



# C A M P A I G N S

## LEGACY OF THE GREEN REGENT™

# HUMILITY

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Sources for this work include the following: the FORGOTTEN REALMS Campaign Setting, *The North*, *Lords of Darkness*, *Faiths and Pantheons*, FORGOTTEN REALMS ADVANCED DUNGEONS & DRAGONS 2nd Edition box set, and *Volo's Guide to The North*.

Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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## INTRODUCTION

This adventure is optimized for 6th-level characters. This means that it is primarily designed and balanced for a group of four or five 6th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

**Note:** If you are planning on playing this adventure, stop reading now. If you read

farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website ([www.wizards.com/rpga](http://www.wizards.com/rpga)), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on August 10, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

### DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

#### From the Harbinger™ set:

- 1 Mind Flayer (50/80) to represent Xylliadra
- 4 Hell Hounds (44/80)
- 1 Large Fire Elemental (69/80) to represent Belker
- 3 Barghests (39/80)

#### From the Dragoneye™ set:

- 1 Carrion Crawler (41/60)

#### From the Archfiends™ set:

- 2 Clerics of Bane (35/60) to represent Tyrant Draeth and the Tyrant Acolytes.
- 4 Zhentarim Fighter (40/60) to represent Banite soldiers and Bane temple guards.

#### From the Giants of Legend™ set:

- 4 Dire Wolves (25/72) to represent fiendish dire wolves
- 2 Gricks (51/x)
- 1 Young Master (8/72) to represent Dhan'Te

## ADVENTURE BACKGROUND

Growing tired of Zhentarim meddling into the affairs of Loudwater, High Lord Kalahar Twohands has moved proactively to insuring the safety of those he governs. Boldly and in violation of the Oath of Orllbar, High Lord Twohands has convinced an old friend and traveling companion to act as spy and informant within Llorck-controlled lands. A roguish cleric of Oghma, Vendross Thaddren has assumed the role of a Banite priest, and infiltrated the temple in Orllbar. His task is to uncover Zhentarim plans, present and future, and report them back to his liege. For months High Lord Twohands had been receiving regular reports from Vendross, but now his informant has suddenly, and unexplainably gone silent.

But the Zhentarim isn't the only evildoers troubling Kalahar. For a long time he has known the Hark enjoyed an alliance with the illithids of the Flayers' Corridor—a tangle of Underdark caverns under the Delimbiyr Vale. The flayers aided the bandit lord in his attempt to kill the high lord, using Twohands's own kidnapped son as bait (XGR-2 *Under High Lord's Hall*). Signs of mind flayers were found under a Hark stronghold near Tangleforks (LGR-1 *Extermination*) and under the Steam House, again within Loudwater itself (LGR-8 *Rat's Bastard*). A mind flayer advisor was even found at Hark's side when adventurers slew the bandit lord during the recent assault on the Dungeon of the Hark (XGR-1 *Dungeon of the Hark*). It's clear that mind flayers are turning up far too often these days. With the Hark defeated and his brood scattered, High Lord Kalahar worries that the illithids will throw in with the Zhentarim... if they haven't already.

Lately his worries have manifested themselves as in terrifying ways. In the last month three people in the city have been found dead with their brains extracted from their skulls. At least two of the deaths point toward an alliance between the Zhentarim and the flayers. Given that these deaths began at the same time his agent fell silent, Twohands fears that Vendross's cover may be compromised. While his friend is very skilled in disguise, the high lord worries that Vendross lacks the ability to hide his intents from the psionically-intrusive illithids.

The welfare of his missing spy is not Kalahar's only worry. High Lord Twohands is also concerned for the welfare of those who have acted or spoke out openly against the Zhentarim within the city. In particular, he is concerned for the safety of Stedd Rein, leader of the Red Fellowship. This very night the high lord has had a terrible dream where his sometimes rival was killed, while the high lord did nothing. Kalahar has witnessed powerful portents before in his dreams, and is afraid this one will also come to pass if he does nothing. While he and Stedd haven't always seen eye to eye, High Lord Twohands would be loath if harm were to befall him. He recognizes Rein a powerful force for good in the City of Grottos and the entire Delimbiyr Crescent. Also he knows that if the Zhentarim were able to kill the crusader it would tarnish his own reputation and question his ability to protect the citizens of Loudwater.

## ADVENTURE SUMMARY

With haste High Lord Twohands summons trusted (or at least easily-roused) heroes. He sends them to the Red Boar Tavern to escort Stedd Rein to more guarded accommodations.

The PCs approach the Red Boar Tavern as Xylliadra, an illithid assassin, is devouring Stedd's bodyguards as *hors d'oeuvre* to his main course—Stedd Rein's gray matter. Assuming the PCs interfere, a fight ensues, and Xylliadra ultimately flees, leaving the PCs to recover Stedd and escort him to High Lord's Hall.

Once they arrive Stedd submits to being placed under guard and High Lord Kalahar Twohands attempts to recruit the PCs for another dangerous task: enter the temple of Bane in Orllbar, and recover his friend and spy, Vendross Thaddren.

Assuming the PCs agree to this mission, they set off at first light. On the road to Orllbar it isn't long before the PCs find trouble.

On the road they spy a rare Cormyrian caravan under attack by hell hounds. Unless the PCs aid the Cormyrians, their wares, and maybe their persons, will be consumed in hellfire.

If they defeat the hell hounds, it isn't long before PCs are confronted by the hell hound's summoner, Tyrant Draeth, a cleric of Bane who has been tasked with harassing the caravan, and then posing as savior, as he and his temple guards ride in to save the day. They are none too happy at having their operation disrupted by the PCs, though they aren't anxious to fight the heroes either, since their presence is in obvious violation of the Oath of Orllbar. If the PCs don't make any hostile moves, this is primarily a roleplaying encounter, where the two groups merely size one another up. If there is a fight, Tyrant Draeth orders his guard to attack, and then flees into the hills, hoping to elude any pursuit.

Later that evening, while the PCs camp, Tyrant Draeth approaches their camp, and summons a pair of fiendish dire wolves to attack them. He immediately flees the combat once it starts, not getting involved personally.

Approaching Orllbar, the PCs have a couple of different options. They can plan an assault on the temple that leads them through the front doors, and down into a chamber called the Heart of Bane, or they can circle around to the northern side of the city, where they may enter a culvert that leads to an underground passage used by the temple for covert operations. The passage leads to another tunnel, which opens up into the Heart of Bane, and of eventually the temple itself.

### Frontal Assault

If the PCs choose to enter through the front door of the temple, they discover, much to their relief, the majority of the temple's guards are either away on leave, or off protecting clerics who are in the process of gathering converts. As such, only a token force of guards initially confronts the PCs. As the PCs make their way farther into the temple they are confronted by a pair of acolytes charged with its defense.

### What is the Oath of Orllbar?

The Oath of Orllbar is a treaty between Loudwater and Llorck splitting the region into two spheres of influence. Loudwater controls the area to the west of Orllbar and the River Loagrann, while Llorck controls the area to the east. The overall agreement is that each side will not interfere with or invade the other side. Agents of either city working within an enemy's lands are in violation of the oath, but everyone knows that the nature of politics in the region has spurred violations on both sides of the line. Vendross's mission and what High Lord Twohands asks of the PCs is a violation of the treaty, as is Tyrant Draeth's foray into Loudwater-controlled lands. If the PCs have played **LGR-2 Gray Hunt**, chances are they have already been in material breach of the Oath of Orllbar once already.

### Back Door

While traveling through the darkened culvert, the PCs stumble across a pair of hungry gricks that attack the group immediately. Just before entering the tunnel leading to the temple of Bane, the PCs find the bottom of a common trash disposal shoot, and are confronted by a carrion crawler living there.

### Into the Heart of Bane

Unfortunately for the PCs, word has been sent ahead by Xylliadra that the PCs are coming, and the temple has prepared a token defense for them. Dhan'Te, a monk of the Iron Gauntlet, an order devoted to Bane, waits for the PCs with his pets, a trio of barghests. Dhan'Te plans to ambush the PCs in the chamber of passage, hoping to use his monk skills, as well as his command over the fearsome creatures to do deadly harm. Who awaits the PCs in the holding cell at the bottom of the room depends largely upon the outcome of the PCs' fight against Xylliadra at the beginning of the adventure. If the canny mind flayer made his escape, then the prisoner is Xylliadra, disguised as Vendross Thaddren. If the PCs slew Xylliadra, then it is Vendross Thaddren himself.

Assuming the PCs defeat Dhan'Te, and his pets, they can steal away with Vendross or Xylliadra, whatever the case may be. Either way, when they return to the city, they find that on the evening just prior to their arrival, Stedd Rein was found dead inside his secured room, a large gaping hole shows the exit point for his brains as they appear to have been sucked out. They also discover that Rayler Drenn has mysteriously gone missing, and a distressed High Lord Twohands suspects that Drenn may have been the mind flayer all along. At this point High Lord Twohands appoints Vendross Thaddren to be his new chancellor and the adventure ends.

## ADVENTURE HOOKS

There is only one hook to this adventure: the PCs are summoned by High Lord Kalahar Twohands to High Lord's Hall. See the Adventure Start for details.

## TROUBLESHOOTING THE ADVENTURE

**Reequipping the Characters:** If you are playing this adventure as part of the Legacy of the Green Regent campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. Legacy of the Green Regent characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items "over the counter". As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. 1st-level characters can only purchase items found in the *Player's Handbook*. Characters that

are 2nd-level and higher can purchase *Player's Handbook* items and legal magic items. At 5th-level the gp limit is 4,500 gp, while the 6th-level gp limit is 6,500 gp, 7th-level gp limit is 9,500 gp, and the 8th-level gp limit is 13,500 gp.

**Raising the Dead:** At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast *raise dead* and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the "GP Debt" field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR7—1, below) of the PC the raise dead was cast on. Record the proper amount on the "XP Drain" field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules found in the *Player's Handbook*. When a character is brought back from the dead it is not recorded as a character death (don't mark yes). Just record the gold debt and experience drain.

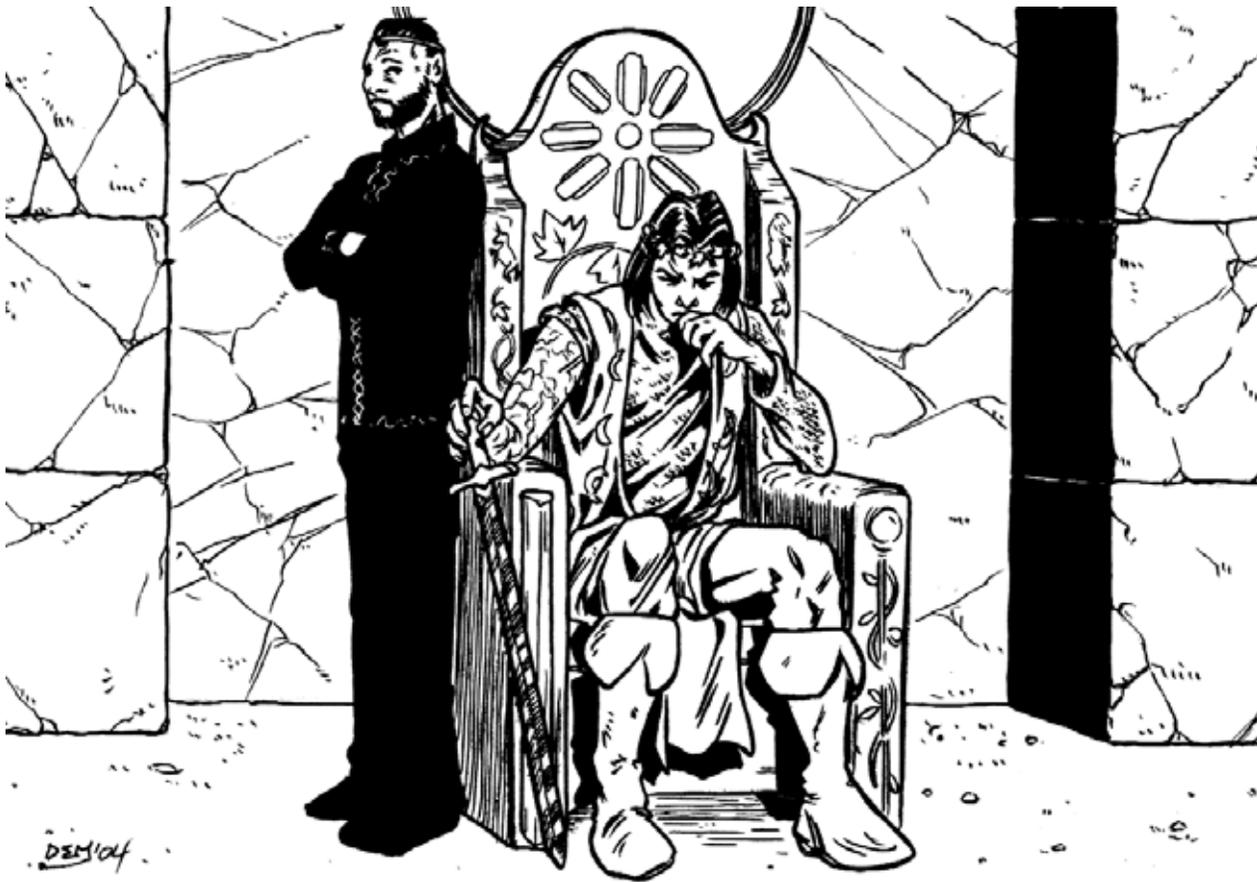
### LGR7—1: Experience Point Drain for Raised Characters

| Character Level | XP Drain |
|-----------------|----------|
| 3rd             | 1,500 XP |
| 4th             | 2,000 XP |
| 5th             | 2,500 XP |
| 6th             | 3,000 XP |
| 7th             | 3,500 XP |
| 8th             | 4,000 XP |

## ADVENTURE START: SUMMONS

This adventure starts late one chilly autumn night. It's well past Highmoon and most of the city is quiet and calm.

High Lord Kalahar Twohands summons the PCs to his hall with an urgent summons. He is able to find them (with help of arcane and divine magics) be they in bed or reveling late night in the tavern. One by one Lisyl Sweetwhisper (moon elf female Herald 7; NG; Diplomacy +20), the high lord's herald accompanied by an escort of five city guards (human and half-elf War3) rouses each PC and requests that he or she make haste to High Lord's Hall. The reason why the High Lord picked each PC is up to you to decide, but take the PCs background and Campaign Cards into account. Twohands likely contact members of the Red Fellowship due to the fact that he moves to assist that organization's leader. Harpers and Green Regents are taken because he trusts both organizations to aid the well being of the city. Member of the Order of the Jade (a Special Story Object gained



by saving Kalahar's son in XGR-1 *Under High Lord's Hall* or by saving Nardine Twohands in LGR-4 *Secret of Phantom's Cloister*) blade have his trust due to past deeds. Dragonslayers (a Story Object gained by slaying the red dragon Xerxillis in LGR-10 *Denial of Resource*) also have done Loudwater a great boon in the past, and have proven that they can tackle great challenges.

