic **Sattasarin** lizard men of the region.

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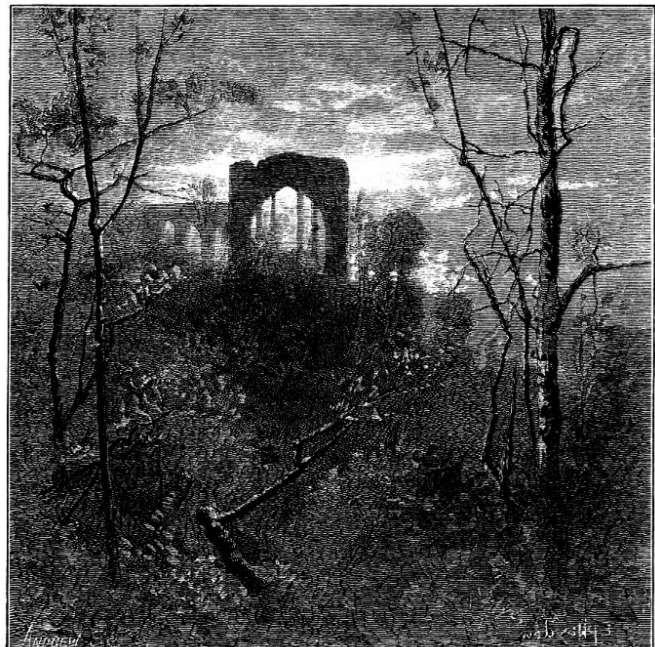
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The Secret History of the Forlorn Temple

In the Warlords era of Lingusia a third dominion of gods had risen to power, called the Shadow Pantheon. The most terrifying of those deities was Unarak, the undead lord of Shadow who unleashed a plague upon the world more than a thousand years ago, ending the reign of the ancient Hyrkanian Empire and starting the dark ages of the Long Night.

The kingdom of Golmadras was founded in the early years of the long night, an exodus of noble houses seeking refuge from the revolution of the southern island kingdom of Argosea, where the sorcerer-kings of that ancient land were forced into exile as the slave domination took power. In these early years the Argoseans worshipped many shadow gods, Umbras among them. It was known that there were older gods of the Shadow Plane who were at war with the younger gods led by Unarak; Umbras was one of the last of these elder gods, and his cultists sought to bring him physically into the mortal plane through a powerful and ancient planar gate. They failed, and Umbras was slain....or was he? The ruins hint at this tale,





though there is little or no documentation to speak of the events which befell this lost cult and their dreaded god.

Plot Hook 1: The Scholar and the Black Heart

Adventurers might be approached by a scholar named *Alterach Kanelairn* who dwells in Aldromos. His library includes some ancient tomes written in obscure script of a mysterious shadow language by the dead followers of Umbras. He has read of an artifact called the Black Heart of Umbras, and he will pay handsomely for its retrieval: 1,000 gold pieces to the adventuring crew, and the promise that they may keep any treasure found within the shrine, so long as they bring any books and the Black Heart to him. He will pay a bonus of 50 gold pieces per salvageable book they return, as well.

Plot Hook 2: The Stolen Children

Fourteen children have gone missing from the streets of Aldromos, and Baron Farastin is sick of this. His garrisons are depleted due to the war against Argosea in the south, but he will post notices of a reward to any who stop the theft of the children. The suspects are known to be the degenerate swamp tribe of the Sattasarin lizard men, and the reward is 30 gold

per lizard man head, 100 gold for each child retrieved safely.

Using Your Own Setting

This adventure can be placed anywhere that there is a large open swamp area adjacent to a human city or township that could come under threat. The key figure in this dungeon, the dead god Umbras, could be any powerful planar entity which has been dead...or close to it....for a very long time.

Wandering Monsters and Random Encounters:

While in the dungeon, DMs can opt to roll for a chance of random encounters once every thirty minutes, or each time characters enter a room that is listed as vacant or return to a room previously cleared. Note that traps only appear in areas previously unoccupied; re-roll if an encounter happens in a previously visited chamber.

“?” Chambers

A number of chambers in the dungeon are left empty specifically so that you can fill them in with wandering encounters or random traps, below.

Roll per location: 1-12 empty, 13-15 Roll for trap, 16-20 roll for encounter.

Random Trap Table:

Roll	Trap
1-4	Triggered Hail of Arrows (DC 17 Perception; DC 17 save vs. Reflexes; 1D8 damage to lead character; Disable Device DC 16 to deactivate) (150 XP if deactivated)
5-8	Hidden Pit Trap (DC 12 Perception; 16 save vs. Reflexes; 15 feet deep, 1D10 damage)
9-12	Falling Spike Bar Trap (DC 17 Perception; DC 18 save vs. Reflexes; 1D8+4 damage to everyone in a 15 foot arc; DC 16 disable device to disarm) (100 XP for disarming)
13-16	Poison Gas bladder hidden under a stone on the floor (DC 15 Perception; DC 14 save vs. Fortitude; 1D4 CON poison damage for 1D3 rounds; DC 18 Disable Device or Knowledge (alchemy) check to disarm)(150 XP if disarmed)
17-20	Rigged Fire Burst (30' cone from a point on the floor or in a wall; DC 13 Perception; DC 15 save vs. Fortitude; 1D10 fire damage; DC 16 Disable Device check to disarm)(150 XP for disarming)

Trap Experience: traps in the dungeon are given experience point values. The GM can award this value based on how effectively the adventurers disarm, defeat or simply survive a given trap at his discretion.