

KEO4-07

In the Footsteps of the Fallen

A Two-Round D&D LIVING GREYHAWK[®] REGION Regional Adventure

Version 0.5

by Kevin Lawson

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Visitors usually find the Good Hills Union a bit odd, but harmonious. Well, it's not all Lambic and Chicken Cake. What festers beneath the pastoral surface? A Keoland regional adventure for APLs 4-12, and the final installment of the Good Hills Gone Bad Series which included KEO2-08 *Pemlo's Lambic* and KEO3-08 *Prelude to a Little War*.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA table tracking form, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard two-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Keoland is a kingdom of intrigues and suspicions. The social order has steeled itself against past horrors with prohibitions against the use of arcane magic and circumscription of religious institutions. While effective in maintaining the stable governance of a sprawling political entity, as the wheels of Keoish custom and culture grind on, Keoland's oft times wind up as grist.

Strange folk are most often the victims, and the folk of the Good Hills are considered strange, cultivating odd traditions and thinking little of traffic with the arcane arts. This has led to conflict with outsiders. Cryllorans, for instance, look dimly on merchant gnomes traveling through their lands. More than a few have been burned at the stake. Nowadays, racial tensions are a-simmer. This has piqued the interest of one dark power dwelling in the Hills. Roykyn, the gnome deity of cruelty, has used each offense against her people in the Good Hills and the Little Hills to find her way into their hearts and lure new disciples. She draws strength from their pain, and with it, has manifested a presence within an ancient Temple built by the demihumans and their neighbors to honor their dead. The Temple of the Dead was built upon four great and terrible lords of death and judgment: Urogalan the Halfling, Chronopsis the Dragon, Nerull the Human and Segojan Earthcaller the Gnome. Roykyn has overturned the order of the Temple and displaced Segojan in its ranks. Planar connections are "soft" near the Temple, deep beneath the Hills, and Roykyn uses the Temple as a portal to sow seeds of pain and discontent. She has turned many Keoland's into his pawns over the past century.

First among the pawns of Roykyn is Gwier Dreng, the Green Warlock. Young Lord Dreng, the sole remaining heir of Count Haight Dreng, was a victim of the internecine politics of Cryllor. Both father and son were targeted for assassination. On an expedition into the Jotens, his traveling companion turned against him and cast him into a crevasse. Gwier Dreng survived, however, and peradventure was drawn by Roykyn to the Temple of the Dead. The gnome god saw in Gwier Dreng a weapon that could be fashioned to strike against the enemies of his people and spread chaos and fear through the land. In the Temple, Gwier learned of the murder of his father and mother.

He was possessed by a thirst for vengeance and Roykyn offered him the power to slake this thirst.

Lord Dreng accepted and willingly became the minion of Roykyn known as the Green Warlock. Through the manipulations of Roykyn, he has forged alliances with all manner of vile creatures to build an army to cast down the count of Cryllor and restore "rightful" rule, but his campaign has achieved little. Still, the cruel mistress of the Green Warlock revels in the suffering he spreads.

As this adventure begins, the better part of the Green Warlock's army has been broken by the Good Hills militia and its allies (Keoland Interactive: Crookhollow Blues). Now, the Green Warlock seeks aid from the Midnight Kingdom, a force greatly feared in the lands below Keoland and only rumored to exist in the surface realm. His raiding party is traveling routes first mapped by the Pinzool Trading Company, a gnome company of engineers and dungeoneers. The Green Warlock brings with him a hostage, Lord Elgarin of Flen. This only son of Countess Allita Elgarin of Flen was captured by the Green Warlock several years ago as he led a warparty into the Jotens to strike back against the raiders that razed the halfling village of Kilm. The Green Warlock plans to use Elgarin's noble blood to seal his pact with the Midnight Kingdom.

The PCs are thrust into this web of intrigue unaware they face numerous daunting challenges: a cursed mage with formidable powers, terrors sprung from the guts of the earth and the malice of a god.

At the same time, the PCs have an unforeseen ally in this adventure. The restless shade of a great mage, Otiluke, watches their progress from the Underworld. Otiluke's spirit is but a shard, a fragment of his former self. Traumatic magical effects like those that killed Otiluke often fragment the victim's spirit, leaving psychic traces strewn about the Material Plane, especially at the site of the attack and in places where the individual felt an affinity or a need to complete something after their sudden death. Otiluke is aware of the chaos and suffering Roykyn has spawned in the living world and is determined to put an end to it. He lurks at the fringes of the material plane hoping to lure agents to match against the Minions of Roykyn. He has another purpose as well. Much of the mage's life was spent engaged in arcane studies and in the affairs of Oerth. Affairs of the heart were neglected and left unresolved at his untimely passing. Otiluke hopes that the adventurers he watches are capable of overthrowing the machinations of Roykyn and worthy souls that heal some of the wounds left

behind when the Traitor sprung his trap and slew two of the Circle of Eight.

Adventure Summary

PCs are commissioned by First Speaker of the Good Hills, Blaif Rinnar to bolster the defenses of a recently restored mine. On their arrival, PCs find the mine has already been attacked. Hostages were taken and the culprits are escaping into the depths of the mine. PCs pursue in hopes of recovering the hostages and apprehending the hostage-takers.

Along the way, the PCs discover the hostage-taker is the Green Warlock, a notorious outlaw that had plagued the Good Hills, Cryllor and Flen. They also learn that he intends to seal a pact with the Midnight Kingdom, a power greatly feared in the subterranean world.

In the caverns, the PCs encounter fierce monsters and Kamadeen, a devotee of Kyuss, who seeks to waylay them and convert them to her faith.

The trail is difficult to follow. Whenever they pause in their pursuit, they are urged along by a ghostly guide. This is the shade of Otiluke, who wishes to alert them to the source of the great turmoil in the Good Hills. Otiluke's shade lures the PCs into an ancient temple, built by the ancient folk of the Sheldomar, the Temple of the Dead. The PCs must solve a riddle to gain entrance then bypass a great canine guardian to find their way to Otiluke in the Underworld.

The Underworld is a demi-plane occupied by spirits of the dead with unresolved affairs on the material plane. Otiluke takes the PCs on a tour of the Underworld where they meet the mother of the Green Warlock, figures from myth, ancient kings of Keoland, and, eventually, the master of this realm and puppeteer of the Green Warlock, a demonic Aspect of Roykyn, the gnome god of Cruelty.

The Aspect of Roykyn tempts the PCs with wishes and power. If the PCs decline her offers, a fight ensues. Once PCs have defeated the Aspect, they are transported into the presence of the Green Warlock in the nick of time, just before he passes through the gates of the Midnight Kingdom.

Through their experiences in the Underworld, the PCs should have gleaned what they need to foil the nefarious plans of Roykyn and possibly to break her cursed hold on the Green Warlock. If successful, PCs rescue the hostages and return to Crookhollow to reap the rewards of their mission

and hoist a tankard of Pemlo's Lambic to toast their victory.

Note to DMs / Preparation

1. Materials **CONSPICUOUSLY** available after the Introduction.

Certain challenges in this scenario may prove difficult for parties. Before running this encounter, ascertain the languages known by all PCs. If none speak Gnome or Undercommon, make potions of *Comprehend Languages* and *Tongues* available from a gnome hawker of magical wares in a Blacktop market at the outset. Likewise, if a large-sized PC is present make potions of *Reduce Person* available.

2. Death.

This scenario offers a unique opportunity for PCs to pass into the world of the dead. PCs may meet dead loves ones, historical figures, etc. if there is time. They may even meet one of their own comrades. If a PC dies in the first half of this scenario and is not brought back to life before the party passes through the Temple of the Dead, she will be encountered in the Underworld in Encounter 7. Such a PC is treated as one of the Deathless (see **Bloodless (Deathless) PCs** in Underworld Conditions at the beginning of Part 2 and **Appendix 3: the Deathless Type**). Depending on their actions, either Roykyn or Otiluke may grant a Wish to restore a dead PC to life. See Encounter Eleven.

3. Rest.

Rest and recovery of spells should take place after Encounter Nine. At other times during the scenario make it clear to PCs they are racing against time to rescue the hostages and apprehend the Green Warlock.

4. Local Clerical Spellcasters.

One cleric can be found near Tamtoomroomtoom willing to cast spells for desperate PCs in exchange for an offering to Urogalan, halfling deity of protection, earth and death. His name is Old Dog. This 7th level cleric can cast *restoration* at a cost of 380 gp/casting. He does not have *remove curse* prepared.

5. Sense Motive.

Before beginning this adventure, you may wish to have the PCs provide a number of Sense Motive rolls. Two NPCs, Kamadeen (Encounter 4) and the Aspect of Roykyn (Encounter 11) may be evasive. Rolling a Sense Motive check during

these encounters may give away more information than you wish.

Introduction

There are two introductions provided below depending on the characters present. Feel free to use one or both. In the end, all PCs find themselves on the High Road together in Encounter One.

If the PC is civic-minded, use this intro:

Since the attack of the Green Warlock's raiders, the northern Good Hills have been abuzz with activity. That havoc shook the pastoral communities from complacency. "Ever Vigilant" has become the motto of farmers, craftsmen and Speakers alike. Blai Rinnar, a gnome of substance and First Speaker of the Good Hills Union has sent out a call for the wise, accomplished and adventurous to aid in building and manning defenses. Currently, he is commissioning a company to bolster the defenses at Tamtoomroomtoom, called Tumbledown Delve by the halflings. During the Green Warlock's attack on Crookhollow horrible creatures emerged from the mine, slaughtering many of the locals.

The First Speaker arranges a fee of 25 gp x APL for interested PCs, half up front and half after the job is completed.

If the PC does not play well with public institutions or is unwilling to deal with the demi-human officials of the Good Hills use the following intro:

Since the attack of the Green Warlock's raiders, enterprising individuals have had little problem filling their purses hereabouts. Stragglers from the raiding parties remain in the area to prey on defenseless little folk and their capture or their head brings a fat bounty. Bidding among merchants has driven up the fees for caravan duty. Even poorly-skilled laborers can find a good wage raising earthworks, felling trees or hauling block to build defenses as the community struggles to regain their sense of security. You find yourself on the High Road near Tumbledown Delve considering your options.

The following information is commonly known to Keolandians or can be had from any local:

Green Warlock - Suel mage that led raiding parties against the western Good Hills and Cryllor. Wanted posters for the man are everywhere.

Crookhollow - Halfling village also known as Buckshold. Site of a local fortification and home of Pemlo Penchant, master brewer of a very fine Lambic.

Blacktop - Political capitol of the Good Hills Union.

Plim's Delve - Gnome town in the eastern Good Hills.

Attack on Crookhollow - The region around Crookhollow was recently besieged by raiders from the Jotens. What they were after other than rich halfling buttermilk is not known.

Tamtoomroomtoom/Tumbledown Delve - Gnome mine that was closed by order of the Crown. Nasty creatures are rumored to lurk in its depths.

Speaker - Title of a politician in the Good Hills/member of the Council of Blacktop.

Blai Rinnar - Head Speaker of the Council of Blacktop/gnome politician.

Please refer to the DM Note (above) before commencing play. If the PC is kith or kin of the Guardians of the Highlands (or desires to be – this is a meta-org for inhabitants of the Good Hills and it may be joined at this time), a Founder of New Kilm or a Hero of Buckshold, give the PC Appendix 7.

Encounter One: Tamtoomroomtoom

Between Blacktop and Crookhollow the High Road is well maintained and the weather is fair, hastening you on your way to Tumbledown Delve. It seems only moments ago the First Speaker commissioned you to support the garrison at the restored gnome mine. You must be close. A sign at the roadside reads "Mine Entrance" painted above an arrow pointing down a crooked path that runs along a creekbed and disappears into the shadow of the Splitrock.

Suddenly, a purple flare bursts into the dusk sky from further down the path. A panicked voice cries out from the darkness in the

direction of the mine ["Help, friends, help!" in gnomish].

Could the garrison have come under attack already?

The Garrison at Tamtoomroomtoom/Tumbledown Delve has come under attack, but not from the anticipated direction. The garrison prepared for an attack from below. Not long ago, fell creatures emerged from the depths of the mine to threaten the nearby town of Crookhollow. They were defeated by the Good Hills militia with the help of Keoish adventurers (UNY-CON 2003 Interactive: Crookhollow Blues). It was feared that more attacks would come from below, but this came from above, aided by stealth. A Suel man in green robes leading a band of humanoids dispatched the guards and burst through the fortifications. Most of gnomes that were not killed in the attack were taken hostage. One gnome, sapper Highfella, escaped their notice but fell victim to a *glyph of warding* set by a half-orc cleric when he tried to run for help. Highfella has only just recovered, and began calling for help and casting spells (*dancing lights*) to attract attention. The effort left him teetering on the brink of consciousness.

Those adventurers that have seen Tumbledown Delve (KEO 2-08 Pemlo's Lambic) will notice considerable changes. The structure has been restored and made structurally sound. Fortifications have been built into the cave to resist attack from below and there is a guard post at the surface. To proceed deeper in the mine, one must pass through a portcullis (See Map: Tumbledown Delve). That portcullis has been left open. A dozen gnomes lie dead (two at the guard post, 10 at the fortifications below). They have been slain with falchions. The overseer of Tamtoomroomtoom, a gnome official in the Pinzool Trading Company named Nimmelpoon (see Encounter Two) was taken captive along with five other gnomes. A second *glyph of warding* has been set at the Portcullis. It has not yet been triggered.

Glyph of Warding Trap (at the open portcullis): magic spell; location trigger (centered on the first good creature crossing through the portcullis/failing a Disable Device check); no reset; effect by APL (below); Search DC 28; Disable Device DC 28.

APL 2: Sonic Blast; 5' burst; 2d8 sonic damage. Reflex save DC 16 for half damage.

APL 4-6: *Bestow curse*; Target: good creature; Will save DC 17 negates; -6 to Con until removed; caster level 6.

APL 8-12: *Bestow curse*; Target: good creature; Will save DC 19 negates; -6 to Con until removed; caster level 10.

Sapper Highfella: male gnome; hp 6; see Monster Manual p. 131.

Treasure: Highfella's "Sniffer" is a magical/mechanical bladder attached to an obsidian handle that puffs air. If it "smells" magic within a 60' cone, the sniffer sneezes. It functions as a *wand of detect magic* with 50 charges (375 gp).

Development: Strange or threatening PCs (half-orc PCs; wildshaped PCs; large, savage animal companions and the like) will cause Highfella to pale with fear and faint. It will take a DC APL+12 Diplomacy check to get Highfella to talk coherently in their company. Highfella will, however, speak in confidence to members of the Guardians of the Highlands and PCs that make a Diplomacy check (DC APL+16). He will warn such PCs that it was the Green Warlock that attacked and implore them to rescue Nimmelpoon. He will also give them his "Sniffer" (see Treasure) and Nimmelpoon's "Surefooted Goat" [Such pack animals and the equipment they bear are given to all members of the Pinzool Trading Company. Use stats for a donkey with +8 balance and +5 climb. The goat carries the following in its saddlebags: block & tackle, chalk, crowbar, hammer, ink, inkpens (5), miner's pick, parchment, Pinzool seal, pitons, pole 10', rations (5), sealing wax, silk rope (100'), soap, tindertwigs (6), torches (5), wineskin. This particular goat is named "Pepper"]. The goat can be found in one of the side passages near the portcullis. Once Highfella has his wits about him again, he will realize that it has been several hours since the attack. It is now dusk.

Encounter Two: Shades of Otiluke

As you follow the course of the mine, you note many signs of recent work to stabilize the structure. Gradually, the tunnels of the gnomes give way to natural caverns: the cavern floor here is damp, stalactites drip into milky puddles and much of the stone is covered in slime. In places, phosphorescent lichen dimly lights the way. Progress through the slippery cavern is slow but you encounter no pitfalls or obstacles. The cavern steadily descends to the roots of the Good Hills.

A Search/stonecunning, Knowledge: Engineering or Knowledge: Dungeoneering check (DC 15) indicates that the ease of your progress is unusual. One would expect obstacles in a natural cavern. Long ago, these caverns might have been worked smooth. Any member of the Pinzool Trading Company will know the history of Tamtoomroomtoom. It was dug to tap into a natural thoroughfare and facilitate trade with the rock gnomes' Svirfneblin cousins. A Bardic Lore check (DC 20) will convey the same information to a PC.

Refer to Appendix 6: Map – Descent into the Depths of the Good Hills. This illustrates the path taken by the Green Warlock. There are numerous opportunities for the PCs to lose his trail, as below:

Eventually, you reach a point where several side tunnels split off of the main cavern. A milky pool covers the entire cavern floor.

A character with the track feat can pick up the trail of the Green Warlock with a Survival check (DC APL+13), however, because of the moisture in the cavern and the time that has passed, Scent is ineffective. The PCs can also identify the right course by using Detect Magic or the Sniffer. Tunnels in the direction of the Temple of the Dead (see Encounter 6) cast a faint aura of necromancy, which grows stronger the closer the PCs come.

At the first junction, there are eight separate tunnels that could be followed. Three of them soon come to dead ends. Allow the PCs to search about for the correct route and give them the sense that they are losing time and the opportunity to catch the hostage-takers.

The PCs do not realize it yet, but they have an ally in the underworld that can help them apprehend the Green Warlock and achieve a great deal more. At the first juncture and whenever the PCs are at a loss how to proceed, use the following encounter:

A Ghostly Guide

As the PCs descend toward the Temple of the Dead (See Encounter 6), the fabric between this world and the next grows thin. Powerful spirits are able to manifest themselves in this area when it suits them. One such shade is Otiluke the Archmage slain by Rary and former member of the Circle of Eight. Otiluke desires that the PCs find him in the Temple of the Dead. He believes they will ultimately fail in their mission without his help and wishes to charge them with a mission of his own.

To the PCs, these ghostly contacts may seem to delay or distract them from their mission. In reality, Otiluke knows the best course. During these encounters, convey the confidence and authority of the Shade. If a PC makes a Sense Motive check (DC 2), she is confident that this is the way to proceed.

Whenever the PCs delay or stray from the Temple, Otiluke will try to draw them on. His shade will manifest to/ communicate with a random PC. This PC will experience one of the following events. **At a minimum, have the PCs experience 1, 3, and 5.**

1. A voice calls to you. “[PC name], hasten to me, for the sands pour quickly through the hourglass. Fear not and follow the footsteps of the fallen into the maw. Delay and suffer defeat.” You see a ball of light, faintly glowing blue proceeding down the tunnel before you at the edge of vision. None of your comrades seem to notice.
2. You hear a voice cry out from a side tunnel you just passed. The commanding voice of a schoolmaster, “You fool, you are going the wrong way!” [None of the other PCs hear the voice].
3. You hear a commanding voice echo out of the gaping tunnel to your left. “Find me beyond the Riddle of the Silent Gate. I walk in the twilight lands on the other side of the guardian.” [Do not repeat].
4. A faint yellow luminance produced by the strange lichen on the walls fills the chamber. Ahead of you this tunnel comes to a halt. Other smaller passages issue from this chamber. There is no obvious sign of footprints on the cavern floor. As the party discusses which tunnel to follow, the short hairs on your neck begin to prickle. You feel a cold breeze blowing from one of the tunnels. Staring down this tunnel into the darkness, you see a form resolve. A frail robed man leaning heavily on a staff beckons you forward [the PC may make a Knowledge: Core, Knowledge: History or Knowledge: Nobility and Royalty check (DC 12+APL) to identify the man as Otiluke, formerly a member of the Circle of Eight, currently a dead man]. A glance at your comrades indicates none of them seem to notice the man. You turn back toward the tunnel and he is gone. [Do not repeat].

5. As you search about for your way in the murk of the caverns, you feel lightheaded and stumble forward. You open your eyes to face an assembly of shadowy figures limned in twilight. Before them stands a frail, middle-aged man enveloped in a bubble of azure light [the PC may make a Knowledge: Core, Knowledge: History or Knowledge: Nobility and Royalty check (DC 10+APL) to identify the man as Otiluke, formerly a member of the Circle of Eight, currently a dead man]. He extends the tip of his staff toward you, saying, "You will find me on the other side of the veil." With that, he touches his staff to your forehead and the twilight vision dissolves, leaving you lying face-down several yards away from your comrades down a smooth side-passage. [Do not repeat].
6. You feel an sharp pain stab between your eyes. A voice like a pounding drum speaks from the pain. "Time grows short. Do not let this chance slip away. I know what it is to be left with regret." The pain subsides and you find yourself on your hands and knees staring down the entrance of a different inky cavern, compelled to proceed.

After Otiluke has contacted the party seven times, his shade has exhausted even the Archmage's considerable resources. Should the party persist in going off-track the shade will be unable to provide further direction.

Development: All but the most hardheaded party will follow the trail and the Shade through Encounters 3 – 5 and into the Temple of the Dead. If the PC insist on staying on the cold trail of the Green Warlock. They will proceed to Encounters 3 and 4 and then to Encounter 12.

Encounter Three: Terrors in the Dark

This cavern is about 40' wide and perhaps as tall. It descends gently, almost imperceptibly, before you. The floor is wide and even, save for the channel in the rock carved by flowing water. The quiet babble of this brook masks the now familiar drip of moisture from the stalactites.

If none of the PCs are wearing heavy armor and/or the PCs have taken pains to proceed quietly, give them two Listen checks (APL 4: DC 24, APL 6: DC 27, APL 8: DC 30, APL 10: 33 and APL 12: DC 36) to hear the monster(s) creeping toward them

and to hear Nimmelpoon the gnome (DC 18), former master of Tumbledown Delve. Nimmelpoon is doing his best to escape attention. The Listen checks occur when Nimmelpoon is at a distance of 20' and the creatures are at a distance of 120'. Thus far, Nimmelpoon has eluded the hungry creatures and they will happily turn to meatier prey once the PCs arrive. At APL 4, the creature has low-light vision, darkvision and scent and likely spots the PCs at 60'. At all other APLs, unless the PCs have *silence* muffling all sound they make, the creature(s) Spot them at 100'.

Nimmelpoon: male gnome expert 5; hp 22 (currently 8 hp); see Appendix 1.

Nimmelpoon is still in a state of shock after suffering the attack by the Green Warlock, seeing his brothers die, being taken hostage, escaping, and then encountering the monsters here. It has been quite an ordeal. He is shaken and stutters badly until calmed.

Note: Nimmelpoon possesses valuable information. He can be a helpful aid for PCs and the DM. **Do not kill him in this encounter.** He speaks all of the languages that will be encountered in this scenario and can provide clues to parties that struggle with the riddles and challenges ahead. Of course, if the PCs frighten him away or alienate him they will lose any help he might have provided.

APL 4 (EL 6)

Digester: hp 68; see *Monster Manual* p. 59.

APL 6 (EL 8)

Destrachan: hp 60; see *Monster Manual* p.49.

APL 8 (EL 9)

Destrachan, Advanced: hp 117; see Appendix 1.

APL 10 (EL 11)

Destrachan, Advanced: hp 245; see Appendix 1.

APL 12 (EL 13)

Destrachan, Advanced (2): hp 245; see Appendix 1.

Tactics: Nimmelpoon is afraid the merest peep will give him away and mean his end, so he doesn't call out when he sees the PCs. He will, however, help them if they enter combat with the creatures, though the terrible creatures terrify him.

APL 4: The digester will use stealth and its 20' acid spray to the best of its ability. Once PCs close, it will shift to the concentrated stream at the earliest opportunity, attacking the most physically imposing PC.

APL 6-12: The destrachans will use stealth and range to the best of their ability. Their sonic attack extends to 80'. They prefer to attack *nerves* and *material*.

Development: If Nimmelpoon is won over, he can provide a great deal of information to the PCs. Simple kindness along with a Diplomacy check (DC 6 + APL) will do the trick. If there are humanoids or what Nimmelpoon would perceive as “monsters” in the party, however, increase the DC by as much as 10 (judge’s discretion). Failing the check means Nimmelpoon runs screaming toward the surface.

Nimmelpoon is an experienced trader and quite comfortable underground (usually). He is a guildsman of the Pinzool Trading Company, an organization of gnome merchants that travel into the lands below Keoland hoping to develop trade for rare and unusual goods. This guild is affiliated with the Guardians of the Highlands.

Nimmelpoon readily reveals the following information to all parties that do not send him fleeing:

- “We p-p-prepared for an attack from below. N-n-nim and N-nom didn’t make a sound at the upper guard post. Were they k-killed? The orcs were on us in an instant. I heard a yell and saw poor Llannock’s head mashed in. It p-p-probably happened at dawn. F-f-four of us are left. Banquo, Duncan, Malcolm and Ross. Fleance was killed by those horrible l-l-lizards.”
- “W-w-when I woke up I was being dragged along by two orcs. I broke away when those lizards attacked [he can identify the creatures as digester or destrachan, depending on APL], but they must have followed me. The leader of the band was a Suel man wearing green robes. All of the orcs feared him. I think he is a powerful sorcerer.”
- “Th-th-there was another prisoner, a man. I think he has been held captive a great while. Th-th-they had him in manacles.”
- “Th-these c-caverns lead to the Kingdoms Below. My guild opened trade with our cousins beneath the Good Hills many years ago. B-b-

b-but we attracted the attention of some t-terrible creatures. They p-p-preyed upon our engineers and t-t-traders and escaped T-t-tamtootroomtoom. W-we had to c-c-collapse the m-mine. Th-that didn’t work for long.”

- “Since the mine r-re-opened, I t-t-traveled b-below to explore and b-build t-trading t-ties. I know the t-tunnels. I know the w-way to th-three of the k-kingdoms. I think the Man in G-green is headed to the M-m-m-midnight K-kingdom. T-to follow you’ve g-got to skirt the tunnels that lead near the Temple of the Dead.”
- “The M-man in G-green mentioned something about a p-pact and reinforcements for his army. I d-don’t think he is f-fond of the C-count of C-c-Cryllor.”

Nimmelpoon reveals the following information to PCs affiliated with the Guardians of the Highlands, Guildsmen and Nobles or PCs that make a Diplomacy check (DC APL+12):

- “If they are h-headed to the M-midnight Kingdom, you’d b-better c-catch him quick. Deviltry rules there. All of the races Below fear the M-Midnight Kingdom.”
- “The other p-prisoner whispered to me. S-said his n-name was Elgarin. I think he’s from F-f-len. The orcs were “Bloody Skulls.”” [A Bardic Knowledge check (DC 12) reveals Lord Elgarin, son of the Countess of Flen disappeared in the Joten four years ago with a military troop seeking revenge for the massacre at Kilm. DC 15 also reveals the Bloody Skulls are an orc tribe that raids in the foothills of the Jotens near Denlock.
- “The T-temple is a strange place. It was b-built by several races Below. Th-they say p-people can s-see their ancestors there. I w-wouldn’t go. They s-say there’s also a shrine to R-r-r-roy – the c-cruel one.” [He cannot be brought to say “Roykyn” but a Knowledge: Religion check (DC 15) will identify the deity as such].
- “I m-met some pilgrims that w-went to the T-temple of the D-Dead once. They said to p-pass through the Gate you n-need to “see things for what they truly are.” It r-reminded m-me of a saying of the g-great gnome thinker Figmund. He said, “Sometimes a pipe is just a pipe.” There’s a thought a p-pipe – I w-wish I h-had one now, umm.. a p-pipe and a fine b-brandy. Hmm... th-that Keoish brandy w-would fetch a f-fine price from my deep

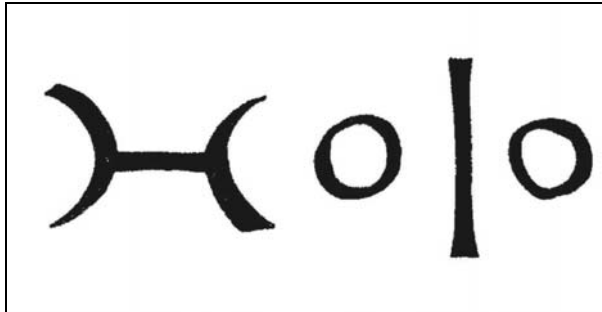
cousins. Wait a minute, where was I? Oh yes – to get in you n-need to see things for what they truly are.””

If cajoled into coming along, Nimmelpoon consents to join the PCs to help rescue his fellows. He is familiar with the route to the Realm of the Svirfneblin and with the general location of the Temple of the Dead. He does not know of the Temple of Kyuss.

Encounter Four: Minions of Madness

The tunnels through which you have traveled have seemed natural to this point. Ahead of you the stone seems to be worked. The ground appears flat and at least a short section of the cavern is buttressed by arches that cross diagonally overhead. The work appears ancient, but stable.

A Search/Stonecunning check (DC 16) indicates this to be the work of gnome kin. DC 20 reveals that the Svirfneblin constructed the arches and the searcher finds a carving:



This is in fact a carving of two runes, representing “Lifespan” and “Halt” which a Knowledge: Arcana check (DC 15) will disclose.

This stonework marks the edge of the Zone of Undeath. This is an area of confluence with the negative energy plane. The Temple of the Dead was placed at its center to take advantage of this connection. From the edge of this zone to the border of the Zone of True Death (essentially, Encounter Four) this functions like a continuous *desecrate* spell. This has the following effects:

- Cha checks to turn undead suffer a –3 profane penalty
- Undead in this area gain a +1 bonus to attack, damage and saves.
- Undead in this area have +1 hp/HD (already calculated into stat blocks)

- This whole area radiates moderate necromantic magic.

When the PCs continue, the tunnel once again takes on a natural texture. After traveling for 10 minutes, give the PCs a Spot check (APL 4: DC 27, APL 6: DC 37, APL 8-12: DC 13) as they approach the tunnel to the Shrine of Kyuss. Success indicates the PCs see Kamadeen before she starts to speak.

“Welcome, pilgrims in the Underworld.” The PCs are startled by a melodic voice that issues from the stillness of the cavern. “My name is Kamadeen. You seek the Green One, do you not? I can guide you to him.” A small, shapely figure steps out from behind a stalagmite. She wears a charcoal cloak trimmed in silver.