Before the PCs enter the audience chamber of the high lord, each is introduced personally by Sweetwhisper, who lauds the PC's past accomplishments with her famed honeyed tongue and clear, melodic voice. The elven herald almost sings each PC's praises partially out of ceremony and for the benefit of Rayler Dreen, the high lord's chancellor who wishes to know the accomplishments and virtue of each PC the high lord has chosen.

After Herald Sweetwhisper makes introductions read aloud or paraphrase the following. Use Illustration 1 to help describe this scene.

Heroes of Loudwater, you stand before High Lord Kalahar Twohands and his chancellor, Rayler Dreen. Rayler stands passively by his lord, a tall plain man with gray hair and blue eyes, dressed in black robes, and wearing a silver circlet—the symbol of his station. High Lord Twohands wears a chain shirt, his famous jade sword, and a look of grim determination. "As you may or may not know, recent reports of illithid activity within our beautiful city have been woefully substantiated. I believe that these creatures may be in league with the Zhentarim. To be honest, I am worried; worried for the safety of the good citizens of the city, worried for my own safety, and worried for the safety of those who have spoken out openly against our neighbors in Llorkh.

I now realize that the time for thoughtful consideration is over. I awoke from a dream this very night. In that dream a prominent citizen of the city was in trouble, while I did nothing but watch. I cannot wait for my portent to become reality. It's time to act. Your errand is simple: go quickly this night, to the Red Boar Tavern, and collect Stedd Rein, who I believe to be in mortal danger, and bring him back here.

The PCs may have questions, and though High Lord Twohands would like them to be as informed as possible, he also believes that time is of the essence, and won't suffer a lengthy inquisition. That said, answers to a few possible questions are given here.

Q: *What proof do you have of illithids in the city?*

In the last month there have been at least three murders that suggest at least one mind flayer is in the city. Each victim's brain was extracted in a way consistent with illithid feeding.

Q: *What is the connection between the illithids and the Llorkh Zhentarim?*

At this point, the connection is only a suspicion of mine, but two of the murders do nothing but confirm my suspicions. I believe that I am right, but I freely admit I have no real tangible proof.

Q: *What do you think the Zhentarim is up to?*

The only thing that the Zhentarim is every up to: domination, power, and the expansion of their tyrannical agenda. I have no misconceptions when it comes to the desires of Llorkh.

Q: *Why do you think that Stedd Rein is in trouble?*

When I was Green Regent, Mielikki showed me her will by way of powerful dreams. I have not had the same kind of dreams since my reign as her champion ended. The dream I had tonight reminded me of those dreams of my younger years. I think with her chosen regent missing, the goddess is helping me protect the people of the Delimbiyr Crescent.

Q: *Did you see an illithid in your dream?*

No the threat in the dream was menacing, real, and terrifying, but was veiled in shadow. The nature of the villain was obscured.

Q: *What makes you think that you can protect Stedd Rein?*

Even with past troubles I believe he would be safer here in High Lords Halls than roaming the streets of Loudwater. A fortified position is the best defense.

Assuming the PCs agree to the task, the high lord moves them along as quickly as possible. As current residents of the city, the way to the Red Boar Tavern should be well known to them. It is one of the most prominent establishments in the City of Grottoes. Proceed to the encountered titled "Assassin."

## ASSASSIN (EL 9)

The night's air is chilly with breezes strong enough to send a shiver down the spine of an Uthgardt warrior. The streets are quiet and a light mist hangs in the air.

Rounding a corner on the main thoroughfare, the silence is broken by the sounds of a struggle in the alley next to the Red Boar Tavern up ahead. There is shouting, followed by a chorus of gurgling yelps. Then all becomes strangely silent. Soon after the sound of bone snapping, followed by a slurping, vaguely

reminiscent of someone eating shelled oysters issues forth from the alleyway.

Xylliadra, a mind flyer assassin in the service of the Zhentarim, has just neutralized Stedd Rein and his bodyguards with a *mind blast*. After binding Stedd with manacles and propping him up against the wall, Xylliadra is taking his evening meal, and entertaining himself by feeding on the brains of Stedd's bodyguards before he dispatches Stedd himself. Xylliadra delights in the fear he causes in his victims while feeding upon their companions. As delicious as elven wine to him, terror serves equally as well to cleanse his psychic palate before he moves on to the next victim.

The PCs are 80 feet away from the action in the alley (see Battle Grid 1). They have 3 rounds to intervene before Stedd finally falls prey to Xylliadra's appetite. If the PCs immediately move to the alley read or paraphrase the following:

*There is no light in the alley, making it difficult to pick out exact features of those who currently reside within. It's clear that three men lie on the ground, slumped over. Their condition is unclear. One figure appears to be bound, and sits upright against the wall of the Red Boar Tavern, while another figure, tall and lanky, with his back turned, appears to be shaking another man. An unnerving slurping sound echoes along the alley walls. The tall figure holds the man upright in his outstretched hands, and then very suddenly, he drops him. The man hits the ground unmoving.*

If the PCs take three or more rounds to approach the alley, read or paraphrase the following.

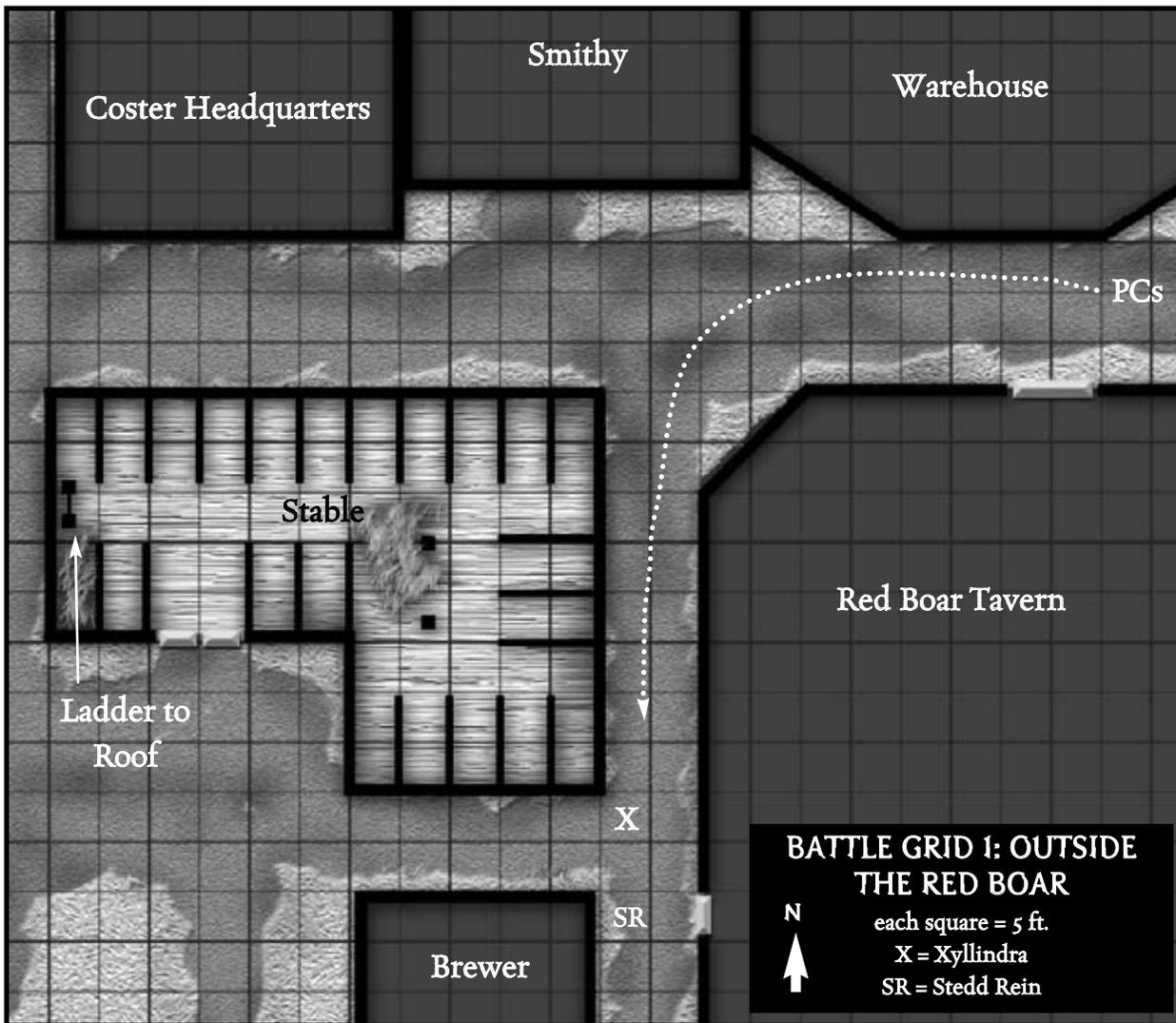
*There is no light in the alley, making it difficult to pick out exact features of those who currently reside within. It is clear that five men lay on the ground, slumped over. Their condition is unclear. A tall and lanky individual stands, looking down at the five crumpled forms at his feet.*

Whichever bit of read-aloud text you read to the player, use Illustration 2 to help describe this scene. The PCs must move quickly to intervene on Stedd's behalf, otherwise Xylliadra slays

### Who Were the Three Victims?

If the PCs ask this question, the High Lord Twohands tries to gloss over it. The last thing he wants to do is spend valuable time going over the details of past deaths. The PCs can find it out in other ways though, and may know some of the information before they meet the high lord. The following are the major details. A Gather Information DC in parentheses follows each murder's summation.

- The first was Fist Captain Nesrin of the Geenfunt Armory. His body was found in the Steam House doing a follow up investigation of the Rat Bastard gang's hide out. They PCs may have met the foppish half-elf fist in the adventure **LGR-8 Rat's Bastard**. (DC 20)
- The next victim was Fist Pevil Trollhammer, the right hand of Gauntlet HarazosThebrimm. Pevil recently gained a bit of fame by capturing the Zhentarim spy, Greyva. It's believed that Greyva is a favored agent of Fzain Nerist, the High Imperceptor of Bane in Orllbar. And though it is widely reported that the dwarf died in his sleep, eyewitness say it is more likely the gaping hole in his head and missing brain were the true cause of death. (DC 15)
- The last victim was Bezlul Hevult, a Zhentarim enchanter saved from troglodytes on the northern face of the Greycloak Mountains. Bezlul Hevult was going to give the important information regarding the draconic threat called the Green King, who seems to be working with the Zhentarim as well. Hevult was slain before the high lord could extract the information. Note that rescue of Hevult is detailed in **LGR-10 Denial of Resource**. If the PCs have not played that adventure, or in their play of it the Zhentarim wizard was not rescued, you may want to swap him with the captured Greyva, the captured Zhentarim spy above. (DC 25).



all five men before the PCs get the opportunity to do anything. Either way, whether the PCs are in time to save Stedd or not, you can allow them to sneak up on Xyllindra, if they choose to attempt stealth. If the approaching PCs succeed in an opposed skill check (their Move Silently against Xyllindra's Listen), they get a surprise round. Otherwise, the canny mind flayer is aware of their approach, and combat begins normally.

**Creature:** Xyllindra fights to survive. If he does not kill Rein now, he is confident he'll get another opportunity, and can twist the situation to his advantage.

➤ **Xyllindra (mind flayer):** hp 65; see Appendix 1.

**Tactics:** Unless the PCs provide some kind of light source during the fight in the alley, the lighting conditions provide enough concealment to impose a 20% miss chance during combat for targets more than 20 feet away.

Xyllindra begins combat by *levitating* 10 feet or even 20 feet up out of the PCs' melee reach. As his *levitate* ability is already active, he may immediately follow up with a *mind blast* the same round. Among those who make the saving throw against the stunning effect of the *mind blast*, Xyllindra picks a PC to use his *charm monster* ability on, and communicates to them telepathically that Xyllindra is the victim in this situation, the slain men having attacked him, forcing him to defend himself. If that is suc-

cessful, he uses *suggestion* to encourage the charmed PC to take a more active role in restraining his companions. This could take the form of binding stunned PCs with whatever is available, or imposing themselves on non-stunned PCs who are attacking. How this suggestion is worded is ultimately up to you.

If Xyllindra takes more than half his total hit points in damage, he flees by stepping over to the roof of the stable where he has cover from the hay stored there, as well as the safety wall that holds it in place. He then uses his *plane shift* ability to escape from the PCs. If Xyllindra manages to stun, incapacitate, or otherwise charm all of the PCs, he kills them all, though he won't use his extract ability to do this, as he has had his fill of brains for one night...no need to be a glutton!

**Development:** If the PCs are successful in chasing Xyllindra off, and intervened in a timely manner, they find Stedd Rein is alive and well. He is bound hand and foot by manacles, and sits with his back against the wall of the Red Boar Tavern. His guards, unfortunately, are dead, their brains having been extracted through sizable holes in the back of their heads. It doesn't take much convincing to get him to accompany the PCs back to the High Lord's Hall.

If the PCs took their sweet time in getting to the scene of the assassination, then Stedd is dead, and his brain has been extract-

ed and consumed along with the others.

Whether or not the PCs are successful, the High Lord Twohands awaits their return, and hopes to see Stedd alive. Any PC that makes a successful Knowledge (local) or bardic knowledge check (DC 10) recalls that Stedd is in favor with the church of the Red Knight, and a prominent member of the Red Fellowship. Members of the Red Fellowship need not succeed at that check to recall that information.

If any PC is a member of the Red Fellowship, and they take Stedd to the chapel of the Red Knight, the clergy there prepares him for burial. There is no reward, as the PC considered to be fulfilling their duty. If a PC who is not a member of the Red Fellowship thinks to take Stedd to the chapel, the clergy grant the Story Object: Favor of the Red Knight to that PC.

As soon as the PCs proceed—with or without Stedd—back to High Lord's Hall, continue on to the next encounter, "Intro Redux."

### Scaling the Encounter

**4th and 5th-Level Characters (EL 7):** Xylliadra has 45 hit points, as he was already injured from a nasty wound that Stedd Rein gave him in the struggle. His tactics change to *levitating, mind blast* the PCs once, and flee without making further attacks.

