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SHADES OF GRAY

by Michael R. Proteau

A stand-alone series of 11 adventures forming a self-contained
d20 campaign for characters from first all the way to 10-12th level.



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Shades of Gray

Credits

Author:

Michael R. Proteau

Developer:

Bill Webb

Producer:

Clark Peterson

Managing Editor:

Bill Webb

D20 Content Editor:

Erica Balsley

Assistant Editors:

Shannon Bennett and Josh Rensch

Art Direction:

Bill Webb

Layout and Typesetting:

Steve Johansson

Interior Art:

John Cadice

Front Cover Art:

Rick Sardinha

Cartography:

Ed Bourelle

Playtesters:

Necromancer Games staff

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Shades of Gray

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Introduction

"Certain areas or sometimes the whole body would be uncannily shriveled or compressed, and atrocious collapses or disintegrations were common. In the last stages – and death was always the result – there would be a gray-ing and turning brittle..."

-H.P. Lovecraft: *The Colour Out of Space*

Adventure Background

A cabal of mages, led by the Witch King of Acregor, seeks to expand its sphere of influence and power. Not having the military resources to do so openly through conquest, the mages hatch a much more insidious scheme. Through negotiations with a kingdom of evil deep gnomes, they acquire what they believe is a virulent plague from the subterranean world that they call the Gray Death. The cabal unleashes the plague to weaken the people of the Plains of Mayfurrow, where it slowly begins to spread, destroying village after village. The Gray Death can only be stopped by finding and assembling the pieces of the long-lost ancient artifact, the *Rainbow Harp*, to once again play

the ancient magical Song of Life and drive the evil from the land.

A History of the Rainbow Harp

In the first days, an evil came into the world from another plane and ravaged it. This evil entity consumed the vital spirit of life and left behind a cold gray husk neither dead nor alive. This gray predator spread across the land threatening all who dwelled there. Aelbwynn, the First One, Lord of the Skies and Malunas, Lady of the Ever-changing Face, Mistress of the Moon (see Appendix Four: New Deities for more information on this pair) wept and sang a song of sorrow for their creation.

Their firstborn, the Ontogshorsai, or people of the forest (see Appendix Two: New Monsters for more details), took up this song as a celebration of life. In doing so they imbued the song with powerful enchantments. The Ontogshorsai noticed that the song kept the evil at bay, but they were not strong enough to take this Song of Life to the source of evil by themselves.

New Disease: The Gray Death

This disease leaves those who are infected as mindless plague ghouls whose flesh has faded to a dull gray in color. However, the deep gnomes have misled the cabal. What they gave to the cabal was not a plague in the normal sense, but a hideous parasite summoned from Hades.

The Gray Death

Infection: Injury or Inhaled (see description)

DC 12

Incubation: 1-3 hours

Damage: 1 pt./hour Constitution and 1d4/day Wisdom

Description: The Gray Death is a parasitic infection from Hades. It slowly saps its victims of will and fortitude until they die and rise again as plague ghouls: undead carriers of the disease. If a plague ghoul bites a living creature, the creature must make a DC 12 Fortitude save or become infected. When a plague ghoul's body is killed/destroyed it disintegrates into a gray mist, which dissipates in one round. Anyone within five feet of the ghoul when it dies has a chance of inhaling the mist and becoming infected; they must also make a DC 12 Fortitude save to avoid becoming infected. Once infected, incubation takes 1-3 hours. When the Gray Death

takes effect, victims will suffer one point of Constitution damage every hour and 1d4 points of Wisdom damage each day until the Gray Death is cured or the victim succumbs to the disease. Anyone whose Constitution reaches 0 will die. One day later such victims rise again as plague ghouls. A victim whose Wisdom reaches 0 first will have no will and no way to resist the progression of the disease.

Victims of the Gray Death slowly have their hair and skin turn gray in color. This effect begins almost immediately upon infection. To cure the Gray Death, a *bless* spell must be cast on the victim before *remove disease* is cast. This will allow the victim to get a second Fortitude save to overcome the infection. If the victim is cured, Constitution and Wisdom damage will heal normally. If the victim fails the second save, there is no hope. All who die from the Gray Death will rise again as plague ghouls one day later, unless the body is completely destroyed before then. A *bless* spell cast upon the corpse will delay the reanimation for one day, this can be done indefinitely i.e. *bless* can be cast on the corpse 1/day to prevent the victim from rising as a ghoul. Anyone who dies from the plague who is *raised*, *resurrected*, or *reincarnated*, will still be infected, but is allowed another save. *True resurrection* allows a +4 circumstance bonus on that save. Other means of resuscitation grant a +2 circumstance bonus.

The situation was desperate, and the Ontogshorsai decided to put aside their rivalries and seek aid from the other children of the gods. They called a meeting of all the first races who came together to stem evil's tide.

The children of Barator, the Crafter and Master of the Forge (see Appendix Four: New Domains and Deities) labored long and hard to create an instrument to play this song and strengthen its magic. The dwarves forged a near-indestructible harp of mithril, adamantine, and gold, while the gnomes crafted five chromatic strings for the heart of the harp and its source of magic. Each of the strings was a single color of the rainbow (green, yellow, red, blue, and violet) and carried a powerful dweomer. The Ontogshorsai crafted the completed harp from these pieces.

Humans were given the most arduous task – to carry forth the harp and play the song to the very source of the evil that plagued the land and end its threat.

First among the humans was Riordan, the Singer of Tales. His mastery of song and strength of valor were second to none. Three other humans gathered round Riordan and his cause. The mage Acregor was powerful, quick-tempered, and ambitious. His lust for life gave him the will to see this quest through to its end. Serelay, the beautiful and mysterious monk, balanced Acregor's impetuosity with her steady presence and deep insight into the ways of the world. Guarding over them all was the stalwart Merrill, brave and true. Fueled by his love for Serelay, which was doomed to be perpetually unfulfilled because of her vows, he swore to see all of his companions through safe and sound.

Together they would seek to drive the evil from the land, but the task would not be easy. As a final gift, Aelbwynn, Malunas, and Barator sent forth with them an agent of celestial harmony, Nerith the Coatl, to serve as a guide and bring them to the source of the evil. After several arduous adventures and harrowing escapes, they arrived and Riordan sang the Song of Life to drive evil from the land. In so doing, Riordan was touched by the song and granted immortality. The other companions too were given the gift of extraordinary life spans, but were not immortal.

Nerith warned that this was but one victory in an eternal struggle to stem evil's tide. As a reminder for the need for vigilance, Riordan removed the five chromatic strings from the harp and gave one to each companion. Each took the string with them as they departed and headed their separate ways.

Nerith took the green string for safekeeping and chose to stay in the mortal realm, eventually settling on a small tropical island; legends of his presence echo in its name, the Isle of the Blessed Serpent. Over the centuries, Nerith's efforts spawned a race of serpent

men who dwelled upon the isle. In the ensuing centuries, these Inphidians were lured into the worship of Set, captured their former benefactor and took the string into their possession.

Serelay took the yellow string and established a monastery for her order outside the growing city of Northgate. The monastery flourished under her guidance as she lived to the ripe old age of 211. Other abbots and abbesses guided the monastery for centuries, until one of their own betrayed them, and sacrificed the order to the cult of Orcus, Lord of the Undead. The cult now operates a secret Temple of the Night out of the ruins of the monastery and the sewers of nearby Northgate. The cult now has possession of the yellow string.

Merrill took possession of the red string. This brave warrior established a stronghold on the coastal plains, upriver from Northgate. Sitting at the mouth of the delta, this site became an important trading port, and the coastal city of Varagost grew around Merrill's stronghold. Merrill himself died within months of Serelay's passing. The city continued to flourish for about a century afterwards, but it was destroyed in the elemental fury of a freak storm, and the coastal plains were flooded. The ruins of Varagost now lay in the heart of a great swamp along the coast. Somewhere in those ruins lies the red string.

The mage Acregor took the violet string into his keeping. He traveled north into the mountains, and finding a defensible position near a narrow pass, he established a stronghold. This tower became the heart of a small nation that bore his name. Though long lived, Acregor envied Riordan's immortality. As Acregor's death approached, he became bitter and fearful. He announced the succession of his son to the throne of Acregor and retired to his tower to pursue arcane research. Coming across a foul ritual, Acregor found the answer to his impending death; choosing instead to embrace undeath, he became a lich. His foul corrupting influence twisted his son, and Acregor became the true power behind the throne of the Witch King. He holds the violet string, and fears the power of the harp, knowing that it can destroy what he has become and forcing him into death's embrace. He has striven for centuries to ensure that the harp can never be reassembled.

Riordan kept the blue string, along with the harp itself. He traveled back to the kingdom of the dwarves and presented to them the harp as a gift and a reminder of the need for unity and vigilance. He traveled north through the mountains to the great enclave of the gnomes, and presented to them the blue string that they had crafted as a similar reminder.

The harp remains to this day in the dwarven hall at Abad Durahai, but the blue string was lost centuries later when the gnomish enclave fell to Calilas the Ice Queen, a powerful white dragon who took the string

back to her lair on the ice plains and made it a treasured part of her hoard. Calilas has a fondness for assuming human form, and often appears as a powerful sorceress. She rarely leaves her palace, but when she does, it is to involve herself in the schemes of the Acregor cabal, which she finds terribly amusing. It was her association with the cabal that alerted her to the presence of the blue string among the gnomes. The string was offered to her as a courtship gift by the sixth Witch King of Acregor, who felt no human was a worthy queen for his long-lived line, and sought to woo the dragon and make her his consort.

After delivering the string to the gnomes, Riordan retired for a time to the forests of the Ontogshorsai to recover from his ordeals and adjust to immortality among the long-lived forest folk. He joined the Ontogshorsai and their children, the elves in celebrating their victory, a decade long rendering of the Song of Life itself. After recuperating, Riordan returned to the lands of men, and set about the task of recording the history of the world. He built a great library to hold the sum total of the collective knowledge of the races. Preferring isolation for his work, he constructed the library on the edge of a vast waste to the north. He surrounded himself with only a small staff, and set about his monumental task, traveling when needed to gather and collect bits for his magnum opus. While he was away on such a journey, the library was attacked and destroyed by Acregor, and

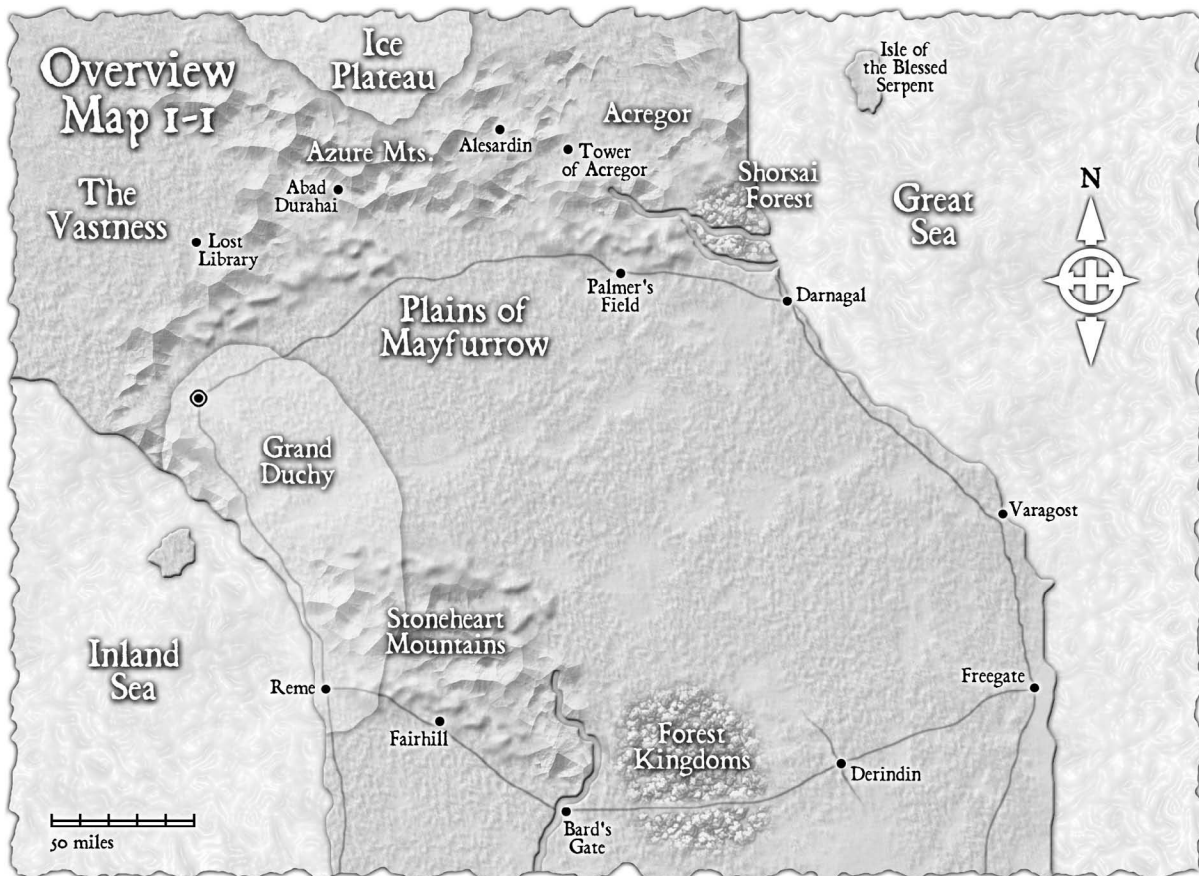
Riordan was never heard from again. The wastelands spread to consume the library, which may be the only place where the location of all the pieces of the harp was recorded. Its ruins lie at the heart of that vast wasteland.

With the exception of the lich Acregor, and the oldest legends of the elves and dwarves, knowledge of the harp and the ancient evil it overcame has passed from the world. Acregor knows where most of the strings lie, but no living being does. Their last known locations are recorded somewhere in the lost library of Riordan.

Adventure Summary:

The adventure begins at Palmer's Field, one of the villages recently destroyed by the Gray Death. The heroes investigate to determine a cause, and to see if there are any survivors. They must find the survivors and discover from them what has happened. Their investigation puts them on the trail of a pair of mysterious figures who seem to be responsible for the spread of the Gray Death. Adventures 1-3 focus on the party investigating the causes of the Gray Death and discovering the legend of *Riordan's Rainbow Harp* as a means of ending the plague.

Adventures 4-10 focus on the heroes' quest to gather the pieces of the harp from various locations around the region. They must find the harp itself, and the five



chromatic strings, which magically empower the instrument. The concluding adventure has the heroes infiltrating the city of the deep gnomes to use the harp to destroy the Gray Death's link to the realms of Hades, destroying the plague and the threat it poses to the region.

Notes for the Dungeon Master:

The following information is intended to help the DM run this series of adventures and flesh out the world in which it takes place.

Using this Module:

This series of adventures is intended to start a party of 4-6 characters of 1st level and provide a series of adventures for them to advance to between 10th and 12th level. All that is needed to run this adventure is the core rulebooks, the *PHB*, *DMG*, and *MM*. Several monsters in these adventures are taken from the *Tome of Horrors* by Necromancer Games. All of these have been updated for the revised rules and included in Appendix Three. The *Tome of Horrors II* by Necromancer Games may also prove useful. Full stat blocks and explanations for powers and abilities of creatures from this book are included to allow DM's to use them, but the *ToH II* will provide fuller details.

The locations and events of this series of adventures expand upon the familiar locales from other Necromancer Games modules, and use these as a backdrop. Almost all of the adventures take place north of the Stoneheart Mountains and the known Necromancer locales. Several locations (Palmer's Field and Darnagal especially) lay upon the Shepherd's Crook, a minor trade route north of the Stoneheart Mountains, which runs from the north of the Grand Duchy through several small sheep herding communities to the walled town of Darnagal on the eastern coast. A vast quantity of wool and finished cloth is moved along this route. Darnagal also sits at the northern terminus of the Coast Road (which leads south through the coastal cities of Northgate and Freegate and eventually takes one past the legendary Rappan Athuk).

However, these locations can easily be ignored or adapted to fit any campaign setting, or used without any other Necromancer Games products, as these locations can stand alone. Adventure 1, Palmer's Field can be placed in any small shepherding village near a trade route. Adventure 2, Danger at Darnagal, can take place in any small frontier town. Adventure 3, The Haunted Forest can take place in any primeval forest. Adventure 4, The Lost Library of Riordan can be placed in a remote wasteland or desert. Adventure 5, The Caverns of Abad Durahai can be placed in a mountain range that has access to an underdark. Adventure 6, The Isle of the Blessed Serpent can take

place on any remote tropical island. Adventure 7, The Temple of the Night, can be located in the sewers of a coastal city that has the ruins of a monastery nearby. Adventure 8, The Lost City of Varagost, can be placed in any large marsh or swamp on a coastal plain. Adventure 9, The Palace of the Ice Queen, can take place in any cold wintry setting. Adventure 10, Tower of the Witch King, can be set anywhere near a mountain range. The culminating adventure, To the Gates of Hades Itself, can take place in any subterranean or underdark locale. The travel to locations from adventure to adventure has been left vague. Suggestions for encounter tables are provided, with short descriptions of the travel needed. These will allow you to use this series of adventures as a stand-alone setting if desired, but also allow for easy placement in any setting with minimal adjustments.

Important information is also included in the appendices. Appendix One has the stats for major NPC's for easy reference. Appendix Two contains write-ups for new monsters created for this series of adventures. Appendix Three contains the write-ups for conversions to the revised 3.5 rules for monsters published in the *Tome of Horrors* from Necromancer Games. Appendix Four contains descriptions of new cleric domains and deities presented in this series of adventures. Appendix Five contains the write-ups and stats for new spells and magic items presented in this book. Appendix Six contains a new prestige class presented in these adventures. Appendix Seven contains the texts of important documents that the players may find in the search for the causes of the plague and the pieces of the harp.

Behind the Scenes: Pulling the Strings

There are two main adversaries who are behind the Gray Death: the Svirfneblin, or deep gnomes, and the lich Acregor. Their actions have set into motion the events of this series of adventures. Though they have reached a mutual aid agreement, they are not allies and have completely separate goals and ambitions in this matter.

The Svirfneblin:

The curiosity and ingenuity of the gnomes can be both a blessing and a curse. After Riordan returned the blue string to the gnomes, a disagreement erupted in the gnomish enclave. One sect advocated seeking out the source of the great evil again to better understand it should it ever return. The majority challenged the wisdom of this and wanted instead to create other magical protections against the potential evils the world would face. Early failures in magical research disgruntled the minority group, and they left the Enclave to seek out the source of evil deep underground.

They followed Riordan's trail from his accounts and entered into the deep caverns under the earth.

They soon discovered the source, which was a gateway portal to the plane of Hades. Building a base camp nearby, the gnomes began to explore the area and conduct several experiments on the gateway and its environs. Spending years and then decades in the proximity of the Hades' gate began to slowly corrupt the gnomes altering them in subtle ways. Their curiosity unsatisfied, they continued to experiment generation after generation. More and more gnomes began to flock to their camp, which became a permanent settlement, growing first into a town then into a vast underground city. Over the centuries, the gnomes continued to transform until they were something different, a new race altogether, the Svirfneblin, or deep gnomes.

The deep gnomes continued to seek to find a way to open the gate and to understand the nature of the evil it unleashed. They also continued to explore the depths of the underground world around them. They continued to grow and expand. Still, the spirit of experimentation drove them. Their curiosity became insatiable. They longed to see what would happen if the Gray Death were to be unleashed again, to see if their theories would hold up to experimentation and observation. To the Svirfneblin, this experiment is the driving force behind their civilization. Knowledge is to be pursued, and the consequences of that pursuit are meaningless. The loss of life is a small price to pay for the gain of knowledge, a price the deep gnomes will gladly pay.

Recently the Svirfneblin finally managed to create a small opening in the gate. They harvested a parasitic entity from Hades. This colorless, odorless, gaseous entity is the cause of the Grey Death. In an attempt to create a large-scale test of its effectiveness, the Svirfneblin have agreed to supply a quantity of it to the Acregor cabal as a weapon in their efforts to conquer the plains of Mayfurrow. The current Witch King, the sixth to sit upon the throne, was the driving force in securing their agreement (of course he learned of the deep gnomes existence from the lich Acregor).

After seeing its initial results by observing the cabal's efforts, the Svirfneblin decided to expand the field of experimentation and have recently unleashed the plague in Abad Durahai, the ancient dwarven hall under the mountains. They will continue to experiment with the Gray Death and use it to expand their territory unless the gate to Hades is once again sealed and the Gray Death destroyed by the Song of Life.

The Lich Acregor and the cabal of the Witch King

The lich Acregor has been the true power in the kingdom which bears his name since he first achieved undeath centuries ago. His line still sits upon the throne, and some have chafed under his iron hand. None but the royal line and a few select members of the cabal's upper echelon know of the lich's existence though. It is one of their most closely guarded secrets. Most inside and outside Acregor believe the Witch King is the true power there and do not even suspect a power behind the throne.

The lich Acregor has plotted for centuries to further his agenda. His envy of Riordan blossomed into open hatred, and it was he who set into motion the destruction of Riordan's library. This was simply meant to cover his attempt to capture Riordan himself, and that attempt was successful. The lich Acregor has held Riordan in his dungeons for centuries, tormenting his hated rival.

The lich Acregor still fears the power of the *Rainbow Harp*, and believes it can be his undoing. He has plotted and schemed to ensure that the harp will never be reassembled. He was responsible for tempting the initiate of Serelay's order into the worship of Orcus causing the downfall of her monastery and guiding the string into the hands of an ally. Acregor aided the Cult of Set, informing them of the inphidians on Nerith's isle and guiding their agents there to tempt the snake men from Nerith's sphere of influence and leading to Nerith's downfall and loss of the string. Acregor also summoned a large elemental force to strengthen the storm that destroyed Varagost causing Merrill's string to be lost to the ages. He also suggested to his descendant that he inform the Ice Queen of the unique treasure held in the gnomes' enclave ensuring that this string fall into the hands of an ally. His descendant thought gaining the dragon as a consort queen would strengthen him against the schemes of his ancestor, little realizing that in doing so he was carrying out Acregor's carefully masterminded plans. Acregor has never been able to learn where the harp itself lies, so has settled for making sure all the strings that empower it are within his sphere of influence.

The current Witch King of Acregor, Parlarius, wishes to be free of the lich's shadow and truly rule Acregor himself. He believes the cabal is firmly in his control and can use that to leverage true power in Acregor. He seeks to expand his nation's borders and sought for a long time for the means to do so. Calilas, the Ice Queen, has been playing both sides, aiding Parlarius, but informing the lich of his ambitions and schemes. At the lich's suggestion, Calilas put Parlarius on the trail of the Svirfneblin and their skill at crafting powerful weapons and items. Parlarius sent two of his trusted agents, Karn (an ogre magi) and Halloran

Wicarbon (a rogue/wizard), to make contact with the Svirfneblin nearly a year ago.

They made initial queries into a weapon and the Svirfneblin saw a golden opportunity to conduct their great experiment with the Gray Death. They offered a “secret weapon” to the cabal, a powerful plague that could wipe out their enemies. Parlarius thought this an excellent solution to his lack of a large military force, and the unholy alliance was born. The lich knew of the Svirfneblin’s intent all along, and hoped he could wipe out a large part of the population to then raise them as an undead army to strengthen his cause. Parlarius believes this will be the triumph that will free him from the lich’s influence and solidify his power base. The Svirfneblin want to see their experiment done and thin the herd on the surface to pave the way for their own ambitions of conquest and expansion.

All of these plans have intersected and been set into motion with the destruction of Palmer’s Field in the Plains of Mayfurrow. All that stands in the way of these schemes reaching fruition is an intrepid band of adventurers seeking to find the cause of the plague that has descended upon the plains.

Pacing the Adventures

The faster the pace is, the better. As DM, you should help set a mood of impending danger; that time is of the essence for the PC’s to solve the mystery and gather the pieces of the harp. Things can move as slowly or as quickly as you need them to, but once the party learns of the harp and begins to gather the pieces, a sense of impending doom helps to make the adventures exciting. The party should feel they need to gather the pieces and end the plague quickly or there will be horrible consequences.

There are several ways you can accomplish this. Use encounters with plague ghouls (see Appendix Two: New Monsters) as random encounters as a reminder of the Gray Death’s presence. As the party crisscrosses the Plains of Mayfurrow and travels the Shepherd’s Crook, have them pass through tiny hamlets that have been wiped out from the plague, or encounter survivors seeking a safe haven, or even a hamlet that lives in fear, apprehensive about strangers who may bear the Gray Death and signal their doom. The PC’s are in the role of heroes, make them feel heroic. Make it seem like their character’s actions have consequences, because they do.

Order and Flow of Adventures

Adventures 1 through 4 will flow in a linear progression, as long as players find the needed clues to lead them on. There are several ways for them to find those clues, and plenty of room for them to find their own way. The players will seek the causes of the

plague, track down the legends of the *Rainbow Harp* and eventually make their way to Riordan’s Lost Library.

After finding the accounts of the *Rainbow Harp* in Riordan’s library in Adventure 4, the party will be faced with the daunting tasks of recovering the harp itself and its five strings). There is no particular order which the party must accomplish these tasks, but the challenges in recovering some of these items may be beyond them if they have not reached certain levels yet. The accounts are written to present the items in the order that the adventures are designed to be run, but that is no guarantee that the players will approach them in that order. Let the players decide which way they want to go and which order they will attempt to recover the harp parts in, but there are certain tasks that just may well be beyond them if they attempt it too soon (such as taking on the Lich Acregor) and may lead to heavy casualties unless the party flees to try again when they are stronger.

It is important to strike a balance. Do not try to railroad the players in a certain direction, but try to avoid letting them get into a situation where they will all die. To this end, the geographical placement of the adventures and the flow of information the players find are designed to guide them through the adventures in the order they are presented. If they pursue the items in a different order, do not sweat it, just go with the flow and scale the adventures appropriately.

Awarding XP for the Adventures

In general the PCs should advance at an average of one level per adventure. They may advance a little quicker at first, but advancement will slow down. At the end of each adventure will be some ideas and guidelines for awarding ad hoc XP based on achieving story goals and certain party achievements. These can be given to the party as a whole, and divided among party members as a supplement to traditional XP awards. If you prefer, you may instead award that amount to each character in place of traditional XP. Either method should provide the XP needed to keep characters advancing at an appropriate pace. For example, the ad hoc XP for rescuing the prisoners in adventure 1 is 750 XP. If you are using traditional XP awards for creatures/obstacles defeated, then divide the 750 points among the PC’s as a supplement. If you are using the ad hoc in place of traditional XP, award each character in the party 750 XP for rescuing the prisoners.

Chapter One: Palmer's Field

Part I: Introduction and Overview

The residents of Palmer's Field have disappeared under mysterious circumstances. There are vague rumors of plague in nearby areas, and signs that this may have been responsible for the population's disappearance.

The heroes must uncover clues as to what happened, contend with a raiding party of orcs trying to take advantage of the abandoned village, then track down and rescue the hamlet's survivors while piecing together clues about who is responsible for unleashing the Gray Death upon the land.

The adventure details the environs of the infected area and begins with a handful of programmed encounters. Other events/encounters depend on the PCs actions. The adventure culminates with the PCs attempt to rescue the survivors of Palmer's Field from the orc raiding party, and discovering clues that will lead them to the town of Darnagal to the west.

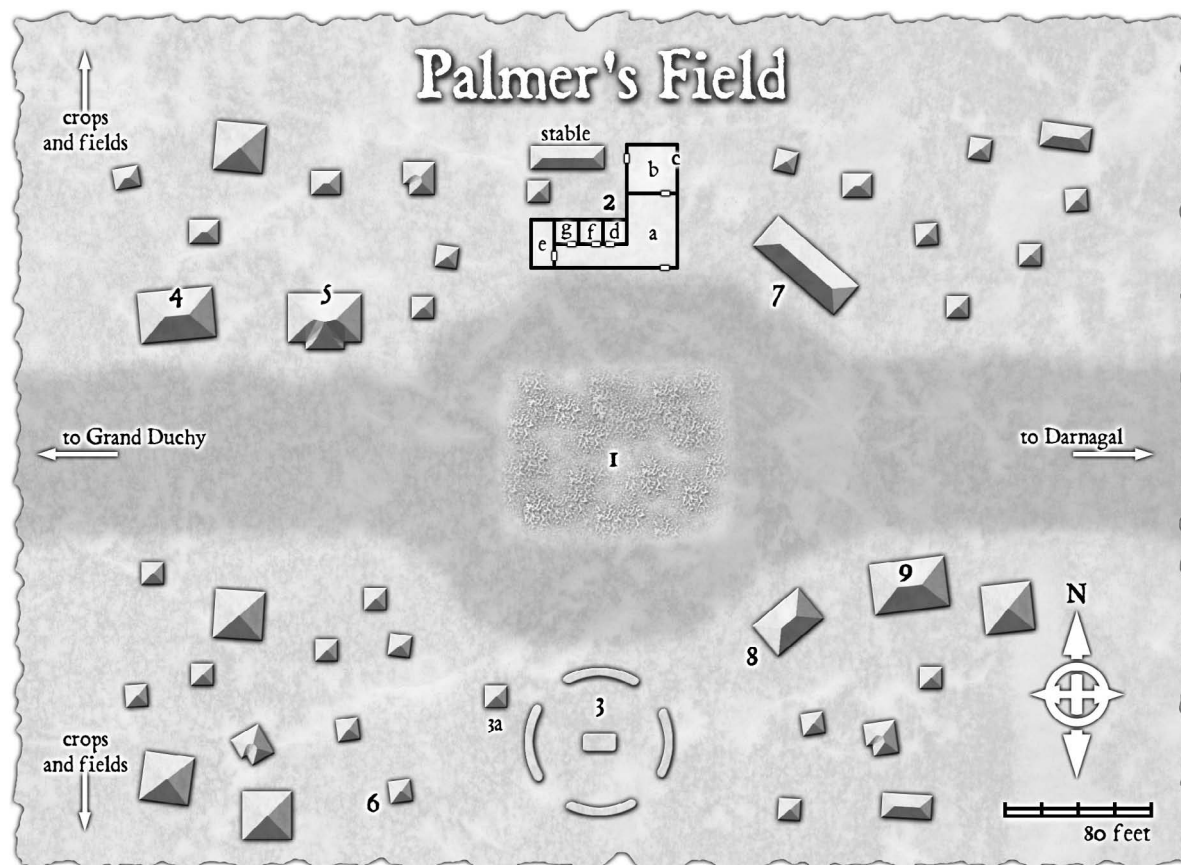
Part II: A Village Abandoned

DM Background:

Palmer's Field was a small, quaint agricultural village, whose residents were mostly either farmers or shepherds. The only industry of note included a few small businesses and a tavern, but Palmer's Field was a frequent stop for travelers upon the Shepherd's Crook. Most of its population (slightly over 100) never left the village except for regional fairs in Darnagal to the east, and most died when the Gray Death destroyed the village.

Most of the buildings are intact, but signs of commotion are everywhere. There are the remains of a large bonfire in the hamlet's central green. The charred remains of at least 60 people are in the ashes of the fire. There embers are still warm, so the fire is no more than a day or two old.

It is unnaturally quiet, but there seems to be a faint rhythmic thumping sound coming from the town center. Any character succeeding at a Listen Check (DC 10 to hear it, DC 15 to identify where it is coming



from) will notice the sound. The sound seems to be coming from the direction of the tavern, The Ram's Den (Area 2).

The day before the PCs arrived, Karn and Halloran Wicarbon, agents of Acregor, unleashed the plague upon the hamlet as they left before dawn to travel to Darnagal. They have a wagon, and tracks leading towards Darnagal can be found with a successful DC 10 check by someone with the ability to track. They also unleashed the plague in the other villages of the plains that have been wiped out.

The plague spread through Palmer's Field and began infecting people around sunrise and by midday the first began to die. People panicked. Surovy Donegal and Markham Dorrestal took command, and ordered the dead burned in a giant bonfire on the village green to prevent further spreading of the plague. This only fueled the spread of the plague as the vapors were released infecting more people. Panic ensued and Surovy and Markham were forced to flee quickly with their traveling companion to avoid a wrathful mob. They escaped uninfected, but the town was wiped out. Those killed but not burned, rose as plague ghouls and now wander the Plains seeking to spread their infection. The three survivors traveled north, but were captured by orcs about a half-day north of the village. The survivor's tracks should be relatively easy to find (DC 12 Survival check).

Locations/Encounters in Palmer's Field:

The unlabelled buildings are the numerous small homes in the village. Most are wattle and daub single room cottages, or perhaps having a single dividing wall. Most have a hearth and a chimney, a small table, a few chairs, and some sleeping mats or other small items. The people of the village are comfortable, but by no means wealthy. There is usually a small vegetable garden out near the cottages, and a single cobble stoned cart path winds its way through the village.

1. The Village Green

This central green seemed to be the heart of the village. The grass is now blackened and charred. This is the source of the acrid burnt flesh smell the party detected on the approach to the village. It grows stronger the closer one gets to the village green. The smell of charred flesh is quite strong in this area. Any character with a weak stomach may suffer from nausea (DC 5 Fortitude Save) being in the proximity of it. Anyone searching through the ashes increases the chances of suffering from nausea from the smell (DC 10 Fortitude Save if they attempt a search check). Characters failing the save will be ill for 1d6 rounds and suffer 1 point of temporary Constitution damage. A successful search will reveal the following:

At DC 10:

Approximately how long since the fire went out

Approximately how many bodies in the fire

At DC 15:

A small scrap of gray cloth that is only partially burnt just outside the rim of the fire pit

A partially melted silver holy symbol of Freya

2. The Ram's Den (EL 1)

This structure is right off the village green. It is a single story wooden structure. A wooden sign hangs out front with a large ram skull mounted upon it. It announces the name of the tavern as the Ram's Den. It is a simple tavern for a simple hamlet. There are only three guest rooms, but the tavern itself looks as if it has seen heavy traffic over the years. The larger guestroom seems to be a more recent construction than the tavern itself. A small tool shed, stable, and vegetable garden lay behind the tavern.

The rhythmic thumping seems to be coming from this building. Inside the building, a DC 5 Listen roll is required to hear the thumping. It is caused by a plague ghoul (see appendix) locked in a root cellar (Area 2c) below the tavern.

2a. Common Room

The main entrance from the road opens into a large common room. There is a hearth on either end of the room, and a bar near the back wall. Also in the back wall is a door into what seems to be a kitchen. There is a corridor off the common room that leads to the guest rooms. The large guest room at the end of the corridor looks to be a recent addition. The common room is a mess. Broken plates and tankards litter the floor. Uneaten food lies on tables or spilled on the floor. Some chairs and tables are overturned.

The thumping sound is more noticeable here (no Listen roll necessary) and seems to be coming from the kitchen area.

2b. Kitchen

The large kitchen is dominated by a large cooking hearth and an oven. There are bench tables for food preparation. Chopped vegetables lie upon the table in mid-preparation. A large cauldron of cold stew hangs over the ashes of the hearth. A layer of thick congealed grease covers the top of the stew. Charred loaves of bread are in the ovens and loaves that were left out to cool have gone stale on the table on the other side of the room.

There is a rear exit to the tavern. The thumping sound is coming from a trap door in the floor that leads to a root cellar. The trap door seems to be barred closed; a simple iron bar having been slid through rings on either side to keep the door shut. Any one succeeding at a DC 15 Listen check will hear a faint wordless voice coming from the root cellar. It is somewhere between a grunt and a moan.

2c. Root cellar (EL 1)

The root cellar is a 10 x 10 x 10 room dug into the ground to store potatoes, yams and other vegetables. There are some crates and sacks with various food-stuffs, a few casks of wine, and kegs of ale and beer. A wooden stairwell descends into the cellar.

When the trap door is opened a plague ghoul will spring out and attack the closest living creature. This was one of the serving maids who succumbed to the Gray Death. She was locked in the cellar by Surovy Donegal, a bard who was staying at the Inn, and was one of the few who managed to escape the ravages of the Grey Death. (See Appendix One of this adventure for information on Surovy.)

Plague Ghoul: CR 1; hp 7; See Appendix 2.

Tactics: The plague ghoul will attempt to close in on a victim to bite it and spread the parasite it carries. Plague ghouls always fight to the death; in dying they hope to spread the parasite to even more victims.

2d. Innkeeper's Room and Office

This is the private quarters and office of Tarl Brower, the owner and proprietor of the tavern. There is a small desk, bed, and chest in the room. Among the papers on his desk are lists of supplies needed and received, a register of guests, and other business related matters. The guest register lists the following guests for the week prior to the arrival of the party: Surovy Donegal (with a note: small room reduced rate for performing arrived 3 days ago), Markham Dorrestal (with a note: priest of Talana, accompanied by elf maid, arrived 3 days ago), Karn (with a note: merchant, large room, manservant in stables with cart and horses, arrived 4 days ago, left 2 days ago). In the chest is a few extra set of clothes, a leather-bound book of recipes in a velvet bag, and a small sack holding mixed currency, 23 gp, 37 sp, 42 cp, and a small rolled scroll that lists deposits and withdrawals from the coin sack.

2e. Large Guest Room

This room looks unoccupied, or at least tidied, as if cleaned after a guest departed. It contains a bed, an armoire, a chair and dressing table, a small hearth, and a chest. The armoire and chest are empty. A careful search of the room (DC 20 search check) will reveal a scrap of parchment in the ashes of the hearth. It is deeply charred as if the papers were burned, but there is a recognizable sigil on it. A successful DC 13 knowledge check is needed to identify it as the sigil of the Witch King of Acregor (Knowledge arcana, geography, history, local, or nobility and royalty will all give the PC a chance to know this), and that Acregor lies to the northeast of the Plains of Mayfurrow. If the Knowledge check succeeds by 5 or more the PC should also know Acregor has often made bids at conquest of the regions around the Plains of Mayfurrow but has been unsuccessful. Karn, who stayed in this room, unknowingly left behind this scrap.

2f. Small Guest Room

There is a bed, dressing table and chair, and a small chest in the room. A stylish cloak and a leather bag containing a small harp are hanging from hooks on the wall. The chest contains traveling clothes. A small book, a quill, and a vial of ink lie upon the table. The small book is a journal. It bears the name of Surovy Donegal, and seems to be a collection of scraps of rumors, tales, songs etc. The last few pages though have an account of recent events. Highlights include the following:

** Surovy was sent by the leader of one of the Forest Kingdoms to determine what was happening on the plains and to investigate tales of plague;*

** He was traveling with his long time friend Markham Dorrestal, a half-elven cleric of Talana, and his ward, the young Elf girl Maras;*

** They had discovered 3 small hamlets and villages wiped out by the plague, all to the northwest of Palmer's Field;*

** The few survivors he spoke to called the plague the Gray Death, as it turns the hair, skin, and clothes of its victims gray;*

** They were unconfirmed reports that those killed by the plague returned as some sort of undead creature;*

** Dorrestal wanted to return to the Forest Kingdoms to report findings, but Surovy convinced him to keep investigating, and thus they came to Palmer's Field;*

** On the way they spotted wagon tracks which lead from one destroyed village to the next, and to Palmer's Field;*

** I believe the wagon belongs to a merchant named Karn...*

The last paragraph ends mid-sentence with a large blob of dried ink.

2g. Small Guest Room

This small guest room is furnished similarly to Area 2f, but there is an additional straw pallet on the floor. There are two cloaks on the hooks, one a deep forest green, the other a coarse brownish color. On the dressing table are two small books; one seems to be a treatise on herbal remedies to treat diseases, the other a history of the region surrounding the plains. Reading this book will provide a +4 circumstance bonus to all Knowledge checks involving areas around the plains.

3. Shrine of Freya

A shrine dedicated to Freya sits across the village green from the Ram's Den. It is a small circle of standing stones open to the sun and oriented at the compass points, so the tallest stone is to the east, the rising sun, and the lowest to the west, the setting sun. Anyone with Knowledge ranks in religion or history may attempt a check at DC 20; success indicates they recognize the standing circle as a ritual site for the forgotten worship of Arden, god of the sun. To the west of the stone shrine is a small cottage that was the

priestess' quarters. Inside are a small bed, hearth, and a writing table and chair. A locked chest sits at the foot of the bed. A small shelf holds a few books and scrolls of a religious nature. On the writing table are three scrolls, a journal, and a small ivory box.

The journal's most recent entry is some musings by the priestess on the information she gained through conversations with Maras, stating she fears the plague may be more than she can handle, and that she has begun to prepare scrolls and potions for her community to weather the storm. There are three scrolls on the table. These are divine prayer scrolls. Each has *bless* and *remove disease* spells inscribed on them. Her journal notes that she hopes the *remove disease* will be enough, but prepares *bless* in case she needs to bless more dead than she is capable of. In the locked ivory box there are two *potions of remove disease*. The locked chest contains the shrines operating money and donations totaling 150 sp and 25 gp, and another ivory box, this one with two *potions of cure light wounds*.

4. Wainwright

This workshop has various wagon wheels in need of repair or under construction. Tools abound and again everything seems to have been left in disarray.

5. Cooper

This is another craftsman's workplace in disarray. Carpentry tools also abound and several barrels are under construction or stand completed.

6. Midwife's Cottage

Among the small cottages and private homes on the south side of the hamlet, there is a shack that has a small wooden sign depicting a number of herbs. Several types of dried herbs also hang above the door. Inside is a typical cottage, with the exception of a large collection of herbs and a few scrolls and volumes on apothecary, childbirth etc. This seems to be the home of the local midwife. Among her materials is a masterwork healer's kit that is fully stocked.

7. Weaver

This structure is the site of the local cottage industry. Several looms and spinning wheels are set up inside, and piles of thread and woven cloth are stacked and partially packaged. It seems the work area was abandoned mid-workday, as looms still have unfinished cloth on them and the spinning wheels have jammed with unthreaded wool in the process of being spun.

8. Blacksmith

The blacksmith shop has all the standard tools one would expect in a smithy. Several projects seemed to have been left abandoned in progress. Most of the items are practical objects such as plows, scythes, horseshoes, etc. Among the finished items are a handful of weapons: a battle-axe, two daggers, and a masterwork dagger.

9. Potter

This is the site of another small cottage industry. A large kiln and 3 potter's wheels fill this workspace, as well as various fired pottery, crocks, etc. Projects seem to be abandoned mid-shaping upon the potter's wheels, and inside the kilns are projects ruined from over-firing.

Part III: Orcs Come a Calling

DM Background

Rumors of abandoned villages and towns ripe for the plunder have reached the Orcs of the Severed Hand, a tribe of orcs who dwell in the foothills to the north and frequently raid into the plains. The tribe has sent a large raiding party into the plains in the past week to respond to these rumors. Smaller scouting parties have been sent out from this raiding party to check out which villages are ripe for the plunder without resistance.

Orc Scouting Party (EL 4 or 4 EL 1 encounters)

One such scouting party was on its way to Palmer's Field when the PCs arrived. About an hour after the PCs' arrival – around sunset – the orc scouts approach the hamlet. The scouting party consists of six orc warriors and a lesser shaman. The scouting party will observe the village from the ridge and note it is abandoned, then make their way down the ridge. The warriors will break into pairs and approach the village from different sides to explore it; the shaman follows shortly afterwards. If the PCs are outside or looking out of one of the buildings there is a chance they may spot the orcs' approach (Spot DC 13). If they spot the orcs and the orcs do not spot them (DC 20 if inside or behind cover, DC 15 if out in the open, or opposed Spot/Hide checks if the party is actively trying not to be seen), it should be easy for the PCs to set up an ambush or try to take the orcs out stealthily one pair at a time. One pair will enter the village from each of the following directions: west, east, and north. The shaman will approach from the north entering four rounds after the other orcs and making his way to the village green.

Orc War1 (6): CR 1/2; SZ M Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather), touch 10, flat-footed 13; BAB/Grp +1/+4; Atk/Full Atk scimitar +4 melee (1d6 18-20/x2) or short bow +1 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot+1; *Feats:* Alertness.

Orc Shaman, Drd1: CR 1; SZ M Humanoid; HD 1d8+5; hp 10; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 leather), touch 9, flat-footed 11; BAB/Grp +0/+2; Atk/Full Atk staff +2 melee (1d6) or sling -1 ranged (1d4); Space/Reach 5 ft./5 ft.; SA spells; SQ nature sense, wild empathy, darkvision 60 ft., light sensitivity.

ty; AL NE; SV Fort +4, Ref -1 Will +5; Str 16 Dex 8 Con 14 Int 8 Wis 16 Cha 11.

Skills: Concentration +5, Handle Animal +2, Knowledge Nature +4, Spot +6 Survival +6; **Feats:** Toughness.

Divine Spells Prepared (3/2; base DC 13 + spell level): 0 – *guidance*, *resistance*, *virtue*; 1st – *entangle*, *produce flame*.

Tactics: The orc warriors will split up to search. They are not eager for pitched battle, but will take on someone they outnumber. They will fight if necessary. If battle begins, one warrior will attempt to leave to travel back north to warn the rest of the scouting party. The shaman will use his spells first to his advantage. He will fight if forced into a situation where he must melee, but will look for an opportunity to flee.

If the party eavesdrops on orcish conversations and can understand them, they will talk about capturing survivors, looking forward to having fun with the elf maid, etc. The PCs have a chance to discover that the survivors are orc prisoners, that at least one of the survivors is an adventurer from the inn, and that the main orcish force lies to the north. If the PCs have someone with the track ability, they will be able to track the orcs (DC 10) or the survivors (DC 13) north until the tracks lead to an area of confusion where the survivors ran into an orc band and were captured. A larger, single band of tracks moves north after that. If captured and interrogated, the orcs will not resist for long and will tell the party of the prisoners, plans for raids etc. The Druid is a little more arrogant, and will try to taunt and intimidate the party, but gives up the same information eventually.

Part IV: On the Trail of Survivors

DM Background

Through following tracks, following fleeing orcs, or using information gathered from the orcs, the PCs will likely move north to find the orcish encampment and the survivors. If they move in the wrong direction simply move the orcish encampment (Part 5) in that direction so the PCs will eventually run into it. It will take the PCs more than a day to follow the trail to the encampment. If a PC has the Track ability, he should make Survival checks every hour. If the roll is a failure, the party will lose an hour's time trying to relocate the trail. Any hour spent relocating the trail also triggers a random encounter check. Other than hours lost, encounters should be checked for at sunrise, noon, sunset, and during each watch overnight, or 3 times if the party does not set a watch. Roll a d20 to check for encounters and consult the chart below:

Trail Encounters: roll d20

1	1 plague ghoul (EL 1) see Appendix 3.
2	3 plague ghouls (EL 3) see Appendix 3.
3	Orc scouting party of 6 orc Warriors (EL 3) see MM.
4	4 bandit scouts (EL 2) see below.
5	2 wolves (EL 2) see MM.
6	Giant bombardier beetle (EL 2) see MM.

