

LEGENDS & LAIRS

INSTANT ADVENTURE

A large, circular illustration set within a decorative, Art Deco-style frame. On the left, a close-up of a man's face with a serious expression and glowing red eyes. On the right, a dark, cavernous interior with several glowing yellow lights, possibly a dungeon or a hidden city.

Spawn of Shurpanakha

by Mark L. Chance

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®



How to Use This Product

This adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of any new monsters, spells, and magic items introduced in the adventure.

You can get the adventure started quickly and easily by reading the intro on the back cover to your players. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®

This adventure requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®

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SPAWN OF SHURPANAKHA

By Mark L. Chance

DM BACKGROUND

For eons, Shurpanakha drifted in the Void, writhing to the cacophonous piping of its inhuman spawn but feeling no joy at the insane music. Shurpanakha, monstrous though it is, longed for companionship, for the wonderful thrill of sharing its unspeakable love with lesser beings that in turn would adore it as a father and a god.

For decades, Wither Blackfang wandered from land to land, driven by a consuming passion for forbidden knowledge but deriving no pleasure from any discovery so far. Wither longed for something more than that accessible to mere human effort, for the dread patronage of an alien intelligence that would initiate him into the darkest of secrets.

One fateful day not too long ago, Wither, under the influence of a *contact other plane* spell, accidentally attracted the attention of Shurpanakha and an unholy adoption took place. Wither acquired his alien patron, and Shurpanakha gained a servant willing to extend his new master's influence in the material realm.

Wither, now master of a cult of sorts, seized control of Feldspar, a mountain hamlet, and set up a lair in the nearby caverns. Armed with sinister techniques learned from his terrible master, Wither has set into motion an evil plan that will transform the children of the village into the hellish spawn of Shurpanakha and enable Shurpanakha itself to exert greater influence in the material realm.

As fate would have it, however, Wither will not remain unopposed. A traveling band of adventurers returning to civilization via the high mountain pass arrive in Feldspar looking for a place to stay the night. Though the villagers are strangely aloof, the adventurers find suitable accommodations for the evening. Wither, who needs sacrifices for a demonic ooze nominally under his control, captures the adventurers and locks them in his dungeon until feeding time. Fortunately for the enslaved people of Feldspar, the adventurers are not as easily penned as Wither imagines.

ADVENTURE SUMMARY

Spawn of Shurpanakha is a d20 System adventure suitable for 4–6 characters of levels 10–12. By adjusting the numbers and abilities of the monsters, and the DCs of the various traps, the scenario can be customized to any experience level. *Spawn of Shurpanakha* can be played as a stand-alone adventure or incorporated into an existing campaign.

Unlike most adventures, there is no lead-in to *Spawn of Shurpanakha*. The characters are not hired by some concerned

NPC to sort out the problem in Feldspar. Instead, they are set upon in their sleep by a powerful wizard and his minions, captured, and then imprisoned. In order to maintain the element of surprise for the players, *Spawn of Shurpanakha* is best introduced secretly during a time when the characters are between adventures. The scenario works even better if the characters have visited Feldspar once or twice before.

The events in *Spawn of Shurpanakha* are pretty straightforward. There are, however, a large number of NPCs for the DM to contend with. It is especially recommended that the DM take time to learn Wither's capabilities and plan out suitable strategies for the wizard to use against the characters. Wither is an intelligent, capable villain. Defeating him should not be an easy task.

FELDSPAR

Feldspar is a mountain hamlet that makes its living by the sale of lumber, animal skins, and silver from its mine. The leadership of Feldspar is magically dominated by Wither, as are many of the villagers. If sorcerous control is not enough, Wither also holds the hamlet's children, all 36 of them, prisoner in his lair. No one in Feldspar will readily betray Wither as long as the children are hostages.

There are a number of NPCs in Feldspar, although it is unlikely any will have much impact on the events in this scenario. A short list of NPCs in Feldspar is provided below. Those marked by an asterisk (*) are magically dominated by Wither. The evil wizard can issue telepathic instructions to these NPCs.

Feldspar (hamlet): Magical; AL LE; 100 gp limit; Assets 450 gp; Population 94; 79% human, 9% halfling, 5% elf, 5% dwarf, 2% half-elf. NPCs: Mayor Bocan Iustine* (Exp8), Constable Ikis Truefoot* (Com12), Rigg Flagstone* (War2), Haddy Lowbon* (Exp4), Adp1* (x1), Com6* (x1), Exp4* (x1), Com3 (x4), Com1 (x70), Exp2 (x4), Exp1 (x2), War1 (x4), Ptr1* (x1).