**7th-Level Characters (EL 9):** Xylliadra is advanced by adding a level of Monk (hp 70; see Appendix 1).

**8th-Level Characters (EL 10):** Xylliadra is advanced by adding two levels of monk (hp 76; see Appendix 1).



## INTRO REDUX

If the PCs are successful in retrieving Stedd Rein alive after the confrontation with the mind flayer assassin, read or paraphrase the following.

As you enter the High Lord's Hall with Stedd Rein in tow, the face of Kalahar Twohands visibly relaxes, and he smiles, "You have done the city a service this evening." Then the high lord notes the demeanor of the group, "Tell me. What has transpired?"

The text assumes Rein survived. If the leader of the Red Fellowship is not with the PCs, read only the last sentence of the above text.

He listens intently to everything the PCs have to say. If the PCs show any sign of reluctance, Stedd (if still alive) is more than happy to jump in and fill in any gaps, explaining how he most surely would have died if the PCs hadn't intervened.

The high lord's brow furrows in deep concentration as he ponders all that you have told him. "I must make preparations to rebuke such a creature from the city. In the meantime, I have an important mission for heroes such as you. If you are game for more service to me and the good people of the Delimbiyr Crescent, I ask that you to travel to Orbar, where I have an agent inside the temple of Bane. A man by the name of Vendross Thadden serves me there, collecting intelligence, as best he can, on the activities of that unholy sect. He is a priest of Oghma, and skilled at such pursuits. I have recently lost com-

munication with him and fear the worst. He is, in fact, the other citizen of Loudwater I saw in my dream. I want your group to travel to Orbar, infiltrate the temple in the most discreet manner that you can devise, and return here with him. If you do so, I will compensate you handsomely. What say you?"

Assuming the PCs accept, he continues. The high lord cannot be bothered with haggling over a reward though, and hopes the PCs accept his word on compensation in good faith. He is a man of honor, and would not have it trampled upon, even by heroes such as these.

"Vendross is a bald-headed, barrel-chested man with a jade scroll tube hanging from his belt. When you see him, utter the phrase, 'Knowledge for its own sake is the highest pursuit,' and he will know that you serve me, and may trust you. He will respond 'And knowledge for the sake of He Who Names transcends even that.'"

If you have no other questions, you should rest here in the hall this evening, and be off at first light."

If the PCs have further questions, the high lord addresses them now.

Q: *What is Orbar like?*

It is a gray and dismal town. The residents are clearly oppressed. There is only a single tavern, and no inn. The tavern is called the Unblinking Eye.

Q: Are Scions of the Green Regent outlawed in Orllbar?

Nothing that I am aware of outlaws them, though Mielikki is no friend of Bane. At the same time that holy symbol will not doubt raise the suspicion that you are agents of the city. Pose as merchants, or avoid the citizens of that Zhentarim dominated town and I am sure you'll be relatively safe.

Q: What do you know about the temple?

I know very little about the temple, inside or out. The intelligence from Vendross centered more on schemes and personnel movement than the layout of the temple. I'm relying on you to use your best judgment in how you retrieve my friend. I do know that we are approaching a Banite holy tenday called Domclave. During that week the faithful of Bane wander the countryside inducting new faithful—by sword, guile, or even by torture if necessary. It's my hope that such activities will deplete the temple's population, making your job easier...but it is possible it may make it harder if the priests decide to take Vendross with them.

**Development:** Once the PCs are finished with their questions, the High Lord arranges healing for the PCs. If a PC died during the fight with the mind flayer, High Lord Twohands has brought back to life via a *raise dead* at no cost (though the PCs still takes the XP penalty). After any healing is done, the high lord takes his leave and personally shows Stedd Rein to quarters where he may be more readily guarded. The PCs are allowed to camp in the common room of the High Lord's Hall, where they may arrange themselves for the evening around a large fireplace that dominates one wall of the room. They are able to get a few hours sleep (not enough to regain spells) before Lisyl Sweetwhisper wakes them and escorts them to the stables. There each PC is able to pick a horse or pony (regular or war, light or heavy) to use for this venture. The high lord's stables don't house riding dogs of any kind. She insists that they leave that very morning, as time is of the essence. That should make spellcasting PCs a little nervous, but the next encounter is more than a day away.

At this point, if Xylliadra has survived, he moves to a secret location within Loudwater, where the Zhentarim have a secret *teleportation circle* a compromised old elven tomb. From here, he teleports to the temple of Bane in Orllbar, where he finds that the majority of the clergy are out hunting for converts. If Xylliadra was forced to *plane shift* away, he *plane shifts* back the following day, and finds the nearest *teleportation circle* (the Zhentarim have them in most major cities), from which he teleports from location to location until he finds himself back in Orllbar.

## DOGS OF WAR (EL 7)

This encounter occurs somewhere along the way to Orllbar, but on the Loudwater side of the border. The PCs happen to be passing a caravan headed the other direction toward Loudwater. The caravan is made up a group of travel-worn merchants, bringing their wares from Cormyr in the east. Their wares consist of masterwork weapons and armor that they ultimately plan to sell in the markets of Waterdeep. In addition, they have several casks of

purple dye, popular among clothiers of nobility everywhere. They only plan to sell this to a select clientele.

The group has already survived a rather treacherous (and awfully foolhardy) journey off the beaten path, traveled through Lllorkh and Orllbar and believes they have seen the last of the Zhentarim during their travels. The merchants are completely unaware that they are to be the subjects of conversion to the church of Bane. Tyrant Draeth, and several temple guards from the church in Orllbar have been stalking this group all morning. He has waited until the group ventured into Loudwater territory to attack, because he personally enjoys breaking the Oath of Orllbar, and to make his forces seem more daring and brave. As the merchants passed over the rise, Draeth summoned a quartet of hell hounds, who have orders to attack the merchants. Draeth plans to swoop in and save the merchants from "certain destruction." After this display of might, Draeth plans to command the merchants into obedience, and demand tribute in the honor of Bane. Unfortunately for him, the PCs happen to be

### Covering the Mark of the Scion

If a Scion of the Green Regent covers the symbol of Mielikki upon their forehead to escape detection in Orllbar, its temple to Bane, or elsewhere in this adventure, they suffer a -1 penalty to all saving throws for the rest of the adventure. Such is the goddess's disapproval at hiding her boon.



coming from the other direction at the same time.

The journey to Orubar thus far has been uneventful. The sky is overcast, and now and again, a misty rain descends from above, heavy enough to dampen cloths and packs.

Cresting the rise, the road leads down to a narrow valley. On the road there is a pair of horse-drawn carts bearing a load with several men urging the beasts of burden along. The men look behind them as the sound of baying dogs echoes down the valley, coming from behind. The baying has quality that can only be described as otherworldly. Moments later, four large hounds break the horizon, and begin to descend upon the merchants, who are trying to urge their horses forward even as they work to keep them calm. Wisps of flame escape from the mouths of the four dogs as they close on their prey.

Use Illustration 4 to help describe the hell hounds. At the start of combat the hell hounds are 160 feet from the caravan and the PCs are about 280 feet away from it, approaching them from opposite ends.

**Creatures:** These hell hounds have been summoned by way of a divine scroll of *summon monster IV* (7th-level caster—Draeth succeeds the caster level check). They last for seven rounds before disappearing. When they die, they disappear.

➔ **Hell Hounds (4):** hp 30, 28, 26, 22; see *Monster Manual*.

**Tactics:** If, for whatever reason, the PCs decide not to intervene on the merchants' behalf, the hell hounds spend the first 4 rounds killing the merchants' horses. At the beginning of round 5, if the PCs still do not get involved, Tyrant Draeth and his temple guard ride in to save the day, which involves Draeth noisily "dismissing" the creatures with the power of Bane (actually just dismissing his own spell). However, if the PCs have already stepped in, then Tyrant Draeth and his men stand back, and allow the characters to defeat the hell hounds.

**Development:** The merchants are extremely grateful to the PCs if they save them from the ravages of the hell hounds, and thank them profusely, though no reward is forthcoming...they have lost too much in their treacherous journey around the Anauroch Desert. Tyrant Draeth waits for the merchants to move on before he and his guards approach the PCs. Proceed on to the encounter titled "To the Rescue?"

### Scaling the Encounter

**4th-Level Characters (EL 5):** There are only two hell hounds. Drop the hell hounds with hp 30 and 22.

**5th-Level Characters (EL 6):** There are only three hell hounds. Drop the hell hound with hp 30.

**7th-Level Characters (EL 8):** Swap out the above encounter for four advance (6 HD) hell hounds (hp 42, 40, 36, 33; see Appendix 1).

**8th-Level Characters (EL 9):** Swap out the above encounter for four advanced (8 HD) hell hounds (hp 60, 58, 54, 50; see Appendix 1).

## TO THE RESCUE? (EL 6)

Before the PCs and the Hell-n-Back Company part ways, read or paraphrase the following:

As the ragged merchants continue on their way, a small band of men on warhorses approaches from the east. Four of the men are wearing breastplate armor and bear large oaken shields that are emblazoned with a symbol; green rays squeezed forth from a black fist. Though each of the men wears a longsword at their hips, none are drawn. A fifth man with raven black hair and jade green eyes rides just behind the four soldiers. Though he is wearing banded mail armor and bears a large steel shield with the same symbol as those who precede him, a morningstar hangs from his hip, and the large adamantite medallion with the same symbol that is emblazoned upon their shields designates him as clergy. He sneers openly as he approaches, "What have we here? Heroes who just happened along in the nick of time? If you have any interest in your own personal welfare, I would heartily recommend that you be on your way and trouble this road, and its travelers no further. However, before you ride off into the sunset, I would know your names."

Draeth's voice drips with contempt for the heroes, and he is angry at any rate for their interfering with, what he believes to be his rightful duty. If the PCs give their names to him, he notes each one carefully. If they ask Draeth for his name, he responds as follows.

### Cormyrian Caravan

While not really important to the general progression of the adventure, the following are some more details about the caravan if the PCs spend time interacting with this encounter.

- The caravan master, one Marlark Buckman (human male Exp3; Profession [merchant] +10; Survival +11) calls the caravan the Hell-n-Back Company. It use to be called the Stonesoul Company, named after the dwarven wizard who founded and financed the venture, but he died on the outskirts of the Forgotten Forest, and the new name seems fitting given what the group has gone through.
- Instead of traveling the more established route from Tiverton to Scornubel and then up the Trade Way to Waterdeep, they decide to round the desert up to the tail end of the black road. Rueil Stonesoul believed it would take tendays off their progress—By Shaundakul, was he wrong!
- The caravan was once comprised of more than a dozen wagons. These last two are all that's left. The men are exhausted. And when they finally reached Llorck, the last of their horses were half dead. They stayed in that city long enough to purchase new steeds. They heard that the Domclave holiday was coming up and wanted to be nowhere near a temple to Bane during such an unholy celebration.

“Unfortunately for you, I am not in the habit of giving my name to bands of wandering miscreants. Though you may know me as a faithful devotee to my lord Bane.”

If the PCs question why he seems to be in violation of the Oath of Orllbar, his contempt turns to anger.

Fools, I am not an agent of Lllorkh or the Zhentarim, I am a faithful of Bane. Have you folk of Loudwater become so cowed by your silly goddess that you have become intolerant of religions of true power? There is no law or treaty that halts my progress in these lands.

Though Draeth cannot help but speak in an inflammatory manner, he truly has no interest in fighting the PCs at this point. He recognizes that they are strong, and would be more comfortable attacking them with a stronger force or by subterfuge. Feel free to prod the PCs for other useful bits of information. In particular, if Draeth sees holy symbols that are worn openly, give him a Knowledge (religion) check (DC 15). If he is successful, he says something derogatory about their deity. If he doesn't recognize the symbol, he asks the PC in question, “What pathetic godling does that symbol represent?”

**NPC:** Arrogant and more than mildly insulting, the Banites are here to mark their territory and tout their supremacy.

➤ **Tyrant Draeth:** Male human Clr4 (Bane); hp 27; see Appendix 1.

➤ **Banite Soldier (4):** Male human Ftr1; hp 9, 8, 6, 5; see Appendix 1.

**Tactics and Development:** If the PCs attack him, he commands his guards to defend, and flees on horseback immediately. Draeth's guards are insanely devoted to Bane, and fight to the death, believing they are to be rewarded in the afterlife for their single-minded devotion.

If the PCs do not attack, Draeth eventually leads his men back up the road at a gallop, heading the direction from whence they came (toward Orllbar). Once out of sight, they cut off the road and into a wood where they hide until nightfall. Draeth does this by himself if his men are forced to fight.

### Scaling the Encounter

**4th and 5th-Level Characters (EL 5):** Reduce the number of soldiers to two (subtract the one with hp 5).

**7th-Level Characters (EL 7):** Tyrant Draeth is advanced to 5th level (hp 33; see Appendix 1).

**8th-Level Characters (EL 8):** Tyrant Draeth is advanced to 6th-level (hp 39; see Appendix 1). Banite soldiers are advanced to 2nd-level (use stats for Bane temple guard in the Fortress of the Eternal Despot encounter; hp 20, 20, 15, 13).

## PAYBACKS (EL 6)

Unless by some quirk of fate the PCs killed Tyrant Draeth, this encounter takes place in the dark of night less than a day outside of Orllbar, as the PCs camp. Draeth has followed the PCs at a safe distance, and using a scroll that he retrieved from a hidden cache, he has approached the PCs' campsite and prepares to summon a

pair of fiendish dire wolves to kill them while they sleep.

Assuming the PCs take watches, whoever are on the midnight watch should make a Listen check (DC 15) to hear Draeth reading the scroll from the cover of brush. If they hear Draeth and have the skill, they also get a Spellcraft check (DC 20) to realize that someone nearby is casting *summon monster V*. Draeth automatically succeeds his caster check.

**Creatures:** As summoned creatures cast as a 9th-level caster, the fiendish dire wolves stay on this plane for 9 rounds or until killed.

➤ **Fiendish Dire Wolves (2):** hp 45, 45; see Appendix 1.

The wolves appear as close to the center of the PCs campsite as possible, and each attack the closest PC immediately. They choose separate targets to begin with.

Once the spell is cast, Draeth slips off into the night, mounts his warhorse, and rides away quickly, sure that the wolves can do the job. In the midst of combat, PCs that make a successful Listen check (DC 15) hear the sound of a shod horse moving away quickly.

**Development:** Any PC that makes a successful Search (DC 20) of the area around their campsite immediately after the combat finds the blank scroll that was used to summon the fiendish dire wolves. If a PC that is examining the blank parchment makes a successful Knowledge (arcane) check (DC 15) they identify the paper as being of a quality suitable for scribing scrolls, though it isn't any longer, as it has been used.