7	Dire weasel (EL 2) see MM.
8	2 hippogriffs (EL 3) see MM.
9-20	No Encounter

Encounter Stats:

Bandits, Human War1: CR 1/2; SZ M; HD 1d8, hp 4, Init +2 Spd 30 ft., AC 15 (+2 Dex, +2 leather, +1 shield), touch 13, flat-footed 13; BAB/Grp +1/+2, Atk/Full Atk short sword +2 melee (1d6 19-20) or javelin +3 ranged (1d6); Space/Reach 5ft./5 ft., AL NE; SV Fort +2 Ref +2 Will +0, Str 12 Dex 14 Con 11 I 11 W 11 Ch 10.

Skills: Climb +3, Hide +4, Intimidate +3, Jump +4, Move Silently +4, Listen +2, Spot +2 ; **Feats:** Alertness, Stealthy.

Possessions: Leather armor and light wooden shields, 2 javelins, short sword 2-5 sp each.

Setting the Stage:

The party is traveling through rolling hills, so be sure to set the atmosphere. As the sun sets, have fog roll in. There is one programmed encounter on the trail, detailed in Chapter Four, but the DM should flavor the chase/tracking through the woods as she sees fit, using random encounters or side adventures, etc.

Part V: A Call in the Fog

DM Background

This encounter is a side adventure. If does not directly influence the main adventure, but can make for an interesting diversion and add an interesting element into the campaign, that of The Orc-Reaver. If the DM does not want to include this it is easy to leave out, but it does create a lot of atmosphere for the party while traveling to the orc encampment.

Orc-Reaver is a powerful but cursed artifact weapon that has special powers against orcs, but also has a very forceful personality. The blade will introduce some interesting twists and dynamics to future encounters with orcs, but if the DM does not want to introduce this dynamic, ignore this section.





On the Trail

A. Lights in the Fog (EL 6)

As the party travels through the rolling hills near sunset and descends into a small valley, a fog drifts in. It is so thick that they have trouble seeing their companions just a few feet away. There is a 1 in 6 chance of someone becoming separated unless precautions are taken. Their voices sound muffled and have odd echoes due to the fog. They have difficulty distinguishing voices from one another. After 10-20 minutes of being in the fog, the PCs should attempt a spot check DC 10. Anyone succeeding will see lights about 50 yards ahead, walking and bobbing like a torch or lantern.

A few rounds after they see the light, a voice calls from the fog: "This way," or "There's a trail over here." The voice is muffled, seemingly altered by the wind and distance, and hard to identify. The lights and voice are a Will-o'-Wisp seeking to lure the PCs into a dangerous spot to feed on their emotions. It is leading them towards a cave in the side of one of the hills.

Will-O'-Wisp: CR 6; SZ S Aberration (Air); HD 9d8; hp 40; Init +13; Spd Fly 50 ft. (perfect); AC 29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20; BAB/Grp +6/-3; Atk/Full Atk shock +16 melee touch (2d8 electricity); Space/Reach 5ft./5 ft.; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot+17, Survival +3 (+5 following tracks); **Feats:** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse.

B. Bears Oh My! (EL 2)

The will-o'-wisp leads the PCs to a cave inhabited by a black bear. The bear will attack to protect its territory, and its cub nearby. It will attack the PCs if they come near, fighting to the death to protect the cub, but not pursuing if they flee. The cub will run off, scared away by the sound of strangers. The lights of the Will-O'-Wisp will spin and glow as it feeds on the emotions from the combat. A round after the combat is over, the Will-O'-Wisp will wink out and drift away to seek other entertainments.

Black Bear: CR 2; SZ M Animal; HD 3d8+6; hp 19; Init +1; Spd 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; BAB/Grp +2/+6; Atk claw+6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); Space/Reach 5ft./5 ft.; SQ low light vision, scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +4, Listen +4, Spot+4, Swim +8; **Feats:** Endurance, Run.

C. Voices, Voices, I hear Voices

Those inside or near the cave who have slain orcs or drawn orcish blood will have a peculiar experience. They begin to hear a voice in their heads, calling to them:

"Orc slayers come to me. Find me. Free me. Let us leave these foul orcs. Come to me. Into the cave, come."

The voice is a telepathic call from Orc Reaver, an intelligent sword hidden in a underground grotto beneath the hill. It senses the orcs nearby and the presence of worthy orc-slayers, and seeks to escape its centuries' long confinement to fulfill its purpose. The voice continually calls the party to enter the cave and come to it.

D. Secret Tunnel

Anyone searching the cave will find a small fissure in the back of the cave with a DC 10 Search check. It is barely wide enough for a medium creature to slip through and a short five foot passage opens up beyond it.

E. Danger from the Dark (EL 2)

The 10' wide passage continues on for about 40 feet winding slightly. It opens into a natural cavern of sorts with a small underground stream flowing through it. The stream is roughly eight feet wide. Stalactites and stalagmites clutter the cavern.

The stream is about four feet deep, so can be waded through, or it can be jumped over on a successful DC 10 Jump check with a running start. Hidden among the stalactites are two darkmantles. They will attempt

to catch the party as they cross the stream. These creatures survive hunting the small game that makes their way into the cavern. The party looks like a feast to them.

Darkmantles (2): CR 1; SZ S Magical Beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; BAB/Grp +1/+0; Atk/Full Atk slam +5 melee (1d4+4); Space/Reach 5 ft./5 ft.; SA darkness, improved grab, constrict 1d4+4; SQ blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills: Hide +10, Listen +5, Spot+5; *Feats:* Improved Initiative.

Tactics: One of the Darkmantles uses its darkness ability to try to catch the party unawares as they cross the stream and then they drop down to attack. If the darkness is dispelled, the second will use its ability to further cause confusion among their prey.

F. Gateway Guardians (EL 2)

Across the stream, there is a small fissure opening up where the stream empties out of the cavern. There is a small passage beyond it that leads to a stairwell carved into the stone. Two carved statues of gnomes flank either side of the landing. They are posed as if standing guard with short spears in their hands. The spears seem to be made out of wood rather than carved from stone. The voice calls more feverishly than ever:

"Come! Come! Free Me! Let us begin our hunt of orcs."

When the party approaches within five feet of them, the statues come to life and cross spears to bar entry. A *magic mouth* appears over the stairwell and speaks to the party.

"The blade Orc-Reaver has been hidden for a reason. Go back. Leave here. Stay at your peril!"

The statues then move to threaten with their spears. Orc-Reaver begins to scream in their heads:

"Free Me! Let us hunt orcs together. I can give you power undreamt of. I will make you a champion. Together we will carve our place in the bard's tales with the blood of orcs!"

If the party leaves, the statues will not harm or pursue. If the party attempts to enter the chamber, the statues will fight to prevent it from happening.

Small Animated Objects (2): CR 1; SZ S Construct; HD 1d10+10; hp 15; Init +1; Spd 30 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; BAB/Grp +0/-4; Atk/Full Atk spear +0 melee (1d6) or slam +1 melee (1d4); Space/Reach 5 ft./5 ft.; SQ hardness 5, construct traits, darkvision 60 ft., low light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con-, Int-, Wis 1, Cha 1.

G. The Chamber of the Orc-Reaver (EL 1)

The stairs lead down to an underground grotto. A small pool has been created by runoff from the underground stream that flows above. Rising in the center

of this four-foot deep pool is a stone dais. Upon this dais lies a finely crafted longsword. The sword speaks aloud now:

"Good, good you have come. I have sensed orcs in the area for days now, and have craved a champion to find me that we may slay them. Which of you will carry me into battle?"

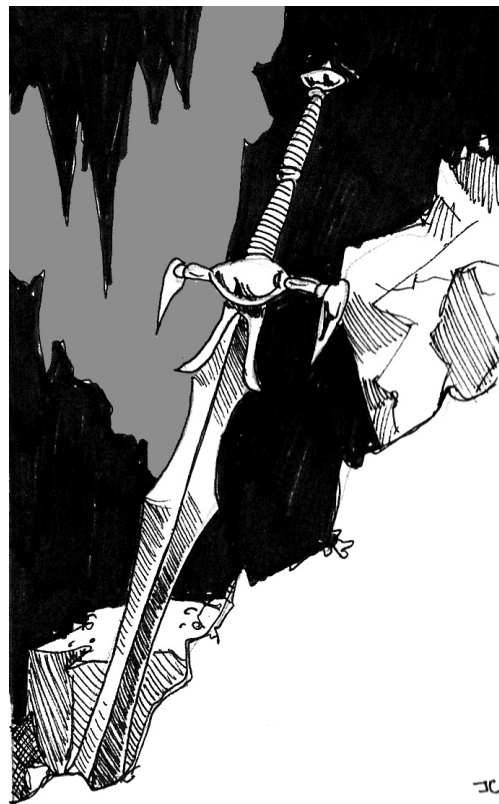
When anyone approaches the pool, the sword's final guardian, a small water elemental, will rise up to prevent him from getting the sword.

Small Water Elemental: CR 1; SZ S Elemental (Water, Extraplanar); HD 2d8+2; hp 11; Init +0; Spd 20 ft., swim 90 ft.; AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; BAB/Grp +1/-1; Atk/Full Atk slam +4 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA water mastery, drench, vortex; SQ darkvision 60 ft., elemental traits; AL N; SV Fort +4, Ref +0, Will +0; Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11.

Skills: Listen +2, Spot+3, *Feats:* Power Attack.

Tactics: The elemental will use all of its abilities to attempt to prevent the party from getting to Orc-Reaver.

Orc-Reaver is an ancient weapon crafted long ago by gnomes to fight in the wars against the orcs. Centuries ago, a gnome champion gave it to the Ontogshorsai as a gift to fight in their wars against the evil humanoids invading the Shorsai forest. The blade developed too much of a taste for orcish blood, and as its ego grew, it pushed champion after champion into desperate and fatal situations. Eventually the gnomes took the sword back and hid it away in a remote place so it would no longer endanger anyone else. It is a powerful weapon against orcs, but there is a price to pay for wielding it.



Orc-Reaver

+1 *dedicated longsword orc bane* (+3 vs. Orcs dealing additional 2d6 damage against orcish opponents); AL CN, Int 17 Wis 10 Cha 17; Ego 20; *Special Purpose*: Slay orcs, *Dedicated Power*: Confer the ability to rage like a barbarian of wielder's level when fighting orcs only, confer Great Cleave feat upon wielder (even if prerequisites are not met) when fighting orcs only; *Lesser Powers*: *locate creature* 3/day (special, can be used to detect presence of orcs only, Caster Level 10 for determining range, area, and duration). Sword has 10 Ranks in Intimidate, and Bluff. The Sword is cursed as well; the wielder cannot get rid of *Orc-Reaver* unless the sword wills it to be so. Against anything other than orcs, *Orc-Reaver* is simply a +1 *long sword* with an attitude.

The sword will use the *locate creature* spell whenever it suspects orcs are nearby, whether the wielder wishes to or not. If orcs are present and the wielder does not immediately move to attack them, a personality conflict will be created. This is what got the wielders of *Orc-Reaver* killed so often in the distant past, and why the sword was hidden away by the gnomes. The sword does not wish to be un-owned ever again, so any attempt to discard it or use another weapon in battle against orcs will also create a personality conflict. If the player wins the personality conflict she may act as she chooses, if she loses, *Orc-Reaver* will cause her to attack the orcs no matter the odds. A *break enchantment* or *remove curse* will allow someone to be rid of the sword, or if the wielder wins a personality conflict by 5 or more on the dice, the sword may be discarded; otherwise the sword will remain in the wielders possession (see DMG Chapter 7 for notes on item Ego vs. PCs and personality conflicts). The sword may be a boon for a party member in the upcoming encounter with orcs, but there is a long-term price to pay. *Orc-Reaver* prefers frontal assaults to stealth when facing orcs, even when outnumbered. This may place the wielder in many dangerous situations.

Picking Up the Trail Again

If the party obtained *Orc-Reaver*, they may have some difficulty picking up the trail once again. The DC for finding the trail will have increased to 15, but *Orc-Reaver* can use its *locate creature* ability to help. If neither is successful, a Survival check DC 12 will allow someone to at least determine what general direction they were traveling in before the fog set in. If the party searches for their own tracks to backtrack to where they were, the DC is only 10.

Part VI: The Raiders' Camp

DM Background:

The party should reach the orcs' encampment roughly a day to day and a half after leaving Palmer's Field, unless they became horribly lost. If they are traveling during the day and resting at night, they will encounter the orc camp while the orcs are resting. The orcs are active at night to avoid the sunlight, and rest during the day.

The Orc Camp

There are 24 orc warriors, 2 sub-commanders, a commander, and three prisoners currently in the camp. During daylight, there will be 12 Warriors on duty, 12 off duty. One sub-commander will be on duty at all times. If it is not mealtime, the off-duty orcs will be asleep. Most sleep rough, but the commander has his own tent and the sub-commanders share another. These are the only two tents. Most of the off-duty orcs sleep around a central fire pit. The prisoners are kept on a line away from the fire. The 12 on-duty orcs are divided up into sentry pairs. One pair is at each compass point around the camp: north, south, east, and west, roughly 500 feet away from the camp. A fifth pair guards the prisoners and a sixth pair patrols the perimeter making their way from sentry point to sentry point and then checking on the prisoners. The on duty sub-commander usually stays with the guards near the prisoners. If the party makes any noise, sleeping orcs must make a listen check DC 5, but at a -10 on the check to awaken, unless someone awakens them. For the commander and sub-commander who are sleeping inside a tent, the DC is 10.

There is a good chance the party will be able to use stealth to take out sentries, sneak in the camp and rescue the prisoners without waking the entire raiding party and having to fight them all. Of course, *Orc-Reaver* will hinder the chances of taking the camp by stealth, being as stubborn as he is, but if it comes to a full scale assault on the camp, *Orc-Reaver* will be a devastating weapon against the orcs. However, the wielder must withstand the orc attacks and survive the experience. This will pose an interesting dilemma for the heroes; they will have to decide upon their best course of action (providing *Orc-Reaver* allows them to).

There are 24 orc Warriors split between Areas A-D of the camp:

Orcs, War1 (24): CR 1/2; SZ M Humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather), touch 10, flat-footed 13; BAB/Grp +1/+4; Atk/Full Atk scimitar +4 melee (1d6 18-20/x2) or short bow +1 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SQ darkvision 60 ft., light sensitivity; AL NE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot+1; **Feats:** Alertness

There are 2 orc Sub-Commanders, 1 at Area D, 1 at Area F.

Orc Sub-Commander, War3 (3): CR 2; SZ M Humanoid; HD 3d8+3, hp 15, Init +0, Spd 30 ft.; AC 14 (+4 chain shirt) touch 10 flat-footed 14; BAB/Grp +3/+5, Atk/Full Atk scimitar +6 melee (1d8+2/18-20 x2 or javelin +3 ranged (1d6+2)); Space/Reach 5 ft./5 ft.; SQ darkvision 60', light sensitivity; AL CE; SV Fort +4, Reflex +1, Will +1; Str 15, Dex 11, Con 12, Int 10, Wis 10, Cha 12.

Skills: Intimidate +7, Jump +8, Listen +2, Spot +2;
Feats: Alertness, Weapon Focus (scimitar)

Possessions: Chain shirt, scimitar, 3 javelins.

Key to the Camp

A: Sentries (EL 1)

Each point marked A has a pair of sentries, four pairs in all. Each pair is about 500 feet from the central fire pit, and they are tired and do not really want to be on duty, so are not especially watchful (give them a -2 circumstance modifier Spot or Listen checks unless something occurs to make them more attentive).

B. Orc Patrol (EL 1)

A pair of orcs patrols the perimeter of the camp. They travel in a clockwise circuit. It takes them 20-30 minutes to make an entire circuit. Every two hours, the pair on patrol will switch off with one of the sentry pairs, and the new pair will resume patrol. This pair is a little bored with guard duty and not particularly watchful (give them a -2 circumstance modifier Spot or Listen checks unless something occurs to make them more attentive).

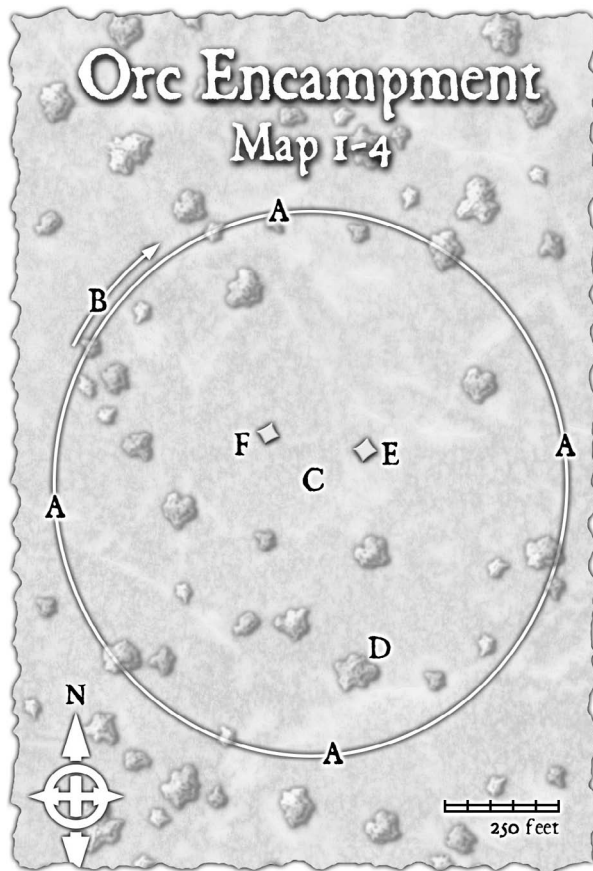
C. Central Fire Pit (EL 5)

A large fire pit burns low at the center of the camp, and a dozen orcs sleep around it. There are remains of past meals and other garbage scattered on the ground. These orcs will remain asleep unless awakened by loud noises or by their comrades. A sleeping orc must make a DC 5 Listen check to awaken on their own. These orcs will take a round to gather weapons and five rounds to don armor once awake. If forced into combat without their armor, adjust their AC accordingly.

D. Prisoner line (EL 3)

The prisoners are kept chained together in a line about 100 yards south of the central fire pit. Three orcs (a sub-commander and 2 warriors) guard them. These three are likely dicing for small coins instead of being especially alert (giving them a -4 circumstance modifier on listen and spot checks unless something has already gotten their attention).

The prisoners are sleeping. There are 3 of them, Surovy Donegal, a human bard, Markham Dorrestal, a half-elf Cleric, and Maras a female elf ranger (see Appendix 1: NPC Stats for their stats and personalities). All three are currently at 0 hit points having been tortured and beaten daily by the orcs. They



recover enough hp by sleeping through the day to be able to travel by night, but the effort and further beating drops them to 0 again by the time they stop for the day, at which time they collapse into sleep. They are bound hand and foot, and in addition the three are linked together, bound foot to foot in a line.

E. Commanders Tent (EL 3)

A small leather tent to the north side of the fire pit belongs to the orc commander. This is Gar Votek, a half-orc fighter. He has been pushing the orcs hard and wants to score a large bounty from the raid to increase his status in the tribe. He has treated the prisoners poorly trying to pump information from them about towns and villages in the area that have been abandoned so he can get an easy score. Votek came to the plague-infested region to raid on orders from his chieftain, but he does not know how the chieftain learned of the plague or abandoned villages.

In his tent are a few rough maps of the area spread out on a table. Three large sacks hold the booty recovered so far, mostly household items, foodstuff, etc. One sack holds 250 gp and 100 sp, plus some costume jewelry and such worth a total of about 250 gp. Four small kegs of ale and a small cask of wine round out the band's plunder so far.

Gar Votek, male half-orc Ftr3: CR 3; SZ M Humanoid; HD 3d10+9; hp 27; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 chain shirt), touch 12, flat-footed 14; BAB/Grp +3/+6, Atk/Full Atk +1 battle axe +8 melee (1d8+4/x3 or javelin +6 ranged (1d6+3);

Space/Reach 5 ft./5 ft., SQ darkvision 60 ft.; AL CE; SV Fort +6, Reflex +3, Will +1; Str 16, Dex 15, Con 17, Int 10, Wis 10, Cha 12.

Skills: Intimidate +7, Jump +9, Listen +2, Spot +2; **Feats:** Alertness, Cleave, Power Attack, Weapon Focus (battle axe).

Possessions: Masterwork chain shirt, +1 battle axe, 3 javelins.

Tactics: Votek will take time to put on armor and arm himself before leaving his tent, once he ascertains what is going on. He is ambitious but not especially brave, so will not enter combat unless he needs to do so to rally troops and preserve his command. He would prefer to let underlings deal with opponents.

F. Sub-Commanders Tent

One sub-commander will be here off-duty while the other guards the prisoners. If the camp is attacked, this sub-commander will assume command of the troops not directly guarding the prisoners and go after those attacking or infiltrating camp. The sub-commanders have their own bag of booty with 50 gp and 2 50gp garnets in it that they intend to split.

Tactics: The sub-commanders are both competent, one will remain in charge of guarding the prisoners, and one will command the defense of the camp unless overruled by the Votek.

Part VII: Resolutions and Aftermath

If the party makes off with the prisoners, the orcs will pursue. The orcs must attempt a DC 13 will save each hour of pursuit. If they fail they will give up the search. The prisoners will have to be carried or healed, as they are at 0 hp and strenuous action will drop them into negative hp. There is a chance that the party will be captured. If this happens, create a scenario that will give them an opportunity to escape. More likely the PCs will escape or overcome the orcs eventually.

Once the party has a chance to talk to the prisoners, they will learn the following things:

* A merchant named Karn arrived in Palmer's Field and left only hours before the first case of the Gray Death occurred.

* He was accompanied by a cohort they can describe, they believe his name is Wicarbon from an overheard conversation but are not sure.

* This pair traveled through every area where the Gray Death later appeared.

* They were headed east towards Darnagal when last seen.

* The prisoners can describe the events which occurred in Palmer's Field including how the plague is spread by the ghouls and the death throes vapor danger of the ghouls.

These three have nothing left to do in Palmer's Field, and they need to rest and re-equip before traveling west to report back in the Forest Kingdoms, so

they will accompany the party to Darnagal before heading south. This should set the stage for the next adventure and get the PCs moving towards Darnagal, where they must track down Karn and Wicarbon, and learn more about their insidious schemes.

Ad Hoc XP Awards:

Use the following chart to award ad hoc XP:

Action	Award
Finding the Acregor sigil left behind by Karn	100 XP
Learning Karn's identity from Innkeeper's book or Donegal's notes	100 XP
Figuring out <i>bless/cure disease</i> combo of spells needed to have a chance of curing gray death	100 XP
Recovering Orc-Reaver	50 XP
Finding orc Camp	100 XP
Rescuing at least one of the prisoners	750 XP
Deciding to follow survivor's clues to Darnagal	100 XP

Chapter Two: Danger at Darnagal

Part I: Introduction and Overview:

This chapter begins with the heroes following Karn and Wicarbon's trail to the walled town of Darnagal. In town, the party can investigate the causes of the plague, tying together clues to form a larger picture of what is happening. They will need to discover how the theft of two rare volumes from a local temple and the murder of one of the Palmer's Field survivors (seemingly by his companion) ties into the mystery. To make matters worse, they must do this while dealing with the machinations of Karn and Wicarbon. The party will then need to follow the trail of clues to the ruins of an abandoned monastery, which has become the headquarters for the local Thieves Guild. Here they must try to infiltrate the guild to recover the stolen volumes. With this, they will learn some of the secrets behind the Gray Death and what must be done to end the threat of the plague.

If the three survivors of Palmer's Field do not travel with the party to Darnagal, you should have them travel ahead of the party, arriving in Darnagal a short while before the PCs. The survivors will describe the PCs' roles in rescuing them from the orcs to the town guard. If the survivors travel with the party, they will make their report to the town watch when they arrive. If there were no survivors, reports of the party's activities will reach Karn, and he will implicate a party member in the murder.

Part II: The Road to Darnagal

The heroes will likely follow the clues gathered in Palmer's Field and from the survivors to head towards Darnagal, which lies east of Palmer's Field along the Shepherd's Crook. If they run into difficulty putting the pieces together, or seem stuck, Markham Dorrestal, the cleric of Talana, can suggest they go to the House of Secrets in Darnagal – a temple of Talana, the Veiled Mistress, that has a small collection of rare volumes that may aid in their investigation. Dorrestal should mention this to the PCs even if they are already headed to Darnagal.

It will take a day or two to walk to Darnagal along the Crook. Depending how long the heroes took rescuing the survivors, Karn and Wicarbon, the agents of Acregor, will have a 3-5 day head start on them. This will give them time to get to Darnagal, establish their identities, make contact with the Thieves Guild

there, and steal the volumes from the House of Secrets.

The Shepherd's Crook is frequently traveled by shepherds, wool merchants, and travelers, but is by no means a truly safe route. It is simply a trail, and not a major road, and there is a possibility of dangerous encounters along the trail. Checks should be made in the morning, afternoon, and evening, and three times each night. To check for an encounter, roll a d20 and consult the chart below:

Roll	Result
1	6 orc raiders
2	Merchant caravan headed from Darnagal (exp 2 and 5 War 1)
3	6 bandits (War 1)
4	2-5 wolves
5	1-4 plague ghouls
6	2-8 shepherds
7	3-12 stirges
8	2-5 gnolls
9	2-12 pilgrims (Com 1)
10	1 hippogriff
11-20	No encounter

For encounters with orc raiders, wolves, stirges, gnolls, and the hippogriff, use stats from the MM. For an encounter with plague ghouls, see Appendix Two. For the merchants, bandits, and pilgrims, use the NPC section of the DMG.

As the party approaches Darnagal read the following:

As you crest a small rise you gain your first sight of Darnagal. The walled town sits at the crossroads of the Shepherd's Crook and the Coast Road, and sits on a plateau looking over the coast plains. Traffic going to and from the town looks heaviest on the Coast Road, which runs north-south. A small trail also runs north from the city, and the Shepherd's Crook runs west from the town. The settlement is surrounded by earthwork and wooden palisades approximately 15-20 feet tall and timbers look to be several rows deep, about 10 feet in thickness.

Part III: The Town of Darnagal

Darnagal is a frontier town, which has grown on the crossroads of several trade routes. The town's population is mostly a mix of humans and dwarves. It started as a small keep and the town grew around it.

Dwarves, who planned and oversaw the construction of the town, using it as a trading post for their mountain kingdom, settled the area. The palisades were added to protect the townsfolk from the occasional dangers that the wilds provide. Every spring and autumn, a trade fair fills the area around the town and people from all over the Mayfurrow Plains, and from the city of Freegate come to conduct trade, socialize, and celebrate.

There are three gates into the town proper: Mill Gate to the North, West Gate, and South Gate. The town itself is dominated by the central keep, and is divided into quarters or districts. The market district is between Westgate and Southgate, the craft district between Southgate and Temple Row. Temple Row is a grand street running from the central keep to the east wall, completing the cross-section of the town by roads, but it does not end in a gate as the others do. The Heights, a well-to-do neighborhood of merchants and well to do citizens, runs from Temple Row to the Mill Gate. The Commons, the lower class residential district, runs from Mill Gate to West Gate.

This part of the adventure is broken into five sections. The first provides an overview of the town. The second details some of the plots and machinations going on in the town. The third part lists rumors and information available from the populace of Darnagal. The fourth describes the areas of interest in the town. The final part details encounters and events in the town.

DM Notes

This part of the adventure will be very free-flowing and flexible. A lot will depend on PC actions. An overview of the town is provided and some areas of interest are given a little more detail, but there is a lot of room for you, the DM to flesh out and personalize the town and its population. The only people in town given full stat blocks are Karn and Wicarbon. Others have just a class and level given as a guideline.

The town is a rough and tumble frontier town, but the rule of law is highly regarded by the dwarves and many of the humans who dwell here. The Thieves Guild is active and, along with Wicarbon and Karn, will provide most of the dramatic tension in this part of the adventure. Parties who run afoul of the law will not do well in this adventure. The town watch focuses on preventing and ending disturbances. Crime is not their primary concern, keeping the peace is. They prefer to deal with criminals quickly and decisively so they do not tie up time and resources. Lawbreakers are taken into custody and tried within a few days. Most often the verdict is a foregone conclusion. Capital punishment, incarceration, exile, and fines are all possible sentences. The wealthy merchants wield a lot of influence in the town and do not like to have their affairs disturbed. They like to see things handled quickly and efficiently.

Karn and Wicarbon will orchestrate a series of events that will keep the PCs on their toes. These are detailed after the town is described. The PCs will



have to work to dig up clues to a lot of disparate puzzles and discover how these pieces all fit together. The link between them all is Karn and Wicarbon, and their schemes. The PCs should gather enough information to put them on Wicarbon's trail and lead them to the monastery north of town where he is currently staying with the volumes stolen from the House of Secrets.

Tailoring style of play

If you prefer a style of play involving a lot of role-playing, this adventure can be drawn out for several sessions as PCs interact with town folk gathering clues, and a few random encounters with thieves, thugs, and cronies of Karn and Wicarbon to spice things up. If that style does not suit your game, use skill checks such as Gather Information to provide clues, and only highlight a few key investigative encounters (such as with the priests of Talana at the House of Secrets). This will most likely condense the town portion of this adventure down into a single session. There are many ways for the PCs to find the trail to the monastery. It is not important how they do so, but they should eventually do so. If they are struggling, they could get a friendly visit from Meri, the priestess of Freya who was once a Guild member, who has heard of their efforts and has a crucial piece of information for them, or they could spot Wicarbon or Karn and trail them, or find the tunnels under the town, etc. However it is played out, it should be in a style that is appropriate for your group to have fun.

Overview of Darnagal

Darnagal (Small Town): Conventional, AL LN; 800 gp limit; Assets 48,800 gp; Population 1,225; Mixed (70% human, 20% dwarf, 5% halfling, 3% gnome, 1% Elves, 1% Other).

Authority Figures: Holger the Gray, Lord Mayor of Darnagal (male human Pal6, LG); Irnan Gladhand, Chief Tribunal (female human Exp5/Brd1, NG); Bhimrao Chissick, Captain of the Watch (male human Ftr4, NG); Tuttle Spearon, Chief Priest of Barator (male dwarf Clr7, LG); Hunter, Captain of the Militia (female human Rng6, CG).

The Central Keep

Entrance to the Central Keep is by invitation only. The militia, a voluntary military unit, trains here, and the town watch has its headquarters and dungeons here. Tribunals are held on the Steps of Justice on the east side of the Keep which leads out to Temple Row.

Temple Row

Temple Row is a 40-foot wide paved street that houses all the temples of the town. The grandest

structure is the Temple of Barator, built by the dwarves, which sits at the terminus of Temple Row. Temples dedicated to Thyr, Muir, Freya, Talana, and Malunas are also located along the street. What few literati there are in the town also gather along Temple Row during the day to debate, exchange ideas, or hold audience for people to learn of their wisdom. Near Temple Row is a small well-tended grove, for those of the druidic faith. The local druid tends the grove, public gardens, and town green within the walls when he visits, but lives outside the town proper.

The Heights

The Heights is the wealthiest quarter of the town. It spans the area from Temple Row to the public gardens along Mill Gate Way. It is dominated by a handful of manor houses, where the wealthiest residents of the town live, primarily the most successful merchants, and minor nobles who live here. The Watch will stop those who they believe do not belong here and ask their business, but will not usually detain anyone, unless they provide real cause to do so.

The Commons

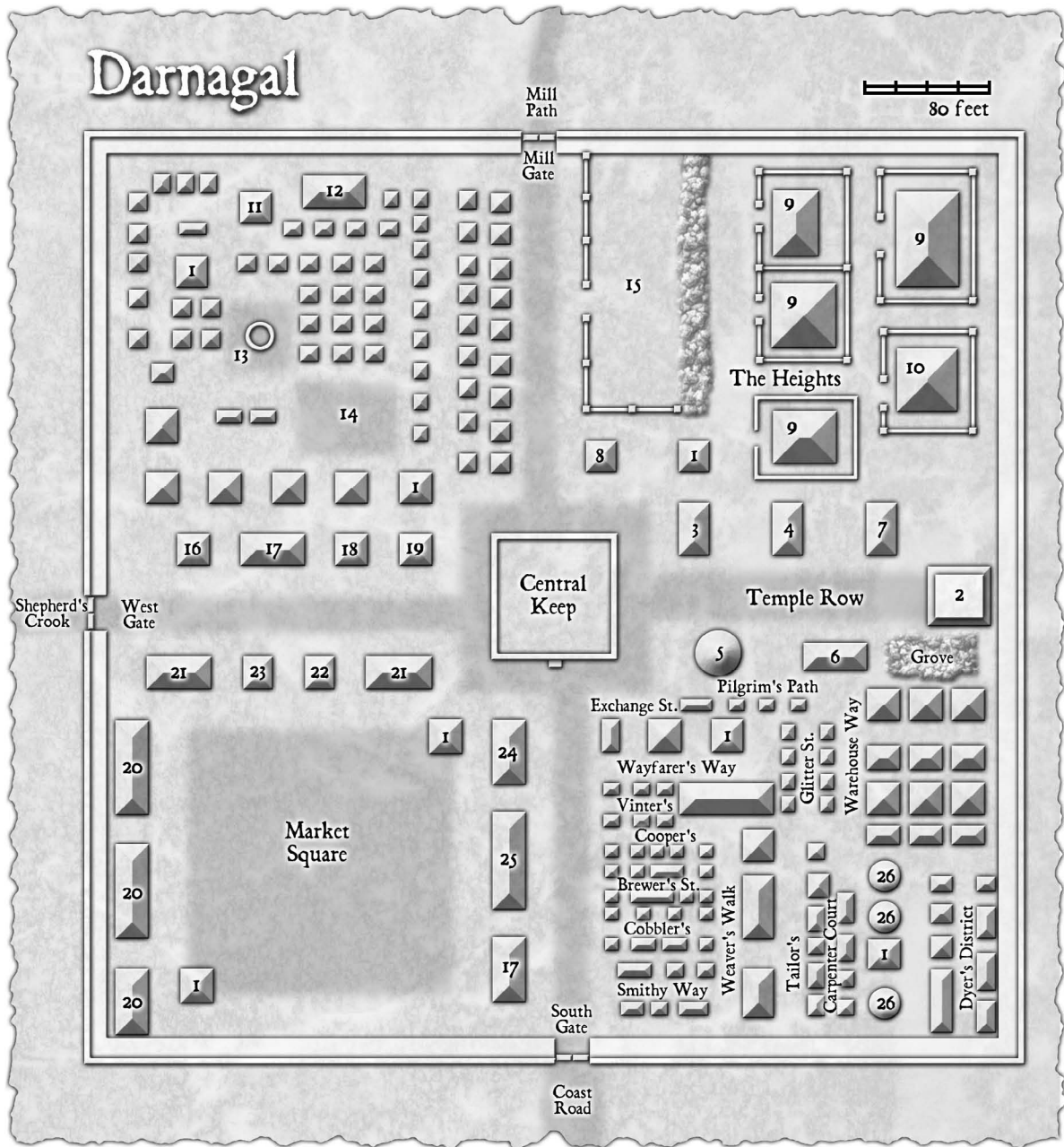
The Commons is the major residential area where most of the common laborers and such live. There are some nicer parts, and some rough and tumble areas. It runs from the Mill Gate Way to West Gate Way. The area gets rougher as one goes further from the gates and the central keep.

Market District

The Market District is dominated by the large open air market area known as Market Square. Vendors come there each day to sell their wares, varying from fresh bread, to woollens and everything in between. Traveling merchants often set up shop here in non-fair times, to buy and sell goods they wish to deal in. There are no permanent shops within Market Square, but quite a few permanent businesses on the perimeter. Inns and taverns line the perimeter of Market Square, catering to both residents and visitors to the town. The western end of the Market District contains pens for all livestock dealers.

Craft District

The Craft District is where most of the town's cottage industries are. There are also a fair number of permanent businesses here. The dwarves organized the Craft District into mostly perpendicular avenues with similar businesses located together. Exchange Street is where most of the moneychangers set up shop and Glitter Street where the gem merchants and cutters are for example. The southeast corner is set off for those industries that are the most unpleasant, such as



the dying of woolen cloths and linens, and has come to be known as Dyer's District.

Machinations and Plots in Darnagal

There are a number of plots and intrigues taking place in Darnagal which will affect the PCs stay in the town and possibly aid or hinder the course of their investigations. Most of the intrigues which occur in town are centered on the actions of agents of the Acregor Cabal, especially Karn and Halloran Wicarbon.

- Karn is staying at the Golden Goblet Inn (see Area 8 below) in his guise as a well to do merchant. In certain circles of Darnagal, he is fairly well known as an operative of the Chillicothe House, one of the wealthier merchant families in Darnagal. The

Chillicothe dwell in the manor house marked Area 10 on the map (see below for details). Ariel Chillicothe is actually an enchantress of some power and a member of the Acregor Cabal, unbeknownst to her husband. Karn is her chief operative for the Cabal, and one of her husband's most prominent traveling merchants, which serves as his cover for being in town.

- Halloran Wicarbon is Ariel's apprentice, and often aids Karn in his schemes and plots. Wicarbon is also a member of Darnagal's Thieves Guild and serves as liaison between Ariel and the guild, when the cabal needs to retain their services.

- The guild-house for Darnagal's thieves guild is actually outside the town proper. The thieves use an abandoned monastery about an hour or two north of the town as their guild quarters. It is accessible from

the town by a tunnel that emerges in the cellar of the Drunken Dragon Tavern (see Area 12 below).

- Wicarbon is currently staying at the monastery where he keeps orders and reports to and from the Cabal. He commissioned a heist from the House of Secrets (Area 7), the Temple of Talana, Mistress of Secrets. He had the thieves steal two volumes that detailed information that could threaten the Cabal's plans. Those volumes were held at the Thieves Guild. Wicarbon has made notes on what he wanted from the books and ordered Silania Walda to destroy them.

- Silania Walda has her own ambitions and made some notes from the volumes before destroying them.

- The first volumes was entitled *A History of the Shorsai Forest* and told of the ancient forest to the north of the town and the ancestors of the elves who lived there (the Ontogshorsai). There are 2 important pieces of information in this volume. The first tells the legends of *The Song of Life* given by the Ontogshorsai to the bard Riordan to drive an ancient evil from the land, and of the *Rainbow Harp* forged by the Dwarves and enchanted by the Ontogshorsai to empower the song. The second piece tells of an ancient keep in the Shorsai, whose commander betrayed the Ontogshorsai when her lover, a priest of Malunas made a pact with dark powers. His betrayal allowed the forest to be overrun by evil humanoids and led to the Ontogshorsai leaving this land. The rest of the book details more modern history which may be known to the people of the time, of how, centuries later the Elves came and joined the Dwarves to drive most of the humanoids from the forest, but never settled there because of legends of an ancient evil in the forest or that the forest was haunted. There are several conflicting tales explaining this, most of them wrong. It tells how the humans from the Plains of Mayfurrow helped the dwarves use the forest resources to plan and build the town Darnagal and establish a trade center for their mountain kingdom to use etc.

- The second volume is an excerpt of the journal of a priest of Talana, who worked as a spy and infiltrated the Acregor Cabal. He tells how the Witch King of Acregor communes with an ancient evil power for guidance and advice. He mentions that many of the mages of the cabal have Ogre Magi as agents in their employ. He also cites rumors that the Witch King has a corps of doppelgangers he uses as spies on the other powers in the world. He hints at negotiations between the cabal and some dark subterranean power. He tells of preparations for a new scheme that the cabal hopes will wipe out resistance to their plans to expand Acregor into the plains of Mayfurrow. He tells that he fears discovery and has to escape and return to Darnagal before he is captured.

- Karn and Wicarbon have gate guards in their employ, and they are given descriptions of all who

enter from the Plains of Mayfurrow. They will recognize the description of the survivors of Palmer's Field and take steps to eliminate any threat to their plans these survivors pose. If the survivors are not with the party, they will investigate any coming from Palmer's Field to learn their intentions in the town. If they learn of the PCs investigations into matters of the plague or into the affairs of Karn or Wicarbon, they will take steps to eliminate them.

- Karn and Wicarbon are planning their next move in spreading the Gray Death upon the land.

- There is a lot of political maneuvering between the various merchant houses in Darnagal for influence and prominence. The Chillicothe is one of the minor houses, but has high ambitions. Montfort Chillicothe desires to become mayor of the town, because his ego leads him to believe only he is qualified to properly manage the resources of such a town. He is so wrapped up in his schemes and politics; he is oblivious to his wife's plots and schemes. Ariel Chillicothe was initiated into the Acregor cabal as a young woman, and married Chillicothe as part of her scheme to deliver Darnagal into the hands of the cabal. Several of her plots have failed, leading the cabal to attempt the grander scheme of unleashing the Gray Death upon the plains and its environs. Ariel is skilled at remaining unnoticed behind the scenes, and has her husband wrapped around her finger. He knows nothing of the cabal, her schemes, or Karn's true nature (see Area 10 for more on the Chillicothe)

Information Gathering and Rumors in Darnagal

The adventurers can gather information fairly easily in Darnagal. Talking to people in the Market Square, Craft District, Public Gardens, or the Commons can result in some useful, and some not so useful information for the PCs. People at the Keep or in the Heights are more reluctant to talk. If anything places the PC under suspicion by the town watch, and this becomes common knowledge, the PCs will get a -4 circumstance penalty on all Gather Information checks, as people will be reluctant to talk to them.

DM's can control the flow of information by choosing from the following list of rumors, gossip, and information to give out. You may instead roll randomly if you choose. These are marked either (T) true, (F) false, or (G) gossip that can be true or false depending on the flavor you want in your game. To use as random tables, roll 1d4 and 1d20. If you roll 1 or 2 on the d4, use the number rolled on the d20 to determine which rumor to give. If you roll 3 or 4 on the d4, add 20 to the number rolled on the d20 to determine which rumor to give.

Roll Result

1. Several of the merchant houses are ambitious and want to supplant the current mayor. (partially T)
2. The House of Secrets holds unfathomable knowledge best left unknown, those who robbed it must be brave indeed. (partially T)
3. The Veiled Priests are a secretive bunch, don't trust them. (G)
4. For an abandoned building, the ruins of the monastery to the north of town see an awful lot of traffic. (T)
5. The murder in the garden was retribution by the followers of Talana (Found only after event #3 takes place). (F)
6. Strange creatures have begun to haunt the plains outside the town walls at night. It is not safe to travel at night. (T)
7. The House of Secrets was broken into; they say two rare and valuable books were stolen. (T)
8. Woodsmen claim there are gnolls massing in the woods to the north. (T)
9. Woodsmen claim that the Shorsai Forest is haunted. (T)
10. Kalandor's Keg on Brewer Street has the best ale in town. (G)
11. The mayor is having an affair with the high priestess of the Temple of Freya. (G)
12. One of the volumes stolen from the House of Secrets is a rare volume of ancient elven history. (T)
13. The Thieves Guild is a powerful force in the political scene of Darnagal, but remains underground. (T)
14. One of the merchant houses has ties to Acregor. (T)
15. One of the volumes stolen from the House of Secrets is a secret history of Acregor revealing identities of its agents through the northlands. (partially T)
16. The cult of Orcus has been active in the town lately. (F)
17. One of the volumes stolen from the House of Secrets is a powerful tome of healing magic. (F)
18. There is a plague spreading across the Plains of Mayfurrow, all who come from there are infected, watch out for them. Several villages have already been wiped out. (partially T)
19. There is an ancient elven fortress buried deep in the Shorsai Forest, one the elves today want to know nothing about. (T)
20. Arog the smith overcharges for work done. (G)
21. If something illegal is happening, chances are some one from the Drunken Dragon is involved. (partially T)
22. Some wool merchants spotted a party of drow along the Shepherd's Crook a week ago. They fled for their lives before they were seen. (F)
23. There are tunnels underneath the town carved into the plateau. They were used as burial crypts long ago. (partially T)
24. Orcs have been more active in the Plains of Mayfurrow of late. (T)
25. Talked to a merchant named Karn yesterday, works for the Chillicothe. He says rumors of a plague on the plains are completely false. (F, Karn is deceiving people)
26. A party of adventurers was here a few weeks ago buying gear, and said they were headed to Rappan Athuk. That's the last anyone will ever see of them. (G)
27. There is a secret tunnel hidden under Fountain Square. (F)
28. Anyone tossing a platinum coin into the fountain at the Square and invoking Freya will be cured of what ails them. (F)
29. They have doubled the guard and the watch at night due to the thefts and murders in the town, and strange creatures in the night outside the walls. (T)
30. The druid who tends the grove is actually a spy for Acregor. (F)
31. There is a Gray Death walking the lands of the Plains of Mayfurrow, striking sheep and shepherds alike. (T)
32. The old mill to the north of town is actually a hide out for the Thieves Guild. (F)
33. The Dancing Centaur has the best food in town. (G)
34. Someone tried to poison the grain in the silos. (F)
35. Someone stole a large collection of gems on Glitter Street last week. (G)
36. One of the Priestesses of Freya was once a member of the Thieves Guild. (T)
37. The city watch is always looking for new recruits. (G)
38. Trespassers in the Heights at night are arrested on site. (partially T-watch will question anyone they don't recognize as belonging there, but not likely arrest)
39. The druid who tends the grove knows a lot about the history of the Shorsai Forest (partially T).
40. The Thieves Guild operates out of the Dyer's District. (F)

Places of Interest in Darnagal

1. Town Watch Station

All areas marked 1 in the town are stations for the town watch. At any given time a half dozen members of the watch are present at a station and patrol the town in pairs. Most on the watch are War 1-3, an officer is usually Ftr 2-5.

2. Temple of Barator

This massive stone structure dominates one end of Temple Row. The temple itself resembles nothing less than an enormous blast furnace. This is the temple dedicated to Barator, Master of the Forge (see appendix for details of new deities). In the courtyard in front of the temple is a large statue of Barator at the forge. Tuttle Spearon, the chief priest, is often found here. He also serves as chief advisor to the Lord Mayor so at times is in the Central Keep. Three under-priests – two humans, Beloe (male human Clr 2, LG) and Pinkham (male human Clr 1, NG) – and one dwarf Wynkyn (male dwarf Clr 5, LG) – maintain the daily operations of the temple in Tuttle's absence. The temple will gladly help those in need, providing they provide for the church (i.e. PCs can acquire healing, 0-1st level divine scrolls, minor potions, holy water, etc. here for 1.5 their price in the PHB or DMG; dwarves pay only standard prices, not 1.5). The priests maintain the public records for the town, which anyone can consult if accompanied by one of the priests. These include histories and annals, but nothing about recent events.