The Zone of Undeath is permeated with auras of evil/necromancy. Kamadeen’s aura blends in perfectly. She is lying in wait for potential converts to the faith of Kyuss, god of madness, death and undeath. Kamadeen has established a shrine in the Zone of Undeath down one of the side passages. The Man in Green and his party recently won their way past Kamadeen, and she believes this band of surface-worlders part of the same enterprise. She is not particularly interested in the PCs’ connection to the Man in Green, but wishes to entice them into her cavern. She is lying about leading the PCs to the Man in Green (consider Kamadeen’s Bluff +16 at APLs 4 and 6 (she has used a *potion of glibness*) and +19 at all other APLs). If the PCs decline her offer to lead the way she will graciously allow them to leave, then summon any minions at her disposal and press an attack from the rear. If the PCs follow her, read the following:

Kamadeen moves smoothly over the uneven surface down a side tunnel. “You will find the One you seek ahead. He is not far.” The passages here are utterly black. None of the phosphorescent lichen is to be found. Finally, you discern a faint light in the widening cavern ahead. [At this point, Kamadeen moves forward her full move, adjacent to cover, with undead minions close by] “You can almost see Him there, can’t you? So seductive.” Her honey tones cloy at your thoughts while writhing patterns of light entice you forward. Your eyes focus on the source and you realize it comes from glowing green worms infesting piles of rotting flesh at the center of this chamber. A voice in your head tells you it

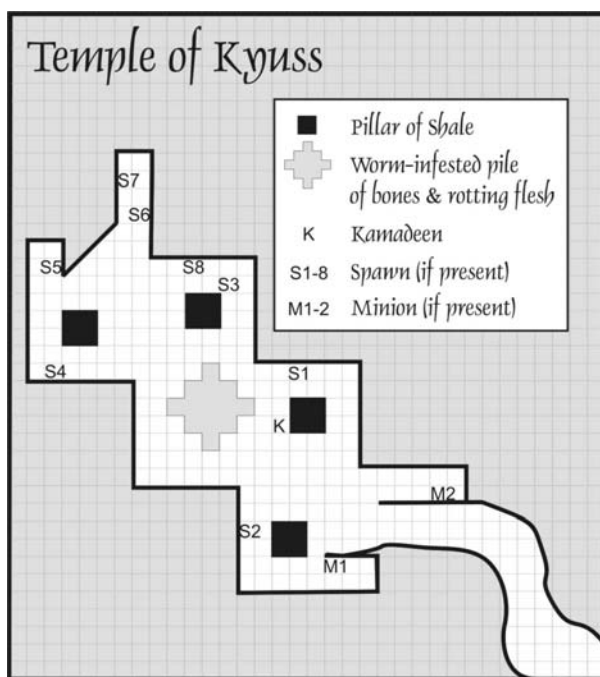
would be so pleasant to spend eternity here with Kamadeen as her minions...”

In the Temple of Kyuss, the undead benefit from *desecrate* with an altar present. This has the following effect (does not stack with the *desecrate* effect of the Zone of Undeath):

- Cha checks to turn undead suffer a –6 profane penalty
- Undead in this area gain a +2 bonus to attack, damage and saves.

This effect is terminated if the worm-infested pile is destroyed/consecrated.

Walking across the worm-infested pile requires 10' of movement for every 5'. PCs treading upon it are affected as if a worm has been transferred from one of the Spawn of Kyuss.



APL 4 (EL 6)

Kamadeen: Female vampire spawn (undead); hp 33; see *Monster Manual* p.253.

Note: Kamadeen wears studded leather armor and uses a +1 *buckler*, giving her AC 20 (+2 dex, +3 natural, +3 armor, +2 shield), touch 12, flat-footed 18).

Spawn of Kyuss: medium undead; hp 33; see Appendix 2: Spawn of Kyuss.

Tactics: Kamadeen uses her *domination* (DC 14) ability against a seemingly weak-willed PC. She will order any PC that succumbs to her will to

defend her and uses that person to help flank other PCs. If combat occurs at the Shrine of Kyuss, the Spawn is present (see Map: Temple of Kyuss). If combat occurs in the caverns, the Spawn is no more than 100' distant, waiting for Kamadeen's command.

APL 6 (EL 8)

Kamadeen: Female vampire spawn (undead); hp 33; see *Monster Manual* p.253.

Note: Kamadeen wears studded leather armor and uses a +1 *buckler*, giving her AC 20 (+2 dex, +3 natural, +3 armor, +2 shield), touch 12, flat-footed 18). Saves are +2 as she also wears a +2 *cloak of resistance*.

Spawn of Kyuss (2): medium undead; hp 33; see Appendix 2: Spawn of Kyuss.

Tactics: Kamadeen uses her *domination* (DC 14) ability against a seemingly weak-willed PC. She will order any PC that succumbs to her will to defend her and uses that person to help flank other PCs. If combat occurs at the Shrine of Kyuss, the Spawn is present (see Map: Temple of Kyuss). If combat occurs in the caverns, the Spawn is no more than 100' distant, waiting for Kamadeen's command.

APL 8 (EL 11)

Kamadeen: Avolakia; hp 82; see Appendix 2: New Monster – Avolakia (from *Monster Manual II*, p. 28).

Spawn of Kyuss: medium undead; hp 33; see Appendix 2: Spawn of Kyuss.

Tactics: Kamadeen uses her quickened *suggestion* ability against a seemingly weak-willed PC in conversation. Unless stated otherwise, such a PC is considered to be looking at Kamadeen and suffers –2 to her save. Kamadeen suggests that the PC “kneel at the altar and pray to the Lord of Decay.” She will follow this with *enervation* against, in order of preference, a PC that has spoken against following her, a cleric of another god (preferably a good-aligned god), or an arcane spellcaster. After being struck by the first of the PCs' blows or magic, Kamadeen reverts to her true form. She then proceeds to use *vampiric touch* against a powerful fighter and use chill touch with her multiple attacks (all of her attacks that round) against a rogue-type in an attempt to drain him of all of his strength. Each round in her humanoid form, Kamadeen can attempt to force a

PC to pray at the altar of Kyuss with her *suggestion* ability. PCs that avert their gaze or close their eyes in combat may not suffer the –2 to their will save vs. *suggestion*, but do incur a miss chance per the rules for avoiding gaze attacks. If combat occurs at the Shrine of Kyuss, the Spawn of Kyuss is present. If combat occurs in the caverns, the Spawn is no more than 100' distant, waiting for Kamadeen's command.

APL 10 (EL 13)

Kamadeen: Avolakia; hp 82; see Appendix 2: New Monster – Avolakia (from Monster Manual II, p. 28).

Minion of Kyuss: male Svirfneblin wight Rog 3; hp 29; see Appendix 1.

Spawn of Kyuss (8): medium undead; hp 33; see Appendix 2: Spawn of Kyuss.

Tactics: Same as APL 8, however Kamadeen immediately calls her minions to defend her.

APL 12 (EL 15)

Kamadeen: Avolakia; hp 82; see Appendix 2: New Monster – Avolakia (from Monster Manual II, p. 28).

Minion of Kyuss (2): male Svirfneblin vampire Rog 5; hp 44; see Appendix 1.

Spawn of Kyuss, advanced undead fig 3 (4): medium undead; hp 148; see Appendix 1.

Tactics: Same as APL 10.

All APLs: If encountered in the Shrine, Kamadeen will fight to the death.

Treasure: One of the corpses on the pile holds a wand: APL 4 *wand of cure minor wounds* (375 gp); APL 6-10 *wand of cure light wounds* (750 gp); APL 12 *wand of cure moderate wounds* (4500 gp).

Encounter Five: The Chamber of Lament

Once again, you arrive at a worked stone archway. It resembles the previous construction. On the opposite side it opens into the largest cavern yet.

Search checks reveal no recent tracks in [the Green Warlock's party did not recently enter this chamber]. Search/Stonecunning checks reveal runes in the same position as they appeared in

Encounter Four. If a PC made the previous check and found the runes, this check is automatic. The runes read:



A Knowledge: Arcana check (DC 15) reveals the runes literally mean "Death House".

As the PCs proceed into the large chamber they enter the Zone of Death. In this Zone there are convergences with both the Positive and Negative Energy Planes. At its center is the Temple of the Dead.

Read the following:

A beacon of violet flame flickers in the distance atop a squat stone structure. The strange light plucks at your hearts and draws your spirits forward while draining your flesh of vigor. Your limbs are leaden burdens.

[PCs with darkvision perceive the following]

From a distance, the building seems a large though plain mausoleum, a stone cube 80' wide half sunk into the earth. As you draw closer and can better distinguish shades in the darkness, remarkable monochromatic figures leap out at you from the tile work that adorns this temple. Over the gateway to this temple looms a huge tile figure holding a scythe of deepest black. Bones and detritus are heaped at its feet. The gateway before you is barred with a strong stone door carved with strange runes [an ancient form of Undercommon: if a PC can read Undercommon, give her Player Handout 2, if not, give her Player Handout 1].

[PCs without darkvision perceive the following]

The beacon lights a stone temple. As you draw closer, you note a gate in the center, surrounded by a swirl of mosaic tile. It is difficult to make out what the mosaic represents, though the general effect is unsettling. Though ancient, the masonry is sound. The folk that built this place must have been skilled craftsmen but poor artists. The colors of the tiles are badly chosen and the

images indistinct. Rubble or trash has been heaped against the wall 10' to the left of the gateway. The gateway is sealed with a strong door carved with strange runes [an ancient form of Undercommon: if a PC can read Undercommon, give her Player Handout 2, if not, give her Player Handout 1].

If the PCs examine each side of the Temple, they will find different mosaics on each outer wall. These are dedicated to four deities as described below. The PCs may choose to solve the puzzle before them (see Puzzle of the Gate, below) immediately and enter the Temple. Refer to Player Handout 2.

This Temple was built by the master craftsmen and theocrats of several races working in concert to honor the patron deities of the Earth and Death. Each of the four exterior walls of the Temple depicts and honors a particular deity in exquisite and terrible tile work. Subterranean worshippers make pilgrimages to their patrons. The mosaics present the mysteries of the Underworld in both the material and spiritual realms. The pilgrims have left offerings behind – gifts from the world of the living craved by the dead lie at the base of each mosaic.

Mosaics:

Each of the mosaics was crafted to venerate a deity worshipped above or below the Good Hills. Several races had a hand in the overall construction of the Temple, but the exterior of the Temple is the work of the Deep Gnomes. Below, descriptions of each of the mosaics and the items that have been left as offerings are provided. Should a PC leave an appropriate offering, she will receive the indicated effect. The judge should feel free to assess circumstance modifiers to the skill checks below. For instance, a +4 circumstance modifier would be appropriate for a halfling to recognize the mosaic of Urogalan or a dragon disciple to recognize the mosaic of Chronopsis.

Mosaic 1: The Shrine of Nerull

A dark figure cloaked in midnight blue rises above the horizon in this mosaic like a storm cloud. The figure carries a scythe in its bony hands. The door to the temple stands beneath him, enveloped in tile work flames. On either side of the door many figures depicting the races of the surface work and the deep realms intermixed with all manner of beasts march into the fire, some reluctantly, some exalting.

Bones and decaying detritus are heaped before the mosaic beside the door.

A Knowledge: Religion check (DC 15) will confirm that this is a depiction of Nerull. A DC 12+APL check will indicate that an offering of flesh (meat, an animal sacrifice or the like) is a “proper” offering for this deity and the decaying flesh heaped here are the remnants of past offerings.

Development: If a PC leaves an offering of flesh, the PC will receive the following divine effects:

- Clerical casters that follow deities that do not have the death domain and druidical casters that do not revere Nerull (or very similar deity/force of nature as determined by the DM) lose their spellcasting abilities until an *atonement* spell is cast upon them. Cannot be dispelled.
- Troglodyte stench ability is triggered in combat (attack, offensive spell casting) for one day. Affected PC is immune to stench. Can be dispelled (Spell Level 3, Caster level 5 + APL).

Mosaic 2: The Shrine of Chronopsis

This mosaic represents a desert wasteland. In the distance are a number of irregular jags which might represent great shards of crystal or possibly immense teeth. Half buried in the foreground a brass harp is buried. The shadows of unseen towers stretch long across the dunes.

A Knowledge: Religion check (DC 20) will indicate that this is a depiction of Chronopsis, the dragon deity of fate, death and judgment. A Knowledge: Religion check (DC 17+APL) will indicate that an offering of art (music, poetry, a joke or a riddle) is a “proper” offering for this deity. There are few offerings here, though some moldering paper (old sheet music) and a brass pipe (a masterwork whistle pipe) can be found, along with some tough teardrop shaped plates of unfamiliar armor (scales of a copper dragon).

Development: If a PC leaves an offering of art, the PC will receive the following divine effect:

- +2 circumstance bonus to skill checks in this module. Can be dispelled (Spell Level 2, Caster level 3 + APL).

Mosaic 3: The Shrine of Roykyn (once the Shrine of Segojan Earthcaller)

This mosaic is a jumble of strange images. At the center is a gnome burrow. The door is open and smoke seems to be coming out. A

gravestone has been planted atop the mound. A large glowing gemstone is embedded in the marker. To the left side of the burrow, a great lion lies slain in a pool of blood. Off to the right an assembly of several creatures look on. Some are human, some are gnome, some are of the races that dwell in the dark. Their faces are covered with expressions of amazement and horror. One is a middle aged Suel man wearing green clothing trimmed in crimson. At the front of the group, a human cleric is reading from an unfurled scroll. A dark substance drips from the scroll and burns the ground below.

Some vignettes from this mosaic can be seen in Player Handout 3.

When the temple was first built, it honored the deities Nerull, Cronopsis, Uroalan and Segojan Earthcaller. These deities were respected for their place in the cycle of life and death. Since the founding, much time has passed, and the gnome trickster deity Roykyn the Cruel has crept into the hearts of the gnomes of the Good Hills, feeding on conflicts and hatred within the gnomish community and between the races. As devotion to Roykyn grew, the deity wrestled with Segonjan Earthcaller for this Temple, a nexus of planar contact. Roykyn's cruelty now controls this place and Segojan has been effaced from the mosaic.

The new mosaic is basically a cartoon, showing Segojan Earthcaller slain in his burrow, the lion of Keoland with a mortal wound, its lifeblood ebbing out and the dupes of Roykyn looking on. The scroll in the cleric's hands is the symbol of Roykyn.

A Knowledge: Religion check (DC 17) will indicate the scroll is the symbol of Roykyn, gnome god of cruelty, who seems to be the deity honored in this mosaic. DC 17 + APL will further indicate that an offering of blood (blood, self-mutilation or cruelty) is an appropriate offering. A separate Knowledge: Religion check (DC 20) will indicate the gemstone on the grave marker represents Segojan Earthcaller. A Knowledge: Nobility and Royalty check (DC 15) will indicate that the beast is the lion of Keoland. DC 20 allows the PC to recognize the cleric as Councillor Thurm of Cryllor, a devotee of Heironeous, recently implicated in plots against the Count of Cryllor. The man in green seems to be depicted as a Keoish noble. Finally, a Knowledge: Local (Sheldomar Valley) check (DC 15) calls to mind that a halfling represented here resembles a young Pemlo Penchant, the (in)famous halfling drunk/brewmaster.

Allow other relevant skill checks as appropriate.

Development: If a PC leaves an offering of blood, the PC will receive the following divine effect:

- The judge may have the PC reroll one successful roll (attack, save, confirm, etc.) in this module at a time when a reroll would adversely affect the PC. Cannot be dispelled.

Mosaic 4: The Shrine of Uroalan

This mosaic depicts a huge mastiff standing guard before a mound of earth. It is night and the stars burn brightly at the top edge of the mosaic. The starlight is reflected in dew beaded on flowers planted about the mound. Off to one side a village is depicted. The villagers dance about a bonfire.

A Knowledge: Religion check (DC 15) will reveal that this is a depiction of the halfling deity Uroalan, protector of the dead. A DC 12+APL check will indicate that an offering of comfort (food, drink, a joke) is a proper offering for this deity. Laying before the mosaic are a corroded disk of brass, bits of pottery and a glass stoppered jug (Lambic).

Development: If a PC leaves an offering of comfort, the PC will receive the following divine effect:

- Protection from Evil with a 4 hour duration. Can be dispelled (Spell Level 1, Caster Level 1 + APL).

The Puzzle of the Gate (see Player Handout 2):

This puzzle is deceptive. To open the gate, a PC must touch it and say "Riddle," "Gate," "Temple" or a synonym of these words in Common, Undercommon, Gnome, Halfling, Dwarf, Draconic or Flan.

If they touch the gate and provide a different answer, they experience the consequences below:

Touch	Answer	Consequence
Upper Left Quadrant	Light	1 pt. STR + (1 pt. Neg. Energy Damage/APL) no save
Upper Right Quadrant	Food	1 pt. STR + (1 pt. Neg. Energy Damage/APL) no save
Lower Left Quadrant	Slave	1 pt. STR + (1 pt. Neg. Energy Damage/APL) no save

Lower Right Quadrant	Darkness	1 pt. STR + (1 pt. Neg. Energy Damage/APL) no save
Anything Else	Anything Else	(1 pt. STR + (1 pt. Neg. Energy Damage/APL) no save) + DC 10+APL Fort Save or suffer 1 level of Energy Drain

The gate may be broken (Break DC 23+APL, Hardness 8, 90 hp), however, each blow struck against the gate should be treated as an “Anything Else” wrong answer and, when the gate is broken all party members that gazed on the gate within the past 24 hours and remain within the Chamber of Lament suffer the effect of an *enervation* spell for the next 24 hours. Just before the *enervation* effect wears off, the gate re-forms as though it had never been damaged.

Note: If Nimmelpoon is present and the PCs have given three “wrong” answers, he remembers that some deep gnome pilgrims once told him about their journey to the Temple of the Dead. They said to enter the Temple you need to see things for what they are.

Development: The PCs have two options: proceed through the gate into the Temple of the Dead or break off and try to pick up the trail of the Man in Green. If they trundle off in another direction and/or do not pursue either option for three days, end the scenario.

Treasure: There is little here of value save the masterwork whistle-pipe. A PC bold or foolish enough to take this offering to Chronopsis suffers his curse (circle A Fool for Music on the AR).

Encounter Six: The Temple of the Dead

The doors open into a chamber that resembles the moonless night sky. Tiny star like beacons glisten in the void before you and dance in the silvery flecks in indigo paving stones. Something within tugs at your spirits, drawing you forward.

There are permanent *dancing lights* about this room. Any light spell (*light*, *daylight*, etc.) cast here transforms into a tiny dancing light and is pulled into the constellations. The same happens to everburning torches, whose magic is sucked into the chamber. Magic items that emit light are doused, though torches function properly.

The craftsmanship of this chamber represents a pinnacle of gnome stonework, gemwork and subtle magics. Once PCs step inside, have them make a Will save (DC APL+8). Failure indicates they are entranced by the starscape. PCs may be freed from their reverie as one would wake a sleeper. At the center of the chamber sits a Guardian of the Underworld (see Appendix 2: New Monsters). It serves as both ward and vehicle between the lands of the living and the dead. Initiates of the Temple believe death is not to be feared. As the riddle at the Gate hints, those approaching the Guardian with acceptance need not fear its bite. The creature will simply swallow the PC whole and thereby provide passage to deeper levels of existence (see Part 2). This is a situation in which the wise PC chooses not to fight. Many may choose the path of violence, though it achieves little. If the Guardian is slain, it crumbles to dust and the passage to the land of the dead closes. The creature re-forms in 10 minutes.

The Guardian is a three-headed dog with smooth skin of obsidian. It will come to life as soon as a PC steps 20' inside the chamber. Once awakened, it will attack any inside the Temple. It will not harm PCs that do not fight/struggle against it. If the creature succeeds in swallowing a creature, they are removed from combat and appear in Encounter Seven.

Once inside the Temple, Spot checks reveal:

DC 14: The chamber is deeper than you can see. Points of light hover in the blackness before you.

DC 18: The stars outline a black shape in the center of the room. It is not humanoid, but perhaps a great beast.

Search/Stonecunning or Knowledge: Arcana checks reveal:

DC 14: This Temple was constructed by master craftsmen among the gnomes; their techniques used to build it are unfamiliar and perhaps lost.

APL 4 (EL 6)

Guardian of the Dead: large magical beast; hp 110; see Appendix 2: New monster – Guardian of the Dead.

APL 6 (EL 8)

Guardian of the Dead: large magical beast; hp 192; see Appendix 2: New monster – Guardian of the Dead.

APL 8 (EL 10)

Guardian of the Dead: large magical beast; hp 264; see Appendix 2: New monster – Guardian of the Dead.

APL 10 (EL 12)

Guardian of the Dead: huge magical beast; hp 420; see Appendix 2: New monster – Guardian of the Dead.

APL 12 (EL 14)

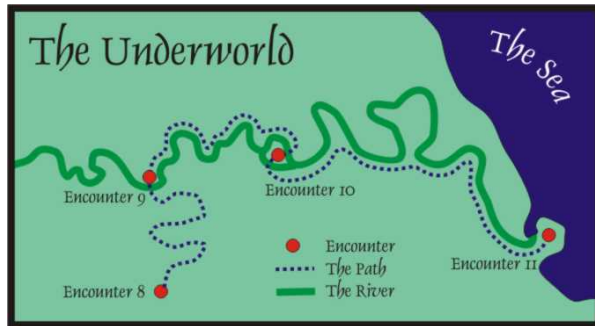
Guardian of the Dead: huge magical beast; hp 496; see Appendix 2: New monster – Guardian of the Dead.

Tactics: This beast will attack when approached, but the encounter is not meant to be a combat encounter. Allow cleverness on the PCs part. They may use handle animal, music to tame the savage beast or sleep magic to pacify him.

Development: PCs that pass through the Guardian emerge in Encounter 7.

END PART ONE

Part 2: Through the Temple of the Dead – the Underworld



Underworld Conditions

For encounters in the Underworld, the following rules apply:

Light: Light is considered poor. For those without low-light vision or darkvision, bright light conditions extend to 20' and shadowy conditions extend to 40'. For low-light vision, this is doubled. Darkvision functions normally. Light spells cast properly (see Magic, below) may improve illumination. A shadow dancer's hide in plain sight ability functions in shadowy conditions and within 5' of a possessed PC (see Possession, below) and only in those conditions in the Underworld.

Magic: Evocation magic is impeded on this plane (Impeded Magic Trait, p. 14, Manual of the Planes). To cast an evocation spell, the caster must make a Spellcraft check (DC 15 + level). If the check fails, the spell does not function and is still lost. If the check succeeds, the spell functions normally.

The Bloodless: The spirits of the dead gather at the threshold to the Material Plane. Their spirits take physical form here. They resemble the creatures they were in life, though their features are stony and expressions joyless. They are not undead, but truly dead. Characteristics follow those of the Deathless type (see Appendix 3). Shades here call themselves "the Bloodless." This reflects their demeanor as well as their condition. While in the Underworld, this trait is shared by the PCs. They do not bleed. All Bloodless (deathless) creatures as well as those that have passed through the Guardian of the Dead in Encounter 6 effectively have DR / bludgeoning in the Underworld, which increases by APL as follows:

- APL 4- 6: DR 5/bludgeoning
- APL 8-10: DR 10/bludgeoning

- APL 12: DR 15/bludgeoning

The Bloodless are self-willed and present in this plane because of unfinished business with the world of the living. This makes them difficult to influence by the channeling of positive or negative energy. These creatures may be rebuked or commanded by channelers of positive energy or turned by channelers of negative energy, but they effectively have +4 turn/rebuke/command resistance. If a good cleric attempts to turn these creatures, she will fail. Likewise, a neutral cleric who channels negative energy will fail to command them. If this occurs, or if a cleric tries to discern the nature of these creatures with detect undead or similar means, give the PC a Knowledge: Religion check (DC APL + 10). Success indicates the PC understands their nature and the proper way to affect these creatures with channeled energy.

Bloodless (Deathless) PCs: PCs that were killed in Part 1 and not raised are reunited with their comrades in Encounter 7. Like the other Bloodless, they remember crossing over the mountains and little else after they shuffled off the mortal coil. Provide them with Appendix 11: Bloodless PC Background. These PCs may not walk on the Path or in the stronghold in Encounter Eleven unless permitted by the magic of Otiluke. They may be restored to life in Encounter Eleven by either Roykyn or Otiluke.

Possession: Many of the shades in the Underworld long for a return to the world of the living. To make this journey, they must do so in a living body. Certain shades (those with a CHA higher than 10) may be able to Possess a living being. To accomplish this, they must grapple an opponent. For each round of successful grappling (initiated by either the PC or NPC), a living PC must make a Will save (DC 6 + APL). If a PC fails this save, the shade attaches to the PC as a shadow (though not one cast by any light source) and effectively controls the PC. In most cases, a possessed PC will attempt to flee to the Cave at the end of the Path. PCs under the effects of Protection from Evil or similar spells cannot be so possessed. Dead PCs cannot be possessed.

The Path: The Path from the cavern is a magical ward set by the creators of the Temple of the Dead. On the Path a shade is unable to possess a PC. The first time a PC steps off of the Path, warn the PC that she feels a palpable malice at the edge of her senses and give her a round to respond. If she has not moved back onto the Path and is not under the influence of protective magic,

have a shade move to engage her. This shade resembles the last humanoid killed by the PC. Use the stats below. After one round, the shade will attempt to grapple.

If dropped below 1 hp, the shade will dissolve into shadow and disperse. This will happen each time the PC steps beyond the Path. Otiluke's Ward (see Encounter 8) duplicates the protective effect of the Path within its area of effect. Note: If a PC steps outside the Ward in Encounter 9, they will be attacked by the creature(s) designated there, rather than by a generic shade.

APL 4

Shade of the Dead: human War 2; CR 1; medium deathless; HD 2d12; hp 19; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 (+5 armor, +2 dex); Base Atk +1; Grp +3; Atk +3 melee (1d10, x2, greatclub); Full Atk +3 melee (1d10, x2, greatclub) or -1 melee (1d3, x2, unarmed); Space/Reach 5 ft./5 ft.; SA Possession (see Underworld Conditions: Possession); SQ Darkvision 60', immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +3, Ref +2, Will +0; Str 14, Dex 14, Con -, Int 10, Wis 10, Cha 11.

Skills and Feats: Blind Fight, Power Attack.

Possessions: chain mail, greatclub.

APL 6

Shade of the Dead: human War 4; CR 3; medium deathless; HD 4d12; hp 36; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17 (+7 armor, +2 dex); Base Atk +2; Grp +4; Atk +4 melee (1d10, x2, greatclub); Full Atk +4 melee (1d10, x2, greatclub) or +0 melee (1d3, x2, unarmed); Space/Reach 5 ft./5 ft.; SA Possession (see Underworld Conditions: Possession); SQ Darkvision 60', immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +4, Ref +3,

Will +1; Str 15, Dex 14, Con -, Int 10, Wis 10, Cha 11.

Skills and Feats: Blind Fight, Power Attack, Toughness.

Possessions: chain mail, greatclub.

APL 8

Shade of the Dead: human War 6; CR 5; medium deathless; HD 6d12; hp 50; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19 (+9 armor, +2 dex); Base Atk +3; Grp +5; Atk +5 melee (1d10, x2, greatclub); Full Atk +5 melee (1d10, x2, greatclub) or +1 melee (1d3, x2, unarmed); Space/Reach 5 ft./5 ft.; SA Possession (see Underworld Conditions: Possession); SQ Darkvision 60', immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 14, Con -, Int 10, Wis 10, Cha 11.

Skills and Feats: Blind Fight, Improved Initiative, Power Attack, Toughness.

Possessions: chain mail, greatclub.

APL 10

Shade of the Dead: human War 8; CR 7; medium deathless; HD 8d12; hp 64; Init +6; Spd 20 ft.; AC 23, touch 12, flat-footed 21 (+11 armor, +2 dex); Base Atk +4; Grp +7; Atk +7 melee (1d10, x2, greatclub); Full Atk +7 melee (1d10, x2, greatclub) or +7 melee (1d3, x2, unarmed); Space/Reach 5 ft./5 ft.; SA Possession (see Underworld Conditions: Possession); SQ Darkvision 60', immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +6, Ref +5, Will +3; Str 16, Dex 14, Con -, Int 10, Wis 10, Cha 11.

Skills and Feats: Blind Fight, Improved Initiative, Improved Unarmed Strike, Power Attack, Toughness.

Possessions: chain mail, greatclub.

APL 12

Shade of the Dead: human War 10; CR 9; medium deathless; HD 10d12; hp 78; Init +6; Spd 20 ft.; AC 25, touch 12, flat-footed 23 (+13 armor, +2 dex); Base Atk +5; Grp +8; Atk +8 melee (1d10, x2, greatclub); Full Atk +8 melee (1d10, x2, greatclub) or +9 melee (1d3, x2, unarmed); Space/Reach 5 ft./5 ft.; SA Possession (see Underworld Conditions: Possession); SQ Darkvision 60', immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +7, Ref +6, Will +4; Str 16, Dex 14, Con -, Int 10, Wis 10, Cha 11.

Skills and Feats: Blind Fight, Improved Initiative, Improved Unarmed Strike, Power Attack, Toughness, Weapon Focus (Unarmed).

Possessions: chain mail, greatclub.

Encounter Seven: Across the Threshold

The guts of the canine Guardian clamp about you, stilling you. There is no air within this creature. Your limbs are leaden, your eyelids flutter and close and consciousness fades... Tidal forces tug at your spirit, inexorably drawing you on. Gradually, consciousness returns. The slime of the creature's innards has grown cold and it seems to have loosened its hold. You can breathe. The grimy surface within yields slightly as you push forward. You find yourself lying prone in a dark, confined space. The intestines of the Temple Guardian could not have been so large. Crawling forward, the absolute blackness lightens to a deep gray and you realize you are in a cave. A dim semicircle of light can be seen in the distance. This filth-encrusted tunnel you occupy is large enough for only a gnome or halfling to stand.

Passage through the intestines of the Guardian has deposited the PCs here. The muck-smeared cave opens into the shallows of the Underworld (see **Underworld Conditions** for special rules

that apply to this place), a demi-plane that provides a window to the worlds of the dead. It is populated by shades of the dead. PCs may find fallen comrades, relatives and loved ones here, as well as the enemies they have slain. In fact, those that they have killed can stalk them here, seeking revenge. Their shades lurk at the edge of perception; their malice palpable. If there is time and the PCs are engaged, this demi-plane offers a wealth of opportunities for roleplay. It is best to keep this to a minimum in a timed slot.

