



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

TYRANNY

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By Christopher Lindsay

Illustrations: David Esbri **Cartography:** Dorwin Cooper **Additional Material** Ed Greeley, Eric Menge, and Stephen Radney-MacFarland **Playtesters:** Lisa Gordon, Stephen Radney-MacFarland, and Jeff Simpson

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U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 9805-0707
Questions? 1-800-324-6496



EUROPEAN HEADQUARTERS
WIZARDS OF THE COAST, BELGIUM
T. Hofsveld 6d
1702 Groot-Bijgaarden
Belgium
+322 467 3360

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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), 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:

4 Lizardfolk (35/80) to represent skum

From the Dragoneye™ set:

Up to 4 Dire Apes (26/60) to represent fiendish apes.

From the Archfiends™ set:

4 Clerics of Bane (35/60)

1 Bone Devil (29/65)

3 Cursed Spirits (49/60) to represent allips

From the Giants of Legend™ set:

1 Behir (66/72) to represent the fiendish Huge monstrous centipede.

1 Manticore (37/32) to represent fiendish dire bat.

1 Huge Red Dragon (71/72) to represent the aboleth--while it doesn't look like an aboleth, it represents the threat

ADVENTURE SUMMARY AND BACKGROUND

After hearing the vile description of the chamber called the Heart of Bane, High Lord Kalahar Twohands grew curious. Working with a number of sages in the city, he began to piece together the puzzle that this intriguing chamber posed. Unfortunately for High Lord Twohands nothing was found in the history books regarding the nature and origin of the Heart of Bane. Turning to his newly appointed chancellor Namer Vendross Thadden, a powerful cleric of Oghma, Twohands asked him to beseech his wise deity for answers to the mystery set before them.

Namer Thadden returned to his friend a tenday later, and told him of an ancient evil artifact, that was crafted by the hand of Bane himself. This artifact, known as the *Scepter of Eternal Dominion*, was said to possess the power to enslave the souls of those who opposed Bane and his followers in life. Furthermore, he indicated that the fell artifact was said to be located in a chamber that rested deep in the earth, beneath the Heart of Bane. This chamber is the resting place of the unbreakable phylacteries that contain the trapped souls for all eternity. They can only be freed by destroying Bane's evil artifact.

As High Lord Kalahar Twohands prepared to summon heroes to go in search of the scepter, Namer Thadden advised him that divinations revealed that a watery death awaited any who would seek the *Scepter of Eternal Dominion*. With that in mind, the High Lord has procured *potions of water breathing* that he might impart an advantage upon those who would serve him in this task.

Introduction

Summoning the PCs to him once again, High Lord Twohands explains the nature of the Heart of Bane and the *Scepter of Eternal Dominion*. He then asks the PCs to journey to the temple of Bane once again, and entering it from the culvert beneath the bluff upon which it rests, delve deep into the earth in search of the evil artifact. Once they find it, they are to bring it back to Loudwater, where the High Lord may endeavor to destroy it, and end it's dominion over the souls it has trapped throughout the centuries.

Return to the Heart of Bane

Assuming the PCs accept the mission, they journey from Loudwater, and find no resistance as they make their way to Orbar, and the temple of Bane. Entering into the Heart of Bane the PCs find a pair of Bane's tyrants awaiting their return. The clerics of Bane do their best to destroy the PCs.

Watery Grave

If the PCs are victorious over the Banites, the magic of the chamber is disrupted and they find a secret door in the base of the Heart of Bane, and take a winding stair down into the Underdark. The stair ends in a monstrous chamber that houses a huge underground lake. Here the PCs must use their *potions of water breathing*, and journey down into the depths to find the scepter.

Once under the water, the PCs quickly discover a stone structure in the depths of the lake. Many evil creatures and traps are housed within the structure, and it is hard going. The residents

include allips and skum. The skum serve a powerful aboleth, guardian of the chamber that houses the scepter. Using powerful psionic illusions, the aboleth attempts to kill or enslave any who approach its lair.

If the PCs are successful in slaying the aboleth, the creature's death throes cause the submerged structure to come crumbling down. Lucky for the PCs, a singular passage that can lead them up out of the underground lake, and into the Greyflow River is revealed in the process, as well as the creature's cache of treasure.

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.

LGR-11 Humility: Much of this adventure assumes the players have played this adventure. If this is not the case, you may have to change details on the fly. If you are the Senior Gamemaster for your event, we recommend you order LGR11 Humility to run with this adventure.

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 char-

acter 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.

LGR12—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:
ANOTHER SUMMONS**

The invitation to High Lord’s Hall came barely an hour after midnight. You were told he called on a matter of grave importance. Tired and bleary, you have gathered before the High Lord Kalahar Twohands once more. He looks even more tired than you feel, and his head hangs low in his hands as he firmly presses his fingertips to his temples. Looking up, a gleam in his eyes says it all. He’s been dreaming again.

“My dear friends, an opportunity has arisen to strike at the Heart of Bane and leave his temple in Orilbar crippled, perhaps freeing us of the grasp of the Black Hand altogether. Your account of the chamber called the Heart of Bane intrigued me, like a distant memory flitting evasively away from my consciousness, warning me. I knew that further information regarding such a remarkable place must be unearthed. With the assistance of Namer Thaddren, it appears as though I was correct. Have you ever heard of the *Scepter of Eternal Dominion*?”

At this point, the high lord pauses and gives the PCs an opportunity to reply. Bard characters that make a successful bardic knowledge check or a successful Knowledge (religion) check (DC 30) know that it was an artifact of the church of Bane, perhaps created by Bane himself. It was supposed to hold dominion over the souls of those who died in opposition to the Black Lord.

However the PCs respond, after they do so, the high lord continues with his exposition.

“The scepter is indeed an evil artifact, crafted by the hand of Bane, and used for a terrible purpose. The Heart of Bane houses the phylacteries of those who have died in the fight against Bane and his dark church, bound in death to some unknown purpose. My new chancellor has uncovered the mystery of the location of this great evil. Tell them Thaddren.”

With that, Thaddren Vendross stands from where he was seated, though you hardly noticed him there before. He appears to be alert and energetic as he looks over your group, “*The Scepter of Eternal Dominion* is held in a chamber beneath the Heart of Bane. This much has been revealed to me. As well, I have discovered that a watery death awaits any who might seek to recover it, if they are not completely devoted to Bane.”

The High Lord interrupts, “I have something for that.” Reaching behind him, he pulls a knapsack out and holds it in his lap. “Here is a satchel full of potions that will enable you to breath under the water. I’ll not send you to a watery death. Will you again brave the horror of the Heart of Bane?”

The PCs may have some questions for the High Lord. He answers them as best he can from the information given here.

Q: *What makes you think the scepter is there?*

Divinations performed by Namer Thaddren have revealed as much.

Q: *How do we get to the scepter?*

Start at the culvert at the base of the bluff upon which the temple rests, and enter through the chamber called the Heart of Bane.

Q: *What guards/wards are present?*

Divinations turned up very little in this regard. All we know is that the scepter is under water.

Xylliadra’s Gambit

There is a good chance that the PCs have played Humility prior to playing Tyranny. If that is the case, several details may be different here. If the PCs defeated the mind flayer assassin Xylliadra at the beginning of that adventure, then nothing changes with regards to this encounter, proceed normally. However, if Xylliadra was not defeated, and successfully fled from the PCs, then there are a couple alternatives.

1) If Xylliadra was not uncovered at the end of Humility, then Namer Thaddren is in fact Xylliadra in disguise. Xylliadra has been aware of the Scepter of Eternal Dominion for some time, and all information that is given comes from personal knowledge. In this instance, if the PCs are so brazen as to cast spells or use abilities while in the presence of the high lord, the following information is available.

Auras: Magic—faint illusion (Xylliadra’s hat of disguise); Alignment—faint evil and faint law (Xylliadra himself).

2) If Xylliadra was uncovered at the end of Humility, then he has fled from the High Lord’s Hall, and you should replace all instances of Namer Thaddren in this encounter, with Prior Athosar, cleric of Lathander.

Q: What are you going to do with the scepter?

Once we have the scepter, we may attempt to destroy the artifact and free the souls contained within the Heart of Bane.

Q: Can the scepter be used against us?

Only if you die, though you should be wary of touching an artifact of such pure evil with your bare hands.

Once the PCs accept the mission, the high lord continues.

"I knew I could count on you. I would suggest that you reenter the temple through the culvert at the base of the bluff upon which it rests. A frontal assault into the temple proper could prove difficult. Please leave as quickly as you can make ready."

With that, the High Lord and Namer Thaddren usher the PCs out of the hall, answering any further questions from the information given above as best they can.

Allow the PCs to purchase any additional equipment they feel they need using their own coin on hand. Once they are ready to leave, read or paraphrase the following.