### Scaling the Encounter

**4th and 5th-Level Characters (EL 4):** Draeth summons a single fiendish dire wolf (hp 45; see Appendix 1) that is summoned from a scroll of *summon monster IV*, so it only lasts 7 rounds or until killed.

**7th-Level Characters (EL 7):** Draeth is able to summon three fiendish dire wolves (hp 45, 45, 45; see Appendix 1).

**8th-Level Characters (EL 8):** Draeth summons four fiendish dire wolves (hp 45, 45, 45, 45, 45; see Appendix 1) from a scroll of *summon monster VI*. They last for 11 rounds or until slain.

## ORLLBAR

Orllbar stands on the north bank of the confluence of the Loagrann and Greyflow Rivers. A village of only 800 or so souls, it has little to offer except for food, shelter, and a single tavern (the Unblinking Eye). There is no inn within the village, and the Unblinking Eye takes no boarders. Travelers can find lodging only on the straw-covered floor of a drafty warehouselike shrine shared by all faiths except for Bane, who has a temple in the village—the Fortress of the Eternal Despot (use Illustration 3 to help describe the temple).

This place has been under Zhentarim rule for the last five years, and it has taken an obvious toll on its populace. Always a sleepy and backward community, the folks of Orllbar are now more wary of outsiders than they have ever been in the past. Just prior to the stating of the Oath of Orllbar, a Loudwater-supported uprising was put down in the village by the ruthless overlords with the help of Deldron Rein's traitorous daughter, Jesym. The Zhentarim now control trade in the town rigidly, and anyone



who attempts to make unauthorized business deals is imprisoned or disappeared. Worse yet, informants to such outside-of-the-law dealings are handsomely rewarded, making the folks of Orllbar paranoid not only of outsiders, but also of one another.

The PCs have a couple of options when it comes to freeing Vendross Thadden from the temple of Bane. One possibility is to enter the temple from the front, starting on the ground floor and doing their search from the top down. The other possibility, which takes some investigation on their part, involves entering the temple from a series of tunnels, starting at a locked culvert just north of the village.

The Fortress of the Eternal Despot is located in the north end of the village, if the PCs were to circle the temple at a distance, looking for a way in, they have the chance to see the gated culvert, if they make a successful Spot check (DC 20). The culvert is just north of the village, leading into the side of a large outcropping of rock, so it is a simple matter of walking beyond the village's farthest homestead and approaching the culvert from the north. Another option is that the PCs can climb down the side of the 50-foot rock face to get to the culvert as well.

If the PCs don't successfully spot the culvert, or don't even think to check out the temple from all sides, and if they are looking for a way to get in, other than the front doors, they can visit The Unblinking Eye, a local tavern. There, they may speak to Helm Heltriss (human male or indeterminate alignment), a local trapper and who is aware of the culvert, and points it out as a possibility, though he claims that he isn't sure exactly where it leads, he does profess to seeing members of Bane's clergy coming from there.

Characters played in LGR-2 *Grey Hunt* may remember Helm

from their last time in town. A rough and worn tracker, Helm is a friendly and helpful man, in stark contrast to the rest of Orllbar's inhabitants. PCs talking to Heltriss may notice (Sense Motive DC 20) that the local population stays clear of him, and have a chance to gather a hunch (Sense Motive DC 35) that Helm is more than he lets on.

What encounters the PC face within the Fortress of the Eternal Despot depends largely upon which approach they choose to take. If the PCs plan to enter the temple through the front doors, start with area 1. If the PCs enter via the culvert start with area 5. Ultimately, both paths lead to the chamber called the Heart of Bane (area 10).

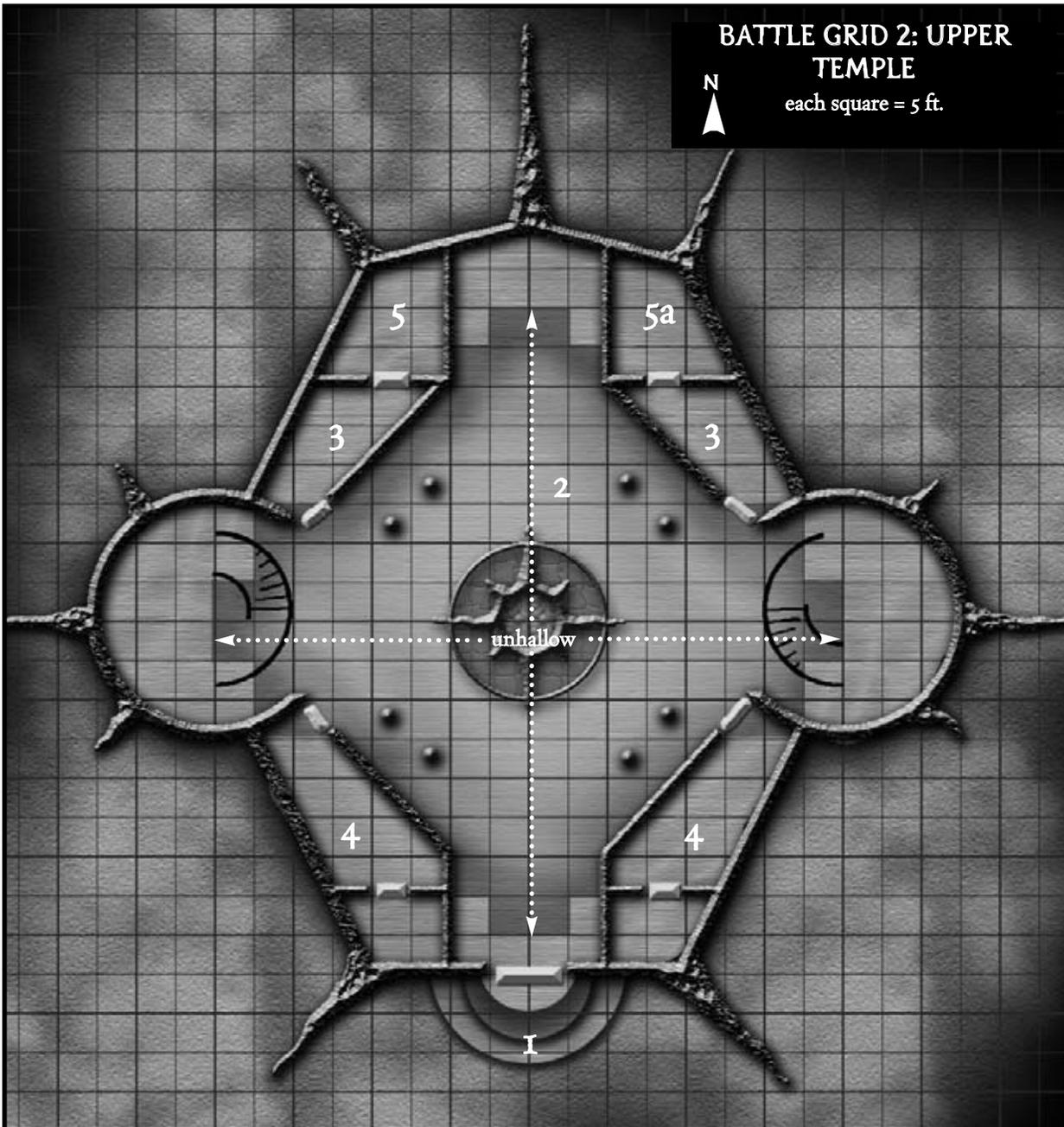
## FORTRESS OF THE ETERNAL DESPOT

The Fortress of the Eternal Despot sits above Orllbar like a gauntleted fist ready to strike. This temple to Bane is the focal point of Orllbar's enslavement. Originally a temple devoted to the Godson Xvim, its construction—done with diabolical assistance, it's said—prompted the infamous Orllbar uprising that lost Orllbar's people any hope of freedom and autonomy. When a citizen of the once-peaceful herding village looks upon this dark, spiked edifice, they see their own particular doom, and the shackles that bind their everyday life...not that they would admit such to any who ask.

The upper temple is depicted in Battle Grid 2 (areas 1 to 5). The culvert is depicted in Battle Grid 3 (areas 6 and 7) and the

**BATTLE GRID 2: UPPER  
TEMPLE**


each square = 5 ft.



lower temple is depicted in Battle Grid 4 (areas 8 to 10).

### 1. Iron Portal

**Auras:** *Magic*—moderate evocation (*fireball* trap);  
*Alignment*—moderate evil and moderate law (the temple itself).

The front of the temple is a gruesome sight. Constructed from strange black stone, the temple appears to be more a fortress than a place of worship. Large sharp protrusions adorn the outer walls. Hanging from the front protrusions are pairs of emaciated corpses, bound in chains, their bodies obviously tortured in life.

The large double doors that lead into the temple proper are constructed of solid iron and bear the symbol of Bane: green rays squeezed forth from a black fist. A large, sturdy-looking lock is built into the doors.

Lucky for the PCs the vast majority of temple clerics and guards are currently out, hunting converts for Domclave. However they didn't leave the temple entirely devoid of defenses. At any given time during the day, the temple doors are locked and trapped, and must be bypassed to gain access.

**Trap:** Attempting to pick the lock on the doors, casting spells at the door (even in the case of *knock*), or physically attacking the doors triggers the *fireball* trap. The trap drops a *fireball* 20 feet directly in front of the doors, so as to get full use from the area of the spell, and not damage the doors in the blast (or setting off the automatically resetting trap again).

♥ **Trapped and Locked Iron Door:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 30.

↗ **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level caster, 8d6 fire, DC 14 Reflex

save half damage); Search DC 28; Disable Device DC 28.

**Development:** Once the PCs have either disarmed or set off the *fireball* trap and open the door, proceed to area 2, below.

### Scaling the Encounter

**4th and 5th-Level Characters (EL 4):** The lock on the door is weaker (average lock), and the power of the trap is decreased.

☒ **Trapped and Locked Iron Door:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 25.

☞ **Fireball Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*fireball*, 6th-level caster, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

**7th-Level Characters (EL 6):** The power of the trap is increased.

☞ **Fireball Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*fireball*, 10th-level caster, 10d6 fire, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

**8th-Level Characters (EL 7):** The lock on the door is stronger (amazing lock) and the power of the trap increased.

☒ **Trapped and Locked Iron Door:** 2-inch thick; hardness 10; hp 60; Break DC 28; Open Lock DC 40.

☞ **Fireball Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (empowered *fireball*, 10th-level caster, 10d6 fire (X 1 ☐), DC 18 Reflex save half damage); Search DC 30; Disable Device DC 30.

## 2. Chamber of the Unholy (EL 6)

From the front door the PCs gain access to this place: the main chamber of the upper temple. This Chamber of the Unholy is a domain of fear and intimidation. This is not a place of congregation and worship by the common people of Orlbar. Their worship is done by serving the temple's needs through tribute and praying to Bane for his divine and terrible mercy while shivering in the dark, dank corners of their hovels. Here the devotees of the Tyrant Reborn extract information from traitors to the Great Cause. Most of those who disappear in Orlbar meet their end here, blathering all they know—or think the Banites want them to know—in their final gasping breaths.

**Light:** The very air of this place is alive with the green luminescence of Bane (as sunlight).

**Sound:** The creaking of chains, the bubbling water of the great font of unholy water in the center of the chamber, and the shouting of guards (see read-aloud text, below).

**Reactions:** If the PCs set the trap off, the guards inside the temple are aware that someone is coming from outside, and have positioned themselves for defense inside the temple, taking cover behind the unholy font (cover +4 to AC and +2 to Reflex saves in some circumstances), which gives them cover. If the PCs manage to defeat the trap without setting it off, the guards are standing at their posts, each beside a pair of the poles of confession adorn with the bodies of the tortured (this grants some amount of cover a +2 AC and a +1 Reflex save in some circumstances for creatures standing in the same square as one of the

polls). As the opening doors make quite a ruckus, the PCs won't be allowed a surprise round, but the guards won't necessarily start in the most advantageous positions either.

**Auras:** *Magic*—moderate evocation (*unhallow*), faint evocation (strange green lighting), faint conjuration (*potions of cure light wounds*); *Alignment*—faint evil and faint law (four temple guards), moderate evil and moderate law (the temple itself), strong evil (*unhallow*).

When the PCs open the door read or paraphrase the following. Feel free to split it up a bit, as the PCs will likely engage in sudden combat with the temple guards and it may be better to describe qualities of the upper chambers as the PCs interact with them to better simulate the rush of combat.

The doors make a loud grating sound when opened, revealing the interior of the temple of Bane. A large foyer opens up into an even larger worship area. A strange green light fills the larger chamber, though its source is not readily apparent. In the center of the room is a raised font of unholy water that stands four feet high. Spiky stone protrusions stick out in the four cardinal directions from the font. The smell of rotting corpses lingers in the air. Eight 15-foot tall iron poles are set in the floor around the font in even intervals. Eight freshly killed sacrifices, humans all, hang from the iron poles by chains. They appear to have been bound with chains and tortured to death, all in the name of Bane. Behind the great font of bubbling water, the temple guards are ready to attack. One of them yells out, "Drop or perish!"

Most of the main room of the temple is under the effect of an *unhallow* spell. The *unhallow* has an *invisibility purge* attached to it.

The font is filled with unholy water, and while it is painful for good-aligned PCs to touch, the foul water does no actual damage to most. This water acts like holy water but a direct hit does 2d4 points of damage to a good outsider and has no effect on evil outsiders or undead. Aasimars among the PCs beware; given the chance, the temple guards or the acolytes attempt to submerge these creatures in the font, which does 10d4 points of damage for each round of submersion.

A circle of writing (Infernal) surrounds the entire font. It states the following over and over:

"Behold the font of the faithful, whose waters call forth the confessions of those who would oppose the righteous."

The spiral stairs on the east and west sides of the font lead down to the Heart of Bane (area 10)

**Creatures:** Whether or not the PCs listen to the shouted order, the temple guards fire volleys of crossbow bolts for as long as they are able and then move in to do melee with the intruders. They attempt to gang up on individual PCs if possible.

☛ **Bane Temple Guards (4):** Male human Ftr2; hp 17, 15, 14, 11; see Appendix 1.

**Tactics:** The temple guards are fanatics, fighting to the death against all intruders. Through vile torturous conditioning, the guards possess the Diehard feat, and drink *potions of cure light wounds* if they drop into negative hit points.

**Development:** Three rounds after combat begins, it's very likely that a pair of Banite acolytes enter the combat via the

northern doors of the temple. You'll have to roll a Listen check to determine if they join the fray. See area 3 for details.

### Scaling the Encounter

**4th and 5th-Level Characters (EL 5):** Exchange the temple guards for Banite soldiers (see "To the Rescue?" above) (hp 11, 11, 9, 8; see Appendix 1).