When the PCs leave the cave, read the following:

Emerging from the cave, you see an expansive valley ringed with mountains that rise higher than any you have seen. The peaks disappear into the pitch black of a starless, moonless sky. A silvery ribbon of luminance wends along the valley floor toward a shimmering sea in the distance. This river and the sea bathe the valley in perpetual twilight. The cliff at your back is unscalable. The air is deadly still. Something ominous lurks at the edge of your senses.

You stand on a well-wrought stone path that meanders through foothills down into the valley. The crust of many sets of old footprints of various sizes lead down the Path. Out of the darkness you hear a voice calling, "Yos? Yos? Is that you? Have you come back to me?"

The Path is of gnomish construction, the same fine quality as the Temple. It radiates moderate abjuration magic. The Path leads around hillocks into a crowd of people. It is clear they are not "normal" folk. They appear solid, but are limned in a faint violet flame. There are humanoids of many races among them, though humans and demihumans are predominant. Their demeanors are subdued. These shades are filled with longing. The recently dead cluster here at the threshold sensing the proximity of their material homes and loved ones. They tarry and wait for friends and family to rejoin them. The shades do not walk on the Path, though they huddle near it like moths to the flame. **If any PC died in Part 1 and was not raised, this is where the party members meet again.**

The closest shade is a middle-aged man. When the PCs get within 60' (the range of his darkvision), he addresses them in Common. "You are not Yos. Have you seen my girl? I placed her in a longboat and that is the last I remember. Tell me, is Yos safe?" This man, Konrad, died not long ago in a pirate attack on the Azure Sea. He and

his daughter were traveling to Gradsul. She survived and was taken into a Hospitaler Temple.

All of the shades here are looking for loved ones. They recognize the PCs are living creatures, a novelty, and will talk with them as long as the PCs appear amiable and unthreatening.

They can disclose the following information in conversation:

- They do not know how long they have been here
- They did not follow the Path into the valley, they crossed over the mountains
- They cannot walk the path
- They are called "The Bloodless." If asked why, they say simply that they do not bleed. Nothing here does.
- Each can give their name and clues that they are dead. All seem to have died recently.
- None know what lies deeper in the valley.
- Note: If detecting good, evil, undead, etc. on the shades, refer to Appendix 3, the Deathless Type.

Development: When PCs are finished interacting with the shades, proceed to Encounter Eight.

Encounter Eight: A Guide in the Underworld

Have PCs make spot checks. DC 12 notes the following:

You see a pulsing globe of incandescent blue moving toward you. The quality and intensity of light is quite different than any other you have seen in this realm.

Give the PCs time to react. Ascertain whether any of the PCs hold a Talisman of Rary (COR1-08 *Future's Bright*) or the Songbird of Rary (COR3-13 *Traitor's Road*). If they do not, read the following:

The shades scatter as a brilliant ball of light approaches. Within, you discern a man bearing a staff. His features are set in intense concentration. He is perhaps a shade like the others, but undeterred by the magic of the Path. With a gesture, the bubble collapses, depositing a frail middle-aged man before you. He stands no more than 5' tall. Upon his head flickers a pale blue flame. The mage silently studies each of your number [including invisible characters]. As he does, the look of intensity on his face is replaced with one of

scorn. Finally, he speaks. "Feh. I must say, I expected more."

If one or more PCs present possess a Talisman of Rary or the Songbird of Rary, read the following:

The shades scatter as a brilliant ball of light approaches. Within, you discern a man bearing a staff. His features are set in intense concentration. He is perhaps a shade like the others, but undeterred by the magic of the Path. With a gesture, the bubble collapses, depositing a frail middle-aged man before you. He stands no more than 5' tall. Upon his head flickers a pale blue flame. The mage silently studies each of your number [including invisible characters]. The mage's keen eyes narrow, his face flushes, and he challenges [the PCs with the Talisman/Songbird], "A servant of Rary dares stand in my presence?" His staff glows white hot, ready to strike."

Roll initiative. If no PC can make an immediate Diplomacy check (DC 10+APL) following Otiluke's challenge, the mage strikes one bearer of a Talisman/Songbird with a heightened *baleful polymorph* (Fort save DC 30 – if failed this is followed by a Will save DC 30). PCs must then attempt Diplomacy to explain themselves or gain the favor of Otiluke. Allow any reasonable attempt to succeed. Otiluke may subsequently relent and dismiss the effect.

This is the shade of Otiluke (see Appendix 13). Formerly a member of the Circle of Eight, Otiluke was unrecoverably slain by Rary the Traitor. His shade has walked the Underworld for some time, learning to work his magic within the restrictions of this plane, waiting for an opportunity to conclude some unfinished business in the world of the living. He is willing to serve the party as a guide in exchange for a favor, though he is unwilling to disclose the favor at this time. If a PC attempts Diplomacy check (DC 18) and succeeds he will state that he wishes for the PCs to conclude some business for him in the world of the living.

OTILUKE: Male human Wizard, former member of the Circle of Eight

Information: Otiluke can reveal the following information in conversation:

- **Rules of the Underworld:** "You must be careful not to leave the Path or the confines of my protective ward. It is dangerous for the living to walk unprotected in the land of the dead. Certain magic does not work properly here." (He will question what they know or

have learned to this point, commenting on the limits of their knowledge critically. He didactically discloses the “problem” with evocation magic, but stops at that. He allows the PCs discover the other rules of the Underworld for themselves. In fact, there are several things he is unable to tell the PCs.) **“You must not remain here long, or you will join the legions of the dead. Have you not felt it? This place would separate your spirit from your flesh. Time grows short.”**

- **What is this place?** “Surely one as sharp as yourself will have figured that out already. No? You are in the Underworld. Those poor souls wait for their loved ones. You will find braver souls and those that have been here longer deeper in the valley. You have come from a Temple resting deep beneath the Hills of Keoland. The wise of several races united to build a shrine to their gods of death and judgment. This is a window into the afterlife. This Path is their work.”
- **Did you bring us here?** “Ever the clever aren’t you? Aye. I witnessed your pursuit. The walls between the world of the living and the world of the dead are thin near the Temple. You would have never caught your quarry in time had you continued as you were. At least now you have a chance.”
- **Why did you bring us here?** “I have my reasons.”
- **How do we leave?** “You have not concluded your business here and you cannot return until you have. That is, unless one of you have magic that can return you. From the look of you. I doubt it. Ehh ... Can’t even work a cleaning charm it seems.”
- **How do we “conclude our business?”** “You follow the Path laid out for you. Consider it your opportunity to see how the other half lives ... or dies.”
- **Have you seen the Green Warlock?** “He is not here, but you may find those that know him. With luck you will find your way to him before he reaches his destination. Hmm... someone or something in the valley watches you with interest. [He concentrates] I am certain more will become clear when I take you there.” He smirks knowingly. “There is nothing to be found in these parts save filth and confused souls.”

Development: When the PCs are ready, Otiluke shrouds the party in his protective ward. It envelops the PCs in a 15’ radius glowing sphere of blue light. He urges them to remain within for their own protection and leads them into the valley.

If a Bloodless (Deathless) PC is present, Otiluke imbues the PC’s shoes with the same blue light cast by Otiluke’s protective ward. This allows the PC to walk the Path like Otiluke.

Encounter Nine: The Wicked

Shades scurry away from Otiluke’s azure sphere of light as the mage scuttles down from the hills leaning heavily on his staff. The Path beneath your feet is broken in places, perhaps worn by weather or pulled apart by earthquakes (if indeed those natural forces exist in this twilight world). Eventually, your party emerges from a cleft in the hills. The silvery ribbon of the River lies ahead.

“We must cross the River at yon bridge.” A narrow footbridge arcs languidly over the shimmering waters of the River. Rushes are pooled in the still waters at either end. Delicate lily flowers spring forth near the banks, the first vegetation, the first life, you have seen in this land of death. At the opposite end of the bridge there is a commotion. “Be on your guard,” Otiluke commands, “Ware the unsavory shades that congregate near the bridge. They often prey on the weak or gentle as they did in life.”

Otiluke leads them across the bridge. The PCs see a gang of shades of various races gathered about a woman. Silver lilies are scattered and smashed at her feet. The gang mocks the flower-picker, and, laughing all the while, begins to rain blows down upon her.

The flower-picker is Gwaeddán Dreng, the mother of the Green Warlock. She waits to be reunited with her husband. This gang is made up of prominent villains that have scandalized Keoland in recent years and were slain by adventurers, perhaps by the PCs themselves. They include:

NPC	Scenario
Gundulrun Rogues	KEO2-01 <i>Fleeing the Scene</i> KEO Interactive: <i>Found</i>
Grandmaster Yolick & Yolick’s Thugs	KEO1-05 <i>All That Glitters</i>

Naxalon Fenn	KEO1-06 <i>Evil in the Woods</i>
Ysl	KEO2-08 <i>Pemlo's Lambic</i>
Keltin Elgarin	KEO Interactive: <i>Crookhollow Blues</i>

You may want to inquire whether the PCs played any of these events. The villains will goad and insult the heroes to stop them. These creatures wish to lure the PCs outside Otiluke's Ward, possess them and escape to the lands of the living in their bodies. They heap all manner of abuse on Gwaeddan. Do your best acting to goad the PCs into joining combat. If the PCs ask Otiluke for aid, he responds menacingly (and agonized) "It is not my place to intervene." Otiluke hopes the PCs prove themselves as heroes and destroy these blackguards, but is constrained from doing so himself. APL determines which creatures they fight.

APL 4 (EL 4):

Gundulrun Footpad (2): male gnome (deathless) rogue 1; hp 12; see Appendix 1.

Wembli (Gundulrun Thief): male gnome (deathless) rogue 2; hp 19; see Appendix 1.

Description: These gnome thieves are keen on the phrase, "Death awaits all who oppose the mighty Gundulrun Guild."

APL 6 (EL 6):

Grandmaster Yolick: male human (deathless) sorcerer 4; hp 36; see Appendix 1.

Yolick's Thugs (4): male human (deathless) warrior 2; hp 19; see Appendix 1.

Description: Yolick is finely attired as a merchant lord of Cryllor.

APL 8 (EL 8):

Naxalon Fenn: male human (deathless) cleric 8; hp 61; see Appendix 1.

Description: This cleric is evil and woodsy. He seems to blur about the edges as details about him are sketchy.

APL 10 (EL10):

Keltin Elgarin: female human (deathless) Monk 3/Rogue 3/Fighter 4; hp 64; see Appendix 1.

Description: The Lady Keltin is a distinguished looking young Suel noble. She is haughty and eager to take revenge on Keoish and Kettite adventurers for her hanging.

APL 12 (EL 13):

Keltin Elgarin: see APL 10, Appendix 1.

Ysl: female ettin (deathless) barbarian 4; hp 103; see Appendix 1.

Description: The horrible two-headed giantess stands 10' tall. She is dressed in skins and covered in grime. Her heads mutter to one another in a garbled tongue that hurts your head to think about. The two pairs of yellow eyes are filled with what? Not intelligence, but cunning and savagery. Unlike the other shades, she fidgets, unconsciously shifting the hafts of her weapons in her hands, waiting for an opportunity to use them.

All APLs:

Countess Gwaeddan Dreng: female human (Flan) (deathless) expert 1/aristocrat 1; hp 19; see Appendix 1.

Note: These creatures all possess turn/ rebuke/ command resistance +4.

Description: Gwaeddan is an attractive Flan woman in her late 20's. Her eyes convey intelligence and sensitivity. She wears a brooch that marks her a Countess of Cryllor [Knowledge: Nobility and Royalty check (DC 18)].

Development: If the PCs do not join the fray to avenge this lady's honor, Otiluke looks on sadly then urges the party to proceed.

If the PCs rescue Gwaeddan, they have a chance to question her. Otiluke proceeds to the edge of the marsh and carefully collects some fresh flowers, pocketing a number of bulbs. Uncharacteristically polite, the obility comforts Gwaeddan, offering her a lily, "Milady, would that we had arrived sooner. Please accept this token [he bows]. I tell you, I find comfort in these flowers in this dark realm. Never had much use for flowers in life. Milady, by your pin, I mark you as a Countess of Keoland. These folk have just come from that land."

These comments open the door for the PCs to talk to Gwaeddan and learn her story. Likely questions for Gwaeddan and answers appear below:

- **Why did they attack you?** "They came upon me picking lilies. I loved them in the highland bogs. They mocked me and when one recognized who I was, they assaulted me."
- **Who are you?** "I am ... I was ... Gwaeddan, Countess of Cryllor."

Knowledge: Local (Sheldomar Valley)/ Knowledge: History or Knowledge: Nobility and Royalty (DC 12+APL) reveals that Gwaeddan was the second wife of the Count of Cryllor. Count Haight Dreng was advanced in years when he scandalously wed Gwaeddan, a young Flan woman. She died in a riding accident. She bore a son, Gwier Dreng. Count Dreng died with no heirs living and rule of Cryllor passed to Ignas Manz.

- **Why are you? Why are you here?** “I am looking for my husband and my son. I want to find them before I travel to the Sea.”
- **What is the Sea? Where is the Sea?** “Most of us here feel the pull of the Sea, but I do not want to leave my husband and son behind. The River leads to the Sea.”
- **Who is your husband?** “He is the Count of Cryllor, Haight Dreng. For too long we have been apart. I fear he has been murdered, or so some of the Bloodless have said.”

Knowledge: Local (Sheldomar Valley)/ Knowledge: History or Knowledge: Nobility and Royalty (DC 8 + APL) reveals Haight Dreng was the last Count of Cryllor before Ignas Manz. It is rumored that this last lord of a cursed house was murdered.

- **Who is your son?** “That is Gwier, my only child and the darling of my heart. Some time ago (I do not know how long, for it is difficult to reckon the passing of time in this place) I was briefly and happily reunited with him. But he, like you, was not meant to be here. After he learned of my last moments we tearfully parted.”

Sense Motive (DC 12) reveals that she seems uncomfortable when she says this. Diplomacy (DC 8+APL) coaxes her to say more: “He swore vengeance against the King’s man. He said he would not rest until justice was done. Then he moved on toward the Sea.”

Knowledge: Local (Sheldomar Valley)/ Knowledge: History or Knowledge: Nobility and Royalty (DC 12 +APL) reveals that Gwier Dreng was believed dead. Now, there are rumors that, living or dead, he is the Green Warlock that the party is pursuing.

- **What can you tell me about your son?** My lord, Haight Dreng, wished for a boy to carry the title of Cryllor. Gwier was a clever and happy lad, always getting into trouble. He had always wanted a life of adventure, but my husband was very protective and forbade it. Gwier had magic in his blood and he was a charmer. We have ... had ... great hopes for him and the County. Since seeing him here I do not know what became of him, but I fear the worst. I wish I had been there to see him grow into a man. He is full of promise and has such a good heart.”

- **How did you die?** “I was riding in the Baelfrac Highlands, ahead of my escorts when I saw the figure of a man. I did not fear, for it was one of the King’s men by his livery. Then my horse started. He reared, threw me, and charged from the field as I fearfully crawled away. I saw no more. Later, I awoke here in the hills.

Knowledge: Local (Sheldomar Valley)/ Knowledge: History or Knowledge: Nobility and Royalty (DC 12+APL) reveals that she supposedly died in a riding accident. There is no account of a representative of the King present, and foul play was not reported, though the rumor of a curse on the House of Dreng is widespread.

Treasure: Possessions on the NPCs in Appendix 1 are spiritual. They may be used in the Underworld, but disappear upon return to the Material Plane.

Development: If Gwaeddan is questioned, the PCs should develop a different perspective on the Green Warlock. If he was such a good man, something happened that changed him after meeting his mother in the land of the bloodless.

If the PCs do not rescue Gwaeddan, they can not gain access to **Otiluke’s Concussive Burst** on the AR.

With or without Gwaeddan, the company proceeds along the River to a still pool in which many lilies grow. Otiluke grumbles, “You’d best rest here. You’ll not have another chance. Some places in every realm are timeless. This is one such place. Prepare well and do not waste this time and abuse the favor of the Serpent Lord of Endings (Chronepsis).”

Proceed to Encounter 10

Encounter Ten: Portents from the Past

The Path takes many twists and turns, but never strays far from the River. All manner of strange creatures can be seen on its meanderings. Some familiar: folk you have met in your adventures swept up before their time by Nerull. Some strange: One wearing archaic armor stands in a tributary of the River up to his neck in water – it could be none other than Gwythe the Dauntless of legend. He stands with his longsword grasped in both gauntlets trying to bar the water's flow to no avail. Otiluke provides commentary on the Bloodless denizens as he lurches onward. "We are in the mythic lands. Poor Gwythe there obediently follows the whimsical commands of Tavish in penance for daring to kiss the foot of the Empress. Tavish must have ordered him to stop up the River or some such nonsense. Further down there are some stranger chaps – Tantalus and Sisyphus. Neither is much for conversation – don't speak the Common Tongue from what I can tell. Ah, now we come to the Court of Princes. Once great figures, Kings of Keoland and highly placed in rolls of nobility." The Path forks and to the right it leads to a marble courtyard framed by a stately gallery. Many are assembled as if for a Council or a Contest. A distinguished looking herald attired in regalia a century or two out-of-date stands at the fork. "Hail Blooded, I am Dartun Dasco [Knowledge: History (DC 15) reveals this to be the ill fated Herald of Keoland killed at the Grand Duke's court in Geoff in 450CY] and your presence is required by the Court. Follow me." Dasco leads you down the Path before a eminent assembly. Scores of Bloodless nobility of fine pedigree look on as you parade into the courtyard: dread kings, mighty emperors of Keoland, sumptuously attired merchant princes can be counted among them. In the center of the courtyard, three figures stand.

The first among them is a powerful man of kingly bearing. This man has seen many winters but no wrinkle creases brow, as if worries and regrets were for lesser men. The second is a younger man, but aged beyond his years. His glassy eyes have an ethereal quality, and give the impression that his vision ranges far beyond this present moment. The third is an uncertain boy, no more

distinguished than the Bloodless commoners you first met in this land, though he is sumptuously dressed.

"Honor to the Regents of Keoland!" Dasco announces, and bows so deeply his forehead touches the paving stones of the courtyard.

Look to the PCs for their response. If it is less than respectful, Dasco reproaches the disrespectful PCs with tongue full of venom, "Are you a barbarian or a half-wit to behave so before the great lions of Keoland?" Give such PCs an action to redress their behavior. If they do not curb their insolence, Dasco mutters, "Manners have abandoned the Kingdom." Then, the flagstones heave and close about the callow PCs, swallowing them. Such PCs experience visions of being tracked naked through bleak plains by a pride of terrible lions. They miss the rest of this encounter and are deposited on the Path. Such PCs are Shaken the rest of their time in the Underworld.

Before proceeding, be sure you have the PCs attention. The rest of this encounter contains a great deal of valuable information. Re-read any sections the players request.

The first of the Kings steps forward to address you, his voice full of command. "Hail mage, hail Blooded. You have been brought into this court to receive the wisdom of the past. Heed our words. Tavish am I, first of that name. Under my rule, the Empire of Keoland was greatest in all of Oerth. Tavish alone achieved so much. Tavish alone was no man's pawn. I say to you, place your sword arm in service of the Empire, but make yourself master of your heart and mind." With that, the shade of Tavish the Great vanishes like smoke in the wind.

The second, stooped King steps forward. His voice has the resonance of bells. "Lorgyr am I, known by some as the Seer. Under my rule a lasting alliance was forged with the people of the Good Hills and the masters of the Temple. Union made us strong and these wise ancient folk had much to teach. I studied their their arts and took counsel from their wise men. They valued knowledge and precision over power. Even as warriors, you can learn from the deliberate techniques of their craftsmen. The right tool can exploit the flaw of your enemy. I say to you, find the shining stone upon which the Temple was built, and use it to strike your true enemy down."

The shade of Lorgyr vanishes and, last of all, the boy steps forward. He speaks timidly. "I am Tavish too. Three, really. They called me the Boy King. I asked to speak to you, because there was so much about my reign I would change. I will speak plainly. Keoland is in great danger from forces within and without. Your actions can help rescue it or throw the Kingdom into chaos. One great enemy lurks deep beneath the Kingdom, cruelly pitting race against race and brother against brother, growing strong through the suffering she creates. She is the Usurper of the Temple and allies herself with those consumed by hatred and revenge. Many are her pawns. You pursue one. Another, the Blackguard, is one of our number. I say to you, know your true enemy. Defeat her and you may find unexpected allies. I say further, the Reaper's blade may bring death but also clears the way for the rebirth in the springtime. Use it to harvest the seed of the Cruel One and it may give another the second chance I craved so. In life, it is never too late to change course. In death, there can only be regrets." The shade of Tavish III ages before you eyes and disperses on the wind along with the rest of those assembled, leaving you alone with Otiluke in the courtyard.

Knowledge checks can be made for additional information. Background material is provided in Appendix 14. Players attuned to Keoland plotlines will note that Queen Jedrae was not to be seen in the assembly of the dead.

Development: PCs should be able to extract a few bits of information from the Kings:

1. Don't sign over your soul on the dotted line.
2. Use a gemstone against the true enemy. A Knowledge: Religion check (DC 6+APL) will indicate "the stone upon which the Temple was built" likely refers to Segojan Earthcaller whose symbol is a glowing gemstone.
3. The true enemy is Roykyn. The Green Warlock is one of his pawns. Another is Tavish II, the Blackguard.
4. The Scythe of Nerull can be used against the Green Warlock to break the curse of Roykyn and give Gwier Dreng a second chance.

Proceed to Encounter 11.

Encounter Eleven: Lady of Sorrows and Deceits

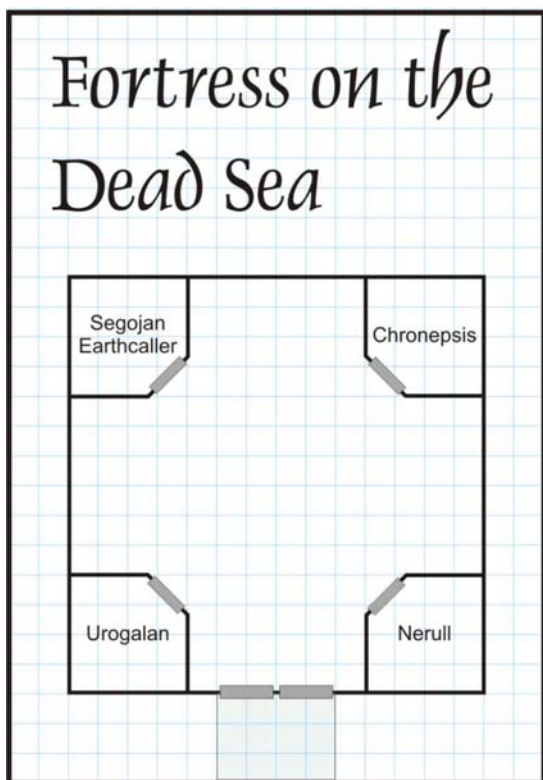
"Adventurers, your destination lies just beyond the next rise. Behold: the Sea. And at it's edge, a monument to the foundation of this realm." Here the River gives itself to the Sea. In the luminance of the River you perceive multitudes of the bloodless. Uncountable numbers of them surge toward into the Sea, seeking their final destinations. So numerous are they that they drive great waves before them. Thousands others, clad in mail, bar your way. In their midst, a fortress is perched upon a stony promontory. The Path comes to an end at the feet of the legions of the dead. "This last road you must walk alone. I am here as you guide to show you the way." Otiluke's sphere unfolds like a great flower. One petal settles at the edge of the Path then elongates toward the fortress. The tongue of blue light parts the legions of bloodless warriors, ending finally at the fortress gates. The shade of Otiluke strains to hold the way open before you. "Go, now, and do not stray for I will not be able to save you."

Make it clear that an army stands against them and the only thing holding the dead back is the magic of Otiluke. If an adventurer leaves the Path here, she are seized or beaten unconscious and ultimately possessed. These bloodless legionnaires wear plate mail and wield warhammers. The gates of the keep are open.

Near the gates stands an unarmored man, attired as a King of Keoland. He watches the party with malice and suspicion. Liveried runners stand about him to convey his commands to the Bloodless legions that Otiluke's pathway holds at bay.

A Knowledge: Local (Sheldomar Valley) or Knowledge: Nobility and Royalty check (DC 20) marks this shade as Tavish II, the Blackguard, son of Tavish the Great who sent many thousands of Keoish youth to die in fruitless combat in the fields of Ket.

Once PCs enter the Fortress, they feel blood pumping in their veins again. Within the Fortress, living creatures are not considered "bloodless." The gates lead to a courtyard. There are four chambers accessible by the courtyard (see Map: Fortress on the Dead Sea). A banner is unfurled above the entrance to each chamber, indicating the patron honored there.



Chamber 1: Nerull. The banner depicts a skull is perched upon a scythe burning with green flame. Inside the chamber, upon an altar, an ivory handle can be found. It has been shaped from a yellowed human femur. When grasped, a flickering green scythe blade extends from the handle. This is an unaligned brilliant energy weapon. It is specially enchanted to break the curse of Roykyn. It will function in this way three times. See AR.

Chamber 2: Chronepsis. The banner depicts a set of scales balancing a lyre on one end and a pile of sand on the other. On the altar within, a broken hourglass can be found. The last grains of sand are pouring into the bottom chamber. The hourglass is immovable by the PCs

Chamber 3: Urogalan. The banner depicts the red silhouette of a dog's head on a black field. Inside, on the altar, the PCs will find a black statuette in the shape of a dog. On it is inscribed "UROGALAN" in the Halfling tongue. This item functions as an onyx dog. The name on the side is the trigger. If spoken three times, the figurine turns into an Underworld Guardian (see encounter 6). This creature can provide passage for PCs back to the Material Plane if they climb into its maw. This is the means Otiluke may use to send them back (to Encounter 12) if the PCs defeat Roykyn. The creature will then swallow itself, following PCs

and turn into an onyx dog (figurine of wonderous power). See AR.

Chamber 4: Segojan Earthcaller. The banner is defaced and hangs in tatters. Inside, the altar is covered in filth. If a PC searches the filth, she finds a glowing gemstone. If this gemstone touches the Aspect of Roykyn (see **To End Roykyn's Threat** below), it sears his flesh and attaches, nullifying the creature's special SR and DR. It also nullifies the Aspect's ability to teleportation out of the fortress.

Give the PCs an opportunity to explore. After this is concluded, a cheery gnome voice calls to the PCs.

"Come out come out wherever you are! As you might expect, I don't receive many visitors. 'Least not the flesh and blood variety. And these Bloodless can be maudlin company. So, what brings you here..." The gnome thinks hard for a moment before exclaiming, "Wait! Let me guess - a great mage!" She smiles for a moment, and then frowns. "No, no, that's not it... a green mage? Yeah, that's the ticket! What would you say if I put the green mage in your power?"

This creature is the Aspect of Roykyn, an interlocutor for the gnome god of cruelty. She is responsible for a great deal of pain and suffering brought to the Good Hills and its neighboring counties. In this encounter, until attacked, she is pleasant and personable, if a bit oily. She refers to herself simply as "Roy." Roykyn has displaced the gnome deity Segojan Earthcaller as the custodian of this realm. Despairing individuals that make their way to his court seeking loved ones, occult powers and the mysteries of the afterlife become her playthings. She promises that she will give them the key to realizing their dreams if they will just let her into their minds and souls. In truth, she gives them power, but turns them into instruments of cruelty. Such was the case with Gwier Dreng. The Aspect showed Gwier Dreng the death of his father (assassinated by presumed agents of Ignas Manz), and his father's present condition (wracked by the torment of a lonely, ghostly half-life in Baelefract Keep). This was enough to fill Lord Dreng with a lust for revenge. When Roykyn promised him the power to exact vengeance, the Green Warlock willingly accepted, becoming her pawn. He returned to the surface world to spread cruelty among the enemies and rivals of the gnomes of the Good Hills. To the delight of Roykyn, none of the Green Warlock's hopes have been fulfilled. He has simply achieved an

escalation of suffering and cruelty. Now, Roykyn offers the PCs the same deal. They can gain the means to whatever they desire. In effect, provide the PC access to a *wish* (see Demon: Glabrezu entry in Monster Manual p. 43) – corrupted to the best of Roykyn’s ability if they are willing to sign a deed with Roykyn (see Appendix 12). Should they sign on the dotted line, mark the “Signed on the Dotted Line” box on the AR. Roykyn can provide transportation back to the material plane if the PCs wish it. If they are not specific, she will send them back at a time when the Green Warlock has already passed the Gates to the Midnight Kingdom (Encounter 12). In such a case, the PCs can encounter the gatekeeper, but the Green Warlock has escaped them.

To end Roykyn’s threat to the Good Hills, two things must be accomplished:

1. One of the PCs must make a successful attack against Roykyn with the Earthcaller’s Gem. The gem can be thrown or used with a sling with no penalty, however, PC’s attempting to use the gem in hand-to-hand incur a non-proficiency penalty (-4) and provoke AAO’s unless they are proficient with an unarmed strike. An attack with the gem is considered a touch attack. The gem binds the Aspect’s power. The Aspect loses her special DR and SR and cannot leave the fortress. The gem cannot be destroyed.
2. The PCs must drop the Aspect to –10 hp, effectively dispelling her. Banishment and similar magicks will not be effective against the Aspect as this is considered her home plane. **If a PC has “Signed on the Dotted Line” and the party attacks the Aspect, the PC will feel a compulsion to defend her and must make a Will save DC 18 +APL to resist each round.**

All APLs

Description: When PCs first encounter the Aspect, she appears as a female gnome with straight, shoulder-length raven hair. Her face is filled with humor, belied by the wicked gleam in her eyes. Roykyn is capricious and not above inflicting a cruel joke upon any being, evil or good. If struck with the Gem of Segojan, she transforms into her demonic form. She also assumes this form when entering combat. The Beast Claws she wears appear as cruelly-spiked gauntlets.