3. Temple of Thyr

This temple, dedicated to the god of justice, is referred to as “The Hall” by the people of Darnagal. The temple is really an open columned hall with an altar at the back and a large marble statue of Thyr seated upon a throne with a rod of kingship in one hand and the chalice of peace in the other. There are three priests who oversee the temple operations – Gareth (male human Clr6, LG), Rinngold (male human Clr3, LG), and Amschel (male human Clr1, LN). They will do what they can to aid others, especially those who seem to work for the common good or are innocent victims of injustice.

4. Temple of Muir

Next to the Hall of Thyr is a smaller structure dedicated to Muir, Lady of Virtue and Paladins. The simple marble structure is decorated in a sword and shield motif. In front of the temple is a large training yard, where those seeking to become Justicars are tested and trained. In the center of this courtyard is a statue of the goddess as a warrior maiden in mail with an upraised sword. Falcons are known to perch upon the statue and the temple roof, and watch the training exercises. The potential Justicars will be eager to aid any who come to seek the righting of wrongs or the smiting of evil in an attempt to prove their worth. A pair of priestesses – Valeria (female human Clr6, LG) and Eslin (female human Clr5, LG) – oversee the temple’s activities, and a lone Justicar, Havelock (male human Pal5, LG), oversees the training and testing of the candidates. If other aid is sought, they will direct those in need to the Hall of Thyr.

5. Temple of the Malunas

This place is known as the Temple of the Moon, and is dedicated to Malunas, Lady of the Ever Changing Face (see appendix for details of new deities). It is actually an amphitheater sunk into the ground with an altar in the center of the lowest part. Uote, the priestess of Malunas (female half-elf Clr6, CG) is generally unavailable during the day, coming out only to perform her nightly rites for the faithful. If questioned, she will say that she did hear a minor disturbance on the night the books were stolen, but did not see anything. She will say that she heard several individuals attempting to be stealthy, but by the time she climbed the steps she could see nothing. She does not like having her ceremonies disturbed, and will aid the party with divination magic or other means.

6. Hall of Freya

This large wooden structure resembles a Viking feast hall. It is a small temple to Freya. Three priestesses – Teruah (female human Clr 5, NG), Aasta (female human Clr 4, NG), and Meri (female human Clr1/Rog2, CG) oversee the day to day affairs of the temple. Freya is revered by the farmers and herders who make their home outside the town, and a fair amount of the folks in the town. The priestesses are inclined to help those in need. If someone were to gain the trust of the priestesses, and make it known that they were seeking to find stolen items or bring thieves to justice, Meri might reveal the location of the guild’s headquarters if the circumstances are right. In her youth, she was a rogue before finding her calling as a priestess. Near the temple is a small sacred grove for those of druidic faith in the town. The priestesses of Freya are on good terms with the visiting druid and oversee the grove in his absence.

7. House of Secrets (Temple of Talana)

The House of Secrets is a temple of Talana the Veiled Lady (see appendix for details of new deities). It is carved from black marble and seems to be a seamless block. The entrances are all concealed or secret entrances. The priests open these doors to admit worshippers during rites and ceremonies. The doors seem to mysteriously open just as supplicants approach. The chief priest is Alaric Tambarrow (male human Clr 6, CN), and he is assisted by Mara Goldentress (female half-elf Clr 5, CN), and a half-dozen other underpriests (Clr1). Alaric is gravely concerned that the sanctity of the House was violated by the theft of the rare documents within the past few days. He is reluctant to talk about it, as is Mara, but if Markham Dorrestal vouches for the party or they are known associates of his, Alaric or Mara will reveal what they know of the theft.

This was no random theft. The thieves knew what they were looking for and it seems divination magic was used to locate the exact volumes they wanted. The texts taken were a volume of history about the Shorsai Forest, and a journal of a priest of Talana who infiltrated Acregor as a spy, which detailed some secrets of Acregor. None of the clergy present has read the historical volumes recently so they cannot say what was important in it, the journal was ordered sealed by Talana herself, and the priest who wrote it left Darnagal weeks ago, so its contents are not known by the priests currently at the temple. Two of the under-priests happened upon the thieves and were struck down before they could sound the alarm. One was slain by magic; the other had his throat cut.

A third under-priest heard something and investigated as the thieves were leaving. He only caught a glimpse of one of the culprits, but the description pro-

vided matches that of one of the men traveling from town to town given by the survivors of Palmer's Field (it was Halloran Wicarbon he saw). The under-priest tried to trail them as they fled the temple. They were headed down Warehouse Way and turned towards the Dyer's District, but he lost them in the area around the town's grain silos. He had to duck for cover to avoid being seen, and when he emerged, the thieves were nowhere to be seen.

The Veiled Ones will try to aid the PCs if they are trying to solve the theft or to clear Markham of the murder. They will provide healing or information, but will not accompany the party on their excursions. They will not provide the PCs with unsupervised access to the House of Secrets, but will try their best to help.

8. Golden Goblet Inn

The only inn located in the Heights, the Golden Goblet is a place for the upper crust to meet and socialize. There is a small common room and many private booths that can be rented for 1 gp/hour so that business may be discussed in private and without interruption. Rooms cost 10 gp a night, and meals average 1 gp each. The proprietress of the Golden Goblet is Gabriella Frieda (female human Exp 6, NG) and she runs a very efficient operation. Her bouncers (War 3) will attempt to dissuade those who do not seem able to meet the prices or are otherwise undesirable from entering. Karn will often frequent this Inn. Wicarbon will infrequently meet Karn here if they feel the Drunken Dragon is unsuitable.

9. Manor Houses

Throughout the Heights is a series of manor houses owned by Darnagal's wealthier merchant and craft families. All who own such ostentatious displays of status are human families. These families vie with one another for influence within the town and for dominance in trade. Holger the Gray uses these conflicts to play the houses off of each other and thus keep order in town. The dwarven clans applaud his wisdom in this matter. There are 5 major houses in Darnagal; the Holbrooks, Kellhoggs, Bruggers, Thagorins and Chillicothe (see #10 for the Chillicothe). Each family estate has a manor house, small garden, private fountain, etc. and is fenced in with a single entrance onto the estate.

10. Chillicothe Manor

This manor house is home to the Chillicothe family. They are an up and coming merchant family. The patriarch, Montfort Chillicothe (male human Exp 10, LN), has worked hard to build his business and is very ambitious. He hopes to rule Darnagal one day. His wife, Ariel Chillicothe (female human Wiz 7/Exp 2,

LE), has her own agenda. She is a member of the Acregor Cabal, and Karn's patroness in Darnagal. She secured a position for Karn in her husband's mercantile business in order to provide cover for him to operate in Darnagal and its environs. Montfort is not aware of his wife's affiliation with Acregor. Karn frequently visits the manor house and may be seen coming or going from the house at any time. The Chillicothes keep a score of private guards (War 1-3) in and around the manor house.

11. Zalducci's Flop House

This building is nothing more than a large common room with a roof. It is where many caravan guards, laborers, and other intinerants stay if they cannot afford rooms at one of the inns. It costs 5 cp a night to stay here. Straw pallets are provided, but that is all. The flophouse is owned and operated by Aras Zalducci (male human Exp 4/Rog 2, NE), who keeps an office and supply room in the basement. Zalducci is a member of the Thieves Guild and the flophouse often operates as a safe-house and meeting place for members. In Zalducci's basement office is a secret trap door (DC 20 to find) that opens down into a 5x5 ft. winding tunnel that connects the flophouse with the safe-house under one of the grain silos in the Craft District (see Area 26).

12. Drunken Dragon Tavern

The Drunken Dragon is the largest tavern in the commons and one of the rowdiest and roughest places in town. The proprietor is Glyn Hamlin (male human Exp 5/Rog5, NE), who makes quite a good income from the inn and is one of the top contacts for the Thieves Guild inside the town walls. The clientele consists mostly of laborers from inside and outside the town. Caravan guards and mercenaries also often frequent the place. Hamlin runs a small brothel in the cottage next to the Inn, and is involved in other illegal activities. In the basement of the Drunken Dragon is a secret trapdoor (Search DC 20 to find). It opens into a tunnel that runs under the town walls and for another several hundred yards outside of the town until it opens into a small, forested glade north of the town beyond the sight of guards on the walls. The guild uses this tunnel to gain access into and out of the town when traveling to and from the guild headquarters in the ruins of the monastery north of town. Rogues often use the tunnel from the Craft District to Zalducci's to move booty to safety, and then slip from Zalducci's to the Drunken Dragon to get it safely out of town. This is the route Wicarbon used to get the books stolen from the House of Secrets safely out of town and to the guild headquarters. Hamlin employs a half dozen toughs as bodyguards and bouncers (all War 2-4) and 2 are always stationed on duty in the basement to monitor the secret door. Their quarters

are in the basement so no one seems to get suspicious. Rooms are not available for rent, but all manner of food and drink is served. Karn will sometimes come here in disguise to meet with Wicarbon to discuss their plans or strategies.

13. Fountain Square

Near the center of the commons is the town's primary water source. Fountain Square is a large open park like area surrounding the town public water supply. The town watch keeps a close eye on the fountain, but people are allowed to come and take as much water as they need for use.

14. Town Green

Near the center of the Commons is a large open green where townsfolk gather to hear public pronouncements, news, etc., and where small claims courts are held (larger disputes, town law violations and criminal cases are heard upon the Steps of Justice). On a non-court day, the green is usually empty save for a few children who play here when not needed at work or home.

15. Public Gardens

In the Heights near Millgate Road is a large well-maintained public garden. Flora of all sorts can be found here. Part of the garden is dedicated to growing legumes and other small crops as an emergency food store for times of war or crises such as crop failures. It is here that the body of Surovy Donegal will be found the morning after the party's arrival in town. If the PCs search the area carefully after Donegal's death, they will find a single strand of blue-green hair and three drops of greenish blue blood or ichor (Search DC 25). These belong to Karn in his natural form as an Ogre Mage, and are a result of Donegal's efforts to resist Karn's efforts to kill him.

16. Rolling Keg Tavern

The Rolling Keg is the one place in town that caters almost exclusively to dwarves. Located near the west gate, The Keg does a fair trade. Dariok Thunderbeard (male dwarf Ftr 3/Exp 5, CG) serves several fine ales and welcomes all, but the furniture and structure are scaled to dwarf size. Prices are fair ranging from a few cp to a few sp for drinks depending on the quality, and 1-2 sp for a meal. Rooms are not for rent, but dwarven travelers will often be provided a pallet in the common room for a price.

17. Traveler's Stables

The areas marked 17 are public stables where travelers may stable horses, pack animals, etc. Some of the inns have private stables available, but not all. The cost of stabling an animal depends on the quality of

the beast. A draft animal such as a pack horse only costs 1-2 sp a day, a standard riding horse 5 sp a day, and a war horse or unusual animal (yak, goat, camel, etc.) 10 sp a day. A dozen stable boys or more work each public stable, and animals receive adequate care and grooming while there, but nothing special. Revenue from the stables helps fund the town watch, so the watch sees to it that animals left there receive proper care.

18. Karak's Alehouse

This establishment is a gathering place for caravan guards, and other employees of the many merchant families here, as well as shepherds and others traveling in from the Plains of Mayfurrow. Karak Dunderfan (male human Exp 3, NG) does a fair business here. Serving only bread and cheese, he specializes in a number of strong ales and other potent potables. Drinks range from 3 cp to 5 sp in price.

19. Inn of the Golden Goose

The Golden Goose is a small inn that caters to travelers coming from the Shepherd's Crook. Run by Dalia Starhaven (female half elf Sor2/Exp5, NG), it is a quiet, friendly inn that has small clean rooms and good food. Dalia has rooms set aside for any elven travelers who come to Darnagal and stocks a few very fine elven wines and meads for such customers. Rooms range from 5 sp to 2 gp a night, and here fare ranges from the mundane to the exotic, which of course is priced appropriately.

20. Livestock Pens

On the eastern edge of the Market District, outside Market Square itself, is where all the livestock merchants have their wares. There are three large pens, subdivided among many merchants. The area smells of animals and manure, but is crowded nonetheless with customers and hawkers.

21. Militia Stables

The areas marked 21 are civic stables where the town's militia keeps their mounts. One of the town militia divisions is a group of outriders who patrol the roads to and from the town on horseback. These patrols are heaviest on the Coast Road, Mill Road, and Shepherd's Crook. These patrols try to eliminate any threats to travelers, or report threats too dangerous for them to handle; the militia's larger units deal with these.

22. To Arms

This is one of the few permanent merchant establishments in the Market District. Arog Khurion (dwarf male Exp 10, NG), a master dwarven smith, specializes in the sale of finely crafted arms and

armors. Regular and masterwork items can be found here at 100-120% of prices in the PHB.

23. Freya's Embrace

This structure is a hospice to treat the locals and travelers who are ill or wounded. The priestesses of Freya run this establishment. They do not charge those who cannot afford it for treatment, but will ask those who can for donations. They do not use curative magic unless absolutely necessary, but use their healing skills to aid those in need. They will also tend to animals that are injured upon the road. In emergencies they will travel to aid those in need in the locales around the town.

24. Clerk's Office

This is one of the few permanent structures in the market district. This building provides offices for the clerks who work the market district. Anyone who wishes to conduct business in the Market Square must register with the clerks and acquire a seller's license for 5 cp. This license is good for 1 year for a resident, and 1 week for a visiting merchant. All reports of theft or other crime must be recorded at the Clerk's office as well. The Watch will direct those making such reports to the Clerk's Office. A copy will then be filed with the watch, as well as retained for the records in the Clerk's office. There is no charge for this, unless the report proves to be false, then the reporter is fined 1 gp. Anyone wishing to see a report on file may do so for a fee ranging from 1cp to 3 sp depending on the type of report wanted. The chief clerk is Rinarius Volf (male gnome Exp2, NG), a gnome prone to muttering. Rinarius oversees a staff of about 20 scribes. Four members of the watch are usually on duty at the Clerk's Office whenever it is open for business.

25. Dancing Centaur Inn

This is one of the busiest inns in the town. It caters almost exclusively to travelers rather than locals. The proprietor of the Dancing Centaur is Garotte Wildhair, (male halfling Exp 7, NG), a rather stout halfling known for his boisterous stories and friendly ear. Private rooms at the Centaur cost 1 gp each, a suite 5 gp. To stay in the common room costs 5 sp a night. Meals are not included in those prices. Baths are also available at 5 sp for the hot water, tub rental, and soap.

26. Grain Silos

These three round structures are grain silos used to store grain for the town's use through the winter or during emergencies. The northernmost silo has a secret trap door in its base that opens up into an underground safe-room for the Thieves Guild. It is almost impossible to find unless you know where to

look for it (Search DC 35 unless searcher knows it is there, DC 20 otherwise). The safe room is a 10x10 ft. room containing rations and pallets, a few changes of clothes, a disguise kit, and some small weapons. In the north wall of the safe-room is another secret door (DC 20 to find). It opens into a small 5x5 ft. tunnel. The tunnel winds underground until it opens with a secret door into the basement of Zalducci's Flophouse. This is an emergency escape tunnel for guild members who get trapped in the Craft District.

Events in Darnagal

There are several key events which will occur in Darnagal while the heroes are in the town. These events are tied into the plot by the Acregor Cabal to unleash the plague, and with Karn and Wicarbon's attempts to keep that plot from being discovered. A rough sequence of events is given. Feel free to alter the timeline of events to suit your needs, or to add or delete events to make this work for your game if needed. How the heroes react to certain events will vary depending what they have learned at a given time. Should they follow Dorrestal's advice and go to the House of Secrets fairly soon after arriving in town, they will learn of the theft and Wicarbon's involvement early. If they do not do this, they may react to events in different manners, so DMs should react accordingly.

Event One

On the evening before the heroes arrived in Darnagal, Wicarbon led a band of rogues who broke into the House of Secrets and stole two rare volumes from the temple of the Veiled Mistress. The content of these volumes is detailed in the plot and machinations section above, the party will likely learn of the theft, and should eventually piece enough clues together to put them on the trail of these two volumes to aid their investigation of the plague. Wicarbon and the thieves have taken the books to the monastery to the north of town. They used the safe-house under the silo (Area 26) to rest as they believed they were spotted by the veiled clerics of Talana.

Event Two

Within hours of the PCs' arrival, Karn will learn of the presence of survivors from Palmer's Field in town. He will have detailed descriptions of them and recognize them from his time in Palmer's Field. Late that evening he will lure Surovy Donegal out to the Public Gardens (Area 15) using his *polymorph* ability to appear as Markham Dorrestal. He will proceed to murder Donegal and make sure a witness sees him do so in the guise of Markham.

Event Three

The morning after the party arrives, Donegal's body is found and Dorrestal is taken into custody by the town watch. They bring him to the dungeons of the central keep. The party members will be questioned, as they are associated with Donegal and Dorrestal in the eyes of the watch.

Each PC should be taken to a watch station (an Area 1) and asked questions as to where they were last night, if they saw and heard anything unusual, the nature of the relationship between Donegal and Dorrestal, their impressions of each etc. The watch will provide no answers to the party, but will simply ask questions. If the characters provide adequate answers, they will be released. If evasive, they will be held for further questioning at the watch house. If a PC lies, is evasive or otherwise suspicious, that PC will be taken into custody and held in the dungeons of the central keep. No one is allowed to visit those held in the keep, and escape is virtually impossible.

Attempts to break Dorrestal out of jail will very likely result in failure. There is a force of over 100 guards inside the central keep, the dungeons are warded with spells, and the dwarves have crafted several clever stonework tricks and traps that prevent unwanted entry or escape. Trespassing inside the Central Keep is considered treason, and is punished by death without trial.

Event Four

At noon several days after his arrest, the inquisitors announce Dorrestal will be tried on the Steps of Justice, and executed if found guilty. Announcements are made on the town green in the Commons and on the Steps of Justice off the central keep on Temple Row. Notices of the trial will be posted in every tavern, inn and alehouse.

Event Five

Mara will attempt to sneak into the central keep to rescue Dorrestal. She will be disguised, but discovered and escapes, sorely wounded. She will go to the Freya's Embrace (Area 23) where it will take her a few days to recover from her injuries.

Event Six

The PCs' rooms are ransacked by members of the Thieves Guild while they are out. Any clues or information they have left behind are taken. A few personal items (clothes, effects, etc.) are also stolen. Wicarbon intends to use these to plant evidence against the PCs should it become necessary. If you want to add some combat to spice things up, have the heroes return to discover the rogues in the act. Use the stats for guild thief type B from the Abandoned

Monastery below. There should be 2-5 rogues depending how tough you want to make the encounter. If the rogues escape the party can tail them. Depending where in town the party stays, the rogues will make for one of the safe houses (either the silos at Area 26 or Zalducci's Flophouse or the Drunken Dragon in the Commons). If they notice they are being followed, they will make for the Mill Gate and attempt to leave the town.

Event Seven

The evening before Dorrestal's trial, Karn will leave the Golden Goblet (Area 8) to dine at the Chillicothe manor (Area 10). After dinner he will go to the Drunken Dragon where he will meet with Wicarbon. Here they will have an intense discussion of events. Karn leaves and returns to the Golden Goblet. Wicarbon will use the tunnel in the basement to slip out of town and return to the monastery.

Event Eight (Optional)

If the party is getting too close, Karn will arrange for several crimes to be committed and try to frame the party. This will work well if the rogues were successful in stealing some of their items earlier. If this does not work, Karn will order they be waylaid by a band of thugs who will attempt to kill them. The band of thugs will consist of three thieves (use Guild Thief type A stats from the Monastery below) and five thugs (use Guard type A stats; War 1; hp 8). This will occur at night if the party is out and about after sunset.

Event Nine

Dorrestal's trial begins at noon. If the party has managed to find and present clear evidence of his innocence, the trial will simply be an announcement of the charges being dropped. If the party has not cleared Dorrestal, the trial will begin with a description of the crime, a presentation of evidence including a description of the events, finding the knife used to kill Surovy in Dorrestal's room, and eyewitness who saw Dorrestal kill Surovy, several innuendos about the secret nature of Talana's priesthood, and other incriminating bits. This will last about an hour. The panel of three judges will then deliberate for an hour and pronounce Dorrestal guilty, sentencing him to be executed the next day. Karn will be in the crowd watching, but will slip away as the verdict is announced. If Dorrestal is cleared he slips away even sooner. If the party is trailing him, he heads back to the Golden Goblet.

Event Ten

When Karn returns to the Golden Goblet, he gathers his things and leaves town, heading west on the Shepherd's Crook. He travels alone and travels light.

He is headed back to Acregor and is expecting to meet up with Wicarbon again in a few days. If Karn gets away (and he should, as he is probably too powerful for the party to take down in a fight just yet), the party will encounter him again in chapter five. If the party confronts him or attempts to stop him at any point once the trial starts, he will cast sleep or cone of cold to incapacitate them, and use his ability to become gaseous in form to escape. He is in a hurry and does not want to take time to destroy them unless he must.

Event Eleven

If the heroes have not yet made it to the Monastery, Wicarbon will slip out of town the day after the execution of Dorrestal. He will slip into town to visit the Chillicothe Manor House before doing so. He will leave town by the West Gate heading towards Acregor and travel on the Shepherd's Crook for a half a day before heading north.

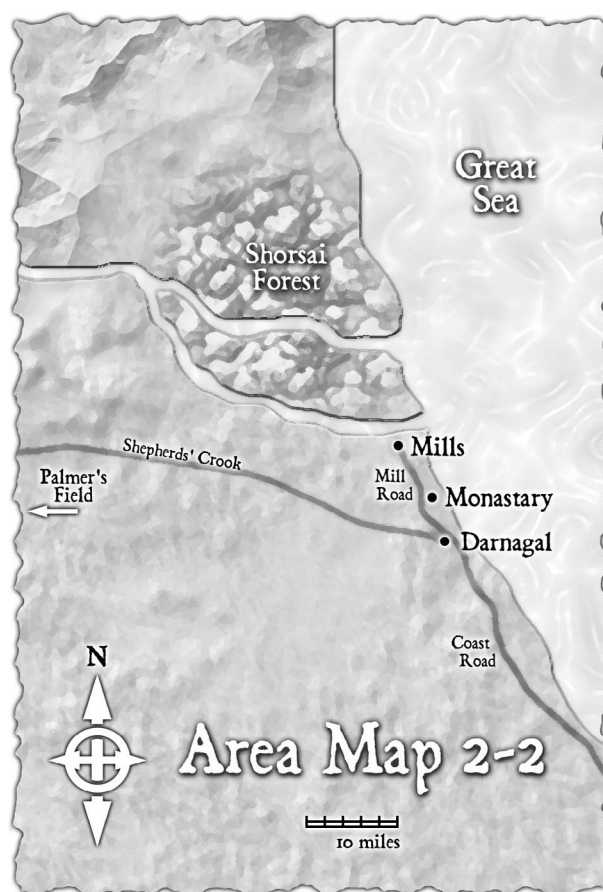
DM Notes:

The party should be able to gather enough clues to lead them to the monastery before Dorrestal goes to trial (feel free to add a day or two before the trial if they are on the right track but moving slowly). The impending trial should add a sense of urgency to their actions though. If the heroes get to the guild house and recover Wicarbon's notes, the volumes, or the identity of the thieves and links to the murder, it should be enough to clear Dorrestal and save him. If the party procrastinates, or otherwise fails to put the clues together, it could cost Dorrestal his life. If the PCs present the evidence after the trial but before the execution, they can still save his life. However they learn of it, they should deduce that the Thieves Guild or Wicarbon took the volumes, and that the guild is located to the north of town in the Monastery. In a worse case scenario, Meri, Priestess of Freya should seek them out and tell them where the guild is if they have been unable to find out on their own.

Part IV: Raiders of the Lost Monastery

At some point the heroes will follow the hints, clues or trails north and explore the ruined monastery which serves as the headquarters for the Thieves' Guild of Darnagal. Halloran Wicarbon has holed up here and has several items of information that will prove useful to the heroes.

The Thieves' Guild of Darnagal has an unusual organizational hierarchy. The guild masters are actually prominent citizens of Darnagal, and reside in their own homes in the city. One of the lieutenants of the guild, a small force of guards, and a handful of rogues occupy the guild house permanently. The monastery is used as a training ground, safe-house,



treasury, storage facility, and planning center, but is not a central residence for the Thieves Guild.

Leading north from Darnagal through the Mill Gate is a small winding path that eventually leads to some mills upon the river. The mills are about a half days travel north of Darnagal. The ruined monastery lies upon the Mill Road, about an hour or two north of town. To the north of the mills lies the ancient Shorsai Forest.

Travel along the Mill Road will be relatively uneventful during the day, but in the evening animals, plague ghouls, or raiders may be encountered. During the day, occasional travelers, whether they are foresters or merchants, will be the only encounters upon the road.

If the party has discovered and used the tunnel out of town from the Drunken Dragon, it opens in a copse of trees a few miles outside of town. The entrance is shielded from the Mill Road, so travelers cannot see the entrance or anyone entering/leaving it, but those using it do have a clear view of the road. All Guild members know of this tunnel and make frequent use of it.

Abandoned Monastery/Thieves Guild

The winding dirt track known as Mill Road makes its way north from Darnagal. About an hour or so from the town, a winding trail forks off from the main road heading northeast. From all accounts this is the way to the ruined monastery you heard rumors of. The trail winds for about two miles before the ruins come into view. The monastery seems to be a series of small structures inside a 60 foot square compound surrounded by a stone wall. The wall is crumbling and has collapsed in several places. Several buildings along the walls inside the compound seem to be crumbling and collapsing as well. A central structure, which looks to be a temple or shrine of some sort, seems to be intact. The gates to the compound seem intact as well, though the wall to the right of it is collapsed. Areas on the other walls have collapsed as well.

The compound has been modified for use by the Thieves' Guild, but they have tried to keep the upper level looking like it has fallen into ruins to avert suspicion. A pair of sentries in Area 2h is hidden behind the rubble (make Hide checks at 1d20+10 to set the Spot DC). The sentries will watch the PCs approach, but will not act until the heroes are inside the compound, unless the characters spot them. They will however use a birdcall to alert the other sentries to the approach of strangers. Players may attempt a DC 20 Listen check to notice. If someone hearing the call has Knowledge Nature, they may attempt a DC 20 check to determine the call was not natural. The guild members avoid using the gate to enter or leave the compound. Most just climb over the pile of collapsed rubble in the corner of the compound in Area 4. There is also a tunnel from the basement, which travels underground back to the fork in the road. Only the higher ups in the guild know of this tunnel. It opens up into a copse of trees near the fork in the Mill Road, which leads to the monastery compound.

There is a small force of rogues and guards here, as well as a lieutenant of the guild and Halloran Wicarbon. The rogues range from level 1-3 and the guards are either first or second level warriors. The following generic stat blocks can be used for the guards and rogues. Stats for Halloran Wicarbon and Silania Walda, the guild lieutenant, can be found in the appendix.

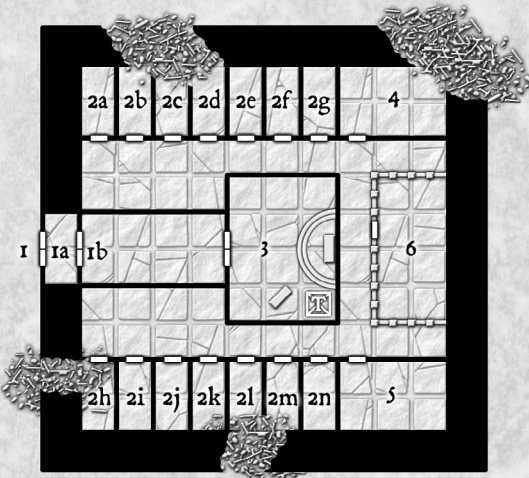
Guard Type A, Human War1 (5): CR 1/2; SZ M; (HD 1d8+4; hp 8; Init +2; Speed 30 ft.; AC 15 (+2 Dex, +3 studded leather) touch 12, flat-footed 13; BAB/Grp +1/+2; Atk/Full Atk longsword +2 melee (1d8 18-20/x2) or light crossbow +3 ranged (1d8/x3); (Space/Reach 5 ft./5 ft.; AL LE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills: Listen +4, Spot+4; **Feats:** Alertness, Toughness

Possessions: Studded leather armor, long sword, light crossbow, 20 bolts, dagger, 2-5 sp.

Guard Type B, Human War2 (6): CR 1; SZ M; (HD 2d8+5; hp 13; Init +2; Speed 30 ft.; AC 15 (+2

Ruined Monastery ground level



Map 2-3

1 square = 5 feet

Dex, +3 studded leather); touch 12, flat-footed 13; BAB/Grp +2/+3; Atk/Full Atk longsword +3 melee (1d8 18-20/x2) or light crossbow +4 ranged (1d8/x3); (Space/Reach 5 ft./5 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills: Intimidate +2, Listen +4, Spot+4; **Feats:** Alertness, Toughness.

Possessions: Studded leather armor, long sword, light crossbow, 20 bolts, dagger, 2-5 gp.

Guild-thief Type A, Human Rog1 (4): CR 1; SZ M; (HD 1d6+1; hp 4; Init +3; Speed 30 ft.; AC 15 (+3 Dex, +2 leather), touch 13, flat-footed 12; BAB/Grp +0/+1; Atk/Full Atk short sword +1 melee (1d6 18-20/x2) or light crossbow +3 ranged (1d8/x3); (Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 11, Cha 12

Skills: Balance +7, Climb +5, Disable Device +6, Hide +7, Listen +6, Move Silently +7, Open Locks +9, Spot+7; **Feats:** Alertness, Nimble Fingers

Possessions: Leather armor, short sword, light crossbow, 20 bolts, dagger, 2-5 sp

Guild-thief Type B, Human Rog2 (3): CR 2; SZ M; (HD 2d6+2; hp 8; Init +3; Speed 30 ft.; AC 15 (+3 Dex, +2 leather) touch 13, flat-footed 12; BAB/Grp +1/+2; Atk/Full Atk short sword +2 melee (1d6 18-20/x2) or light crossbow +4 ranged (1d8/x3); Full (Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; AL LE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 11, Cha 12

Skills: Balance +7, Bluff +5, Climb +5, Disable Device +6, Hide +7, Listen +6, Move Silently +7, Open Locks +9, Sense Motive +4 Spot+7; *Feats:* Alertness, Nimble Fingers

Possessions: Leather armor, short sword, light crossbow, 20 bolts, masterwork dagger, 3-12 sp

Guild-thief Type C, Human Rog3 (2): CR 3; SZ M; (HD 3d6+3; hp 12; Init +3; Speed 30 ft.; AC 15 (+3 Dex, +2 leather) touch 13, flat-footed 12; BAB/Grp +2/+3; Atk/Full Atk short sword +4 melee (1d6 18-20/x2) or light crossbow +5 ranged (1d8/x3); (Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL LE: SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 11, Cha 12

Skills: Balance +7, Bluff +5, Climb +5, Disable Device +6, Hide +7, Intimidate +5, Listen +6, Move Silently +7, Open Locks +9, Sense Motive +4, Sleight of Hand +7, Spot+7; *Feats:* Alertness, Combat Reflexes, Nimble Fingers

Possessions: Leather armor, master work short sword, light crossbow, 20 bolts, masterwork dagger, 2-5 gp

It is likely that the guild will be forewarned of the parties coming if they approach by day. The sentries will see the party with more than enough time to alert the guild members of their coming. It is a DC 5 Spot check to see the party coming in daylight unless they are attempting to hide (then use their hide roll with a -4 circumstance penalty to set the DC for spot checks). If the party attempts to approach at night the DC becomes 15 to spot them unless they are using a visible light source, which drops the DC to 5. If they are attempting to hide at night, add a +4 circumstance bonus to their hide rolls. If the party manages to sneak into the compound unnoticed, due to cover of darkness, stealth, magical precautions, etc. lower the level of awareness of the guild members in the compound. Under these circumstances, they will not be ready and waiting for the party. If however, the party approaches unseen, but then sets off either or both traps in the gateway, the guild members will be aware of their presence and prepared to deal with the party.

When he is alerted to the party's incursion, Halloran Wicarbon will attempt to flee the monastery using the tunnels to get back into town. He will collect his spell books, personal journals and plague vials, and take them with them. He has missed a few items in his rush, and they are found in Area 7i. He will eventually meet up with Karn again and will likely encounter the party again in adventure 5. If he is caught unawares, he will attempt to flee, but there is a chance he can be caught and eliminated by the party.

Upper Level

1. Gateway

The entry into the compound is a 10-ft. wide archway opening in the stone wall. There are two pairs of iron gates, one on each side of the wall. Each of the gates is trapped as well as locked.

1a. Outer gate (EL 1)

The lock on the outer gate is DC 15 to open. If the gate is opened it triggers a scything blade trap from the ceiling of the archway. It will strike the person opening the gateway.

Scything Blade Trap: (CR 1; mechanical; location trigger; manual reset; Atk +8 melee (1d8/x3); (Search DC 21), Disable Device (DC 20).

1b. Inner Gate (EL 2)

The lock on the inner gate is a DC 17 to open. If the gate is opened it will trigger a load of bricks from the ceiling trap, as the archway ceiling collapses on all in the 5 x 10 ft. area between the two gates.

Bricks from the Ceiling: (CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks), multiple targets (2 adjacent 5 ft. squares); Search (DC 20), Disable Device (DC 20).

2. Dormitories

Along the north and south wall of the compound are several low buildings that served as dormitories for the monks when the monastery was in use. Each dorm is 5 feet wide by 10 feet long and approximately eight feet high. There is a light wood frame door that is made from a sack-like cloth leading into each dorm. Each dorm has wooden walls and a slanted thatch roof. Some of the thatch is in disrepair and falling in. Most of the dorms are empty, having nothing more than the decaying remains of a straw pallet in them. However, vermin of one sort or another occupy some, whether they are guild thieves or vermin of a more natural sort.

2a. Guard post (EL 1)

Two type A guards watch the gate from within this dorm. They keep an eye on the gate through the cloth in the door, and will be alert and waiting if the sentries at 2h spot anyone coming and warn them. They will use their crossbows to ambush and fire on any anyone entering the compound.

2b. Empty Dorm

This room is partially collapsed and empty.

2c. Rat Lair (EL 2)

The wall to this dorm has partially collapse allowing six dire rats to make a lair here. They nest inside the pile of rubble and will attack anything that disturbs their lair.

Dire Rats (6): CR 1/3; SZ SZ S Animal; (HD 1d8+1; hp 5; Init +3; Speed 40 ft, climb 20 ft.; AC 15 (+1 size, +3 Dex +1 natural) touch 14, flat-footed 12; BAB/Grp +0/-4; Atk/Full Atk bite+4 melee (1d4 plus disease); (Space/Reach 5 ft./5 ft.; SA disease SQ low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot+4, Swim +11; *Feats:* Alertness, Weapon Finesse.

2d. Empty Dorm

This room is partially collapsed and empty.

2e. Empty Dorm

This dorm is intact, but empty.

2f. Storage Room

This room seems to be used for storage. A total of six small kegs are stored here. Each keg contains ale.

2g. Empty Dorm

This dorm is intact, but empty.

2h. Sentry Post (EL 2)

The two sentries (type A guild thieves) posted here watch the approach to the main entrance. They will warn the other sentries if anyone approaches the entrance of the compound, using hand signals and/or birdcalls to sound the alert. They will allow intruders to enter through the gateway, hoping the traps there take care of these unwanted visitors, but will shoot from cover at anyone entering the main compound.

2i. Practice Trap (EL1)

The door to this room is rigged with an arrow trap. Opening the door will trigger the trap. The Thieves use this as a practice area for disabling traps. It has been left set to trigger.

Arrow Trap: (mechanical; touch trigger, manual reset; Atk ranged +10 (1d6/x3); Search DC 20, Disable Device DC 20.

2j. Used Dorm

This dorm is empty, but has a fresh straw pallet and shows sign of recent occupation.

2k. Used Dormitory

This room shows signs of recent occupation. The straw pallet is fresh. Mixed into the straw are 2 cp and 3 sp.

2l. Spider Lair (EL 1)

This room is partially collapsed and a pile of rubble from the rear wall clogs the room. A medium monstrous hunter spider has made its lair amidst the ruins. It will fight to protect its lair, and will try to capture smaller party members or those by themselves as prey.

Medium Monstrous Hunter Spider: CR 1; SZ SZSZ M Vermin; (HD 2d8+2; hp 11; Init +3; Speed 30 ft, climb 20 ft.; AC 14 (+3 Dex +1 natural) touch 11, flat-footed 12; BAB/Grp +1/+1; Atk/Full Atk bite+4 melee (1d6 plus poison); (Space/Reach 5 ft./5 ft.; SA poison; SQ darkvision 60 ft., Vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +11, Hide +7, Jump +10, Spot+12; *Feats:* Weapon Finesse. (bite).

Poison (Su): Spider Venom: Fort save DC 12, Initial and Secondary: 1d4 Str.

2m. Rat lair (EL 2)

This partially collapsed room is littered with debris, and has become the lair of six dire rats (see Area 2c for stat block). There were more, but the spider next door has fed well.

2n. Empty Dorm

This dorm is intact but empty.

3. Central Shrine (EL 4)

This room was once a shrine to a number of ancestral gods, but has been abandoned by the monastic order for some time. There is a raised dais against the far wall from the entrance. On the dais is an overturned altar. On the southern side of the room, there is an overturned table that was once used to gather offerings to the monks from those who came to pray at the shrine.

This room is now a guardroom protecting the entrance to the subterranean level of the guild quarters in the basements of the compound. Two type A guild thieves wait in ambush on either side of the entrance waiting for intruders to enter. Two type A guards have taken cover behind the overturned altar on the raised dais and have crossbows trained on the door and a readied action to fire on any intruders entering the shrine. A third type A guard is behind the overturned table and does the same from there. There is a trap door in the southeast corner of the room. This opens and reveals a 15 foot ladder leading down into the basement area of the monastery. The guards and rogues will be lounging or dicing in the room instead if they are not aware of the heroes' incursion into the compound.

4. Storage Area

This was used as a storage area by the monastery, but the stone wall here has long since collapsed. There is rubble strewn across the floor and a 20-foot gap in the stone wall of the compound opens up. This gap is cluttered with debris. Guild members use this as the primary entrance to avoid the trapped front gate.

A careful search of the floor (DC 25) reveals that a lot of traffic passes through here on a regular basis.

5. Storage Area

This was a storeroom for the monastery and is still used as such by the guild. A lot of bulk goods are stored here rather than in the basement area. Items in the room include a case of 40 torches, a cask of lantern oil, a case of pry bars and other related thieves tools, cloaks, clothes etc.

6. Exercise Yard

This fenced-in yard area looks odd compared to the rest of the compound. Most of the plants, grass, etc, in the compound yard and surrounding area are a bit overgrown and untended. The area inside the fence looks as if it sees a lot of traffic and has been cut recently. This fenced in area is used by the guild as an exercise and training area, where they practice tumbling, sparring and other skills.

Lower Level

If the compound is alerted to the party's presence, some of the guards will be on patrol, and some will be guarding Wicarbon's escape trail to slow down pursuit. Those on patrol will wait around the corner and observe the ladder down from Area 3, and will attack intruders as they try to climb down the ladder using their crossbows. If the party has taken the compound by stealth, they will all be in their dorms, asleep or not alert. The 2 type B guards will hold the escape route in Area 8, while 4 type B guards will be on patrol. Rogues will attempt to set up ambushes to sneak attack from inside the dorms. All corridors on this level are five feet wide and about eight feet tall.

7. Dormitories

These were once used as additional dormitories by the monks who built the monastery, but have been put to various uses by the Thieves Guild. Some are used for storage, armories, treasuries, etc. Most are used as dorm for Guild members in residence. Some of these are currently empty, but some are occupied. Each of these is 10x5 ft. with 10-foot high ceilings. The doors are 5 ft. wide and made of wood. Most are locked (DC 15 Open lock) and sturdy (DC 17 break 5 hp, hardness 2).

7a. Rogue's Quarters (EL 2)

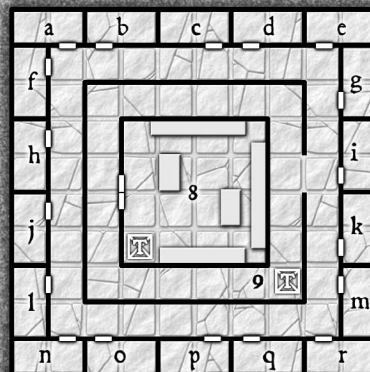
This room is the quarters of a type B rogue. If on alert he will try to ambush anyone entering, if not on alert, he will be asleep.

7b. Storeroom

This dorm is used as a storeroom and currently is filled with foodstuffs such as cheese wedges, travel bread, dried or smoked meat, vegetables etc. There are several cooking pots stored here as well.

Ruined Monastery subterranean level

outer rooms are all area 7



Map 2-4

1 square = 5 feet



7c. Treasury (EL 1)

This room is used as the guild's treasury. There are two locked chests in the room. The first has a DC 15 to open. It contains 2000 sp. The second has a DC 20 to open and contains 500 gp. The lock to this second chest has a poison needle trap in it.

Poison Needle Trap: (CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus green-blood oil poison [DC 13 Fort, 1 Con/1d2 Con secondary]); Search (DC 22), Disable Device (DC 20).

7d. Armory

This room is used as an armory for the guild. There are seven light crossbows, two masterwork light crossbows, 250 bolts, 12 daggers, a masterwork dagger, six short swords, and three longswords. The swords and daggers all hang from a rack, the bolts are stacked in crates, and the crossbows hang from the walls.

7e. Rogue's Quarters (EL 2)

This room is the quarters of a type B rogue. If on alert he will try to ambush anyone entering, if not on alert, he will be asleep.

7f. Guard Quarters (EL 2 or o)

This room is the quarters of two type B guards. If the compound is on alert, these two guards will be on patrol and stationed at the corner to observe the entrance from the surface. If not on alert, they will be

occupied dicing for small coins. There is a stack of about 20 cp and 12 sp in the room.

7g. Guard Quarters (EL 2 or o)

This dorm is the quarters of two type B guards. If the compound is on alert, these two guards will go protect the escape route in Area 8 with Wicarbon. If not on alert, they will be sleeping.

7h. Trainer's Quarters (EL 3)

This room is the quarters of a type C rogue, one of the trainers for the lower level guild thieves. He will attempt to ambush anyone who enters or comes near his room, but if things sound as if they are going against the guild, he will attempt to hide until he can slip away back up through the top level.

7i. Wicarbon's Dorm

This dorm is used by Halloran Wicarbon to sleep in. He spends most of his time working in the library (room 8). The door to this dorm is ajar. There are very few personal effects. If the party searches the room, they may find two scraps of parchment (DC 15). One says "...gshorsai may hold the key to stopping the plague. The song of life is our bane. Eliminate..." The second says "...meet the Dark Ones from the Deep at..." The ends are charred and it looks like Wicarbon tried to destroy them by burning them. Among the effects are a sack with 50 gp, an empty stoppered vial with a mysterious gray residue on the inside, some changes of clothes, and a signet ring with the seal of Acregor on it (50 gp value).

7j. Trainer's Quarters (EL 3)

This room is the quarters of a type C rogue, one of the trainers for the lower level guild thieves. He will attempt to ambush any who enter or straggle near his room. If no one comes after 10 minutes, he will enter the corridors and see if he can find any intruders to strike down.

7k. Silania Walda's Quarters (EL 5 or o)

This room is used for quarters by Silania Walda. There is a pile of furs on the floor, and tapestries on the wall. These are the only signs of luxury in the entire Guild house. A small chest holds a couple of sets of clothes, a fine silk cloak (75 gp value), a sack with 250 gp, and a small pouch with two emeralds (100 gp each).

In the chest's false bottom (Search DC 15 to find) is a small leather bound book written in Silania's hand. This is her personal journal. It describes organizing the raid on the House of Secrets, planting the evidence in Dorrestal's room, and her account of being ordered to destroy the volumes from the House of Secrets. She has destroyed the books, but there are some notes about them here. She notes the volume on elves starts with some legends of a powerful magic harp used to sing the *Song of Life* to destroy an ancient evil and wonders how much she could get on the mar-

ket for an item of power like that. She also notes that there are stories of an old keep in the forest that is said to be haunted but was home to an ancient race of Elves called the Ontogshorsai, and that they left the forest. She wonders if it is worth seeking the ruins to see if there is any treasure to recover. She doubts it because it has been centuries, but she is intrigued.

Silania spends a little more time commenting on the Acregor volume. She wonders who the dark power that advises the Witch King is, who their dark deep subterranean allies are, and if either Karn or Wicarbon is one of the ogre magi agents mentioned in the book. If so, their disguises and glamours are flawless. She makes a comment that having doppelganger spies as Acregor does would be a useful tool in navigating Darangal's politics, and wonders if the Acregor secret plot poses any danger to her in Darnagal despite the fact the cabal has worked with the guild on several occasions.

If the compound is on alert, Silania will be in Area 8 the library; if not on alert, Silania will be here reading through some reports of recent Guild activity or going over supply and expense reports.

7l. Treasury (EL 1)

This room serves as a treasury for the guild. There are two small chests in the room. The first holds 1250 sp and is locked (DC 15 to open). The second chest is locked (DC 17) and trapped with a poison needle. The chest contains 100 gp in a sack, and several small pouches with gems. There are two topazes (50 gp each), two sapphires (75 gp each), four rubies (100 gp each), and three diamonds (500 gp each). There is also an ornate ebony box, which is locked (DC 17 to open). Inside are four vials wrapped in black velvet are inside. They are two potions of cure light wounds, one potion of cure moderate wounds, and one potion of lesser restoration.

Poison Needle Trap: (CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus green-blood oil poison [(DC 13 Fort, 1 Con/1d2 Con secondary)]); Search (DC 22); Disable Device (DC 20).

7m. Guard's quarters (EL 2 or o)

This room is the quarters of two type B guards. If the compound is on alert, these two guards will be on patrol and stationed at the corner to observe the entrance from the surface. If not on alert, they will be asleep.

7n. Rogue's Quarters (EL 2)

This room is the quarters of a type B rogue. If on alert he will try to ambush anyone entering, if not on alert, he will be asleep.

7o. Empty Dorm

This dorm has a single straw pallet in it, but otherwise appears to be empty.

7p. Storage Room

This dorm seems to be used as a storage area. Crates of various tools and implements, ropes, grapnels, shovels and other tools cram the room.

7q. Empty Dorm

This room has a single straw pallet in it, but otherwise appears to be empty.