RUN OVER BY THE WELCOME WAGON

The characters arrive in Feldspar after sundown. Emphasize that they are tired and hungry. Feldspar boasts a single inn, the Mountain Pine. Haddy Lowbon, proprietor, is dealing with the dinner crowd of miners and lumberjacks when the characters enter. There are 14 patrons in the Mountain Pine, in addition to Haddy, two serving wenches, and Rigg Flatstone, who is on duty at the time.

Haddy and Rigg, both magically dominated by Wither, are under orders to make strangers feel welcome. The patrons and serving wenches are all commoners. Haddy welcomes the characters and sees them to a table before snapping his fingers to summon a wench to take their orders. If the characters interact with Haddy, he is jovial enough but ducks out of conversation in order to attend to his duties.

Observant characters may watch the patrons. Most seem tired and a little on edge. Conversations are hushed, and a few speak to their comrades in clipped tones. No one will divulge much infor-

mation about the testy mood except to say that workdays are long and tiring. A Sense Motive check (DC 20) gives the character a hunch that the patrons are not exactly forthcoming about the source of the tension, but no one will admit to what is really going on in Feldspar.

After dinner, Haddy shows the characters to their room. There are no private rooms, but there are two semi-private suites that sleep four each comfortably. Haddy offers these to the characters for a mere 2 sp for the night. The sturdy wooden doors into each suite can be barred from the inside. The suites' single windows have storm shutters that can be closed and barred as well. The rooms themselves are clean and comfortable.

In the dead of the night, Wither and his followers make their move. The villains who attack the characters include the following: Wither, Gurhort, Krelka, Ama, Melzak, and three 1st-level fighters. Unless the characters have taken exceptional steps to guard their rooms, they will be surprised at the start of the attack, giving Wither and company partial actions before initiative is checked. During the surprise round, the villains do the following in this order:

1. Wither casts *disintegrate* from his scroll at the ceiling underneath one of the characters' rooms, causing the floor to vanish. Characters in the room fall into the tavern below, suffering 1d6 points of damage. A Reflex save (DC 19) is required to avoid another 1d6 points of damage from falling furniture.

2. Gurhort, on the second floor, casts *hold portal* on the door to the characters' other room. He then retreats down the stairs in order to sneak attack as necessary.

3. Ama casts *glitterdust* on the characters dropped into the tavern.

4. Melzak casts *burning hands* on the characters dropped into the tavern.

5. The 1st-level fighters cast their nets and close for melee against ensnared targets. Krelka joins the fray as well.

After the surprise round, determine initiative. Wither utilizes his spells as appropriate. Gurhort sneak attacks with his short bow. Ama and Melzak bombard the characters with more spells. Krelka and the fighters continue with melee.

If this scenario is to be run the way it is outlined herein, it is imperative that the characters lose this fight. It seems unlikely that they can win against Wither at this point in time. He has the advantage of surprise. The characters are outnumbered. They are caught asleep, and it is quite likely that no one is wearing heavy armor.

As the DM, you know the capabilities of your players' characters as well as anyone. Develop tactics for Wither and his gang that will maximize their chances of victory. This is your chance to pull no punches and open up that bag of dirty tricks.

Of course, the characters are high level, with impressive capabilities. It's possible that they will foil the ambush, and perhaps even likely that some of them will be able to escape or elude it. With a little improvisation, you should be able to run this scenario as a rescue operation in which the characters delve into Wither's lair to free their comrades or the village's children. If the PCs defeat the ambush, one or more of the villagers will step forward to tell them about Wither, his lair, and the missing children.

PRISONERS IN WITHER'S LAIR

This section includes a complete description of the mine in which Wither and his followers now call home. The silver mine is actually rather small, the discovery of a silver vein being a relatively recent event in Feldspar. Most of the tunnels and chambers have hewn stone walls. The floors are hewn stone as well, but still relatively level. The ceiling in the tunnels is eight feet high; ceiling height in the chambers varies and is noted individually. Of course, the mine is naturally dark. Wither's human followers rely on lanterns to provide light.

The inhabitants of the mine are not static. Every half hour of game time, roll 1d10. On a 1, a random wandering encounter occurs. Spotting distance is line of sight.

1d8	Encounter
1-3	1d3 1st-level fighters
4-6	1d4+1 1st-level fighters
7	Krelka
8	Gurhort

1. CELLS

When the characters awake, they find themselves in cramped cells, each five feet by five feet with six feet of headroom. The cells are new constructions formed by Wither's magic. All of the characters' equipment has been removed, and they have been dressed in dirty burlap robes.

Mundane equipment and magic items of no immediate, obvious utility to Wither are stored in area 3 under guard. Wither certainly confiscates arcane magic scrolls, potions, and offers his henchmen a choice from the remaining gear. Captured familiars and animal companions are either locked in the stables in town or else held captive by Wither himself in area 10.