Note: If Nimmelpoon is present and the PCs have not figured out to strike the Aspect with the gem

after four rounds, he calls out, “I think I understand! It’s th-th-the gem. Y-y-you’ve got to strike her w-w-with the gem of the Earthcaller.”

APL 4 (EL 5)

Aspect of Roykyn: female quasit (advanced) fighter 1/rogue 1; hp 38; see Appendix 1.

Tactics: The Aspect likes to toy with her victims, confident in her DR and SR. If she does not perceive the party as a great immediate threat she will use arterial strike (see Appendix 5 – New Rules), taking advantage of invisibility or feinting to deny opponents Dex.

Note: DR 15/-, SR 15 until gem is used successfully against the Aspect.

APL 6 (EL 7)

Aspect of Roykyn: female babau fighter 1; hp 85; see Appendix 1.

Tactics: The Aspect likes to toy with her victims, confident in her DR and SR. If she does not perceive the party as a great immediate threat she will use teleport and hide to avoid the brunt of the party’s attacks and gain sneak attacks. Once a threat is perceived, she does her utmost to eliminate it. She will not summon another babau.

Note: DR 15/-, SR 20 until gem is used successfully against the Aspect.

APL 8 (EL 9)

Aspect of Roykyn: female vrock; hp 115; see Monster Manual p. 48.

Note: DR 20/-, SR 23 until gem is used successfully against the Aspect. The Aspect has a +1 ring of protection (add +1 deflection to AC) and beast claws (+2 claw attack rolls, +1d6+2 to damage).

APL 10 (EL 11)

Aspect of Roykyn: female hezrou; hp 138; Monster Manual p. 44.

Note: DR 20/-, SR 25 until gem is used successfully against the Aspect. The Aspect has a +1 ring of protection (add +1 deflection to AC) and beast claws (+2 claw attack rolls, +1d6+2 to damage).

APL 12 (EL 13)

Aspect of Roykyn: female glabrezu; hp 174; Monster Manual p. 43.

Note: DR 20/-, SR 27 until gem is used successfully against the Aspect. The Aspect has a +1 ring of protection (add +1 deflection to AC) and beast claws (+2 claw attack rolls, +1d6+2 to damage).

Treasure: APL 4: +1 ring of protection, onyx dog, +1 ghost touch scythe; APL 6 – 10: +1 ring of protection, large beast claws, onyx dog, +1 ghost touch scythe.

Development 1: PCs defeat the Aspect.

The demon is struck a final blow and it collapses, spilling vitriolic blood onto the flagstones. She cackles, “Hahaha, even fallen I am victorious. For my servant has struck a pact with the Midnight Kingdom sealed with the blood of Keoish nobility. Soon a terrible army will burst from the earth, sprung from the seeds of sorrows and cruelty. The poor fool wanted justice for his father. Ha! He spreads my word instead and my people will dance on the ashes of Keoland.” The demon expires, the remains slowly eaten by the acid from its veins.

Once the PCs defeat the Aspect, Otiluke rejoins them.

“Humph. I doubted you would succeed, but I had hope. Unfortunately, it seems your mission here has prevented you from fulfilling duties elsewhere.” Otiluke gestures at the banner flying before the Temple of Chronepsis and the embroidered scales begin restitching, illustrating a man in green leading a band of mercenaries and slaves through the caverns beneath the Good Hills. “You see, this Green Warlock, this Gwier Dreng, he has achieved his purpose and delivered his hostage the Lord Elgarin to the Midnight Kingdom sealing a pact with a most formidable ally.” As the mage speaks, this is illustrated on the banner. “But, as I have always said, rules are made to be broken.” Otiluke lurches into the Temple and returns with the broken hourglass – the sand run to the bottom. First, we add a pinch of Time.” Otiluke pours a handful of sand through the crack and the images on the banner run backwards, retracing their steps, until they stand near upon a great stair. “Now, bring the figurine.” Otiluke mutters something in the

Halfling tongue [“Urogalan” spoken three times] and the figurine grows into a duplicate of the beast in the Temple of the Dead. “Good boy. Hold a moment before sending them back.” Finally, I have a request. Return this scroll [and, if the PCs rescued Gwaeddan in Encounter 9, add “and these lily bulbs”] to the House on Summoner’s Court in Greyhawk City. It is time for me to pass on my mantle to worthy successors such as yourselves and move on to whatever lies beyond. Now, you’d best be off to catch your quarry. Learn from what you’ve seen and heard ... and careful of the canines.” The yawning maw of the beast awaits.

If any PC present has died, Otiluke asks if they wish to return with their comrades. He is capable of casting a *wish* on their behalf, restoring them to life (the PC still loses a level, but needs not pay for the spell). Unfortunately he cannot do so for himself. He has grown as a mage, enabling him to work this great magic in this demi-plane as a shade and that same growth has helped him realize that it is time to move on.

Proceed to Encounter 12. PCs that defeat the Aspect are eligible for Otiluke’s Mission (see Conclusion).

Development 2: PC or PCs “Signed on the Dotted Line” and do not defeat the Aspect.

If the PCs *wish* to be returned to the material plane the Aspect cackles “Your Wish is my command!” and sends them home. If they specified that they be returned in time to apprehend the Green Warlock, proceed to Encounter 12. If they did not so specify, proceed to Encounter 12, but omit all mention of the Green Warlock and his party. The Green Warlock has eluded the adventurers and sealed his pact with the Midnight Kingdom.

The PCs that signed the contract with Roykyn have the curse as indicated on the AR. Otiluke does not rejoin these PCs. These PCs are not eligible for Otiluke’s Mission (see Conclusion).

Dead PCs may also sign such a pact. For them, it is necessary that they wish to be returned to life, otherwise they are of little use to Roykyn.

Encounter Twelve: At the Gates of the Midnight Kingdom

Note: although PCs are strongly encouraged in the course of this scenario to proceed through the Temple of the Dead and the Underworld and resist the temptations of the Aspect of Roykyn before coming to this encounter, it is possible that PCs arrive at this point 1. Before meeting the Bloodless in the Underworld or 2. Wished here after the Green Warlock has passed through the gates.

Change this encounter in the following manner if either occurs:

- 1. The Green Warlock and his minions will assist the Gatekeeper in driving off the PCs.*
- 2. The Green Warlock's party will not be present, only the Gatekeeper.*

You emerge in a chamber of heavy mists that cause your eyes to tear and your vision to swim. To clear your eyes you move where the mists grow thinner and there is some light.

This chamber forms a great bowl and you stand at the upper edge. Two platforms can be discerned from the light of braziers at their center. One is close and empty. The other is remote.

[Read if the Green Warlock is present] A group of humans and orcs are climbing down a steep spiral stair from the opposite platform toward a great obelisk at the center of the bowl.

Twin stairs spiral in descent toward the structure below. No more can be seen from this distance.

If the Green Warlock's party is present and PCs have adequate low-light vision, provide them with a description of these creatures. Refer to Map: Gates of the Midnight Kingdom for this Encounter.

At the bottom, the Gatekeeper waits. It will attack obviously hostile parties. The Gatekeeper is a thrall of the Midnight Kingdom. It is strong enough to drive the mechanism that raises and lowers the gate, actually a massive steel-reinforced stone piston.

PCs can engage the Green Warlock's party and/or the Gatekeeper, but if they allow them to escape, there is no practical way to pursue them. In any case, what lies beyond the Gate is not in the scope of this scenario.

When the PCs approach the obelisk/piston and the Gatekeeper, provide the following description:

A massive obelisk rises from the iron base of this cavernous depression. It has been hollowed at the bottom to support a chamber, occupied by a giant. Two great chains hang from the ceiling to the floor of this chamber. The whole structure seems to be a mechanism operable only by a creature with the strength and proportions of a giant. The operator is also the terrible guardian of the entrance to the Midnight Kingdom

The Gatekeeper wears a collar that places it under the control of master in the realm below. This collar also serves as a *ring of mind shielding* to all but the controller. This collar can be removed by inflicting damage or a Break check (DC 20+APL), or with an Open Locks check (DC 15+APL). The collar is trapped to explode (similar to *explosive runes*). If triggered, the creature bound in the collar takes APLx2 d6 force damage, no save and those within 10 feet take APLd6 damage, Reflex save for half. Individuals with trapfinding may find/disable the trap with a Search/Disable Device check (DC 13+APL).

All APLs

The steep stair is considered difficult terrain. Movement is halved along the stair, unless individuals make a Balance check (DC 15). The Green Warlock's party is moving down the stair carefully at 5' per round. When someone in the Green Warlock's party becomes aware of the PCs, he urge his allies and captives to the bottom and into the obelisk. The captives are resisting. Consider their movement as a party 20'.

Once the Gatekeeper becomes aware of the PCs and their hostile intent, the creature will use ranged weapons then move to engage. "Hostile intent" is considered an attack against the Gatekeeper or the Green Warlock. The Gatekeeper has a ready supply of ranged weapons and receives cover from the obelisk.

If the Green Warlock is struck with the Scythe of Nerull, he collapses as if dead for 10 rounds. This will cause his allies (not the Gatekeeper) to fail their morale checks and flee. When he recovers, he behaves as if he has severe amnesia, remembering his name, but nothing of recent events (see Conclusion).

The captives are bound by manacles on their hands and can do little to assist in combat. Lord Elgarin is also blindfolded.

If the Green Warlock, Lord Elgarin and the Gatekeeper occupy the obelisk, and the Gatekeeper can operate the chain/pulley mechanism for four rounds, they escape. If the PCs are able to duplicate the size/strength of the giant Gatekeeper and attempt to operate the mechanism, the chain breaks, the obelisk grinds to a halt and the PCs feel a rumble. The Masters Below have unleashed floodwaters into this chamber. If the PCs do not escape this chamber within two minutes, they will be lost to the impact and pressure of a great flood. None of their efforts will avail them in penetrating the gates of the Midnight Kingdom.

APL 4 (EL varies depending on situation)

The Green Warlock: male human (Suel) sorcerer 4; hp 21; see Appendix 1.

Liver-eater: male orc cleric 3; hp 18; see Appendix 1.

Orc Sergeant: male orc warrior 1; hp 17; see Appendix 1.

Gatekeeper – Troll: large male giant; hp 63; see *Monster Manual*, p. 247.

Tactics: The Green Warlock will concentrate on ranged attackers with *scorching ray* and continue moving down the stair. Liver-eater and the Sergeant will try to protect the Green Warlock. Liver-eater will cast *shield other*. The troll will advance up the stair to intercept intruders.

APL 6 (EL varies depending on situation)

The Green Warlock: male human (Suel) sorcerer 6; hp 37 (currently 49); see Appendix 1.

Liver-eater: male orc cleric 5; hp 28; see Appendix 1.

Orc Sergeant: male orc warrior 2; hp 17; see Appendix 1.

Orcs (3): male orc; hp 5; see *Monster Manual*, p. 203.

Gatekeeper – Hill Giant: large male giant; hp 102; see *Monster Manual*, p.123.

Tactics: The Green Warlock will attempt to nullify flying PCs with *dispel magic* (targeted on a PC if there is no obvious item allowing the PC to fly, or targeting an item). He will use an acid *fireball* against clustered PCs at long range. *Scorching ray* is used against the most powerful opponent within 40'. Liver-eater and the Sergeant will try to

protect the Green Warlock. Liver-eater will cast *shield other*. The Hill Giant will either hurl rocks at archers from cover or use his tower shield and advance up the stair.

APL 8 (EL varies depending on situation)

The Green Warlock: male human (Suel) sorcerer 8; hp 49 (currently 63); see Appendix 1.

Liver-eater: male orc cleric 7; hp 38; see Appendix 1.

Orc Sergeant: male orc warrior 4; hp 31; see Appendix 1.

Orc Warriors (3): male orc warrior 2; hp 17; see Appendix 1.

Gatekeeper – Frost Giant: large male giant; hp 133; see *Monster Manual*, p. 122.

Tactics: The Green Warlock will attempt to nullify flying PCs with *dispel magic* (targeted on a PC if there is no obvious item allowing the PC to fly, or targeting an item). He will use an acid *fireball* against clustered PCs at long range and *enervation* against spellcasters within 45'. *Scorching ray* is used against the most powerful opponent within 45'. Liver-eater and the Sergeant will try to protect the Green Warlock. Liver-eater will cast *shield other*. The Frost Giant will either hurl rocks at archers from cover or use his tower shield and advance up the stair.

APL 10 (EL varies depending on situation)

The Green Warlock: male human (Suel) sorcerer 10; hp 71 (currently 87); see Appendix 1.

Liver-eater: male orc cleric 9; hp 57; see Appendix 1.

Orc Sergeant: male orc warrior 7; hp 52; see Appendix 1.

Orc Warriors (3): male orc warrior 4; hp 31; see Appendix 1.

Gatekeeper – Cloud Giant: huge male giant; hp 178; see *Monster Manual*, p. 120.

Tactics: The Green Warlock will attempt to nullify flying PCs with *dispel magic* (targeted on a PC if there is no obvious item allowing the PC to fly, or targeting an item). He will use an acid *fireball* against clustered PCs at long range and acid *cone of cold* within 60'. *Scorching ray* is used against the most powerful opponent, when closer still (50'). Liver-eater and the Sergeant will try to

protect the Green Warlock. Liver-eater will cast *bear's heart* and *shield other*. The Cloud Giant will use his tower shield and *levitate* into range before ditching the shield and attacking.

APL 12 (EL varies depending on situation)

The Green Warlock: male human (Suel) sorcerer 12; hp 85 (currently 111); see Appendix 1.

Liver-eater: male orc cleric 11; hp 79; see Appendix 1.

Orc Sergeants (4): male orc warrior 7; hp 62; see Appendix 1.

Gatekeeper – Storm Giant: huge female giant; hp 199; see *Monster Manual* p. 125.

Tactics: The Green Warlock will attempt to nullify flying PCs with *dispel magic* (targeted on a PC if there is no obvious item allowing the PC to fly, or targeting an item). He will use a *scorching ray* (with Energy Admixture acid) against the most powerful opponent, when in range (55'). Liver-eater and the Sergeants will try to protect the Green Warlock. Liver-eater has pre-cast *heroes feast* and will follow with *bear's heart* and *shield other*. The Storm Giant will target an archer or wizard-type with *chain lightning* before closing.

All APLs

Lord Elgarin: Male human Aristocrat 1/Fighter 6; hp 44 (currently 20); see Appendix 1.

Gnome Captives: Male gnome; hp 6 (currently 3); see *Monster Manual* p. 131.

Development: The PC may chose their battles here. If they defeat the Gatekeeper, the obelisk begins to collapse and the PC hear great iron valves open and the rumble of water. They must flee at top speed if they are to save the hostages and themselves from the onrushing flood. PCs cannot bypass the gate and gain admission to the Midnight Kingdom.

Conclusion

In the nick of time, you escape the onrushing torrent that crashes upon the great obelisk and floods the chambers.

[If the PCs rescue the hostages]

The gnomes of the Pinzool Trading Company are most grateful, though subdued by the loss of their comrades. Their mood brightens as they near the surface. Once achieving the strata of Tamtoomroomtoom, you meet a mixed company of gnomes, halflings and human militia. They have been preparing for further eruptions from below and seem to have accomplished much of the work you were contracted by Blaif Rinnar to perform. Seeing daylight for the first time in a great while, Lord Elgarin sprints to the mouth of the cavern and collapses in Pelor's amber glow, wracked by tears of joy.

In the days that follow, your exploits are feted in Crookhollow. Lord Elgarin departs with an honor guard to be reunited with his mother, Countess Allita of Flen. Before long, each of you are visited by a messenger bearing an invitation to a homecoming celebration for Lord Elgarin to be given in Flen. You are to be guests of honor mixing with the wealthiest merchant princes, noble scions of the purest breeding, silver-tongued politicians and the most scandalous climbers in Keoish society.

[If the PCs break the curse on Gwier Dreng]

One man is certainly not invited to the celebration: Gwier Dreng. The warlock has shed himself of his green robes. He is pensive, thoughtful and seems not to remember much of the past decade, though his sleep is broken by fits and cries aloud in the night. Upon reaching the surface, Lord Dreng is taken into custody by agents of the First Speaker. At the Rocs' Feather, the venerable halfling brewer explains that it's for his own good. Headhunters and assassins are searching high and wide for the man and the First Speaker wishes to present his case before the Court of the Land. His life will likely be spared, but his future is uncertain.

[If the PCs complete the Mission of Otiluke]

Finally, it is time to fulfill the great mage's last request. You make your way down the Sheldomar and voyage out from the port of Gradsul to carry a missive to the House on Summoner Court. In a respectable district of Greyhawk City a woman meets you at the door. She is Glorial, former apprentice of Otiluke. She explains that the relationship was also something more, though never quite what she desired. Otiluke was a great man, but a difficult one. Reading his message, Glorial turns away

and weeps. When she turns back to thank you, she is smiling.

[If the PCs bring Glorial the lily bulbs]

The gift of lily bulbs leaves her speechless. After pausing for a moment, she explains, "We had a garden in the courtyard, but in it we only grew vegetables. Otiluke believed in a functional garden: herbs, roots, tomatoes. Flowers were just useless fluff to him. I always wanted a flower garden. I take it this is his sign to move on in my own direction."

Glorial is filled with energy and resolve and sets to work immediately with plans for a new water garden in the courtyard of the House on Summoner Court.

Note: The Scythe of Nerull may break the curse of Roykyn three times. If any are left with the curse, it may be removed with *remove curse* and atonement. Treasure over the cap treasure may cover the costs, if available. The expense may also be shared by the party as a whole. All PCs that become a Minion of Roykyn are left with lingering effects as indicated on the AR.

Epilogue

The news raced along the rooftops and through the streets, past the lips of Keoish peasant and noble alike. It was spoken in whispers and in wails, and met with shock and sorrow.

"The King is dead."

Loyal Banshee Lugh Narthistle, commander of the Knights of the Watch in the County of Linth, hurried into the audience chamber where Hannah Linth sat, wringing her hands. Her head snapped up, and the Watcher recognized the manic gleam in her eyes. "You've heard the news?"

Narthistle nodded.

Hannah rose, stalking the room like a wild animal. As she did, she rubbed the obsidian chain around her neck, the one she received from her father. It seemed to make her more agitated. "The filthy Keogh... subverting Keoish nobles to assassinate our lords - and receiving aid from those sorcerers that would find succor within our borders." It had been twelve hours since the sword known as Blackrazor, held in the hand of Holphin Neheli,

had been used to murder King Kimbertos Skotti. Even as the court archmage wove a spell to imprison the assassin, he had been spirited away by an agent of the Silent Ones, Minister Down.

Narthistle never took his eyes off the chain she wore as he replied. "What would you have my men do?" She looked up at him. Narthistle knew the answer before she spoke it.

"The Keogh, Commandant. Kill them. Kill them all."

The aide approached Lord Kharn of Middlemead and gave a short bow. The older man rubbed his temples, staring out across the ramparts of the palace of Niole Dra and to the countryside beyond. Already, mourners had created a makeshift memorial in the palace gardens, stacking flowers, notes - any number of things that symbolized their grief at the loss of their monarch.

"He cannot be raised from the dead," the aide told Kharn, her voice cracking with emotion. "Three different priests..."

"Why can't they bring him back?" replied Kharn, his voice terse.

"The murder weapon," she replied. "Blackrazor feeds on the souls of those it kills..."

Kharn slumped, leaning heavily on the wall. How could we have been so stupid, he thought, rubbing his hands together. The Prophecy foretold of the danger... and we brought the murder weapon right to the victim. And Lord Holphin... we had been warned about allies becoming enemies...

"What's that?" asked the aide, pointing to the south.

Plumes of black smoke could be seen in the distance. The noble almost retched up his meal. The Countess was wasting no time. "The fires of the homes of the Keogh," Kharn said softly. "Our worst fear bearing fruit."

The aide dabbed at a tear in her eye. "What does it mean?"

Kharn's reply was as succinct as it was pained.

"Civil war."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Seriously considering the intent of the shade and discussing in character.

APL 4 – 30 xp.
APL 6 – 40 xp.
APL 8 – 50 xp.
APL 10 – 60 xp.
APL 12 – 70 xp.

Encounter 3

Defeating the Creatures.

APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 270 xp.
APL 10 – 330 xp.
APL 12 – 390 xp.

Getting information from Nimmelpoon.

APL 4 – 30 xp.
APL 6 – 40 xp.
APL 8 – 50 xp.
APL 10 – 60 xp.
APL 12 – 70 xp.

Encounter 4

Defeating Kamadeen.

APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 330 xp.
APL 10 – 390 xp.
APL 12 – 450 xp.

Encounter 5

Solving the riddle.

APL 4 – 90 xp.
APL 6 – 150 xp.
APL 8 – 210 xp.
APL 10 – 270 xp.
APL 12 – 330 xp.

Encounter 6

Bypassing the Guardian.

APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.

Realize the Guardian should not be fought.

APL 4 – 30 xp.
APL 6 – 40 xp.
APL 8 – 50 xp.
APL 10 – 60 xp.
APL 12 – 70 xp.

Encounter 9

Defeating the Wicked.

APL 4 – 120 xp.
APL 6 – 180 xp.
APL 8 – 240 xp.
APL 10 – 300 xp.
APL 12 – 390 xp.

Talking to Gwaeddán Dreng.

APL 4 – 60 xp.
APL 6 – 80 xp.
APL 8 – 100 xp.
APL 10 – 120 xp.
APL 12 – 140 xp.

Encounter 11

Defeating the Aspect of Roykyn.

APL 4 – 150 xp.
APL 6 – 210 xp.
APL 8 – 270 xp.
APL 10 – 330 xp.
APL 12 – 390 xp.

Refusing to “Sign on the Dotted Line.”

APL 4 – 60 xp.
APL 6 – 80 xp.
APL 8 – 100 xp.
APL 10 – 120 xp.
APL 12 – 140 xp.

Encounter 12

Defeating the Gatekeeper.

APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.

Breaking the Curse of Roykyn on Gwíer Dreng.

APL 4 – 60 xp.
APL 6 – 80 xp.
APL 8 – 100 xp.
APL 10 – 120 xp.
APL 12 – 140 xp.

Total Possible Experience

APL 4 – 1350 xp.
APL 6 – 1800 xp.
APL 8 – 2250 xp.
APL 10 – 2700 xp.
APL 12 – 3150 xp.

Treasure Summary

During an adventure, characters come upon treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. In the case of potions, they may use *Spellcraft* to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 1:

APL 4: L: 0 gp; C: 100 gp; M: *Sniffer* (31 gp).

APL 6: L: 0 gp; C: 150 gp; M: *Sniffer* (31 gp).

APL 8: L: 0 gp; C: 200 gp; M: *Sniffer* (31 gp).

APL 10: L: 0 gp; C: 250 gp; M: *Sniffer* (31 gp).

APL 12: L: 0 gp; C: 300 gp; M: *Sniffer* (31 gp).

Encounter 4:

APL 4: L: 12.5 gp; C: 0 gp; M: *wand of cure minor wounds* (31 gp); +1 *small buckler* (97 gp).

APL 6: L: 53.5 gp; C: 0 gp; M: *wand of cure minor wounds* (31 gp); *cloak of resistance* +2 (333 gp).

APL 8: L: 0 gp; C: 0 gp; M: *wand of cure minor wounds* (31 gp).

APL 10: L: 80 gp; C: 0 gp; M: *wand of cure minor wounds* (31 gp).

APL 12: L: 28.5 gp; C: 0 gp; M: *wand of cure moderate wounds* (375 gp); *cloak of resistance* +2 x2 (666 gp).

Encounter 11:

APL 4: L: 0 gp; C: 0 gp; M: +1 *ring of protection* (166 gp); *Scythe of Nerull* (+1 *ghost touch scythe*) (693 gp); *figurine of wonderful power: onyx dog* (1292 gp).

APL 6: L: 0 gp; C: 0 gp; M: +1 *ring of protection* (166 gp); *Scythe of Nerull* (+1 *ghost touch scythe*) (693 gp); *figurine of wonderful power: onyx dog* (1292 gp), *large beast claws* (801 gp).

APL 8: L: 0 gp; C: 0 gp; M: +1 *ring of protection* (166 gp); *Scythe of Nerull* (+1 *ghost touch scythe*) (693); *figurine of wonderful power: onyx dog* (1292 gp), *large beast claws* (801 gp).

APL 10: L: 0 gp; C: 0 gp; M: +1 *ring of protection* (166 gp); *Scythe of Nerull* (+1 *ghost touch scythe*) (693); *figurine of wonderful power: onyx dog* (1292 gp), *large beast claws* (801 gp).

APL 12: L: 0 gp; C: 0 gp; M: +1 *ring of protection* (166 gp); *Scythe of Nerull* (+1 *ghost touch scythe*) (693); *figurine of wonderful power: onyx dog* (1292 gp), *large beast claws* (801 gp).

Encounter 12:

APL 4: L: 250 gp; C: 300 gp; M: *potion of barkskin* +3 (50 gp); *scroll of mirror image* (12 gp); *scroll of glyph of warding* (31 gp); +1 *longspear* (192 gp).

APL 6: L: 649.5 gp; C: 450 gp; M: *potion of barkskin* +4 (75 gp); scroll of *mirror image* (12 gp); scroll of *glyph of warding* (31 gp); +1 *longspear* (192 gp).

APL 8: L: 995 gp; C: 600 gp; M: *potion of barkskin* +4 (75 gp); scroll of *mirror image* (12 gp); *cloak of charisma* +2 (333 gp); +1 *longspear* (192 gp); +1 *half-plate* (146 gp); four +1 *falchions* (792 gp).

APL 10: L: 1862.5 gp; C: 750 gp; M: *potion of barkskin* +4 (75 gp); scroll of *mirror image* (12 gp); *cloak of charisma* +2 (333 gp); +1 *defending quarterstaff* (692 gp); +1 *longspear* (192 gp); +2 *half-plate* (396 gp); +1 *falchion* (198 gp).

APL 12: L: 1150 gp; C: 900 gp; M: *potion of barkskin* +4 (75 gp); scroll of *mirror image* (12 gp); *cloak of charisma* +2 (333 gp); *amulet of health* +2 (333 gp); +1 *defending quarterstaff* (692 gp); +1 *longspear* (192 gp); +2 *half-plate* (396 gp); four +1 *falchions* (792 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 262.5 gp; C: 400 gp; M: 15767.5 gp – Total: 16430 gp (MAX 1300/PC gp).

APL 6: L: 703 gp; C: 600 gp; M: 24140 gp – Total: 25443 gp (MAX 1800/PC gp).

APL 8: L: 995 gp; C: 800 gp; M: 23015 gp – Total: 24810 gp (MAX 2600/PC gp).

APL 10: L: 1942.5 gp; C: 1000 gp; M: 29852.5 gp – Total: 32795 gp (MAX 4600/PC gp).

APL 12: L: 1178.5 gp; C: 1200 gp; M: 41290 gp – Total: 43668.5 gp (MAX 6600/PC gp).

Items for the Adventure Record

Special

Breaking the Curse of Roykyn:

For restoring Gwier Dreng to his right mind, he passes on some of the secrets learned during his time in the Lands Below. PC gains access to the Energy Admixture (T&B) feat and the *Acid Orb* (T&B) spell.

Journey through the Underworld:

Passing through the lands of the dead and hearing their desires and regrets have given you an

understanding of the hereafter. Through this experience, bards and virtuosos gain access to the Requiem (S&S) feat.

Gratitude of Glorial:

The PC has accepted Otiluke's request, carrying a message to resident of the House on Summoner Court in Greyhawk. This costs 1 TU and grants the following benefits/access:

Benefit: +2 circumstance bonus to Charisma-based skill checks, except Intimidate, with the Circle of Eight and its agents for one real-time year from the date on which this adventure was played.

Spell access: Access to one Limited spell from *Complete Arcane* or *Complete Divine*.

Item access: Glorial has friends in high places. Through her connections, she provides the PC with one-time access (Frequency: Adventure) to one of the following items (PCs choice): any one type of *ring of wizardry*, *robe of the archmagi* (white or gray), or *staff of power*.

Otiluke's Legacy [available to PCs who rescue Gwaeddán Dreng and received the Gratitude of Glorial]:

During renovations of the House on Summoner Court, Glorial discovers the notes of Otiluke's last research prior to his murder. In addition to providing permanent access (Frequency: Any) to any of Otiluke's published spells with Core or Limited access (defined as those spells which include Otiluke in their names), the notes contain a new spell, which Glorial shares with you and can be scribed into your spellbook *gratis* or taken as a sorcerer upon gaining access to a new 1st level spell.

Otiluke's Concussive Burst

Evocation (force)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Med (100 ft. + 10 ft./level)

Effect: Two-dimensional 30 ft. burst

Duration: Instantaneous

Saving Throw: Reflex
Spell Resistance: Yes

A magical plane of force explodes in a 30' radius burst knocking creatures from their feet, but causing no damage to them. Creatures within the plane of the force effect that fail a reflex save are knocked prone. *Otiluke's concussive burst* is not effective against creatures larger than large size. Large size creatures, creatures with more than two legs and those with a stability bonus gain a +4 circumstance modifier to their save.

Material Component: A coin or metal disk inscribed with arrows pointing outward.

The Warding Cap of Urogalan:

In thanks for securing Tumbledown Delve, rescuing the son of the Union's closest ally, and ridding the Temple of the Dead of a cruel interloper, the halflings of the Good Hills have gifted the PC with the Warding Cap of Urogalan. This prized possession protects the wearer as they continue to guard the halfling people. It is a stylized black skullcap lined with silver runes and decorated with the holy symbol of Urogalan, a dark grey silhouette of a dog's head. The Warding Cap of Urogalan constantly protects the wearer as if by a *protection from evil* spell. The Cap's powers may only be activated by the person to whom it was given and no one else.

The opportunity to purchase the cap is Frequency: Adventure (Frequency: Regional if the purchasing PC also played both KEO2-08 *Pemlo's Lambic* and KEO3-08 *Prelude to a Little War*). Subsequent upgrade purchases are considered Frequency: Regional and may be upgraded only in the order presented below. More than one upgrade may be purchased at a time, however. Acquiring the cap costs 16,000 gp, which the halflings will use to erect a number of sacred sculptures honoring Urogalan.