The journey to Orllbar, and the temple of Bane takes two days though it is uneventful. Ahead is the culvert that ultimately leads under the temple to the Heart of Bane.

As the group has been traveling for the last couple of days, any spellcasters that prepare spells may revise their list of prepared spells at this time in order to reflect this.

Development: If the PCs follow the high lord's instruction, they approach the culvert grate without incident. At this point, proceed to In the Heart of Bane.

However, if for whatever reason, the PCs decide to attempt a frontal assault on the temple of Bane, use Battle Grid 1: Fortress of the Eternal Despot.

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 1 (areas 1 to 5). The culvert is depicted in Battle Grid 2 (areas 6 and 7) and the lower temple is depicted in Battle Grid 3 (areas 8 to 10). Use Illustration 1 to describe the temple's outer works.

I. Iron Portal

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

The front of the temple is a gruesome sight. Constructed of 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.

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 flame strike trap. The trap drops a flame strike 10 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.

☛**Flame Strike Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Scaling the Encounter

4th and 5th-Level Characters (EL 5): 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.

☛**Flame Strike Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 7th-level druid, 7d6 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

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

☛**Flame Strike Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 11th-level cleric, 11d6 fire, DC 18 Reflex save half damage); Search DC 30; Disable Device DC 30.

8th-Level Characters (EL 8): 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.

☛**Flame Strike Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 13th-level cleric, 13d6 fire, DC 19 Reflex save half damage); Search DC 30; Disable Device DC 30.

2. Chamber of the Unholy (EL 9)

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 Orllbar. 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 chanting of clerics (see read-aloud text, below).

Reactions: If the PCs set the trap off, the clerics 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 clerics are standing near the poles of confession furthest from the front door. These are adorned 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 clerics 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 clerics), moderate evil and moderate law (the temple itself), strong evil (*unhallow*).

When the PCs open the door read or paraphrase the follow-

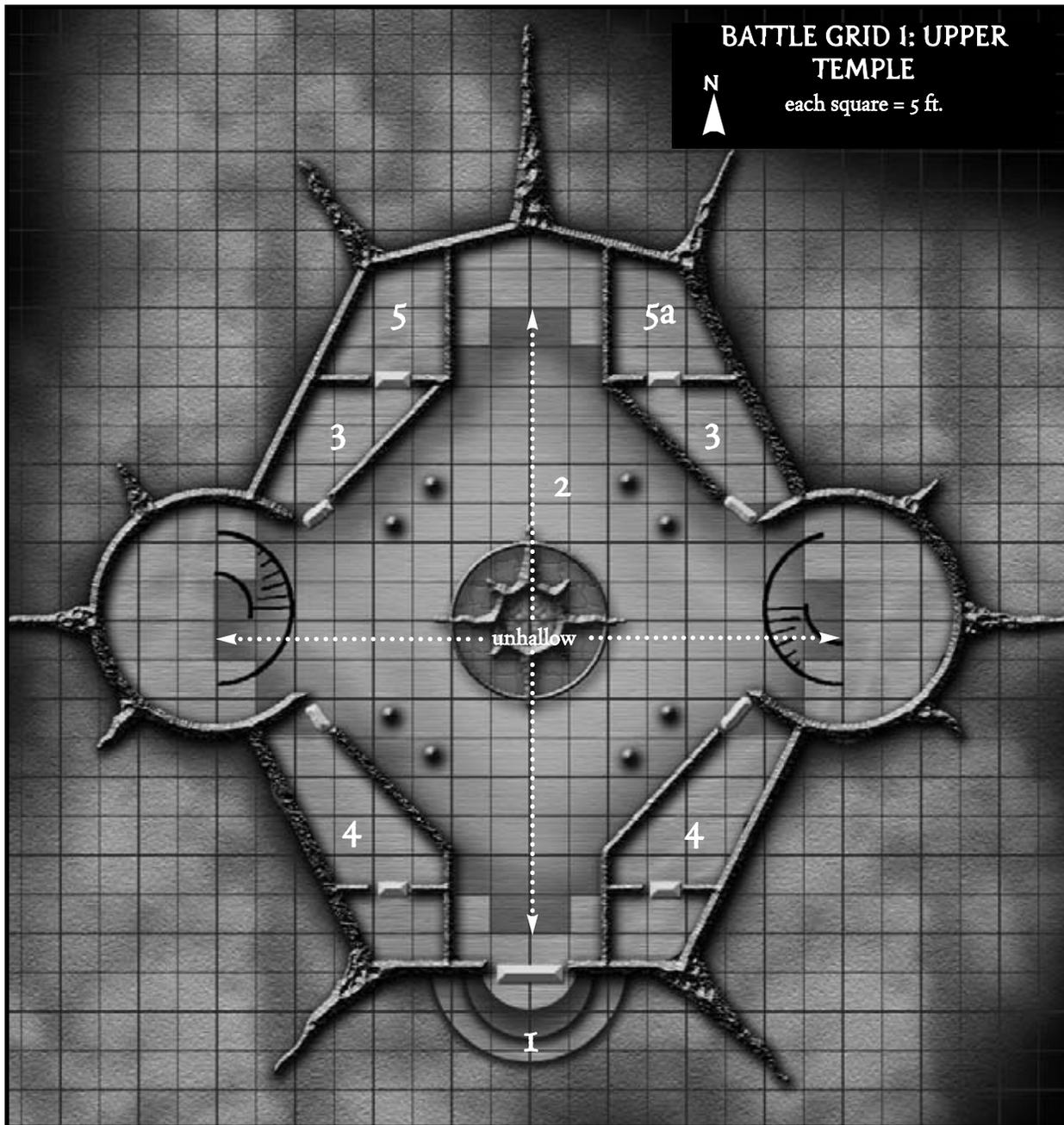
ing. Feel free to split it up a bit, as the PCs likely engage in sudden combat with the clerics, and it may be better to describe qualities of the upper chambers as the PCs interact with them to better simulate the rush of combat.

The doors make a loud grating sound as you open them, revealing the interior of the temple of Bane. A large foyer opens up into an even larger worship area. A strange green light seems to fill 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. The once clear water now stands saturated with blood. The fetid liquid seeps down spiky stone protrusions that stick out in the four cardinal directions from the font, and travels down to grooves that cross the floor. 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 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. Beyond, four clerics of Bane have begun praying to the Lord of Darkness for assistance.

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 clerics attempt to submerge these creatures in the font, which does 10d4 points of damage for each round of sub-





ersion. Currently the water of the font runs red with the blood of sacrifice.

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: If the PCs set off the trap, each of these clerics has already cast *bear's endurance*, *bull's strength*, and *shield of faith* in preparation for the combat to come. Use the statistics given for Tyrants Venrik and Greaves from area 10—Heart of Bane (as appropriate for the level of the party) but add 2 more clerics for a

total of 4. This is a tough encounter, and it is likely if the PCs do not flee, that the entire party dies here. PCs who go this far out of their way to ignore the wisdom of the high lord should feel foolish for doing so.

Tactics: They begin the first round of combat, by casting *summon monster III*. Two of them summon fiendish apes (hp 29 each; see Appendix 1) to attack the PCs, while the other two cast *hold person* on PCs appearing to be warriors. On round 2 they switch off. The two clerics who previously cast *hold person* cast *summon monster III*, and vice versa.

Development: If, by some twist of fate, the PCs manage to succeed in this combat, they must still deal with Tyrants Venrik and Greaves below in the Heart of Bane before penetrating further into the chambers below the temple. A description of the inside of the temple is given here, just in case this happens.

3. Northern Barracks (EL 0)

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 (though not currently).

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: None.

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.

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: None, as the acolytes are out collecting fresh sacrifices for the temple, and are currently accompanied by the temple guard.

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.

4. Southern Barracks (EL 0)

The southern barracks are identical to the northern barracks.

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), moderate 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 +17), it becomes *invisible* and hovers near the desk.

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

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.