The cells doors are not the best quality, having been cannibalized from Feldspar's small jail. They are good wooden doors (1 1/2 in. thick; Hardness 5; hp 15; Break DC 18). Each has a one-foot-square window divided by a single iron bar. The cells are locked (Open Lock DC 20). If the characters search their cells (Search DC 10), they will discover some odds and ends left behind by the miners: two rusty iron nails, a jagged piece of a mirror, and a stubby candle. Distribute these items between the cells.

Aside from forcing a door (which will certainly alert the guard) or using magic to escape (which will probably alert the guard, as verbal components require a strong voice), a rogue can use the rusty iron nails as improvised lock picks, but suffers the usual -2 circumstance penalty. A Move Silently check (opposed to guard's Listen check) is appropriate to ensure the rogue works quietly.

The guard at the end of the hall is inexperienced but disciplined. Even still, he is somewhat lax, leaning against the northern wall. He notifies the guard in area 2 before approaching any cell door unless successfully bluffed. If necessary, he raises the alarm by shouting. Reinforcements arrive as quickly as possible, starting with the guards in areas 2, 3, 4, and 5, followed by Krelka and her

retinue (area 9). The other NPCs group with each other and attempt to ambush intruders or escapees.

2. THE CHILDREN

Behind crudely fashioned iron bars (Hardness 10, hp 20, Break DC 18) are Feldspar's 36 children. A guard relaxes near the bars. The children are in relatively good condition, all things considered. Wither wants them at least healthy and well fed for his horrible rituals. The characters need to be reminded that these are children, not adventurers. They are useless in a fight and cannot be counted on to keep their heads under pressure.

3. GUARD ROOM

Two guards occupy this cavern, which has a 10-foot-high ceiling. They sit at a table near the center of the area, talking quietly. If a character eavesdrops, the guards discuss the recent fight in the inn. One guard believes it would have been wiser to just kill the characters. The other points out that Wither's "demon don't like sacrifices what are already dead."

Assuming the guards are defeated quickly and quietly, the characters can search the boxes stacked along the southeastern wall of the cavern. Aside from various dry goods, two boxes contain at least a portion of the character's equipment.

4. GUARD ROOM

This side chamber is just off the tunnel entrance to the mines. Four guards are stationed here all the time. Other than some simple furniture for minimal comfort, there is nothing else in this area. The ceiling in here is somewhat low and uneven, averaging about seven feet high.

5. CENTRAL CAVERN

This area is a natural cavern from which the miners have dug two passages in their search for ore. The ceiling rises to nearly 15 feet toward the center of the area. The two lines of track for the mine cars intersect here and then proceed to the surface. Five off-duty guards are quartered here. A fire pit has been dug near the center of the cavern, and the off-duty guards have kitchen duty.

In the southeastern section of the cavern, a brick structure has been built. When the mine was active, the structure served as the offices of the mine's managers. It is now Wither's personal quarters.

6. GURHORT'S ROOMS

The door from the tunnel opens into a 20-foot by 10-foot room with another door in the northern wall. Gurhort, Wither's right hand, resides here. The furnishings are simple, even crude: a smallish bed, an unlocked chest, a washing basin full of dirty water, and several pegs in the walls on which hang changes of clothes. Near Gurhort's bed is a basket used by Ebony as a bed. The blanket inside is matted with cat hair. The northern door is closed, but it is not locked. There is nothing of value in the closet; Gurhort uses the room for refuse. All manner of filth has been tossed into closet. In the unlocked chest are six pouches each containing 5d6 gp.

7. MELZAK'S ROOM

Melzak resides in this oblong cavern. He has set up a bedroom of sorts in the eastern half of the area, which includes a bed, a chest, a washing basin, and a crude wooden bookcase holding a few tattered volumes of lurid poetry. Hanging above the bed like a grisly garland is Melzak's severed finger collection. Melzak's chest is locked (Open Lock DC 20). It contains three flasks of unholy water, 10d8 sp, 10d6 gp, and 10d4 pp.

8. AMA'S ROOM

The wizard Ama, Wither's paramour, spends her time away from Wither's side in this tidy chamber. Though the furnishings are no more lavish than Gurhort's or Melzak's, the organizing touch of a woman's hand is obvious. The bed is neatly made, the washbasin clean next to a full pitcher of fresh water, and several colorful scarves have been hung on the walls as decoration. A wicker basket full of crickets for Ama's toad familiar sits on a rickety table. The scarves are silk. Each is worth 5 gp, and there are fifteen of them.