**7th-Level Characters (EL 7):** Increase the number of temple guards to six (hp 17, 15, 15, 14, 11, 11; see Appendix 1).

**8th-Level Characters (EL 8):** Advance the force to six 3rd-level temple guards (hp 26, 25, 25, 28, 20, 17; see Appendix 1).

### 3. Northern Barracks (EL 2 each or 4 together)

These two chambers are nearly identical barracks for temple guards and acolytes. Similar to the southern barracks, these two areas' main difference is that lesser priests inhabit them.

**Light:** This area is kept light by way of *continual flame* covered lanterns hanging here and there on the wall (six lanterns in total). The lanterns are fixed to the wall, requiring some effort (Break DC 20) to pry free.

**Sound:** On the off chance the PCs are able to surprise acolytes here, both are cloistered in a small shrine praying to their dread lord for a better lot in their temple life. Selfish and frantic mutterings to their lord imploring their virtues and dismissing the deeds of their superiors float down the barracks from the shrine. If the acolytes have already left this area, there is no sound here.

**Reaction:** The acolytes in these barracks have a pretty good chance of hearing the combat occurring in the Chamber of the Unholy (area 2). Roll a Listen check for each acolyte (Listen +2). If they succeed a DC 5 (assuming the sounds of battle) check, they move to join the temple guards, buffing (see tactics and the acolytes' power-up suite) as they move to join the combat. At the beginning of the third round, they open the door into area 2 and may make a move action.

**Auras:** magic—six faint evocation (*continual flame* lanterns), moderate abjuration (*forbiddance* from area 5a only), and faint abjuration (*glyph of warding* from room); alignment—faint evil and faint law (acolytes if they are still in the room).

Here's a general description of the room. Read or paraphrase as the PCs enter. Add a description of the acolytes' muttering if the PCs are able to surprise the praying clerics.

Hard and uncomfortable looking bunk beds are bolted to the cold gray stone walls of this chamber. Each bed is made with rigid discipline—these are obviously the beds of lawful and disciplined soldiers. Here and there the room is lit by way of lanterns, also bolted on the wall. A well-swept stone path winds its ways past the bunks and toward an iron bound door at the end of the room. Next to the door is what appears to be a small shrine.

The bunks are three beds high, and the bedding comprises nothing more than a thin straw mattress and a blanket. Underneath each bunk is a locked trunk (very simple lock DC 20; break DC 20) containing extra temple uniforms and a few personal items,

but nothing of great value.

The shrines are nothing more than medium-size wall nook containing an obsidian statue of Bane (each is worth 100 gp).

The door at the end of the chamber is trapped and locked. Each door leads to the corresponding area 5: Tyrants' Quarters or 5a: Fzain Nerist's Quarters.

**Creatures:** Two acolytes were left in charge of the temple while other clergy are out hunting for converts. Normally this position is one of disgrace, as the two acolytes are responsible for cleaning up after the pre-Domclave sacrifice, as well as cleaning the barracks. However, the appearance of intruders gives the two acolytes hope. If they can successfully repel the intruders, they may gain favor in the eyes of Bane, and be allowed to join the next temple mission.

➤ **Tyrant Acolytes (2):** Male human Clr2 (Bane); hp 16, 11; see Appendix 1.

**Tactics:** If the acolytes hear the rumble outside, they enter the room having already cast *resistance* and *shield of faith*, raising their respective armor classes to 20 and augmenting their saves. Once in the main chamber, their first action is to pick the closest fighter-type and target them with a *command* spell commanding them to drop. If this is successful, the acolytes take a move action into position so they threaten their respective targets, activating their hatred domain ability as they move. This either gives the acolytes bonuses to attack the prone PC the following round, or an attack of opportunity should the PC attempt to stand while threatened. The acolytes continue with these kinds of tactics throughout the remainder of the combat, casting opportunistic *doom* spells when possible. Neither cleric is willing to flee, as they fear what their superiors would do if they fail far more than they fear what the PCs can do to them.

**Development:** From this chamber the PCs can gain access to the Tyrants' Quarters (area 5) and Fzain Nerist's Quarters (area 5a) depending on their location. The door to Nerist's Quarters is protected with some dangerous magic. It's a good idea to be familiar with area 5a before the PCs attempt to open the door to that chamber.

### Scaling the Encounter

**4th and 5th-Level Characters (EL 2):** There is only one acolyte (hp 16). He is in the northeast chamber.

**7th-Level Characters (EL 5):** Add another acolyte to the northeast chamber for a total of three acolytes (hp 16).

**8th-Level Characters (EL 6):** add two acolytes so that there are two in each barracks (hp 16, 12) for a total of four acolytes.

### 4. Southern Barracks

The southern barracks are identical to the northern barracks but lack tyrant acolytes.

### 5. Tyrants' Quarters

**Light:** A *continual flame* lantern hanging from the wall, but it's covered and the room is dark when the PCs enter.

**Reaction:** The glyph of warding goes off if a character enters the room. The glyph itself is on a floor flagstone just beyond the doorway.

**Aura:** magic—faint evocation (*continual flame* lantern), mod-

erate abjuration (*glyph of warding*).

The doors to these chambers is locked and trapped. If the PCs withstand the protections and brave the inside, most likely they'll be disappointed. Within each is a personal chamber of one of the temple's chief clerics. Though the furnishings are more opulent than those of the barracks, there are few things of great value in the room. Any magic items or real personal treasure

☛ **Trapped and Locked Iron Reinforced Door:** 2-inch thick; hardness 5; hp 40; Break DC 28; Open Lock DC 30.

☛ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric 8d8 sonic, DC 14 reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

## 5a. Fzain Nerist's Quarters (EL 6)

**Light:** A *continual flame* lantern hanging from the wall, but it's covered and the room is dark when the PCs enter.

**Reaction:** The *glyph of warding* goes off if a character enters the room. The glyph itself is on a floor flagstone just beyond the doorway. When guardian inside hears activity beyond the door (Listen +7), it assumes smoke form and hovers near the desk. It can stay in this form for 20 rounds, and the end of such time it attacks any within the room. If anyone approaches the desk it attacks, but retains its smoke form to do so.

**Aura:** magic—faint evocation (*continual flame* lantern), moderate abjuration (*forbiddance*), faint abjuration (*glyph of warding*); alignment—faint evil (belker).

This chamber is in striking contrast to the cold, dark, and hard features dominating the rest of Fortress of the Eternal Tyrant. Its walls are decorated with opulent, even beautiful, tapestries depicting the grandeur of Bane as an awesome ruler...almost as if the dark god were a beloved temporal king.

Also out of place are the lush furnishings in this perfumed chamber. A plush bed covered with silk pillows and comfortable-looking blankets stands in the far side of the chamber. A thick and colorful Calimshite rug stretches across the flagstone floor, and on the western edge of the room stands an ornate writing desk. Around the writing desk, a strange smoke hovers.

This entire chamber is warded by a lawful evil *forbiddance*. The *forbiddance* has a password (the nonsense word "Ryzellus") that its guardian (see Creature, below) knows.

This is the living quarters of Fzain Nerist, the Imperceptor of the Fortress of the Eternal Tyrant. Fzain adheres to splinter philosophy of Banites the Faerûn will one day be reborn in the image of Bane and that the rebirth of her god though his son prophesied such a revolution of lawful grace. Further, she believes that cruel and forceful conversion is the only way to herald Bane's brave new world, but when it is achieved, such sufferings will be a thing of the past. Hence her view of Bane seems strangely optimistic. It colors her chamber's décor, and the entries in her diary, which can be found in a secret compartment in her writing desk (Search DC 20). But between here and her memoirs is that strange hovering smoke.

**Creature:** The strange smoke clinging to the ground in front of the desk is a belker bound to Fzain Nerist. It changes forms and attacks anyone approaching the desk.

☛ **Belker:** hp 39; see *Monster Manual*.

**Tactics:** The guardian can and usually will stay in its smoke form for up to two minutes (20 rounds), taking advantage of its smoke claws ability. Its main goal is to protect its mistress's room, especially the desk. When dangers to that area and item retreat, it doesn't follow.

**Development:** Inside the desk the PCs find Vendross Thadden's green scrollcase and a diary. Fzain's diary is a plain-looking book, leather-bound with vellum pages. There's a lot of information in the diary about views on Bane and current happenings within the Zhentarim. Some of those are detailed in the Story Object: Fzain's Diary. Some will be revealed in later adventures to characters carrying this book.

## 6. Culvert (EL 6)

**Light:** Depending on time of day. Usually night by the light of the moon.

**Sounds:** Running water from the culvert.

**Auras:** Magic—moderate evocation (*fireball* trap).

At the entrance of the culvert is a large iron grate that is kept closed with a large, sturdy lock. At first glance, the iron grate and lock appear to be well maintained, as there is little or no rust on either. Water trickles out of the culvert, and down the hill, forming a small creek as it continues to descend.

The large iron grate is not only locked, it's trapped. The temple is well aware of this access, and its priests and other minions use it from time to time for some of their more covert operations. The trap is the same as the one found on the temple door. Anyone who attempts to open the lock without checking for traps triggers the *fireball*, which launches 20 feet out from the grate in order to cover the widest area possible without actually harming the grate itself. Opening the grate is somewhat different from the front door, as the padlock could be effectively attacked, though doing damage to the lock also triggers the trap.

☛ **Trapped and Locked Iron Grate:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 30. *Good Lock:* hardness 15, hp 40, Break DC 28. Note: The construction of the lock permits only one PC to attempt. No one can assist.

☛ **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Once the PCs have either disarmed or set off the *fireball* trap, and opened the grate, proceed to area 7: Slippery Creep.

## Scaling the Encounter

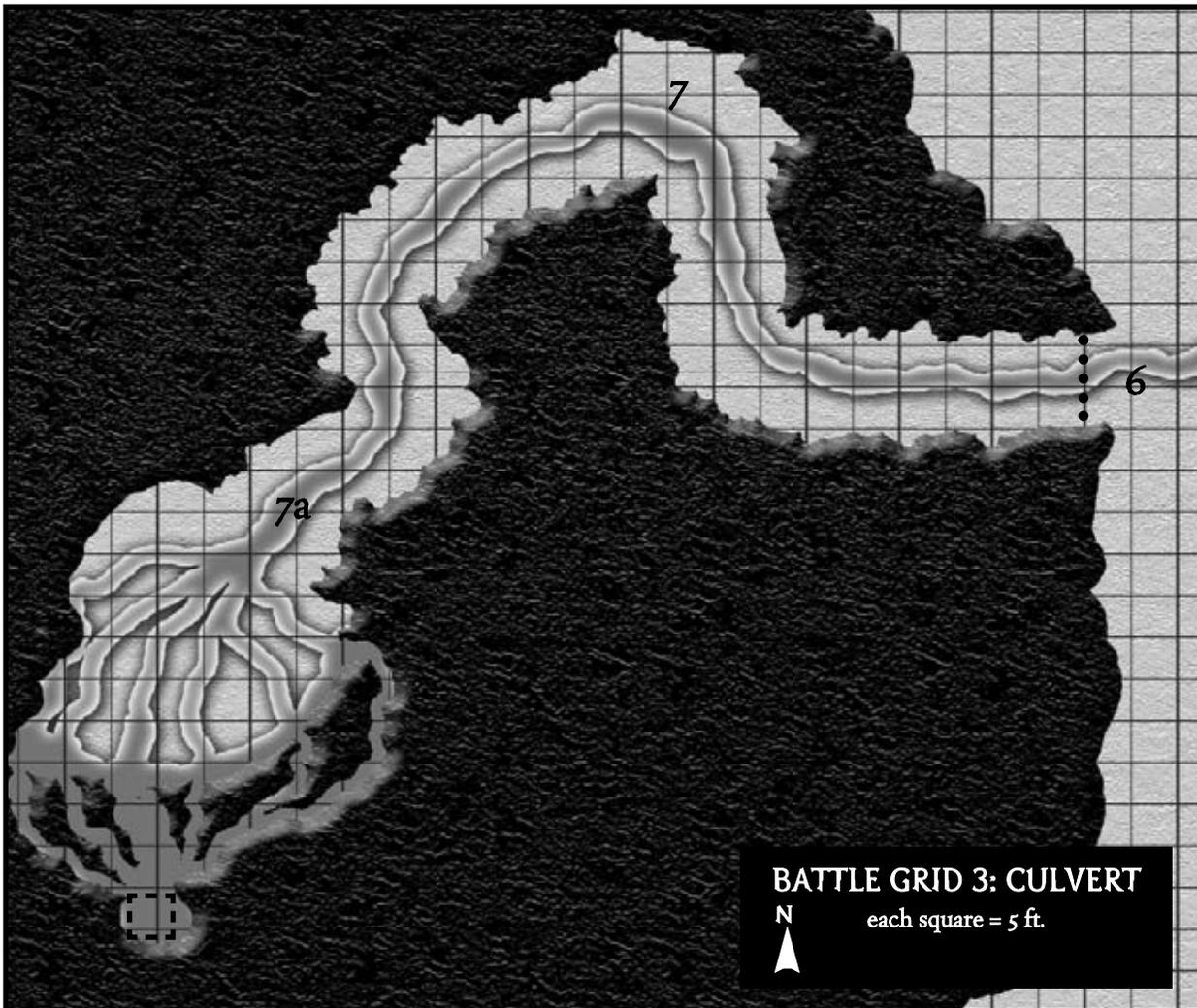
**4th and 5th-Level Characters:**

☛ **Trapped and Locked Iron Grate:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 25.

☛ **Fireball Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*fireball*, 6th-level wizard, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

**7th-Level Characters**

☛ **Trapped and Locked Iron Grate:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 30.



➤ **Fireball Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (fireball, 10th-level wizard, 10d6 fire, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.

#### 8th-Level Characters

♣ **Trapped and Locked Iron Grate:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 35.

➤ **Fireball Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (empowered fireball, 10th-level wizard, 10d6 fire (x 1  $\square$ ), DC 18 Reflex save half damage); Search DC 30; Disable Device DC 30.

### 7. Slippery Creep (EL 5)

**Light:** None

**Sound:** Dripping and running water.

**Auras:** None.

The rough-hewn stone passage leads south from the grate into the side of the rock face and underneath Otibar. The air in the passage way is humid, warm, and smells fetid. The floor is covered with a slimy green algae.