The first upgrade costs 4,528gp and allows the PC to cast *hide from undead* three times per day, affecting only the wearer. The second upgrade costs 5,400gp and negates any single *paralysis* effect to which the PC succumbs. This happens without the PCs knowledge or even desire, affecting only the PC, but only when the PC would have actually been affected (so being targeted by a *hold person* spell would not cause this power to activate until the PC had failed their saving throw, for example). This upgrade also raises the CL of

the cap to 3rd. The third upgrade costs 9,720gp and allows the PC to cast *magic circle against evil* once per day, centered on the wearer. This upgrade also raises the CL of the cap to 5th. The fourth upgrade costs 15,120gp allows the PC to cast *death ward* once per day, affecting only the wearer, and raises the CL of the cap to 7th.

Frequency: Regional; Faint abjuration; CL 1st; Craft Wondrous Item, *protection from evil*, blessed by the priests of Urogalan of the Good Hills; Weight -.

Invitation to the Homecoming of Lord Elgarin:

For delivering Lord Elgarin from the clutches of the Green Warlock, the PC is invited to a homecoming celebration in Flen that includes the most respected figures in Keoland. As the savior of her beloved son, Allita Elgarin, Countess of Flen dotes on you. The Countess is a vivacious woman on the cusp of her 40th birthday looking for the right Count.

Suitor of Countess Allita Elgarin

A male PCs that can demonstrate title, is a Founder of New Kilm (Crookhollow Blues Interactive AR), or is a member of the Nobility of Keoland or Guilds of Keoland meta-orgs, may court the Countess of Flen. PC has campaign access to join Nobility as a minor landholder in the district of Flen (3 TU/year, 100 gp/year).

Courted by Lord Elgarin

The young lord Elgarin, heir to the County of Cryllor, may be smitten with a female PC that can demonstrate title, is a founder of New Kilm (Crookhollow Blues Interactive AR), or is a member of the Nobility of Keoland or Guilds of Keoland meta-orgs, that participated in his rescue. PC has campaign access to join Nobility as a minor landholder in the district of Flen (3 TU/year, 100 gp/year).

Tutelage of the Pinzool Gnomes:

For coming to their rescue, the Pinzool Trading Company will make a Magister of Languages available to the PC should she desire to learn one of many languages of the Lands Below. These include: Beholder, Elven, Draconic, Dwarven, Giant, Gnoll, Gnome, Goblin, Grimlock, Ignan, Terran, and Undercommon. Circle language selected. PC must spend appropriate skill points to learn the language.

A Fool for Music:

For stealing an offering to Chronepsis, Dragon-god of Judgement, the PC has been afflicted with a curse. The PC suffers –4 to saves vs. sonic enchantment effects until *remove curse* and *atonement* spells have been cast upon the PC. Have judge cross out this effect and initial once this has been achieved in-game. PC gains the following:

Masterwork Whistle-pipe: *Neither a horn nor a flute, the finely crafted whistle-pipe is made of metal but played like a woodwind. It consists of a straight metal tube studded with fingerholes. The musician plays it by blowing directly through the length of the pipe while covering combinations of holes to produce different notes. A whistle-pipe is a small instrument, typically about 1 foot in length and only an inch in diameter.*

The whistle-pipe produces a high-pitch sound that some consider quite piercing. Gnomes particularly enjoy its music, however, and many gnome bards adopt it as their instrument of choice.

Bardic Music: *This whistle-pipe grants the musician a +6 circumstance bonus on Perform checks for countersong.*

Signed of the Dotted Line:

The PC became a Minion of Roykyn. This template may be removed with the Scythe of Nerull in this scenario or through a ritual conducted by the Church of Segojan Earthcaller in Plim's Delve. This costs ½ the gp cap for this scenario and 1 TU. For the year of play following this ceremony, the taint of Roykyn's curse remains with the PC. The PC detects faintly as evil, gains resistance (acid) 5 and find herself susceptible to commands and suggestions of gnomes. Simple non-magical spoken commands or suggestions are treated as a *command* or *suggestion*, which the PC must make a DC 10 Will save to resist. Saves against magical enchantments cast by gnomes are made at –4. PC Minions of Roykyn that do not undergo the ritual at the end of KEO4-07 change alignment to CE and are removed from play.

Item Access

APL 4:

- ❖ The Sniffer [*wand of detect magic* – 50 charges] (Adventure, CL 5th; 375 gp)
- ❖ *wand of cure minor wounds* (Adventure, CL 5th; 375 gp)

❖ *figurine of wondrous power: Urogalan's [onyx] dog* (Adventure, DMG, CL 5th; 15,500 gp)

❖ *Scythe of Nerull [+1 ghost touch scythe]* (Adventure, CL 5th; 8,315 gp)

APL 6 (all items from APL 4 plus):

❖ *cloak of resistance +2* (Adventure, DMG, CL 5th; 4000 gp)

❖ *large beast claws* (Adventure, Savage Species, CL 7th; 9610 gp)

APL 8 (all items from APL 4, 6 plus):

None

APL 10 (all items from APL 4, 6, 8 plus):

❖ +1 *defending quarterstaff* (Adventure, DMG, CL 5th; 8300 gp)

❖ +2 *half-plate* (Adventure, DMG, CL 5th; 4750 gp)

APL 12 (all items from APL 4, 6, 8, 10 plus):

None

Appendix 1: Monsters & NPCs (All APLs)

All APLs

Encounter 3:

Nimmelpoon: Male Gnome (Rock) Exp5; Small Humanoid; CR 5; HD 5d6+10; hp 30; Init +2; Spd 20 ft (4 squares); AC 13 (+2 dex, +1 size), touch 13, flat-footed 11; Base Atk/Grapple +3/-1; Full Atk light pick +0 melee (1d3;20/x4); AL NG; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Appraise +7, Climb +2, Craft: Gemcutting +6, Decipher Script +11, Diplomacy +4, Knowledge (arch & eng) +9, Knowledge (dungeoneering) +10, Knowledge (local) +3, Move Silently +10, Speak Language +5, Use Magic Device +8; Alertness, Diligent.

Possessions: Rusty light pick.

Languages: Common, Draconic, Dwarven, Giant, Gnome, Halfling, Terran, Undercommon.

Encounter 9:

Gwaeddan Dreng: Female Human (Flan) Ari1/Exp1; Medium Deathless; CR 2; HD 2d12; hp 18; Init +1; Spd 30 ft. (6 squares); AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +0/+0; Full Atk unarmed strike +0 melee (1d2;20/x2); AL NG; SV Fort +0, Ref +1, Will +5; Str 10, Dex 13, Con -, Int 10, Wis 12, Cha 16.

Skills and Feats: Craft (herbalist); +4, Decipher Script +4, Diplomacy +5, Knowledge (local) +2, Knowledge (nature) +2, Knowledge (nobility) +3, Ride +7, Speak Language +2, Use Magic Device +5; Animal Affinity, Diligent.

Encounter 12:

Lord Elgarin: Male Human Ftr5/Ari1; Medium Humanoid; CR 6; HD 1d8+5d10+6; hp 48; Init +1; Spd 30 ft. (6 squares); AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +5/+8; Full Atk unarmed strike +8 melee (1d2+3;20/x2); AL LG; SV Fort +5, Ref +2, Will +4; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +5, Handle Animal +7, Intimidate +7, Knowledge (nobility) +3, Listen +4, Ride +12, Sense Motive +5, Speak Language +3, Spot +3; Endurance, Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Power Attack, Trustworthy.

Appendix 1: Monsters & NPCs (APL 4)

Encounter 9:

Wembli: gnome Rog 2; CR 2; small deathless; HD 2d12; hp 18; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13 (+2 armor, +2 dex, +1 size); Base Atk +1; Grp –2; Full Atk small sap +2 melee (1d4 subdual; 20/x2) or small light crossbow +4 ranged (1d6, 19-20/x2); SA sneak attack +1d6; SQ Evasion, Gnome traits, Darkvision 60', Immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +0, Ref +5, Will +0; Str 11, Dex 14, Con –, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +4, Disable Device +5, Escape Artist +6, Hide +10, Intimidate +4, Listen +7, Move Silently +6, Open Lock +6, Tumble +7; Dodge.

Possessions: leather armor, small sap, small shortsword, small light crossbow.

Gundulren Thief: gnome Rog 1; CR 1; small deathless; HD 1d12; hp 9; Init +2; Spd 20 ft. (4 squares); AC 15, touch 13, flat-footed 13 (+2 armor, +2 dex, +1 size); Base Atk +0; Grp –3; Full Atk small sap +1 melee (1d4 subdual, 20/x2) or small light crossbow +3 ranged (1d6, 19-20/x2); SA sneak attack +1d6; SQ Gnome traits, Darkvision 60', Immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +0, Ref +5, Will +0; Str 11, Dex 14, Con –, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +4, Disable Device +5, Escape Artist +6, Hide +8, Intimidate +4, Listen +6, Move Silently +6, Open Lock +5, Tumble +6; Dodge.

Possessions: leather armor, small club, small shortsword, small light crossbow.

Encounter 11:

Aspect of Roykyn: female quasit rogue 1/fighter 1; CR 5; tiny outsider, advanced (Chaotic, Extraplanar, Evil); HD 6d8+1d10+1d6; hp 48; Init +9; Spd 20 ft. (4 squares), fly 50 ft. (perfect); AC 21 (+2 size, +5 Dex, +3 natural, +1 deflection), touch 18, flat-footed 16; Base Atk +7; Grp –1; Atk Claw +13 melee (1d3 plus poison); Full Atk 2 claws +13 melee (1d3 plus poison) and bite +8 melee (1d4); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities, sneak attack +1d6; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, trapfinding; AL CE; SV Fort +9, Ref +12, Will +9; Str 10, Dex 20 Con 10, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +13, Diplomacy +9, Disguise +7 (+9 acting), Escape Artist +16, Hide +19, Intimidate +9, Knowledge (any one) +8, Listen +13, Move Silently +11, Search +8, Sense Motive +10, Spellcraft +8, Spot +7; Ability focus (Poison), Arterial Strike, Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 13). Caster level 6th. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Possessions: ring of protection +1.

Description: When PCs first encounter the Aspect, she appears as a female gnome with straight, shoulder-length raven hair. Her face is filled with humor, belied by the wicked gleam in her eyes. Roykyn is capricious and not above inflicting a cruel joke upon any being, evil or good. If struck with the Gem of Segojan, she transforms into her demonic form. She also assumes this form when entering combat.

Encounter 12:

The Green Warlock: Male Human (Suel) Sor4; Medium Outsider; CR 4; HD 4d4+8; hp 18; Init +1; Spd 30 ft. (6 squares); AC 11 (18 with *mage armor* and *barkskin*) (+1 dex, +4 armor, +3 natural), touch 11, flat-footed 10 (or 17 with *mage armor* and *barkskin*); Base Atk/Grapple +2/+1; Full Atk quarterstaff +1 melee (1d6-1, 20/x2); SA Smite (+4 to damage on one attack); SQ Spell-like abilities (*Disguise Self* 3/day, *Misdirection* 1/day); acid resistance 10, spell resistance 9; AL CE; SV Fort +5, Ref +2, Will +5; Str 8, Dex 12, Con 14, Int 14, Wis 12, Cha 19.

Skills and Feats: Bluff +6, Concentration +9, Diplomacy +5, Handle Animal +5, Knowledge (nobility) +7, Knowledge (arcana) +3, Listen +3, Ride +3, Spellcraft +9; Great Fortitude, Enlarge Spell, Energy Affinity (Acid).

Sorcerer Spells Known (4/6/4 per day; DC 14 + spell level): 0 - *acid splash*, *dancing lights*, *detect magic*, *message*, *ray of frost*, *read Magic*; 1st - *mage armor*, *shield*, *shocking grasp*; 2nd - *scorching ray*.

Possessions: *potion of barkskin* +3, *scroll of mirror image*.

Liver Eater: Female Orc Clr3; Medium Humanoid (Orc); CR 3; HD 3d8; hp 18; Init -1; Spd 20 ft. (4 squares); AC 14 (+5 armor, -1 dex), touch 9, flat-footed 14; Base Atk/Grapple +2/+5; Full Atk +1 *longspear* +7 melee (1d8+5, 20/x3); AL NE; SV Fort +3, Ref +0, Will +6; Str 16, Dex 8, Con 10, Int 8, Wis 16, Cha 7.

Skills and Feats: Concentration +3, Speak Language +1; Power Attack.

Cleric Spells Prepared (4/3/2 per day; DC 13 + spell level): 0 - *cure minor wounds* x2, *detect magic*, *read magic*; 1st - ~~*hide from undead*~~, *magic weapon*, *protection from good**, *sanctuary*; 2nd - *hold person*, *shield other*, *spiritual weapon*.

* Domain spell. *Domains:* Evil (cast all spells with the Evil descriptor at +1 caster level), War (gain Martial Weapon Proficiency and Weapon Focus in deity's favored weapon).

Possessions: *Scroll of glyph of warding*, +1 *longspear*, chainmail.

Orc Sergeant: Male Orc War2; Medium Humanoid (Orc); CR 2; HD 2d8+4; hp 15; Init +1; Spd 20 ft. (4 squares); AC 16 (+5 armor, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +2/+6; Full Atk falchion +6 melee (2d4+6, 18-20/x2) or longbow +3 ranged (1d8, 20/x3, longbow); AL NE; SV Fort +5, Ref +1, Will -1; Str 19, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Intimidate +3, Ride +2; Power Attack.

Possessions: breastplate, falchion, longbow.

Appendix 1: Monsters & NPCs (APL 6)

Encounter 9:

Grandmaster Yolek: human sor4; CR 4; medium deathless; HD 4d12+3; hp 38; Init +2; Spd 30 ft. (6 squares); AC 12 (16 with *mage armor*), touch 12, flat-footed 10 (14 with *mage armor*) (+2 dex [and +4 armor with *mage armor*]); Base Atk +2; Grp +1; Full Atk +1 melee (1d6-1, x3, shortspear); SA Possession (see note); SQ Darkvision 60', Immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL LE; SV Fort +1, Ref +3, Will +5; Str 8, Dex 14, Con -, Int 12, Wis 12, Cha 16.

Skills and Feats: Concentration +10, Craft (Goldsmith) +8, Knowledge (nobility) +4, Move Silently +5, Spellcraft +6; Combat Casting, Toughness, Extend Spell.

Sorcerer/Bard Spells Known (6/7/4; save DC 13 + spell level): 0 – *acid splash*, *detect magic*, *light* (e), *mage hand*, *mending*, *resistance*; 1st – *mage armor*, *magic weapon*, *summon monster I*; 2nd – *summon monster II*.

E – Evocation spell. Spellcraft check to cast.

Possessions: shortspear.

Grandmaster Yolek's Familiar: cat; CR -; tiny deathless; HD ½ d8 (treated as 4HD); hp 19; Init +2; Spd 30 ft. (6 squares); AC 16 (20 with *mage armor*), touch 14 (18 with *mage armor*), flat-footed 14 (20 with *mage armor*) (+2 dex, +2 size, +2 natural); Base Atk +2; Grp -10; Atk +6 melee (1d2-4, claw); Full Atk +6 melee (1d2-4, 2 claws) and +1 melee (1d3-4, bite); Space/Reach 2.5 ft./0 ft.; SQ Improved Evasion, Share Spells, Empathic Link, Touch, Darkvision 60', Immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL LE; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con -, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (Claw, Bite).

Description: large white housecat.

Yolek's Guards (4): human War 2; medium deathless; HD 2d12; hp 18; Init +0; Spd 30 ft. (6 squares); AC 14, touch 10, flat-footed 14 (+2 armor, +2 shield); Base Atk +1; Grp +2; Full Atk club +2 melee (1d6+1, 20/x2) or longsword +3 melee (1d8+1, 19-20/x2); SQ Darkvision 60', Immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 10, Con -, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +1, Listen +2, Spot +2; Power Attack, Weapon Focus (Longsword).

Possessions: leather armor, large wooden shield, longsword, club.

Encounter 11:

Aspect of Roykyn: female babau, fighter 1; CR 7; medium outsider (Chaotic, Extraplanar, Evil); HD 7d8+1d10+48; hp 85; Init +1; Spd 30 ft.; AC 20, touch 12, flat-footed 19 (+1 Dex, +8 natural, +1 deflection); Base Atk +8; Grp +14; Atk Claw +16 melee (1d6+1d6+8); Full Atk 2 claws +16 melee (1d6+1d6+8) and bite +9 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, spell-like abilities, *summon demon*; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to

electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +12, Ref +6, Will +6; Str 22, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +16, Climb +10, Diplomacy +9, Disable Device +10, Disguise +13, Escape Artist +11, Hide +19, Intimidate +9, Listen +19, Move Silently +19, Open Lock +10, Search +10, Sense Motive +8, Sleight of Hand +10, Survival +1 (+3 following tracks), Use Rope +1; Cleave, Combat Reflexes, Improved Toughness, Multiattack, Power Attack.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Possessions: *ring of protection* +1, *large beast claws*.

Description: When PCs first encounter the Aspect, she appears as a female gnome with straight, shoulder-length raven hair. Her face is filled with humor, belied by the wicked gleam in her eyes. Roykyn is capricious and not above inflicting a cruel joke upon any being, evil or good. If struck with the Gem of Segojan, she transforms into her demonic form. She also assumes this form when entering combat. The Beast claws she wears appear as cruelly-spiked gauntlets.

Encounter 12:

The Green Warlock: Male Human (Suel) Sor6; Medium Outsider; CR 6; HD 6d4+12; hp 27 (and +13 hp for *false life* spell); Init +1; Spd 30 ft. (6 squares); AC 11 (19 with *mage armor* and *barkskin*) (+1 dex, +4 armor, +4 natural), touch 11, flat-footed 10 (18 with *mage armor* and *barkskin*); Base Atk/Grapple +3/+2; Full Atk quarterstaff +2 melee (1d6-1, 20/x2); SA: smite (+6 damage on 1 attack/day); SQ: Spell-like abilities (*disguise self* 3/day, *misdirection* 1/day, *major image* 1/week); acid resistance 10; spell resistance 11; AL CE; SV Fort +6, Ref +3, Will +6; Str 8, Dex 12, Con 14, Int 14, Wis 12, Cha 21.

Skills and Feats: Bluff +9, Concentration +11, Diplomacy +6, Handle Animal +6, Knowledge (arcana) +7, Knowledge (nobility) +3, Listen +4, Ride +4, Spellcraft +11; Great Fortitude, Enlarge Spell, Improved Toughness, Energy Affinity (Acid).

Sorcerer Spells Known (4/6/5/4 per day; DC 15 + spell level): 0 - *acid splash*, *dancing lights*, *detect magic*, *message*, *ray of frost*, *read magic*, *resistance*; 1st - *mage armor*, *protection from good*, *shield*, *shocking grasp*; 2nd - *false life*, *scorching ray*; 3rd - *fireball*.

Possessions: *Cloak of charisma* +2, *Potion of barkskin* +4, scroll of *mirror image*.

Liver Eater: Female Orc Clr5; Medium Humanoid (Orc); CR 5; HD 5d8; hp 30; Init -1; Spd 20 ft. (4 squares); AC 16 (+7 armor, -1 dex), touch 9, flat-footed 16; Base Atk/Grapple +3/+6; Full Atk +1 *longspear* +8 melee (1d8+5, 20/x3); AL NE; SV Fort +4, Ref +0, Will +7; Str 16, Dex 8, Con 10, Int 8, Wis 17, Cha 7.

Skills and Feats: Concentration +5, Knowledge (religion) +0, Speak Language +1; Power Attack, Divine Vigor.

Cleric Spells Prepared (5/4/3/2 per day; DC 13 + spell level): 0 - *cure minor wounds* x3, *detect magic*, *read magic*; 1st - *detect good*, *hide from undead*, *magic weapon*, *protection from good**, *sanctuary*; 2nd - *hold person*, *shield other*, *silence*, *spiritual weapon**; 3rd - *bestow curse*, *briar web*, *magic vestment**.

* Domain spell. *Domains*: Evil (cast all spells with the Evil descriptor at +1 caster level), War (gain Martial Weapon Proficiency and Weapon Focus in deity's favored weapon).

Possessions: +1 *longspear*, half-plate.

Orc Sergeant: Male Orc War2; Medium Humanoid (Orc); CR 2; HD 2d8+4; hp 15; Init +1; Spd 20 ft. (6 squares); AC 16 (+5 armor, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +2/+6; Full Atk falchion +6 melee (2d4+6, 18-20/x2) or longbow +3 missile (1d8, 20/x3); AL NE; SV Fort +5, Ref +1, Will -1; Str 19, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Intimidate +3, Ride +2; Power Attack.

Possessions: breastplate, falchion, longbow.

Appendix 1: Monsters & NPCs (APL 8)

Encounter 3:

Destrachan, Advanced: Large Aberration; CR 9; HD 12d8+60; hp 117; Init +6; Spd 30 ft.; Space/Reach 10 ft./5 ft.; AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; Base Atk +9; Grp +17; Atk Claw +13 melee (1d6+5); Full Atk 2 claws +13 melee (1d6+5); SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL neutral evil; SV Fort +9, Ref +8, Will +12; Str 20, Dex 14, Con 20, Int 12, Wis 16, Cha 17.

Skills and Feats: Hide +12, Listen +28, Move Silently +12, Survival +9; Ability Focus (Destructive Harmonics), Dodge, Improved Initiative, Lightning Reflexes.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Destructive harmonics: A destrachan can blast sonic energy in a cone up to 80 feet long. It can tune the harmonics of this destructive power to affect different types of targets.

Flesh: Disrupting tissue and rending bone, this horrible attack deals 4d6 points of damage to all within the cone (Reflex half DC 19).

Nerves: The destrachan can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 6d6 points of subdual damage to all within the cone (Reflex half DC 19).

Material: The destrachan chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a Fortitude save (DC 19) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Encounter 9:

Naxalon Fenn: human Clr 8; CR 8; medium deathless; HD 8d12; hp 61; Init +5; Spd 20 ft. (4 squares); AC 19, touch 11, flat-footed 18 (+6 armor, +2 shield, +1 dex); Base Atk +4; Grp +5; Full Atk light mace +5 melee (1d6+1, 20/x2); SA Possession (see note); Rebuke Undead, Spontaneous Casting of Inflict Spells, Evil spells cast at +1 caster level, Death Touch; SQ Darkvision 60', Immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL NE; SV Fort +6, Ref +3, Will +9; Str 13, Dex 12, Con -, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +10, Heal +7, Knowledge (religion) +5, Spellcraft +3; Combat Casting, Improved Initiative, Spell Focus (Necromancy), Close-Quarters Fighting.

Death Touch: (1/day)

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1; save DC 13 + spell level): 0 – *detect magic*, *light* (e), *cure minor wounds*, *purify food and drink*, *mending*, *resistance*; 1st – *protection from good**, *bane*, *command*, *divine favor* (e), *obscuring mist*, *sanctuary*; 2nd – *death knell**, *bull's strength*, *cure moderate wounds*; *hold person*, *spiritual weapon* (e); 3rd – *animate dead**, *bestow curse*, *blindness*, *contagion*, *dispel magic*; 4th – *unholy blight*(e)*, *dismissal*, *freedom of movement*.

*Domain spell. *Domains*: Death (Once per day, if you touch your victim, roll 8d6. If this at least equals the victim's hit points, it dies), Evil (cast all spells with Evil descriptor at +1 caster level)

E – Evocation spell. DC 28 + spell level spellcraft check to cast.

Possessions: light mace, large steel shield, chain mail.

Encounter 12:

The Green Warlock: Male Human (Suel) Sor8; Medium Outsider; CR 8; HD 8d4+16; hp 49 (63 with *false life*); Init +1; Spd 30 ft. (6 squares); AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +4/+3; Full Atk quarterstaff +3 melee (1d6-1, 20/x2); SA: Smite (+8 damage on 1 attack/day); SQ: Spell-like abilities (*Disguise Self* 3/day, *Misdirection* 1/day, *Major Image* 1/week, *Deceptive Double* 1/week); acid resistance 10; spell resistance 13; AL CE; SV Fort +6, Ref +3, Will +7; Str 8, Dex 12, Con 14, Int 14, Wis 12, Cha 22.

Skills and Feats: Bluff +11, Concentration +13, Diplomacy +10, Handle Animal +7, Knowledge (arcana) +7, Knowledge (nobility) +3, Listen +6, Ride +4, Spellcraft +13; Great Fortitude, Enlarge Spell, Improved Toughness, Energy Affinity (Acid).

Sorcerer Spells Known (4/7/5/6/4 per day; DC 16 + spell level): 0 - *acid splash*, *dancing lights*, *detect magic*, *light*, *message*, *ray of frost*, *read magic*, *resistance*; 1st - *expeditious retreat*, *mage armor*, *protection from good*, *shield*, *shocking grasp*; 2nd - *bull's strength*, *false life*, *scorching ray*; 3rd - *dispel magic*, *fireball*; 4th - *ice storm*.

Possessions: Cloak of charisma +2, potion of barkskin +4, scroll of mirror image.

Note: Resist energy (electricity) caster level 7 is in effect on this NPC for 1 hour.

Liver Eater: Female Orc Clr7; Medium Humanoid (Orc); CR 7; HD 7d8; hp 42; Init -1; Spd 20 ft. (4 squares); AC 17 (+8 armor, -1 dex), touch 9, flat-footed 17; Base Atk/Grapple +5/+8*; Full Atk +1 *longspear* +10* melee (1d8+5*, 20/x3); AL NE; SV Fort +5, Ref +1, Will +8; Str 16*, Dex 8, Con 10, Int 8, Wis 17, Cha 7.

*Add +4 to Str, +2 to melee attack rolls and grapple checks, and +3 damage for *bull's strength* spell.

Skills and Feats: Concentration +6, Knowledge (religion) +1, Speak Language +1; Power Attack, Divine Vigor, Divine Spell Power.

Cleric Spells Prepared (6/5/4/3/1 per day; DC 13 + spell level): 0 - cure minor wounds x4, detect magic, read magic; 1st - *bless*, *detect good*, *hide from undead*, *magic weapon*, *protection from good**, *sanctuary*; 2nd - *hold person*, *resist energy*, *shield other*, *silence*, *spiritual weapon**; 3rd - *bestow curse*, *briar web*, *magic vestment**, *protection from energy*; 4th *freedom of movement*, *unholy blight**.

*Domain spell. *Domains*: Evil (cast all spells with the Evil descriptor at +1 caster level), War (gain Martial Weapon Proficiency and Weapon Focus in deity's favored weapon).

Possessions: +1 *longspear*, +1 *half-plate*.

Note: Protection from Energy (fire – 84 pts.) caster level 7 is in effect on this NPC for 1 hour.

Orc Sergeant: Male Orc War4; Medium Humanoid (Orc); CR 4; HD 4d8+8; hp 30; Init +1; Spd 20 ft (4 squares); AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grapple +4/+9*; Full Atk masterwork falchion +10* melee (2d4+7*, 18-20/x2) or longbow +5 ranged (1d8, 20/x3); AL NE; SV Fort +6, Ref +2, Will +0; Str 20*, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

*Add +4 to Str, +2 to melee attack rolls and grapple checks, and +3 damage for *bull's strength* spell.

Skills and Feats: Intimidate +3, Ride +4; Combat Reflexes, Power Attack.

Possessions: Masterwork falchion, longbow, banded mail.

Note: Bull's Strength is in effect for this NPC for 6 minutes.

Orc Warrior: Male Orc War2; Medium Humanoid (Orc); CR 2; HD 2d8+4; hp 15; Init +1; Spd 20 ft. (4 squares); AC 16 (+5 armor, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +2/+6; Full Atk falchion +6 melee (2d4+6;18-20/x2) or longbow +3 ranged (1d8;20/x3); AL NE; SV Fort +5, Ref +1, Will -1; Str 19, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Intimidate +3, Ride +2; Power Attack.

Possessions: breastplate, falchion, longbow.

Appendix 1: Monsters & NPCs (APL 10)

Encounter 3:

Destrachan, Advanced: Huge Aberration; CR 11; HD 20d8+140+20; hp 245; Init +5; Spd 30 ft.; Space/Reach 15 ft./10 ft.; AC 20 (-2 size, +1 dex, +11 natural), touch 9, flat-footed 19; Base Atk +15; Grp +31; Atk Claw +22 melee (1d8+9); Full Atk 2 claws +22 melee (1d8+9); SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL neutral evil; SV Fort +13, Ref +9, Will +15; Str 28, Dex 12, Con 24, Int 12, Wis 16, Cha 19.

Skills and Feats: Hide +17, Listen +37, Move Silently +17, Survival +15; Ability Focus (Destructive Harmonics), Dodge, Improved Initiative, Improved Toughness, Lightning Reflexes, Pain Mastery (+2 to STR for each 50 points of damage taken: Savage Species), Reverberation (+2 to sonic attacks: Savage Species).

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Destructive harmonics: A destrachan can blast sonic energy in a cone up to 80 feet long. It can tune the harmonics of this destructive power to affect different types of targets.

Flesh: Disrupting tissue and rending bone, this horrible attack deals 4d6 points of damage to all within the cone (Reflex half DC 22).

Nerves: The destrachan can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 6d6 points of subdual damage to all within the cone (Reflex half DC 22).

Material: The destrachan chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a Fortitude save (DC 22) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Encounter 4:

Wight Minions of Kyuss (desecrate effect for *zone of undeath* included): Small Undead (Augmented Humanoid, Gnome); Rog3; CR 7; HD 3d12; hp 29; Init +5; Spd 20 ft. (4 squares); AC 27 (+4 natural, +4 armor, +4 dex, +4 dodge, +1 size), touch 19, flat-footed 19; Base Atk +2; Grp -2 (-1); Atk small short sword +9 melee (1d4+1, 19-20/x2); Full Atk small short sword +7 melee (1d4+1, 19-20/x2) and slam +7 melee (1d3+1 and energy drain); SA Energy drain (DC 12), Sneak Attack (+2d6); SQ Darkvision 120', Stonecunning, Spell-like Abilities, nondetection, SR 14, Trap Sense, Trapfinding, Evasion; SV Fort +3, Ref +10, Will +4; AL NE; Str 10, Dex 20, Con --, Int 12, Wis 12, Cha 12.