9. KRELKA'S ROOM

The bugbear warrior Krelka lives here with three human guards all of whom are trained to throw nets. These three are the elite of Wither's foot soldiers. Krelka has claimed the northern half of the room as hers. She uses a heap of ratty furs in the northeastern corner as a bed. A large chest sits nearby. Krelka has drawn crude pictures of battle in blood on the northern wall. The human guards each have a cot and footlocker arranged in a row along the southern wall.

This area was used for storage. There is still a cache of mining supplies shoved over along the eastern wall: picks, shovels, lanterns, hardhats, and so on.

Krelka's chest is locked (Open Lock DC 20). Inside are various valueless personal items and a small jade demonic statue (50 gp). The human guards' footlockers contain only personal effects with no resale value.

10. WITHER'S ROOM

This is Wither's private living area. The north half of the room is furnished with a bed, wooden desk and chair, a nightstand, a washing basin and water jug, and a chest of drawers. The southern half is Wither's work area. A bookshelf sits in the southwestern corner. On its shelves are thick tomes detailing obscene rituals and genealogies of infernal creatures. Two large iron pots filled with noxious bubbling liquid are near the bookshelf. It is in these pots, each large enough to hold a small creature, that Wither plans on immersing the children of Feldspar in order to transform them into hellish minions.

In the southeastern corner of the room is a short passage that opens into a cavern. Snaking away northeasterly is a descending passage that leads to the spawn's lair. The floor of the cavern and passage are moist, and a foul stench fills the air.

Wither has 250 pp, 745 gp, and 925 sp neatly packaged in the bottom spaces of his chest of drawers. Any of the characters' equipment confiscated by Wither may be found here as well. Wither's books would be very difficult to sell. The desk contains 50

gp worth of ink, pens, and writing paper.

Unless he has heard a commotion and gone out to confront the PCs, Wither will be encountered here. He will be joined by any of his henchmen who survive. The spawn will also begin climbing out of its pit as soon as this battle begins (see location #11). It takes the creature eight rounds to ooze out of the pit. If the combat turns in the characters' favor, Wither will retreat to the spawn's lair and continue the battle there. He may use his *contingency* spell to make this withdrawal. If the spawn is still in the pit, he may even attempt to hurl characters into it. If Wither continues the battle in his chambers, it will take another four rounds for the spawn to join the fight.

11. THE SPAWN'S LAIR.

The passage into this area ends with a 75-foot drop to the floor of the spawn's lair. The monster has no treasure. Victims are stripped naked before being tossed into it, and all that remains of past sacrifices are bones.

THE SPAWN OF SHURPANAKHA

By now, the characters have defeated Wither, though the wizard most likely escaped thanks to his *contingency* spell. Just when the characters think they have a chance to rest and recuperate, the monstrous spawn of Shurpanakha, the very creature Wither planned on feeding the characters to, oozes from its pit to seek revenge. The spawn fights to the death, though it fights cunningly.

Spawn of Shurpanakha: CR 5; Large Outsider; HD 8d8+40; hp 80; Init -1 (Dex, Improved Initiative); Spd 10 ft.; AC 6 (-5 Dex, +2 natural, -1 size); Atk +14 melee (1d6+1 plus 1d6 acid, tentacle); Face 5 ft. by 5 ft.; Reach 20 ft.; SA Acid; SQ Blindsight, immunities, speed burst, split, telepathy; AL LE; SV Fort +11, Ref +1, Will +9; Str 22, Dex 1, Con 20, Int 6, Wis 10, Cha 1.
Skills: Hide +10, Intuit Direction +12, Move Silently +10, Search +4, Sense Motive +4.

Feats: Improved Initiative, Power Attack, Weapon Focus (slam).

Note: XP awarded for defeating the spawn are two and two-thirds higher than normal for a CR 5 monster. This reflects the spawn's increased abilities.

HEROES OF FELDSPAR

Wither and his followers are fled or killed. The spawn is destroyed. The children are rescued and returned to their families. No longer fearing for their children's lives, the charmed townspeople break free from Wither's control. The characters are truly heroes and are the toast of Feldspar.

Mayor Bocan and Constable Ikis host a jubilant banquet in the town square. All of Feldspar attends, and the characters are lavished with praise and gifts. The latter items reach a grand total of 450 gp worth of various coins, small gems, pieces of jewelry, fancy cloaks, and so forth, which is quite a sum for such a small community. In addition to normal experience points earned during the scenario, a special award of 2,000 XP is appropriate for the rescue and safe return of the children.