7r. Shrine

This dorm has been set up as a small shrine to Pa'el, God of Thieves. A small altar and statuette of Pa'el (worth 75 gp) are the only items in the room. The room smells heavily of deep musky incense.

8. Library (EL 4 or 6)

This room was used as a library by the monks, and the guild uses it for a similar function. Three shelves line the walls, and are filled with scrolls and some books. The scrolls are mostly maps and plans for buildings in Darnagal and of the town itself. Some are schedules of the watch shifts, lists of who is on the take from the guild, etc.

There are two tables in the room, with a pair of chairs at each one. The tables are covered in papers, ink bottles, scrolls, and books. If the Guild House is not on alert, Halloran Wicarbon will be seated at one of the tables working. If the compound is on alert, Wicarbon will have fled through the hidden trap door in the corner of the room (DC 20 Search to find) and Silania and two type B guards will have taken up position in the room. The doors will be locked (DC 22 to open) and one of the tables will have been moved to bar the door (DC 21 Strength check to open the door once lock is opened). The second table will have been turned over to offer cover and Silania and one guard will have crossbows ready to fire at anyone coming through the door. The second guard will smash a chair over the head of the first person to come through the door (improvised melee attack at a -4 modifier to his regular attack bonus, does 1d4 points of damage and person must make DC 12 Fortitude check or be stunned for 2d3 rounds).

If Wicarbon is here, among the books on the table will be his spell book and his journal which summarizes the information contained in the two volumes stolen from the House of Secrets as well as mentions of places to go in the Plains of Mayfurrow and a mention of the Dwarven city.

9. Trap Door

A trap door opens in the ceiling here, with a ladder allowing passage to the surface level. The trap door opens into Area 3 the Shrine above.

Part V: Resolution and Aftermath

Once the party has acquired the information leading them to the Shorsai Forest and the fate of

Markham Dorrestal has been decided, this portion of the adventure is over. The party should move on and travel north to see what they can find about the Song of Life and the Ontogshorsai. Some brave souls may wish to travel to Acregor but this should be discouraged. They are not ready for this. If they are insistent, let them go. Look at chapter 10 for some ideas what lies waiting for them in Acregor. One or two encounters of that magnitude should change their minds about going to Acregor right now, if they survive them.

Karn and Wicarbon will be recurring villains if they survive this adventure. Markham Dorrestal and Mara will be shaken up by the events in Darnagal (or Dorrestal will be dead if he was not cleared) and will choose to remain in town at the House of Secrets for a few days to recover. They will send word to their employers in the Forest Kingdoms as to recent events on the plains and in Darnagal concerning the Gray Death and the investigations into its causes. This can be a source for new characters joining if you add players to the adventure mid-stream or need replacement characters for fallen heroes and want the additions to have some internal story logic. Simply have new investigators assigned and join the party.

Authorities will reward the party for solving either the theft or murder, and for breaking up the Guild House at the monastery. They should receive 1000 gp for each of the three that they accomplish that the authorities learn of. However they will have made powerful enemies in the guild and merchant houses. If they should return to Darnagal or linger here too long afterwards, they may be subject to attempts to exact revenge.

Ad Hoc XP

Action	Reward
Piecing together clues and heading to the monastery before the trial starts	250 XP.
Clearing Dorrestal before he goes to trial	500 XP.
Clearing Dorrestal after the trial but before he is executed	250 XP.
Exposing the identity of Karn or Wicarbon (for each one exposed)	100 XP
Exposing the House Chillicothe's links to the Acregor Cabal	100 XP.
Discovering the clues pointing to the Ontogshorsai and Shorsai forest	250 XP

Expanding the Adventure

If your players enjoyed adventuring in Darnagal, you can add side adventures in town before the party heads to the Shorsai Forest. Some possible hooks include:

- Having to expose the link between the Chillicothe and the Acregor cabal
- Having to track down the higher ups in the Thieves Guild
- Finding who is the doppelganger spy planted in the hierarchy of Darnagal by the Acregor Cabal.

Chapter Three: The Haunted Forest

Part I: Introduction and Overview

At some point the party will likely head north from Darnagal and into the Shorsai Forest, seeking information about the Ontogshorsai. The clues will suggest that the ruins of the ancient keep are a good starting point for their investigation.

There are several different dangers in the Shorsai Forest. The forest itself is divided by the Shorsai River, which flows from west to east through the forest. South of the river, various bands of evil humanoids battle for dominance and control of the territory. Human foresters harvest the very southern tip of the forest to supply the lumber trade south through Darnagal. The area north of the river suffers under an ancient curse centered on the ruins of the ancient keep.

Once an outpost defending the Ontogshorsai from incursions by evil humanoids, the commander of the keep and her lover, a priest of Malunas, betrayed the keep and their brethren, bringing sorrow and devastation upon the Ontogshorsai. The two were cursed to walk the halls of the keep forever as undead, and command an army reanimated from those who fell in battle from the keep. The fall of the keep precipitated the withdrawal of the Ontogshorsai from the forest and this world.

Also in the northern portion of the forest is a sacred glade, a last bastion of goodness resisting the curse. The glade is protected by the King of the Forest, an ancient unicorn who is aided by a band of fey and sylvan creatures as he tries to hold off the effects of the ancient curse.

In this adventure, the heroes must try to overcome the ancient curse, winning the trust of the Forest King who holds the key to the Ontogshorsai. In the sacred glade is a portal to the court of the Queen of the Ontogshorsai in an otherworldly realm. Here the PCs can learn of the *Rainbow Harp* and how they may combat the evil of the Gray Death that haunts the land.

Part II: The Shorsai Forest

Part I: On the Mill Road

The party will likely approach the Shorsai Forest from the south along the Mill Road from Darnagal. It will take the better part of a day to reach the forest's edge and they will cross the Winding River about an hour or two before sunset using the bridge that crosses the river at its narrowest point (about 40-50 yards at that point). Beyond the bridge is a trail leading to a semi-permanent camp of foresters who work cutting trees for the lumber trade (marked A on the map, see below). The PCs will reach the forest's edge about sunset if they left Darnagal in the morning.

Attack of the Plague Ghouls (EL 6)

The PCs likely will camp for the night before entering the forest. They may stay in the forester's camp or make their own camp. That evening, a band of six roving plague ghouls will set them upon. The ghouls are fearless and will attack whether the PCs are in the forester camp or alone (you can choose to have a band attack each camp for effect if you wish).

The ghouls are driven to pass on the parasite they carry and seek living victims to infect. They will attack the camp just before midnight. They will fight until they infect everything or are destroyed. This encounter should remind the PCs that the Gray Death continues to spread and that time is an issue.



Part 2: Travel in the Forest

The forest is thick and primeval. The canopy of trees is thick and makes the forest dim during the day, and nearly pitch black at night. There are no real paths through the forest, so the going is tough. The party will move, at best, at half their normal rate. Game is plentiful in the southern portion of the forest, but scarce north of the river.

When the party is traveling through the forest, check for encounters every hour. To check for an encounter, roll a d20. Consult Table A if the party is in the southern portion of the forest, Table B if they are in the northern portion.

Table A: South of the River

Roll	Result
1	10 orcs (EL 5) see MM.
2	4 gnolls (EL 3) see MM.
3	3 large monstrous spiders (EL 4) see MM.
4	5 Ontogshorsai zombies (EL 3) see MM and below.
5	8 Ontogshorsai skeletons (EL 2) see MM and below.
6	2 brownies (EL 2) see Appendix 3 (the brownies serve the forest king and have come to spy on the party. An encounter occurs if they wish to be seen, or wish to taunt and test the heroes).
7	1 owlbear (EL 4) see MM.
8-20	No encounter

Table B: North of the River

Roll	Result
1	2 centaurs (EL 5) see MM.
2	3 satyrs (EL 4) see MM.
3	5 orc zombies (EL 3) see MM and below.
4	4 Ontogshorsai zombies (EL 2) see MM and below.
5	1 quickling (EL 3) see Appendix 3.
6	10 orc skeletons (EL 4) see MM and below.
7	6 Ontogshorsai skeletons see MM and below.
8-14	Spectral images (EL 0) see below.
15-20	No encounter

Encounter Notes

Skeletons & Zombies: Differentiating between orc and Ontogshorsai undead is for flavor purposes only, and is meant to help build atmosphere; use normal medium or skeleton stats from the MM. The Ontogshorsai are taller, more slender and have elfen features. The orcs are more brutish and have sloped foreheads and more bestial features. The stats for either are the same though.

Spectral Images: These are not living creatures or even undead. They are a lingering effect of the curse emanating from the haunted keep. Each night the spectral images replay scenes of a final epic battle

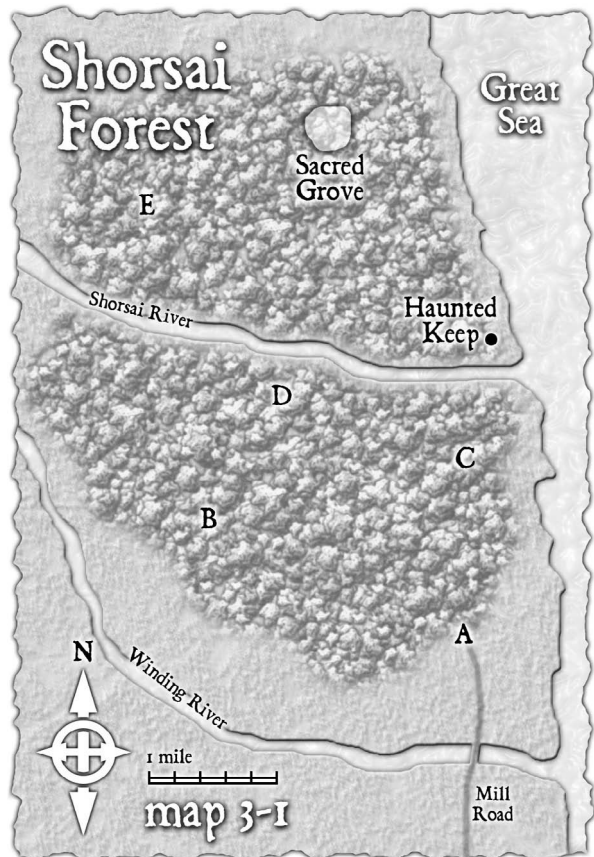
between the keep and an invading horde of orcs. The Ontogshorsai make a desperate stand and hold back the orcs, only to be betrayed by their commander and her lover, a priest of Malunas, whose actions give victory to the invading orcs. Spectral images encountered may include individual battles between the Ontogshorsai and the orcs, charges, retreats, final stands, mourning of fallen comrades, victory celebrations, the commander ordering a unit to abandon guarding a flanking position, a priest of Malunas refusing to heal the wounded, and other ghastly scenes from the epic battle. The scenes are silent, but a faint whispering mumble is carried on the wind when they appear.

Part 3: Encounter Descriptions

A. Forester's Camp

This is a small base camp for those who work in the forest cutting trees to supply the lumber for trade. There are roughly 20 laborers (Com 1-3) and four Supervisors (Ex 2-4). The leader of the group is Goram Schlenkar (Exp 6) who is an agent of the Holbrook family, the wealthiest of the merchant families in Darnagal. The Holbrooks control the lumber trade through Darnagal.

The camp consists of three permanent structures — a log-built office for Goram, a storage facility for tools made of wood with a locked door, and an open air



wood canopy-like structure under which several tables for dining are set up. The rest of the camp is made up of tents large enough to fit 4-5 men in each.

Workers will rotate in two-week shifts near the forest. Most live in the town or in the country near the mills. Some are itinerant workers who come to earn extra money for their families on the Plains of Mayfurrow.

The men seem uneasy, especially if the party approaches at night. There have been occasional raids by orcs, gnolls, and other humanoids in the past. Recently the gnoll raids have been the worst. They will not go too deep into the forest for fear of running into the evil humanoids; however they fear the forest itself more. They talk of how the Shorsai River does strange things to those who drink from it or immerse themselves in it. The tales vary wildly each more fantastic than the last — transforming drinkers into trees, killing with slow poison, granting wishes that come back to haunt the drinker, etc. (the river does have magical properties so there is some truth to the rumor).

The workers also claim that the forest north of the river is haunted by the ghosts of ancient days. They say that the wind speaks in the forest and drives those who listen to it mad. They have heard of an ancient keep in the forest, though none have seen it themselves. It is said to be cursed, and the source of the forest's ghosts. No villager wants to go near it, but they claim that it lies somewhere north of the river in the eastern part of the forest. The men have heard of strange creatures wandering in the night, but have not seen anything to substantiate it. This will change when the plague ghoul attack occurs.

Most of the men wear simple laborers' clothes. Most will have a dagger and some kind of axe available to defend themselves. The supervisors keep bows nearby that are used for hunting or if the camp is raided by evil humanoids. They will fight to defend the camp, but if the odds seem stacked against them or if casualties are heavy, they will break and run, as they are common folk not seasoned warriors.

B. Orc Camp (EL 6)

A band of orc raiders has made their camp here in the Shorsai forest. Their leader is the ogre Grok. They are currently engaged in a struggle for territorial dominance with the gnolls (see Area C). The orcs will have sentries, but may not be very alert if they are approached during the day. They currently have two gnolls as prisoners, whom they are trying to question to learn the location of the gnoll encampment, hoping to strike with surprise and drive the gnolls out of the Shorsai. They will attempt to capture or kill "intruders" in their territory. If the orcs capture the PCs, the orcs will ask about the location of the gnoll

camp and the strength of the human woodsmen to the south.

The orcs know nothing of the ruined keep. They came to the forest from the west and have never seen or heard of it.

Grok, Ogre: CR 3; SZ L Giant; HD 4d8+11; hp 29; Init -1; Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16; BAB/Grp +3/+12; Atk/Full Atk great club +8 melee (2d8+7); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., Low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 12.

Skills: Climb +5, Listen +2, Spot +2; **Feats:** Toughness, Weapon Focus (great club).

Possessions: Hide armor, great club, sack with 150 gp.

Orc Raiders, War1 (12): CR 1/2; SZ M Humanoids; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 Studded leather), touch 10, flat-footed 13; BAB/Grp +1/+4; Atk/Full Atk scimitar +4 melee (1d6 18-20/x2) or short bow +1 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot+1; **Feats:** Alertness.

Possessions: Studded leather armor, scimitar, short-bow, 20 arrows 2-5 gp.

Gnoll Prisoners (2): CR 1; SZ M Humanoids; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 11 (+1 natural), touch 10, flat-footed 11; BAB/Grp +1/+3; Atk/Full Atk fist+3 melee (1d3+2); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +2, Spot+3; **Feats:** Power Attack.

C. Gnoll Camp (EL 8)

This part of the Shorsai forest has become home to a band of gnolls. It is atop a small rise in the eastern part of the forest. They have been here for the better part of a year, and resent the intrusion of the new-comer orcs. They are currently engaged in a territorial struggle with the orcs for control of the region. Though they are camping rough and ready to move when they need to, it looks like the gnolls have been in this camp for a while. Bones and other refuse have piled rather high around the camp. It is a secluded knoll in the woods, and quite a defensible position that the gnolls have settled in. There are 10 gnolls altogether.

Gnolls (10): CR 1; SZ M Humanoids; HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (+1 natural, +2 leather, +2 steel shield), touch 10, flat-footed 15; BAB/Grp +1/+3; Atk/Full Atk battle axe +3 melee (1d8+2/x3) or short bow +1 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL CE;

SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +2, Spot+3; *Feats:* Power Attack.

D. The Shorsai River (EL 3)

In the heart of the forest, the Shorsai River has magical properties. Anyone coming into contact with the water must make a DC 13 Will save or be dazed for 2-5 hours. Anyone drinking the water from the river will be affected as if by a *deep slumber* spell (caster level 10 DC 19 to resist, it affects anyone no matter how many hit dice). The enchantment upon the river is a result of the ancient curse. Beyond the borders of the forest, the waters of the river are not enchanted.

The river is about 50 yards across through most of the forest. The PCs must find a way to safely cross the river. There is enough wood to build a raft; a DC 20 Craft (boatbuilding, woodworking or similar) check is required to build a raft that can carry four people across. It normally takes about an hour to build the raft, but will take a full day if the PC takes 20.



E. The Dryad's Glade (EL 6)

In the western part of the forest north of the river is a small glade inhabited by three Dryads. They try to stave off the effects of the curse in their small corner of the woods, but they have been tainted by the curse. They were banished from the presence of the Forest King because of this. They have come to despise all non-fey non-plants, and will try to destroy the heroes if they approach the glade. They have become paranoid and delusional, and believe that all living things are out to destroy their precious trees.

Dryads (3): CR 3; SZ M Fey; HD 4d6; hp 14; Init +4; Spd 30 ft.; AC 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; BAB/Grp +2/+2; Atk dagger +6 melee (1d4/19-20) or longbow +7 ranged (1d8/x3); Full Atk dagger +6 melee (1d4/19-20) or longbow +7 ranged (1d8/x3); Space/Reach 5 ft./5 ft.; SA spell-like abilities, SQ DR 5/ cold iron, tree dependent, wild empathy; AL CN; SV Fort +3, Ref +8, Will +6; Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

Skills: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (Nature) +11, Listen +9, Move Silently +11, Ride +6, Spot+9, Survival +9, Use Rope +4 (+6 with bindings); *Feats:* Great Fortitude, Weapon Finesse.

Spell-like Abilities: at will: *entangle* (DC 13), *spek with plants*, *tree shape*; 3/day - *charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day - *suggestion* (DC 15), Caster Level 6.

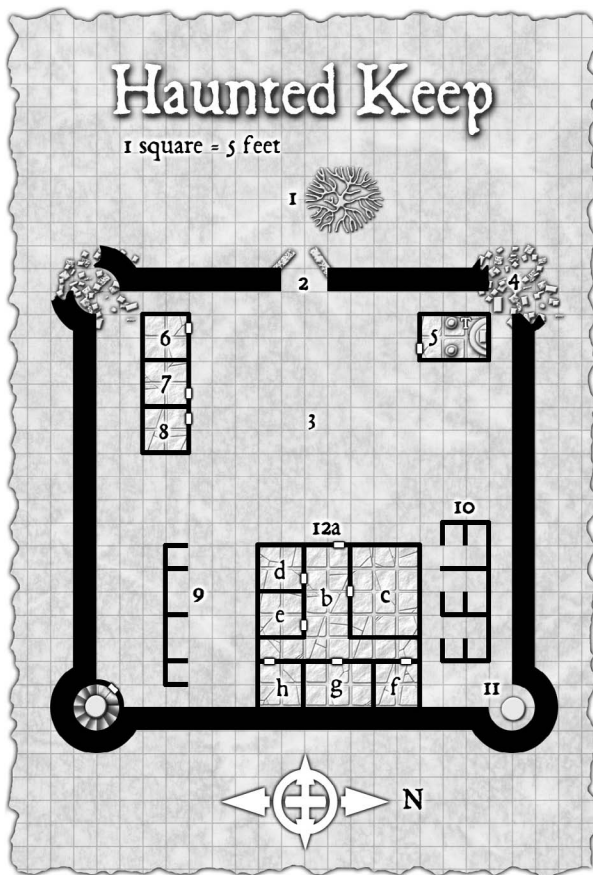
Part III: The Haunted Keep

The keep sits atop a rise in the forest. It is roughly a 100-foot square wooden palisade of about 20 feet in height, surrounding several smaller structures. Walkways line the interiors of the walls at a height of about 15 feet. They are about five feet wide. The keep is in serious disrepair, timbers have fallen from the palisade, vines and tangles climb and choke the walls. The walls themselves are breached and scorched in places. The gates hang from the entrance looking as if they have been partially torn off. A large tree has grown and partially blocks the main entrance.

1. Shade Tree (EL 7)

A 20-foot oak tree stands in front of the entrance to the keep. It looks diseased, and its leaves are quite sparse. The broken gate lies near the tree, and another gate door hangs limply from the side of the gateway.

If the characters examine the tree closely, a successful DC 15 Search check will reveal a large ugly scar on the lower part of the trunk. The tree itself is a hangman tree, which will attack all living creatures that attempt to enter through the gate and attempt to feed on them. All who approach within 15 feet of the tree will be attacked.



Hangman Tree: CR 7; hp 76; see Appendix 3.

Inside the trunk of the hangman tree are some items belonging to previous victims. Their enchantment has protected them from the acid over the years.

Treasure: +1 chain shirt, a +1 short sword, a pair of statuettes of golden lions (figurines of wondrous power: golden lions)

2. Gateway (EL 5)

The gateway stands open. One gate lies broken upon the ground, the other hangs half ripped off from the wall. A large glyph is inscribed on the wall; it is silver and gold and seems to be in the form of a sun and crescent moon in unison. This is a *glyph of warding* set to go off if any who does not worship either Malunas or Aelbwynn passes through the entrance. It was cast by an Ontogshorsai priest to attempt to keep the evil within the fortress, but since they all once worshipped either Aelbwynn or Malunas it failed in its purpose.

Glyph of Warding Trap: CR 5; spell; spell trigger, no reset; spell effect: *glyph of warding [blast]* (8th level cleric, 4d8 fire damage, DC 16 Reflex save half damage); multiple targets (all within 5 feet); Search (DC 15), Disable Device (DC 28).

3. Courtyard (EL 0/9)

This is a wide open courtyard inside the keep's walls. The stumps of several trees lie burnt and mangled and it looks like the area was crudely and purposefully deforested. The floor of the courtyard is scattered with the remains of a centuries old battle, and arrow tips, bits of bone, shreds of armor, broken weapons, sun-dered shields, etc. litter the floor of the courtyard. Parts of the interior walls of the keep bear scorch marks and other signs of pillaging and vandalism.

If living creatures linger here too long, it will alert the undead forces nearby. After five rounds, the animated remains of the Ontogshorsai force will begin to emerge for the barracks (Areas 6-8) and move to attack or drive off any living creatures in the courtyard. There are a total of 20 Ontogshorsai skeletons and 10 Ontogshorsai zombies in the barracks. They will emerge at a rate of two per round per barrack, so in round six, two skeletons will emerge from Area 6, two zombies from Area 7, and two more skeletons from Area 8. Round seven will see four more skeletons and two more zombies emerge, and repeated each round until the barracks are empty (see Areas 6-8 for undead stats).

If the party enters a building before the five rounds pass, or are somehow undetectable by undead, the animated forces will not emerge. If they return to the courtyard and have not yet caused the animated forces to come out, the count of rounds will begin again and they will emerge after 5 rounds.

4. Collapsed tower (EL 5)

The tower in this corner of the keep has burned and collapsed. Access to the interior of the keep can be gained by climbing over the pile of rubble (DC 5 Climb to get up the rubble pile, but DC 15 balance check to navigate the pile without slipping and falling or causing a collapse). If the balance check fails, a character must make a DC 10 Reflex save or slip or fall 10 feet for 1d6 falling damage. Underneath the rubble pile, a pair of giant saw-toothed beetles has made their lair. They will attack any prey that approaches within 20 feet of the rubble pile on the exterior of the fort, or within 15 feet of the rubble on the interior. They will attempt to clamp onto their prey, kill it, and drag it back to their burrow.

Giant Saw-toothed Beetle (2): CR 3; SZ M vermin; HD 5d8+10; hp 32; Init +0; Spd 30 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; BAB/Grp +3/+5; Atk/Full Atk Bite +5 melee (2d6+3), Space/Reach 5 ft./5 ft.; SA improved grab; SQ dark-vision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1, Will +1; Str 15 Dex 11 Con 14 Int – Wis 10 Cha 6.

Improved Grab: If the beetle hits an opponent if up to one size larger it can attempt to start a grapple as a free action, if successful it establishes a hold. See the *Tome of Horrors II*.

5. Shrine (EL 2 and 1)

This structure appears to be a shrine of some sort. It is a wood structure but the door appears to be leafed with gold and silver, intricately embossed with a sun and moon motif, the symbols of Aelbwynn and Malunas. The door is locked (DC 15 to open, DC 20 to break). Once opened, it is apparent that this shrine has been defiled. A statue of Malunas has been defaced and a statue of Aelbwynn lies broken upon the ground. At the far end of the hall, a dais rises up with an altar on it. The gold and silver sun and star motif can be seen behind it, but it appears to be covered in a dark foul substance, probably dried blood. A figure wearing robes of deep blue worked in silver kneels before the altar with his back to the PCs. His shoulders are shuddering and he appears to be weeping.

As the party enters the figure seems to pause, then stands up and turns around. It is an extremely handsome male with elven features, nearly seven feet tall, with finer and more elongated features than normal elves. He spreads his arms wide and approaches the party, with a welcoming smile. As he approaches within 10 feet of the party, the flesh on his face melts away, revealing a skull face as worms gush forth from his eyes and mouth. His robes suddenly look tattered, soiled and worn.

This figure is Halas. Once an Ontogshorsai cleric of Malunas, he betrayed the Mistress of the Moon out of love for Eseral, the commander of the fort. Malunas cursed him and he has wandered the earth as a Huecuva since then.

Halas the Huecuva: CR 2; hp 13; see Appendix 3.

At the base of the dais is a secret trap door in earthen floor. A shallow layer of earth covers the trap door (Search DC 20 to find). It opens to reveal a small locked chest. The lock is difficult to open (DC 25 to open) and has a poison needle trap. Inside the chest are a small book, three scrolls (*silence*, *spiritual weapon* both caster level 5, and *cure serious wounds* caster level 7), a *potion of cure light wounds* and a *potion of eagle's splendor*. The book is Halas' journal (see Appendix 7: Documents for contents).

Poison Needle Trap: (CR 1; mechanical, touch trigger; manual reset; Atk +8 ranged (1 plus green-blood oil poison [DC 13 Fort save, initial damage 1 Con, secondary damage 1d2 Con]); Search (DC 22); Disable Device (DC 20).

6. Barracks (EL 4/o)

This building looks like a barracks of some sort. If any living creature carries too long in the courtyard, the room's occupants will leave the barracks and attack. If the barracks is entered before they empty into the courtyard, there will be 10 Ontogshorsai skeletons in this room, milling about. The room is

filled with pallets of rotting straw and clothes that have begun to decay.

Ontogshorsai Skeletons (10): CR 1/3; SZ M Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk/Full Atk longsword +1 melee (1d8+1 19-20/x2) or claw +1 melee (1d4+1), Space/Reach 5 ft./5 ft.; SQ DR 5/bludgeoning, darkvision 60 ft. immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

7. Barracks (EL 5/o)

This building is the same in all respects to Area 6 except there are 10 Ontogshorsai zombies instead of skeletons present.

Ontogshorsai Zombies (10): CR 1/2; SZ M Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft. (can't run); AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grp +1/+2; Atk slam +2 melee (1d6+1); Full Atk slam +2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SQ single actions only; DR 5/slashing, darkvision 60 ft., undead traits; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

8. Barracks (EL 4/o)

This building is the same as Area 6 in all respects.

Ontogshorsai Skeletons (10): CR 1/3; SZ M Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk/Full Atk longsword +1 melee (1d8+1 19-20/x2) or claw +1 melee (1d4+1), Space/Reach 5 ft./5 ft.; SQ DR 5/bludgeoning, darkvision 60 ft. immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

9. Stalls

These wooden stalls appear to have once been a work area for craftsmen. The remains of a smithy, a leatherworking area, a fletcher, etc. litter the area. Nothing useful is salvageable. Tools have rusted or rotted over the centuries. Weeds and other growths tangle the area. Scorch marks on the wooden stalls seem to indicate the area was once looted or pillaged.

10. Stables

These three buildings look as if they were used as stables or pens for holding animals. High grass and weeds overrun the floor of them, and gravel can be seen amidst the roots of the weeds. The wooden stockades are rotted and collapsing.

11. Covered Well (EL 5)

The corner of the keep is rounded as if for a tower, but only has a wooden platform near the top of the wall. On the ground is a circular stone slab nearly five feet around. This was a well dug inside the keep to provide water if the keep should ever be under siege. The area around the stone slab is quite soft and has slowly deteriorated over the centuries making the footing very dangerous. Should any approach the stone slab; the earth may give way dropping any within a five-foot radius into the well shaft. The shaft is 100 feet deep and widens to about a 10-foot diameter under the slab.

Pit Trap: CR 5; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 100 ft. Deep (10d6, fall); Search (DC 20); Disable Device (DC 20).

12. Central Keep

Dominating the interior of the fortress is a central keep. The stockade is made of wood with arrow slits regularly distributed along the walls. The keep is slightly shorter than the exterior walls of the stronghold. The keep looks battered but intact for the most part. The palisades look like they have withstood an attempt to breach them, but still stand intact.

12a. Entry

The gilded door to the central keep stands slightly ajar. It swings outward but not easily, as the hinges have deteriorated with age (DC 15 Strength check required). The sun and moon symbols of Aelbwynn and Malunas can be seen faintly in the gild, but they have faded from age.

12b. Foyer (EL 0/3)

The door opens into a 10 ft. wide corridor. Torch sconces line the walls of the foyer. A thick layer of dust covers the floor, but signs of something tracking through the dust are apparent. It is difficult to determine how recent the marks were. If living creatures spend more than five rounds, the zombie remains of the keep's officers will emerge from Area 12d and attack.

12c. Dining Hall

This large chamber is filled with long tables and benches. It looks like it was a dining hall of some sort. The wood of the furniture has started to deteriorate. Dust covers the hall, blown around by a faint breeze coming through the arrow slits in the wall. Some of the tables seem to have been moved and stacked to provide additional cover for archers in the arrow slits. On the wall farthest from the arrow slits a skull is pinned to the wall with a broken spear haft. About two feet to the right of it, the remains of a skeletal arm

hangs, pinned to the wall by a dagger through its wrist. It looks like the remains of someone who was pinned spread eagle to the wall. Careful examination (DC 12 search) reveals a matching mark in the wall where the other arm would have been, but no arm or weapon that once hung there can be seen.

12d. Officer's Barracks (EL 3/0)

The room looks like a barracks, but is more finely appointed than the ones in the compound. There are pallets for five officers in the room, with small trunks and a wardrobe to complete the furnishings. The officers still inhabit the room as five Ontogshorsai zombies (see Area 7). If the zombies emerged to attack the party in the hallway, there will be no more in the room.

The chests are filled with clothes and other effects that have begun to deteriorate with the passage of time. In one chest is a small velvet sack containing three 100 gp garnets. A second chest holds a sack with 250 gold coins. These are ancient coins not seen in millennia, and have a value of 1 pp each if a collector or historian can be found who wishes to buy them. The wardrobe is filled with cloaks, boots, and other items of clothing. Two of the cloaks have an enchantment upon them. One is a cloak of elvenkind, and the second is a cloak of resistance +1. A velvet bag in the bottom of the wardrobe holds a finely crafted silver bracelet decorated with emeralds worth 1000 gp.

12e. Sub-Commander's Chambers (EL 3)

This room appears to be the quarters of a single person. A finely crafted bed has been overturned and stood up to block the room's arrow slit. The linens have been torn to shreds. A wardrobe lies overturned and shattered into pieces. Wood shards litter the floor. A number of scrolls and books lie scattered on the floor.

These were the quarters of Arlenar, the sub-commander of the stronghold. He was in command of the base during Eseral's absence. Arlenar managed to rally the Ontogshorsai here in the central keep and withstand the orc assault, and drove them from the keep. However, Eseral returned in the aftermath of the assault to find Halas dead and learn of his betrayal. Already weak from torture by the orcs, Eseral's mind snapped, and she uttered a mighty curse, empowering it by killing all who remained of her garrison. This curse consumed Arlenar upon his death, and he became a shadow. He hides in the darkness, waiting to prey upon any living beings that enter this room.

Arlenar the Shadow: CR 3; SZ M Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft. (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB/Grp +1/-; Atk/Full Atk Incorporeal Touch +3 melee (1d6 Str); Space/Reach

5 ft./5 ft.; SA create spawn, strength damage; SQ dark-vision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Abilities Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills: Hide +8; Listen +7, Search +4, Spot +7;
Feats: Alertness, Dodge.

Lying under the shattered ruins of the wardrobe is a +1 *longsword* in a finely crafted scabbard, and a masterwork elven chain shirt. These were Arlenar's in life, but serve no purpose for him in undeath. The books and scrolls scattered on the floor are mostly accounting and supply reports. One of the scrolls details Arlenar's account of the last attack upon the fortress, the one enabled by Halas' treachery. See Appendix 7: Documents for the text of that report.

12f. Captain's Quarters

These finely appointed quarters seem relatively undisturbed compared to the rest of the central keep. A finely crafted wooden bed and desk fill the room. A finely crafted bow and a quiver hang from the wall. A small wardrobe sits in the corner. These were the quarters of Eseral, the commander of the keep. It was left undisturbed after she left to meet the orc Commander, and so was not disturbed during the final attack.

On the desk there are a few scrolls with reports on military matters. One scroll details her plans to meet with the orc commander to gain much needed intelligence to plan strategy. The bow upon the wall is a masterwork composite longbow, and the quiver holds 12 +1 *arrows*. The wardrobe is filled with deteriorating clothes, cloaks, etc. Some were once fineries, but nothing remains undamaged by the ravages of time.

12g. Command Center

This chamber has a large table in the center. On the walls and on the table are a variety of maps and markers showing where several elven cities were in the forest, and that the expanse of the Shorsai Forest was much larger then than it is today. None of these settlements remain. The map on the table is a large map of the stronghold and the surrounding area, and looks like it was used to track orc troop positions and to plan strategy.

12h. Armory

This room looks as if it was the armory for the stronghold. Weapons racks line the walls, but most are empty. There are still two usable large steel shields, and one slightly rusty but otherwise usable chain shirt. A few broken spear hafts remain in the weapon racks, and other rusted and useless weapons lie on the floor. It was once an impressive armory, but most of the arms were used in the final defense of the fortress.

13. Tower (EL 7)

This is the only intact tower left in the fortress. The tower is simply an enclosed stairwell leading up to an enclosed observation platform. The restless spirit of Eseral wanders the tower constantly looking for the hated foes who stole her beloved Halas from her.

Eseral had been captured by the orcs and tortured. Her companions died in a heroic effort to help her escape, after which she collapsed in the woods hidden in a copse of trees while her body recovered. When she regained consciousness, she returned to the fortress to find it in a state of chaos. Halas had allowed the orcs to take the walls and Arlenar had repelled their assault. The orcs had butchered Halas and his remains hung from the front gate.

The sight drove Eseral mad with grief, and upon learning that Halas had betrayed the Ontogshorsai she uttered a powerful curse and took up her sword, killing all in a rage. When the rage abated, she realized she had slain the entire garrison. Despair consumed her, and she took her own life, weeping at the feet of Halas' corpse.

The curse would not let her rest, however, and Eseral was transformed into a groaning spirit. Today, she waits for her chance at vengeance, and her hatred has warped her; she now equates all living beings with the orcs who destroyed her lover and her home. When the Ontogshorsai learned of what happened, they did what they could to bind the evil here and keep it from spreading, and then began their plans to withdraw from this world.

Eseral, Groaning Spirit: CR 7; hp 45; see Appendix 3.

Eseral will attack all living creatures who enter the tower.

Part IV: The Sacred Glade (EL 10)

If the party manages to lift the curse by destroying the groaning spirit, the brownies who have been watching them will report the events to the King of the Forest. If the king learns of the PCs' efforts, he will send some of his court to meet the party while they are making camp. The welcoming party will arrive while the characters are making camp to rest and recover from their ordeal in the haunted keep, as long as they camp within the Shorsai. The welcoming party consists of one brownie, a pixie, a satyr (with pipes), and a centaur.

The pixie will approach the party and attempt to talk to them while *invisible*. She will greet and congratulate the heroes, offering to take them to see the King of the Forest and receive his thanks. If the party refuses or is hostile, the satyr will attempt to put them

to *sleep* using his pipes. The pixie will help that with her *sleep arrows* if any resist the satyr's song.

If the party is put to *sleep*, they will awaken in the Sacred Glade, refreshed and somewhat recovered from their wounds (the unicorn will heal them as best he can, healing the most damaged first and others as he can). If the party goes willingly, the welcoming party will escort them to the Sacred Glade.

However they get there, the King of the Forest and the rest of his court will be in the glade awaiting their arrival. The party will be welcomed as honored guests based on their efforts at the keep. If the party approaches the Sacred Glade before attempting to deal with the keep, the king and his court will hide themselves from the heroes, and the brownies will try to lead the parties away from the glade with their antics, leading them towards the haunted keep.

After he greets the PCs, the unicorn will ask them why they came to the forest. If the party mentions the return of the Grey Death, the king will become concerned, stomp away for a few minutes, pace, and seem to mutter to himself. He will return to tell the party he cannot answer their questions, but he can send them to one who can. He can lead them to the court of the Ontogshorsai Queen. The King of the Forest then advises the heroes to ask her of the Song of Life. He then leads the PCs to the eastern edge of the glade where two trees lean and cross looking to make a gateway frame. The unicorn calls out in an ancient language and the gateway begins to shimmer with pale silver light. A silver crescent moon appears in the shimmering light and the light fades. The landscape on the other side of the trees now appears different than it was. The seasons are different and there appears to be a path. The unicorn indicates that the party should go through and warns them to do no harm while there.

If at any point the party is hostile toward the king and his court, or threatens their lives or the well-being of the forest, the king and his court will fight to stop them. They prefer to incapacitate and exile threats from the forest, but will kill if need be to protect themselves. The king's court is made up of the unicorn himself, 2 centaur guards, 3 satyrs, a pixie, and 4 brownies (the two who spied on them from the random encounter table, and two others).

The gateway leads to the Realm of Faerie, somewhere on the Plane of Arcadia, where the surviving Ontogshorsai established their home after leaving the world centuries ago. The King will give them a small silver pendant of the crescent moon as a token to bear with them, but awaits their return on this side of the gateway.

The Forest King, Advanced Unicorn: CR 8; SZ L Magical Beast; HD 8d10+40; hp 84; Init +3; Spd 60 ft.; AC 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-

footed 15; BAB/Grp +8/+17; Atk Horn +15 melee (1d8+8); Full Atk Horn +15 melee (1d8+8) and 2 hooves +7 melee (1d4+2); Space/Reach 10 ft./5 ft.; SQ Darkvision 60 ft., magic circle against evil, spell like abilities, immunity to poison, charm, and compulsion, low light vision, scent, wild empathy; AL CG; SV Fort +11, Ref +9, Will +8; Str 20, Dex 17, Con 21, Int 10, Wis 22, Cha 24.

Skills: Jump +21, Listen +11, Move Silently +9, Sense Motive +16, Spot +11, Survival +8; **Feats:** Alertness, Skill Focus (Sense Motive), Skill Focus (Survival).

Spell-like Abilities: *detect evil* as a free action, 1/day *teleport within Shorsai Forest*, 3/day *cure light wounds* (caster level 5), 1/day *cure moderate wounds* (caster level 5), 1/day *neutralize poison* (DC 21 caster level 8).

Centaur (2): CR 3; SZ L Monstrous Humanoid; HD 4d8+8; hp 26; Init +2; Spd 50 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; BAB/Grp +4/+12; Atk longsword +7 melee (1d8+6/19-20) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3); Full Atk longsword +7 melee (1d8+6/19-20) and 2 hooves +3 melee (1d6+2) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3); Space/Reach 10 ft./5 ft.; SQ Darkvision 60 ft.; AL NG; SV Fort +3, Ref +6, Will +5; Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11.

Skills: Listen +3, Move Silently +4, Spot +3, Survival +2; **Feats:** Dodge, Weapon Focus (hoof).

Satyrs (3): CR 4; SZ M Fey; HD 5d6+5; hp 22; Init +1; Spd 40 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+2; Atk head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3); Full Atk head butt +2 melee (1d6) and dagger -3 melee (1d4/19-20) or shortbow +3 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SA pipes; SQ DR 5/cold iron, low-light vision; AL CG; SV Fort +2, Ref +5, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (Nature) +9, Listen +15, Move Silently +13, Perform (wind instrument) +9, Spot +15, Survival +1 (+3 above-ground); **Feats:** Alertness, Dodge, Mobility.

Pipes: All within 60 ft. must make Will save (DC 13) or be affected by *charm person*, *sleep*, or *fear* at satyr's choice.

Pixie: CR 4; SZ S Fey; HD 1d6; hp 3; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12; BAB/Grp +0/-6; Atk/Full Atk short sword +5 melee (1d4-2) or longbow +5 ranged (1d6-2/x3); Space/Reach 5 ft./5 ft.; AL NG; SA spell like abilities, special arrows; SQ DR 10/cold iron, greater invisibility, low-light vision, SR 15; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills: Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; **Feats:** Dodge, Weapon Finesse.

Spell-like Abilities: 1/day-lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19 visual and auditory elements only), polymorph (self only), all caster level 8.

Special Arrows: Sleep any struck must make a Fortitude Save (DC 15) or be affected as though by a sleep spell regardless of Hit Dice.

Brownies (2): hp 2; CR 1; see Appendix 3.

Part V: Wrapping Up and the Court of the Ontogshorsai Queen

This part of the adventure can be played two ways, depending on the style of play your group prefers. If your group enjoys a lot of role-playing, play out the visit to the court of the Ontogshorsai Queen, and interact with the members of the court. If your group prefers a more action-based style of play, briefly describe their visit, and read to or hand the players a copy of the *Lay of Riordan* and the history of the *Rainbow Harp* given to them by the Ontogshorsai.

Through the Gateway

The party passes through the gateway into a serene arboreal glade. The trees resemble banyan trees with multiple trunks encircling the area it grows in, forming an open area enclosed by a canopy of trees. Seated upon a mushroom that seems molded into a chair is a tall lanky elf-like figure. He is writing upon a parchment with a quill. Six more figures like him, but lightly armored and armed with slim, graceful swords and bows are scattered through the small glade. When the heroes enter the glade from the gateway, it will take a moment for the figures to notice them. When they do they seem incredibly surprised that someone has entered through the gateway. These men are Ontogshorsai. The warriors will move to protect the scribe, four of them encircling him with bows ready, while the other two will approach the party and inquire as to their purpose here.

The guards will ask who they are and how they came here. The party should at this point use the token given to them by the King of the Forest to establish their identity. DM's can use the following text as a guide for this encounter but should tailor it for themselves.

Guard 1: "Who are you and how have you come here to the Queen's Court?"

If the party says they have been sent by the King of the Forest the guard will respond:

Guard 2: "The King has allowed none through the gateway for ages, how do we know you tell the truth?"

If the party responds they seek the Ontogshorsai or show the token to prove themselves the guard will say:

Guard 1: "We are the Ontogshorsai, what do you seek here?"

If they mention the Song of Life or the Gray Death, the scribe will come to them and record their names and purpose on his scroll. He will then tell them to remain there and he will return shortly after he informs the queen of their presence.

Ontogshorsai Scribe, Exp4: CR 3; Size M Humanoid; HD 4d6-4; hp 15; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; Atk/Full Atk dagger +2 melee (1d4-1); AL CG; SV Fort +0, Ref +4, Will +4; Str 9, Dex 16, Con 8, Int 12, Wis 10, Cha 9.

Skills: Craft (Calligraphy) +6, Hide +3, Jump +6, Knowledge (history) +4, Listen +2, Move Silently +3, Profession (Scribe) +8, Search +3, Spot +2; **Feats:** Point Blank Shot, Skill Focus (Craft [Calligraphy]).

Possessions: Dagger.

Ontogshorsai Guards, War4 (6): CR 3; Size M Humanoid; HD 4d8; hp 23; Init +4 (+4 Dex); Spd 30 ft.; AC 19 (+4 Dex, +4 chain shirt, +1 shield), touch 14, flat-footed 15; Atk/Full Atk longsword +10 melee (1d8+4) or longbow +9 ranged (1d8); AL CG; SV Fort +4, Ref +5, Will +2; Str 18, Dex 18, Con 11, Int 13, Wis 13, Cha 10.

Skills: Climb +9, Handle Animal +4, Hide +4, Jump +10, Listen +3, Move Silently +4, Ride +10, Search +3, Spot +3; **Feats:** Quick Draw, Weapon Focus (longsword).

Possessions: Chain shirt, small steel shield, masterwork longsword, masterwork longbow.

See Appendix 2 for entry on the Ontogshorsai

The Queen's Court

After about a half hour, the scribe will return accompanied by a beautiful elf-like woman in long flowing blue robes gilt in silver, with a silver crescent worked into a pattern. She stands nearly seven feet tall and her eyes are captivating and knowing. She smiles warmly and addresses the party.

"Welcome brave warriors, may Malunas smile upon you. I am Ismarla, the Queen's Hand. It is not often those who walk Aelbwynn's world come here. Still these are not happy circumstances, for I am told you bear grim tidings. Please tell me what transpires in Aelbwynn's world."

If the party describes the Gray Death, or mentions Acregor's role she will nod knowingly and ask them what Riordan plans to do to stop this, and if they have the *Rainbow Harp*. If the party tells her they do not know what she is talking about (and they shouldn't, all they may have had was a stray mention of Riordan

in the journals in the Haunted Keep), she will be shocked and saddened.

"It is apparent much has fallen in disarray in Aelbwynn's world if Riordan has not kept his vigil and the Harp is unknown." Your best weapon now, and your only hope is knowledge. Come, I will take you to the Loremaster."

Ismarla will lead the party from the glade into a smaller banyan tree that has a structure built into its many trunks.



In the House of the Lore Master

This is the home of Paras, the Loremaster. He will greet Ismarla and the party. Ismarla will tell him why they are there and ask he perform for them the *Lay of Riordan*. Paras will recite the tale of Riordan and the *Rainbow Harp* summarized in the introduction. The DM should read or give the party a copy of the lay, which appears in Appendix 2: Documents. He will also tell them that Riordan left the Ontogshorsai to set up a library to the west. He will show them an ancient map showing the location of the library. Any with bardic knowledge or knowledge geography may make a check at DC 10 to recognize the location as being in the Vast Desert to the west, northwest of the Shepherd's Crook as it winds towards the Grand

Duchy. Details for Paras and Ismarla are in the Appendix 1: NPC Stats as well.

Once the party has heard the tale, Ismarla will offer them a place to stay and rest. An evenings rest will heal all of their wounds. In the morning Ismarla will greet the party, and make them an offer before they leave.

Ismarla's Offer

Before bringing the characters back to the gate so they can return to their world, Ismarla will make them an offer. If one of the heroes is willing to dedicate herself to the service of Malunas, she will offer a gift to aid their cause. This gift will only work for one dedicated to the service of Malunas. To receive this gift, the character must vow to become a Champion of Malunas (see new prestige classes in Appendix 6) when they meet the requirements and work towards meeting them. In return, she offers the use of *Stagshorn*, a +2 *Dancing Longsword*. The sword will only work for one who toils in Malunas service. Accepting the sword will place a geas on the character to become a Champion of Malunas as soon as possible.