Skills & Feats: Climb +4, Hide +15, Listen +7, Move Silently +9, Open Lock +11, Search +7, Tumble +9, Use Magic Device +7; Two-Weapon Fighting, Weapon Finesse.

Energy Drain: Fort save DC 12 or suffer two negative levels after a successful slam attack. For each negative level it bestows, the wight gains 5 hp.

Spell-like abilities: Can cast *blindness*, *blur*, and *change self* once/day as a 3rd-level wizard.

Possessions: chainmail, small short sword.

Encounter 9:

Keltin Elgarin: Female Human (Suel) Ftr4/Mnk3/Rog3; CR 10; HD 3d6+3d8+4d10; hp 62; Init +1; Spd 40 ft. (8 squares); AC 17 (+2 armor, +1 dex, +1 deflection, +3 misc), touch 15, flat-footed 16; Base Atk/Grapple +8/+10; Full Atk unarmed strike +11/+6 melee (1d8+4, 20/x2), or flurry of blows +9/+9/+4 melee (1d8+4, 20/x2); SA: Sneak Attack (+2d6), Stunning Fist 4/day (DC 22); SQ: Evasion, Trap Sense, Still Mind, Trapfinding; AL LE; SV Fort +8, Ref +8, Will +7; Str 15, Dex 13, Con 10, Int 13, Wis 14, Cha 11.

Skills and Feats: Climb +8, Escape Artist +14, Hide +6, Jump +17, Knowledge (local) +5, Listen +11, Move Silently +6, Sleight of Hand +6, Spot +9, Tumble +14; Combat Expertise, Improved Trip, Power Attack, Weapon Focus (Unarmed Strike), Weapon Specialization (Unarmed Strike), Improved Toughness, Rapid Stunning, Knock-Down.

Possessions: Monk's belt, ring of protection +1, bracers of armor +2, ki straps.

Encounter 12:

The Green Warlock: Male Human (Suel) Sor10; Medium Humanoid; CR 10; HD 10d4+30; hp 71 (**87 with false life**); Init +1; Spd 30 ft. (6 squares); AC 11 (**19 with mage armor and barkskin**) (+1 dex, +4 armor, +4 natural), touch 11, flat-footed 10 (18 with *mage armor* and *barkskin*); Base Atk/Grapple +5/+4; Full Atk quarterstaff +5 melee (1d6, 20/x2); SA: Smite (+10 damage on 1 attack/day); SQ: Spell-like abilities (*disguise self* 3/day, *misdirection* 1/day, *major image* 1/week, *deceptive double* 1/week, *dominate person* 1/week); acid resistance 10; spell resistance 15; AL CE; SV Fort +8, Ref +4, Will +8; Str 8, Dex 12, Con 16, Int 14, Wis 12, Cha 22.

Skills and Feats: Bluff +13, Concentration +16, Diplomacy +10, Handle Animal +7, Knowledge (arcana) +9, Knowledge (nobility) +3, Listen +7, Ride +4, Spellcraft +15; Great Fortitude, Empower Spell, Enlarge Spell, Improved Toughness, Energy Affinity (Acid).

Sorcerer Spells Known (4/7/5/4/6/4 per day; DC 16 + spell level): *acid splash*, *dancing lights*, *detect magic*, *light*, *mage hand*, *message*, *ray of frost*, *read magic*, *resistance*; 1st - *expeditious retreat*, *mage armor*, *protection from good*, *shield*, *shocking grasp*; 2nd - *blindness/deafness*, *bull's strength*, *false life*, *scorching ray*; 3rd - *dispel magic*, *fireball*, *protection from energy*; 4th - *greater invisibility*, *ice storm*; 5th - *cone of cold*.

Possessions: Amulet of health +2, cloak of charisma +2, *potion of barkskin* +4, scroll of *mirror image*, +1 defending quarterstaff.

Note: *Protection from energy* (fire, cold, electricity – 120 pts.) caster level 10 is in effect on this NPC for 90 minutes. *See invisibility* is in effect for 90 minutes.

Liver Eater: Female Orc Clr9; Medium Humanoid (Orc); CR 9; HD 9d8; hp 54; Init –1; Spd 20 ft. (4 squares); AC 20 (+11 armor, –1 dex), touch 9, flat-footed 18; Base Atk/Grapple +6/+9*; Atk +1 *longspear* +11* melee (1d8+5*, 20/x3); Full Atk +1 *longspear* +11/+6* melee (1d8+5*, 20/x3); AL NE; SV Fort +6, Ref +2, Will +10; Str 16*, Dex 8, Con 10, Int 8, Wis 18, Cha 7.

*Add +4 to Str, +2 to melee attack rolls and grapple checks, and +3 damage for *bull's strength* spell.

Skills and Feats: Concentration +8, Knowledge (religion) +1, Speak Language +1; Power Attack, Improved Toughness, Divine Vigor, Divine Spell Power.

Cleric Spells Prepared (6/5/5/4/3/1 per day; DC 14 + spell level): 0- *cure minor wounds* X4, *detect magic*, *read magic*; 1st - *bless*, *detect good*, ~~*hide from undead*~~, *magic weapon*, *protection from good**, *sanctuary*; 2nd - *hold person*, ~~*resist energy*~~, *shield other*, *silence*, *sound burst*, *spiritual weapon**; 3rd - *bestow curse*, *glyph of warding*, ~~*magic vestment* x2*~~, ~~*protection from energy*~~; 4th - *cure critical wounds*, *freedom of movement*, *song of discord*, *unholy blight**; 5th - *bear's heart*, *flame strike*.*

*Domain spell. *Domains:* Evil (cast all spells with the Evil descriptor at +1 caster level), War (gain Martial Weapon Proficiency and Weapon Focus in deity's favored weapon).

Possessions: +1 *longspear*, +2 *half-plate*.

Note: *Protection from energy* (fire – 110 pts.) caster level 9 is in effect on this NPC for 80 minutes. *Resist energy* (electricity) caster level 9 is in effect for 80 minutes. *Magic vestment* (+2) caster level 9 is in effect for this NPC for 8 hours.

Orc Sergeant: Male Orc War7; Medium Humanoid (Orc); CR 7; HD 7d8+14; hp 52; Init +1; Spd 20 ft. (4 squares); AC 19 (+8 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grapple +7/+12*; Atk +1 *falchion* +13* melee (2d4+8*, 18-20/x2) or longbow +8 ranged (1d8, 20/x3); Full Atk +1 *falchion* +13/+8* melee (2d4+8*, 18-20/x2) or longbow +8/+3 ranged (1d8, 20/x3); AL NE; SV Fort +7, Ref +3, Will +1; Str 20*, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

*Add +4 to Str, +2 to melee attack rolls and grapple checks, and +3 damage for *bull's strength* spell.

Skills and Feats: Intimidate +5, Ride +5; Combat Reflexes, Endurance, Power Attack.

Possessions: +1 *falchion*, banded mail, longbow.

Note: *Magic vestment* (+2) caster level 9 is in effect for this NPC for 8 hours.

Orc Warrior: Male Orc War4; Medium Humanoid (Orc); CR 4; HD 4d8+8; hp 30; Init +1; Spd 20 ft (4 squares); AC 17 (+6 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grapple +4/+9; Full Atk masterwork falchion +10 melee (2d4+7;18-20/x2) or longbow +5 ranged (1d8, 20/x3); AL NE; SV Fort +6, Ref +2, Will +0; Str 20, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Intimidate +3, Ride +4; Combat Reflexes, Power Attack.

Possessions: Masterwork falchion, longbow, banded mail.

Appendix 1: Monsters and NPCs (APL 12)

Encounter 3:

Destrachan, Advanced: Huge Aberration; CR 11; HD 20d8+140+20; hp 245; Init +5; Spd 30 ft.; Space/Reach 15 ft./10 ft.; AC 20 (-2 size, +1 dex, +11 natural), touch 9, flat-footed 19; Base Atk +15; Grp +31; Atk Claw +22 melee (1d8+9); Full Atk 2 claws +22 melee (1d8+9); SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL neutral evil; SV Fort +13, Ref +9, Will +15; Str 28, Dex 12, Con 24, Int 12, Wis 16, Cha 19.

Skills and Feats: Hide +17, Listen +37, Move Silently +17, Survival +15; Ability Focus (Destructive Harmonics), Dodge, Improved Initiative, Improved Toughness, Lightning Reflexes, Pain Mastery (+2 to STR for each 50 points of damage taken: Savage Species), Reverberation (+2 to sonic attacks: Savage Species).

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Destructive harmonics: A destrachan can blast sonic energy in a cone up to 80 feet long. It can tune the harmonics of this destructive power to affect different types of targets.

Flesh: Disrupting tissue and rending bone, this horrible attack deals 4d6 points of damage to all within the cone (Reflex half DC 22).

Nerves: The destrachan can focus its harmonics to subdue rather than slay. This attack plays havoc with nerves and sensory systems, dealing 6d6 points of subdual damage to all within the cone (Reflex half DC 22).

Material: The destrachan chooses wood, stone, metal, or glass. All objects made of that material within the cone must succeed at a Fortitude save (DC 22) or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Encounter 4:

Spawn of Kyuss (*desecrate* effect for *zone of undeath* included): Ftr 3; Large Undead; CR 10; HD 12d12+3d10+3; hp 133; Init +0; Spd 30 ft.; Space/Reach 10 ft./10 ft.; AC 13 (-1 size, +4 natural), touch 9, flat-footed 13; Base Atk +9; Grp +22; Full Atk Slam +19 melee (1d8+11 plus Kyuss' gift) or touch +18 melee touch or Kyuss' gift +9 ranged touch; SA Create spawn, fear aura, Kyuss' gift; SQ Curative transformation, fast healing 5, turn resistance +2, undead traits; AL CE; SV Fort +8, Ref +6, Will +13; Str 28, Dex 11, Con -, Int 6, Wis 11, Cha 19.

Skills and Feats: Hide +10, Jump +10, Move Silently +10, Spot +12; Blind Fight, Improved Bull Rush, Improved Overrun, Improved Toughness, Power Attack, Toughness, Weapon Focus (Slam).

Create Spawn(Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer with a successful melee touch attack or a ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet. Each worm is a Fine vermin with AC 10 and 1 hp. It can be killed with normal damage or the touch of silver. On the Spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 is immune to this effect). The worm makes its way toward the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that period it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it and a *dispel evil* or *neutralize poison* effect delays it for 10d6 minutes. A successful Heal check (DC20) extracts

the work and kills it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until either it is killed (by *remove curse* or *remove disease*) or slays its host (death occurs at 0 Intelligence). A small, medium or large creature slain by a worm rises as a new spawn 1d6+4 rounds later; a tiny or smaller creature quickly putrifies; and a huge or larger creature becomes a normal zombie of the appropriate size. Newly created Spawn are not under the control of their parent, but they usually follow whatever Spawn of Kyuss created them.

Fear Aura (Su): A Spawn of Kyuss continually radiates a *fear* effect. This ability functions like a *fear* spell (caster level 7th; Will save DC16), except that it affects all creatures within a 40' radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that Spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a Spawn of Kyuss' slam attack must succeed at a Fortitude save (DC14) or contract this supernatural disease. The incubation period is one day, and the disease deals 1d6 points of Constitution damage. These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of magical healing, though a *cure disease* effect removes the affliction.

Curative Transformation (Ex): Any *remove curse* or *remove disease* effect transforms a Spawn of Kyuss into a normal zombie.

Vampire Minion of Kyuss (*desecrate* effect for *zone of undeath* included): Rog5; Small Undead (Augmented Humanoid, Gnome); CR 8; HD 5d12; hp 44; Init +9; Spd 20 ft. (4 squares); AC 31 (+3 armor, +2 shield, +5 dex, +1 size, +4 dodge, +6 natural), touch 20, flat footed 22; Base Atk +3; Grp +2 (+3); Full Atk Slam +8 (1d4+4 + energy drain); SA Domination (DC 17) 30' range, Energy Drain, Blood Drain; Sneak Attack (+3d6); SQ Darkvision 120', Spell-like abilities, nondetection, SR: 16, Children of the Night, Create Spawn, Turn Resistance +4, Cold and electricity resistance 10, Gaseous Form, Spider Climb, Alternate Form, Fast Healing 5, Uncanny Dodge, Trap Sense, Trapfinding, Evasion, DR 10 silver and magic; SV Fort +6, Ref +16, Will +8; AL NE; Str 16, Dex 20, Con -, Int 14, Wis 14, Cha 16.

Skills & Feats: Bluff +19, Decipher Script +5, Diplomacy +8, Escape Artist +11, Hide +27, Intimidate +13, Knowledge (local) +3, Listen +20, Move Silently +21, Search +12, Sense Motive +18, Spot +20, Tumble +13, Use Magic Device +11, Ability Focus (Dominate Person), Combat Expertise, Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes.

Spell-like abilities: Can cast *blindness*, *blur*, and *change self* once/day as a 5th-level sorcerer.

Domination (Su): Anyone you target must succeed at a Will save (DC 17) or fall instantly under your control as though by a *dominate person* spell cast by a 12th-level sorcerer.

Energy Drain (Su): Living creatures hit by your slam attack suffer 2 negative levels.

Blood Drain (Ex): You can suck blood from a living victim with your fangs by making a successful grapple check. If you pin your foe, you drain blood, inflicting 1d4 points of permanent Constitution drain each round.

Children of the Night (Su): You command the lesser creatures of the world, and once per day can call forth 4d8 rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These arrive in 2d6 rounds.

Gaseous Form (Su): As a standard action, you can assume Gaseous Form at will, as cast by a 5th-level sorcerer, but can remain gaseous indefinitely, and fly at 20 with perfect maneuverability.

Possessions: Cloak of resistance +2

Encounter 9:

Keltin Elgarin: Female Human (Suel) Ftr4/Mnk3/Rog3; CR 10; HD 3d6+3d8+4d10; hp 62; Init +1; Spd 40 ft. (8 squares); AC 17 (+2 armor, +1 dex, +1 deflection, +3 misc), touch 15, flat-footed 16; Base Atk/Grapple +8/+10; Full Atk unarmed strike +11/+6 melee (1d8+4, 20/x2), or flurry of blows +9/+9/+4 melee (1d8+4, 20/x2); SA: Sneak Attack (+2d6), Stunning Fist 4/day (DC 22); SQ: Evasion, Trap Sense,

Still Mind, Trapfinding; AL LE; SV Fort +8, Ref +8, Will +7; Str 15, Dex 13, Con 10, Int 13, Wis 14, Cha 11.

Skills and Feats: Climb +8, Escape Artist +14, Hide +6, Jump +17, Knowledge (local) +5, Listen +11, Move Silently +6, Sleight of Hand +6, Spot +9, Tumble +14; Combat Expertise, Improved Trip, Power Attack, Weapon Focus (Unarmed Strike), Weapon Specialization(Unarmed Strike), Improved Toughness, Rapid Stunning, Knock-Down.

Possessions: Monk's belt, ring of protection +1, bracers of armor +2, ki straps.

Ysl, Female Ettin Bbn4: CR 9; large deathless; HD 14d12; hp 126; Init +4; Spd 50 ft. (10 squares); AC 21, touch 9, flat-footed 21 (-1 size, +7 natural, +5 hide (+2)); Base Atk +9; Grp +20; Atk greatclub +18/+13 melee (2d8+9, 20/x2); Full Atk greatclub +18/+13 melee (2d8+9, 20/x3) and +1 *large heavy pick* +19/+14 melee (1d8+10, 20/x4); Space/Reach 10 ft./10 ft.; SA Possession, superior two-weapon fighting, rage (2/day); SQ uncanny dodge, darkvision 90', immunity to mind-affecting effects, not subject to critical hits, nonlethal damage or ability drain, immune to ability score damage, fatigue, exhaustion, immune to effects that require Fort save (exception: energy drain), cannot use run action, uses CHA mod for concentration checks, can be turned by channelers of negative energy, rebuked by channelers of positive energy, do not breathe, eat or sleep; AL CE; SV Fort 7, Ref 4, Will 8; Str 28, Dex 10, Con -, Int 8, Wis 10, Cha 11.

Skills and Feats: Listen +18, Search +0, Spot +16. Feats: Alertness, Blind Fight, Cleave, Improved Initiative, Power Attack.

Possessions: hide +2, +1 *large heavy pick*.

Description: The horrible two-headed giantess stands 10' tall. She is dressed in skins and covered in grime. Her heads mutter to one another in a garbled tongue that hurts your head to think about. The two pairs of yellow eyes are filled with what? Not intelligence, but cunning and savagery. Unlike the other shades, she fidgets, unconsciously shifting the hafts of her weapons in her hands, waiting for an opportunity to use them.

Encounter 12:

The Green Warlock: Male Human (Suel) Sor12; Medium Outsider; CR 12; HD 12d4+36; hp 63 (89 with *false life* and *heroes' feast*); Init +1; Spd 30 ft. (6 squares); AC 11 (19 with *mage armor* and *barkskin*) (+1 dex, +4 armor, +4 natural), touch 11, flat-footed 10 (18 with *mage armor* and *barkskin*); Base Atk/Grapple +6/+5; Atk quarterstaff +6 melee (1d6, 20/x2); Full Atk quarterstaff +6/+1 melee (1d6, 20/x2); SA Smite (+12 damage on 1 attack/day); SQ Spell-like abilities (*disguise self* 3/day, *misdirection* 1/day, *major image* 1/week, *deceptive double* 1/week, *dominate person* 1/week, *Otto's irresistible dance* 1/week); acid resistance 10; spell resistance 17; AL CE; SV Fort +9, Ref +5, Will +9; Str 8, Dex 12, Con 16, Int 14, Wis 12, Cha 23.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +10, Handle Animal +7, Knowledge (arcana) +9, Knowledge (nobility) +4, Listen +8, Ride +4, Spellcraft +17; Great Fortitude, Empower Spell, Enlarge Spell, Improved Toughness, Energy Affinity (Acid), Energy Admixture.

Sorcerer Spells Known (4/7/4/4/7/6/4 per day; DC 16 + spell level): 0 - *acid splash*, *dancing lights*, *detect magic*, *light*, *mage hand*, *message*, *ray of frost*, *read magic*, *resistance*; 1st - *expeditious retreat*, *mage armor*, *protection from good*, *shield*, *shocking grasp*; 2nd - *blindness/deafness*, *bull's strength*; *false life*, *scorching ray*, *see invisibility*; 3rd - *dispel magic*, *fireball*, *haste*, *protection from energy*; 4th - *greater invisibility*, *stoneskin*, *ice storm*; 5th - *cone of cold*, *waves of fatigue*; 6th - *Bigby's forceful hand*.

Possessions: Amulet of health +2, cloak of charisma +2, Potion of barkskin +4, scroll of mirror image, +1 defending quarterstaff.

Note: *Protection from energy* (fire, cold, electricity – 144 pts.) caster level 12 is in effect on this NPC for 110 minutes. *See invisibility* is in effect for 110 minutes. *Freedom of movement* caster level 11 is in effect for 100 minutes.

Liver Eater: Female Orc Clr11; Medium Humanoid (Orc); CR 11; HD 11d8; hp 69 (**79 with heroes' feast**; Init –1; Spd 20 ft. (4 squares); AC 18 (+9 armor, –1 dex), touch 9, flat-footed 18; Base Atk/Grapple +8/+11*; Atk +1 *longspear* +13* melee (1d8+5*, 20/x3); Full Atk +1 *longspear* +13/+8* melee (1d8+5*, 20/x3); AL NE; SV Fort +7, Ref +2, Will +10; Str 16*, Dex 8, Con 10, Int 8, Wis 18, Cha 7.

*Add +4 to Str, +2 to melee attack rolls and grapple checks, and +3 damage for *bull's strength* spell.

Skills and Feats: Concentration +9, Knowledge (religion) +2, Speak Language +1; Power Attack, Improved Toughness, Divine Vigor, Divine Spell Power.

Cleric Spells Prepared (6/6/5/5/4/2/1 per day; DC 14 + spell level): 0 – *cure minor wounds* x4, *detect magic*, *read magic*; 1st – *bless*, *cure light wounds*, *detect good*, ~~*hide from undead*~~, *magic weapon*, *protection from good**, *sanctuary*; 2nd – *hold person*, ~~*resist energy*~~, *shield other*, *silence*, *sound burst*, *spiritual weapon**; 3rd – *bestow curse*, ~~*magic vestment* x4*~~, ~~*protection from energy*~~; 4th – *cure critical wounds*, ~~*freedom of movement* x2~~, *song of discord*, *unholy blight**; 5th – *bear's heart*, *flame strike**, *spell resistance*; 6th – *blade barrier**, ~~*heroes' feast*~~.

*Domain spell. *Domains:* Evil (cast all spells with the Evil descriptor at +1 caster level), War (gain Martial Weapon Proficiency and Weapon Focus in deity's favored weapon).

Possessions: +1 longspear, +2 half-plate.

Note: *Protection from energy* (fire – 132 pts.) caster level 11 is in effect on this NPC for 100 minutes. *Resist energy* (electricity) caster level 11 is in effect for 100 minutes. *Freedom of movement* caster level 11 is in effect for 100 minutes.

Orc Sergeant: Male Orc War7; Medium Humanoid (Orc); CR 7; HD 7d8+14; hp 52; Init +1; Spd 20 ft. (4 squares); AC 19 (+8 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grapple +7/+12*; Atk +1 *falchion* +13* melee (2d4+8*, 18-20/x2) or longbow +8 ranged (1d8, 20/x3); Full Atk +1 *falchion* +13/+8* melee (2d4+8*, 18-20/x2) or longbow +8/+3 ranged (1d8, 20/x3); AL NE; SV Fort +7, Ref +3, Will +1; Str 20*, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Intimidate +5, Ride +5; Combat Reflexes, Endurance, Power Attack.

Possessions: +1 falchion, banded mail, longbow.

Note: *Magic Vestment* (+2) caster level 11 is in effect for this NPC for 10 hours.

Appendix 2: New Monsters

Avolakia (from *Monster Manual II*):

Large Aberration

Hit Dice:	10d8+30 (75 hp)
Initiative:	+3
Speed:	20 ft.
AC:	18 (-1 size, 3 Dex, +6 deflection), touch 18, flatfooted 15
Base Atk/Grapple:	+6/+14
Attack:	Bite +10 (2d6 + 4 plus poison)
Full Attack:	Bite +10 (2d6 + 4 plus poison) and 8 claws +8 (1d4 + 2)
Face/Reach:	10 ft. / 10 ft.
Special Attacks:	Poison, spell-like abilities, suggestion
Special Qualities:	Darkvision 60 ft., defensive aura, fire resistance 10, immunities, regeneration 4, SR 21
Saves:	Fort +6, Ref +6, Will +12
Abilities:	Str 19, Dex 16, Con 17, Int 16, Wis 21, Cha 22
Skills:	Bluff +14, Concentration +14, Diplomacy +18, Intimidate +8, Sense Motive +18, Spellcraft +11
Feats:	Combat Casting, Combat Reflexes, Dodge, Multiattack, Quicken Spell-Like Ability
Climate/Terrain:	Underground
Organization:	Solitary, pair, band (3-8), or tribe (4-24 avolakias plus 3-30 zombies, 2-12 wights, and 1-6 mummies)
Challenge Rating:	10
Treasure:	Standard coins, standard goods, double items
Alignment:	Usually neutral evil
Advancement:	By character class

The avolakia is a nauseating creature that combines the worst aspects of a worm, an octopus, and an insect. It has exceptional intelligence and is incredibly wise and glib. Avolakias are experts at infiltrating humanoid societies for a variety of nefarious purposes.

An avolakia stands 10 feet tall. Its wormlike body is pallid and gray, shimmering with a pale yellow slime. The creature supports itself and moves about on a set of six suckered tentacles, each of which is tipped with a multifaceted yellow eye. Its “head” consists of a fleshy sheath that houses a set of three cruelly hooked mandibles. Eight long, spidery arms tipped with tiny insectoid claws that almost look like human hands protrude from a set of ridges about halfway up the creature’s body. An avolakia reeks of mold and decay.

Although they can digest dead or living flesh, avolakias find both disgusting and resort to such sustenance only under dire circumstances. They prefer to eat undead flesh—“fresh” off a zombie’s flank is best.

Avolakias speak their own language (a guttural, slobbering tongue). Many of them also understand Undercommon and other languages, though they do not have the vocal apparatus to speak them. With its polymorph self spell-like ability, however, an avolakia can assume a form that is capable of speaking any language it desires. This ability also enhances its disguise capabilities and aids it in laying ambushes for unwary opponents.

COMBAT

An avolakia prefers to cast spells or use its spell-like abilities from a distance while its undead minions close to melee with the enemy. If forced into melee, an avolakia uses its poisonous bite and flails with its eight claws. Occasionally, the creature may choose to use poison against one or more foes, then assume humanoid form and use its suggestion ability to bend them to its will.

Poison (Ex): An avolakia delivers its poison (Fortitude save DC 18) with each successful bite attack. The initial damage is 1d6 points of Wisdom damage, and the secondary damage is 2d6 points of Wisdom damage.

Spell-like Abilities: At will—*chill touch, cause fear, detect magic, disrupt undead, gentle repose, ghoul touch, halt undead, mage hand, polymorph self* (humanoid form only), *read magic, spectral hand*; 3/day—*animate dead, create undead, enervation, vampiric touch*. Caster level 14th; save DC 16 + spell level.

Suggestion (Sp): When in humanoid form, an avolakia has a melodious and hypnotic voice. By speaking soothingly to any one creature in range that understands its spoken words, the avolakia can create an effect identical to that of quickened suggestion spell (caster level 10th; Will save DC 19). An opponent in eye contact with the creature while it makes its suggestion takes a –2 penalty on the saving throw. The avolakia can use this ability a number of times per day equal to its Charisma modifier (usually six times per day).

Defensive Aura (Sp): An avolakia has a +6 deflection bonus to Armor Class. This ability is always in effect.

Fire Resistance (Ex): The slime that an avolakia constantly exudes grants it fire resistance 10. It also helps the creature escape more easily (see Skills, below).

Immunities (Su): Because of its close association with undead, the avolakia has developed immunity to cold, disease, energy drain, and paralysis.

Regeneration (Ex): An avolakia takes normal damage from acid, fire, and electricity.

Skills: Because of the slime it constantly exudes, an avolakia gains a +10 competence bonus on Escape Artist checks.

Guardian of the Dead/Underworld Guardian:

	APL 4 (CR6)	APL 6 (CR8)	APL 8 (CR10)
	Large Magical Beast	Large Magical Beast	Large Magical Beast
Hit Dice:	10d10+60 (110 hp)	16d10+112 (192 hp)	22d10+154 (264 hp)
Initiative:	+6	+6	+6
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	10/21	16/27	22/33
Attack:	Bite +17 (1d8+10)	Bite +23 (1d8+10)	Bite +29 (2d6+10)
Full Attack:	3 bites +17 (1d8+10)	3 bites +23 (1d8+10)	3 bites +29 (2d6+10)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Trip, Swallow Whole	Trip, Swallow Whole	Trip, Swallow Whole
Special Qualities:	Low-light vision, scent, darkvision 90'	Low-light vision, scent, darkvision 90'	Low-light vision, scent, darkvision 90'
Saves:	Fort +13, Ref +9, Will +4	Fort +18, Ref +12, Will +6	Fort +20, Ref +15, Will +8
Abilities:	Str 25, Dex 15, Con 22, Int 2, Wis 12, Cha 10	Str 25, Dex 15, Con 24, Int 2, Wis 12, Cha 10	Str 25, Dex 15, Con 25, Int 2, Wis 12, Cha 10
Skills:	Hide +0, Listen +13, Move Silently +4, Search +4, Spot +13, Survival +2*	Hide +0, Listen +16, Move Silently +4, Search +4, Spot +16, Survival +2*	Hide +0, Listen +19, Move Silently +4, Search +4, Spot +19, Survival +2*

Feats:	Improved Multiattack, Alertness, Run, Track ^B , Weapon Focus (bite), Improved Init., Combat Reflexes	Improved Multiattack, Alertness, Run, Track ^B , Weapon Focus (bite), Improved Init., Combat Reflexes, Mighty Roar, Improved Scent	Improved Multiattack, Alertness, Run, Track ^B , Weapon Focus (bite), Improved Init., Combat Reflexes, Mighty Roar, Improved Scent, Power Attack, Improved Natural Attack
Challenge Rating:	6	8	10
	APL 10 (CR12)	APL 12 (CR14)	
	Huge Magical Beast	Huge Magical Beast	
Hit Dice:	28d10+280 (420)	31d10+341 (496 hp)	
Initiative:	+5	+5	
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	
Armor Class:	17 (–2 size, +1 Dex, +8 natural), touch 19, flat-footed 16	17 (–2 size, +1 Dex, +8 natural), touch 19, flat-footed 16	
Base Attack/Grapple:	28/47	31/50	
Attack:	Bite +38 (3d6+14)	Bite +41 (3d6+14)	
Full Attack:	3 bites +38 (3d6+14)	3 bites +41 (3d6+14)	
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.	
Special Attacks:	Trip, Swallow Whole	Trip, Swallow Whole	
Special Qualities:	Low-light vision, scent, darkvision 90'	Low-light vision, scent, darkvision 90'	
Saves:	Fort +26, Ref +17, Will +10	Fort +28, Ref +18, Will +11	
Abilities:	Str 33, Dex 13, Con 31, Int 2, Wis 12, Cha 10	Str 33, Dex 13, Con 32, Int 2, Wis 12, Cha 10	
Skills:	Hide –1, Listen +22, Move Silently +3, Search +4, Spot +22, Survival +2*	Hide –1, Listen +22, Move Silently +3, Search +4, Spot +22, Survival +2*	
Feats:	Improved Multiattack, Alertness, Run, Track ^B , Weapon Focus (bite), Improved Init., Combat Reflexes, Mighty Roar, Improved Scent, Power Attack, Improved Natural Attack, Uncanny Scent, Improved Bull Rush	Improved Multiattack, Alertness, Run, Track ^B , Weapon Focus (bite), Improved Init., Combat Reflexes, Mighty Roar, Improved Scent, Power Attack, Improved Natural Attack, Uncanny Scent, Improved Bull Rush, Awesome Blow	
Challenge Rating:	12	14	

Description: The Underworld Guardian is a great three-headed mastiff. The creature was brought into existence by the halfling deity Urogalan, demigod of Earth, Death and Protection of the Dead. It wards the boundaries between the living and the world of the dead. These Guardians may serve as the sentry at a dimensional nexus. A Guardian may provide transportation through a nexus if a creature fulfills a condition defined by the summoner of the Guardian.