Spawn of Shurpanakha

Key



Guard



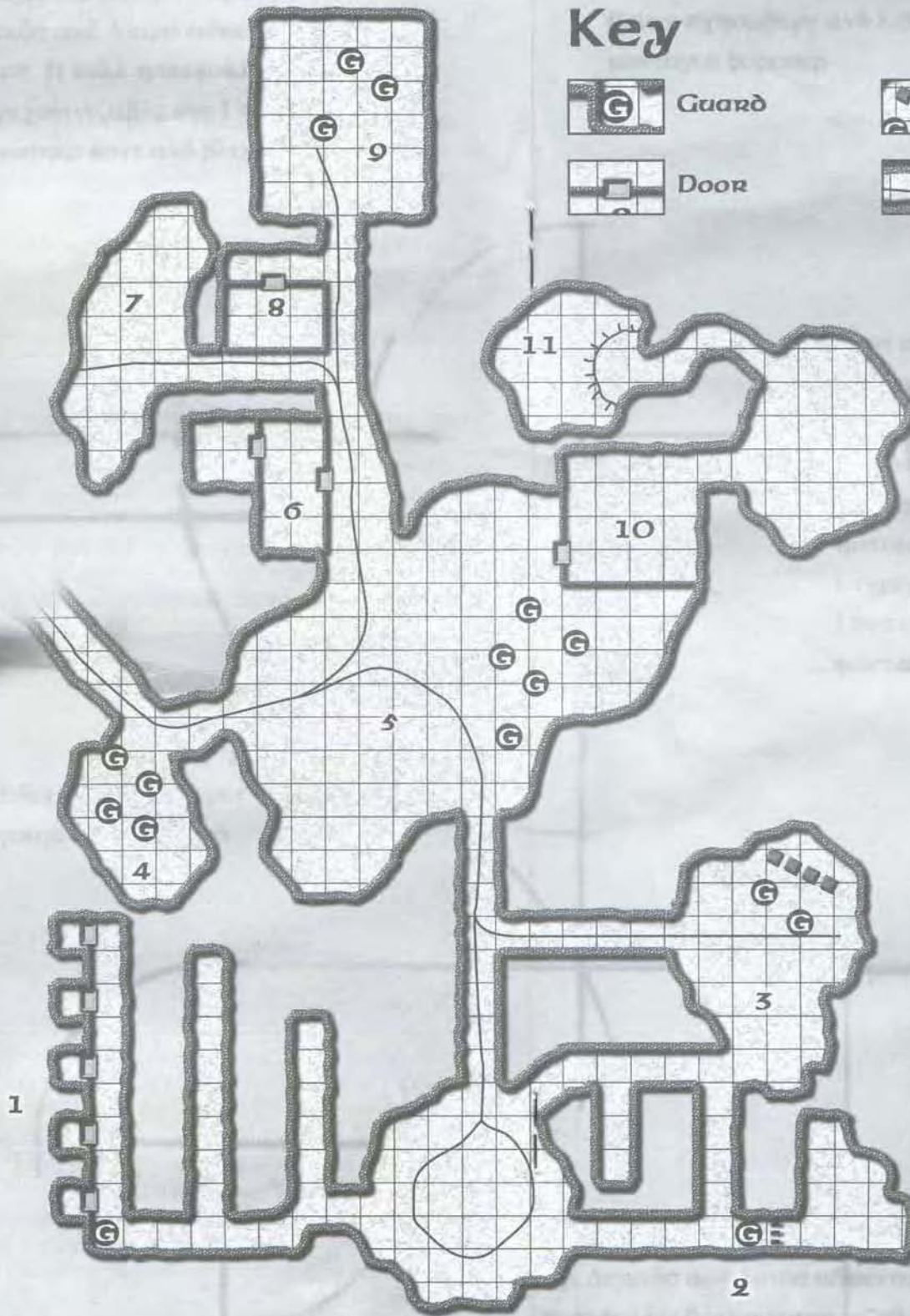
Boxes



Door



Tracks



Scale: One Square Equals 10 Feet

If Wither escaped, the characters may live to regret their heroism. The evil wizard is powerful, charismatic, and resourceful. What's more, he is unlikely to let bygones be bygones. Worse still, Wither's dark master, Shurpanakha itself, may develop a personal distaste for the characters. In short, the characters have likely earned the enmity of two deadly individuals.

WITHER AND HIS CULT

Wither Blackfang, Male Human Wiz14: CR 14; Medium-size Humanoid; HD 14d4+28; hp 65; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+2 amulet, +2 bracers, +2 Dex, +2 ring); Atk +9/+4 melee (1d6+2, scimitar), +9/+4 ranged (1d8, light crossbow); SQ Alertness if close to Skeetskee, *contingency* (activates *teleport* if reduced to 10 or fewer hit points), permanent spells (*darkvision*, *protection from arrows* 10/+3), *scry* on familiar (1/day); AL LE; SV Fort +8, Ref +6, Will +12; Str 12, Dex 14, Con 15, Int 19, Wis 16, Cha 19.