Ismarla will not force the sword upon any, but will offer it to any who will take up the burden of responsibility and swear their dedication to Malunas.

Returning Home

Ismarla will open the gate and allow the party to return to the Shorsai Forest. Even though they have spent the night in the realm of the Ontogshorsai, only an hour's time will have passed since they left. The King of the Forest will greet them and send them on their way to undertake their quest.

Part VI: Resolutions and Aftermath

With the knowledge gained, the party should be able to chart a plan of action for stopping the Gray Death. They will know they need to find the harp, and need to begin by locating Riordan's library.

Ad Hoc Experience

Action	Award
Finding Halas' journal	100 XP
Freeing the Haunted Fortress of Evil	1,000 XP
Accepting the King of the Forest's offer of hospitality	250 XP
Acquiring the <i>Lay of Riordan</i> and the location of Riordan's library	750 XP

Chapter Four: The Lost Library of Riordan

Part I: Introduction and Overview:

The information provided by the Ontogshorsai will lead the heroes to seek out the long-lost library of Riordan. Constructed on the edge of a vast wasteland in ancient days, the library has been consumed by the growing desert known as the Vastness. This desert lies north of the Shepherd's Crook beyond the Azure Mountains. The party must pass through the mountains and into the Vastness to reach the ruins of the library.

The library was destroyed in an assault by forces sent by the lich Acregor in his attempt to capture the bard Riordan. Acregor sent a force of fiends to the library, and when he discovered Riordan was not there, magically sealed the subterranean level of the library to prevent Riordan from returning there. In doing so, he trapped some of the fiends in the library, and they remain there to this day. Acregor's wards trap all within to this plane, so the spirits of Riordan's staff are trapped as well as restless undead.

As the Vastness spread, the desert consumed the library. The denizens of the vastness have claimed the upper layers of the ruins as a lair, the most prominent of which is a young blue dragon.

Once the party finds the library in the Vastness, they must overcome the dangers within to find Riordan's account of the locations of the pieces of the Rainbow Harp, which they must assemble if they wish to be able to stop the growing menace of the Gray Death.

Part II: Getting to the Vastness

The Vastness is a fairly remote location, and will take some time to travel to. Few travel to the wastes, but they are home to rare flora and fauna that draw braver merchants and speculators looking to cash in on the demand for these rare items. Talagar Pass is the most often used route through the Azure Mountains to and from the Vastness, but it is a dangerous route.

The most likely route from the Shorsai Forest to the Vastness is to travel west along the Shepherd's Crook, and turn north into the Azure Mountains before reaching the Grand Duchy. This will take the party through the Plains of Mayfurrow, which have been devastated and depopulated by the Gray Death.



Traveling the Shepherd's Crook

Travel along the Crook from the Shorsai Forest/Darnagal area to where they will turn off for the Azure Mountains will take approximately 5-6 days on foot. Once they leave the environs of the forest and Darnagal, they will not likely encounter any living things along the Crook, as the Gray Death has spread and ravaged the area. Everything looks bleak and is tinged with a touch of gray.

Encounters on the Shepherd's Crook

Any encounters during this time will be with packs of plague ghouls. Roll a d20 to check for encounters, a 1-7 indicates an encounter with a pack of plague ghouls, 8-20 indicates no encounter. Check 3 times per day.

Plague Ghoul Pack (3d4 per pack): CR 1, hp 13 each; see Appendix 2.

Travel through the Foothills

As the party moves north of the Shepherd's Crook they will enter the foothills of the Azure Mountains. This will slow their travel, as the terrain is a little tougher. They should be through the foothills and into the mountains in a day or two on foot. The hills are a dangerous and unsettled place. Dangers may lurk over the crest of any hill. Incautious travel or poor decisions about how to handle encounters may cost the party life or limb.

Encounters in the Foothills

A. Chimera's Lair (EL 7)

A small hollow in the foothills is the lair of a deadly chimera, which ranges through the hills hunting for prey. If the party approach within a mile of the chimera's lair in their travels through the foothills, it will swoop down on them and attack them with surprise.

Chimera: CR 7; SZ L Magical Beast; HD 9d10+27; hp 76; Init +1; Spd 30 ft., fly 50 ft. poor; AC 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18; BAB/Grp +9/+17; Atk bite +12 melee (2d6+4); Full Atk bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2); Space/Reach 10 ft./5 ft.; SA breath weapon; SQ darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills: Hide +1, Listen +9, Spot +9; **Feats:** Alertness, Hover, Iron Will, Multiattack.

The chimera's dragon head is green shoots a 20 ft. cone of acid cloud (3d8) usable once every 1d4 rounds, Reflex save DC 17 for half damage.

Scattered about the small cave that the chimera lairs in are the remains of some of his victims. Among scattered bones and trash are several items of value. The DC of the search check needed to find these items among the litter is listed in parentheses afterwards. A sack of 250 gp (Search DC 5), three emeralds worth 150 gp each (Search DC 15), a wand of cure moderate wounds with 13 charges left (Search DC 20), and a +2 heavy steel shield (Search DC 5).

Random Encounters in the Foothills

The chimera is not the only danger lurking among the foothills. The DM should check for encounters 3/day, to do so roll a d20 and consult the following table:

Roll	Result
1	1 athach (EL 8) see MM.
2	1 bullette (EL 7) see MM.
3-5	2 dire weasels (EL3) see MM.
6-7	Pack of 2-5 plague ghouls (EL 2-5) see Appendix 2.
8	1 hill giant (EL 7) see MM.
9-20	No encounter

Travel Through the Azure Mountains

Once the party has made its way through the foothills, they must still traverse the Azure Mountains before reaching the Vastness. It will take nearly two weeks to navigate the mountains on foot unless a pass is found. Any who are from anywhere in the Grand Duchy or the Plains of Mayfurrow will likely have heard of such a pass coming from the Vastness, known as the Talagar Pass (DC 10 Knowledge local, history, or geography, or Bardic Knowledge to have heard of the pass). Travel through Talagar Pass will only take four days.

Encounters in Talagar Pass

Talagar Pass may be quicker, but it is not necessarily a safe place to travel.

B. Ettin's Lair (EL 6)

The southern end of the Pass is the home to an ettin. He has lived here for years, and has taken to harassing those who travel the pass for a toll, to supplement his hunting and other means of supporting himself. Travel has been light, and he is hungry, so he will demand a high toll or attack the party for food.

Ettin: CR 6; SZ L Giant; HD 10d8+20; hp 65; Init +3; Spd 30 ft.; AC 18 (-1 size, -1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18; BAB/Grp +7/+17; Atk morningstar +12 melee (2d6+6) or javelin +5 ranged (1d8+6); Full Atk 2 morningstar +12 melee (2d6+6) or 2 javelin +5 ranged (1d8+6); Space/Reach 10 ft./10 ft.; SQ low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills: Listen +10, Search +1, Spot +10; **Feats:** Alertness, Improved Initiative, Iron Will, Power Attack.

The Ettin's cave is nearby and he stores the fruits of his efforts there. There are lots of ram and yak bones scattered throughout the cave. Among them is a sack with 500 gp in it and another with 1,000 sp.

C. Troll Cave (EL 5)

Near the northern edge of Talagar Pass just before it opens into the plains of the Vastness, a solitary troll has made his lair. He survives through hunting, but suitable prey is scarce, so he will attempt to hunt whatever passes through the pass, including the heroes if they travel through the Pass.

Troll: CR 5; SZ L Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +4/+14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA rend 2d6+9; SQ darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6; **Feats:** Alertness, Iron Will, Track.

In the troll's cave lie the remains of past victims and what the troll has gathered over the years. In two sacks are a total of 1000 gp. Amid the debris is a bone tube containing a scroll with three arcane spells — *eyebite* (caster level 11), *cone of cold* (caster level 9), and *summon monster VI* (caster level 11).

Random Encounters in the Mountains

There are dangers throughout the mountains, as well as in Talagar Pass. When traveling anywhere in the Azure Mountains, including in the Pass, the DM should roll a d20 and check the table below 3/day to determine possible encounters.

Roll	Result
1-2	Giant eagle (EL 3) see MM.
4-6	8 goblin raiders (EL 4) see MM.
7	Griffon (EL 4) see MM.
8	Fyr with a dire goat (EL 3) see below
9-20	No encounter

The Fyr and Dire Goat

This is a small fey who prefers the company of animals and makes its home in the mountain passes with its animal companion, the dire goat.

Fyr: CR 2; SZ S Fey; HD 2d6+2; hp 9; Init +1; Spd 30 ft.; AC 15 (+1 Sz, +1 Dex, +3 natural), touch 12, flat-footed 14; BAB/Grp +1/-3; Atk/Full Atk Butt +3 melee (1d4+1) or small longsword +4 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ DR 5/cold iron, low-light vision, speak with animals, SR 15, weapon attunement; AL N; SV Fort +1, Ref +4, Will +4; Str 13, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills: Appraise +4, Bluff +4, Craft (jewelry making) +6, Handle Animal +8, Hide +6, Knowledge (Nature) +6, Listen +4, Sense Motive +3, Spot +4, Survival +6; **Feats:** Alertness.

Spell-Spell-like Abilities: 4/day- *mass charm animal* (functions as charm animal but allows fyr to charm up to 4 HD of animals) (DC 12); 3/day- *warp wood* (DC 13); 1/day- *pass without trace* (DC 12) caster level for all is 9th;

Weapon Attunement (Su): Fyr become attuned with weapon they wield giving it a +1 attack bonus as if a masterwork weapon (does not stack with enhancement from magic or masterwork weapons). See *Tome of Horrors II*.

Dire Goat: CR 3; hp 22; see Appendix 3.

Part III: The Vastness

Travel through the Vastness

Once through the Azure Mountains, the party must travel the desert wastes of the Vastness. Daytime tem-

peratures average 95 degrees or higher, but at night the temperature drops to the low 30's, so it is a very harsh environment.

Almost entirely surrounded by mountains, the Vastness is a desert waste that defies explanation. Legends claim its origins are magical in nature. Large and mysterious rock formations are scattered throughout the vastness. Some resemble mounds; others are entrances to subterranean caverns and tunnels. The origins and purpose of these formations are unknown. It will take the party 3-4 days of traveling the Vastness to reach the ruins of Riordan's Library.

Encounters in the Vastness

The climate is not the only challenge in the Vastness. Danger comes in many forms.

D. Basilisk Cave (EL 5)

One of the mysterious rock formations here houses a series of caves. One of the caves is the lair of a basilisk. During the daylight hours it likes to bury itself in the sand and lie in wait for prey (+4 to hide checks). In the evening it rests within its cave.

Basilisk: CR 5; SZ M Magical Beast; HD 6d10+12; hp 45; Init -1; Spd 20 ft.; AC 16 (-1 Dex +7 natural), touch 9, flat-footed 16; BAB/Grp +6/+8; Atk/Full Atk Bite +8 melee (1d8+3); Space/Reach 5 ft./5 ft.; SA petrifying gaze; SQ darkvision, low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11.

Skills: Hide +0 (plus circumstance bonus), Listen +7, Spot +7; **Feats:** Alertness, Blind-fight, Great Fortitude; AL: N; CR5).

E. Lamia Lair (EL 6)

As the party approaches this rock formation, they will hear the sound of lapping water and see a couple of large palm trees offering shade and a respite from the sun. It looks like a small inviting oasis. It is really an illusion cast by the lamia who lairs here to lure them into its trap. As the party approaches, it will charge and attempt a spring attack to drain as many people as it can before attempting to use its *deep slumber*, *suggestion* and *charm* spells to incapacitate its victims. If things begin to turn against the lamia, it will use its ring of the ram to try to decrease the number of opponents able to stand against it.

Lamia: CR 6; SZ L Magical Beast; HD 9d10+9; hp 58; Init +2; Spd 60 ft.; AC 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16; BAB/Grp +9/+17; Atk Touch +12 melee (1d4 wisdom drain) or dagger +14 melee (1d6+6) or claw +12 melee (1d4+4); Full Atk Touch +12 melee (1d4 wisdom drain) or dagger +14 melee (1d6+6) and 2 claws +12 melee (1d4+4); Space/Reach 10 ft./5 ft.; SA ring, spell-like abilities, wisdom drain; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +7, Ref +8, Will +7; Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills: Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3,

Spot +11, *Feats*: Dodge, Iron Will, Mobility, Spring Attack.

Spell-Spell-like Abilities: At will—*disguise self*, *ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14); 1/day—*deep slumber* (DC 14) Caster level 9 for all.

Possessions: The lamia wields a +2 dagger, wears three finely crafter gold bracelets worth 1,000 gp each, and wears a ring of the ram with 20 charges.

In a shallow cave that the lamia uses for shelter are the remains of several victims.

F. Sand Kraken Lair (EL 8)

The sand kraken is a large sand-dwelling octopus-like creature. It lurks under the sand waiting for prey. It will reach its tentacles up through the sand to attack. The tentacles are AC 20 and have 15 hp each, and will be severed when reduced to 0 hp (severed tentacles grow back in 1d4 days). Damage to the tentacles does not harm the sand kraken itself, whose body is buried deep beneath the sand. It will attempt to grab and constrict with its tentacles and draw victims down through the sand to its slaving maw to consume them.

Sand Kraken: CR 8; SZ L Aberration; HD 8d10+56; hp 100; Init -5; Spd 0 ft.(immobile in the ground); AC 17 (-1 size, +8 natural), touch 9, flat-footed 17; BAB/Grp +6/+19; Atk Tentacle +11 melee (1d6+5); Full Atk 10 tentacles +11 melee (1d6+5) and bite +6 melee (2d6+2); Space/Reach 10 ft./10 ft. (30 ft. with tentacle); SA constrict 1d6+5, improved grab, tentacles; SQ camouflage, tremorsense 60 ft.; AL N; SV Fort +9, Ref -, Will +6; Str 20, Dex -, Con 25, Int 2, Wis 10, Cha 1.

Skills: Listen +11; **Feats:** Improved Initiative, Power Attack, Weapon Focus (tentacle).

See *Tome of Horrors II*.

Random Encounters in the Vastness

Traveling in the Vastness is dangerous. DM's should check for encounters 4/day by rolling a d20 and consulting the following table.

Roll	Result
1-3	4 dire bats (EL 5) see the MM.
4-5	3 hellhounds (EL 5) see the MM.
6-8	Bat swarm (EL 2) see the MM.
9	Sand stalker (EL 5) see below.
10-20	No encounter.

Sand Stalker

The sand stalker is 12-foot long aggressive hunter spider with a voracious appetite that burrows into the sand leaving only the front legs exposed. These legs catch the wind and produce an eerie haunting flute-like music that attracts prey (DC 15 Will save or be captivated by the music and approach it). The stalker attacks any who come to investigate the sounds.

Sand Stalker: CR 5; SZ L Magical Beast; HD 6d10+12; hp 45; Init +7; Spd 50 ft., burrow 30 ft.; AC 16 (-1 size, +3 Dex +4 natural), touch 12, flat-footed 13; BAB/Grp +6/+13; Atk/Full Atk Bite +9 melee (1d8+6 plus poison); Space/Reach 10 ft./5 ft.; SA attraction, poison; SQ darkvision 60 ft. low light vision, tremorsense 60 ft.; AL N; SV Fort +7, Ref +8, Will +3; Str 19, Dex 17, Con 15, Int 4, Wis 12, Cha 2.

Skills: Hide +14, Jump +21, Listen +3, Spot +13, **Feats:** Alertness, Improved Initiative, Skill Focus (hide).

Poison (Ex): Injury Fortitude DC 19 negates, initial damage is paralysis for 1d4+1 rounds. Secondary damage is 1 point of strength damage each round victim is paralyzed.

See *Tome of Horrors II*.

Part IV: The Lost Library of Riordan

Overview:

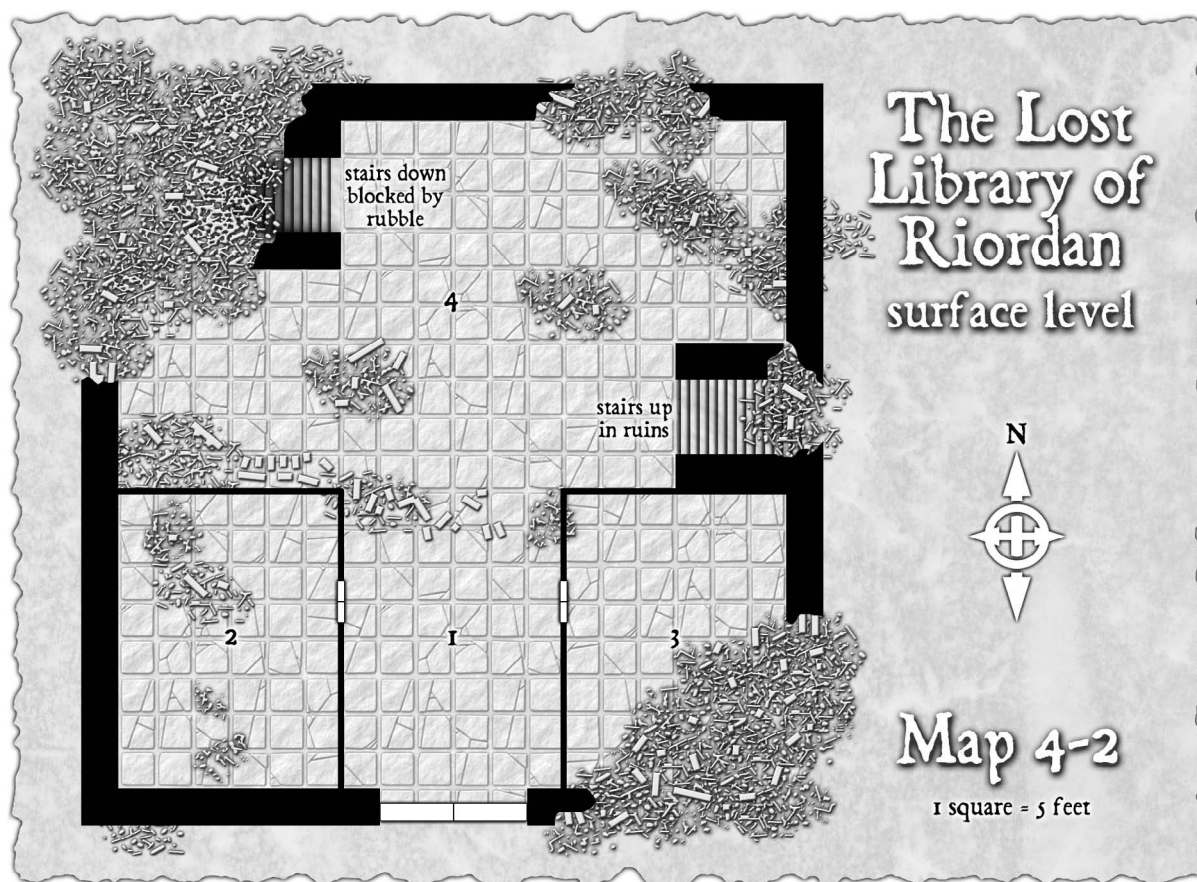
The upper level of the library is mostly in ruins. This was once a 100 ft. square two-story structure, but the building has collapsed in on itself. Some of the exterior walls and a few of the support walls of the interior remain standing. Large piles of rubble dominate the area. The surviving exterior walls range in height from 5-15 feet tall; the interior walls that survive are 8-10 feet tall. The great bronze gilded double doors and entry arch to the library also remain standing. The top floor, which has been completely destroyed, housed guest and visitors, as well as kitchens and servants quarters. The main floor held the library's general collection and reading rooms where volumes could be brought to guests for perusal. The subterranean level was where Riordan and his personal staff had their quarters and where the rare volume collection was kept, the underground climate better preserving these volumes.

The surface level has become the lair of a few desert predators. A large monstrous scorpion has made a nest in the rubble of the exterior walls in the southeast corner of the library. The interior of the library has become the lair of a young blue dragon, which likes to lie and sun itself on the stone floors of the library during the heat of the day.

The Library: Surface Level

I. Foyer

The grand bronze double doors open into what must have been an ornate foyer. The archway and bronze doors at the far end of the foyer have been destroyed and lie in ruins on the floor. The floor of the foyer is marble, and the walls beautifully worked stone. A pair of silver-embossed double door is on each side of the foyer.



2. Reading Room

This is the only portion of the surface level that has part of its roof intact. Opening the doors to this room reveals what must have once been a reading room. Broken fragments of tables and chairs litter the room. Holes in the ceiling let rays of light into this otherwise dark room. Rubble and trash litter the room, and a fine layer of dust and sand covers everything.

3. Reading Room (EL 3)

The entire southeast corner of this room is a pile of collapsed rubble. This room looks to have been another reading room. In the pile of rubble, a large monstrous scorpion has made its nest. It will rush to attack any who approach the pile of rubble.

Monstrous Scorpion: CR 3; SZ L Vermin; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flat-footed 16; BAB/Grp +3/+11; Atk Claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); Space/Reach 10 ft./5 ft.; SA constrict (1d6+4), improved grab, poison; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1 Will +1; Str 19, Dex 10, Con 14, Int –, Wis 10, Cha 2.

Skills: Climb +8, Hide +0, Spot +4.

Poison (Ex): Injury, Fort DC 14 initial and secondary damage each 1d4 Con.

4. Library Stack Room (EL 6)

This room once held the main stacks of the library. Large areas have collapsed and lie in ruins. In the southeast corner of the room, a grand stairway that once led to the upper level rises 10 feet in the air before ending in a collapsed ruin. This area of the ruins has been taken as a lair by a young blue dragon. The dragon lies sunning itself after making a hunting run through the desert (if it is evening, the dragon lies asleep after a hunt).

The dragon will fight viciously to protect its lair and hoard. If the party engages in combat within earshot of the library -- especially if they fight the scorpion -- there is a good chance the dragon will hear it and move to attack them before they reach his lair. The dragon never approaches the scorpion nest, but allows the scorpion to live, believing it serves as a protection for its lair and a deterrent to any treasure seekers.

Young Blue Dragon: CR 6; SZ M Dragon; HD 12d12+24; hp 102; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 21 (+11 natural), touch 10, flat-footed 21; BAB/Grp +12/+15 Atk Bite +15 melee (1d8+3); Full Atk Bite +15 melee (1d8+3), plus 2 claws +13 melee (1d6+1) plus 2 wings +13 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA breath weapon (6d8 electricity damage, Reflex Save DC 18 for 1/2 damage), spell-like abilities; SQ immune to electricity; AL LE: SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.



Skills: Bluff +16, Concentration +9, Hide +15, Intimidate +4, Listen +10, Spellcraft +16, Spot +10; **Feats:** Alertness, Flyby Attack, Hover, Multiattack, Wingover.

The young dragon has a small hoard, much of which he keeps in the southwest corner of the room. Its hoard consists of 4,000 gp, five rubies worth 200 gp each; and a +1 longbow. When he is stretched out sunning himself, he often lies on top of his hoard of coins. There is always a chance the dragon is not at home and out hunting when the party arrives. The way down (see Area 4a) will take some time to clear, so the GM can build tension and have the party working against time to clear the stairwell before the dragon returns if you wish, or save the dragon encounter for when the party emerges from the lower level as a final obstacle before leaving.

4a. Stairway to Underground Level

In the northwest corner of the main stack room, a grand stairway descends down to the basement level. Collapsed rubble blocks the stairwell. There is enough room for two people to work at clearing rubble. Two people can clear the rubble in one hour, one person will take two hours. If the scorpions have not been destroyed, the digging will attract their attention, and the may attack the workers.

The Library: Lower Level

4b. Stairway landing glyph (EL 5)

Once the rubble is cleared, anyone can descend the stairwell. At the bottom of the once ornate stairwell

is a landing. The walls of the landing and the bottom step are filled with glowing glyphs. This is the warding spell Acregor cast to prevent Riordan from returning to the library. It also served to trap some of his strike force and the library staff within. The ward will instantly *disintegrate* any with the outsider or undead sub-type who cross through the landing or step on the bottom step. It also prevents any type of extra-planar or extra-dimensional travel to or from the lower level. Spells like teleport, dimension door, or gate will not function on the subterranean level.

Any other type of creature that passes through the wards will take 3d8 points of sonic damage (DC 15 Fortitude for 1/2 damage). The ward is not disabled if someone passes through it; it resets itself until dispelled. The ward also distorts the passage of time within, creating a sort of stasis field, where those on this level have not felt the passage of time as acutely as they should have. Centuries have passed but it seems only decades to those trapped within. Those within are all undead or extra-planar, so the passage of time does not mean much to them anyways. These wards have a caster level of 15 to determine DC to dispel.

Glyphs (blast) Trap: CR 5; spell; spell trigger; automatic reset; spell effect: *sonic blast* 3d8 sonic damage; DC 15 Fortitude save half damage; Search (DC 15), Disable Device (DC 28).

5. Grand Hallway

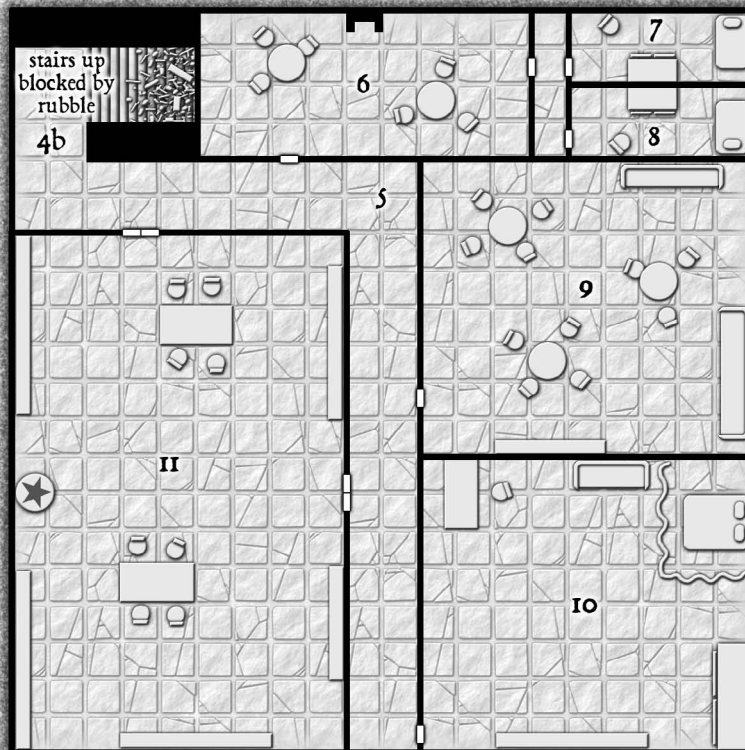
This hallway goes from the stairwell through the lower level. Most of the rooms on this level are off the Grand Hallway. The floor and walls of the Grand Hallway are an ornate blue tinted marble. Lush car-

The Lost Library of Riordan subterranean level



Map 4-3

1 square = 5 feet



pets once adorned the floor, but are shredded to tatters and lie scattered about the hallway. Intricately designed gold sconces line the marble walls at 10 ft. intervals to hold torches, but they are all empty. Torn fragments of tapestries hang near the tops of the walls, but not enough remains to reveal what any of them depicted. The doors of Grand Hallway are all mahogany with gold and silver embossed patterns on them. Sun, moon, and starbursts are the most common patterns seen.

6. Staff Room (EL 5)

This large room looks as if it was set up as a living area. Several chairs and tables are scattered around the room. A small hearth is on the wall opposite the door. The floor and walls here are of worked stone, not the lavish marble of the Grand Hallway. As the party enters the room, all should roll a Listen check (DC 13). Any succeeding will hear a low muttering whisper coming from the direction of the far door. After about three rounds, a wraith will enter the room through the door, but the whispering will not cease. The wraith came from room 8; the whispering is coming from room 7. The closer the party gets to the door, the louder the whispering gets. When the door opens it becomes even louder, and the words are almost intelligible but not quite. It sounds like gibberish.

The wraith is the restless spirit of one of the librarians who was trapped here. He was killed by the devil in room 11, but his spirit could not pass on through the wards and so was born into undeath as a wraith.

The wraith despises the living after his centuries of captivity and will seek to destroy the party.

Wraith: CR 5; SZ M Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grp +2/- Atk/Full Atk Incorporeal Touch +5 melee (1d4 plus 1d6 Con); Space/Reach 5 ft./5 ft.; SA constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); **Feats:** Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

7. Librarian's Quarters (EL 3)

The whispers grow louder closer to the door. Inside the room is the restless undead spirit of one of the assistant librarians, who was driven to madness and committed suicide here. His spirit was trapped and he survived on as an allip. The allip appears as a vaguely humanoid but featureless mass of writhing fog-like substance trailing away into vapor from the waist down. A mass of fog like vapor trails behind it as it moves around the room. The whispering effect continues unabated, and now that it is not buffered by doors and hallways the characters can hear its full effects. All sane creatures within 60 feet must make a

Will save (DC 16) or be affected as by a hypnotism spell for 2d4 rounds.

The room is comfortably furnished. A bed, plush chair, small writing desk and chair, and a wardrobe are the only pieces of furniture. The wardrobe is filled with plain clothes. On the writing desk is a journal. It appears it was new and hardly used. There is only one entry, which talks about Riordan's decision to leave the library and travel to visit his old companion the coatl Nerith on the Isle of the Blessed Serpent. See Appendix 7 for a player's aid of this particular entry.

Allip: CR 3; SZ M Undead (Incorporeal); HD 4d12; hp 26; Init +5, Spd Fly 30 ft. (perfect); AC 15 (+1 Dex +4 deflection), touch 15, flat-footed 14; BAB/Grp +2/- Atk/Full Atk Incorporeal Touch +3 melee (1d4 Wisdom Drain) Space/Reach 5 ft./5 ft.; SA babble, madness, wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); **Feats:** Improved Initiative, Lightning Reflexes.

8. Librarian's Quarters

This room is furnished almost exactly like Area 7. This was the quarters of the librarian who became the wraith from Area 6. He was left in charge when Riordan left. There is a letter from Riordan on his writing desk. Much of it goes over trivial day-to-day affairs he will have to deal with in Riordan's absence. The letter says Riordan expected to be gone a month or two at most. He warns that a delegation from Acregor was expected some time in that span, and to be wary as his old companion Acregor had not seemed himself for some time. Riordan points out the mage's arrogance and irritability had grown immensely over the years and to be careful not to insult the visitors he sent to make use of the library. Little did either man suspect that this party was not one of scholars, but a fiendish strike force!

9. Reading Room (EL 4)

This room appears to have been a reading room. Several tables, chairs, and long low sofas are set up in the room. One of the sofas has been torn to shreds. A goblin-like figure sits at one of the tables. It will turn to look at any who enter and then begin to use its spell-like powers to weaken the party. The "goblin" is actually a barghest that has used its shape change powers. The barghest is part of the fiendish force, which destroyed the library and was trapped here. During the assault it managed to feed on some of the library staff and has become bigger and stronger, but has not fed enough to become a greater barghest.

Barghest: CR 4; SZ M Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 7d8+14; hp 41; Init +6; Spd 30 ft.; AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17, BAB/Grp +7/+11; Atk Bite +11 melee (1d6+4); Full Atk bite +11 (1d6+4) and 2 claws +6 melee (1d4+2); Space/Reach 5 ft./5 ft.; SA spell-like

abilities, feed; SQ change shape, DR 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +7 Ref +7 Will +7; Str 18, Dex 15, Con 14, Int 14, Wis 14, Cha 14.

Skills: Bluff +12, Diplomacy +7, Disguise +2(+5 acting), Hide +12, Intimidate +13, Jump+14, Listen +12, Move Silently +11, Search +12, Survival +12 (+14 following tracks); **Feats:** Combat Reflexes, Improved Initiative, Track.

Spell-Spell-like Abilities: At will-blink, levitate, misdirection (DC 14), rage (DC 15); 1/day charm monster (DC 16), crushing despair (DC 16); Caster level 7 (remember the ward does not allow spells like *blink* or *dimension door* to function inside this level, unless it is dispelled). *Shapechange* is a standard action. In wolf form may pass without a trace as a free action.

10. Riordan's Quarters

This is a large and comfortable room. In one corner is a large bed with a lace curtain hanging around it. A long silk covered sofa, desk and chair, bookcase, and wardrobe also furnish the room. Near the chair, stands a bookstand with a closed book upon it. A fine layer of dust covers everything as if undisturbed for centuries.

The bookcases are filled with books on all sorts of mundane topics. Many are simple songbooks, collecting folk songs from centuries before. In a drawer in the desk is a small journal that Riordan kept. Parchment, inks, and quills fill the rest of the drawer. The journal is a simple record of day-to-day affairs of running the library, most of it dull and drudgery. The last entry may interest the party, as it records why Riordan is leaving the library, and discusses Acregor (the text of the last entry is included in Appendix Seven: Documents for Players). The wardrobe is filled with fineries and simple clothes. Under the wardrobe is a lockbox that Riordan kept the library's funds in. Inside this locked box are four sacks with 250 gp each, a bag with 250 pp and three 1000 gp diamonds. No one but Riordan knew where this was kept. Despite the luxurious trappings, Riordan led a simple lifestyle and did not have much in the way of personal possessions. Most of his wealth and resources went towards building the library's collections and upkeep of the building.

The most interesting item in the room though is the book upon the bookstand. It seems to be snoring when the heroes enter. If the PC's make any noise in the room, the book will stop snoring, snap open and make a yawning sound. It will then greet the heroes and welcome them. It is a *tome of telling* (see Appendix Five) dedicated to the *Rainbow Harp*. If asked about the harp it will say the following:

"The harp, crafted by the dwarves and gnomes, was used to overcome an ancient evil. It was returned to Abad Durahai where it still rests."

Most characters should be familiar with Abad Durahai, the dwarven city under the Azure Mountains. The locate object ability of the book will only tell that the harp lies approximately one week east of the library. The tome is especially gregarious, and will take any and every opportunity to strike up a

conversation. After all, it has been alone with no one to talk to for a long time. It will constantly ask for news and gossip and most especially news of its friend Riordan. It is unaware of what has befallen the library outside Riordan's chambers.

II. Rare Volume Stacks (EL 7)

This large well-appointed room is where Riordan housed the rare volumes the library had acquired. Unfortunately, because of the wards, a handful of devils has been trapped inside here for centuries.

Among those trapped was a bearded devil that was part of the attack force. Before the ward took affect he had summoned a half-dozen lemures. They have spent the centuries venting their rage in a savage act of destruction on the books. Volumes are torn and shredded and spread all over the room. Tables lie overturned and smashed. Chairs broken into splinters litter the floor. Among the litter and the scraps of books are a few salvageable sections. If the party searches they may find a usable section of the History of the Harp that tells of what happened to the harp and strings upon the completion of the quest, and another which repeats the lay of the Harp which they may have heard among the Ontogshorsai (see Appendix Seven: Documents section for the texts of these excerpts).

The devils are enraged at being trapped here, and will attack anything to vent their rage. The bearded devil will enter into battle frenzy almost immediately, and once he loses half his hit points will cast aside the glaive and try to grapple, claw, and use his beard to infect opponents with devil chills.

Bearded Devil: CR 5; SZ M Outsider (Evil, Extraplanar, Lawful); HD 6d8+18; hp 45; Init +6; Spd 40 ft.; AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; BAB/Grp +6/+8; Atk Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2); Full Atk Glaive +9 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA infernal wound, beard, battle frenzy, summon devil; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire, and poison, resistance to acid 10 and cold 10, see in darkness, spell-like abilities, SR 17, telepathy 100 ft.; AL LE; SV Fort +8 Ref +7 Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; **Feats:** Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Spell-like Abilities: At will Greater teleport caster level 12.

Infernal Wound: Loses additional 2 hp/round, does not heal naturally and resists natural healing; continued hp loss can be stopped with a DC 16 heal check or casting a cure or heal spell. However, any attempting to cast a *cure* or *heal* spell must succeed on a DC 16 caster level check or the spell has no effect on the injured character.

Beard: If devil hits a single opponent with both claws it automatically hits with its beard. Affected creature takes 1d8+2 points of damage and must make a DC 16 fortitude save or be infected with devil chills incubation period 1d4 days, (damage 1d4 Str), damage is dealt each day until the afflicted creature makes three consecutive Fort saves, the disease is cured magically, or the creature dies

Battle Frenzy: 2/day a bearded devil may work itself into a battle frenzy similar to barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty) lasts for 6 rounds and devil suffers no ill affects afterwards.

Summon Devil: 1/day can attempt to summon 2d10 lemures with 50% chance of success or another bearded devil with a 35% chance of success, ability equivalent to 3rd level spell.

Remember due to wards, summoning and teleport will not work for the bearded devil.

Lemures (6): CR 1; SZ M Outsider (Evil, Extraplanar, Lawful); HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grp +2/+2; Atk claw +2 melee (1d4); Full Atk 2 claws +2 melee (1d4); Space/Reach 5 ft./5 ft.; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness; AL LE; SV Fort +3 Ref +3 Will +3; Str 10, Dex 10, Con 10, Int-, Wis 11, Cha 5.

Part V: Resolution and Aftermath

The heroes still have to return to the surface and make their way out of the Vastness. They should have enough clues to lead them to Abad Durahai, the city of the dwarves, but may seek other parts of the harp first. Remember, do not railroad them in any particular direction, but keep in mind the adventures to recover the pieces may be beyond their ability if they approach them in a different order. If necessary scale the upcoming adventures or create more clues to get them back on track, but if they decide to pursue the pieces in a different order, roll with it and have fun.

Ad Hoc Experience Awards

Action	Award
Learning Harp lies in Abad Durahai	2,000 XP
Recovering information on location of strings	1,000 XP
Recovering the book of telling	1,000 XP

Chapter Five:

The Caverns of Abad Durahai

The characters should be between 5th and 7th level when beginning this adventure.

Part I: Introduction and Overview

After gaining the information about the *Rainbow Harp* from the remains of Riordan's library, the party will have to begin tracking down and recovering the pieces. The harp itself lies in the dwarven city Abad Durahai, which lies in the southern edge of the Azure Mountains east of the library. If the party is following Riordan's trail to Nerith's Island, the city lies along the way. If they have the tome of telling it will lead them here.

Traveling along the Shepherd's Crook and in the Azure Mountains

The heroes will likely travel along the Crook or through the mountains to get to Abad Durahai. Use the encounter tables for these areas provided in Chapter 4 to generate encounters while they are traveling.

Recent Events in Abad Durahai

Abad Durahai was a thriving dwarven city and the capital of the dwarven kingdoms. All that changed a few days ago. The Svirkneblin have long considered the dwarves the biggest threat to their autonomy and sovereignty in the under-realms. They saw an opportunity to pursue both their goals of domination and of pursuing the great experiment and have these efforts coincide here at Abad Durahai.

About a week ago the first scouts for the Svirkneblin arrived in the area. They began to release the Grey Death into some of the outer areas of the dwarven settlements. The plague spread slowly at first, but reached the city proper three days before the PCs arrive. All but a small enclave of dwarves were wiped out by the Grey Death and have become plague ghouls. Most have left the city to wander through the underdark and through the mountains.

The enclave of survivors have taken the cities greatest treasures, the Rainbow Harp and the Forge of Barator and fled into the mines, hiding from the plague ghouls and the Svirkneblin agents. Svirkneblin raiders have moved into the city itself and are now in the process of stripping it of all of its valuables.

Acregor has sent agents to recover the harp; the lich having just recently learned of its location.

Karn and Wicarbon (if they survived their encounter with the heroes in adventure 2, if not another ogre mage agent will be the sole representative of Acregor here) are in the city working with the Svirkneblin. Parties of Svirkneblin and their slaves search through the caverns seeking the dwarven survivors.

The party will have to infiltrate the city, avoid capture or death at the hands of the Svirkneblin, find the dwarven survivors to recover the harp and get out alive. All in a days work for these heroes.

Part II: The City of Abad Durahai

Abad Durahai is an marvel of dwarven ingenuity. The entire city is built into an underground cavern. The dwarven structures have actually been built into the sides of the cavern (reminiscent of pueblo of cliff-dwellers in the American southwest). The entrance to the dwarven city is the Massive Gate of Barator in the Azure Mountains. A 30-foot high 75-foot long tunnel extends from the gate to the cavern itself.

A large fountain, supplied by an underground spring, dominates the center of the cavern. The central roof over the central plaza rises up about 275 feet. Two main avenues exit the plaza to the east and to the west in addition to the route from the gate leading from the south. To the north of the plaza, carved into the side of the plaza is the Hall of the Mountain King. Surrounding the central plaza are four complexes (two consist of residences and shops, one the military headquarters, and one administrative offices) carved into the cavern walls and rising up about 100 feet on the cliff walls. There is the equivalent of five stories in each structure. Each of these complexes was large enough to hold a few thousand dwarven citizens. The total population of Abad Durahai was about 15,000 but not all lived in the central cavern complex. Each of the major avenues leads to the dwarven mines, and small settlements of miners throughout were a part of the overall dwarven city.

Encounters in the Mines

To check for encounters anywhere in the dwarven city or mines, roll a d20 and consult the table on the following page:

Roll	Result
1-4	4 Dwarven Plague Ghouls
5-6	Goblin slave search party
7-8	3 Svirfneblin scouts
9	Karn and Wicarbon
10-20	No encounter

Encounter Details

Dwarven Plague Ghouls: Spd 20 ft. instead of 30 ft.; otherwise same as detailed in Appendix 2: New Monsters.

Goblin Slave Search Party: The search party consists of six goblins and their master, a Svirfneblin Warrior. The Svirfneblin warrior will have a battle horn that he will sound if the search party cannot take intruders prisoners. When sounded 1d4 svirfneblin scouting parties and 1d6 goblin slave search parties will come to investigate.

Goblins (6): CR 1/3; SZ S Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1, Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather, +1 light shield), touch 12, flat-footed 14; BAB/Grp +1/-3; Atk/Full Atk Morningstar +1 melee (1d6) or javelin ++2 ranged (1d4); Space/Reach 5 ft./5 ft.; SQ darkvision 60 ft.; AL NE; SV Fort +3 Ref +1 Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; **Feat:** Alertness.

Possessions: Possessions: Leather armor, light shield, morning star, 2 javelins.

Svirfneblin War1: CR 1; SZ S Humanoid; HD 1d8+4; hp 8; Init +1, Spd 30; AC 21 (+1 size, +1 Dex, +4 Dodge, +4 chain shirt, +1 buckler), touch 16, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk heavy pick melee +1 (1d4/x4) or light crossbow +3 ranged

(1d6/19-20); Space/Reach 5 ft./5 ft.; SA; spell-like abilities; SQ gnome Traits, Svirfneblin traits, SR 12; AL NE: SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10 Wis 11 Cha 4.

Skills: Hide +4 (+6 Underground), Listen +2, Spot +2; **Feats:** Toughness.

Spell-like Abilities: 1/day *blindness/deafness* (typical save DC 13), *blur*, *disguise self*, Caster level 1.

Possessions: Chain shirt, buckler, heavy pick, light crossbow, 20 bolts.

Karn and Wicarbon: These agents of the Acregor Cabal are in the city if they survived Chapter 2; see the appendix for their stats. They are searching for clues as to where the dwarves may have hidden the harp.

Key to the City Proper

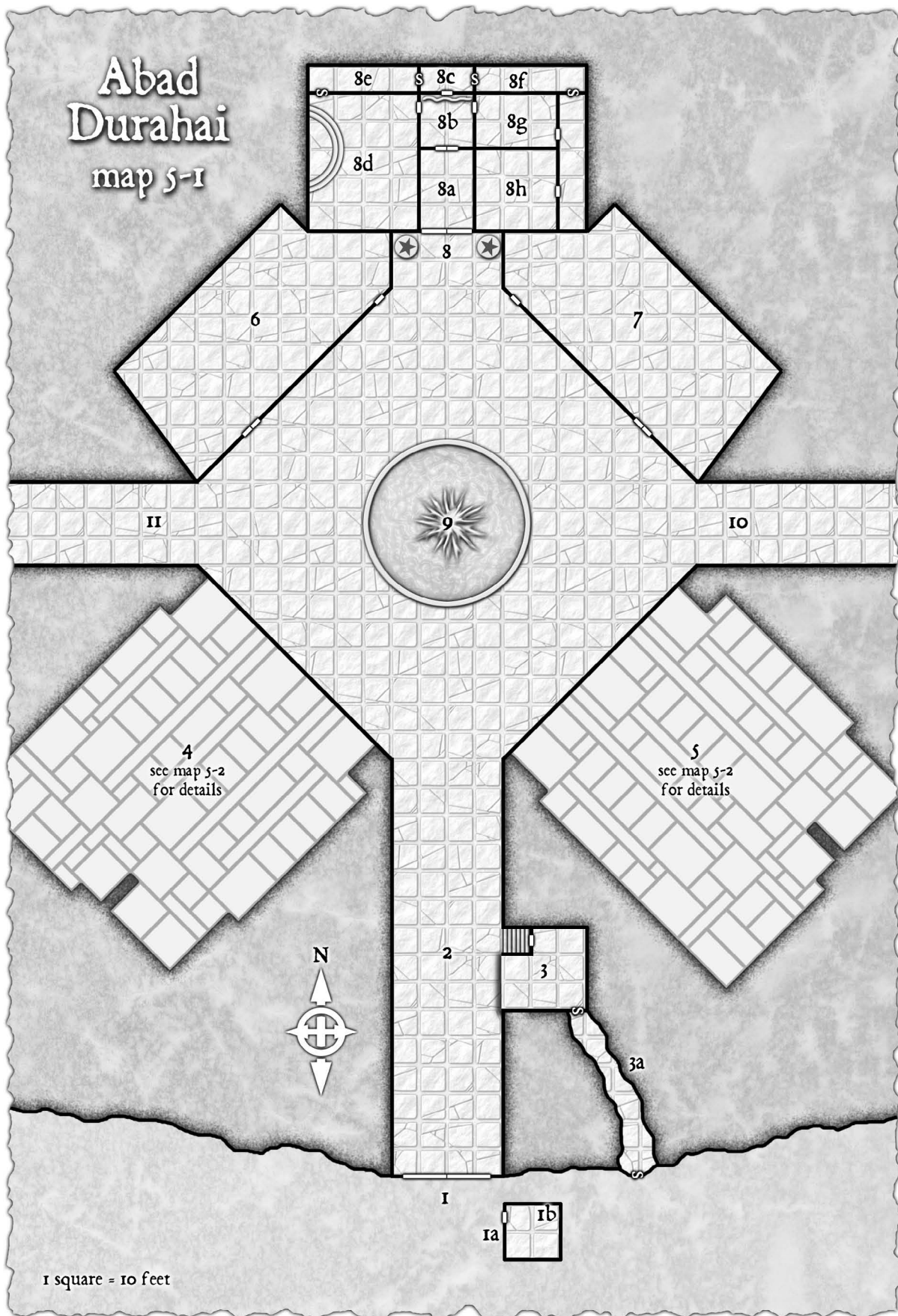
1. The Azure Gate

This is the gateway into the mountain kingdom of the dwarves. A pair of massive gilded doors protects the entrance into the realm of the dwarves. The doors stand 20 feet high, and each is 10 feet wide. The doors are stone encased in bronze embossed with mithril and silver. The motif on the door is that of the giant hammer and forge, the symbols of Barator, Lord of the Forge. The doors can be bolted from the inside. Otherwise, the mechanism to open the doors is inside the gatehouse (Area 1A).