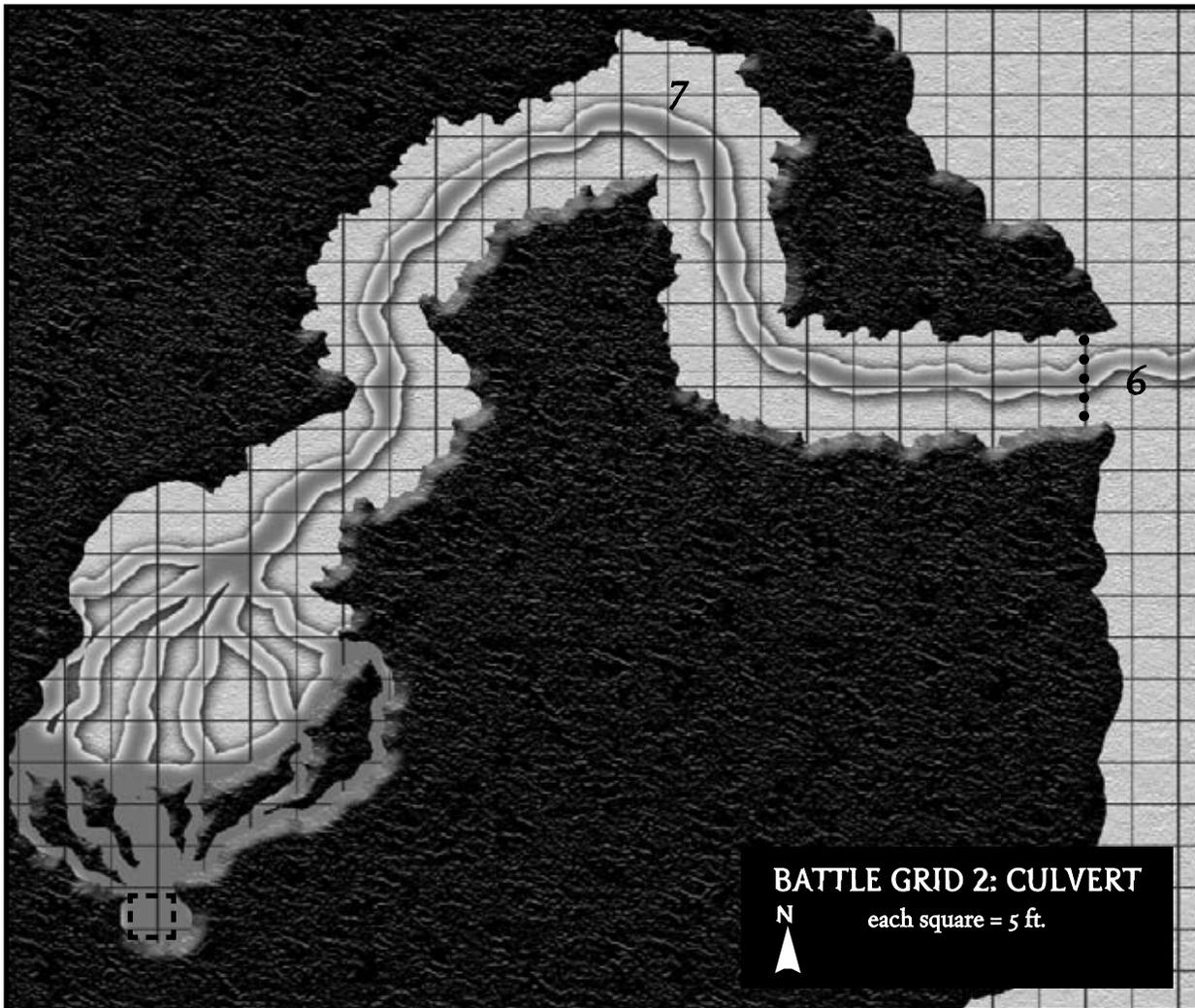
This entire chamber is warded by a lawful evil *forbiddance*. The *forbiddance* has a password (the nonsense word "Ryzellus") that its guardian (see Creature, below) knows.

This is the living quarters of Fzain Nerist, the Imperceptor of the Fortress of the Eternal Tyrant. Fzain adheres to a splinter philosophy of Banites, the belief that Faerûn will one day be reborn in the image of Bane and that the rebirth of her god through his son prophesized 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).

Creature: As the previous guardian of Fzain's chamber was slain recently. In response to this breach, Fzain has stepped up security by binding a devil to guard her chamber.

Bone Devil: hp 95; see *Monster Manual*.

Tactics: The guardian is *invisible* as the PCs enter the chamber. It uses its *wall of ice* spell-like ability to divide the party if possible, and then moves in for the kill. The devil frequently turns *invisible* in order to gain tactical advantage over the PCs. The bone devil is incapable of using its *summon baatezu* spell-like ability,



due to a binding agreement between it and Fzain.

Development: Inside the desk the PCs find Vendross Thadden's green scrollcase and a diary. Fzarin'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: Fzarin'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 (*flame strike* 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, but trapped as well. The temple is well aware of this access, and uses it from time to time for some of their more covert operations. The original *fireball* trap

has been changed out, here as well as on the temple's main doors up above. The *flame strike* descends 10 feet out from the grate, in order to cover the widest area possible without actually harming the grate itself. 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.

☛ **Flame Strike Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Scaling the Encounter

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

☛ **Trapped and Locked Iron Grate:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 25. *Average Lock:* hardness 15, hp 40, Break DC 28.

☛ **Flame Strike Trap (EL 5 version):** CR 5; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 7th-level druid, 7d6 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

7th-Level Characters (EL 7): The power of the trap is

increased.

↗ **Flame Strike Trap (EL 7 version):** CR 7; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 11th-level cleric, 11d6 fire, DC 18 Reflex save half damage); Search DC 30; Disable Device DC 30.

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

⚔ **Trapped and Locked Iron Grate:** 2 in. thick, hardness 10, hp 60, Break DC 28, Open Lock DC 40. **Amazing Lock:** hardness 15, hp 40, Break DC 28.

↗ **Flame Strike Trap (EL 8 version):** CR 8; magic device; touch trigger; automatic reset; spell effect (*flame strike*, 13th-level cleric, 13d6 fire, DC 19 Reflex save half damage); Search DC 30; Disable Device DC 30.

7. Slippery Passage (EL 0)

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 Orllbar. 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 7b, 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.

Nothing else of interest is in this chamber.

8. The Back Door (EL 0)

Light: None

Sound: None

Auras: None.

Climbing up through the grate in the ceiling, it is difficult to make out the exact details of the passage around you. However, you do recognize that it is constructed, using worked stone, and there is a door at the far end of the passageway.

Again, feel free to have the PCs make Spot and Listen checks, in order to keep the tension going. Once the PCs open the door leading into this chamber, read or paraphrase the following.

10 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 8)

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

Sound: A strange slight wind echoes through this chamber.

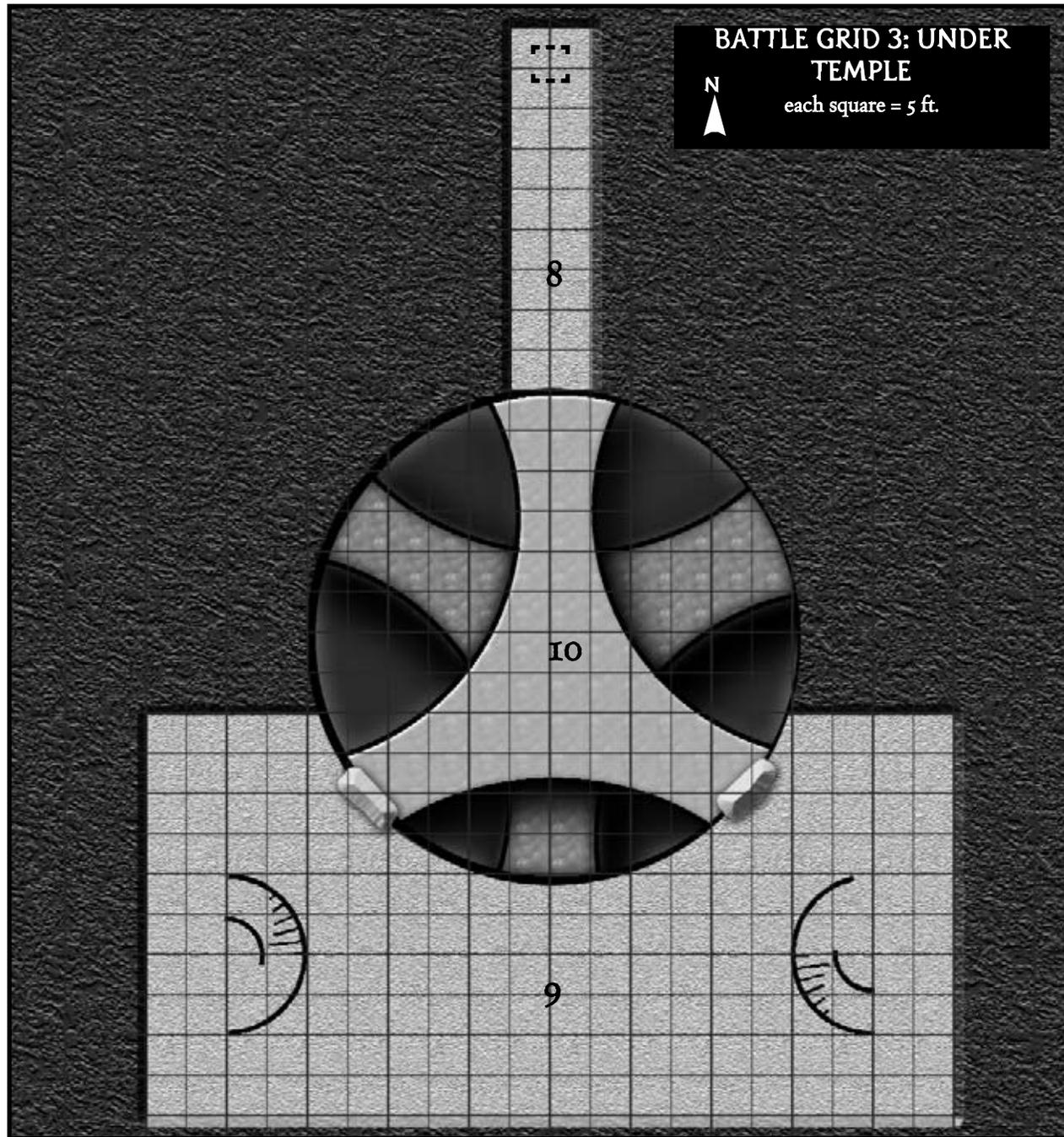
Reaction: Tyrants Venrik and Greaves speak to PCs who enter the chamber (see below).