The footing here is safe enough unless a PC is foolish

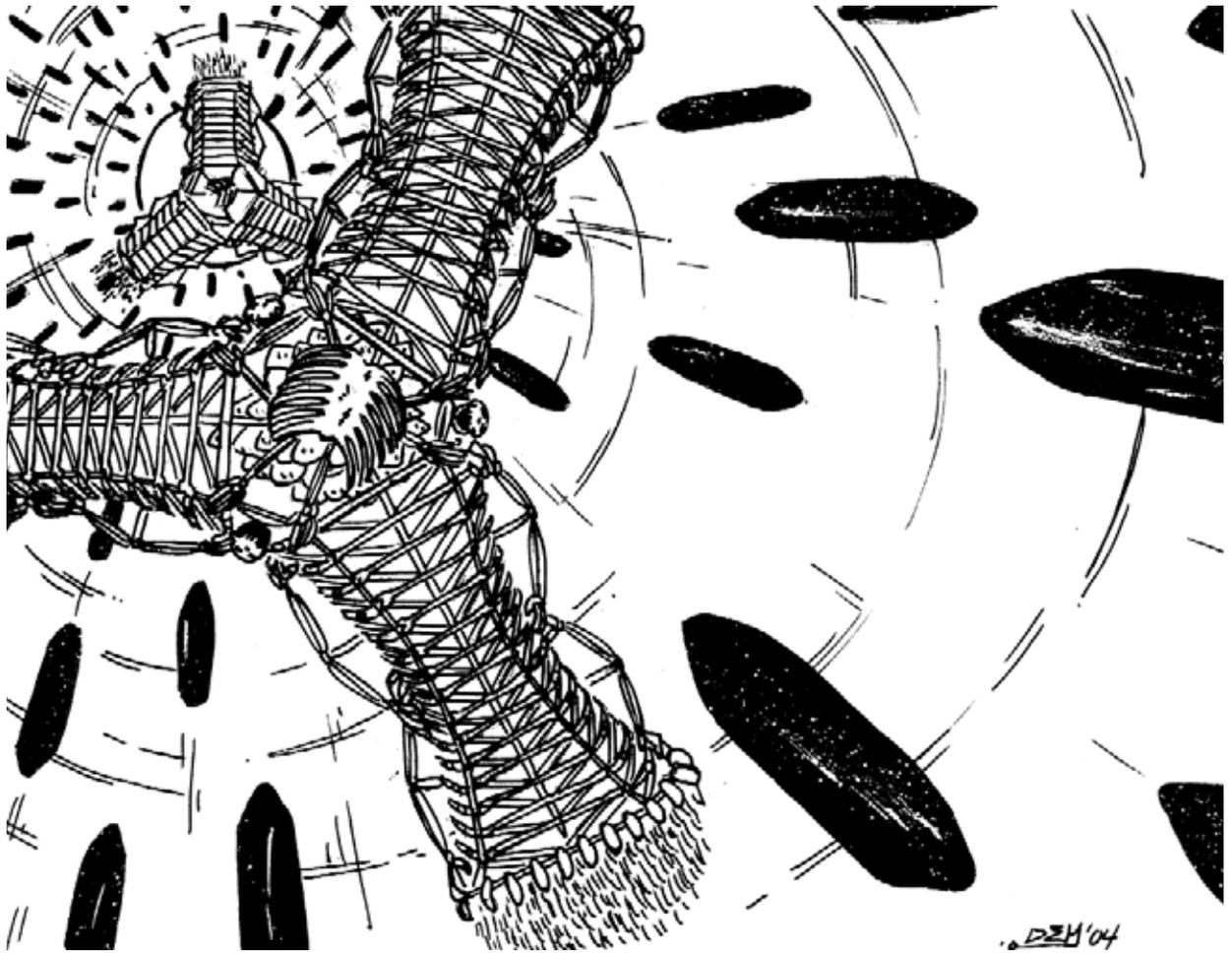
enough to run or charge down the passage. Either action requires they make a successful Balance check (DC 12) to keep from slipping and falling prone. When one or more PCs get to the wider area marked 7a, read or paraphrase the following:

The passage widens here into a wet and foul-smelling chamber. The slimy green algae covers the walls and the floor here. It even hangs in thick, glistening strands from the ceiling. Fetid water runs from many points in the ceiling to collect in the center of the room before it begins to make its slow journey out the culvert.

Not long after the PCs enter, allow them a Spot against the Hide checks of this stinking chamber's denizens: a pair of gricks. Whether they succeed or fail, read the following. Those PCs who succeeded can act in the surprise round.

Something in the algae to your right begins moving, and worm-like monsters whose heads consist of four tentacles surrounding a wickedly sharp beak lurch toward you.

**Creatures:** These gricks were placed here purposefully by the clerics to serve as guards for the temple's back entrance. Agents that move through this area always bring food to distract the creatures with as they make their exit.



➤ **Gricks (2):** hp 12, 9; see *Monster Manual*.

**Tactics:** The gricks have not been fed for some time, so they are hungry. They attack the PCs without hesitation.

**Development:** Once the PCs defeat the gricks, they may search this chamber at their leisure. A successful Search check (DC 15) uncovers a passageway leading to a smaller but higher chamber. There is an algae-covered grate on the ceiling of this chamber. Unless the PCs indicate they are looking at the ceiling, however, they do not notice the grate without a successful Spot check (DC 10). Once the PCs decide to pass up through the easily removed grate proceed to area 8: Back Door Beastie.

#### Scaling the Encounter

**4th-Level Characters (EL 3):** There is only one grick with hp 8.

**5th-Level Characters (EL 5):** Lower the gricks' hp to 8 and 5.

**7th-Level Characters (EL 6):** add another grick (hp 14).

**8th-Level Characters (EL 7):** add two more gricks (hp 14, 10)

#### 8. Back Door Beastie (EL 4)

**Light:** None

**Sound:** None

**Reaction:** The carrion crawler within this chamber remains hidden (Hide +2) at the far end of the passage from where the PCs are entering, until a single PC has managed to climb up through the grate in the floor. At that point, the carrion crawler charges the PC, hoping to paralyze him or her quickly.

**Auras:** None.

This hidden passage is home to a carrion crawler, also placed here by the clerics in an effort to keep its secret back door secure.

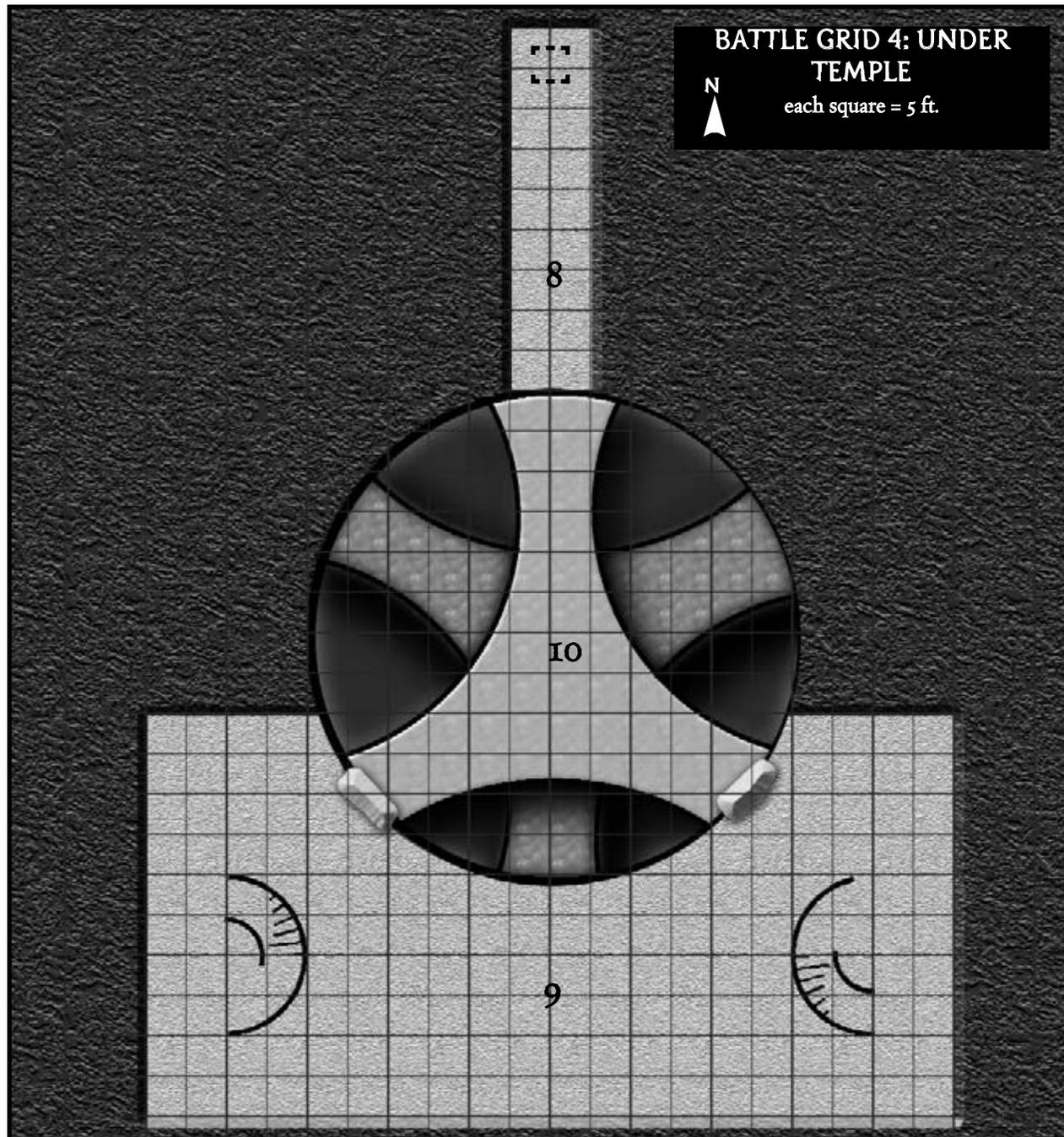
Climbing up through the grate in the ceiling, it is difficult to make out the exact details of the passage you are now in. However, you do recognize that it is constructed of worked stone. A hissing sound erupts from the darkness. A large green creature that smells of rotten meat bursts out of the darkness. The creature's face writhes with six tentacles that erupt just below a pair of vicious looking mandibles.

**Creature:** This scavenger is grateful for the unexpected meal.

➤ **Carrion Crawler:** hp 28; see *Monster Manual*.

**Tactics:** The carrion crawler attempts to pick the PCs off one by one as they come through the grate in the floor, though it has been trained to not pass through the grate itself, and so it does not pursue any PC(s) that flee back down through the grate.

**Development:** If the PCs manage to slay the carrion crawler, they can freely move up into this passage. A secret door is at the far end of the passage, and requires a successful Search check (DC 25) to locate. However, once the PCs locate the secret door, it is easy enough to open. Once they do, proceed to area 10: Heart of Bane.



### Scaling the Encounter

**4th and 5th-Level Characters (EL 4):** Reduce carrion crawler's hp to 18.

**7th-Level and 8th-Level Characters (EL 5):** Advance carrion crawler to 6 HD (hp 45; see Appendix 1).

### 9. Martyrs' Tribute

**Light:** *Everburning torches* illuminate the mosaics in this chamber from various sconces.

**Sound:** A strange haunting music plays in this room. The music by a *permanency-enhanced ghost sound*.

**Auras:** *Magic*—10 faint evocation (*everburning torches*) and moderate illusion (*permanency-enhanced ghost sound*); *Alignment*—faint evil (the chamber itself)

This room is a testament to the tyrannical legacy of Bane in the Delimbiyr Crescent. Each wall features a detailed scene showing some aspect of the Orllbar uprising, and its brutal suppression by the Zhentarim and the Clerics of Xvim, Bane's divine progeny who this temple was once devote to before Bane tore his way out of the Godson. The focus point of the murals is a scene where Jesym Rein, the sister of Stedd Rein, betrayed Loudwater soldiers and the freedom fighters of Orllbar by given the Zhentarim their battle plans and the location of hidden weapons and potion caches.

Scene after scene of betrayal and slaughter is depicted on the long walls illuminated by *everburning torches* while strange haunted music plays from an unknown source.

A successful bardic knowledge check or a Knowledge (religion) check (DC 15) recognizes the tune as “Confluence Alight” the music to an epic favored by Llorck patriots. That bit of propaganda is a sickening and unapologetic history of the Zhentarim’s rule of Orllbar, and a virtual manifesto for their political intentions on the entire Delimbiyr Crescent. The real tragedy is that it has been put to what most bards agree is a beautiful and expertly composed tune by what must be an enslaved or very misguided composer.

Other than the murals, the *everburning torches*, and the music, there is nothing of interest in this room. Both doors lead to Heart of Bane.

### 10. Heart of Bane (EL 9)

**Light:** A strange radiance bathes this room in green light.

**Sound:** A strange slight wind echoes through this chamber. Attentive PCs can hear the harsh breathing of the barghests (Listen DC 27).

**Reaction:** DhanTe calls out to PCs who enter the chamber (see second paragraph of read-aloud text, below). He also starts drinking his potion (Listen DC 27 to detect).

**Auras:** *Magic*—two moderate evocation (*unhallow*), faint evocation (strange green lighting), strong necromantic (the skeletal walkways), faint conjuration (*potion of mage armor*), faint abjuration (*potion of shield of faith*), faint transmutation (*potion of magic fang*), faint transmutation (*potion of spider climb*). *Alignment*—faint evil and faint law (DhanTe), four strong law and evil (barghests), moderate evil and moderate law (the heart itself), strong evil (*unhallow*).

A large cylindrical room, bathed in an eerie green radiance, descends beyond the doorway. The walls are pocked with tiny enclosures, each holding a black crystal, the likes of which you have never seen before. Stretching forth from the entrance is a walkway composed entirely of bone. It meets with two similar walkways in the center of the chamber. Farther below, about thirty feet down, is a similar set of walkways, and even further below that is the floor of the chamber. The chamber appears to be approximately 100 feet tall from floor to ceiling.

The two *unhallows* in this chamber are similar to the one in the Chamber of the Unholy (area 2). Like that one, it has an *invisibility purge* attached to it. For all intents and purposes, the *unhallows* affect the entire chamber.

Use Illustration 4 to describe this encounter. At this point, give the PCs an opportunity to react to the scene before them. If they remain where they are, they could even cast spells before moving into the chamber. Once any PC has stepped out onto the bone bridge, however, read or paraphrase the following:

A deep and strangely serene voice echoes throughout the chamber, “Welcome to the Heart of Bane. You’ve gone to great lengths to get here. Might I ask why you’ve come?” It’s difficult to make out the source of the voice, though you don’t see anyone standing on the walkways on this level of the chamber.