Combat: If a creature attacks an Underworld Guardian or trespasses the area the Guardian protects, the Guardian will attack and provide the transgressor passage to the afterlife, though perhaps not the way predicted. While up to three of the Guardians heads may engage in grapple (with multiple grappling heads incurring standard grapple check penalties), only one head of the Guardian may swallow an opponent whole per round.

Spawn of Kyuss (from *Monster Manual II*):

Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	-1
Speed:	30 ft.
Armor Class:	11 (-1 Dex, +2 natural), touch 9, flat-footed 11
Base Atk/Grapple:	+2/+6
Attack:	Slam +6 melee (1d6+6 plus Kyuss' gift) or touch +6 melee touch, or Kyuss' gift +1 ranged touch
Full Attack:	Slam +6 melee (1d6+6 plus Kyuss' gift) or touch +6 melee touch, or Kyuss' gift +1 ranged touch
Space/Reach:	5 ft. / 5 ft.
Special Attacks:	Create spawn, fear aura, Kyuss' gift
Special Qualities:	Curative transformation, fast healing 5, turn resistance +2, undead traits
Alignment:	Always chaotic evil
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 15
Skills:	Hide +5, Jump +10, Move Silently +5, Spot +6
Feats:	Toughness
Challenge Rating:	5

Create Spawn(Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer with a successful melee touch attack or a ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet. Each worm is a Fine vermin with AC 10 and 1 hp. It can be killed with normal damage or the touch of silver. On the Spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 is immune to this effect). The worm makes its way toward the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that period it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it and a *dispel evil* or *neutralize poison* effect delays it for 10d6 minutes. A successful Heal check (DC20) extracts the worm and kills it. Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until either it is killed (by *remove curse* or *remove disease*) or slays its host (death occurs at 0 Intelligence). A small, medium or large creature slain by a worm rises as a new spawn 1d6+4 rounds later; a tiny or smaller creature quickly putrifies; and a huge or larger creature becomes a normal zombie of the appropriate size. Newly created Spawn are not under the control of their parent, but they usually follow whatever Spawn of Kyuss created them.

Fear Aura (Su): A Spawn of Kyuss continually radiates a *fear* effect. This ability functions like a *fear* spell (caster level 7th; Will save DC14), except that it affects all creatures within a 40' radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that Spawn of Kyuss for 24 hours.

Kyuss's Gift (Su): Any creature hit by a Spawn of Kyuss' slam attack must succeed at a Fortitude save (DC12) or contract this supernatural disease. The incubation period is one day, and the disease deals 1d6 points of Constitution damage. These effects manifest as rotting flesh and dementia. An affected creature gets only half the benefits of magical healing, though a *cure disease* effect removes the affliction.

Curative Transformation (Ex): Any *remove curse* or *remove disease* effect transforms a Spawn of Kyuss into a normal zombie.

Appendix 3: New Type – Deathless (Book of Exalted Deeds)

The Deathless Type

Deathless is a new creature type, describing creatures that have died but returned to a kind of spiritual life. They are similar in many ways to both living creatures and undead. However, while undead represent a mockery of life and a violation of the natural order of life and death, the deathless merely stave off the inevitability of death for a short time in order to accomplish a righteous purpose. While undead draw their power from the Negative Energy plane, the deathless are strongly tied to the Positive Energy plane, the birthplace of all souls. In fact, the deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a soul in its purest state.

Features

- 12-sided Hit Dice
- Base attack bonus equal to ½ of total Hit Dice (as wizard)
- Good Will saves
- Skill points equal to (4+Int modifier, minimum of 1 per Hit Die, with quadruple skill points for the first Hit Die.

Traits

- No Constitution score
- Darkvision out to 60 feet
- Immunity to poison, sleep effects, paralysis, stunning, disease and death effects
- Not subject to critical hits, nonlethal damage, or ability drain. Immune to damage to its physical ability scores (STR, DEX, and CON) as well as fatigue and exhaustion effects. Unlike undead, the deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.
- Immunity to any effect that requires a fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects.
- Cannot use the run action.
- Uses CHA modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hp or less, it is immediately destroyed.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect the deathless if they are willing. These spells turn deathless creatures back into the living creatures they were before becoming deathless.
- Evil clerics can turn or destroy deathless creatures as good clerics can turn or destroy undead. Good clerics or paladins can rebuke, command or bolster undead.
- Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow* and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow*. *Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* also reveal deathless, and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming deathless auras. Use the “undead” line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by disrupt undead and damaged by unholy water as undead are by holy water. Deathless are not affected by disrupting weapons. Spells that have greater than normal effect against undead creatures – including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire* – do not have these enhanced effects against deathless creatures. Deathless take only 1d6 points of damage per two caster levels from *searing light*. Spells such as *command*, *control undead*, *create undead*, *create greater undead* and *halt undead* do not effect or create deathless creatures.
- Proficient with its natural weapons and any weapons mentioned in its entries
- Proficient in any type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Deathless not listed as wearing armor are not proficient wearing armor.

Appendix 4: New Template

Minion of Roykyn, Gnome God of Cruelty

No external change is visible, though the creature becomes prone to sadistic urges, and this change in personality may be reflected in different tastes, grooming, attire, etc.

The Minion of Roykyn template may be added to any humanoid creature with an Intelligence score of 4 or more that has “Signed on the Dotted Line” in the Keoland Regional Scenario KEO4-07 *In the Footsteps of the Fallen*.

A Minion of Roykyn uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Minions of Roykyn are native outsiders.

Special Attacks: A Minion of Roykyn retains all the special attacks of the base creature and gains the following special attacks.

Smite (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20).

Spell-Like Abilities: A Minion of Roykyn with a Charisma score of 10 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Disguise Self</i> 3/day
3–4	<i>Misdirection</i> 1/day
5–6	<i>Major Image</i> 1/week
7–8	<i>Deceptive Double</i> 1/week
9–10	<i>Dominate Person</i> 1/week
11–12	<i>Otto’s Irresistible Dance</i> 1/week

Deceptive Double: A minion of Roykyn is able to manifest a duplicate of itself. Manifestation requires 1 full day of concentration and leaves the minion exhausted for one day. The double is treated as ½ the level of the original (rounded down) and follows the instructions of the original. The double can be created using the attributes of the original, with none of the benefits of the Minion of Roykyn template. For purposes of detection spells, the Double has the same alignment as the original before becoming a Minion of Roykyn. A double may be treated as a cohort for adventuring purposes, however, the double only gains equipment granted by the original. The Minion of Roykyn may create a new Double, however, once the new Double is manifested, the original dies.

Special Qualities: A Minion of Roykyn has all the special qualities of the base creature, plus the following special qualities.

—Resistance to acid 10

—Spell resistance equals HD+5

Abilities: Increase from the base creature as follows: Con +2, Cha +2.

Alignment: NPC Minions of Roykyn are Chaotic Evil. PC Minions of Roykyn become Chaotic Evil at the conclusion of KEO4-07 unless the Special (see below) conditions are met.

Level Adjustment: This PC is considered one level higher for determination of APL.

Special: This template may be removed with the Scythe of Nerull in KEO4-07 or through a ritual conducted by the Church of Segojan Earthcaller in Plim's Delve. This costs ½ the gp cap on the KEO4-07 AR and 1 TU. For the year of play following this ceremony, the taint of Roykyn's curse remains with the PC. The PC detects faintly as evil, gains resistance (acid) 5 and find herself susceptible to commands and suggestions of gnomes. Simple non-magical spoken commands or suggestions are treated as a *command* or *suggestion*, which the PC must make a DC 10 Will save to resist. Saves against magical enchantments cast by gnomes are made at –4. PC Minions of Roykyn that do not undergo the ritual at the end of KEO4-07 change alignment to CE and are removed from play.

Appendix 5: New Rules

New Feats:

Arterial Strike [General] (from *Complete Warrior*):

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Sneak attack ability, base attack bonus +4.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound caused in this manner saps an extra +1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any cure spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may deliver only one bleeding wound per successful sneak attack.

Divine Spell Power [Divine] (from *Complete Divine*):

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast first-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turn check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he casts in that round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Divine Vigor [Divine] (from *Complete Warrior*):

You can channel energy to increase your speed and durability.

Prerequisites: Ability to turn or rebuke undead.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Energy Admixture [Metamagic] (from *Tome and Blood*):

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisite: Energy Affinity, one other metamagic feat, 5 ranks in Knowledge (arcana).
Benefit: Choose one type of energy: acid, cold, electricity or fire. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt. Thus, an acid fireball cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell cast using this feat remains the same as the base spell but counts separately for each type of energy. So an acid fireball cast at 10th level or higher deals 10d6 fire damage and 10d6 acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell slot four levels higher than the spell's actual level.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Affinity. You can also

use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

Energy Affinity [Metamagic] (from *Miniatures Handbook*):

You can modify a spell that uses one type of energy to use another type (acid, cold, electricity or fire) instead.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, fire.

Benefit: Choose acid, cold, electricity or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified works normally in all respects except the type of damage dealt. A modified spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

Improved Toughness [General] (from *Complete Warrior*):

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Knock-Down [General] (from *Sword and Fist*):

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Pain Mastery [General] (from *Savage Species*):

Injuries send you into a fury, increasing your physical power.

Prerequisite: Con 20, Toughness

Benefit: You take damage normally, but every 50 points of damage you take (if you survive the attack) automatically increases your Strength by +2. This bonus lasts until the end of the encounter, after which you are exhausted. See the Condition Summary in Chapter 3 of the DMG for the effects of being exhausted.

Rapid Stunning [General] (from *Complete Warrior*):

You can use your stunning attacks in rapid succession.

Prerequisites: Combat Reflexes, Stunning Fist, base attack bonus +6

Benefit: You may use one additional stunning attack (or other special attack that counts against you daily limit of stunning attacks) once per round.

Normal: You may only attempt a stunning attack (or other special attack that counts against you daily limit of stunning attacks) once per round.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats. A character can take this feat multiple times. Its effects stack.

Reverberation [General] (from *Savage Species*):

Your sonic attack is more potent than normal.

Prerequisite: Sonic special attack.

Benefit: Add +2 to the DC of all saving throws against your sonic attack.

Special: If you have more than one form of sonic attack you can take this feat multiple times. Each time, it applies to a different one of your sonic attacks.

Trustworthy [General] (from *Song and Silence*):

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

New Spells:

Bear's Heart (from *Defenders of the Faith*):

Transmutation

Level: Beastmaster 4, Clr 5, Drd 4

Components: V,S

Casting Time: 1 action

Range: 20 ft.

Target: Living allies within 20 ft.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain +4 enhancement bonus to Strength, and also +1d4 temporary hitpoints per caster level. When the spell ends, any remaining temporary hit points are lost, and each ally takes 1 point of subdual damage per level of the caster.

Briar Web (from *Complete Divine*):

Transmutation

Level: Cleric 3, druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Plants in a 20-ft.-radius spread

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: No

This spell causes grasses, weeds, bushes and even trees to grow thorns and then wrap and twist around creatures in or entering the area. Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of effect. If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally.

A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell.

Each round in which a creature remains in the area, it may spend a full round action extricating itself from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed within the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals 2d6 thorn piercing damage.

Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of *briar webs* have total cover.

New Magic Weapon:

Beast Claws (from *Savage Species*): Usually found in a size that fits a Medium-size humanoid, this pair of +1 *spiked gauntlets* sports claws at the tips of the fingers. They allow the wearer to make claw attacks (1d4/x2 slashing damage for Medium-sized characters; see Changing Weapon Size earlier in this chapter to adjust for wearer's size).

If worn by a creature that already has a claw attack, beast claws have an enhancement bonus of +2 instead of +1. The creature does its normal claw damage while wearing beast claws plus an additional 1d6 points of damage. Creatures of animal intelligence will usually not willingly wear coverings on their forelimbs.

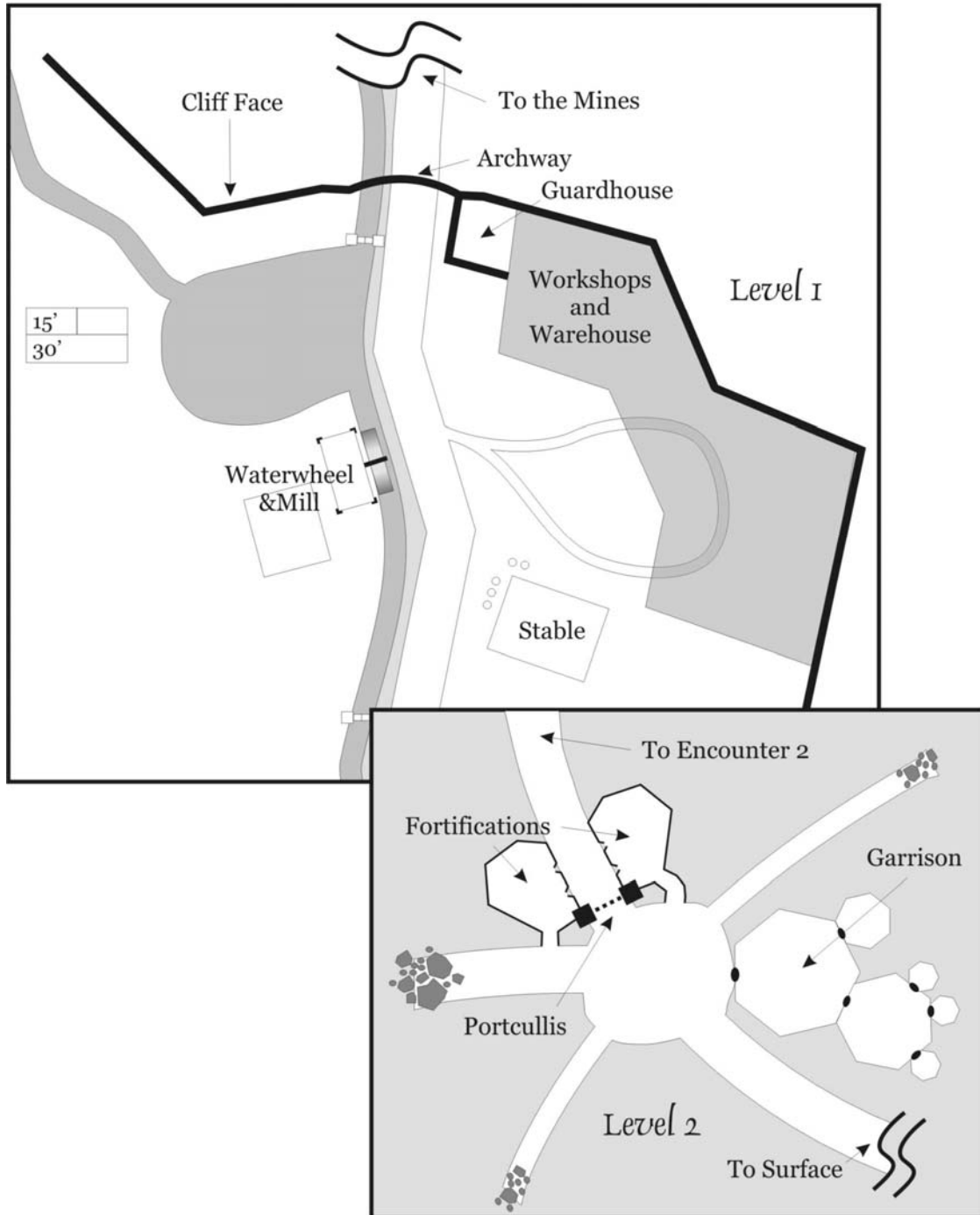
Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, *polymorph self* or ability to *wild shape*; Market Price: 9,610 gp.

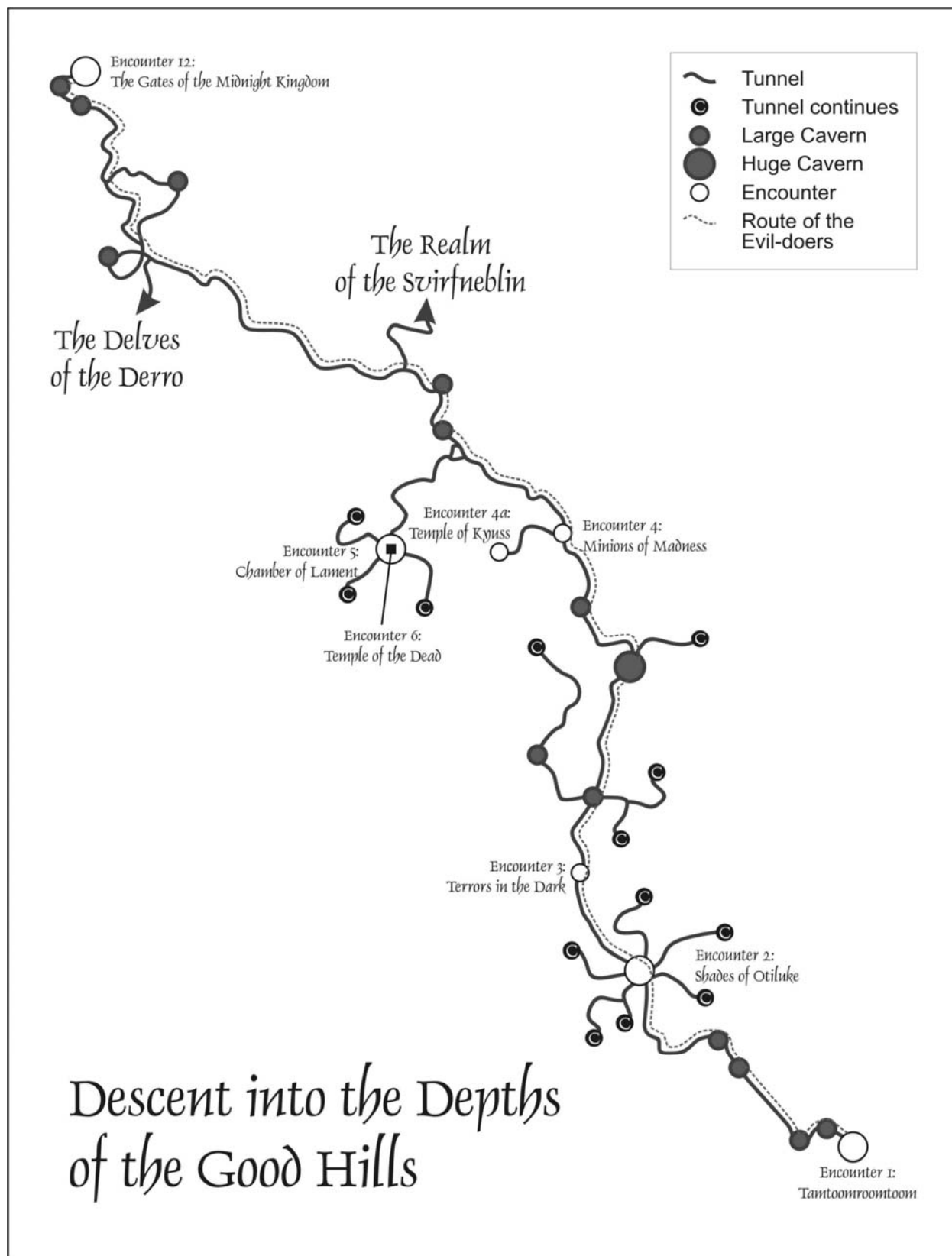
Ki Straps (from *Sword and Fist*): These leather straps, when wrapped around both hands, grant the wearer a +5 enhancement bonus to her DC with a monk's stunning attack or the Stunning Fist feat. Wearing the straps is like wearing gloves; they take up the "gloves" slot on the character's body.

Caster Level: 7th; Prerequisites: Craft Wondrous Item, monk level 3rd+; Market Price: 5000 gp.

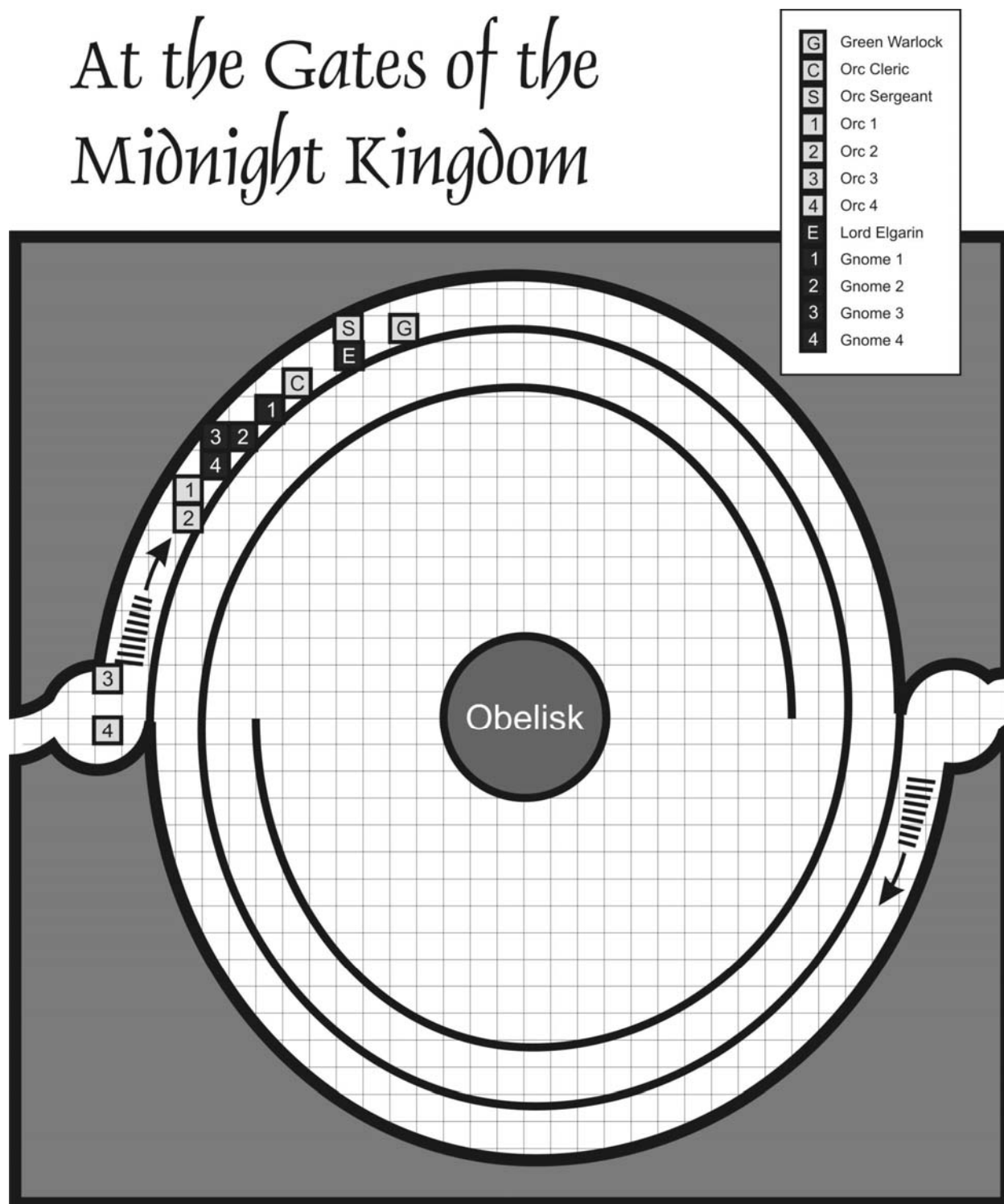
Appendix 6: Maps

Tumbledown Delve also known as Tamtoomroomtoom





At the Gates of the Midnight Kingdom



Appendix 7: Word from the Little Folk

Members of the Guardians of the Highlands and recognized allies have the benefit of the following information in this scenario:

Gossip and rumor passes quickly from home-to-home and community-to-community in the tightly knit Good Hills. The kith and kin of the Guardians of the Highlands use locals friendly to their purpose to carry information to the members that can best use it. As a Guardian you are privy to the following rumor, conversation and lore.

Rumor:

- Dahlia Potter saw ghostly figures in the mist at the ferry crossing near New Kilm. She she swears one of them was Lord Elgarin of Flen, who disappeared with his company on his mission to retaliate against the savages that massacred the people of Kilm back in '90. His spirit looked haggard and tormented. He wore a blindfold. Dahlia ran in fear. She says the spirit blindly searches the valley to be reunited with his mother, Countess Allita Elgarin.
- Some of the disbanded raiders have been molesting merchants and farmers traveling lonely sections of the roads. Attacks are on the rise of late. Captain Artin Billows increased the going bounty to 25 lions a head. 10 lions more if they're brought in alive.
- A strange old halfling holy man came to Crookhollow recently. Some say he's just a madman. Locals call him "Old Dog." He's been sleeping in the graveyard and pestering the gnomes at Tumbledown Delve. Sniffing around, literally. Growling at people. Barking. Others think he's a cleric of Urogalan and his coming is a bad omen.
- There's been trouble along the western border with Cryllor. A gnome merchant was seized, as he hawked his wares in the Thorp of Short Track. Locals blamed him for the disappearance of their children. They burned him at the stake for a witch. Other little folk were run out of the countryside. Later, during the harvest festival of St. Ulfrick, the villagers of Short Track were victims of a wicked prank. Someone spiced the festival's traditional mutton pies with inferno peppers. Their mouths afire with the potent spice, judges called for water. Someone also had replaced the water in the pitchers with an alchemical solution which, when mixed with the peppers, caused the judges' mouths to burst into flame. Three judges died from the burns. Relations on the border have only grown worse since.

Conversation:

- On hearing of your commission to garrison Tumbledown Delve, your cohorts in the Guardians respond with somberness and apprehension. "S'been good ta know ye," Smead Bettledown volunteers with a clap on the back. "Yer a brave lad..." says Gipper Bristleback, an unnatural smile plastered on his face "...if a bit soft in the melon," he continues under his breath. "Word to the wise – they say those things that came from the mine before, they were creatures from the Midnight Kingdom. The hillsmen and list'ners that saw them and lived, they're still not right in the head. I 'member me mamused to tell tales about the Midnight Kingdom 'round harvest fest. I still have nightmares."
- Smead adds, "Not that yer doomed or nothin', but seeing as yer traveling to a dangerous mine inhabited by various and sundry monstres, ye might want to put yer affairs in order and make an offering to Urogalan. My Da was up at the old Halfway burial grounds not too long ago and he set out a candied ham and a nice ale. They say the Red Hound likes a good joke too."
- The gnome, Plimbeldell, joins in. "A word to the Earthcaller wouldn't hurt either. Speaking of which, did you hear Redburrow Shrine was fouled? One of the bad lot must have thought it funny to tar the place and desecrate it. Sad how some of my cousins flunked out of Hijinx and Humor back in Primary. Now, that flaming bag of roc dung I set at the door of the rectory of Joramy – that was funny!"

Lore:

- **The Pinzool Trading Company** operates under royal charter. The crown commissioned prominent gnome engineers and explorers of the Good Hills Union to open up new trade routes, notably extending beneath the upper crust of Keoland. Decades ago, gnomes of the Pinzool Trading company opened Tamtoomroomtoom, mine that connected with large natural caverns that connected by and by with the realm of their deep cousins, the Svirfneblin. Trade with the subterranean races proved very rewarding for the company, but attracted the attention of predatory creatures of the depths that were eager to prey upon the sweet meat and soft minds of the surface worlders. After several calamities the Royal Charter was revoked and Tamtoomroomtoom was closed. Recently, creatures dug out the collapsed and emerged from the depths. They were beaten back in the battles of the Bettledown Moors (CY593). Blaif Rinnar, the First Speaker of the Blacktop Council established a gnome garrison at Tumbledown Delve until the passage could be secured.
- **Temple of the Dead.** Long before the Suel ventured into the Sheldomar the little folk dwelled in the Hills. Above and below, the old folk lived and wrought their works in harmony, but independently. In one endeavor alone, their artisans and wise men united: the Temple of the Dead. The people of the Hills desired a connection from their ancestors to their progeny, assuring a continuation of their rich cultural heritage. The Temple was a monument honoring the ancestors and the lords of the earth and appeasing the terrible lords of death and judgement for transgressing their domain. Few know the location of the Temple, save that it lies beneath the Good Hills.
- Legend has it that a great copper dragon, Evanek, slumbers beneath the Good Hills, provoked to emerge only by anger and curiosity. It is said that long ago the gnome magister Dillogill won the friendship of this dragon. Since Dillogill's time Evanek has withdrawn from the surface world and many believe the dragon simple fantasy. Still, when the Hills quake and tremble many attribute this to "Evanek's Ire" and invoke superstitious rites to appease the dragon.

Guardians of the Highlands receive a +4 circumstance bonus to Knowledge checks in this scenario.