Auras: *Magic*—two moderate evocation (*unhallow*), faint evocation (strange green lighting), strong necromantic (the skeletal walkways), faint conjuration (*scrolls of cure light wounds*), faint universal (magic armor and shields). *Alignment*—faint evil and faint law (Tyrants Venrik and Greaves), moderate evil and moderate law (the heart itself), strong evil (*unhallow*).

As the door creaks open, you see a large cylindrical room bathed in an eerie green radiance. The walls are pocked with tiny enclosures, each holding a black crystal. Looking down, you see a walkway composed entirely of bone stretching out from the door, and meeting two similar walkways in the center of the chamber. Further below, about thirty feet down, is a similar set of walkways, and even further below that, is the floor of the chamber. Blood drips down from the ceiling above to coat the bone walkways, making them slick. The chamber appears to be approximately 100 feet tall from floor to ceiling.

Use Illustration 2 to help describe this chamber.

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 *invis-*



ibility purge attached to it. For all intents and purposes, the *unhallows* affect the entire chamber.

Give the PCs a chance to do whatever it is they are going to do at this point. Once they begin stepping out onto the walkway, read or paraphrase the following.

Wicked laughter can be heard coming from in front, and from somewhere below. Ahead is what appears to be a cleric of Bane, standing, hip cocked on the bridge before you. A voice rings out in the chamber, “Did you really think that you could so easily breach this chamber? The audacity of some people.”

The cleric speaks: “Though we applaud your High Lord for actually having the grit to act against us openly. Once you are dead, we’ll be sure to send your remains in reply to this affront.” At this point, both clerics begin a dark chant.

These two clerics have been standing guard over this chamber since adventurers recently broke into it, and murdered the guardian within. Once they heard the trap go off, they began preparing themselves for combat. When the PCs arrive, both clerics are under the effect of *bear’s endurance*, *bull’s strength*, and *shield of faith*. After delivering their respective speeches, they both start by casting *obscuring mist* hoping to shroud the majority of the chamber with these spells. The second cleric stands on the bone platform below.

➔ **Tyrants Ventrik and Greaves:** Male human Clr5 (Bane); hp 33 (43), 33 (43) (**Power Up**—hp 43 each); see Appendix 1.

The bone arms on the bridges act as elevators for clerics of Bane only, allowing them to rise and descend in the chamber as long as they are standing near the edge of one of the bone plat-



forms or on the floor beneath, they may do this as a move action. PCs that are in a position to witness this action, watch as great bone arms pluck the clerics from where they stand, and lower them (or raise them as the case may be) from one level to the next.

The only way for a PC to utilize this means of moving from one level to the next is by making a successful Use Magic Device check (DC 30) to emulate the lawful evil alignment and an additional Use Magic Device check (DC 21) to emulate the rebuke undead class feature.

PCs who attempt to move faster than half their regular speed across the bone walkways must make a successful Balance check (DC 17) or be tripped by grasping skeletal hands, which are built into the walkway.

Tactics: On round 1 of combat, after the clerics of Bane have cast *obscuring mist*, both descend one level. On round 2, they both cast *summon monster III*, summoning a fiendish dire bat (hp 30; see Appendix 1) on the lower walkway and a fiendish huge monstrous centipede (hp 33; see Appendix 1) on the ground level, to combat the PCs with. The *obscuring mist* spells have no effect on the fiendish dire bat as it moves to attack. As combat progresses, the clerics cast hold person on PCs who they manage to catch sight of, or even command as appropriate. Only after the summoned dire bats are dispatched, or they are approached directly, do the clerics of Bane enter physical combat.

Development: If the PCs are successful in defeating Venrik and Greaves, they may proceed to the floor of the chamber where they find a door that leads to a spiral stairway constructed of stone. The door is not trapped and unlocked. The stairway leads down into a vast underground chamber that houses a lake fed by the rivers that flow above. Proceed to A Watery Grave, below.

If the PCs are not successful, they are either forced to flee or the two clerics of Bane kill them, and then question their corpses using magic at a later time.

Scaling the Encounter

4th-level characters (EL 7): Tyrants Venrik and Greaves (EL 7 version): are 4th-level clerics (hp 27 each; see Appendix 1). Venrik does not have the divine scroll of *summon monster III*.

5th-level characters (EL 7): Tyrants Venrik and Greaves (EL 7 version): are 4th-level clerics (hp 27 each; see Appendix 1). Venrik only has the chance of summoning a single fiendish dire bat via a scroll if he succeeds at the caster level check (DC 6).

7th-level characters (EL 9): Venrik and Greaves are 6th-level clerics (hp 39 each; see Appendix 1).

8th-level characters (EL 10): Venrik and Greaves are 7th-level clerics (hp 45 each; see Appendix 1).

WATERY GRAVE

Light: None

Sound: The gentle lapping of water

Auras: None

The stone stairway continues on for what seems like an eternity. The air here smells stale and fetid, and after a while, the sound of gently lapping water can be heard.

Eventually, the stairway ends, opening up into a massive chamber, which extends into the darkness. The ground here is made up of sand and loose stone, and disappears into the depths of a large underground lake about fifty feet from the base of the stairway. The rough beach is about 100 feet long stretching out fifty feet to the right and left from the stairs. A 2-foot tall stone marker rests halfway between the stair and the lake. Strange markings adorn its surface.

Use Illustration 3 to help describe this encounter. The stone marker is the only thing of note in the chamber, besides the lake itself. Carved into the stone marker on the side facing the stair is the holy symbol of Bane. On the side facing the lake, the phrase, “*Bane’s dominion knows no border,*” is etched into the stone in Infernal.

Development: At this point, there isn’t a great deal for the PCs to do except drink their *potion of water breathing* and slip into the murky water. The walls end fifty feet to the right and left, closing off the chamber, and making the stairs the only dry way out of this hole in the ground. If the PCs stay here longer than a couple of hours, the four clerics from the temple above come down the stairs to investigate the possible whereabouts of those who murdered Venrik and Greaves. Once the PCs decide to go into the water, proceed to Temple Marker.

If, at any point in the adventure, the PCs return to this spot to rest, the clerics are not here. They come down initially, but when they discover no one, they return to the temple above.

TEMPLE MARKER

Light: None

Sound: None

Auras: *Magic*—moderate abjuration (*greater glyph of warding* on marker).

The water here is lukewarm, so the PCs have little trouble adapting to its temperature. However, the mineral content of the water leaves a residue on the skin that feels quite slimy. Additionally, the water is murky and all light sources are halved for the purpose of how far the PCs may see in the dark. PCs with darkvision have their effective range halved as well, due mainly to the dark silty minerals that is suspended throughout the water. Size medium PCs with 16 or more pounds of gear, have little trouble simply walking along the lakebed, while small PCs only require 8 or more pounds of gear for the same effect. If a PC carries less than this, they do not have firm footing and must make a successful Swim check to move along. For more information about movement underwater, see Table 3—22: Combat Adjustments Underwater, in the *Dungeon Master’s Guide*, page 92.

The lake water is lukewarm to the touch, and feels slimy with silt and minerals. Once fully submerged, it becomes painfully apparent that light does not penetrate fully throughout the water of the lake.

Give the PCs an opportunity to get use to the idea of being underwater. Allow spellcasters to cast any preparatory spells they like, and then read or paraphrase the following.

Moving further into the lake, it becomes apparent that it is quite deep. The surface has long since disappeared from view, and it becomes clear that you have moved beyond the borders of the chamber from which you entered.

A sizeable hole in the bed of the lake is up ahead. Where it leads is anyone’s guess. Beside the hole, is another 2-foot tall stone marker engraved with the symbol of Bane.

Use illustration 4 to help describe the marker.



The marker, which is solidly embedded in the lakebed, marks the entrance to a sunken temple of Bane. The holy symbol of Bane is engraved in one side of the marker, and “*Hatred is the path to power. Tyranny is the way to rule,*” is engraved in Infernal on the other side.