1a. Gatehouse (EL 5)

This was once a dwarven outpost manned by dwarves from the city. A force of a half dozen dwarves was stationed here. The dwarves operated the mechanism to open and close the gates. They also had an





emergency lock, which dropped a bar into place, locking the doors and warning the dwarves within the mountain of danger. The bar can only be removed from inside the mountain. A few days ago, the plague infected the city. The dwarves here were infected and transformed into plague ghouls before they were aware of the danger. The plague ghouls have been locked inside since, and are still here. They will attack any who enter the gatehouse.

The gatehouse doors are locked (DC 18 to pick). The mechanisms to open the gate and the emergency lock are still operative. The lock mechanisms are located at Area 1b on the map.

Plague Ghouls (6): CR 1; hp 7; see Appendix 2.

1b. Gate Mechanism

There is a series of five levers that stand upright and set upon a large square bronze casing. The whole mechanism is quite complicated, requiring a DC 20 Knowledge (engineering) to be able to fathom the intricate mechanisms and how they work. Their function can be discovered through trial and error though.

There are four levers of roughly the same size, and one larger lever. Lever 1 opens the left gate and is currently pushed towards the wall. Pulling it away from the wall will cause the left gate to open. Lever 2 closes the left gate and is currently pulled away from the wall. Pushing it towards the wall will cause the left gate to close if it is open. Lever 3 opens the right gate in the same manner as lever 1 operates. Lever 4 closes the right gate in the same fashion. All of these levers spring back into their original position after they are pulled.

The larger lever operates differently. It currently is pushed towards the wall. If pulled away from the wall, both gates will close if opened, and a bar will slide into place. An alarm will sound in Areas 3, 6, and 8 alerting the military and royal court that the emergency lock has been operated. The lever does not snap back into place, needing to be manually reset after the bar has been removed and reset by those within the mountain. If the party sets off the emergency lock, they will have a very difficult time getting into the city (not impossible though — see Area 3a). Worse still, they will alert those inside of their presence.

2. The Grand Entry

This is a 20 foot wide, 75 foot long and 25 foot tall tunnel leading into the dwarven city. The walls are carved and worked smooth. Dwarven metal smiths and artisans have gilded the walls, and the floor looks like polished marble, but is an acid washed stone which is incredibly smooth. The technique for doing this is closely guarded by dwarven artisans and is one of their trademark designs, highly desired by those of wealth and taste throughout the lands. The gilding is

in intricate geometric patterns starting at a height of five feet up the walls and continuing to a height of about 15 feet. At that height, the walls begin to curve towards a peak as the ceiling is arched with its peak some 25 feet above the ground. It is a magnificent display of dwarven craftsmanship.

3. Observation Guard Room (EL 6)

About halfway down the grand hallway is a five foot wide stairwell. The narrow stairway climbs up to an observation platform 15 feet above the ground. Normally a force of six dwarves was stationed here to greet visitors and monitor access to the city.

This is no longer the case. A pair of Svirfneblin scouts lurks in the observation area now, monitoring who enters the city. The sorcerer will use his message spell to warn the main force if any intruders enter.

Svirfneblin Scout, Sor4: CR 5; SZ S Humanoid, Sor 4; HD 4d4+8; hp 23; Init +4; Spd 20 ft.; AC 19 (+4 dodge, +1 size, +4 Dex), touch 19, flat-footed 11; BAB/Grp +2/-3; Atk morningstar +1 melee (1d6-1) or light crossbow +7 ranged (1d6); Full Atk morningstar +1 melee (1d6-1) or light crossbow +7 ranged (1d6); Space/Reach 5 ft./5 ft.; SA spells, spell like abilities; SQ gnome Traits, Svirfneblin traits, SR 15; AL NE; SV Fort +5, Ref +7, Will +8; Str 8, Dex 18, Con 15, Int 12 Wis 14, Cha 14.

Skills: Concentration +9 (+13 for defensive casting), Hide +8 (+10 underground), Knowledge Arcana +2, Knowledge Dungeoneering +4, Listen +4, Move Silently +6, Spellcraft +8; **Feats:** Combat Casting, Stealthy.

Arcane Spells Known (6/7/4; base DC 12 + spell level): 0 — *acid splash, detect magic, message, read magic, resistance, touch of fatigue*; 1 — *color spray, shocking grasp, summon monster I*; 2 — *spectral hand*

Spell-like Abilities: 1/day — *blindness/deafness* (typical save DC 13), *blur, disguise self*, Caster Level 4.

Possessions: Morning star, masterwork light crossbow, spell components, *scroll with Summon Monster V* (he will use to summon a medium earth elemental if the party looks like too much of a challenge), 7 gp.

Svirfneblin Guard, Ftr2: CR 3; SZ S Humanoid Ftr 2; HD 2d10+4; hp 24; Init +3; Spd 20; AC 23 (+3 Dex, +4 dodge, +1 size, +4 chain shirt, +1 light steel shield), touch 18, flat-footed 16; BAB/Grp +2/0; Atk longsword +5 melee (1d6+2) or javelin +5 ranged (1d4+2); Full Atk longsword +5 melee (1d6+2) or javelin +5 ranged (1d4+2); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ gnome traits, Svirfneblin traits, SR 13; AL NE; SV Fortitude +7 Ref +5 Will +3; Str 15, Dex 17, Con 15, Int 13, Wis 13, Cha 11.

Skills: Climb +7, Hide +5 (+7 underground), Intimidate +5, Jump +7, Listen +3; **Feats:** Cleave, Power Attack, Weapon Focus (Longsword).

Spell-Spell-like Abilities: 1/day *blindness/deafness* (typical save DC 13), *blur*, *disguise self*, Caster level 2.

Possessions: Chain shirt, 3 javelins, longsword, potion of cure light wounds

3a. Secret Tunnel

A secret door in the rear of the observation room opens into a five foot wide tunnel. The tunnel opens into a small cave on the cliff-side. This was used in case of emergency for the dwarven guards to determine the nature of the threat, and allowed the dwarves in the gatehouse to gain entry into the mountain city after they dropped the emergency bar. A lever halfway down the corridor will collapse the entrance into the cave blocking it with stone. This was used to prevent enemies from using the tunnel to infiltrate the city after the gate was barred.

4. Dwarven Residential Complex

This is the large cliff dwelling complex of the dwarves. The cliff face rises 100-120 feet up and there are approximately 10 levels of dwellings in the cavern face. A carved stone staircase winds up to a 10-foot wide landing in front of each level. There are approximately 5-6 family dwellings on each level, for a total of 55 dwellings in the cliff face. Each is large enough to accommodate a family of 10-15 dwarves as each dwelling runs deep into the mountain, and can have

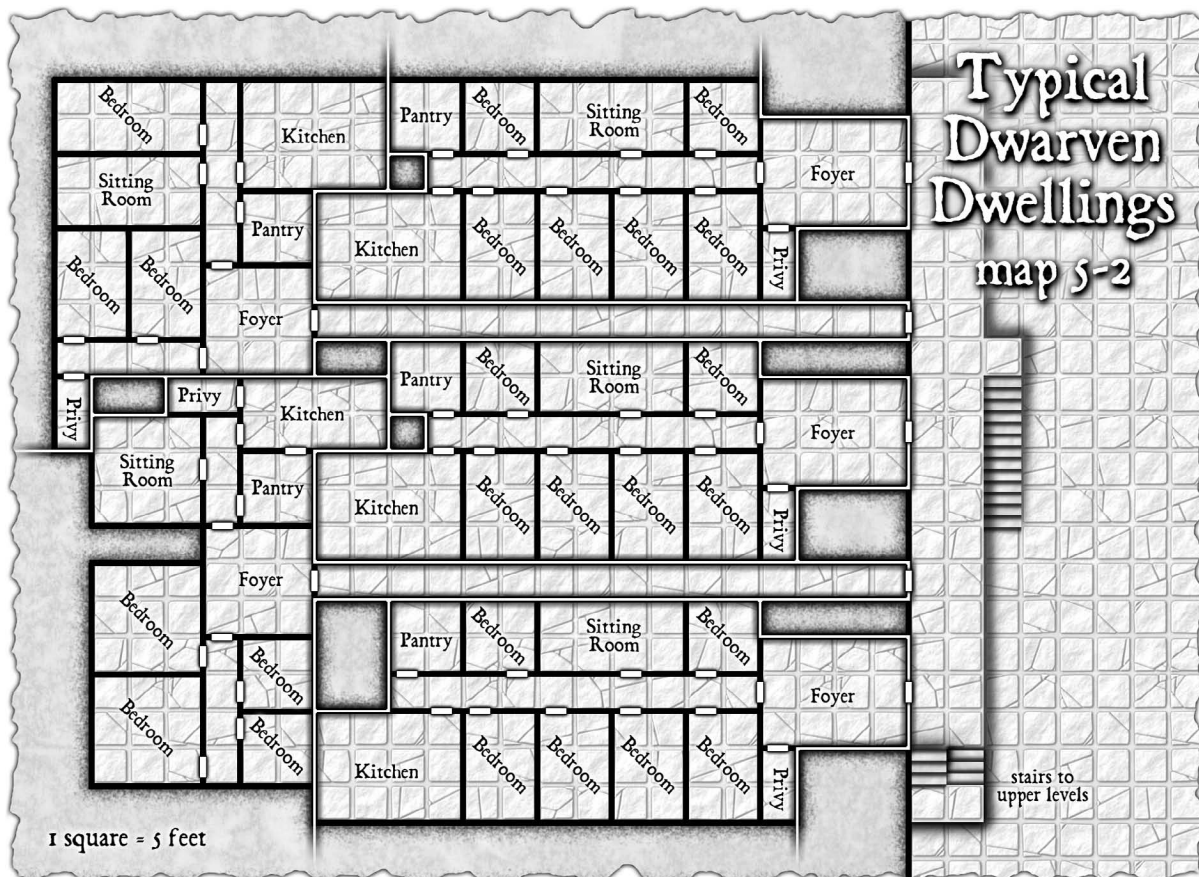
anywhere from 8-12 rooms delving into the mountains. The dwarves tended to live in extended families filling these dwellings to the brim.

If the party goes exploring through the complex, use the random encounter charts to see if there are any in the dwelling they enter. Check for each dwelling they search. There will be a lot of household objects, finely crafted items, dwarven sized armor and weapons and such in each dwelling. There is a 20% chance that 200-500 gp of coins, gems, or jewelry may be found in a dwelling in a locked chest, as it was the wealth of the family that lived there.

5. Dwarven Commercial and Residential Complex

This is a cliff dwelling similar to Area 4 in several facets. The major difference is that the bottom three dwellings are shops and artisan studios rather than residential areas. The top seven levels are residential areas laid out the same as Area 4. There are 35 family dwellings in these levels.

If the players explore these areas, again use the random encounter table to determine if there is anything in the dwelling. These dwellings were for the wealthier artisans so the chance of treasure increases to 25% and the amount found increases to 200-800 gp worth of gems, coins, or crafted items.



The shops range from leather workers to goldsmiths, gem cutters to weapon smiths. There are 8-10 shops per level and these areas are all abandoned. The Svirfneblin have claimed anything of value in the shops, but have not bothered with the residential areas.

Dwarven Residences

The areas that the dwarves live in located in Areas 4-6 are all of a similar design. Check the maps provided for details. These dwellings were designed for extended families, not nuclear units. Each consists of an entry foyer, a kitchen, a pantry, a privy, a sitting room, and 3-5 bedrooms. Each floor held three larger units and two smaller units. The smaller units held 2-3, nuclear families, the larger units' 4-6 nuclear families. These were teeming with dwarven families before the Svirfneblin struck, but they are deserted now, with the exception of a few plague ghouls or Svirfneblin scouts wandering about.

6. Dwarven Military Complex

This large structure has two entrances, a plain single door, and an ornate double door set in an archway marked by a relief or a hammer and axe crossed. This is the headquarters for the dwarven military in Abad Durahai. The lower level is divided into two areas, an open foyer for reception through the archway, and a large open space that is a work area for various armor and weapon smiths on the other side of the building. The second floor is just an open area for drilling and training troops. The third floor consists of dormitories for the dwarves who were on active duty. The remaining seven levels delve deeper into the mountain than the lower three levels, and are residential areas laid out similar to Area 4 and 5. There are 35 family dwellings here.

If the players explore these areas, again use the random encounter table to determine if there is anything in the dwelling. The lower three levels are empty. Those dwellings on the upper levels were for the families of career military dwarves who would also reside there when they were not on duty. When on duty, they stayed in the dormitories or at their posts. dwarven soldiers would serve for four months out of every year on active duty, unless there was a time of crisis.

7. Temple and Administrative Building (EL 8)

This structure is designed similar to Area 6. The double doors here open into a large temple dedicated to Barator, which makes up the entirety of the first level. It was here that the Forge of Barator and the harp were held in places of honor above and behind the altar. The second level was comprised of resi-

dences for the clergy and their families. The third level was a scriptorium, where dwarven scribes worked and stored their records for the church and government. The top seven floors were residential areas for the families of the dwarven scribes and bureaucrats, and delve deeper into the cavern wall than the lower three levels. These residences are similar to those in Area 4, 5, and 6, and there are a total of 35 residences here. This structure has been thoroughly searched and scavenged by the Svirfneblin, and all the upper levels are empty. However, a Svirfneblin band has taken up residence in the temple, and guards this complex. Jarvax, the cleric, is the second in command of this raiding party. He answers only to his sister, Enerusk, who currently resides in the dwarven palace.

Svirfneblin Band:

Svirfneblin War1 (6): CR 1; SZ S Humanoid; HD 1d8+4; hp 8; Init +1, Spd 30; AC 21 (+1 size, +1 Dex, +4 Dodge, +4 chain shirt, +1 buckler), touch 16, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk heavy pick melee +1 (1d4/x4) or light crossbow +3 ranged (1d6/19-20); Space/Reach 5 ft./5 ft.; SA; Spell-like Abilities; SQ Gnome Traits, Svifneblin traits, SR 12; AL NE: SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10 Wis 11 Cha 4.

Skills: Hide +4 (+6 Underground), Listen +2, Spot +2; **Feats:** Toughness.

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), *blur*, *disguise self*, Caster level 1.

Possessions: Chain shirt, buckler, heavy pick, light crossbow, 20 bolts.

Small Earth Elementals (2): CR 1; SZ S Elemental (Earth, Extraplanar); HD 2d8+2; hp 11; Init -1; Spd 20 ft.; AC 17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 17; BAB/Grp +1/+0; Atk slam +5 melee (1d6+4); Full Atk slam +5 melee (1d6+4); Space/Reach 5 ft./5 ft.; SA earth mastery, push; SQ darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +4, Ref -1, Will +0; Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11.

Skills: Listen +3, Spot +2; **Feats:** Power Attack.

Draknum, Svifneblin Sergeant see Appendix 1.

Jarvax, Svifneblin Priest see Appendix 1.

8. Hall of the Mountain King

A magnificent dwarven palace is carved into the side of the cliff face. Two majestic golden doors worked with the motif of a hammer, axe, forge, and crown mark the only entrance into the hall. To either side of the doors are statues of dwarven heroes.

8a. Entry Hall (EL 6)

This large opulent hall is the entry foyer into the palace. The walls are carved with bas reliefs depicting

scenes from the history of the dwarves. A pair of mahogany double doors lies at the other end of the hallway. Stationed in this hallway is Enerusk's elite guard, six large bugbears who have fanatical loyalty to her. The only people other than Svirfneblin they will allow to enter are Karn and Wicarbon. All others they will give one chance to identify themselves and their purpose there, before attacking.

Bugbears (6): CR 2; SZ M Humanoids (Goblinoid); HD 3d8+3; hp 23; Init +1; Spd 30 ft.; AC 19 (+1 Dex, +3 Natural, +4 chain shirt, +1 light wooden shield), touch 11, flat-footed 18; BAB/Grp +2/+4; Atk/Full Atk Morningstar +6 melee (1d8+2) or javelin +3 ranged (1d6+2); Space/Reach 5 ft./5 ft.; SQ darkvision 60 ft., scent; AL NE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10 Cha 9.

Skills: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; **Feats:** Alertness, Weapon Focus (morningstar).

Possessions: Chain shirt, 3 javelins, masterwork morningstar, light wooden shield.

8b. Reception Hall

This area was where clerks would receive visitors to the throne and record their business for the chronicles. A small desk, chair and scroll case rack furnish

the room, and a number of tapestries line the walls. Behind the tapestry on the north wall is a hidden door, which opens into a small chamber. The door is a normal door, just hidden by the tapestry.

8c. Supply Chamber

This was a supply chamber for the scribes to keep extra scrolls, pens, and vials of ink for when they were on duty and could not return to the administrative building. It was also part of the emergency defense route for the king. On both the east and west walls of this hidden chamber are secret doors (DC 22 to find).

There are shelves against the north wall that hold blank sheets of vellum, pens, nubs, and vials of ink. The shelf looks like it has been rifled through.

8d Throne Room (EL 8)

This was the dwarf king's throne room. On the west wall is a raised dais with the king's mithril throne. It weighs nearly two tons and is ornately carved. The north and south walls are lined with bas-relief sculptures depicting scenes of the history of the city. The north wall depicts the forging of the Rainbow Harp, while the south wall depicts the founding of the city.

On the north wall, is a secret door in a panel showing the smith hammering the metal of the harp. If the head of the hammer is pulled, a secret door will open



as the sculpture of the forge slides aside. It is only about three feet tall, requiring medium or larger characters to crawl. It requires a DC 25 search check to find this mechanism, as the dwarven craftsmanship in making it is superb. The Svirfneblin have not found this passage.

Seated upon the throne is a female Svirfneblin; this is Enerusk, commander of the deep gnome expedition. Standing beside her is Zarjax, the captain of the Svirfneblin military forces. They are currently discussing their search for dwarf survivors. The walls are thick, and the pair is unlikely to have heard any sounds of battle from Area 8a. However if the battle spills into Area 8b they will likely hear it. Zarjax will fight to the death to protect Enerusk, as his status in Svirfneblin society depends on her safe return, but Enerusk, will not return the favor. If things look grim she will seek to escape.

Enerusk has made this her quarters for her stay here in Abad Durahai. A pallet and small writing desk have been set up here for her. On her desk are 2 books, a journal and her spellbook. If attacked she will cast defensive magic first, then summon the elemental with her scroll, and then use her offensive magic against the attackers. Zarjax will seek to eliminate obvious spell casters first, feeling they pose the greatest threat, and then will take on the most effective combatant.

Enerusk, Female Svirfneblin Wiz6: see Appendix 1.

Zarjax, Male Svirfneblin Ftr 5: see Appendix 1.

8e Secret Passage (EL 10)

This is a secret hideaway for the dwarven king in times of trouble. It is a good thing it was here, as King Reodar hid here when the plague initially hit. He has been hidden away in here for about three days. He has used the stash of hidden magical items (the ring and decanter) to stay alive. He is biding his time to make an escape from the city to rally his subjects. Reodar knows that the throne room has been occupied by deep gnomes, but does not know the fate of his people. His advisors convinced him to hide here for the good of the people once the first signs of plague were reported, until more could be confirmed. He did not learn of the occupation of the city by the deep gnomes until Enerusk took his throne room. Reodar speaks enough of the gnomish language to piece together some of what the Svirfneblin say, and so has figured out most of what has happened.

If the party rescues Reodar, he will aid them as best he can. If he hears the sounds of battle, Reodar may enter the fray against Enerusk, but he may not hear the battle (DC 20 listen check through the wall to hear the battle, if he hears something he will observe through the secret door opening for a round or two to ascertain the situation. He will aid the party against

Enerusk and Zarjax, and will unless the Gnomes have already defeated the party. He will then bide his time and try to rescue them.

When the fight is over, if asked about the harp, he will tell them that it was in the temple of Barator, but if the city was in danger of being taken, the priests would have taken it into the caverns with Barator's Forge to keep it safe. If the party has cleared a path out of the city, he will leave through the front gate to try to get help and to find any of his people who survived. He is not a coward, but he knows no good will come from foolishly throwing his life away against a force he cannot hope to defeat. The city must be cleansed and repopulated, but he will be appreciative if the heroes can recover the harp and forge, important pieces of dwarven heritage.

King Reodar dwarf Ftr 7/Ari4: see Appendix 1.

8f Secret Passage

This area is similar to Area 8e, except it is near the royal residence instead of the throne room. The secret door into this passage from the corridor of the royal residence is hidden behind a bas-relief of Barator at the forge. It is difficult to find and open without knowing it is there (DC 30 search check). There is a bedroll, battle-axe, and a small cask of water stashed in a corner of the passage. Under a flagstone in the floor is a small ornate ivory box (worth 1000 gp in and of itself). Inside the box is a ring of sustenance, a potion of cure light wounds and a potion of cure moderate wounds. This is set up in case the king was in the royal residence during a time of crisis and needed a hidden safe shelter. The emergency stash here is intact, as Reodar has not left Area 8e as the Svirfneblin have frequently been nearby or searching through materials in Area 8c.

8g. The Hall of the Chronicles

This room is filled with wall to wall shelves laden with books and scrolls. In the center of the room is a small table with a chair. These are the Dwarven Chronicles, recording dwarven history since the founding of Abad Durahai. Most of it is drudgery — reports of every visitor to the royal throne and their purpose, accounts of silver, gold and mithril strikes in the mines, accounts of skirmishes with goblinoids and other powers in the underdark, etc. There is mention of Riordan's visit and the installing of the harp in the Temple of Barator, but it will take approximately 1-3 hours of searching through the chronicles to find the reference. The earliest volumes will have veiled references to the Gray Death in a time before the founding of the city, and an alliance with the Ontogshorsai, elves, gnomes, and humans, to use the song of life to drive the Gray Death from the land. There is an account of the forging of the harp and the gaining of

the strings from the gnomes, and of a powerful enchantment cast upon it by dwarven priest of Barator when it was constructed. The chronicles also recount Riordan's acceptance of the harp, and an abridged account of his use of the harp to drive the plague from the land; this is similar to the one received from the Ontogshorsai.

8h The Royal Residence (EL 0 or 8)

Considering this is the bedchamber of the king, it is rather Spartan. All the opulence is in the throne room and outer areas of the palace. A simple bed, wardrobe, and desk fill the room. One tapestry on the wall shows a dwarven battle scene. Karn and Wicarbon have taken up residence here if they survived adventure 2. This is where they were headed when they left Darnagal. Mostly likely, one or both of them will be spearheading the search for the harp in the mining caverns. Acregor sent them here to retrieve the harp. Enerusk has agreed to let them have it, to preserve the alliance with Acregor, for now.

If the party enters the room late at night or early morning, Karn and Wicarbon will be here, during the day and evening they will be off searching for the harp. If Karn and Wicarbon have already been encountered and defeated in Abad Durahai, they obviously will not be here. If the DM wishes to preserve them for an encounter elsewhere in Abad Durahai, feel free to do so. If they are here, use the stats in the Appendix for them. If the DM feels it is appropriate, Wicarbon can have some extra levels in either rogue or wizard to make this a tougher encounter, but it is not recommended at this point.

9. Central Fountain

In the center of the plaza is a large fountain in the shape of a dragon. The water comes up and out of the snout like a breath weapon. This is the primary water source for the city, and is fed by a deep underground spring. The sound of the water echoes through the cavern and can be heard a long way off. All listen checks on the central cavern are at a -2 circumstance penalty due to the noise of the water.

10. Silver Road

This was a major thoroughfare through the city and led to the silver rich sections of the mines and the mirthril veins. The cavern roof over the road has been collapsed as part of the dwarven defense system to prevent invaders from easily taking possession of the most valuable mines of the city. It would take about a 1000 man hours of digging to clear a way through the rubble from the collapse.

11. Miner's Way

This was another major thoroughfare through the dwarven city and leads to the iron and gem mines, which are rich but small. The road slopes deeper down into the mountain.

Part III: The Mines of Abad Durahai

Encounters in the Mines

Roll a d20 and consult the following table for encounters. A check should be rolled every hour of game time.

Roll	Result
1-2	Karn and Wicarbon
3-6	Goblin slave search party
7-9	3 Svirfneblin scouts
10-12	4 dwarven plague ghouls
13-14	Dwarven survivor
15-20	No encounter

The first four encounters listed are exactly the same as in Part I. The dwarven survivor will typically be a craftsman (Exp 1-3), miner (Com 1-3), or soldier (War 1-3) who is tired, hungry, injured, and trying to find a way out and avoid capture.

Key to the Mining Caverns

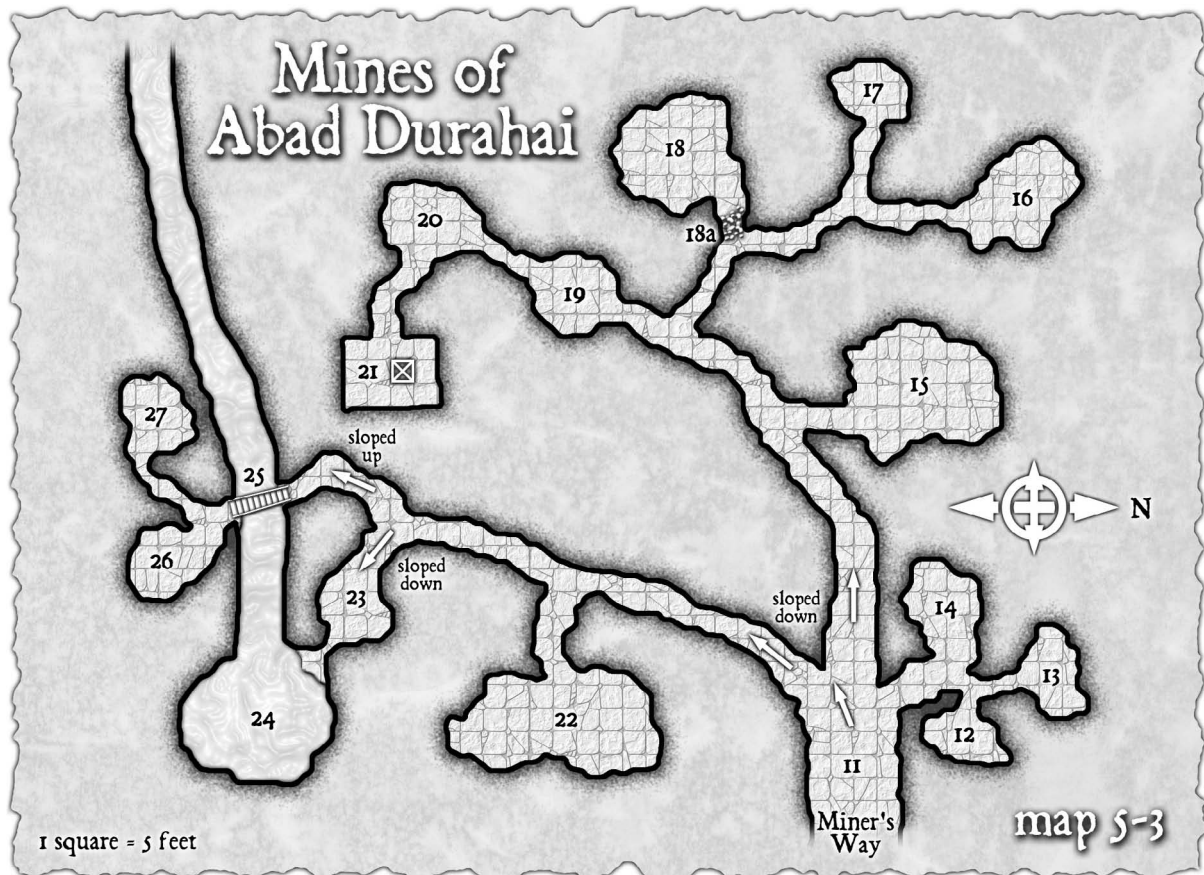
12. Storeroom

This small cavern was long ago mined out, but has been turned into a storeroom by the dwarves. Crates of mining tools are stacked in the room, and a low-wheeled skid used to roll tools and supplies through the winding passage are still in this room.

13. Office (EL 4)

This was once an administrative office for the mine level, where a dwarven Supervisor would be stationed to handle any problems that occurred in the mines. It is now a guard post or the Svirfneblin, who monitor any coming or going from the mines. There are four Svirfneblin guards here (see Area 7). They will try to stop any non-Svirfneblin (except Karn and Wicarbon) who attempts to enter or leave the mines.

Svirfneblin War 1 (4): CR 1; SZ S Humanoid; HD 1d8+4; hp 8; Init +1, Spd 30; AC 21 (+1 size, +1 Dex, +4 Dodge, +4 chain shirt, +1 buckler), touch 16, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk heavy pick melee +1 (1d4/x4) or light crossbow +3 ranged (1d6/19-20); Space/Reach 5 ft./5 ft.; SA; Spell-like Abilities; SQ Gnome Traits, Svirfneblin traits, SR 12; AL NE; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10 Wis 11 Cha 4.



Skills: Hide +4 (+6 Underground), Listen +2, Spot +2; **Feats:** Toughness.

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), blur, disguise self, Caster level 1.

Possessions: Chain shirt, buckler, Heavy pick, light crossbow, 20 bolts

14. Small Mine

This natural cavern was once a small diamond mine. There are still a few small diamonds in the walls to be mined. Tools, which look to have been discarded, are scattered on the ground.

15. Guard post (EL 6)

This is the barracks for the largest group of guards in the mines. They are stationed here to prevent any of the plague ghouls still in the mines from returning to the city proper. The force consists of 12 goblins and three Svirfneblin sergeants. This chamber was a very rich iron mine for the dwarves, and the vein is still active if anyone took the time to mine it.

Goblins (12): CR 1/3; SZ S Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1, Spd 30 ft.; AC 15 (+1 size, +1 Dex, +2 leather, +1 light shield), touch 12, flat-footed 14; BAB/Grp +1/-3; Atk/Full Atk Morningstar +1 melee (1d6) or javelin +2 ranged (1d4); FSpace/Reach 5 ft./5 ft.; SQ darkvision

60 ft.; AL NE; SV Fort +3 Ref +1 Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; **Feat:** Alertness.

Possessions: Leather armor, light shield, morning star, 2 javelins.

Svirfneblin Sergeants, Ftr1 (3): CR 2; SZ S Humanoid; HD 1d10+1; hp 6; Init +3; Spd 20 ft.; AC 24 (+1 size, +4 dodge, +3 Dex, +4 chain shirt, +2 heavy wooden shield), touch 18, flat-footed 17; BAB/Grp +1/-2; Atk/Full Atk longsword +3 melee (1d6+1) or javelin +4 ranged (1d4+1); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ gnome traits, Svirfneblin traits, SR 12; AL NE; SV Fort +5, Ref +5, Will +3; Str 12, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Hide +5 (+7 underground), Intimidate +3; **Feats:** Power Attack, Weapon Focus (longsword).

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), blur, disguise self, Caster level 1.

Possessions: Chain shirt, heavy wooden shield, longsword, 3 javelins, 20 gp

16. Iron Vein (EL 5)

This cavern held a rich iron vein that the dwarves mined for quite a profit. The Gray Death overcame the miners here, and some of the miners still haunt these passages as plague ghouls. A handful of these

ghouls are scratching at the walls here, but will move to attack any living creature that approaches.

Plague Ghouls (4): CR 1; hp 7; see Appendix 2.

17. Supply Room

This smaller cavern was used for storage and a work area. Cases of tools are stacked in the cavern, and a small workbench is set against one wall, with a few tools in various states of repair on top of it.

18a. Trap (EL 6)

A pile of rubble partially blocks the passage here. Anyone trying to climb over the rubble or shift the rubble to another position will set off the trap by breaking the trip wire. If the trip wire is broken, a fusillade of spears will launch through the opening. If the trap is triggered it will alert the dwarven survivors in Area 18 of the presence of intruders, and they will move to repel the threat. Any walking down the corridor who succeed at a DC 17 Spot check will see signs of dried blood on the walls and floor if there is enough light to see by.

Fusillade of Spears: CR 6; mechanical; proximity; manual reset; Atk +21 ranged (1d8 per spear); multiple targets (1d6 spears per target in the 20 foot section beyond the rubble pile); Search (DC 26); Disable Device (DC 20).

18. Survivors Cavern (EL 3)

This cavern holds a rich iron vein, and when the alarm was sounded, the dwarves within fortified the cavern against the intruders. They filled the corridor with rubble and built the spear trap to protect the entrance.

The dwarves have been holed up for three days and are down to their last handful of bolts, are tired, hungry, and badly in need of food and water. If the trap is set off, they will rush and try to use their crossbows to kill anything before it enters.

The dwarves also have long spears to hold foes at bay, and as a last resort will close for combat with their axes. They have escaped the touch of the Gray Death because their tactics have been successful, destroying the plague ghouls before they could get close enough to infect them. It has also worked well on the goblin patrols that found the room. The Svirfneblin have decided to wait them out and let them starve rather than waste more troops trying to take the room.

If the PCs identify themselves and can establish a line of communication, the dwarves will halt their attack. They realize their situation is desperate, and will accept aid. If the party has helped rescue King Reodar and informs these dwarves, give them a +4 circumstance bonus on any Diplomacy related checks. If they tell the dwarves of Reodar's plans, the dwarves will try to leave the mines and the city to rejoin their

king. They do not know of any dwarven parties who have come down this passage, so they believe the harp to be in another branch of the mines. They will tell the party there is another level below this, but that it is no longer accessible as they destroyed the elevator and collapsed the access hatch before taking refuge here.

Gorheis, Male Dwarf Ftr3: see Appendix 1.

Corwinar, Male Dwarf Pal3: see Appendix 1.

Parvun, Male Dwarf War 2: see Appendix 1.

19. Charnel House

This small chamber was a rest station for the dwarven miners. A few tables and chairs were here, but they have been knocked over and some shattered. Piles of rotting goblin corpses are stacked to one side. There are about a dozen corpses. This is where the Svirfneblin stacked the bodies of the goblins that fell trying to storm the dwarves in Area 18.

20. Storage Area (EL 1)

Two of the wheeled skids are in this chamber. Each is stacked with buckets of raw iron ore. These were brought up from the lower mines through the elevator shaft, and were being escorted by the dwarves in Area 18 when the alarm reached them. Lurking behind one of the skids is a lone dwarf plague ghoul that will attempt to attack with surprise.

Plague Ghoul: CR 1; hp 7; see Appendix 2.

21. Elevator Room (EL 3)

This room housed the elevator shaft to the lower mines, but the elevator platform has been wrecked by the dwarves in Area 18. They lowered the elevator about three feet, covered it with rubble, and then jammed and destroyed the winch mechanism, so that the elevator cannot be raised or lowered. It is not far enough down to clear the thickness of the stone floor, so the platform cannot be moved side to side and no finger-holds can be gotten to try to lift the platform. It will take several hours to clear the rubble, and the mechanism is beyond repair. If the platform is somehow moved, it is a drop of about 150 feet to the level below. If someone makes it down there, 20+ plague ghouls will swarm them (unless the DM was to expand this adventure and detail the lower levels of the mines). Digging at the rubble are five plague ghouls, who will turn and attack any who enter the room.

Plague Ghouls (5): CR 1; hp 7; see Appendix 2.

22. Svirfneblin Guard Post (EL 3)

This large cavern is a rather rich diamond mine. A small Svirfneblin force has been posted here. The goblin slaves they were using to work the mine were

killed attempting to take the dwarves in Area 18, so they are waiting for Enerusk to provide more so they can bring the wealth back to their capital city. A force of five Svirfneblin guards this cavern.

Svirfneblin War 1 (5): CR 1; SZ S Humanoid; HD 1d8+4; hp 8; Init +1; Spd 30; AC 21 (+1 size, +1 Dex, +4 Dodge, +4 chain shirt, +1 buckler), touch 16, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk heavy pick melee +1 (1d4/x4) or light crossbow +3 ranged (1d6/19-20); Space/Reach 5 ft./5 ft.; SA; Spell-like Abilities; SQ gnome traits, svirfneblin traits, SR 12; AL NE; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4.

Skills: Hide +4(+6 Underground), Listen +2, Spot +2; **Feats:** Toughness.

Spell-like Abilities: 1/day *blindness/deafness* (typical save DC 13), *blur*, *disguise self*, Caster level 1.

Possessions: Chain shirt, buckler, Heavy pick, light crossbow, 20 bolts

23. Storage Room

The passage to this room slopes steeply downward, descending about 20 feet total before opening into a medium sized chamber. This room contains supplies for panning the underground river for gold. The river is gold rich, and was a major source of gold for the dwarves. They would often pan near the underground lake (see Area 24), and kept their supplies here where they were dry. A dried rotting husk of a goblin corpse lies near the narrow entrance on the far end of the cavern. This was a victim of the cave leech that has made a lair near the lake in the past few days.

24. Underground Lake (EL 6)

This lake is where the main underground river empties. A small fissure on the other side of the cavern allows some water to escape and this is forced up as springs which the fountain in the main city taps into. Subterranean creatures sometimes menace the dwarven city from the lake area, and patrols would regularly dispose of such menaces. In the past few days though, there have been no patrols, and a particularly nasty predator has taken the cavern as a lair. The cave leech lies in the shallow waters of the lake waiting for likely victims. It caught a goblin patrol unawares, and feasted well. The dried rotting husks of two more goblin corpses lie near the shore.

The glint of gold is also readily visible in the water, as this is a very gold rich riverbed, and a lot is deposited in the shallow area of the lake. The lake itself is nearly 300 feet deep, and the shore slowly descends out, until at about 15 feet into the lake it is about 10 feet deep, but drops sharply from a ledge there to its full 300 foot depth.

Cave Leech: CR 6; SZ M Magical Beast; HD 8d10+30; hp 74; Init +4; Spd 40 ft., swim 30 ft.; AC

16 (+6 natural), touch 10, flat-footed 16; BAB/Grp+8/+10; Atk Tentacle +10 melee (1d4+2) or bite +10 melee (1d6+2); Full Atk 8 tentacles +10 melee (1d4+2) or bite +10 melee (1d6+2); Space/Reach 5 ft./5 ft.; SA blood drain, constrict (1d4+2); improved grab; SQ DR 10/piercing or slashing; darkvision 60 ft., low-light vision, tentacles, tremorsense 60 ft.; AL N; SV Fort +9 Ref +6 Will +3; Str 15, Dex 11, Con 17, Int 3, Wis 12, Cha 5.

Skills: Hide +12, Listen +3, Spot +3, Swim +12; **Feats:** Improved Initiative, Toughness (x2).

Blood Drain (Su): the cave leech can suck blood from a foe with its bite by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Con drain each round the pin is maintained.

Constrict (Ex): A cave leech deals 1d4+2 points of damage with a successful grapple check. If an opponent is being grappled when a tentacle is severed it will continue to deal half damage (1d2+1) from constriction.

Improved Grab (Ex): To use this ability the cave leech must hit an opponent of any size with a tentacle attack. It can then start to grapple as a free action without provoking an attack of opportunity. If it succeeds on a grapple check it established a hold and can constrict. A cave leech gains +4 to its attack roll if it bites a grappled foe.

Tentacles (Ex): A single tentacle is AC 13 and has 5 hp. Damaging a tentacle does not harm the cave leech itself. Severing a tentacle only reduces damage inflicted; it does not break a hold. A severed tentacle has a grapple check of +2. A severed tentacle regrows in 1d4 days.

For more details on the Cave Leech, see *The Tome of Horrors II*.

25. The Bridge of Barator (EL 5)

The bridge was built by the dwarves to allow for river crossing, but was rigged with a crisis trap for times of emergency. When set off, the bridge will collapse, dropping anyone on it 50 feet into the rushing river below. Any who fall into the river will be washed into the lake in Area 24. The bridge has been set to collapse when any reach the half-way point by the dwarves in Areas 26 and 27.

Collapsing Bridge: CR 5; mechanical; manual trigger; no reset; DC 25 reflex save avoids (leap to safety, allow +1 circumstance bonus for every 5 ranks of jump character has); 50 ft. fall into river (5d6 fall damage); multiple targets (all on 15 foot span of the bridge); Search (DC 20); Disable Device (DC 25).

26. Dwarven Scout Post (EL 3)

This was a large diamond-mining chamber, but is now used as a scouting post for a body of dwarven survivors. Three dwarven warriors are posted here to

scout the bridge. They have set the bridge to collapse if any try to cross, to prevent Svirfneblin, goblins, or plague ghouls from reaching them. If any known allies approach the bridge, they will call a warning about the bridge, and Rufarno (see Area 27) will come to reset the bridge and allow passage.

Dwarf War1 (3): CR 1/2; SZ M Humanoid; HD 1d8+2; hp 7; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 buckler), touch 11, flat-footed 15; BAB/Grp +1/+3; Atk/Full Atk battle axe +3 melee (1d8+2/x3) or light crossbow +2 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +4 Ref +1 Will +0; Str 17, Dex 12, Con 14, Int 11, Wis 11, Cha 10.

Skills: Climb+6, Intimidate +4; **Feats:** Alertness.

Possessions: Chain shirt, buckler, light crossbow, 20 bolts, battle axe, 1 spyglass among the three of them.

27. Dwarven Sanctuary (EL 9)

This is where the dwarven survivors from the temple fled when they went into the mines. They have carried both Riordan's Harp and Barator's Forge here. The survivors number only three, plus the warriors in Area 26. The three are: Rufarno, dwarven rogue, specializing in traps and Trapmaking, Exenarius, a cleric of Barator, and Wasnelliar, a dwarven defender.

Their goal is to preserve the symbols of dwarven heritage that they have in their possession. They took them from the temple and fled into the mines. All three are conversant with the legends of Riordan and the harp, and if the party tells them their purpose, they may allow them to take it, if the party aids them or is non-threatening. They will charge the party to return it when they have completed their quest. If asked, they will tell of the last Riordan was seen in Abad Durahai, centuries ago on his way to the Isle of the Blessed Serpent. If the heroes help the dwarves get the relics out of the city, they will be disposed to aid them by giving them the harp.

Rufarno, Male Dwarf Rog5: see Appendix 1.

Exenarius, Male Dwarf Clr6 (Barator): see Appendix 1.

Wasnelliar, Male Dwarf Ftr7/Dwarven Defender 1: see Appendix 1.

Possessions: +2 *banded mail*, heavy steel shield, +2 *battle axe*, *Riordan's Harp*

Barator's Forge: This forge was a gift from Barator to the dwarves. Any dwarf of Lawful Good alignment crafting an item using this forge will receive a +8 Divine circumstance bonus to their craft check.

Rainbow Harp: This is the harp used by Riordan to play the Song of Life. It is the only instrument capable of playing the song. In addition, if used as a focus with the Book of Telling dedicated to it, it can be used to find the location of the missing strings. There are a

number of mundane strings on the harp, but the five central strings are missing. These are the chromatic strings that empower the harp's enchantment. Without them, the harp is powerless.

Part IV: Resolutions and Aftermath

Once the party has found the harp, they must still get it out of the city. If they are in rough shape, you can make the trip out fairly easy. If they have defeated the Svirfneblin commanders, the deep gnome forces will have withdrawn from the city to return home. If the party has had an easy time of finding the harp, you can have them chased the entire way out of the city and have a dramatic final encounter against the Svirfneblin leaders, Karn and Wicarbon, or a large force of Svirfneblin, depending on who survives and your preference. Plague ghouls can harry their entire journey out as well. Feel free to expand the mines if the heroes decide to flee deeper into the underdark rather than escaping to the surface.

Once they have the harp and are free of the mountain, the dwarves will take their leave to rally what survivors they can and try to retake their city. The heroes will likely head to the Isle of the Blessed Serpent, which lies just off the coast north of Darnagal. If they decide to head somewhere else, roll with it, but keep dropping hints about Riordan heading towards the Isle of the Serpent.

Ad Hoc Experience Awards

Action	Award
For each dwarf rescued or aided	250 XP
Recovering the harp	4,000 XP
Recovering clues to location of strings	1,000 XP
Learning of connection of Svirfneblin to plague	750 XP
Learning of Svirfneblin central city	250 XP

Chapter Six:

The Isle of the Blessed Serpent

Using the Quests for the Strings Adventures

This adventure begins the series of quests to recover the strings to the *Rainbow Harp*. The challenges in these adventures get tougher as the party progresses, so they may want to approach them in the order presented, but if they decide to go in a different order, adjust things as needed to make them playable for the level the PCs are at. Do not make things too easy though, or there is no challenge to make things fun. Players should be between levels 6-8 for this chapter, 7-9 for chapters 7 and 8, 8-10 for chapter 9, and 9-12 for chapter 10, for the challenges to be exciting and present a real challenge to the PCs. There is enough flexibility in the challenges that the PCs should be able to take these challenges in almost any order and have a chance to succeed, but also a chance to fail.

Part I: Introduction and Overview

The goal of the heroes in this adventure is to recover the Rainbow Harp's green string. They will likely discover that Nerith the Coatl took the string to the isle of the Blessed Serpent, and that Riordan was headed here the last time he was seen.

The isle is located off the coast just north of the Darnagal region. A warm southern current makes the island's climate seem out of place for its northern locale. Nerith's magics in ancient days also contributed to the island's tropical climate.

The heroes will have to find some means of traveling to the isle. A number of small fishing villages line the coast north of Darnagal and the heroes should be able to purchase a small boat to take them there. Chartering a boat may prove more difficult as locals are reluctant to approach the island. There are a few villages on the island that send traders to the mainland, and these merchants bring tales of terror and the fantastic with them. As the size of men and snakes who walk are but the most mundane of these tales.

The characters will have to travel from the Azure Mountains and Abad Durahai to the coast. They may stop in Darnagal. Darnagal has closed its walls for fear of plague. Anyone seeking entrance will have to register and stay a day in the shantytown outside the town's walls before being allowed to enter. They have learned of the plague's quick onset and so have a 24-hour waiting period to make sure no one infected is

allowed in. The shantytowns have become targets or marauding plague ghouls to find victims to spread their infection to.

It is about a day's travel from Darnagal to the fishing villages, and another day's travel by boat to the isle.