Allow PCs that proceed farther out onto the walkway a Spot check (DC 18) to catch a glimpse of DhanTe (the speaker) as he moves below them. Currently, he stands on the floor of the chamber,

sixty feet below the PCs. DhanTe is a monk of the Iron Gauntlet, an obscure sect of Bane’s church (Knowledge religion DC 20 when the PC catches a glimpse of the monk, use Illustration 6 to help describe him). Once the majority of the party has stepped out onto the walkway, read or paraphrase the following:

The serene voice continues, “I see, that you are an entire party. Have you come from Loudwater to rescue your spy? If that is the case, you should turn back now for death surely awaits if you continue along this path.” With that, you see a bald muscular human whose head is tattooed with the now familiar holy symbol of Bane. He steps out from under the lower platform about sixty feet below, and looking up, claps his hands together loudly.

At this point, the skeletal walkway comes to life and any PC standing on the walkway moving faster than half speed must succeed a Balance check (DC 15) or be tripped by grasping skeletal hands that make up some of the walkway.

A powerful dose of positive energy negates the grasping skeletal walkways for a short period of time. A successful turn check that



affects 6 HD of undead or more negates the grasping for one round for every 5 points of turning damage the PC does (minimum 1 round). Due to the *unhallow* turn checks suffer a -4 penalty.

Also note that the bone hands on the walkway do not attempt to impede the movement of Dhan'Te or the barghests, as they are the faithful of Bane. They may move along the walkways at full speed without fear of being tripped.

**Creatures:** Also, with the monk's clap the barghests are released into the chamber. Two of them *levitate* up to the PCs, while the other *levitates* to the lower walkway, taking the acrobatic Dhan'Te with it.

The pair that rises up to the PCs' level uses their *crushing despair* spell-like ability, catching as many PCs in the area as possible. They avoid melee or stepping onto the walkway. If caught off guard, they *dimension door* to the lower walkway on the following round to continue the fight on ground of their own choosing (the lower platform).

➔ **Dhan'Te, Monk of the Iron Gauntlet:** Male human Mnk6; hp 45; see Appendix 1.

➔ **Barghests (3):** hp 44, 40, 36; see *Monster Manual*; **Power Up-Suite (unhallow)**—AC 20; SV Fort +6, Ref +7, Will +7, both only on attacks made by good creatures.

**Tactics:** Once the PCs make their way down to the lower walkway, two of the barghests attempt to use *charm monster* on obvious warriors in the group, and the other two cast *rage* before moving in for the fight. Whether the spell-like abilities were successful or not, the two barghests that cast *charm monster*, cast *rage* the following round and join the fight.

Having already consumed the potions in his possession, Dhan'Te engages PCs in single combat, attacking and then moving away, forcing them to move to him. If backed into a corner, he uses *spider climb* to escape by other avenues.

The barghests have been given orders not to use their 'feed' special attack, by Dhan'Te. If, at any point in the combat, the monk falls unconscious or dies, the barghests assume command of the situation, and feed if the opportunity presents itself.

**Development:** If the PCs manage to defeat Dhan'Te and the barghests (all fight to the death as they are fanatically devoted to Bane) they find Vendross Thadden tied up in a small alcove at the floor of the chamber.

Stuffed in a small alcove you see a bald-headed, barrel-chested man bound with strong silk rope. He looks up hopefully at you, clearly relieved to see a friendly face...or at least those of people who don't outwardly worship Bane.

While Vendross (or Xylliadra, see below) does not have the scroll tube (it is located in a drawer of Imperceptor Fzain Nerist's desk, see area 5b, above) he (or it) responds to the pass phrase with the proper answer.

"And knowledge for the sake of He Who Names transcends even that."

If Xylliadra the illithid successfully escaped the PCs, Vendross is dead, and the man they see here is Xylliadra in disguise (via his *hat of disguise*). Either Vendross or Xylliadra acts as if the PCs are his personal saviors, and gladly accompanies them back to Loudwater.

Keep in mind that if the PCs do not exit the same way they came in, it is possible they may have more encounters after the fight with Dhan'Te. Vendross, whether himself or not, is worthless in these battles, should they take place. Barring that, the PCs make it to Loudwater within the next few days unscathed.

### Scaling the Encounter

**4th and 5th-Level Characters (EL 8):** Reduce the number of barghests to one (hp 40).

**7th-Level Characters (EL 10):** Advance Dhan'Te to a 7th-level monk (hp 52; see Appendix 1).

**8th-Level Characters (EL 11):** Advance Dhan'Te to an 8th-level monk (hp 59; see Appendix 1) and swap the barghests for greater barghests (hp 73, 70, 67; see *Monster Manual*).

## CONCLUSION

Returning back to Loudwater with Vendross in tow, you are greeted warmly at the gates by the city guards and escorted immediately into the presence of High Lord Kalahar Twohands. He is grinning from ear to ear, "You are indeed heroes of the city to have crawled into that pit and drawn forth my dear friend. I cannot thank you enough. Strangely, though I have not seen my chancellor Rayler Drenn since you left. I fear he has fallen victim to the assassins that may still plague our city. But enough of dread talk, let's hear news of heroes and their exploits: tell me of the rescue, brave heroes of Loudwater."

The high lord hosts a great banquet in honor of the PCs. When the festivities die down, Kalahar sits and listens to the PCs story attentively. If the PCs mention the Heart of Bane or the *Diary of Fzain Nerist* his expression turns grave indeed. When they are finished, read or paraphrase the following:

"Hmmm. It seems as though more direct action needs to be taken with regards to the threat of Bane in the area. I shall consider this matter further, and ask permission to call upon you again. But for now..." A grin returns to his face. "...We celebrate the return of Vendross, who I shall make my new chancellor." With that, the High Lord fits the cleric's brow with a silver circlet.

If the PCs actually rescued Xylliadra, he takes the circlet from the high lord, rather than replacing it with his clerical coif.

If the PCs do not mention the Heart of Bane, read or paraphrase the following:

If the PCs actually rescued Xylliadra, he takes the circlet from the

High Lord Twohands listens attentively to your tale. His expression is stern and serious as he weighs your experiences in his mind. When you are finished, though, a warm smile returns to his face. "Thank you. A truly amazing story of the triumph of your heroic resolve. Now, we celebrate the return of Vendross, who I shall make my new chancellor." With that, the High Lord fits the cleric's brow with a silver circlet.

high lord, rather than replacing it with his clerical coif.

### Xylliadra Draws Attention

There's a good chance that the PCs' actions will succeed only in replacing the enemy's spy with itself. Up until now, the mind flayer has been careful to not draw attention. When he doesn't allow Kalahar Twohands place the circlet on his head he may draw suspicion to himself. If a PC is suspicious of this behavior, have the PC attempt a Spot check DC 35. Success gives the character a hunch that Vendross may not be who he says he is. When it's obvious his ruse has been discovered, Xylliadra plane shifts out of the area at earliest opportunity.

If by the end of the adventure Xylliadra is still alive or the PCs did not uncover his ruse when he didn't place the chancellor's circlet on his head, read or paraphrase the following:

It is a crisp late autumn morning in City of Grottos, a just a day after you supped with the high lord after your successful assault on the Fortress of the Eternal Despot, when you again see Twohands's graceful herald, Lisyl Sweetwhisper. She strides toward you; a look of deep sadness is etched on her beautiful fey-like face.

"Heroes of Loudwater, I will speak plainly. My master regrets to inform you that last night the esteemed Stedd Rein was found dead within his own demesne; his brain extracted in the manner of the flayers. My master thought you should know.

With that she leaves you to contemplate what such a loss means to the City of Grottos.

## ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the xp that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. What was the result of the assassination attempt on Stedd Rein?

- a. Xylliadra not only escaped, he was able to kill Stedd

Rein.

- b. Xylliadra killed Rein, but was not able to escape with his life.
- c. Rein was not killed, but Xylliadra was able to escape.
- d. The PCs were able to defeat Xylliadra and save Stedd Rein.

2. Did the PCs save the Cormyrian caravan?

- a. Yes they made short work of the hell hounds, and even pounded those foul Banites into putty.
- b. Yes. They defeated the hell hounds, but only verbally sparred with Draeth and his toadies.
- c. No. They didn't save the Cormyrians, Tyrant Draeth "saved" them.

3. Were the PCs able to defeat Tyrant Draeth's summoned fiendish dire wolves?

- a. Yes. Those pups were no match for the PCs.
- b. Yes. They were able to defeat the wolves and even tracked down Tyrant Draeth, making him pay for interrupting their sleep.
- c. No. They defeated Draeth when that low-life first popped up in the adventure. There were no pups, just a fitful night's rest.
- d. No. That tricky Banite got his revenge on the meddling PCs.

4. By which way did the PCs enter the Fortress of the Eternal Despot?

- a. Through the front door.
- b. Via the culvert.

5. Were the PCs able to defeat the temples minions and make it to the Heart of Bane?

- a. No. The temple's defenses were too much for them.
- b. Almost. They defeated some of the temple's inhabitants, but had to abort the assault.
- c. Yes. Are you kidding? That was easy!

6. Did the PCs defeat DhanTe and his barghest "pets"?

- a. No. The monk and the fiendish dogs were too powerful for them.
- b. Almost. They defeated some of the encounter but had to retreat.
- c. Yes. After a hard fight in that evil chamber the PCs triumphed over their wicked foes.

7. Were the PCs able to rescue Vendross Thadden?

- a. Not really. They think they did, but they actually rescued that slippery illithid, Xylliadra.
- b. No. They just didn't make it that far.
- c. Yes. They recovered Twohands's spy.

8. Rate the players' roleplaying.

- a. Fantastic. Everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- b. Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- c. Okay. There was some role-playing.
- d. None. They treated the adventure as a set of objectives. There was no roleplaying.

## APPENDIX I: NPCs AND MONSTERS

### Assassin

➤ **Xylliadra (mind flayer):** hp 65; see *Monster Manual*.

*Possessions:* *potion of bull's strength*, *potion of cure moderate wounds*, *potion of protection from arrows*, *hat of disguise*.

**Power-Up Suite** (*potion of bull's strength* and *potion of protection from arrows*)—Grp +9; Atk +8 melee (1d4+3, tentacle); Full Atk +8 melee (1d4+3, 4 tentacles); SQ damage resistance 10/magic against ranged attack.

➤ **Xylliadra (EL 9 version):** Male mind flayer Mnk1; CR 9; Medium aberration; HD 9d8+9; hp 70; Init +6; Spd 30 ft.; AC 18, touch 15, flat-footed 16; Base Atk +6; Grp +11; Atk +8 melee (1d4+1, tentacle) or +8 melee (1d6+1, unarmed strike); Full Atk +8 melee (1d4+1, 4 tentacles) or +8/+3 (1d6+1, unarmed strike) or +6/+6/+1 (1d6+1, unarmed flurry of blows); SA *mind blast*, psionics, improved grab, extract, flurry of blows, unarmed strike; SQ SR 25, telepathy 100 ft.; SV Fort +5, Ref +6, Will +11; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

*Skills and Feats:* Bluff +11, Concentration +11, Diplomacy +7, Disguise +3 (+5 acting), Hide +10, Intimidate +9, Knowledge (arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11, Tumble +10; Combat Casting, Dodge, Improved Grapple, Improved Initiative, Weapon Finesse.

**Mind Blast (Sp):** This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

**Psionics (Sp):** At will—*charm monster* (DC 17), *detect thoughts* (DC 15), *levitate*, *plane shift*, *suggestion* (DC 16). Effective caster level 8th. The save DCs are Charisma-based.

**Improved Grab (Ex):** To use this ability, a mind flayer must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

If a mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Extract (Ex):** A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

*Possessions:* *potion of bull's strength*, *potion of cure moderate wounds*, *potion of protection from arrows*, *hat of disguise*.

**Power-Up Suite** (*potion of bull's strength* and *potion of protection from arrows*)—Grp +13; Atk +8 melee (1d4+3, tentacle) or +8

melee (1d6+3, unarmed strike; Full Atk +8 melee (1d4+3, 4 tentacles), or +8/+3 (1d6+3, unarmed strike), or +6/+6/+2 (1d6+3, unarmed flurry of blows); SQ damage resistance 10/magic against ranged attack.

➤ **Xylliadra (EL 10 version):** Male mind flayer Mnk2; CR 10; Medium aberration; HD 8d8+8 plus 2d8+2; hp 76; Init +6; Spd 30 ft.; AC 18, touch 15, flat-footed 16; Base Atk +7; Grp +12; Atk +9 melee (1d4+1, tentacle) or +9 melee (1d6+1, unarmed strike); Full Atk +9 melee (1d4+1, 4 tentacles) or +9/+4 (1d6+1, unarmed strike) or +7/+7/+2 (1d6+1, unarmed flurry of blows); SA *mind blast*, psionics, improved grab, extract, flurry of blows, unarmed strike; SQ SR 25, telepathy 100 ft., evasion; SV Fort +6, Ref +7, Will +12; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 19.

*Skills and Feats:* Balance +12, Bluff +12, Concentration +11, Diplomacy +8, Disguise +4 (+6 acting), Hide +10, Intimidate +10, Knowledge (arcana) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11, Tumble +10; Combat Casting, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Weapon Finesse.

**Mind Blast (Sp):** This psionic attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 18 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

**Psionics (Sp):** At will—*charm monster* (DC 18), *detect thoughts* (DC 16), *levitate*, *plane shift*, *suggestion* (DC 17). Effective caster level 8th. The save DCs are Charisma-based.

**Improved Grab (Ex):** To use this ability, a mind flayer must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

If a mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Extract (Ex):** A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

*Possessions:* *potion of bull's strength*, *potion of cure moderate wounds*, *potion of cat's grace*, *hat of disguise*, *cloak of charisma* +2.

**Power-Up Suite** (*potion of bull's strength* and *potion of cat's grace*) AC 18, touch 17, flat-footed 16; Grp +14; Atk +11 melee (1d4+3, tentacle) or +11 melee (1d6+3, unarmed strike); Full Atk +11 melee (1d4+3, 4 tentacles), or +11/+6 (1d6+3, unarmed strike), or +9/+9/+4 (1d6+3, unarmed flurry of blows); SV Ref +9; Skills: Balance +14, Hide +12, Move Silently +12, Tumble +12.

**Dogs of War**

➤ **Hell Hounds, Advanced (EL 8 version) (4):** CR 4; Medium outsider (evil, extraplanar, fire, lawful); HD 6d8+6; hp varies (see text); Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +7; Atk +7 melee (2d6+1 plus 1d6 fire, bite); Full Atk +7/+2 melee (2d6+1 plus 1d6 fire, bite); SA breath weapon, fiery bite; SQ darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +6, Ref +6, Will +5; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +15, Jump +14, Listen +9, Move Silently +15, Spot +9, Survival +9\*; Improved Initiative, Improved Natural Attack, Run, Track.