This marker is trapped with a powerful *glyph of warding*. Any PC touching the marker, or attempting to enter the temple below through the hole, set it off.

Greater Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast]), 16th-level cleric, 8d8 sonic, DC 20 Reflex save half damage); multiple targets (all targets within 15 ft.); Search DC 28; Disable Device DC 28.

Development: Once the PCs have either sprung or disarmed the trap, they may proceed down into the underwater temple. If the PCs look down through the hole in the lakebed, read or paraphrase the following.

Down the hole is a room whose walls are constructed with worked stone. The floor lies 20 feet below the opening, and a large heavy iron brazier is overturned in the center of the chamber. A hallway leads away from the room into the rest of the complex.

Once the PCs make the decision to swim down into the sunken temple structure, proceed to The Sunken Temple of Bane.

Scaling the Encounter

4th- and 5th-Level Characters (EL 5):

↗ **Greater Glyph of Warding (Blast)** (EL 5 version): CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast]), 12th-level cleric, 6d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 15 ft.); Search DC 28; Disable Device DC 28.

7th-Level Characters (EL 7):

↗ **Greater Glyph of Warding (Blast)** (EL 7 version): CR 7; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast]), 20th-level cleric, 10d8 sonic, DC 20 Reflex save half damage); multiple targets (all targets within 15 ft.); Search DC 28; Disable Device DC 28.

8th-Level Characters (EL 8):

↗ **Empowered Greater Glyph of Warding (Blast)** (EL 8 version): CR 8; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast]), 20th-level cleric, 10d8 sonic (x 1 □), DC 20 Reflex save half damage); multiple targets (all targets within 15 ft.); Search DC 30; Disable Device DC 30.

SUNKEN TEMPLE OF BANE

I. Foyer

Light: None
Sound: None
Auras: None

This chamber appears to once have been a receiving area. A large rusted iron brazier lay overturned in the center of the room, its stand lay askew beside it. Three walls bear the remains of tapestries. Though they once depicted grand scenes of the rule of Bane, their images are now faded and nearly completely masked with algae and silt. One wall seems to have been the location of a doorway. However, the doorway, and perhaps the passage beyond, appear to have collapsed long ago. The last wall has a passage leading farther into the temple proper. It appears as though the walls of this passageway were, at one time, painted with murals. However, they are difficult to make out from where you are, inside the chamber. The floor of the chamber is lined with a layer of silt.

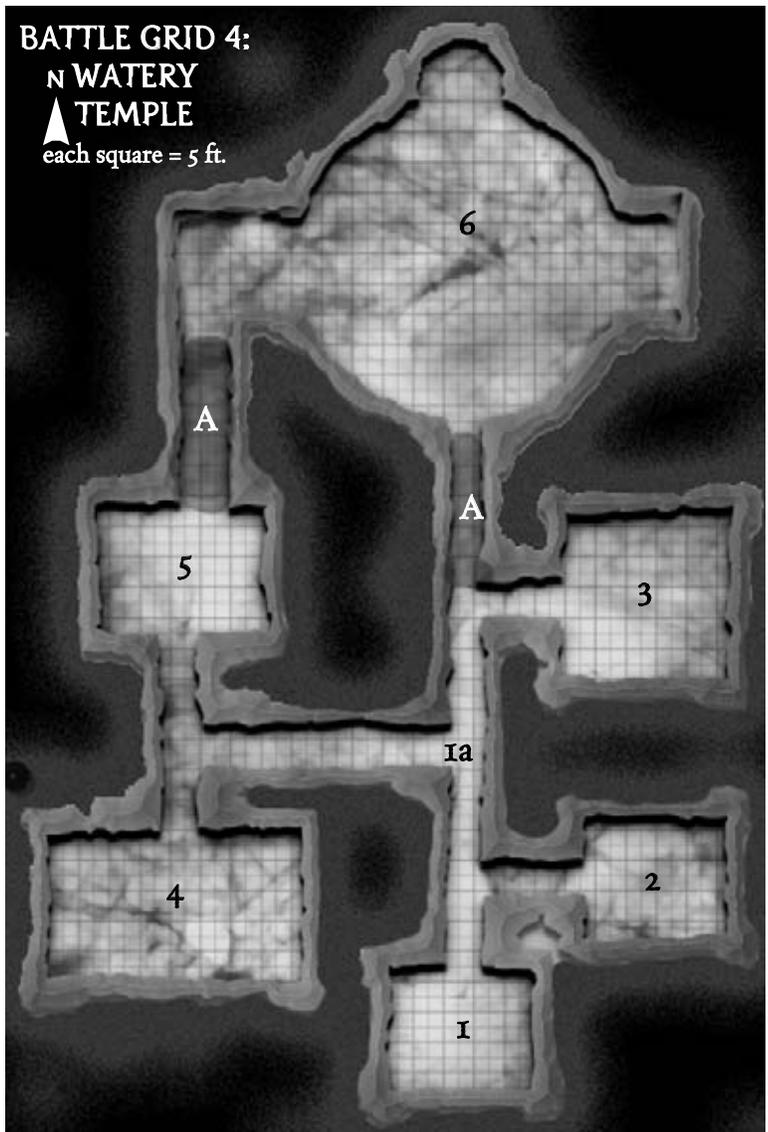
As the PCs move into and about this chamber, the silt on the floor stirs up into black earthy clouds, making it difficult to see far. Darkvision, and all light sources, are only half as effective as they normally would be because of this. As well, all Spot checks are made with a -2 circumstance penalty.

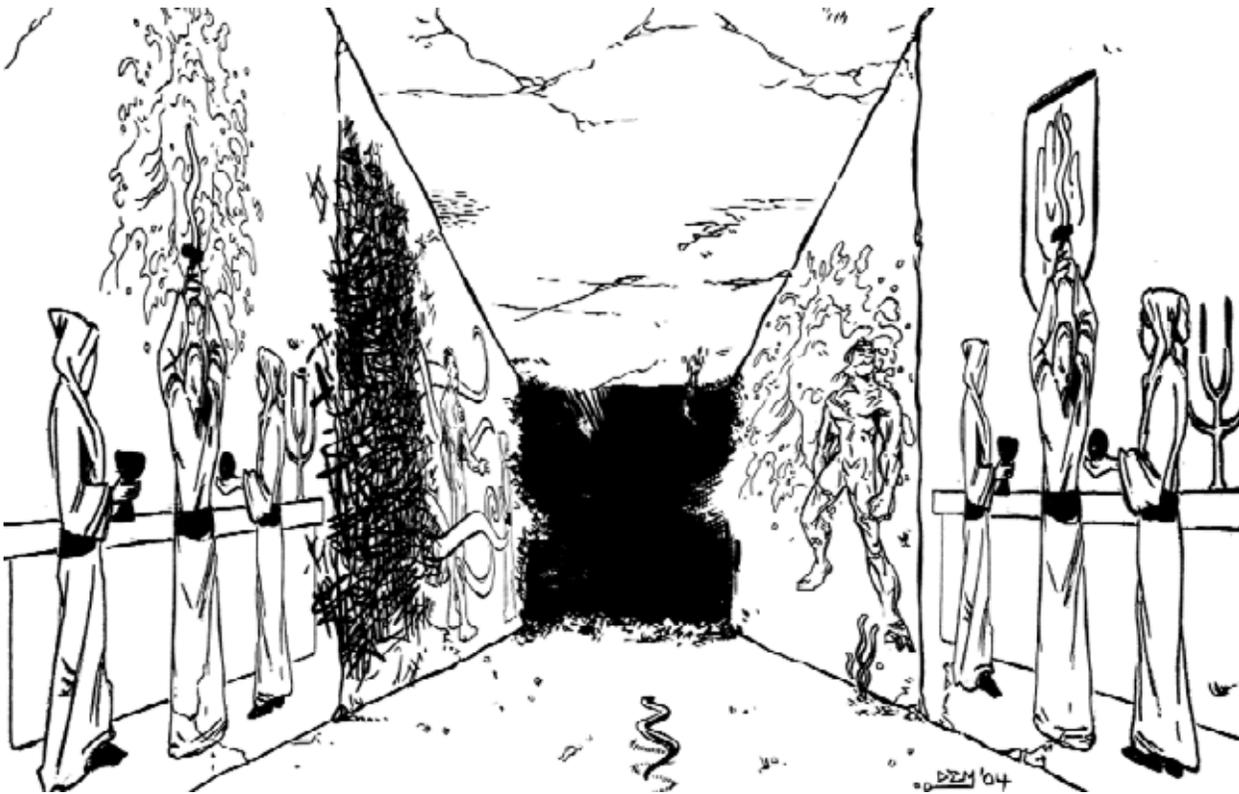
The tapestries in the room are so rotted and aged, that it is impossible to make out their exact subject matter, though the holy symbol of Bane is discernable in one fashion or another, on each of them.