Once there, the heroes will have to explore the Island to find the temple of the Sun that Nerith built. Nerith wanted to leave a legacy behind, and began to experiment to create a new race of snake-men called inphidians. Eventually the inphidians turned against Nerith as worshippers of Set corrupted them. They have captured the immortal coatl and have kept him prisoner and tortured him for centuries. They have taken the green string and hold it at the heart of the temple, which they have converted to the worship of Set and the Great Serpent Hassith-Kaa.

The center of the island is a dense jungle, but the perimeter is a beach with a narrow band of fertile plains. Surrounding the island is the Great Serpent Reef, which nearly encircles the landmass. The island's human population lives on the northern edge of the island, just outside the jungle. It is a small fishing and farming community, but there is a rich supply of obsidian, which they use as for trade. A rich pearl bed lies between the reef and the island on the northern side, and the villagers are skilled pearl divers. The obsidian, pearls and conch shells, which are plentiful in the area, make up the bulk of the village's exports, and are incentive enough for them to brave the island's dangers.

The PCs should be able to find out the location of the village from rumors among the fishing villages on the coast near Darnagal. They may also hear tales of the dangers that the island presents.

Part II: Sailing to the Isle of the Blessed Serpent

The party may charter a ship, or acquire one and attempt to sail on their own. The journey between the shore and the isle should only take a day and a half. A warm tropical current runs up the coast and out towards the isle, providing a steady breeze in the right general direction and fairly calm seas.

Encounters

The route is a fairly busy one for marine life and sea travelers, so check for encounters every four hours of

game time (six times/day). To check roll a d20 and consult the following table:

Roll	Result
1-2	Small fishing boat with 4-6 fishermen (see below)
3-4	Small boat with refugees fleeing plague (see below)
5	Dragon Turtle (see MM, EL 9)
6	School of monstrous jellyfish (see Appendix 3:Tome of Horrors Conversions)
7-8	2d4 sprites, nixies (see MM)
9	2d8 sahuagin raiders (see MM)
10-20	No encounter

Small Fishing Boat

This can be a group of villagers from the isle, or from the coastline. They are simply out making a living. They can pass some information on to the characters about the route, and the best approach to the island. (EL2)

Refugee Boat

This is a makeshift boat or raft filled to capacity and then some with people fleeing the Grey Death (12-20 people). They will be from the coast, and fleeing rumors of the plague. They may have seen the first wave of plague ghouls in a nearby village, but did not stay long enough to be infected. They literally have the clothes on their back and that is all. They may try to mob the PCs boat for food if there seems to be a reasonable chance for them to succeed. They will go to the isle of the Blessed Serpent if no other option presents itself, but are fearful due to the dire rumors associated with the place. (EL 4)

Navigating the Reef

The Great Serpent Reef completely encircles the island except for a gap to the northwest. It will require a DC 15 Profession (sailor) check to navigate safely through the gap without damaging the ship. A failure by more than 5 on the check means the boat was damaged severely and will begin to take on water. It will sink in 1d20 rounds. A failure by less than 5 means the boat was damaged, but can still reach the island safely. However, repairs need to be made before the ship is seaworthy enough for the return journey.

Part III: The Isle of the Blessed Serpent

The Isle of the Blessed Serpent seems to be a lush tropical paradise, and would be if not for the dangers and insidious evil present on the isle. Nerith tended to the isle with great care when he arrived, and the island became a fertile haven for all manner of flora and fauna. His pet project was to create and care for a

race of serpent-men, the inphidians. His diligence was repaid by betrayal, the seeds of which were sown by Acregor, the lich. The flora and fauna now present obstacles to any who attempt to traverse the jungle. The beaches are more hospitable, but even they present dangers to the unwary.

Encounters

When traveling on the island, anywhere except in the village (Area E) roll for encounters every hour. Roll 1d20 and check the following table:

Roll	Result
1	Fire ant swarm (see Appendix 2. EL 3)
2	2 giant fire ant soldiers (see Appendix 2. EL 5)
3-4	Inphidian Patrol (see below, EL 6)
5	4 apes (see MM; EL 6)
6	4 axebeaks (Appendix 3. EL 6)
7	Giant deathwatch beetle (see Appendix 3. EL 6)
8	2 giant dragonflies (see Appendix 3. EL 6)
9-11	Sudden downpour (see below)
12-20	No encounter

Inphidian Patrol

Patrols normally consist of one cobra-back inphidian and two common inphidians.

Sudden Downpour

The weather on the isle can be unpredictable and sudden storms and rain showers will be swept in by the tropical current. These sudden downpours can last anywhere from 30 minutes to an hour. During the downpour visibility is reduced by 50% and any attempt to move at more than half of a characters movement rate will require a successful Balance check (DC 13). Failure indicates the character has slipped and must make a successful Reflex save (DC 15) to keep from falling prone. The same checks are required if a character attempts more than a single action during a round if in combat during the downpour.

Exploring the Island

The island is about 40 miles wide and 55 miles long. The center of the island is thick jungle. The jungle is ringed by between two and five miles of beach and arable land. The Temple of the Sun is located on the southeast quarter of the island, opposite the gap in the Serpent Reef. Villagers from the island will only have vague rumors of where the temple is located.

A. Fire Lizard Lair

Near the edge of the jungle on the beach near the gap in the reef is the lair of a huge fire lizard. This

Inphidians of the Isle

When encountering inphidians on the Isle of the Blessed Serpent, use the following stat blocks where indicated. See the *Tome of Horrors II* for more details on inphidians.

Common Inphidian: CR 3; SZ M Monstrous Humanoid (Reptilian); HD 4d8+12; hp 30; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB/Grp +4/+6; Atk Snake-hand bite +6 melee (1d4+2 plus poison); Full Atk 2 snake-hand bite +6 melee (1d4+2 plus poison); Space/Reach 5ft. /5 ft.; SA blinding spray, poison; SQ darkvision 60 ft.; AL NE; SV Fort +3 Ref +4 Will +5; Str 14, Dex 16, Con 15, Int 12, Wis 12, Cha 12.

Skills: Craft (Poisonmaking) +8, Hide +6, Listen +6, Move Silently +6, Search +3, Spot +6; **Feats:** Alertness, Improved Initiative.

Blinding Spray (Ex): Once every 1d4 rounds a Common inphidian can spew forth a milky-white liquid up to a range of 20 feet that causes blindness (as blindness spell) for 6 rounds. A reflex save (DC 14) avoids the effect.

Poison (Ex): A successful bite from Common inphidian's snake hand delivers a debilitating poison.

Common Inphidian Poison: Injury, Fortitude DC 14 negates; initial damage 1d4 Str, secondary damage 1d4 Str.

Cobra-back Inphidian: CR 3; SZ M Monstrous Humanoid (Reptilian); HD 5d8+10; hp 32; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 15; BAB/Grp +5/+8; Atk Snake-hand bite +8 melee (1d4+3 plus poison); Full Atk 2 snake-hand bite +8 melee (1d4+3 plus poison); Space/Reach: 5ft. /5 ft.; SA poison, spit poison; SQ darkvision 60 ft.; AL NE; SV Fort +3 Ref +7 Will +5; Str 16, Dex 16, Con 15, Int 12, Wis 12, Cha 12.

Skills: Jump +9, Listen +9, Move Silently +6, Search +4, Spot +9; **Feats:** Alertness, Weapon Focus (snake-hand).

Poison (Ex): A successful bite from a cobra-back's snake hand delivers a debilitating poison:

Cobra-back Inphidian Poison: Injury, Fortitude DC 16 negates; initial damage 1d4 Str, secondary damage 1d4 Str.

Spit Poison (Ex): A cobra-back can spit a line of poison from its mouth to a range of 20 feet. This can be used every 1d4 rounds and deals poison damage as above (with same save DC to resist).

Inphidian Dancer-Charmer: CR 3; Medium Monstrous Humanoid (Reptilian); HD 4d8+8; hp 26; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB/Grp +4/+5; Atk Snake-hand bite +5 (1d4+1 plus poison); Full Atk 2 Snake-hand bite +5 (1d4+1 plus poison); Space/Reach: 5 ft./5ft.; SA entrancing dance, poison; SQ darkvision 6 ft.; AL NE; SV Fort +3, Ref +7, Will +5; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 15.

Skills: Bluff +6, Hide +5, Listen +6, Move Silently +5, Perform (Dance) +12, Spot +6; **Feats:** Alertness, Skill Focus (perform[dance]).

Entrancing Dance (Su): The dancer-charmer can sway its body in a rhythmic motion that charms all within 30 feet. The Charmer makes a perform (dance) check and all viewing must make a Will Save with a DC equal to the charmers perform check. A successful save means the viewer is unaffected; those failing are fascinated for 1d4+2 rounds. A fascinated creature can take no action except defending itself. Those attacked or threatened receive a new save at a +4 circumstance bonus (but the DC remains the same). A successful save means the viewer is immune to the dance of that inphidian charmer for the day.

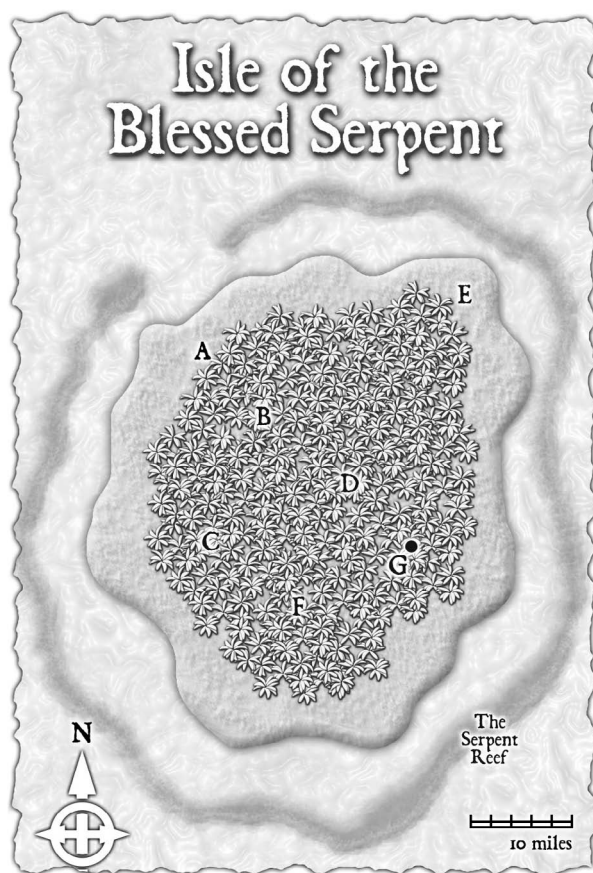
Poison (Ex): A charmer delivers a debilitating poison with a successful bite attack with its snake-hands.

Charmer Inphidian Poison: Injury, Fortitude DC 14 negates; Initial Damage 1d4 Str, Secondary Damage 1d4 Str.

lizard is fond of sunning itself on the sand, and from a distance appears to be a large peculiar reddish rock formation. As one approaches, it becomes apparent that it is not a rock formation, but a huge reptile that resembles a wingless red dragon. The fire lizard is sleeping, but it is hungry, and will go after any prey foolish enough to disturb it. Within 50 feet, a successful DC 15 Move Silently check is required to safely pass by without waking the beast up. Loud noises or disturbances, particularly the sounds of combat will wake the lizard, as will a sudden downpour.

Giant Fire Lizard: CR 8, hp 105; see Appendix 3.

A little way into the jungle is the fire lizard's lair and nest. A successful Search check (DC 10) will find this lair. The remains of past meals/victims are scattered about a small depression that it uses as a lair. Among the remains are two rotting sacks. One contains 15 pearls worth 75 gp each, and the other a mixture of coins totaling 20 pp, 156 gp and 58 sp. The undergrowth of the jungle covers a chain shirt +1, and it requires a Search check (DC 13) to find.



B. Giant Fire Ant Nest (EL 9)

In a small clearing in the jungle's underbrush, six mounds ranging from 10 to 12 feet high rise up from the ground. A large number of giant reddish colored ants are swarming around these mounds. This is a nest of giant fire ants. Far below the earth is the queen, who lairs in subterranean chambers. She will not emerge and will not be encountered unless something is foolish enough to go into the tunnels. In the area on the surface near the cones are eight worker ants and two soldiers. If these ants are killed and the mounds threatened, one soldier ant will emerge from each mound each round for the next twelve rounds.

Giant Worker Fire Ants (6): CR 2; hp 9; see Appendix 2.

Giant Soldier Fire Ants (2): (plus more if they damage cones more will emerge) CR 3; hp 11; see Appendix 2.

C. Fire Ant Swarm (EL 3)

An axebeak ran over a series of small one-foot high cones rising from the ground and was killed by a swarm of fire ants for its trouble. The fire ants are still swarming all over the carcass and throughout the area.

Fire Ant Swarm: CR 3; hp 17; see Appendix 2.

D. Inphidian camp (EL 8)

This is the site of a temporary camp of some inphidian raiders. They are returning from a raid on the village at Area E with a number of captives that will become slaves and offerings. There are a total of a dozen captives, four men, six women, and two children (boys). The inphidian raiders consist of one spellweaver, 2 cobra-backs, and 4 common inphidians. The inphidians have also captured some valuables from the village. They have a sack with 20 pearls worth 50 gp each, and 150 gp worth of obsidian. The spellweaver and cobra-backs each have a pair of inphidian gauntlets.

E. The Village of Navarn

This is a small fishing village. It is made up of mostly grass huts with a few wood framed buildings for storage, or crafts. Nearly every family engages in fishing or subsistence farming, mostly in the form of small gardens near the family hut. Most of the young men are talented divers and spend part of each day pearl diving. A number of villagers are skilled craftsmen, specializing in making boats, and crafting exquisite pieces from obsidian and pearl. There are about a dozen men who are the village merchants; they have the responsibility of traveling to the coastlands to trade the village's surplus goods for other items they need. The villagers welcome outsiders, especially merchants, but are nevertheless somewhat distrustful of strangers. They will provide lodging and food, but will not put themselves in danger to help outsiders.

Navarn (village): Conventional; AL NG; 250 gp limit; Assets 5,125 gp; Population 417; 99% human.

Authority Figure(s): Mayor Ga'al Exp7; Chief Merchant Selvarnus Exp6.

F. Boalisk Lair (EL 4)

This thick lush area of jungle has a small stream running through it. The bed of the stream is the lair of another of Nerith's experiment, a large magical beast serpent called a boalisk. This vile serpent can cause death and pestilence with a gaze, and this is his hunting ground. The boalisk will be wrapped around the trunk of a tree stalking prey. It will blend in with its surroundings and try to drop on its prey unexpectedly. If it feels its prey to be an extreme threat, it will try to weaken the prey using its gaze attacks.

Boalisk: CR 4; 45 hp; see Appendix 3.

G. The Temple of the Sun

This is the site of the temple that Nerith constructed, which has been taken over by the inphidians. The green string lies within. The Temple is detailed in Part IV.

Part IV: The Temple of the Sun

The Temple of the Sun is a large step-pyramid with a 100-foot square base and rising 90 feet into the air from the jungle floor. The temple was built in ancient days under the direction of Nerith, and dedicated to Aelbwynn the Maker (see Appendix 4: New Domains and Deities). Here Nerith attempted to create his legacy, endeavoring to make a race of men with ties to his serpent form. He had no idea what the consequences of his actions would be. The inphidians and the boalisk are the only surviving creatures from that legacy. The inphidians were corrupted by agents of Set and betrayed Nerith, taking him prisoner and taking the temple.

When he learned of the Set cultists' presence on the isle, Nerith contacted Riordan. It was for this reason that Riordan left his beloved library. He never arrived on the isle, and the inphidians overthrew Nerith and took him captive. Nerith is near immortal and still lies imprisoned at the heart of the temple. The inphidians converted the temple to the worship of Set and Hassith-Kaa, the Great Serpent.

The Temple is inhabited by the inphidians now, and they guard it well. The string is located in the temple's depths. The PCs will have to find a way to infiltrate the temple to retrieve the string. If they learn of Nerith's current state and rescue him, he can help them by providing some useful information.

There are no random encounters within the temple complex.

Temple Key

Top Level (exterior)

1. Outdoor Altar

This 50-foot square platform stands at the top of the 90-foot tall structure. Each tier of the step-pyramid is 30 feet high. A stone stairwell rises up from the east side of the pyramid reaching the top. Near the center of the platform, an altar is positioned to greet the rising sun each day. The top of the pyramid is set with multi-colored tiles to make a mosaic of a shining sunburst. The altar is at the center of the sunburst.

The altar is in a state of disrepair. It is chipped and weathered and looks as if it hasn't been used for several decades.

Atop the starburst pattern, an image of a snake swallowing its tail has been carved into the tiles. The head and tail meet at the western end of the starburst, at the point that represents the setting sun.

One of the larger uncolored tiles along the eastern edge of the pyramid platform is actually a trap door that opens up to reveal a stairwell into the interior of

the step-pyramid. The trap door is difficult to see (DC 30 spot), but can be found if the top layers is searched (DC 17 search). Once found, the trap door can be opened with a simple lever or something that provides leverage to pry it open.

Top Level Interior

2a. Stairwell down (EL 5)

The trap door opens onto a landing to a stairwell that descends for 30 feet down into the darkness. After 30 feet, the stairwell reaches the floor of the interior to the top level. Two guards are stationed at the bottom of the stairwell. These are common inphidians. They will attempt to hide and strike with surprise at any non-inphidians who enter the temple complex, using their snake-head hands to strike at the feet of anyone descending the stairs.

2. Grand Foyer (EL variable, see below)

This large chamber was once used for receiving guests of the temple. The walls are covered with frescoes depicting scenes of Aelbwynn and Malunas, and of the company of the Harp, but these have been defaced and smeared with blood. Some of the images have simply been scratched out. Three doors line either side of the foyer. Loud noises here will attract the attention of the inphidian guards in Areas 3-5. If the combat against the guards in Area 2a lasts more than 2 rounds or is especially noisy, the guards will enter the foyer from these areas in 2d4 rounds.

Along the east wall is a trap door to the level below. It is almost seamless and impossible to spot in anything less than full daylight, but can be found with a careful search (DC 20).

3. Guard room. (EL 6)

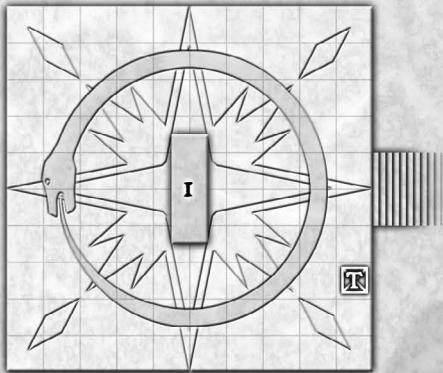
This was once a guest room for visitor's to the temple, but is now used as a guardroom. Three common inphidians are off duty here. They rotate with the guards on duty at the stairwell, so that 2 are on duty at all times. These inphidians will investigate any odd noises or sounds of combat coming from Area 2.

4. Guard Room (EL 5)

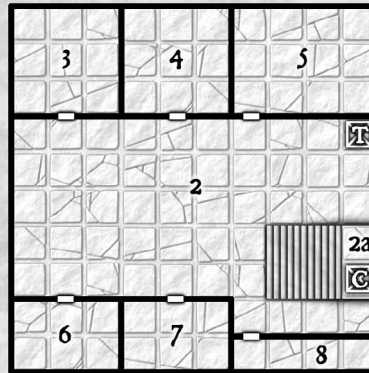
This is another former guest room used as a barracks for guards. Two cobra-back inphidians are at rest here. They will sometimes take a guard shift at the stairwell, relieving the common inphidians. Mostly they are there to guard the slaves and potential ritual sacrifices held in Areas 6-8. They will investigate any odd noises or sound of combat coming from Area 2.

Temple of the Sun

1 square = 5 feet

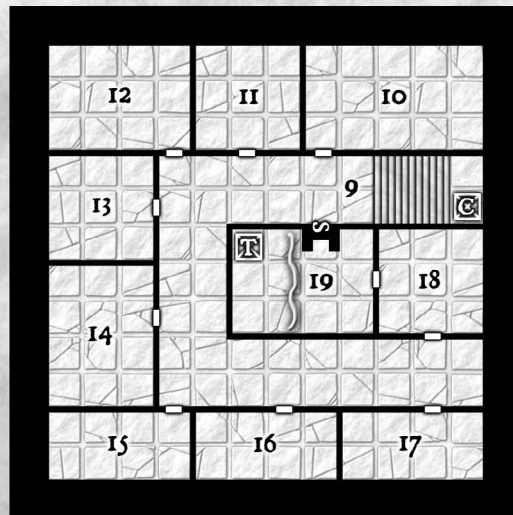


top level exterior - map 6-2

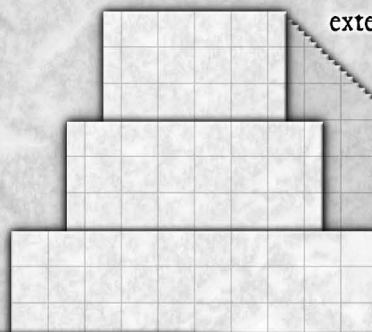


top level interior - map 6-3

middle level interior - map 6-4



exterior side view
map 6-5



1 square = 10 feet

5. Guard room (EL 7)

This was the quarters of a former priest of Aelbwynn, but it has been taken over by a rather large inphidian throwback. Unlike the other inphidians, the throwback has more serpentine qualities than human, and it has a snake-like torso in place of legs. The throwback has a pair of inphidian gauntlets and wields a massive scimitar. He will investigate noised coming from Area 2, but will be slower in responding taking 3d4 rounds to enter the room if he hears something.

Inphidian Throwback: CR 7; hp 85; see Appendix 2.

6. Slave Quarters (EL 5)

This room is the quarters for a dozen slaves of the inphidians. These are all villagers who were captured in raids on the village of Navarn. All are Com 1. The inphidians use these slaves for tasks outside the temple proper, usually gathering/harvesting wood and plants needed for fires, incense etc. If freed by the heroes, the prisoners will tell of the temple at the lowest level of the pyramid and of a special prisoner there as well. They do not know the identity of the prisoner. They will beg the PCs to free their comrades, but will flee the pyramid if given the opportunity, and attempt to return to Navarn.

7. Slave Quarters (EL 3)

This room contains a half dozen female slaves held for the amusement of the inphidians. These were woman from a pirate ship that landed on the isle to hide from authorities. The inphidians raided the pirates, capturing a fair number of slaves, but the bulk of the pirates escaped with their treasure. This was two years ago. One of the women, Derelae, is from Northgate, and can tell the heroes rumors about the location of the ruined monastery that Serelay established north of the city. Legends of Merrill and Serelay are not common in the city, but her brother was a bard and knew of the tales. The women are nearly mad because of the atrocities of the inphidians. They are all Com 1, and will weep uncontrollably if freed by the PCs. They will not have the strength to flee on their own, but other freed slaves will help them if freed as well. If a successful heal check (DC 15) is made, the women will regain their senses and recover enough to try to leave on their own, but will still need help. Someone must help Derelae in this manner for her to convey what she knows of Serelay.

8. Larder (EL 2)

This room contains the unfortunate slaves that the inphidians have determined are useful only as food. There are four scrawny slaves – two males and two females, who the inphidians intend to make a meal of.

They are all Com 1, and will be extremely grateful to the PCs for rescuing them, taking the first opportunity to flee the temple.

Middle Level Interior**9. Stairwell**

The stairwell descends 30 feet down into the darkness and opens into a 10-foot wide passage lined with doors. Opening the trap door above will alert the guards in Area 10 and they will observe anyone descending the stairs. If it is intruders, they will take steps to deal with them.

10. Guard Room (EL 6)

This room has three guards posted to monitor who gains access to this level. Since the royal chambers are on this level, the guards are especially diligent. The guard here consists of a spellweaver and two Cobra-back inphidians. The spellweaver will attempt to use his magic to incapacitate as many intruders as possible before the cobra-backs move in to attack.

11. Larder (EL 3)

This room is packed with a number of gaunt humans from Navarn. The inphidians hold them here to be used as food for the royal court. There are six villagers altogether – three men, one boy and two women. They will be grateful if freed, and take any opportunity to flee that is presented to them. All are Com1.

12. Dancer's Quarters (EL 6)

This room is the quarters for three inphidian dancer/charmers. At first glance, these appear to be female humanoids because of he veils and garb, and it requires a DC 20 spot check in low light to tell their reptilian nature. By then it may be too late because they will have had the chance to ensnare the intruders with their charms. One of the charmers will attempt to fascinate the intruders while the others will try to attack the intruders unawares.

Tapestries cover the walls (value 50 gp each), and a chest in the room contains silk garments for the charmers (total value of the silk 200 gp).

13. Noble's Quarters (EL 7)

This is the quarters of Slll'thar, a noble among the inphidians, who is in charge of military matters, and commands the guard force. The room is opulently decorated, with a bed made of silken cushions arranged on the floor, and brightly colored silks hanging from the walls. A small chest lies in the corner of the room. It contains Slll'thar's wealth, totaling 350 gp and 20 pearls worth 100 gp each. Hanging on the

walls are a pair of inphidian gauntlets, and a master-work scimitar. If Sill'thar hears a disturbance in the hall, he will sound a general alarm, bringing more guards to the area. He will order troops into position, and only enter combat when the situation is advantageous. He is much more a general than a leader, preferring to devise strategy and tactics and ordering troops to battle than to lead the charge himself.

Sill'thar Inphidian Noble: CR 7; hp 60; see Appendix 2.

14. Work Room (EL 1 or 0)

This room is set aside for people to work various crafts. It looks as if there are tables set aside for alchemy or poison-making as well as a smithy. If it is daylight hours, slaves will be at work in the smithy. Both slaves are Exp 1. They are crafting a pair of inphidian gauntlets. If it is evening, the room will be empty, and the unfinished gauntlets will be on a table.

15. Slave Quarters (EL 6)

This room is jammed full with 20 slaves. All are young teens or children, and are all Com1, all reduced to 1 hp each. They are tired, hungry, gaunt, and in poor health. They have been overworked and beaten and will gladly take an opportunity to escape back to their village.

16. Torture Chamber

This room is used by the inphidians as a torture chamber for unruly slaves. The room smells of blood and sweat and has various racks and torture implements, but is currently empty.

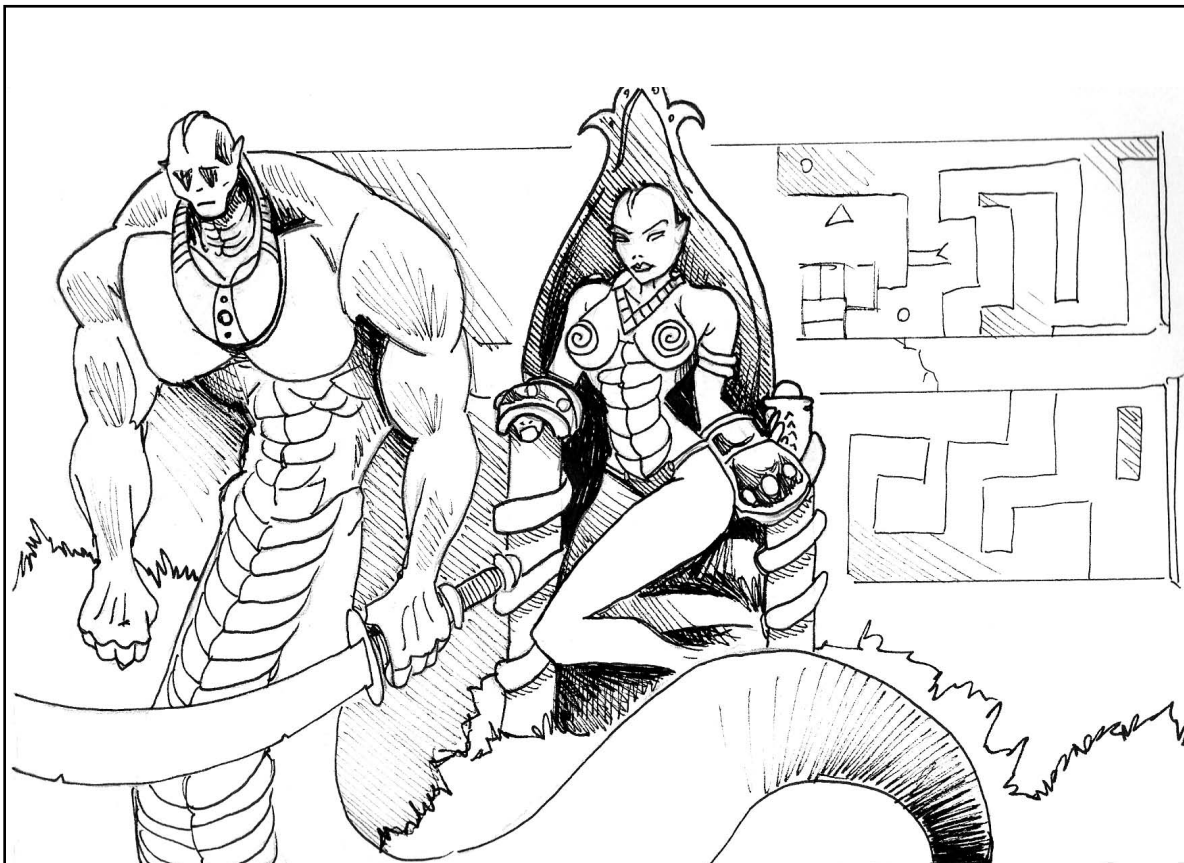
17. Slave Quarters (EL 2 or 0)

This room is the quarters of the slaves who attend the queen in room 19. It is currently empty as the slaves are attending the queen. If the PCs come into the temple during the late night or early pre-dawn morning, three of the queen's four slaves (see Room 18) who occupy this room will be asleep here; one always stays in attendance of the queen.

18. Royal Guard Chamber (EL 9)

This room is the quarters for the Queen's elite guard. They will fight to the death to protect her. Two enormous inphidian throwbacks are always on guard here, unless the queen has gone elsewhere, in which case they will accompany her. The room has murals that crudely depict the overthrow and capture of Nerith and the glory of Set and Hassith-Kaa. Each wields a large two-handed scimitar.

Inphidian Throwback (2): CR 7; hp 85; see Appendix 2.



19. Royal Audience Chamber and quarters (EL 8)

This room is divided by a thick curtain. The area closest to the entrance is the throne room. The area behind the curtain is the queen's quarters. The throne room is decorated with crude murals depicting scenes of inphidian history. An obsidian throne sits against the north wall. The queen will be seated upon the throne during the day and early evening. Later in the evening, she will retire to her chambers. The slaves who attend her will be with the queen at all times. All 4 slaves are in the throne room if the queen is there, and 1 in her personal quarters if she has retired.

The throne is carved from obsidian and has a serpent crown rising from the back. Twisting the serpent head to the left will trigger a mechanism that slides the throne aside to create an emergency exit for the queen. This secret door can only be opened from the inside of the throne room. A DC 25 spot or search check will reveal the presence of the door from the exterior, but there is no means of opening it from outside.

The Queen will attempt to parlay, and can speak common fluently. She is an inphidian noble and a sorceress, and always wears a pair of inphidian gauntlets. She will attempt to use her charm person and hypnotism spells to prevent intruders from attacking her, or to delay them until more guards can arrive. She will depress a panel on the throne that will sound an alarm in the level below. There is a pull chain in her private quarters that sounds the same alarm. If the alarm is sounded, guards from Area 26 will arrive in 1d4 minutes through the trap door in the floor.

The drop door to the lowest level is in the Queen's private chambers. Next to the trap door is a large chest. This contains much of the inphidians' tribal wealth. Inside are 2000 gp, 100 pearls, each worth 100 gp, and a carved obsidian statue of Hassith-Kaa worth 1500 gp.

Slaves (4 or 1): Com 1; hp 2 each.

Queen Sssalaria, Female Inphidian Noble Sor 1: CR 8; SZ M Monstrous Humanoid (Reptilian); HD 8d8+24 plus 1d4+3; hp 65; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +7 natural), touch 13, flat-footed 17; BAB/Grp +8/+11; Atk Snake-hand bite +11 melee (1d4+3 plus poison); Full Atk snake-hand bite +11/+11/+6 melee (1d4+3 plus poison); Space/Reach: 5ft. /5 ft.; SA poison, spit poison; SQ darkvision 60 ft.; AL NE; SV Fort +5 Ref +9 Will +9; Str 16, Dex 17, Con 16, Int 15, Wis 12, Cha 14.

Skills: Bluff +14, Diplomacy +14, Hide+10, Listen+7, Move Silently +9, Sense Motive +10, Spot +7; **Feats:** Alertness, Eschew Materials, Negotiator, Persuasive; AL: NE; CR 8).

Poison (Ex): An inphidian noble injects venom with a successful bite from its snake hands.

Noble Inphidian Poison: Injury, Fortitude DC 17 to negate, initial damage 1d4 Strength, secondary 1d4 strength.

Spit Poison (Ex): A noble can spit a line of poison from its mouth to a range of 30 feet. The stream deals poison damage as above with same DC for saves to negate. It can be used once every 1d4 rounds.

Arcane Spells Known (5/4): 0 — *detect magic, read magic, resistance, touch of fatigue*; 1 — *charm person, hypnotism*.

Lower Level Interior**20. Stairwell**

The trapdoor opens to a stairwell that descends into the darkness. It descends 30 feet and ends in a 10-foot wide corridor. The corridor wraps around the stairwell and ends in an ornate door. The door is eight feet wide and is gilded in bronze with a coiling serpent motif. There is a secret door in the passage on the north wall. It requires a successful Spot (DC 30) or Search (DC 20) to find. The whole wall panel will rotate.

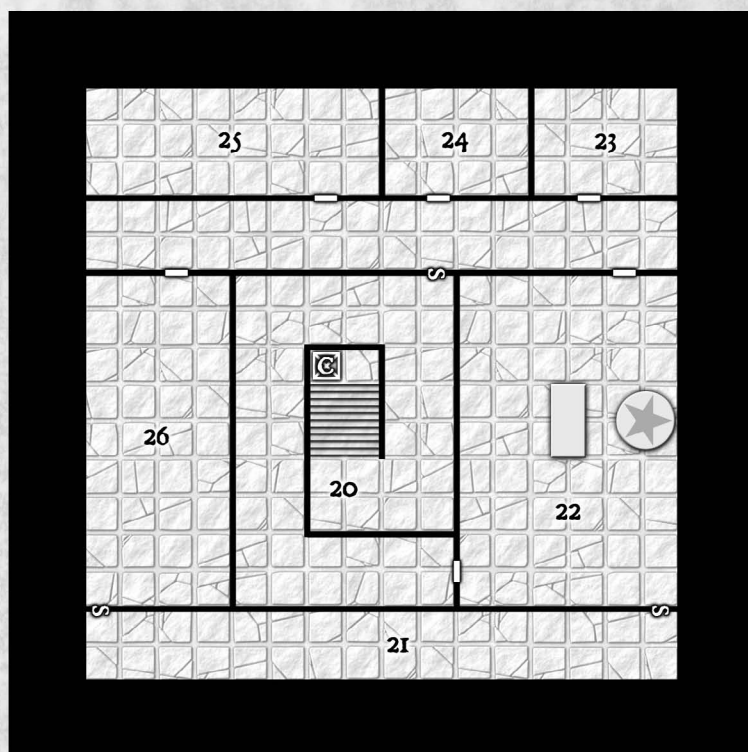
21. Secret Passage

This passage was originally constructed by Nerith to hide the string, but the string is no longer here (it is now on display in the temple of Set, Area 22). It is currently used as an escape route for the priest if he needs to escape from the temple, and is also used as a workplace for the priest as he devises implements of torture with which to plague Nerith. Arrjessor, the priest also uses this area to summon fiends from the nether planes to gather information to further his ambitions without Queen Sssalaria discovering his activities.

The faint remains of a summoning circle may be spotted on the ground (Spot DC 10 to notice) and a few broken tools litter the passage. It smells heavily of blood and incense.

22. The Temple of Set (EL 5)

Near the center of this room is an altar that stands about four feet off the ground. A set of manacles lies on each end of the altar. The altar is covered with dried blood and the room smells heavily of blood and incense. Next to the altars, two braziers burn, providing a dim light and giving off a thick sickly sweet smelling cloud of incense. Behind the altar is a huge statue of a serpent. Its eyes glow red in the dim light as rubies twinkle in the sockets. This is a statue of Hassith-Kaa, the Great Serpent. A luminous green string shines in the dimness. It encircles the neck of the serpent statue, and a holy symbol of Set hangs from the string. Standing next to the statue is a large gong, with a mallet to strike it.



Temple of the Sun base level



map 6-6

The walls are decorated with more crude murals of scenes glorifying Set and the Great Serpent Hassith-Kaa. If the paint is scraped away, scenes depicting Aelbwynn and glorifying the sun can be seen faintly underneath. This was once a shrine to Aelbwynn when Nerith ruled the land.

The Temple appears empty, but all non-worshippers of Set who enter should roll a Sense Motive check. A successful check (DC 13) will give them the sense that they are being watched. If a non-worshipper of Set remains in the temple unescorted for longer than 1 minute, the snake statue will animate and attack them. The statue must succeed at a reflex save (DC 20) when it animates, or it will knock the gong over and the resulting crash may alert the priest or guards of the presence of intruders. The priest must succeed at a DC 15 listen check to hear it, while the guards must succeed at a DC 20 listen check. If either hears the gong, they will arrive in 1d10+3 rounds.

Huge Animated Statue of Hassith-Kaa: CR 5; SZ H Construct; HD 8d10+40; hp 84; Init -1, Spd 20 ft.; AC 13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13; BAB/Grp +6/+19; Atk/Full Atk Bite +9 melee (2d6+7) or slam +9 melee (2d6+7); Space/Reach: 15 ft./15 ft.; SQ construct traits, darkvision 60 ft. hardness 8, low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1.

The Green String: The string around the statue's neck is the green string to the Rainbow Harp. Any non-evil aligned person who carries the string gains a +1 divine bonus to all saving throws, and may cast *Summon Nature's Ally I* 1/day. If attached to the harp and used in conjunction with the *book of telling* (see Appendix 6 New Magic Items), it will allow the holder of the harp to use locate object to determine the direction of the closest string. Currently that string is south of the isle (both the yellow string under Northgate and the red string in the ruins of Varagost are south and nearly equidistant from the isle of the Blessed Serpent).

23. Priest's Quarters (EL 8)

This is the personal quarters of Arrjessor, high priest of Set. Arrjessor is ambitious, and hopes to one day supplant the queen as the true power here. He seeks to find an arcane means to power. He has dealings with members of the cult of Set from other areas, and bargains slaves, pearls, and other valuable for items of power or potent spells. Though he is a priest of Set, his true calling is as a wizard, and arcane pursuits and personal ambition vie for supremacy among his schemes.

Arrjessor's quarters are lined with scrolls detailing histories and occult knowledge. He has a small table and chair at which he works. Shelves line the walls,

filled with the scrolls and tomes he has collected. On his desk are three scrolls, two written in common, and one in inphidian.

The first is a traveler's account of Serelay's monastery located to the north of Northgate. It tells of the monasteries general location, how this merchant traveled there, of his visit and meeting with Serelay, and of the luminous saffron colored string she wore around her neck, from which hung an amulet depicting the union of sun and moon.

The second, in inphidian, is a collection of statements taken from Nerith under torture. It describes breaking of the company and who took each string. It tells of letters from Serelay received by Nerith telling of the monastery, and of her building a tunnel underneath it to access underground rivers and water sources. It describes the yellow string in detail and remarks on some its properties, including the ability to miraculously heal wounds.

The third is a recent account from a traveling merchant captured and tortured by the inphidians. It contains a cryptic reference to a Temple of the Night operating near Northgate, and a margin note in Arrjessor's hand, stating he must contact them concerning the location of the yellow string. This note is written in inphidian.

Among the tomes and scrolls on the shelves are Arrjessor's spellbook (see below), and 3 arcane scrolls.

Scroll #1 has the following spells: *glitterdust*, *summon monster II*; both caster level 3.

Scroll #2 has the following spells: *dismissal*, *passwall*, and *transmute rock to mud* all at Caster level 9, and *greater scrying* and *waves of exhaustion* at Caster level 13.

Scroll #3 has the following spell: *sleet storm*; caster level 5.

Arrjessor also has the following items with him at all times: a pair of *inphidian gauntlets*, a *wand of summon monster II* with 17 charges; an *amulet of protection +1*, and the key to Nerith's cell.

In a small chest under the table is Arrjessor's wealth that he uses to fund his ambitions. He has 3,000 gp and 10 50 gp pearls locked in the chest (DC 15 to open).

Arrjessor, Male Inphidian Spellweaver Wiz 3/Clr 1: CR 8; SZ M Monstrous Humanoid (Reptilian); HD 5d8+5 plus 3d4+3; hp 39; Init +2, Spd 30 ft.; AC 17 (+2 Dex, +4 natural, +1 deflection from amulet), touch 13 FF 15; BAB/Grp +5/+6; Atk Snake-hand bite +5 melee (1d4+1 plus poison); Full Atk 2 Snake-hand bites +5 melee (1d4+1 plus poison); Space/Reach: 5 ft./5 ft.; SA poison rebuke undead, spells, spell-like abilities; SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +7, Will +10; Str 12, Dex 14, Con 13, Int 16, Wis 12, Cha 14.

Skills: Concentration +15, Craft (Alchemy) +13, Craft (Poisonmaking) +14, Hide+6, Knowledge (Arcana) +7, Knowledge (History) +6; Move Silently +5, Spellcraft +19, Use Magic Device+11; **Feats:** Dodge, Eschew Materials, Magical Aptitude, Scribe Scroll, Spell Focus (Conjuration).

Poison (Ex): An inphidian spellweaver injects venom with a successful bite from its snake hands.

Spell Inphidian Poison: Injury, Fortitude DC 14 to negate, initial damage 1d4 Strength, secondary 1d4 strength.

Spell-like Abilities (Sp): At will: *spectral hand*; 3/day: *detect magic*, *read magic*, *color spray*; 1/day: *acid arrow*, *cause fear*, *daze*, *hypnotism*, *mirror image*, *obscuring mist*, *touch of idiocy*, *touch of fatigue*; Caster level 4th; DC is Cha based.

Arcane Spells Prepared (4/3/2; base DC 13 + spell level): 0 — *resistance*, *mage hand* x2, *acid splash*; 1 — *magic missile*, *mage armor*, *grease*; 2 — *scorching ray*, *summon swarm*.

Divine Spells Prepared (3/2+1; base DC 11 + spell level): 0 — *cure minor wounds*, *guidance*, *virtue*; 1 — *bane*, *doom*, *magic fang*.

Domains: Knowledge, Serpent

Granted Powers: Turn/Rebuke snakes as cleric of same level vs. undead; divination spells are at caster level +1

24. Concubines' Quarters (EL 5)

This room is inhabited by Arrjessor's concubines, two inphidian dancer/charmers. They are loyal to him, and share his ambition. If they hear sounds of combat from his quarters they will summon the guards from Area 26 to investigate. There quarters are lavishly appointed, with soft silks in abundance.

25. Nerith's cell (EL 10)

This long room is filled with implements of torture. Racks, tongs, braziers, tables with manacles, whips, and many sharp instruments line the walls and cover tables. On the far side of the room, pinned to the wall by its wings, is a feathered serpent. This is Nerith the couatl, who has been imprisoned and tortured here for centuries. A permanent anti-magic shell effect operates in the room preventing Nerith from using any of his magical abilities to escape, and preventing any from using magical means to discover his whereabouts. Just outside this anti-magic field, a permanent dimension lock has been established to prevent anyone from using extraplanar travel to enter or leave the room.

Nerith is near mad with pain and continued suffering over the decades. Generations of inphidians have held him and continued his torment. Arrjessor has renewed the torture in an attempt to gain information

about the Rainbow Harp and its strings. He feels the relic can help fulfill his mad quest for power. Arrjessor was unaware of the nature of the green string until recently when he learned of obscure rumors of a potent magical string of yellow hue in the area of Northgate. The ambitious priest made the connection with the green string in his possession, and decided to pump Nerith for information. The scroll in the priest's quarters holds all that he has learned of the string so far.

Nerith is in horrible shape, and hovers near death. The mistreatment over centuries has taken its toll, and all he craves is the release that death will bring. He feels that he has failed the charge given him by Riordan, and blames his pride and desire for a legacy. Nerith is barely able to speak, and healing magic will no longer help him. Nothing short of a miracle or wish can improve his condition. He will be near incoherent from the pain, but will repeat the following phrase over and over again: "Must free Serelay's gifts from the hands of the dead prince." and "Riordan must get here soon"

The first refers to the fact that the Cult of Orcus took Serelay's temple, a threat he had learned of about the same time that the inphidians began their uprising. He had contacted Riordan for help, but Riordan never arrived, and Nerith fell to the inphidians. Riordan was captured by agents of the lich Acregor and taken to his tower in Acregor.

Nerith, Couatl: CR 10; SZ L Outsider (Native); HD 9d8+18; hp 58 (currently 0); Init +1; Spd 20 ft., fly 60 ft. (good); AC 15 (-1 size, -3 Dex, +9 natural), touch 6, flat-footed 15; BAB/Grp +9/+17; Atk/Full Atk Bite +9 (1d3+2 plus poison); Space/Reach: 10 ft. / 5ft.; SA constrict 2d8+2, Improved grab, poison, psionics, spells; SQ darkvision 60 ft., ethereal jaunt, telepathy 90 ft.; AL LG; SV Fort +1, Ref +3, Will +10; Str 10, Dex 5, Con 1, Int 17, Wis 19, Cha 17.

Skills: Concentration +11, Diplomacy +17, Jump +0, Knowledge (Arcana) +15, Knowledge (Religion)+15, Listen +16, Search +15, Sense Move +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks); Tumble +15, Use Magic Device +15 (+17 scrolls); **Feats:** Dodge, Empower Spell, Eschew Materials, Hover, Improved Initiative.

See MM for further details. Nerith's ability decreases reflect enduring years of torture and captivity.

26. Guard Room (EL 8)

This room is the quarters for the guards assigned to watch over Nerith and the temple. There are three guards, an inphidian throwback with a pair of inphidian gauntlets and a large scimitar, and two cobra-back inphidians, each with a pair of inphidian gauntlets and scimitars. These guards are loyal to Arrjessor rather than the Queen, but will answer a summons to

protect the queen if it is sounded. These are the guards who will move to the level above if the queen sounds the alarm. If they do, this room will be empty.

Inphidian Throwback: CR 7; hp 85; Appendix 2.

Part V: Resolutions and Aftermath

The adventure is not over when the party recovers the string. They must still get off the island. Even if they manage to defeat all the inphidians in the temple, there are still more out and about on the isle. A group that consists of at least one noble, one spellweaver, three cobra-backs and six common inphidians are out scavenging and hunting, in addition to the patrol returning from the village with more slaves. The DM can make the escape from the island a harrowing chase if desired. If the party is especially beat up and have had a hard time recovering the string, the DM can allow them to rest or go to the village to recover before heading to the mainland to pursue their quest.