**Breath Weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 14 half. The save DC is Constitution-based.

**Fiery Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

\*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

➤ **Hell Hounds, Advanced (EL 9 version) (4):** CR 5; Medium outsider (evil, extraplanar, fire, lawful); HD 8d8+8; hp varies (see text); Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +9; Atk +10 melee (2d6+3 plus 1d6 fire, bite); Full Atk +10/+5 melee (2d6+3 plus 1d6 fire, bite); SA breath weapon, fiery bite; SQ darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +7, Ref +7, Will +6; Str 14, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +17, Jump +17, Listen +11, Move Silently +17, Spot +11, Survival +11\*; Improved Initiative, Improved Natural Attack, Run, Track.

**Breath Weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 15 half. The save DC is Constitution-based.

**Fiery Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

\*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

**To the Rescue?**

➤ **Tyrant Draeth:** Male human Clr4; CR 4; Medium humanoid (human); HD 4d8+4; hp 27; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork morningstar); Full Atk +7 melee (1d8+2, masterwork morningstar); SA spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 11.

*Skills and Feats:* Concentration +8, Diplomacy +7, Knowledge (religion) +5, Sense Motive +7; Combat Casting, Negotiator, Weapon Focus (morningstar).

*Spells Prepared* (5/4+1/3+1; base DC = 13 + spell level; 15 + spell level for compulsions): 0—*cure minor wounds* (2), *detect*

*magic, mending, resistance; 1st—command* (2), *doom*\*, *obscuring mist, shield of faith; 2nd—bull's strength, enthrall*\*, *hold person* (2).

\*Domain spell. *Deity:* Bane; *Domains:* Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute); Tyranny (Add +2 to the saving throw DC of any compulsion spell you cast).

*Possessions:* banded mail armor, heavy steel shield, masterwork morningstar, adamantine holy symbol of Bane, 2 divine scrolls of *cure light wounds*, 2 divine scrolls of *magic weapon, potion of pass without trace*.

**Power-Up Suite (shield of faith and bull's strength)—AC** 20, touch 12, flat-footed 18; Grp +7, Atk +9 melee (1d8+4, masterwork morningstar); Full Atk +9 melee (1d8+4, masterwork morningstar).

➤ **Banite Soldiers:** Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp varies (see text); Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ -; AL LE; SV Fort +3, Ref +1, Will +1; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 9.

*Skills and Feats:* Climb +1, Intimidate +3, Swim -5; Diehard, Endurance, Weapon Focus (longsword).

*Possessions:* breastplate armor, heavy wooden shield, longsword, light crossbow, 10 bolts.

➤ **Tyrant Draeth (EL 7 version):** Male human Clr5; CR 5; Medium humanoid (human); HD 5d8+5; hp 33; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork morningstar); Full Atk +7 melee (1d8+2, masterwork morningstar); SA spells, rebuke undead; AL LE; SV Fort +5, Ref +1, Will +7; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 11.

*Skills and Feats:* Concentration +9, Diplomacy +8, Knowledge (religion) +6, Sense Motive +7; Combat Casting, Negotiator, Weapon Focus (morningstar).

*Spells Prepared* (5/4+1/3+1/2+1; base DC = 13 + spell level; 15 + spell level for compulsions): 0—*cure minor wounds* (2), *detect magic, mending, resistance; 1st—command* (2), *doom*\*, *obscuring mist, shield of faith; 2nd—bull's strength, enthrall*\*, *hold person* (2); 3rd—*bestow curse*\*, *protection from energy, searing light*.

\*Domain spell. *Deity:* Bane; *Domains:* Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute); Tyranny (Add +2 to the saving throw DC of any compulsion spell you cast).

*Possessions:* +1 banded mail armor, heavy steel shield, masterwork morningstar, adamantine holy symbol of Bane, 2 divine scrolls of *cure light wounds*, 2 divine scrolls of *magic weapon, potion of pass without trace*.

**Power-Up Suite (shield of faith and bull's strength)—AC** 21, touch 12, flat-footed 21; Grp +7, Atk +9 melee (1d8+4, masterwork morningstar); Full Atk +9 melee (1d8+4, masterwork morningstar).

➤ **Tyrant Draeth (EL 8 version):** Male human Clr6; CR 6; Medium humanoid (human); HD 6d8+6; hp 39; Init +0; Spd 20 ft.; AC 20 touch 10, flat-footed 20; Base Atk +4; Grp +6; Atk +8 melee (1d8+2, masterwork morningstar); Full Atk +8 melee (1d8+2, masterwork morningstar); SA spells, rebuke undead; AL LE; SV Fort +6, Ref +2, Will +8; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 11.

*Skills and Feats:* Concentration +10, Diplomacy +8, Knowledge (religion) +6, Sense Motive +8; Combat Casting, Negotiator, Spell Focus (enchantment), Weapon Focus (morningstar).

*Spells Prepared* (5/4+1/3+1/2+1; base DC = 13 + spell level; 14 + spell level for enchantment spells; 16 + spell level for compulsions): 0—*cure minor wounds* (2), *detect magic*, *mending*, *resistance*; 1st—*command* (2), *doom*\*, *obscuring mist*, *shield of faith*; 2nd—*bear's endurance*, *bull's strength*, *enthrall*\*, *hold person* (2); 3rd—*bestow curse*\*, *cure serious wounds*, *protection from energy*, *searing light*.

\*Domain spell. *Deity:* Bane; *Domains:* Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute); Tyranny (Add +2 to the saving throw DC of any compulsion spell you cast).

*Possessions:* +1 banded mail armor, +1 heavy steel shield, masterwork morningstar, adamantine holy symbol of Bane, 2 divine scrolls of *cure light wounds*, 2 divine scrolls of *magic weapon*, *potion of pass without trace*.

**Power-Up Suite (shield of faith and bull's strength)**—AC 21, touch 12, flat-footed 21; Grp +8, Atk +10 melee (1d8+4, masterwork morningstar); Full Atk +10 melee (1d8+4, masterwork morningstar).

➤ **Bane Temple Guards (EL 8 version):** Male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+5; hp 21; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +7 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8/19-20, masterwork light crossbow); AL LE; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 9.

*Skills and Feats:* Climb +2, Intimidate +4, Swim -4; Diehard, Endurance, Toughness, Weapon Focus (longsword).

*Possessions:* breastplate armor, heavy wooden shield, masterwork longsword, masterwork light crossbow, 10 bolts.

## Paybacks

➤ **Fiendish Dire Wolves:** CR 4; Large magical beast; HD 6d8+18; hp 45 each; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip, *smite good*; SQ low-light vision, scent, darkvision 60 ft., DR 5/magic, fire and cold resistance 5, SR 11; AL NE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

*Skills and Feats:* Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2\*; Alertness, Run, Track, Weapon Focus (bite).

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a tough attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum +20) against a good foe.

*Skills:* A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. \*It also has a +4 racial bonus on Survival checks when tracking by scent.

## Fortress of the Eternal Despot

### 2. Chamber of the Unholy

➤ **Bane Temple Guards :** Male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+2; hp varies (see text); Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +7 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8/19-20, masterwork light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ -; AL LE; SV Fort +4, Ref +1, Will +1; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 9.

*Skills and Feats:* Climb +4, Intimidate +4, Swim +0; Diehard, Endurance, Improved Initiative, Weapon Focus (longsword).

*Possessions:* masterwork breastplate armor, masterwork heavy wooden shield, masterwork longsword, masterwork light crossbow, 10 bolts, *potion of cure light wounds*.

**Power-up Suite (unhallow)**—against good creatures AC 20, touch 13, flat-footed 19; SV Fort +6, Ref +3, Will +3.

➤ **Banite Soldiers:** Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+1; hp varies (see text); Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA -; SQ -; AL LE; SV Fort +3, Ref +1, Will +1; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 9.

*Skills and Feats:* Climb +1, Intimidate +3, Swim -5; Diehard, Endurance, Weapon Focus (longsword).

*Possessions:* breastplate armor, heavy wooden shield, longsword, light crossbow, 10 bolts.

**Power-up Suite (unhallow in Chamber of the Unholy encounter)**—AC 20, touch 13, flat-footed 19; SV Fort +5, Ref +3, Will +3 against good creatures.

➤ **Bane Temple Guards (EL 8 version):** Male human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +5; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); AL LE; SV Fort +4, Ref +2, Will +2; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 9.

*Skills and Feats:* Climb +5, Intimidate +5, Swim +1; Diehard, Endurance, Improved Initiative, Toughness, Weapon Focus (longsword).

*Possessions:* masterwork breastplate armor, masterwork heavy wooden shield, masterwork longsword, masterwork light crossbow, 10 bolts, *potion of cure light wounds*.

**Power-up Suite (unhallow)**—against good creatures AC 20, touch 13, flat-footed 19; SV Fort +7, Ref +4, Will +4.

## 2. Northern Barracks

➤ **Tyrant Acolytes:** Male human Clr2; CR 2; Medium humanoid (human); HD 2d8+2; hp 14; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +1; Grp +3; Atk +5 melee (1d8+2, masterwork morningstar); Full Atk +5 melee (1d8+2, masterwork morningstar); SA Spells, rebuke undead; AL LE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 11.

*Skills and Feats:* Concentration +6, Diplomacy +5, Knowledge (religion) +5; Combat Casting, Weapon Focus (morningstar).

*Spells Prepared* (4/3+1; base DC = 12 + spell level; 14 + spell level for compulsions): 0—*cure minor wounds* (2), *detect magic*, *resistance*; 1st—*command* (2), *doom\**, *shield of faith*.

\*Domain spell. *Deity:* Bane; *Domains:* Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute); Tyranny (Add +2 to the saving throw DC of any compulsion spell you cast).

*Possessions:* banded mail armor, heavy steel shield, masterwork morningstar, silver holy symbol of Bane, *scroll of cure light wounds*.

**Power-up Suite (unhallow and shield of faith)**—AC 20, touch 12, flat-footed 20; SV Fort +6, Ref +3, Will +3 against good creatures; (*shield of faith*)—AC 20, touch 12, flat-footed 20.

## 8. Back Door Beastie

➤ **Carrion Crawler, Advanced:** CR 5; Large aberration; HD 6d8+12; hp 50; Init +3; Spd 30 ft., climb 15 ft.; AC 18, touch 12, flat-footed 15; Base Atk +4; Grp +10; Atk +6 melee (paralysis, tentacle); Full Atk +6 melee (paralysis, 8 tentacles) and +1 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA paralysis; SQ darkvision 60 ft., scent; AL N; SV Fort +4, Ref +5, Will +7; Str 14, Dex 16, Con 14, Int 1, Wis 15, Cha 6.

*Skills and Feats:* Climb +13, Listen +7, Spot +7; Alertness, Combat Reflexes, Track, Weapon Finesse.

**Paralysis (Ex):** Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

**Skills:** Carrion crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## 10. Heart of Bane (EL 9)

➤ **Dhan'Te, Monk of the Iron Gauntlet:** Male human Mnk6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +2; Spd 50 ft.; AC 16 touch 16, flat-footed 13; Base Atk +4; Grp +6; Atk +8 melee (1d8+1, unarmed strike); Full Atk +8 melee (1d8+1, unarmed strike) or +7/+7 (1d8+1, unarmed flurry of blows); SA flurry of blows, *ki strike* (magic); SQ evasion, still mind, slow fall 30 ft.; AL LE; SV Fort +7, Ref +8, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Balance +14, Escape Artist +12, Jump +12, Knowledge (religion) +9, Tumble +14; Deflect Arrows, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

*Possessions:* *potion of mage armor*, *potion of shield of faith* (+2), *potion of magic fang*, *potion of spider climb*.

**Power-Up Suite (potion of mage armor, potion of shield of faith, potion of magic fang)**—AC 22, touch 22, flat-footed 19; Atk +9 melee (1d8+2; unarmed strike); Full Atk +9 melee (1d8+2; unarmed strike), or +8/+8 (1d8+2 unarmed flurry of blows); (**with unhallow—good opponents only**) SV Fort +9, Ref +10, Will +7.

➤ **Dhan'Te, Monk of the Iron Gauntlet (EL 10 version):** Male human Mnk7; CR 7; Medium humanoid (human); HD 7d8+14; hp 52; Init +2; Spd 50 ft.; AC 16, touch 16, flat-footed 13; Base Atk +5; Grp +7; Atk +9 melee (1d8+1, unarmed strike); Full Atk +9 melee (1d8+1, unarmed strike) or +8/+8 (1d8+1, unarmed flurry of blows); SA flurry of blows, *ki strike* (magic); SQ evasion, still mind, slow fall 30 ft., wholeness of body; AL LE; SV Fort +7, Ref +8, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Balance +15, Escape Artist +13, Jump +13, Knowledge (religion) +10, Tumble +15; Deflect Arrows, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

*Possessions:* *potion of mage armor*, *potion of shield of faith* (+3), *potion of magic fang*, *potion of spider climb*.

**Power-Up Suite (potion of mage armor, potion of shield of faith, potion of magic fang)**—AC 23, touch 23, flat-footed 20; Atk +10 melee (1d8+2; unarmed strike); Full Atk +10 melee (1d8+2; unarmed strike), or +9/+9 (1d8+2 unarmed flurry of blows); (**with unhallow—good opponents only**) SV Fort +9, Ref +10, Will +7.

➤ **Dhan'Te, Monk of the Iron Gauntlet (EL 11 version):** Male human Mnk8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59; Init +2; Spd 50 ft.; AC 16 touch 16, flat-footed 13; Base Atk +6; Grp +8; Atk +10 melee (1d10+1, unarmed strike); Full Atk +10 melee (1d10+1, unarmed strike) or +9/+9/+4 (1d10+1, unarmed flurry of blows); Space/Reach 5 ft./5 ft.; SA Flurry of blows, *ki strike* (magic); SQ Evasion, still mind, slow fall 30 ft., wholeness of body; AL LE; SV Fort +8, Ref +9, Will +8; Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Balance +16, Escape Artist +14, Jump +14, Knowledge (religion) +11, Tumble +16; Deflect Arrows, Dodge, Improved Disarm, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

*Possessions:* *potion of mage armor*, *potion of shield of faith* (+4), *potion of magic fang*, *potion of spider climb*.

**Power-Up Suite (potion of mage armor, potion of shield of faith, potion of magic fang)**—AC 24, touch 24, flat-footed 21; Atk +11 melee (1d8+2; unarmed strike); Full Atk +11 melee (1d8+2; unarmed strike), or +10/+10 (1d8+2 unarmed flurry of blows); (**with unhallow—good opponents only**) SV Fort +10, Ref +11, Will +8.