A) Illusory Walls

Auras: *Magic*—moderate illusion (*illusory wall*). *Alignment*—faint evil and faint law (aboeth).

The areas on the map that are boxed over and marked with the letter 'A' are enveloped in an *illusory wall* spell. Thus the PCs only see a wall covering these passages, obscuring the main temple area from view. If any PC interacts directly with the *illusory wall*, make a Will saving throw (DC 17; DC 18 for 7th and 8th-level parties) secretly on their behalf. If the PC in question successful-





ly makes the saving throw, then inform the PC that section of wall is an illusion.

However, any PC approaching either one of these walls with the intent to search is subject to the 'enslave' attack of the aboleth, who watches the PC through the illusions, from within the main temple area. When the PC makes the saving throw against this attack, it should be done with the utmost discretion. Pull them aside from the table if necessary. If the aboleth manages to enslave any number of PCs, it remains silent, waiting until the PCs confront the aboleth itself before issuing orders to those affected.

Development: It isn't long after the PCs descend into the foyer that the aboleth detects their presence in the structure. Five rounds after the PCs enter the sunken temple, or sooner if they proceed immediately to where the aboleth may see them beside an illusory wall, the aboleth sends a school of skum after them. Have the school of skum catch up with the PCs five rounds after that.

1a. Murals

Light: None

Sound: None

Auras: None

The 80-foot length of wall between the Reliquary and the Hall of Confession, is covered in murals. Four pictures all told, each covering approximately 15 feet of wall, from floor to ceiling. Once the PCs have proceeded down the hall to this point, read or paraphrase the following. Also use Illustration 5 to help describe the hallway and the murals.

The wall here is covered in four large murals, which extend down the hallway. Though time has certainly taken its toll upon the temple, you can make out the images nonetheless.

MURAL 1

This mural pictures a half dozen black robed figures bent in supplication before an altar depicting the holy symbol of Bane.

MURAL 2

This mural pictures a half dozen black robed figures bent in supplication before an altar depicting the holy symbol of Bane.

MURAL 3

This mural shows a number of creatures that look like a strange crossbreed of human and fish stepping through the portal to face the black robed figures.

MURAL 4

This mural is difficult to make out, as most of it is scratched out. You can tell that the portal is still open, and there are still black robed figures. However, nothing else is discernable.

Development: These murals essentially depict the followers of Bane praying to him for assistance. A portal opens up, and first skum, and then the aboleth come through. Though the aboleth has long since scoured away its own image, so as not to forewarn intruders of its presence.

2. Reliquary (EL 5)

Light: None

Sound: None

Reaction: Any PC entering the room triggers the summon-



ing circle (see below).

Auras: *Magic*—moderate conjuration (summoning circle).

Words engraved artistically in the stone above the door to this chamber name it, 'Reliquary.' Unlike the rest of this structure, the floor of this chamber is not covered in a layer of silt. A large adamantine circle, inscribed with runes, is embedded into the floor of this chamber. A single stone shelf is built into the walls of the chamber, snaking around the room. It contains a line of skulls, arranged cheek to cheek. The skulls populate the entire shelf covering every inch of it space. One skull in particular doesn't appear to be made of bone but of some kind of metal, though it is hard to say what, from across the room.

Any PC that enters the room triggers the summoning circle, which summons a Huge water elemental. The elemental arrives on the round after any PC enters the room, and immediately uses its vortex ability, scouring all debris, including the PCs from the room. The elemental, in vortex form, attacks a PC each round, attempting to catch them within the vortex. Any PC so attacked must make a successful Reflex saving throw (DC 25) or take 2d8 damage. Additionally, the PC must make a 2nd successful Reflex saving throw (DC 25) or be swept up in the vortex, and automatically take 2d8 damage each round until the elemental leaves. The elemental remains for 5 rounds in total.

Creature: The elemental stays only in vortex form.

➤ **Huge Water Elemental:** hp 152; see *Monster Manual*.

Development: If a PC should make it across the room and take the metallic skull, the group later discovers that it is crafted from solid mithral, and worth quite a bit of money on the open market. As a side note, the skum occasionally come into this chamber to activate the summoning circle, and then flee from the chamber and watch the elemental do its job. They derive some strange entertainment from this.

Scaling the Encounter

8th-Level Characters (EL 8): The elemental is a greater water elemental (hp 199; see *Monster Manual*) and the respective saving throws are DC 28. The damage remains the same, however, the elemental sticks around for 8 rounds in total.

3. Hall of Confession (EL 6)

Light: None

Sound: None

Reaction: Skum approach the PCs from the hallway as they explore this chamber.

Auras: None

Words engraved artistically in the stone above the door to this chamber name it, 'The Hall of Confession.' Large, wickedly barbed, rusted-iron hooks protrude from the walls at even intervals and at varying heights in this chamber. A pair of motionless skeletons hangs impaled through the ribs upon hooks at opposite ends of the room.

Here is where the school of skum catches up with the PCs. Use



Illustration 6 to help describe their approach. Hoping to enter the room behind the group, the skum attempt to bull rush PCs onto the hooks. If they are successful, the PC in question takes 2d6 damage, and must make a successful Reflex saving throw (DC 20) or be stuck on the hook. Becoming unstuck requires a successful Strength check (DC 15) and any attempt, successful or not, causes another 2d6 damage to the PC so stuck. If the skum have little success with their bull rush attempts, they fall into a standard attack pattern, making the most out of their natural advantages whenever possible.

➤ **Skum, Advanced 4HD (3):** hp 30, 28, 26; see Appendix 1.

Development: If the PCs are successful in defeating the skum, they may continue exploring the temple at will. Any PC making a successful Knowledge (dungeoneering) check (DC 20), recognize these creatures as skum. If they make the check at DC 25, they realize there might be an aboleth somewhere nearby. Likewise, a bard making a successful bardic knowledge check (DC 30) would know the same information regarding the creatures and their potential master.

Scaling the Encounter

4th-Level Characters (EL 4): There are only two skum (hp 18, 16; see *Monster Manual*).

5th-Level Characters (EL 5): The school's comprised of three normal skum (hp 18, 18, 16; see *Monster Manual*).

7th-Level Characters (EL 7): The school's comprised of three 6 HD advance skum (hp 48, 48, 46; see Appendix 1).

8th-Level Characters (EL 8): the school's comprised of four 6 HD advanced skum (hp 50, 48, 48, 46; see Appendix 1).

4. Hall of Transition (EL 5)

Light: None

Sound: A slight burbling sound coming from the sarcophagi.

Reaction: Once the PCs enter the room, allips emerge and attack (see below).

Auras: *Magic*—strong enchantment (*rod of rulership*).
Alignment—moderate evil (allips).

Words engraved artistically in the stone above the door to this chamber name it, 'Hall of Transition.' Six stone sarcophagi reside within this chamber. Each sarcophagus is adorned with a silver speckled seal that lines the crease between the bed and lid. Several of the sarcophagi appear to have large open cracks in their lids, and a strange burbling sound can be heard coming from somewhere within the room. It sounds like bubbles popping, though none can be seen anywhere within.

As soon as a PC enters the room fully, read or paraphrase the following.

Strange shadowy figures begin issuing out from the open cracks in the sarcophagi their vaguely humanoid shapes are without features and bristle with madness.

Creatures: These allips are clerics of Bane, long dead, though still left to guard their fallen temple, using the power of insanity as their weapon. Use Illustration 7 to help describe them.

➤ **Allips (2):** hp 32, 30; see *Monster Manual*.

Development: The allips do their very best to cause the PCs to go mad, ultimately making this underwater temple their final resting place. However, in the event the PCs destroy the allips, and search the sarcophagi that are cracked open, they find a very

powerful magic rod (*rod of rulership*). They may take this to be the *Scepter of Eternal Dominion*, as it detects as magical, and is quite powerful. However, it is not, and may only serve to throw them off the trail.

Scaling the Encounter

4th- and 5th-Level Characters (EL 4): There is a single allip (hp 38; see *Monster Manual*).

7th-Level Characters (EL 6): There are three allips (hp 36, 32, 30; see *Monster Manual*).

8th-Level Characters (EL 7): There are four allips (hp 38, 36, 34, 32; see *Monster Manual*).

5. Hall of Preparation (EL 6)

Light: None

Sound: None

Reaction: Once the PCs enter the chamber, the skum close in for the kill (see below).

Auras: *Alignment*—faint evil and faint law (skum).

Words engraved artistically in the stone above the door to this chamber name it, 'The Hall of Preparation.' The chamber contains four large stone tables upon which rests all manner of beakers, glass tubes, and even surgical tools. All of these are cracked, shattered entirely, or rusted into uselessness.