Skills: Alchemy +18, Climb +7, Concentration +19, Hide +8, Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +9, Move Silently +8, Scry +19, Spellcraft +19, Spot +9.

Feats: Combat Casting, Expertise, Improved Critical (scimitar), Improved Initiative, Leadership, Martial Weapon Proficiency (scimitar), Quicken Spell, Silent Spell, Scribe Scroll.

Spells (4/5/5/5/5/3/3/2): 0—*detect magic* x2, *daze*, *resistance*; 1st—*burning hands*, *color spray*, *ghost sound* (silenced), *mage armor*, *magic missile*; 2nd—*invisibility*, *Melf's acid arrow*, *see invisibility*, *spectral hand*, *web*; 3rd—*dispel magic*, *lightning bolt*, *protection from elements*, *slow*, *stinking cloud*; 4th—*confusion*, *minor globe of invulnerability*, *Rary's mnemonic enhancer* (already cast), *wall of fire*; 5th—*magic missile* (quicken), *mind fog*, *prying eyes*; 6th—*blur* (quicken), *mislead*, *Tenser's transformation*; 7th—*power word stun*, *spell turning*.

Possessions: +1 human bane scimitar, +2 bracers of armor, +2 amulet of natural armor, brooch of shielding, *potion of cure moderate wounds* (x2), *force shield* ring, *Leomund's secret chest*, scroll (*disintegrate* x2, *passwall*), Skeetskee, light crossbow, quiver with 10 bolts, finely wrought gold bracelet (60 gp).

Skeetskee, Rat Familiar: CR —; Tiny Magical Beast; HD ¼ d8; hp 32; Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 21 (+2 size, +2 Dex, +7 natural); Atk +11/+6 melee (1d3–4, bite); SQ Deliver touch spells, empathic link, improved evasion, scent, share spells, speak with master, speak with rodents, SR 19; AL LE; SV Fort +4, Ref +6, Will +10; Str 2, Dex 15, Con 10, Int 12, Wis 12, Cha 12.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10.
Feats: Weapon Finesse (bite).

Gurhort Hokken, Male Human Rog5/Sor5: CR 10; Medium-size Humanoid; HD 5d6+5 (Rog) plus 5d4+5 (Sor); hp 43; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+4 Dex, +4 leather armor); Atk +6 melee (1d6, shortsword), +11 ranged (1d6, shortbow); SA Sneak attack +3d6; SQ Alertness if close to

Ebony, evasion, permanent *protection from arrows* 10/+3, uncanny dodge; AL LE; SV Fort +3, Ref +9, Will +5; Str 13, Dex 18, Con 13, Int 11, Wis 10, Cha 14.

Skills: Balance +10, Climb +8, Concentration +6, Decipher Script +5, Disable Device +11, Disguise +8, Hide +11, Knowledge (arcana) +5, Listen +7, Move Silently +14, Open Lock +10, Pick Pocket +10, Search +5, Spellcraft +5, Spot +7.

Feats: Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Spells (6/7/5 chosen from following list): 0—*daze*, *detect magic*, *flare*, *ray of frost*, *read magic*, *resistance*; 1st—*burning hands*, *hold portal*, *magic missile*, *shield*; 2nd—*invisibility*, *darkvision*.

Possessions: +2 leather armor of fire resistance, +2 shock short bow, *potion of cure moderate wounds* (x2), Ebony, quiver with 20 arrows, shortsword, silver chalice with lapis lazuli gems (100 gp).

Ebony, Cat Familiar: CR —; Tiny Magical Beast; HD ½ d8; hp 22; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 size, +2 Dex, +3 natural); Atk +7 melee (1d2–4, 2 claws), +2 melee (1d3–4, bite); SQ Deliver touch spells, empathic link, improved evasion, share spells, speak with master; AL LE; SV Fort +2, Ref +7, Will +6; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4.

Feats: Weapon Finesse (claw, bite).

Possessions: Velvet collar with pearls (250 gp).

Krelka, Female Bugbear Ftr5: CR 8; Medium-size Humanoid; HD 3d8+6 plus 5d10+10 (Ftr); hp 61; Init +2 (Dex); Spd 30 ft.; AC 23 (+4 chain shirt, +2 Dex, +3 natural, +4 shield); Atk +13/+8 melee (1d8+7, +2 longsword), +9/+4 ranged (net); SQ Darkvision; AL CE; SV Fort +8, Ref +4, Will +3; Str 17, Dex 14, Con 15, Int 12, Wis 12, Cha 11.

