



A generation ago,
the secretive Order of Aegis hunted down
and imprisoned the gorgon Medusa. Mordratin Runeforged,

a paladin of Athena and leader of the Order of Aegis, wielded the power of
his god and tore the gorgon's lair out of the material plane and created its own
pocket dimension, accessible only through a magical gate. The feat cost Mordratin his life.

To honour him and keep the gate safe, the Order of Aegis built a temple around his petrified form.

However, not everyone in the Order was so noble. After Mordratin's death, Ilruna Thyra was elected leader.

She decided that since the Order had gone to the trouble of ridding the world of Medusa, they should benefit

from her skills as a crafter of magical items. To keep Medusa subdued, the Order redesigned the gorgon's lair with

reflective walls and a glass roof. The only place Medusa was safe to open her eyes was in the workshop the

Order of Aegis created for her behind a tent of velvet curtains that shielded her from the reflective prison. But the Order

was arrogant to assume they could contain a creature such as Medusa, and it was not long before she attempted to escape.

The ensuing battle left many members of the Order petrified in the gorgon's lair. Those lucky enough to escape closed the gate and

swore never to reopen it. The Order fragmented, and their charge was almost forgotten, but someone remembers...

A member of the party has received a letter from a recently deceased family member/mentor who was secretly a member of the Order of Aegis.

They are asked to take up the work of the Order or slay the beast they imprisoned.

ENTRY

The petrified form of Mordratin Runeforged, Paladin of Athena, dominates the hall. His arms are outstretched toward the Gate Room.

If he is revived he knows how to open the gate and will urge the players to slay Medusa.

TEMPLE

The temple is in a state of disrepair, having been abandoned for a generation, with litter and debris strewn throughout the structure.

The once vibrant frescos have dulled but still show images of Athena and depict the story of the Order of Aegis trapping Medusa in her lair.

GUARD HALL

A hallway with stations for guards between the tombs of fallen members of the Order. A rack of weapons stands against one wall. These are regular weapons, but if handled by someone with a Good alignment, they will emit a soft glow that grows brighter the longer it is held.

BEYOND THE GATE

A circular stone building with a grimy glass roof sits in a rundown and overgrown garden. Reflecting pools lie stagnant and choked with weeds that spill out onto the walkways and climb the pillars. The sky above is broken, shattered when this place was ripped out of the Material Plane. It is an odd and very quiet place. An **anti-life aura** is in effect on this side of the gate, it stops creatures from regaining hit points while in the gorgons prison.

DOPPLEGANGERS

Three blinded doppelgangers live in this place as Medusa's servants. They roam the grounds in Medusa's form but have none of her powers. They may not be able to see, but they know the grounds very well and have keen hearing.

PRISON

Inside, the building is dark and dingy. A light coating of dust covers the walls and the floor (which become reflective if cleaned). Long streams of cloth hang from the ceiling, concealing the center of the room. Behind the curtains (hidden from the once reflective surfaces) is Medusa's workshop. Several tables are strewn with tools and partially completed items.

PRISON

GATE ROOM

The gate stands in a large room with a vaulted ceiling supported by pillars. A skylight sends a shaft of light into the room that moves with the sun (or moon). There are two dirty mirrors in the room pointed at the gate, they can be pivoted to angle light at the gate at different times in the day or night. There is a third broken mirror in the room, its shards are scattered on the floor.

A magical **Iron flask** lies discarded on the floor with shards of glass nearby. An investigation check will reveal it came from a nook in the wall with an old sign that reads 'Break Glass in Case of Emergency' The flask contains a Hostile Pegasus.

GATE PUZZLE

The gate will open if three different sources of reflected light are shone on it:

- Natural light (from the sun or moon coming through the skylight)
- Crafted light (candle or torch)
- Magical light (weapons in the guard hall or a spell)

The gate will stay open as long as one source of light remains shining on it. If it closes, it cannot be opened from the other side.

PETRIFIED HEROES

Many petrified forms can be found throughout the grounds. They are the unfortunate members of the Order of Aegis who did not survive Medusa's attempt to escape. The form of Ilruna Thyra, second leader of the Order, has been crushed to almost to rubble near the gate.

MEDUSA TACTICS

Medusa will attempt to bargain with the adventurers to set her free. If attacked, she will use her Cape of Teleportation to teleport up to 120 ft away from the party and hide. She will call to the blinded doppelgangers that live with her to distract the party and lure them into the traps around the gardens while she sneaks her way to the gate to escape the prison.

REWARD

If Medusa is killed, Athena will reward the party with the Blessing of the Pantheon, which allows them to call forth the fallen members of the Order of Aegis to aid them in a future battle. Athena will also open the gate for the party if it has closed.