This chamber was used for experimentation and embalming by the clerics of Bane. Another school of skum waits for the PCs to enter this room, and then ambush them. They remain hidden in the corners of the chamber closest to the door that leads to the Hall of Transition.

➤ **Skum, Advanced 4 HD (3):** hp 30, 28, 26; see Appendix 1.

Development: The skum fight to the best of their ability, attempting to kill the PCs for violating the sanctity of their master's sacred lair. If the PCs defeat the skum, and assuming they haven't discovered the *illusory wall* previously, they get another opportunity to do so within this chamber as well. Additional details regarding the *illusory wall* are noted above in A) Illusory Walls.

Scaling the Encounter

4th-Level Characters (EL 4): There the school's comprised of two normal skum (hp 18, 16; see *Monster Manual*).

5th-Level Characters (EL 5): The school's comprised of three normal skum (hp 18, 18, 16; see *Monster Manual*).

7th-Level Characters (EL 7): The school's comprised of three advanced 6 HD skum (hp 48, 48, 46; see Appendix 1).

8th-Level Characters (EL 8): The school's comprised of four advanced 6 HD skum (hp 50, 48, 48, 46; see Appendix 1).



6. Hall of Devotion (EL 8)

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

Sound: None

Reaction: The aboleth attacks the PCs when they enter (see below).

Auras: *Magic*—moderate illusion (*mirage arcana*), faint evocation (strange green lighting), overwhelming enchantment and necromancy (scepter). *Alignment*—faint evil and faint law (aboleth), overwhelming evil and law (scepter).

This massive chamber appears to have once been used for large gatherings of worshippers. The ceiling may have once been held up by a series of columns, but many of them have collapsed, and how the chamber remains standing is a mystery. Words engraved artistically in the stone of the archway above you, name this chamber, 'The Hall of Devotion.' Rusty iron spikes protrude from the floor in even 10-foot intervals, forming a grid across the floor, as it were. At one end of the chamber rests a large stone altar with grooves etched into the surface in strange patterns, likely meant for carrying the blood of sacrifice away from the altar itself. A huge, primeval fish, with three slit shaped eyes, protected by bony ridges that are set one atop the other in the front of its head, stares out from behind the altar, gazing dispassionately upon the room. Four tentacles extend from its body, waving about listlessly.

Use Illustration 9 to help describe this encounter.

The aboleth feels as though the PCs are so far beneath it, as to not merit a conversation. If the aboleth managed to successfully enslave one or more PCs, it telepathically commands him or her to attack their companions. If the aboleth has additional uses of this ability remaining, it opens up combat by attempting to use it on the most heavily armored, preferably not-holy-symbol-wearing PC.

The appearance of the room is partially an illusion, as the aboleth has a *mirage arcana* cast on the entire area. The spikes are not real, and actually a single pillar is tenuously holding the chamber together. The aboleth hopes that the illusory spikes slow the PCs' movement, and the pillar is rigged to collapse should the aboleth apply any amount of force to it. The actual *Scepter of Eternal Dominion* rests within an adamantine box in a long drawer on the opposite side of the altar.

Creature: The aboleth doesn't move from its location during this encounter, preferring to remain next to its trapped pillar. If the PCs manage to approach, it attacks with everything it's got. Before this, the aboleth makes use of its remaining enslaves, as well as its psionic *hypnotic pattern* ability.

➤ **Aboleth, Advanced 10 HD:** hp 95; see Appendix 1.

Development: If the PCs successfully defeat the aboleth, in its death throes it triggers the pillar to collapse, closing off the PCs obvious route of escape. However, once it dies, the mirage arcana disappears, revealing a large hole in the ceiling, along with a tunnel leading out. The tunnel leads up to an opening in the floor of the River Greyflow.

Finding the scepter itself is easy. If the PCs peek inside the artifacts case, they see that it is a large midnight black crystal rod. Though any good or chaotic aligned PC foolish enough to touch the scepter must make a Fortitude saving throw (DC 25) or be slain instantly. Fortunately for the PCs, the adamantine carrying case can be used to transport the artifact.

Scaling the Encounter

4th- and 5th-Level Characters (EL 7): a normal aboleth (hp 80; see *Monster Manual*).

7th-Level Characters (EL 9): The aboleth is advanced 12 HD (hp 114; see Appendix 1).

8th-level Characters (EL 10): The aboleth is advanced to 14 HD (hp 133; see Appendix 1).

CONCLUSION

FAILURE

Failure in this endeavor means death. There is nothing more to say on this.

SUCCESS

If the PCs are successful, they bob to the surface of the River Greyflow, and easily make it to land. From here, they can take their prize back to the High Lord, who anxiously awaits news of their arrival.

Once the PCs get there, they are ushered quickly before the

High Lord Kalahar Twohands and Namer Thaddren. Kalahar relieves the PCs of the scepter, handing it over to Namer Thaddren, who disappears through a door with it.

"You have all done a great service to the city once again. There is no prize that I can reward you with that could sufficiently compensate you for what you have done in the service of this city. However, heroes such as yourselves need to be equipped properly, should I have the occasion to call on you again. For that purpose, take this." The High Lord stands, steps behind his chair, and pulls forth a large chest, laden down with coin and jewels.

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. Did the PCs defeat Venrik and Greaves in the Heart of Bane?
 - a. No. These two priests trounced the PCs.
 - b. Almost. They defeated one tyrant but not the other.
 - c. Yes. They defeated the pair along with their little summoned pets.
2. Did the PCs defeat the Temple Marker trap?
 - a. Yes. The rogue disabled it.
 - b. No. They bypassed it.
 - c. No. It blew up in their face and did damage.
3. Did the PCs defeat the schools of skum?
 - a. No. They didn't defeat either one.
 - b. Yes. But they defeated only one of the schools.
 - c. Yes. They defeated both.
4. Did the PCs defeat the allips?
 - a. Yes.
 - b. No.
5. Did the PCs defeat the aboleth and recover the Scepter of Eternal Dominion?
 - a. No. They were thwarted.
 - b. Almost. They defeated the aboleth but didn't recover the scepter.
 - c. Yes. The accomplished both.

APPENDIX 1: NPCS AND MONSTERS

Chamber of the Unholy and Heart of Bane 4th- and 5th-Level Characters

➤ **Tyrants Venrik and Greaves:** Male human Clr4; CR 4; Medium humanoid (human); HD 4d8+4; hp 27 each; 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 +8, Diplomacy +6, Knowledge (religion) +6, Sense Motive +4; Combat Casting, Spell Focus (enchantment), Weapon Focus (morningstar).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level; 14 + spell level for enchantment spells; 16 + spell level for compulsions): 0—*create water, detect magic, guidance, mending, resistance*; 1st—*command* (2), *doom**, *obscuring mist, shield of faith*; 2nd—*bear's endurance, bull's strength, enthrall**, *hold person*.

*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, masterwork heavy steel shield, masterwork morningstar, silver holy symbol of Bane, divine scroll of *summon monster* III (only one between the two of them; fiendish dire bat).

Power-Up Suite (*shield of faith, bear's endurance, bull's strength*)—hp 35; AC 21, touch 12, flat-footed 21; Grp +7; Atk +9 melee (1d8+4, masterwork morningstar); Full Atk +9 melee (1d8+4, masterwork morningstar); Fort +7; Str 18, Con 16; Concentration +10.

Power-Up (*Unhallowed—good enemies Only*)—Fort +9, Ref +3, Will +9.

6th-Level Characters (Optimized Play)

➤ **Tyrants Venrik and Greaves:** Male human Clr5; CR 5; Medium humanoid (human); HD 5d8+5; hp 33 each; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; 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 +6, Knowledge (religion) +6, Sense Motive +5; Combat Casting, 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—*create water, detect magic, guidance, mending, resistance*; 1st—*command* (2), *doom**, *obscuring mist, shield of faith*; 2nd—*bear's endurance, bull's strength, enthrall**, *hold person*; 3rd—*bestow curse**, *cure serious wounds, summon monster* III.

*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, silver holy symbol of Bane, arcane scroll of *cure light wounds*.

Power-Up Suite (*shield of faith, bear's endurance, bull's strength*)—hp 43 each; AC 22, touch 12, flat-footed 22; Grp +7; Atk +9 melee (1d8+4, masterwork morningstar); Full Atk +9 melee (1d8+4, masterwork morningstar); Fort +7; Str 18, Con 16; Concentration +11.

Power-Up (*Unhallowed—good enemies Only*)—Fort +9, Ref +3, Will +9.

7th-Level Characters

➤ **Tyrants Venrik and Greaves (EL 9 version):** Male human Clr6; CR 6; Medium humanoid (human); HD 6d8+6(+18); hp 39 each; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +4; Grp +6; Atk +8 melee (1d8+2, morningstar); Full Atk +8 melee (1d8+2, morningstar); SA Spells, rebuke undead; AL LE; SV Fort +6 (+8), Ref +2, Will +8; Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 11.