Skills: Climb +12, Hide +4, Jump +9, Listen +4, Move Silently +7, Ride +8, Spot +4, Swim +9.

Feats: Alertness, Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, +2 large wooden shield, *bead of force* (x5), *potion of cure moderate wounds* (x2), *gauntlet of rust*, chain shirt, net, large pouch containing three carmelians (50 gp each).

Ama Senn, Female Human Wiz5: CR 5; Medium-size Humanoid; HD 5d4+5; hp 22; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 ring, +2 Dex); Atk +4 melee (1d4+2, dagger), +6 ranged (1d8, light crossbow); AL NE; SV Fort +3, Ref +3, Will +8; Str 11, Dex 15, Con 12, Int 16, Wis 14, Cha 13.

Skills: Alchemy +11, Concentration +9, Knowledge (arcana) +11, Knowledge (the planes) +11, Scry +11, Spellcraft +11.

Feats: Dodge, Scribe Scroll, Spell Focus (transmutation), Spell Mastery (*knock*, *mage armor*, *summon monster III*), Toughness.

Spells (4/4/3/2): 0—*dazzle* (x2), *detect magic*, *light*; 1st—*burning hands*, *mage armor*, *shield*, *summon monster I*; 2nd—*glitter-*

dust, summon monster II, summon swarm; 3rd—haste, summon monster III.

Possessions: +2 dagger, +2 ring of protection, potion of cure moderate wounds (x2), Grudup, necklace of fireballs (type III), wand of magic missiles (24 charges, caster level 7), light crossbow, quiver with 10 bolts, silver comb (50 gp), hand mirror in gilded frame (35 gp), two vials of attractive perfume (10 gp each).

Grudup, Toad Familiar: CR —; Diminutive Magical Beast; HD ¼ d8; hp 11; Init +1 (Dex); Spd 5 ft.; AC 18 (+4 size, +1 Dex, +3 natural); Atk none; SQ Deliver touch spells, empathic link, improved evasion, share spells, speak with master; AL NE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

Melzak Ooree, Male Human Clr4: CR 4; Medium-size Humanoid; HD 4d8+16; hp 38; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (+7 armor, +1 Dex, +2 shield); Atk +5 melee (1d8+2, heavy mace); SQ +4 enhancement bonus to Strength for 1 round (1/day), rebuke fire creatures (3/day); AL NE; SV Fort +8, Ref +2, Will +5; Str 14, Dex 13, Con 18, Int 10, Wis 13, Cha 11.

Skills: Concentration +8, Heal +5, Knowledge (religion) +3, Scry +3, Spellcraft +4.

Feats: Improved Initiative, Dodge, Power Attack.

Spells (5/4+1/2+1): 0—*cure minor wounds* (x3), *detect magic*, *light*; 1st—*burning hands*, *command*, *cure light wounds* (x2), *entropic shield*; 2nd—*bull's strength*, *cure moderate wounds*, *endurance*.

Domains: Fire and Strength.

Possessions: +1 banded mail, *potion of cure moderate wounds* (x2), *rope of entanglement*, divine spell scroll (*restoration*, *summon nature's ally II*), large wooden shield, heavy mace with polished amber in pommel (125 gp), book entitled *Jessup's Hellish Rites* (10 gp).

Male Human Ftr1 (16): CR 1; Medium-size Humanoid; HD 1d10+6; hp 16; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, +2 large wooden shield); Atk +3 melee (1d8+2, longsword), +2 ranged (1d6, javelin or net); AL various evil; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills: Listen +2, Ride +5, Spot +2