Provide the meta-org information on the following page to PCs interested in becoming members of the Guardians:

GUARDIANS OF THE HIGHLANDS

POWER RANK: MED

TYPE: GNOMES & HALFLINGS

POLITICAL: FLEN & THE GOOD HILLS

Tier Number & Name: **1a - Kith** **2a - Kin (Alleyway Defenders)** **2b - Kin (Cult of Brandobaris)** **2c - Kin (Pinzool Trading Co.)** **2d - Guardian (Hillman/List'ner)** **3d - Magister**

REQUIREMENTS						
Out-Of-Region PCs allowed to join?	NO	NO	NO	NO	NO	NO
Able to leave metaorg without Repercussions?	NO	NO	NO	NO	NO	NO
Able to rejoin after switching back and spending 52 TUs to become a Keoish Citizen?	YES - if regain favor	YES - if regain favor	YES - if regain favor	YES - if regain favor	YES - if regain favor	YES - if regain favor
Must Declare Home Area as	Good Hills	City of Cryllor, Flen, Gradsul, or Niole Dra	Good Hills	Good Hills	Good Hills	Good Hills
Race	Human (Flan), Gnome, Halfling	Human (Flan), Gnome, Halfling	Gnome or Halfling	Gnome or Halfling	Gnome or Halfling	Gnome or Halfling
PC Minimum Level	2	5	5	5	5	8
Alignment	none	none	none	none	none	none
Language	Must speak Gnome or Halfling	Must speak Gnome or Halfling	none	none	none	none
Class	none	none	none	none	none	none
Experience within Metaorg	none	Must have spent 6 'real' months as Kith	Must have spent 6 'real' months as Kith	Must have spent 6 'real' months as Kith	Must have spent 6 'real' months as Kith	Must have spent 12 'real' months as Kin or Guardian
Ability Scores	none	none	none	none	none	none
Other [Equip, other metaorgs, etc.]	none	Must have defended a 'little' person against an attack from the larger races	none	none	none	none
BAB/Class Ability/Spells	none	Minimum BAB +4	none	none	none	none
Feats	none	none	none	none	none	none
Skills	none	none	5 ranks in Hide, Listen, Move Silently, Search, OR Spot	5 ranks in Diplomacy, Listen, Sense Motive, OR Spot	5 ranks in Hide, Listen, Move Silently, Search, OR Spot	10 ranks in Diplomacy, Listen, Sense Motive, OR Spot
Yearly TU cost	3	6	6	6	6	9
Yearly GP cost	100	200	200	200	200	500
	+1% Tithe - goes to community	+2% Tithe - goes to community	+2% Tithe - goes to community	+2% Tithe - goes to community	+2% Tithe - goes to community	+3% Tithe - goes to community
BENEFITS						
Circumstance Penalty	-1 to Diplomacy checks with Cryllor, Haven and the Silent Ones	-2 to Diplomacy checks with non-halfling, non-gnome races in Keoland cities	-2 to Diplomacy checks with Cryllor, Haven and the Silent Ones	-2 to Diplomacy checks with Cryllor, Haven and the Silent Ones	-2 to Diplomacy checks with Cryllor, Haven and the Silent Ones	-3 to Diplomacy checks with Cryllor, Haven and the Silent Ones
Competence Bonus	+1 to Diplomacy and Gather Info checks in the Good Hills	+2 to Intimidate and Gather Info checks in Keoland cities	+2 Diplomacy and Gather Info checks with Clan Stonecrow, Flen, and the Guilds of Keoland	+2 Diplomacy and Gather Info checks with Clan Stonecrow, Flen, and the Guilds of Keoland	+2 Diplomacy and Gather Info checks with Clan Stonecrow, Flen, and the Guilds of Keoland	+3 Diplomacy and Gather Info checks with Clan Stonecrow, Flen, and the Guilds of Keoland

PHB Item Discount	none	none	none	none	none	none
Items Given Upon Joining	none	none	none	none	none	none
Ever-Present PHB Items	none	none	none	Sure-footed mule or goat of burden, carrying: block & tackle, chalk, crowbar, hammer, ink, inkpens (5), miner's pick, parchment, Pinzool seal, pitons, pole 10', rations (5)	none	none
				saddlebags, sealing wax, silk rope (100'), soap, tindertwigs (6), torches (5), wineskin		
Lifestyle Discounts	Free Standard Lifestyle in Flen and the Good Hills	Free Standard Lifestyle in Flen and the Good Hills	Free Standard Lifestyle in Flen and the Good Hills	Free Rich Lifestyle in Flen and the Good Hills	Free Standard Lifestyle in Flen and the Good Hills	Free Luxury Lifestyle in Flen and the Good Hills
Special Mounts	none	none	none	none	none	none
Other	none	none	none	none	none	none
Prestige Classes [Adaptables and Cores]	none	Thief-Acrobat: Alleyway Defenders may count as local Thieves' Guild	Thief-Acrobat: Cult of Brandobaris may count as local Thieves' Guild	Dungeon Delver	-	-
Feats	Arcane Defense, Feign Weakness, Hold-the-Line, Multicultural (Gnome or Halfling), Obscure Lore	Dual Strike, Expert Tactician, Knockdown, Snatch Weapon	Choose ONE of the following: Charlatan, Cooperative Spell, Dirty Fighting, Expert Tactician, Feign Weakness, Hold-the-Line, Jack of All Trades, Multicultural (Gnome or Halfling), Obscure Lore, Reach Spell, Snatch Weapon	Choose ONE of the following: Arcane Defense, Blindsight 5', Charlatan, Cooperative Spell, Dirty Fighting, Jack of All Trades, Multicultural (Gnome or Halfling), Obscure Lore, Reach Spell, Sculpt Spell	Choose ONE of the following: Arcane Defense, Blindsight 5', Charlatan, Cooperative Spell, Dirty Fighting, Jack of All Trades, Multicultural (Gnome or Halfling), Obscure Lore, Sacred Spell, Sculpt Spell	Arcane Defense, Blindsight 5', Charlatan, Cooperative Spell, Dirty Fighting, Jack of All Trades, Multicultural (Gnome or Halfling), Obscure Lore, Reach Spell, Sculpt Spell
PHB Spells - Wizards Only	Library: NAW; Spell Level Limit: 1	none	Library: NAW; Spell Level Limit: 2	Library: NAW; Spell Level Limit: 2	Library: NAW; Spell Level Limit: 2	Library: NAW; Spell Level Limit: 4
Builder Book Spells	none	none	none	Easy Math, Repair Light Damage	Animal Trick, Enhance Familiar, Fire Eyes, Fortify Familiar	Animal Trick, Camouflage, Dawn, Enhance Familiar, Fire Eyes, Fortify Familiar, Harmonic Chorus, Ice Burst, Ice Knife, Improvisation, Lesser Orbs [Acid, Electric]
Builder Book Items	Bola, Halfling Skiprock, Gnome Battlepick	Bola, Halfling Skiprock, Gnome Battlepick	Bola, Halfling Skiprock, Gnome Battlepick, Mechanical Burglars (Types II, III, IV)	Bola, Halfling Skiprock, Gnome Battlepick, Mechanical Burglars (Types I, II, III)	Bola, Halfling Skiprock, Gnome Battlepick	Bola, Halfling Skiprock, Gnome Battlepick
Magic Items	Armor [Mithril]	Armor [Mithril], Weapon [Adamantine], Bag of Holding (Type I)	Armor [Mithril], Weapon [Adamantine], Bag of Holding (Type I)	Armor [Mithril], Bag of Holding (Type I)	Armor [Mithril], Weapon [Adamantine], Bag of Holding (Type I)	Armor [Mithril], Weapon [Adamantine], Bag of Holding (Type I)
Magic Item Upgrades	none	Armor [Glamered, Silent Moves, Slick]	Armor [Glamered, Silent Moves, Slick]	Armor [Glamered, Slick]	Armor [Glamered, Silent Moves, Slick]	Armor [Glamered, Silent Moves, Slick]
Other	none					

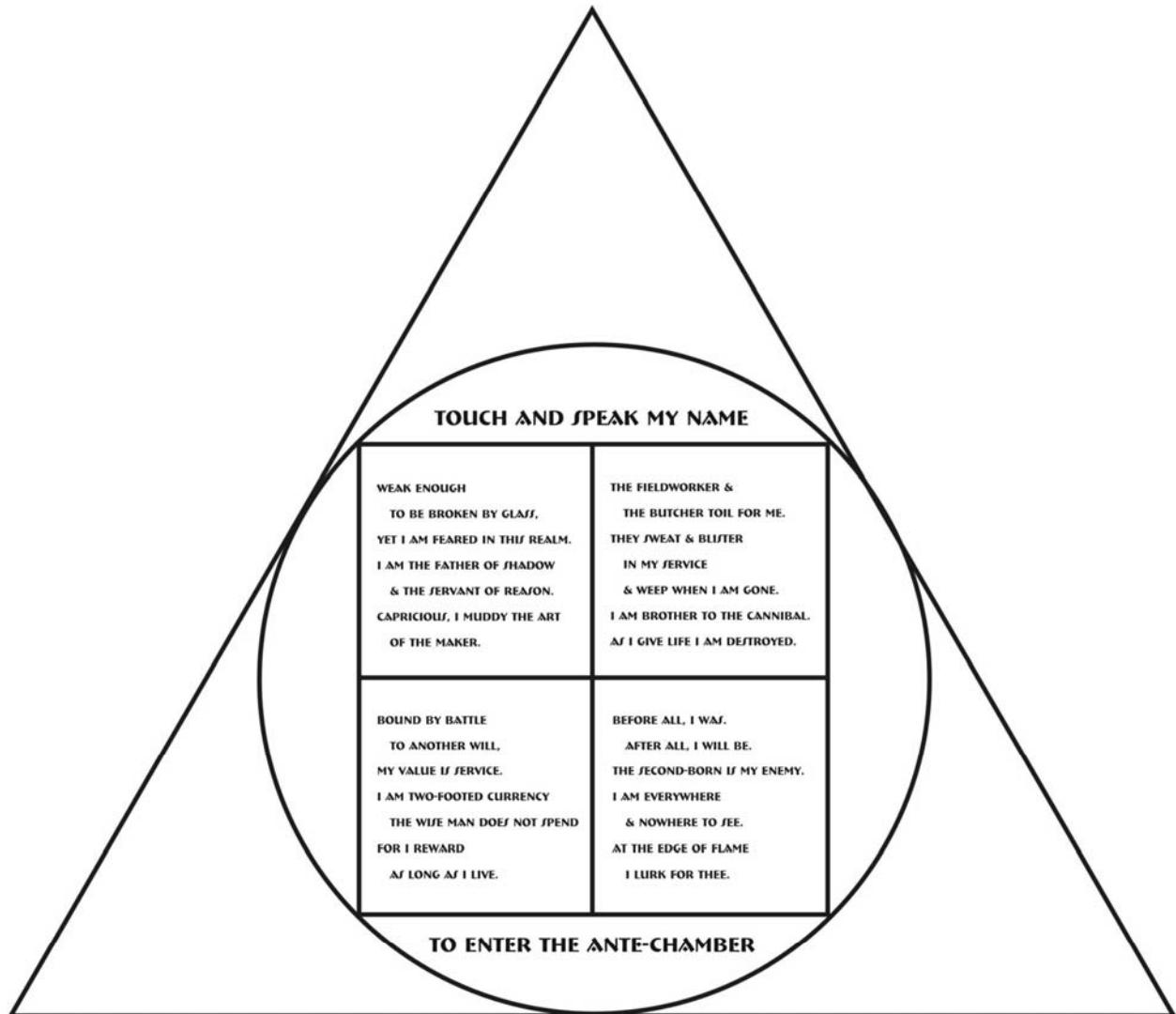
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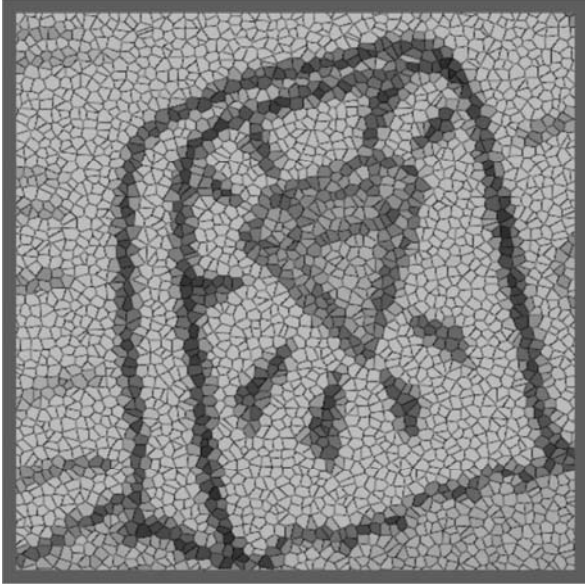
Appendix 9: Player Handout 2



THE HALLS OF THE DEAD
DO NOT SUFFER THE FLESH OF THE LIVING
ONLY THOSE CONSUMED BY DEATH
MAY PASS BEYOND

Appendix 10: Player Handout 3

Scenes from a Mosaic



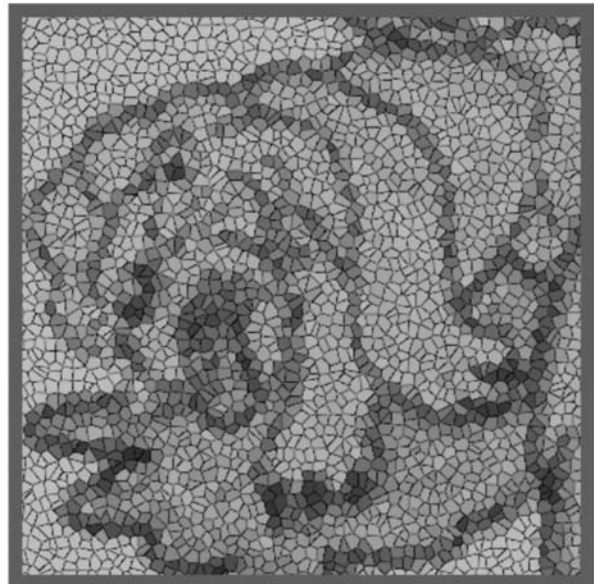
A Prominent Tombstone



A Shocked Bystander



A Dripping Scroll



A Slain Lion

Appendix 11: Bloodless (Deathless) PC Background

PCs that were killed in Part 1 of this scenario and not raised become one of the Bloodless, taking on the Deathless template, and are reunited with their comrades at the threshold of the land of the recently dead. Like other Bloodless, the PC remembers crossing over the dark mountains into this valley and little else after the moment the PC shuffled off the mortal coil.

The Bloodless are the shades of the dead gathering at the threshold to the Material Plane. Their spirits take physical form here. They resemble the creatures they were in life, though their features are stony and expressions joyless. They are not undead, but truly dead. Characteristics follow those of the Deathless type. PC may simplify the template as follows:

The Deathless Type

Deathless is a new creature type, describing creatures that have died but returned to a kind of spiritual life. They are similar in many ways to both living creatures and undead. However, while undead represent a mockery of life and a violation of the natural order of life and death, the deathless merely stave off the inevitability of death for a short time in order to accomplish a righteous purpose. While undead draw their power from the Negative Energy plane, the deathless are strongly tied to the Positive Energy plane, the birthplace of all souls. In fact, the deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a soul in its purest state.

Traits

- No Constitution score
- Darkvision out to 60 feet
- Immunity to poison, sleep effects, paralysis, stunning, disease and death effects
- Not subject to critical hits, nonlethal damage, or ability drain. Immune to damage to its physical ability scores (STR, DEX, and CON) as well as fatigue and exhaustion effects. Unlike undead, the deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.
- Immunity to any effect that requires a fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects.
- Cannot use the run action.
- Uses CHA modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hp or less, it is immediately destroyed.
- Evil clerics can turn or destroy deathless creatures as good clerics can turn or destroy undead. Good clerics or paladins can rebuke, command or bolster undead.

"Bloodless" reflects their demeanor as well as their condition. They do not bleed. All Bloodless (deathless) creatures have DR / bludgeoning in the Underworld, which increases by APL as follows:

- APL 4- 6: DR 5/bludgeoning
- APL 8-10: DR 10/bludgeoning
- APL 12: DR 15/bludgeoning

The Bloodless are self-willed and present in this plane because of unfinished business with the world of the living. This makes them difficult to influence by the channeling of positive or negative energy. These creatures may be rebuked or commanded by channelers of positive energy or turned by channelers of negative energy, but they effectively have +4 turn/rebuke/command resistance. If a good cleric attempts to turn these creatures, she will fail. Likewise, a neutral cleric who channels negative energy will fail to command them. If this occurs, or if a cleric tries to discern

the nature of these creatures with detect undead or similar means, give the PC a knowledge (religion) check, DC APL + 10. Success indicates the PC understands their nature and the proper way to affect these creatures with channeled energy.

Possession: Many of the shades in the Underworld long for a return to the world of the living. To make this journey, they must do so in a living body. Certain shades (those with a CHA higher than 10) may be able to Possess a living being. To accomplish this, they must grapple an opponent. For each round of successful grappling (initiated by either the PC or NPC), a living PC must make a Will save (DC 6 + APL). If a PC fails this save, the shade attaches to the PC as a shadow (though not one cast by any light source) and effectively controls the PC. In most cases, a possessed PC will attempt to flee to the Cave at the end of the Path. PCs under the effects of Protection from Evil or similar spells cannot be so possessed.

Setting when all PCs meet again:

The shades clustered about the Path appear solid, but are limned in a faint violet flame. There are humanoids of many races among them, though humans and demihumans are predominant. Their demeanors are subdued. These shades are filled with longing. The recently dead cluster here at the threshold sensing the proximity of their material homes and loved ones. They tarry and wait for friends and family to rejoin them. The shades cannot walk on the Path, though they huddle near it like moths to the flame.

All of the other shades here are looking for loved ones. They recognize living PCs as living creatures, different from them, a novelty, and will talk with them as long as the PCs appear amiable and unthreatening.

All Bloodless can disclose the following information in conversation:

- They do not know how long they have been here
- They did not follow the Path into the valley, they crossed over the mountains
- They cannot walk the Path
- They are called "The Bloodless." If asked why, they say simply that they do not bleed. Nothing here does.
- Each can give their name and clues that they are dead. All seem to have died recently.
- None know what lies deeper in the valley.

Appendix 12: Contract of Roykyn

A Deed Indeed

I, _____,

desire my dream of

above all things.

In exchange for the means to achieve them, I will grant the reigning lady of this Realm (d.p. ΔZ@AΩ) purchase in my mind and soul, mortal or immortal.

Undersigned

Eternity

Date

Appendix 13: Otiluke of the Circle of Eight

OTILUKE: MALE HUMAN WIZARD, FORMER MEMBER OF THE CIRCLE OF EIGHT.

History: In life, Otiluke was one of the most powerful mages in the Flanaess. He was a member of the Circle of Eight, and Oligarch of the City of Greyhawk and the president of the city's Society of Magi. In 584, at the age of 41, just prior to a ceremony to sign the treaty ending the Greyhawk Wars, Otiluke was ambushed by the traitorous Rary, and died alongside fellow Circle of Eight member Tenser. At the same moment, men hired by Lord Robilar burst into Otiluke's home and destroyed all means for his recovery. Through the efforts of a party of adventurers, Tenser has been returned to life. This information is available to PCs making a relevant skill check DC 10.

Description: Otiluke is a short, middle-aged man, exceedingly frail. His hair is short and black, just starting to gray. He wears a sparse goatee. His shrewd brown eyes gaze critically through narrowed lids. Otiluke wears rich robes of purple embroidered with complex patterns in silver thread. He carries an ash staff shod in silver and topped with a huge opal knob, or rather, it carries him. He relies upon it heavily to bear the weight of his slender frame. A pale blue flame flickers above his head.

Personality: Though a great mage, his personality leaves something to be desired. Otiluke is haughty, abrasive and prone to fly into fits of rage. He is likely to be critical of arcane casters within the party, questioning their spell selection in combat, noting failure of evocation spells, making negative comments about the quality of their magical education, etc.

Appendix 14: Kings of Keoland

Lorgyr (I) Neheli (The Seer)

Reign: 295 to 280 BCY (Before Common Years)

Lorgyr was chosen to follow King Malv by the Council. Lorgyr was an incredibly powerful wizard, as well as a seer chosen by Lydia. This was fortunate, as the Keogh and Rhola began clearing large tracts of the Dreadwood, encountering the Olve. The Olve were still in shock over the betrayal of the Malhel. It was only through the influence of Lydia on Lorgyr that peaceful contact was made.

Four years after this, Keogh settlers expanding into the Good Hills were met by a group representing a coalition of the various Noniz and Hobniz Families living in the Hills. These people had avoided the followers of Slerotin when they passed through being well acquainted with the activities of the Firstcomer Suel. They were now concerned about the expanding Human Kingdom and wanted to “clarify” the situation.

The Kingdom was now facing a true crisis. Still recovering from war, a coalition of these demihumans could have destroyed the Kingdom before it was a century old. Instead, with Lydia guiding him, Lorgyr was able to forge an alliance with them that would ensure the dominion of the Keogh-Neheli-Rhola alliance over the Shedomar Valley.

The essence of the alliance was simple. The Olve would rule the Dreadwood, ostensibly in the name of the King, but functionally independent. Likewise a council of Noniz and Hobniz would administer the Good Hills under similar terms. A small corner of the northwestern Dreadwood, coincidentally the southern reaches of the Good Hills, would be granted to some humans as symbol of the authority of the Kingdom over the region. This Barony would serve as intermediaries to the King for the demihumans and as military support for the demihumans from the humans. In some ways, the House of Lizhal was given as chattel to these demihumans, blood payment for the crimes of the Firstcomers, and especially for the outrages of the Malhel.

Unfortunately, the incredible stress of channeling visions from Lydia claimed the life of Lorgyr a few years after cementing the alliance with the demihumans.

Significant events during the reign of Lorgyr I:

292 BCY: *First contact with the Olve of the Dreadwood*

288 BCY: *First contact with the Noniz and Hobniz of the Good Hills*

282 BCY: *Barony of Grayhill founded. House of Lizhal named rulers*

Tavish I Rhola (The Great)

Reign: 287-345 CY

What hasn't been said about Tavish the Great? Only what drove him. Few ever bothered to consider his motivations.

Tavish grew up reading the moldering scrolls left by Sanduchar and Malv III. He saw from them and his maps that despite curses and plagues, the future of the Kingdom lay south in the Amedio. He also saw the immense threat posed to the Kingdom from the spreading Aerdi Empire. The Viceroyalty of Ferrond had been founded at the height of the Slumbering, and only the machinations of Celene had prevented the Viceroy from swarming down through the Fals Gap and around the Lortmils. Even the declaration of the Kingdom of Furyondy less than half a century earlier had not lessened the threat. It had indeed increased it, as the more vital and controlled Furyondy now threatened to grow where the Great Kingdom could not.

Tavish the Great moved swiftly. First he took on the Silent Ones for control of magic within the Kingdom and won. Their power broken, he established the NAW and soon had cadres of battlemages ready to take on those in Furyondy.

Then he turned north. The Knights of the March had declined much over the years, most of them becoming followers of the heretical sage Azmarender as they searched for meaning amidst the incessant battles against those they sought to conquer and those they sought to rule. Turning this to his advantage, Tavish split these followers off into the Knights of the Watch and gave them a new mission – to preserve the Kingdom from the Baklunish hordes. Embracing this, the Knights of the Watch streamed north, driving the latest incursion of Paynims out and setting up Thornward as a forward base. From there, they would subdue the entire region without any additional guidance from Tavish required.

Then looking east, Tavish entered into protracted negotiations with both the Demihumans and the near independent Barons and Knights between the Sheldomar and the Lortmils. The ruler of the cis-Lortmils Olve was made a Duke of the Kingdom, equal to the Princes of the Rhola and Neheli and given the northern third of the lands to rule. The leader of the Dwur, the young Corond, was made Prince, the Olinstaad, of the southern third. The chief Oeridian Baron in the region, from the Oleggh Tribe, was made Count of the middle third, the Tribal name making the region officially the Ulek States. The new Prince – Olinstaad Corond became an enthusiastic follower of the charismatic Tavish, and soon led a combined army that established dominion over the Pomarj peninsula. Grateful for the addition to his Empire, Tavish granted the new conquest as a personal fief to Corond.

Finally able to head south again, Tavish built an army around the Yeoman levies and marched into fiefs below the Hool Marsh. Long occupied by various outcast knights, he reduced all opposition and founded the city of Monmurg. Soon the Principality of Monmurg was officially recognized, and explorers began delving into the Amedio, sending immense treasures back home to sustain the expansion and pay for the new fortresses being built on the expanded borders.

Almost as an afterthought, Tavish turned to Geoff and the settlements placed there years ago. Realizing they would never amount to enough to make a state, he found a promising Clan leader among the Flan and raised him up equal with the Rhola, Neheli, and Olve. This Duke of Geoff would bring the other Flan into the Empire as willing members, the Suel and Oeridians there satisfied to finally be represented in Council.

The last half of the reign of the greatest King in the history of Keoland was spent peacefully building the new acquisitions. When Celene voluntarily joined bringing Verbobonc, Keoland also found a sizable portion of the Wild Coast falling into its hands. With the other new realms, the Kingdom had nearly doubled in size. Tavish the Great spent as much time ensuring it would remain together as he had building it up. Unfortunately, his son followed him to the throne.

Significant events during the reign of Tavish I:

- 288 CY: Partial abolition of prohibitions on magic*
- 289 CY: Thornward founded in Bissel*
- ~291 CY: Stoneheim in Pomarj founded*
- 292 CY: Ulek states join the Kingdom*
- 295 CY: Pomarj conquered with the Principality of Ulek*
- early 300s CY: Brazen Horde invades Ket, Knights of the Watch founded*
- 301 CY: Monmurg founded in Hold of the Sea Princes*
- 302 CY: Bissel territory conquered*
- 304 CY: Westkeep built in Hold of the Sea Princes*
- 305 CY: Highport founded in Pomarj*
- 306 CY: Duchy of Monmurg established, later the Hold of the Sea Princes*
- 316 CY: Geoff incorporated*

Tavish II (The Blackguard)

Reign: 346 – 394 CY

No one can deny that Tavish II was as great a military leader as his father. Unfortunately, the Blackguard was a pathetic politician, especially ruling in his father's shadow. The Wealsun Proclamation outraged the most important of the new states, Geoff and the Duchy of Ulek. It also alienated the independence-loving electors of the Yeomanry. When he began wars not only with Ket but later Veluna, his enemies found their opening. Even as both led to victory, their whispered campaigns against the aspirations of the King began to sprout. When the King revoked the charter of rulership of the Pomarj that his father had given the Prince, those whispers convinced the Yeomanry to withdraw as soon as possible. A lull in the war with Ket provided the opportunity, and soon thousands of Yeomen spearmen were marching home with none showing up to replace them. Despite the road built to support the armies in Ket, a long slow retreat began as Ketite fanatics attacked in endless waves. Without the Yeomen to hold the line, the Knights of the Watch could not hold that land.

Railing endlessly against enemies real and perceived, Tavish II spent the next third of a century sending men to die uselessly in Ket while desperately trying to sire an heir. When he finally succeeded, old age claimed him before a year had passed. Many said he finally choked to death on his own bile.

Tavish II's rule was followed by the regency of Duke Luschan Sellark IV Rhola.

Significant events during the reign of Tavish II:

- 348 CY: *Wealsun Proclamation*
- 350-360 CY: *Wars with Ket and Veluna*
- 355 CY: *Devarnish in Veluna taken (by Second Expeditionary Force)*
- ~355 CY: *Treaty of Devarnish with Veluna*
- 361 CY: *Yeomanry withdraws from Keoland*
- 362 CY: *Road from Thornward to Molvar and Lopolla begun*

Tavish (Malv Sellark) III Rhola (The Boy King)

Reign: 414 – 452 CY

The rule of Tavish III followed a crisis of succession. Tavish III was chosen over the son of the Blackguard, Luschan V. Tavish III lacked the diplomatic and military abilities of his father. He was also a close friend of the psychotic and despotic Berlikyn who he appointed Governor of the Northern Marches ruling the Gran march, Bissel and the Devarnish territory taken from Veluna.

For 19 years Luschan V watched his cousin lead the Kingdom down the road to disaster. As word of Berlikyn's outrages flowed south, each worse than the last and domestic enemies plotted and planned to destroy both King and Kingdom, Luschan waited. When he acted, it was to leave on a visit to the Amedio colonies. It turned into the first act of the Civil War. Breaking away from the spies the King had set on him, Luschan quickly established control over the Amedio colonies. While ostensibly part of the Kingdom, they were really semi-independent pirates and privateers who plagued the Azure Sea. Turning them into a unified force, Luschan began a campaign against the Principality of Monmurg. At first raiding, eliminating the incredible wealth that flowed north from both the artifact raiders of the Amedio and the great citrus plantations of Monmurg, as the Short War raged and was lost he was able to begin taking and holding the cities of the south.

In the north, Berlikyn reached the nadir of his misrule when he threatened to conquer all of Veluna and then Ferrond itself. Within two years Furyondy showed Berlikyn just how wrong he was about their weaknesses. Bissel was taken as spoils of war, and civil war broke out in the Gran March following Berlikyn's death in the final battle.

The primary cause for the swift defeat of Keoland in the Short War was the lack of support. Sterich, Geoff, and Ulek all refused troops, as did all of the demihuman states of the Kingdom. Tavish III could not even raise enough troops to slow down the steady advance of Luschan through the Principality of

Monmurg. As the Empire collapsed, so did Tavish. Finally, over a decade after the Short War, proof was brought to Tavish III that not only had Geoff failed to send troops, they had also murdered the Herald sent to request them, Dartun Dasco, a cousin and favorite of the King.

Enraged, Tavish III now set in motion the final, fatal, actions of his reign. He divided the small army he had managed to gather in the past few years. Half he sent with his eldest son Luschan VI into Geoff, the other half he took south to Westkeep. Luschan's army was defeated at the Battle of Gorna and Geoff remained unpunished. Meanwhile, Tavish's army encamped before Westkeep, besieging his cousin within. Luschan had prepared his forces for just this, with careful precautions taken against disease. Tavish's army however began dying even as the first trenches were being dug. Less than a week into the siege Tavish realized what he had done. Ordering one last charge, he died in the mud surrounding Westkeep.

Significant events during the reign of Tavish III:

- 415 CY: Commandant Berlikyn of Gran March named governor of northern marches, oppression in Gran March, Bissel and Veluna rises*
- 433 CY: Duke of Gradsul disappears in the Amedio*
- 434 CY: Rise of the Sea Princes*
- 436 CY: Commandant Berlikyn threatens Veluna*
- 438 CY: Bissel conquered by Furyondy and Veluna, Gran March government changed (Commandant elected instead of appointed)*
- 444 CY: Sea Princes form a government*
- ~445 CY: Sea Princes conquer Port Toli*
- 446 CY: Sea Princes conquer Monmurg*
- 450 CY: War with Geoff, Prince Luschan Sellark VI dies in the Battle of Gorna*
- 453 CY: Tavish III dies in the Siege of Westkeep (The Debacle)*