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

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level; 15 + spell level for enchantment spells; 17 + spell level for compulsions): 0—*create water, detect magic, guidance, 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, summon monster* III.

*Domain spell. *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, silver holy symbol of Bane, two divine scrolls of *cure light wounds*.

Power-Up Suite (*shield of faith, bear's endurance, bull's strength*)—hp 51 each; AC 23, touch 13, flat-footed 23; Grp +8; Atk +10 melee (1d8+4, masterwork morningstar); Full Atk +10 melee (1d8+4, masterwork morningstar); Fort +8; Str 18, Con 16; Concentration +12.

Power-Up (*Unhallowed—good enemies Only*)—Fort +10, Ref +4, Will +10.

8th-Level Characters

➤ **Tyrants Venrik and Greaves (EL 10 version):** Male human Clr7; CR 7; Medium humanoid (human); HD 7d8+7; hp 45 each; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +7; Atk +9 melee (1d8+3, +1 morningstar); Full Atk +9 melee (1d8+3, +1 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 +11, Diplomacy +7, Knowledge (religion) +7, Sense Motive +6; Combat Casting, Greater Spell Focus (enchantment), Spell Focus (enchantment), Weapon Focus (morningstar).

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level; 15 + spell level for enchantment spells; 17 + spell level for compulsions): 0—create water, detect magic, guidance, mending, read magic, resistance; 1st—command (3), 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, summon monster III; 4th—divine power, fear*.

*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, +1 morningstar, silver holy symbol of Bane, two divine of cure moderate wounds.

Power-Up Suite (shield of faith, bear's endurance, bull's strength)—hp 59 each; AC 23, touch 13, flat-footed 23; Grp +9; Atk +11 melee (1d8+5, +1 morningstar); Full Atk +11 melee (1d8+5, +1 morningstar); Fort +8; Str 18, Con 16; Concentration +13.

Power-Up (Unhallowed—good enemies Only)—Fort +10, Ref +4, Will +10.

Summoned Creatures (Chamber of the Unholy and Heart of Bane)

All Levels of Play

➤ **Fiendish Ape:** CR – (summoned creature); Large magical beast (extraplanar); HD 4d8+11; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14, touch 11, flat-footed; Base Atk +3; Grp +12; Atk +7 melee (1d6+5, claw); Full Atk +7 melee (1d6+5, 2 claws) and +2 melee (1d6+2, bite); Space/Reach 10 ft./10 ft.; SA smite good; SQ DR 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, spell resistance 9; AL LE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness.

Smite Good (Su): Once per day a fiendish ape can make a normal melee attack to deal 4 extra points of damage against a good foe. The use of this ability must be decided before the attack roll is made.

➤ **Fiendish Dire Bat:** CR – (summoned creatures); Large magical beast (extraplanar); HD 4d8+12; hp 30; Init +6; Spd 40 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base Atk +3; Grp +10; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d4+5, bite); Space/Reach 10 ft./5 ft.; SA smite good; SQ blindsense 40 ft., DR 5/magic, darkvision 50 ft., resistance to cold and fire 5, spell resistance 9; AL NE; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12*, Move Silently +11, Spot +8*; Alertness, Stealthy.

Blindsense (Ex): A fiendish dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Fiendish dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Smite Good (Su): Once per day a fiendish dire bat can make a normal melee attack to deal 4 extra points of damage against a

good foe. The use of this ability must be decided before the attack roll is made.

➤ **Fiendish Huge Monstrous Centipede:** CR – (summoned creatures); Huge vermin (extraplanar); HD 6d8+6; hp 33; Init +2; Spd 40 ft., climb 40 ft.; AC 16, touch 10, flat-footed 14; Base Atk +4; Grp +15; Bite +5 melee (2d6+4 plus poison, bite); Full Atk +5 melee (2d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA poison, smite good; SQ DR 5/magic, darkvision 60 ft., resistance to cold and fire 5, spell resistance 11, vermin traits; AL NE; Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int 3, Wis 10, Cha 2.

Skills: Climb +11, Hide +2, Spot +4.

Poison (Ex): A fiendish Huge monstrous centipede has a poisonous bite—Fort DC 14 or 1d6 Dexterity damage primary and secondary.

Skills: Fiendish Huge monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength of Dexterity modifier for Climb checks, whichever is higher. Fiendish Huge monstrous centipedes can take 10 on climb checks, even if threatened or distracted.

Smite Good (Su): Once per day a fiendish Huge monstrous centipede can make a normal melee attack to deal 6 extra points of damage against a good foe. The use of this ability must be decided before the attack roll is made.

Schools of Skum (Hall of Confession and Hall of Preparation)

6th-Level Characters (Optimized Play)

➤ **Skum, Advanced 4 HD:** CR 3; Medium aberration (aquatic); HD 4d8+4; hp variable, see text; Init +1; Spd 20 ft., swim 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +3; Grp +8; Atk +8 melee (2d6+5, bite); Full Atk +8 melee (2d6+5, bite) and +6 melee (1d4+2, 2 claws); SA rake 1d6+2; SQ amphibious, darkvision 60 ft.; AL LE; SV Fort +2, Ref +2, Will +4; Str 20, Dex 13, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +7*, Listen +8*, Move Silently +7, Spot +8*, Swim +13; Alertness, Multiattack.

Rake (Ex): Attack bonus +6 melee, damage 1d4+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7th- and 8th-Level Characters

➤ **Skum, Advanced 6 HD:** CR 4; Large aberration (aquatic); HD 6d8+18; hp 50, 48, 48, 46; Init +1; Spd 20 ft., swim 40 ft.; AC 14, touch 10, flat-footed 13; Base Atk +4; Grp +16; Atk +11 melee (3d6+8, bite); Full Atk +11 melee (3d6+8, bite) and +9 melee (1d6+4, 2 claws); Space/Reach 10 ft./10 ft.; SA rake 1d8+4; SQ amphibious, darkvision 60 ft.; AL LE; SV Fort +5, Ref +3, Will +5; Str 27, Dex 12, Con 17, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +4*, Listen +9*, Move Silently +8, Spot +9*, Swim +16; Alertness, Multiattack, Power Attack.

Rake (Ex): Attack bonus +9 melee, damage 1d6+4. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Hall of Devotion

6th-Level Characters (Optimized Play)

➤ **Aboleth, Advanced 10 HD:** CR 8; Huge aberration (aquatic); HD 10d8+50; hp 95; Init +1; Spd 10 ft., swim 60 ft.; AC 16 touch 9, flat-footed 15; Base Atk +7; Grp +23; Atk +14 melee (1d6+8 plus slime, tentacle); Full Atk +14 melee (1d8+8 plus slime, 4 tentacles); Space/Reach 15 ft./10 ft.; SA enslave, psionics, slime; SQ aquatic subtype, darkvision 60 ft., mucus cloud; SV Fort +8, Ref +4, Will +12; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills and Feats: Concentration +18, Knowledge (religion) +15, Listen +18, Spot +18, Swim +12; Alertness, Combat Casting, Iron Will, Weapon Focus (tentacle).

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 18 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 20 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 20 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7th-Level Characters

➤ **Aboleth, Advanced 12 HD:** CR 9; Huge aberration (aquatic); HD 12d8+60; hp 114; Init +1; Spd 10 ft., swim 60 ft.; AC 16 touch 9, flat-footed 15; Base Atk +9; Grp +25; Atk +16 melee (1d6+8 plus slime, tentacle); Full Atk +16 melee (1d8+8 plus slime, 4 tentacles); Space/Reach 15 ft./10 ft.; SA enslave, psionics, slime; SQ aquatic subtype, darkvision 60 ft., mucus cloud; SV Fort +9, Ref +7, Will +13; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 18.

Skills and Feats: Concentration +18, Knowledge (religion) +15, Listen +18, Spot +18, Swim +16; Alertness, Combat Casting, Iron Will, Lightning Reflexes, Weapon Focus (tentacle).

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 20 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

8th-Level Characters

➤ **Aboleth, Advanced 14 HD:** CR 10; Huge aberration (aquatic); HD 14d8+70; hp 133; Init +1; Spd 10 ft., swim 60 ft.; AC 16, touch 9, flat-footed 15; Base Atk +10; Grp +26; Atk +17 melee (1d6+8 plus slime, tentacle); Full Atk +17 melee (1d8+8 plus slime, 4 tentacles); Space/Reach 15 ft./10 ft.; SA enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud; SV Fort +9, Ref +7, Will +14; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 18.

Skills and Feats: Concentration +20, Knowledge (religion)

+17, Listen +20, Spot +20, Swim +16; Alertness, Combat Casting, Iron Will, Lightning Reflexes, Weapon Focus (tentacle).

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 21 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 22 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 22 Fortitude save or lose the ability to breath air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.