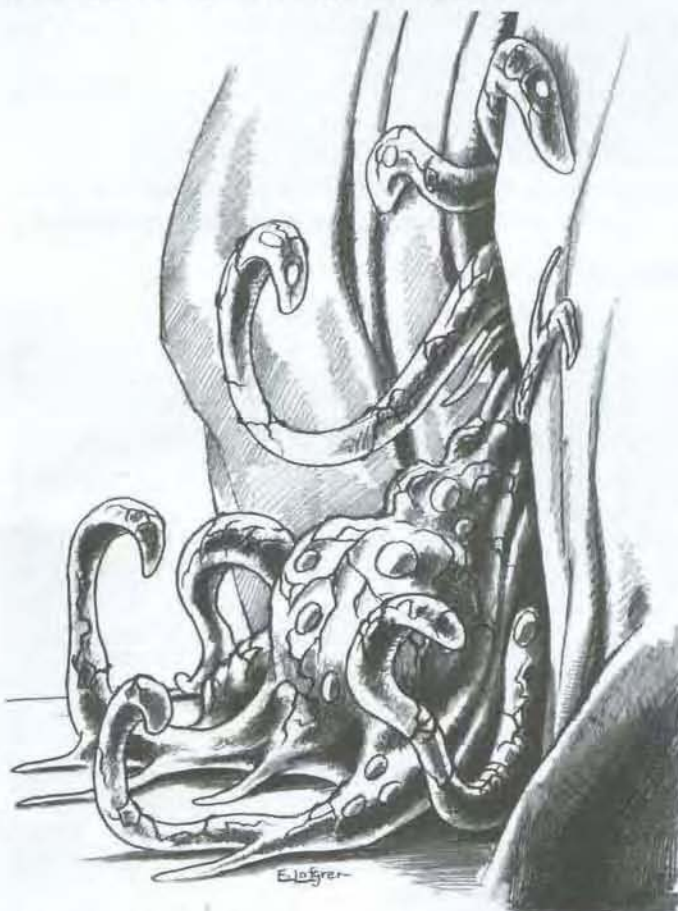
Feats: Toughness; Combat Reflexes*; Improved Initiative

* Three of these fighters lair with Krelka in area 9. These fighters have Exotic Weapon Proficiency (net) instead of Combat Reflexes.

Possessions: longsword, scale mail, large wooden shield, either one net or a quiver with six javelins, 2d20 gp.

NEW MONSTER

SPAWN OF SHURPANAKHA



Medium-size Outsider (Evil)

Hit Dice: 3d8+9 (26 hp)

Initiative: -4 (Dex)

Speed: 10 ft., climb 10 ft.

AC: 6 (-4 Dex)

Attacks: Slam +5

Damage: Slam 1d4+1 and acid 1d4

Face/Reach: 5 ft. by 5 ft./15 ft.

Special Attacks: Acid

Special Qualities: Blindsight, immunities, speed burst, split, telepathy

Saves: Fort +6, Ref -1, Will +3

Abilities: Str 14, Dex 2, Con 16, Int 6, Wis 10, Cha 1

Skills: Hide +5, Intuit Direction +6, Move Silently +5

Feats: Weapon Focus (slam)

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), swarm (6-15), or mob (10-40)

Challenge Rating: 5

Treasure: None

Alignment: Any evil

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

A spawn is a horrid child servant of the scheming outsider lord Shurpanakha. A spawn appears as a writhing mound of sinewy tentacles and pulsing lumps of slimy flesh. Overall coloration is a mixture of dirty greens and dark browns shot through with bright red veins. Its overall form is extremely fluid, changing constantly and capable of extreme distortions.

A spawn is not an ooze, but it may be the infernal equivalent thereof. One trait that sets a spawn apart from an ooze is the spawn's intelligence. Though not a great thinker, a spawn possesses cunning enough to operate by stealth when necessary. It ignores foes using weapons in combat in favor of attacking spellcasters.

COMBAT

A spawn attacks by lashing out with a sinewy tentacle that has a reach of 15 feet. A spawn can ooze across floors, ceilings, and walls with equal ease, and can squeeze through narrow cracks in search of prey.

Acid (Ex): A spawn secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit does acid damage. The spawn's acidic touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. A metal or wooden weapon that strikes a spawn also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Blindsight (Ex): A spawn's entire body is a primitive sensory organ that can ascertain prey by scent and vibrations within 60 feet. Unlike most outsiders, a spawn does not have darkvision; it cannot see at all.

Immunities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits. Immune to fire damage.

Speed Burst (Ex): When executing a charge, a spawn may surge forward 40 feet in a single round. The spawn enjoys all the usual bonuses and suffers all the usual penalties associated with charging in combat.

Split (Ex): Weapons do no damage to a spawn. When struck with a weapon, a spawn splits into two identical creatures, each with one-half the original's hit points (round down). A spawn reduced to 1 hit point cannot be further split.

Telepathy (Su): A spawn can communicate with any creature that has a language and is within 100 feet.

ABOUT THE AUTHOR

Mark L. Chance lives in Houston, Texas, where he teaches English and reading at Resurrection Catholic School. He is the father of two darling children, Christopher and Adrienne, and is married to the amazingly patient Katrina. Mark's firstborn is his calico, Puddy. His writing credits include a few monster entries for the now-defunct Torg system. For Fantasy Flight Games, he authored the Legends & Lairs adventures *Voyage to Storm Isle*, *Spawn of Shurpanakha*, and *Froderick's Tomb*, and contributed to *Traps & Treachery* and *Mythic Races*. Mark thinks the word "turtle" sounds quite funny.

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DRAGONSTAR



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SPAWN OF SHURPANAKHA

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