Returning to the Temple

If the party enters the temple and leaves without recovering the string, and attempts to return to the temple, the inphidians will have made preparations. Patrols will have been recalled so add to the number of guards in each guardroom. Guards will be posted at the top and bottom of each stairwell to prevent easy access. Guards will have been posted in Nerith's chamber and in the temple of Set. The party's best option for success is a quick and stealthy hit and run raid, recovering the string and freeing as many captives as they can. The inphidians are crafty and resourceful; play them that way.

Getting To the Mainland

The party may now return to Darnagal, or may head south towards Northgate.

Ad Hoc Experience Awards

Action	Award
Recovering the Green String	3,000 XP
Each villager rescued/freed	25 XP
Gathering information about yellow string	1,000 XP
Freeing Nerith to allow him to die and find peace	1,000 XP

Chapter Seven:

The Temple of the Night

Part I: Introduction and Overview

The goal of the heroes in this adventure is to recover the Rainbow Harp's yellow string. They will likely follow clues that Serelay took the yellow string with her when she went to establish a monastery to the north of the city of Northgate. They may have even learned that the monastery fell, or that the Temple of the Night has something to do with the string.

Northgate is located to the south of Darnagal along the Coast Road, and the heroes will have to travel to the city. They will not be able to enter the city proper. The ports and gates of the city have been closed due to the plague. No exceptions will be made.

The ruins of Serelay's monastery lie to the north of the city. The monks built a tunnel from the monastery connected to an underground river cavern in order to guarantee the monastery a fresh water supply. As the city of Northgate grew, its sewer system reached to the underground river. The cult of Orcus used the sewer system to gain access to the tunnel and conquer the monastery unawares. They still use the tunnel to gain access into and out of the city without being seen.

The Cult of Orcus operates out of the Temple of the Night, which is located in a secret tunnel complex in the city sewers. The cult has recruited most of the city's sewer workers, so none even suspect the cult's presence in the sewers, though many suspect their presence in the city.

This is not the only threat in the sewers. As civilization and the cities in the area spread, many humanoids were forced out of their normal habitat and underground. Many followed the underground riverbed and have carved out lairs in the city's sewers.

The party will have to overcome the threats in the monastery, find the tunnel into the sewers, locate the Temple of the Night, and overcome the cult in order to regain the yellow string.

Part II: Traveling to the Monastery and Northgate

There are several routes the party can take to get to the environs of Northgate. They can sail south to the area or return to Darnagal and travel by land down the Coast Road. If they travel by sea and the DM wants to generate encounters, use the tables in the DMG or in the *Mother of All Encounter Tables*, or use

the tables from Chapter 6 given for traveling to the Isle of the Blessed Serpent.

If the party travels by land, any encounters should revolve around villages abandoned or wiped out by the Gray Death, packs of plague ghouls, or villages cowering in fear over plague rumors and driving strangers out. It will take about five days to travel from Darnagal to Northgate. Along the way, the PCs will pass the Great Salt Marsh, in the center of which lie the ruins of the stronghold city of Varagost, where Merrill took the red string. This marsh is about a day and a half north of Northgate. The heroes may decide to search Varagost's ruins; in this case, see Chapter 8.

The city guard of Northgate will not allow any travelers to enter the city. The gates are closed, and travelers will be told to leave by guards atop the walls.

The ruins of Serelay's monastery lay about half a day's travel north of Northgate.

Part III: The Ruined Monastery

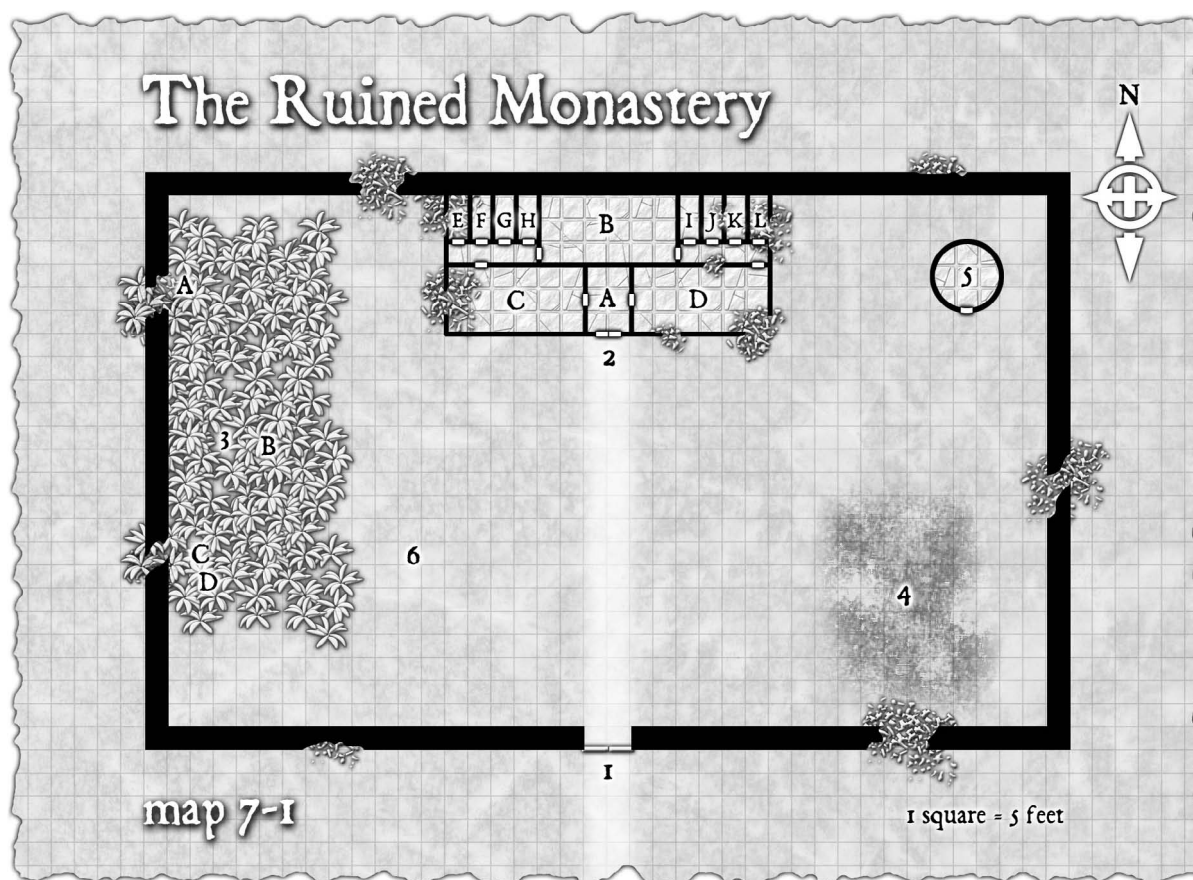
A trail leads off the main road to the monastery compound, but it is no more than a wagon trail that has become overgrown in the years since the monastery was destroyed. The trail leads to a small compound surrounded by a low stone wall. There were several smaller structures inside the compound, but all that remains are two structures—one looks as if it was the main building, and the other looks like a grain silo—and an overgrown garden. The walls are in a state of disrepair, the main building's roof has collapsed in some places, and the grounds are dotted with blackened, scorched patches where no vegetation grows.

There are no random encounters in the monastery compound, unless you want to include them. Packs of plague ghouls are always wandering the countryside and serve as fodder for an encounter. The plague has gripped the land and the sparsely populated areas have been all but abandoned, natural fauna has fled the area, and other types of encounters in these areas are unlikely.

Key to the Monastery

1. Front Gate

The stone wall around the compound has collapsed in several areas. The gateway still stands, but one gate



lies on the ground, overgrown with weeds, while the other hangs from one hinge, looking as if a strong wind could tear it off. A cobblestone path leads from the front gate to the steps of the main building.

2. Main Building

This structure was framed with wood and then constructed with stone and mortar. The doors are of wood, bound in bronze with a sunburst pattern. Burned into the doors over the sunburst pattern is the symbol of Orcus. The doors are intact and are locked (Open Lock DC 14). The roof has collapsed in several places.

2a. Foyer

The doors open into a foyer. There is a door in either side of the foyer and another set of double doors stand opposite the entrance. The foyer appears to have been decorated with pastoral scenes and images of Aelbwyyn and Malunas, but the walls are now covered in blood and scorch marks. Trash and bones litter the floor.

All of the doors are wood gilded with silver. Each of the side doors is worked with a silver crescent moon pattern, now defaced and covered in blood. The door to the east is slightly ajar, while the door to the west is closed. The double doors are also closed. The doors are worked with a silver gilded image of sunburst and

crescent moon in a union. The symbol of Orcus has been drawn over this in blood.

2b. Shrine (EL 8)

The foul stench of death emanates from this room. When the doors are opened, the room looks like a shrine that has been defiled. An altar has been overturned; statues of Aelbwyyn and Malunas have been smashed to pieces.

The room is deep in shadow, and unlike other areas of this building, there are no holes or open areas to allow sunlight in. Heavy woolen blankets have been hung from the walls and the ceiling, adding to the gloom. A cloaked figure appears kneeling in the shadows of the darkest corner.

If the party enters the figure will start sobbing and moaning, repeating the phrase “they came, they came” over and over again. The figure is a bodak, and all that is left of the monk who succeeded Serelay as abbot. He was destroyed by the touch of the evil the cult of Orcus brought to the monastery.

If the party says anything to him, he will continue to sob and moan, uttering, “all destroyed, all gone, they came, they came,” over and over again. If any approach within 20 feet he will turn to face them and pull back his hood using his gaze attack.

Bodak: CR 8; SZ M Undead (extraplanar); HD 9d12; hp 58; Init +6, Spd 20 ft.; AC 20 (+2 Dex, +8

natural), touch 12, flat-footed 18; BAB/Grp: +4/+5; Atk/Full Atk Slam +6 melee (1d8+1); Space/Reach 5 ft./5 ft.; SA death gaze; SQ DR 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to daylight; AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con -, Int 6, Wis 12, Cha 12.

Skills: Listen +11, Move Silently +10, Spot +11; *Feats:* Alertness, Dodge, Improved Initiative, Weapon Focus (Slam); AL: CE, CR 8).

Death Gaze (Su): The bodak's death gaze has a range of 30 ft., Those in range must make a Fortitude Save (DC 15) or die. Those killed by the bodak's gaze will be transformed into bodaks within 24 hours.

Vulnerability to Sunlight (Ex): The touch of sunlight burns a bodak's flesh, exposure causes one point of damage for each round exposed.

2c. Exercise and Meditation Room (EL 0 or 6)

This room is large and open. It was used by the monks to perform their daily exercises or as a place of meditation. Moldering bamboo mats litter the floor in places. If the party makes any noise in here, it will attract the attention of the wights in Area 2f, 2g, and 2h and they will enter the room to investigate the noise.

2d. Kitchen (EL 4)

This large room was the kitchen for the monastery. There are two large ovens along the east wall. Parts of the walls have collapsed or been burnt through. The ceiling has fallen in and rubble litters the floor. Among the litter a pack of 12 dire rats has made a nest. They will scurry away from anything larger than themselves, unless it threatens their territory, in which case they will attack.

Dire Rats (12): CR 1/3; SZ S Animal; HD 1d8+1; hp 5; Init +3, Spd 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp: +0/-4; Atk/Full Atk Bite +4 melee (1d4 plus disease); Space/Reach 5 ft./5ft.; SA disease; SQ low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; *Feats:* Alertness, Weapon Finesse.

2e. Ruined Cell

This small room was a cell for a single monk. The outer wall has been breached and the roof has collapsed.

2f, 2g, 2h. Wight Cells (EL 6)

Each of these was a cell for a monk to use for quarters. A wight now occupies each of these cells. If they

were not attracted by sounds in the exercise room, they will spring out and attack living creatures in the hallway.

Wights (3): CR 3; SZ M Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+3; Atk/Full Atk slam +3 melee (1d4+1 plus energy drain); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Hide +8, Listen +7, Move Silently +16, Spot +7; *Feats:* Alertness, Blind-fight.

2i. Empty Cell

This room was a cell used by a monk for quarters. It shows signs of recent occupation. A bedroll lies in a heap in one corner and scraps of bread and cheese lie on the floor. A Cult member recently spent the night here on her way out of the city.

2j, 2k, 2l. Ruined Cells

These three cells are barely standing. The walls have collapsed places and the ceiling has fallen in. Debris litters the rooms.

3. Overgrown Garden

This area was once a well-tended garden with several unusual types of flora. In the years since the monastery's fall, the garden has lain untended and a group of deadly plants have grown in this area. The garden also held the access to the tunnel that leads into the sewers of Northgate.

3a. Assassin Vine Patch (EL 6)

The northern end of the garden is dominated by a patch of leafy vines that produce a grape-like fruit. They cover nearly half the northern end of the garden. These vine plants are assassin vines, and will seek to grab anything living to kill and use the carcass as fertilizer.

Assassin Vine (3): CR 3; SZ L Plant; CR 3; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15 (-1 size, +6 natural), touch 9, flat-footed 15; BAB/Grp +3/+12; Atk/Full Atk Slam +7 melee (1d6+7); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA constrict (1d6+7), entangle, improved grab; SQ blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int -, Wis 13, Cha 9.

3b. Witherweed Patch (EL 4)

A large patch of brown and dull green grass and weeds dominates the center of the garden. This is

witherweed, typically a subterranean species of grass, but seeds were carried up from the sewer caverns by travelers and took root here.

Witherweed Huge plant: (hp 37), see Appendix 3.

3c. Sewer grate

Hidden in the underbrush at the southern end of the garden is a grate that leads down to the subterranean tunnel. The tunnel then leads to the underground river and sewers of Northgate. The grate is difficult to see because of the heavy undergrowth (DC 20 Spot).

3d. Rose Bushes (EL 6)

A few feet from the sewer grate stand three rosebushes with immaculately white flowers. These are in fact deadly predators known as vampire roses. Agents of the cult of Orcus usually bring a victim to satiate the bushes when traveling through the tunnel, and then animate the corpse to serve their cause. The rose bushes will lash out at living creatures trying to use the grate to feed on their blood.

Vampire Roses (3): CR 3; hp 30; , see Appendix 3.

4. Charred Area

This large blackened spot was once an outbuilding that was burned to the ground. The last survivors of the order gathered here for a final stand. The cult of Orcus simply bolted the doors closed to trap them inside and burned the building down. If the area is searched carefully (DC 20 Search) small bits of bone can be found mixed in with the charred remains that blacken this area.

5. Grain Silo (EL 8)

This large silo looks to be intact, surprisingly. It stands about 20 feet tall and the grain chute is still operative. The access doors are locked. The cult still uses this to store grain for members' use. The silo is infested with rats, and any attempt to use the grain chute or open the access doors will cause a rat swarm to emerge.

Rat Swarm (7): CR 2; SZ T Animal (Swarm); HD 4d8; 13 hp; Init +2; Spd 15 ft., climb 15 ft.; AC 14 (+2 size, +2 Dex) T14, flat-footed 12; BAB/Grp +3/-; Atk/Full Atk Swarm (1d6+disease); Space/Reach 10 ft./0 ft.; SA disease, distraction; SQ half damage from slashing and piercing; low-light vision, scent, swarm traits; AL N; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; **Feats:** Alertness, Weapon Finesse.

6. Remains of Camp

This spot on the grounds holds the remains of a recent camp. Tell-tale signs include the remains of a small fire, bent grass, etc. A survival check (DC 10) will reveal the presence of the camp. The camp was used within the last three days. There are three sets to be found (Search DC 15). One set of tracks leads from the main building to the camp though one of the holes in the wall to the kitchen (Area 2d). The cultist, who stayed in cell 2i, joined a larger group that arrived after she did. A second set of tracks show that the group moved into the garden from the camp. The third comes from the main entrance to the camp. This camp was made by a group of cultists returning to Northgate on some errand.

Part IV: The Tunnel and Underground River

The grate opens into a shaft that descends approximately 50 feet underground. An iron ladder is attached to the wall allowing an easy climb down or up the shaft. The ladder ends five feet above the floor of a tunnel. Hanging from the last rung will allow anyone to reach the floor safely. If distracted or threatened while climbing, the PCs should make a DC 10 Climb check to maintain their grip on the ladder, any failing must make a Reflex save (DC 15) to catch themselves and prevent a fall.

The tunnel at the bottom is approximately 10 feet wide and eight feet high. It is roughly carved, and every 30 to 40 feet there are notches where a torch can be placed, but they are all currently empty. The tunnel runs in a southerly direction for approximately three miles. It opens into a natural cavern with a small underground river running through it. The river is a water source for the city of Northgate, and this cavern is actually just inside the city walls, albeit under the city. The river is an important source for fresh water for this coastal city.

The river is 20 feet wide and fairly deep (ranging from 10 feet deep at the edge to 30 feet deep at the center of the river). It has a fairly strong current, which moves eastward towards the sea. It is impossible to ford the river, so some other means of crossing will have to be found. It is not too difficult to swim across (Swim DC 13) but remember to include penalties for armored characters. On the far side of the river, a raft with a pole can be seen.

Also on the far side barely visible in the darkness (DC 15 to spot) are two tunnel entrances. Both lead into the sewer system of the city. One is a natural cavern that has been claimed by some of the subterranean inhabitants of the sewers (see Area 4). The other is a manmade tunnel that is the main sewer outlet for the

city (see Area 1). Water empties out of both tunnels and into the river where it is carried out to sea.

Part V: The Sewers of Northgate

The Sewer's Guild

The sewers of Northgate are maintained by an organization known as the Sewer's Guild or the Plumbers. Though their task is vital to the city, they are not well liked or respected by the average citizen. The cult of Orcus played up their discontent to seduce the Plumbers to their cause. The cultists make sure wealth flows into the pockets of the guild masters, and the Plumbers give the cult free reign of the sewers. Most plumbers know the cult is active here and that the Temple of the Night is located somewhere in the sewers, but not its specific location. The guild master does know, and is an active worshipper of Orcus, but he spends most of his time in the guild-house in the city proper.

The Cult of Orcus and the Temple of the Night

The Cult of Orcus has operated in the city of Northgate for centuries, but they have had to operate in secret. Their greatest victory was the taking of the monastery and the capture of the string. The leaders of the cult knew the string was an item of power, but did not know its true nature. The cult hopes to take the city for Orcus and use the population to build an enormous army for their cause. They have slowly been building an army of undead over the last year.

The lich Acregor was instrumental in the cult taking the monastery. Acregor hoped to gain the string, but the Chief priest of Orcus would not relinquish such an item of power to him. Acregor contented himself that the string would not be a threat to him in the hands of the cult.

With the unleashing of the Gray Death, Acregor once again sought to get the string from the cult, hoping the current leader would be more amenable to his desires. This was not the case, and all he did was pique Araneus' curiosity about the string's true nature and power.

Araneus reacted quickly once the Gray Death appeared. He set into motion a plan to capitalize on the fear in the city, and had the idea to seal the city planted in the council's ear. He has begun to build a small undead army that he will unleash on the captive population, and then animate the dead to build his army. He hopes to take the city and spread Orcus' influence in the region. The bulk of the army has

been moved above ground, but a portion of it remains in the sewers.

The heart of the cult's activity is their temple. The Temple of the Night has operated from the sewers of Northgate for nearly two centuries. It existed in the city proper, but constant raids from the city watch and vigilance by the churches of Muir and Thyr drove them underground. It is not a large temple, but it is an active one and has many operatives.

Encounters in the Sewers

Random encounters can happen quite frequently in the sewers. DM's should check every hour. To check roll a d20 and consult the following table:

Roll	Result
1-3	3-12 dire rats (see MM for details)
4-5	3 gricks (see MM for details)
6-7	2-8 plumbers (Com 1-3 working in sewers)
8	Rat swarm (see MM for details)
9	2 ghosts and 8 Ghouls (see MM for details)
10	3 cultists of Orcus (see below)
11	Troll (see MM for details)
12	Wererat patrol (3 wererats; see MM for details)
13	Grimlock patrol (6 Grimlocks; see MM for details)
14	Troglodyte patrol (8 Troglodytes; see MM for details)
15-20	No encounter

Cultists of Orcus

This will be an acolyte of Orcus and two guards moving through the sewers on some errand for the cult. They may be checking on the army, or delivering supplies.

Acolyte, Human Clr4: CR 4; SZ M; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 14 (+1 dex, +3 studded leather), touch 11, FF 13; BAB/Grp +4/+4; Atk/Full Atk heavy mace +5 melee (1d8); Full Space/Reach 5 ft./5 ft.; SA domain abilities, rebuke undead, spells; SQ aura of evil; AL CE; SV Fort +5, Ref +2, Will +7; Str 10, Dex 12, Con 13, Int 14, Wis 17, Cha 14.

Skills: Concentration +8 (+12 for casting defensively), Knowledge (religion) +9, Profession (sailor) +10, Spellcraft +9; **Feats:** Combat Casting, Extra Turning, Improved Turning.

Divine Spells Prepared (5/4+1/3+1; base DC 13 + spell level): 0 — *detect magic*, *guidance*, *inflict minor wounds* x2, *resistance*; 1st — *bane*, *cause fear*, *deathwatch*, *doom*, *inflict light wounds*; 2nd — *death knell*, *hold person*, *inflict moderate wounds*, *summon monster II*.

Domains: Death, Evil.

Granted Powers: 1/day: *Death Touch*, +1 caster level on Evil spells.

Possessions: Studded leather armor, masterwork heavy mace.

Guards, Human War 4 (2): CR 3; SZ M; HD 4d8+12; hp 30; Init +2; Spd 30 ft.; AC 15 (+2 Dex. +3 studded leather), touch 12, flat-footed 13; BAB/Grp +4/+6; Atk/Full Atk longsword +6 melee (1d8+2/19-20); Space/Reach 5 ft./ 5 ft.; AL CE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 11.

Skills: Intimidate +7, Swim +10; *Feats:* Cleave, Dodge, Power Attack.

Possessions: Studded leather armor, long sword.

Key to the Sewers

There are a variety of tunnel types in the sewer system. The main tunnels form a cross section. The north-south tunnel is lower and filled with water that flows from the south to the north to empty into the underground river. The east west tunnel is higher in elevation and dry. Flooded tunnels range from three to four feet deep in muck and water.

There are several branch tunnels that were formed by erosion or hewn by primitive means by the humanoids in the tunnels. Those off the north-south tunnel will be flooded as well, those off the east-west tunnel will be dry.

Travel through the flooded tunnels is difficult. Footing is treacherous. The waste and water makes a slippery mixture. Any attempt to move at more than half movement rate or to take more than a single action requires a successful Balance check (DC 13). Success means the action or movement is possible. Failure means the action or movement is not possible and a Reflex save (DC 13) is necessary to avoid losing footing and falling prone. Movement in the dry tunnels is normal and does not require these checks.

The smell of waste in the tunnels is intense. Characters must make a Fortitude save (DC 5) or become nauseated and unable to act for 2d8 rounds when first entering the tunnels. Any falling into the muck must make a Fortitude save (DC 10) to avoid becoming similarly nauseated.

An uneasy truce exists among the various creatures here. The cult of Orcus welcomes their presence as it discourages unwanted visitors from coming to the sewers. The troglodytes and grimlocks have warred intermittently, but the Temple of the Night has bought peace between them. Of course the fact that the former grimlock chieftain was captured and torn to shreds by a pair of demons went a long way toward convincing the reluctant rivals to agree to the terms of the truce. The trolls are newcomers, but hunt mostly outside the sewers and have not disturbed the delicate balance of power that currently exists.

1. Tunnel Entrance

This tunnel entrance is about 10 feet wide and has a loose grate in front of it. The grate can be easily moved to gain access to the tunnel. The tunnel is flooded and footing is treacherous.

2. Office (EL 2)

The stairs lead up to an administrative office. A sole clerk (Exp 2, hp 6) is here going over reports. He is not an active member of the cult, but is aware of its presence. He is responsible for making sure the secret safe house behind the office is properly supplied.

2a. Safe house

This is a secret safe house for cult members on the way back into the city. The room is equipped with a bedroll, rations, a water bottle, clean nondescript clothes, and a potion of cure light wounds.

3. Storage Room

This room has a number of tools (shovels, rakes, sieves, etc.) hanging from the walls.

4. Cave mouth entrance (EL 7)

This cave mouth entrance is smaller than the main entrance, and has no grate. The water is a little deeper here, almost five feet. Lurking in the water and on the ceiling, waiting for prey are four gricks. These aberrations blend in with the muck waiting for prey to enter through the cave mouth.

Gricks (4): CR 3; SZ M Aberrations; HD 2d8; hp 9; Init +2; Spd 30 ft., climb 20 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grp +1/+3; Atk Tentacle +3 melee (1d4+2); Full Atk 4 tentacles +3 melee (1d4+2); bite -2 melee (1d3+1); Space/Reach 5 ft./ 5 ft.; SQ DR 10/magic, darkvision 60 ft., scent; AL N; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

Skills: Climb +10, Hide +3 (+11 in rocky areas), Listen +6, Spot +6; *Feats:* Alertness, Track.

5. Troll Cave (EL 7)

A pair of trolls has recently made its lair here. They have come from upriver and took the previous occupants unawares and made a tasty meal of them. The troll will move to investigate the sounds of combat, and will capture characters and gricks alike for their next meal.

Trolls (2): CR 5; SZ L Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +4/+14; Atk claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA rend 2d6+9; SQ darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort

+11; Ref +4, Will +3; Str 23 Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6; *Feats:* Alertness, Iron Will, Track.

6. Troll Larder

This cave is used by the trolls to store their food and treasure. The carcasses of three gricks and a grimlock hang upside down from the ceiling to cure. There is an incline into this cave raising it out of the much leaving a dry surface. The remains of a small fire are in the center of the room. Lying about the floor are three moldy, damp sacks. The first contains 750 sp and 300 gp. The second contains six miscellaneous golden art works, each worth 2d6x100 gp. The third sack is filled with gold coins totaling about 1,000 gp.

7. Troll Refuse

The trolls use this cave to pile their refuse. Here the waste and water have mixed with blood and rotting remains to make quite a stench. All entering the cave must make a DC 12 Fortitude check or become nauseated for 2d8 minutes. Among the refuse and bones in the pool is a *wand of levitation* (13 charges), and a *rod of metamagic maximize, lesser*.

8. Ruined Office (EL 7 or 5)

This was once an office for the Sewer's Guild, but a crack in the wall caused water to leak, eventually causing the wall to collapse, and the area was abandoned. Eventually, a band of troglodytes exploring the sewers tunneled through the wall and settled there. As the PCs climb the stairs, the faint traces of a foul odor may be noticeable. It gets stronger the higher up the stairs you go and is quite noticeable in the room itself. A pair of troglodyte scouts lurks in the tunnel keeping watch for any who might threaten their lair. If intruders approach, one slips away to warn the guards in Area 9 who will set up an ambush, while the other lies in wait hoping to sneak attack anyone entering the tunnel to slow them down and allow his fellow troglodytes to set up the ambush.

Troglodyte Scouts Rog3 (2): CR 5; SZ M Humanoid (Reptilian); HD 2d8+4 plus 3d6+6; hp 30; Init +2; Spd 30 ft.; AC 20 (+2 dex, +2 leather +6 natural), touch 11, flat-footed 18; BAB/Grp +3/+3; Atk shortsword +5 melee (1d6) or claw +5 melee (1d4) or javelin +6 ranged (1d6); Full Atk shortsword +5 melee (1d6) and claw +3 melee (1d4) and bite +3 melee (1d4), or 2 claws +5 melee (1d4) and bite +3 melee (1d4), or javelin +6 ranged (1d6); Space/Reach 5 ft./ 5 ft.; SA sneak attack +2d6, stench; SQ darkvision 90 ft., evasion, trapfinding, trap sense +1; AL CE; SV Fort +6, Ref +5, Will +1; Str 10, Dex 15, Con 14, Int 10 Wis 10, Cha 10.

Skills: Hide +14 (+18 underground), Listen +9, Move Silently +8, Spot +6; *Feats:* Mutliattack, Stealthy, Weapon Finesse, Weapon Focus (javelin).

Possessions: Shortsword, leather armor, 3 javelins, 4 gp each.

9. Guard Chamber (EL 7 or 8)

This subterranean cave is a guard chamber for the troglodyte tribe which lairs here. There are nine troglodytes here. If forewarned by one of the scouts from Area 8, they will attempt to ambush any coming down the corridor from Area 8. They will attack at the crossroads to prevent any from going to the common room (Area 10) or to the chieftain's chambers (Areas 12-14). The scout who warned them will help set the ambush and fight with the guards. If the scouts do not forewarn them, the 9 guards will be in the room, but will move out to challenge any they hear in the tunnels.

Troglodytes (9): CR 1; SZ M Humanoids (Reptilian); HD 2d8+4; hp 13, Init -1; Spd 30 ft.; AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; BAB/Grp +1/+1; Atk club +1 melee (1d6) or claw +1 melee (1d4) or javelin +1 ranged (1d6); Full Atk club +1 melee (1d6) and claw -1 melee (1d4) and bite -1 melee (1d4), or 2 claws +1 melee (1d4) and bite -1 melee (d4) or javelin +1 ranged (1d6); Space/Reach 5 ft./ 5 ft.; SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +5, Ref +1, Will +0; Str 10, Dex 8, Con 14, Int 8, Wis 10, Cha 10.

Skills: Hide +5 (+9 underground), Listen +3; *Feats:* Multiattack, Weapon Focus (javelin).

Possessions: Club, 2 javelins.

10. Common Room (EL 10)

This is the common room where the bulk of the tribe lives. There are 23 troglodytes here (12 males and 11 females; see Area 9). They go about normal tasks such as food preparation, socializing, etc. unless they hear the sounds of battle from down the tunnel. If they hear battle, they will arm themselves and prepare to defend the hatchery (Area 11). One group will move to hold the entrance coming from Area 9, and the other to block the entrance to the tunnel leading to Area 11. Both males and females will fight and have identical stats.

11. Troglodyte Hatchery (EL 7)

The tunnel to this cavern slopes downward, and the rear of the cavern contains an underground pool. This is the troglodyte hatchery. The troglodytes hatch their young in the water of the pool. Nearly a dozen young troglodytes are running around and splashing in the pool. There are eight adult troglodytes in the room, two males and six females (see Area 9). They fight to defend the young, and if sounds of battle are heard

from Area 10 they will have all the young hiding in the pool and have set an ambush for any who approach the hatchery.

12. Lizard Lair (EL 6)

This cave is home to four monitor lizards which the tribe uses as mounts for raids. They are the first line of defense for the troglodyte chieftain. The lizards will approach all who come down the tunnel, and will attack any non-troglodytes. If the cave is explored, several bones and a half eaten grig carcass will be found.

Monitor Lizards (4): CR 2; SZ M Animal; CR 2; HD 3d8+9; hp 22; Init +2, Spd 30 ft., swim 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp+2/+5; Atk/Full Atk Bite +5 melee (1d8+4); Space/Reach 5 ft./ 5 ft.; SQ Low-light vision; AL N; SV Fort +8, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11; **Feats:** Alertness, Great Fortitude.

13. Elite Guard (EL 9)

This smaller cave is the home of the troglodyte king's elite guard. These three troglodytes are the strength of the tribe and hold a favored position with the chieftain. They are Grrrlonick, a sorcerer, Bh'digar, a fighter, and Sslinar, a ranger. Sslinar has trained the monitor lizards which serve as mounts and companions for these three when they raid. Each has a pallet and a small chest in the room. These three are fanatically loyal to their chieftain, and will fight to the death to protect him.

The chests hold the booty these three have gathered over the years.

Chest #1 (Grrrlonick): 2000 gp, a ruby (500 gp), a *potion of cure light wounds*.

Chest #2 (Bh'digar): 1000 gp, 250 pp, 2 small emeralds (200 gp each).

Chest #3 (Sslinar): 1500 gp, a gold necklace (3000 gp), *potion of levitation*.

Grrrlonick, Male Troglodyte Sor4: CR 6; SZ M Humanoid (Reptilian); HD 2d8+4 plus 4d4 +8; hp 26; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; BAB/Grp +3/+3; Atk/Full Atk claw +6 melee (1d6); Full Atk 2 claws +6 melee (1d6) and bite +4 melee (1d4); Space/Reach 5 ft./ 5ft.; SA spells, stench; SQ darkvision 90 ft.; AL CE; SV Fort +6, Ref +4, Will +5; Str 10, Dex 16, Con 15, Int 10, Wis 10, Cha 17.

Skills: Concentration +10, Hide +9 (+14 underground); Listen +3, Spellcraft +1; **Feats:** Combat casting, Dodge, Multiattack, Weapon Finesse

Arcane Spells Known (6/7/4; base DC 13 + spell level): 0 — *detect magic, read magic, acid splash, detect poison, message, ray of frost*; 1 — *cause fear, protection from good, summon monster I*; 2 — *scorching ray*

Possessions: *staff of fire* (25 charges).

Bh'digar, Troglodyte Fighter 4: Medium Humanoid (Reptilian); CR 6; HD 2d8+8 plus 4d10 plus 32; hp 71; Init +1; Spd 30 ft.; AC 21 (+1 Dex, +6 natural, +4 chain shirt), touch 11, flat-footed 20; BAB/Grp+5/+9; Atk/Full Atk longsword +12 melee (1d8+8/19-20); Space/Reach 5 ft./5 ft.; SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +11, Ref +2, Will +1; Str 18, Dex 12, Con 18, Int 8, Wis 10, Ch 12

Skills: Hide +6 (+10 underground), Intimidate +5, Listen +3; **Feats:** Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword); AL: CE; CR 6)

Possessions: Masterwork chain shirt, *longsword* +2

Sslinar, Female Troglodyte Rng4: CR 6; SZ M Humanoid (Reptilian); HD6d8+12; hp 39; Init +3; Spd 30 ft.; AC24 (+3 Dex, +6 natural, +5 studded leather) T13, flat-footed 21; BAB/Grp +5/+6; Atk 2 light picks +8/+4 melee (1d4/x4); Full Atk 2 light picks +8/+4 melee (1d4/x4); Space/Reach 5 ft./ 5 ft.; SA favored enemy (human), stench; SQ darkvision 90 ft., endurance, track, wild empathy; AL CE; SV Fort +9, Ref +7, Will +1; Str 13, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills: Handle Animal +7, Hide +9 (+13 underground, additional +10 if ring is used), Knowledge (Dungeoneering) +3; Listen +3, Move Silently +10, Survival +7; **Feats:** Two Weapon Fighting, Weapon Finesse, Weapon Focus (light pick).

Possessions: *studded leather* +2, 2 masterwork light picks; *ring of chameleon power*.

14. Chieftain's chamber (EL 8 and 5)

This cave is the quarters for Pulssugar, the troglodyte chieftain and his three concubines. The cave is lined with pelts and skins that Pulssugar has acquired over the years. Pulssugar will destroy any who have attacked his tribe unless he feels that are a threat to him, in which case he will negotiate or offer ransom for his life. His survival is his highest priority.

A pile of pelts covers a large chest. This holds the tribe's treasure. The chest is locked (Open Lock DC 25). The chest is trapped as well. There is a vial of ungol dust vapor in the lock, and attempts to open the lock without disabling the trap will release a cloud of ungol vapor. Either picking the lock or using the key to disable the trap will set it off. There is a small panel in the bottom of the trunk that, when depressed, will prevent the vial from breaking. It requires a DC 25 Search to find that panel. A rogue may manually disable the trap as well.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas, multiple targets (all targets in a 10-ft.-by-10-ft. area; never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search (DC 20); Disable Device (DC 16).

Inside the large chest are 4,500 gp, a pair of jade idols in the form of serpents (worth 1,000 gp each) and 10 small diamond chips (50 gp each) in a small velvet bag. In a small ornate box made of mahogany (200 gp value) is a *potion of lesser restoration*, a *potion*

of cure serious wounds, and 2 potions of cure light wounds.

The chieftain's concubines are three female troglodytes who are fiercely loyal to him and will fight to protect him. Pulssugar is very large for a troglodyte and massively built.

Concubines, Female Troglodytes (3): CR 1; SZ M Humanoid (Reptilian); HD 2d8+4; hp 13, Init -1; Spd 30 ft.; AC 15 (-1 dex, +6 natural), touch 9, flat-footed 15; BAB/Grp +1/+1; Atk claw +1 melee (1d4) or javelin +2 ranged (1d6); Full Atk 2 claws +1 melee (1d4) and bite -1 melee (d4) or javelin +2 ranged (1d6); Space/Reach 5 ft./ 5 ft; SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +5, Ref +1, Will +0; Str 10, Dex 8, Con 14, Int 8, Wis 10, Cha 10

Skills: Hide +5 (+9 underground), Listen +3; **Feats:** Multiattack, Weapon Focus (javelin)

Possessions: Each concubine has 3 masterwork javelins.

Pulssugar, Troglodyte Chieftain, Male Troglodyte Ftr5: CR 7; SZ M Humanoid (Reptilian); CR 7; HD 2d8+8 plus 5d10+20; hp 65; Init +1; Spd 30 ft.; AC 23 (+1 Dex, +6 natural, +6 chain shirt), touch 11, flat-footed 22; BAB/Grp +6/+10; Atk/Full Atk great club +12 melee (1d10+6); Space/Reach 5 ft./ 5 ft.; SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +11, Ref +2, Will +1; Str 18, Dex 13, Con 18, Int 10, Wis 10, Cha 15.

Skills: Hide +7 (+11 underground), Intimidate +10, Jump +6, Listen +3; **Feats:** Cleave, Combat Reflexes, Power Attack, Weapon Focus (great club), Weapon Specialization (Great Club).

Possessions: chain shirt +2, masterwork great club.

15. Office (EL 6)

This room contains a small desk, chair and cabinet. On the desk is a hand drawn chart of the main sewer tunnels under the city. Seated at the desk is a middle-aged man. This is Garen, the sewer supervisor on duty. Garen is well placed in the guild and a loyal member of the Temple of the Night. He is the younger son of a merchant family who had no chance to inherit the family fortune. Garen will question any people he does not know about their purpose and ask how they got into the city when the gates were closed. If they party can convince him they are from the city, he will guide them out of the sewers at the closest exit to the city. If they admit to not being from the city, he will insist that they leave or he will summon the city watch and have them taken into custody. Whatever the outcome, Garen will send word to the temple of their presence and descriptions. The cabinet is filled with reports, supply lists, etc.

Garen, Male Human Exp 7: CR 6; Size M; HD 7d6; hp 18; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +5/+4; Atk/Full Atk short sword +4 melee (1d6-1); AL NE; SV Fort +2, Ref +4, Will +7; AL LN; Str 9, Dex 15, Con 11, Int 13, Wis 11, Cha 9.

Skills: Bluff +3, Craft (stonemasonry) +9, Decipher Script +5, Hide +10, Intimidate +9, Knowledge (local) +8, Listen +3, Move Silently +64, Profession (sewerworker) +11, Spot +1; **Feats:** Dodge, Iron Will, Skill Focus (Move Silently), Skill Focus (Profession).

Possessions: Short sword.



16. Office

This room is another office, also with a desk chair and cabinet. It is currently empty.

17. Storeroom

This room is a store room for the plumbers. It holds ladders, shovels, and other tools.

18. Collapsed room (EL 6)

This was an office of some sort but the rear wall of the room has collapsed. Rubble clogs the rear of the room; a small tunnel entrance may be spotted (DC 13 spot check). The tunnel leads to a roughly carved stairwell that goes down 15 feet. At the top of the stairs, two grimlock scouts watch the tunnel from the top of the stairs. If they hear anyone coming, they will move down the stairs to warn the guards at Area 19.

Grimlock Scouts War3: CR 4; SZ M Monstrous Humanoid; HD5d8+5; hp 28; Init +1, Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, , flat-footed 14; BAB/Grp +5/+7; Atk/Full Atk battle axe +7 melee (1d8+2/x3); Space/Reach 5 ft./ 5 ft.; SQ blindsight 40 ft., immunities, scent; AL NE; SV Fort +4, Ref +5, Will +3; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills: Climb +7, Hide +3 (+13 underground), Jump +5, Listen +5, Spot +3; **Feats:** Alertness, Dodge, Power Attack, Track.

Possessions: Battle axe.

19. Guard Room (EL 8)

This cavern holds 10 grimlock guards. These grimlocks strive to keep their lair free from intruders. The grimlocks have suffered heavy losses recently, and their leader was captured and viciously killed by a pair of demons. The guards, therefore, are especially aggressive. They will strive to ambush any intruders if warned by the scouts. If not they will savagely attack any they discover in their tunnels.

Grimlocks (10): CR 1; SZ M Monstrous Humanoid; CR 1; HD2d8+2; hp 11; Init +1, Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, , flat-footed 14; BAB/Grp +2/+4; Atk/Full Atk battle axe +4 melee (1d8+2/x3); Space/Reach 5 ft./ 5 ft.; SQ blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills: Climb +4, Hide +3 (+13 underground), Listen +5, Spot +3; **Feats:** Alertness, Track.

20. Shaman's Chamber (EL 7)

This room has crude drawings all over the walls. A fire pit dominates the center of the room. A straw pallet lies to one side. This is the dwelling of the grimlock's shaman, Szzxar. She was the advisor to the previous chieftain, but the tribe blames her for not stopping the demons that killed him, and the tribe currently shuns her. She will view any intruders as an opportunity to redeem herself in the esteem of the tribe.

Szzxar the Shaman Female Grimlock Sorcerer 5: CR 7; SZ M Monstrous Humanoid; HD2d8+2 plus 5d4+5; hp 29; Init +2, Spd 30 ft.; AC 17 (+2 Dex, +4 natural, +1 deflection), touch 13, , flat-footed 15; BAB/Grp +4/+4; Atk/Full Atk battle axe +4 melee (1d8/x3); Space/Reach 5 ft./ 5 ft.; SA spells; SQ blindsight 40 ft., immunities, scent; AL NE; SV Fort +2, Ref +6, Will +6; Str 10, Dex 14, Con 13, Int 10, Wis 8, Cha 16.

Skills: Climb +4, Concentration +9, Hide +3 (+13 underground), Knowledge (Religion) +1, Listen +5, Spot +3; **Feats:** Alertness, Combat Casting, Dodge, Track.

Arcane Spells Known (6/7/5; base DC 13 + spell level): 0 — *acid splash, disrupt undead, ghost sound, ray of frost, resistance, touch of fatigue*; 1 — *burning hands, cause fear, ray of enfeeblement, summon monster I*; 2 — *acid arrow, web*.

Possessions: ring of protection +1, battle axe, 250 gp in a sack in straw pallet

21. Common Room (EL 10 or 0)

The bulk of the grimlock tribe resides in this cave. In total there are 25 grimlocks here — 12 males, 13 females (see Area 19). Straw pallets cover almost every inch of the floor in the cavern. Much of the daily activity takes place in Area 22, but all sleep in here.

22. Common Room (EL 0 or 10)

This is a second chamber used by the grimlocks to carry out their daily activities. Cooking and socializing is done here, and the children (all 7 of them) sleep in here. If taken by surprise most of the Grimlocks will be here unless it is nighttime. If forewarned of an incursion, the tribe will take defensive positions and attempt to swarm and overrun intruders outside Area 21 where all three passages meet.

23. Chieftain's chamber (EL 6)

This chamber is the quarters of Turgalnar, the new chieftain of the grimlocks. His hold on the tribe is tenuous at best. He was the former chieftain's most powerful warrior, but he was out on the hunt when the demons struck. He has the obedience of the tribe for now, but he must still prove himself. He will try to challenge the champion of any intruding force to one on one combat for victory, but will fight any way he must to retain his position of power.

He holds what remains of the tribe's treasure in three sacks on the floor. The total is 3,000 sp, 450 gp, and 3 garnets worth 75 gp each.

Turgalnar, Male Grimlock Ftr4: CR 6; SZ M Monstrous Humanoid; HD2d8+6 plus 4d10 +12; hp 49; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +4 natural, +2 hide), touch 11, , flat-footed 16; BAB/Grp +6/+10; Atk/Full Atk battle axe +11 melee (1d8+6/x3); Space/Reach 5 ft./ 5 ft.; SQ blindsight 40 ft., immunities, scent; AL NE; SV Fort +7, Ref +5, Will +3; Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 9.

Skills: Climb +11, Hide +3 (+13 underground), Intimidate +2; Listen +5, Spot +3; *Feats:* Alertness, Track, Combat Reflexes, Weapon Focus (battle axe), weapon specialization (battle axe).

24a. Gate

This side tunnel looks as if it was carved for drainage, and an iron grate blocks access to this tunnel. The grate is actually rigged to swing in and out. There is a latch hidden under the water level, that when released allows the grate to swing freely. The latch is difficult to find (DC25 search check) and will not be spotted casually as it is under the muck-filled water. A blast of cool air will be felt as one travels down the corridor.

24. Cold storage (EL 7)

This cavern is where the cult stores corpses awaiting animation. Unfortunately for them, something has begun to consume these corpses. There is a pile of corpses lined up against the wall and an amorphous black blob is seething around and on top of them. The blob is a black pudding, which hunts in these sewers. There are 12 corpses that the pudding has not yet dissolved.

Black Pudding: CR 7; SZ H Ooze; HD 10d10+60; hp 115; Init -5, Spd 20 ft., climb 20 ft.; AC 3 (-2 size, -5 dex); BAB/Grp +7/+18; Atk/Full Atk Slam +8 melee (2d6+4 plus 2d6 acid); Space/Reach 15 ft./10 ft.; SA acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ blindsight 60 ft., split, ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills: Climb +11.

25. Guard Chamber (EL 7)

The caverns widens to reveal a chamber full of lurking figures. These are recently animated zombies and part of the cult's growing army. They have been set here to guard the rest of the caves which are home to two of the cult's demonic allies. The zombies have been ordered to attack all who do not bear the symbol of Orcus.

Zombies (12): CR 1/2; SZ M Undead; HD 2d12+3, hp 16; Init -1, Spd 30 ft. (can't run); AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grp +1/+2; Atk/Full Atk slam +2 melee (1d6+1); Space/Reach 5/5; SQ single actions only; DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Abilities Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

26. Torture Chamber

This room is full of racks and implements of torture. It smells of blood, sweat, and offal. Blood stains the floor and walls as if it has splattered there in great quantities. The room is used by the cambion demon from Area 27 to pursue his pleasures.

27. Demon Lair (EL 6)

This room is littered with bones and a pallet seems to be made from flayed flesh. This is the lair of a cambion demon named Izzar. Cambions are the offspring of an incubus and a female human. Izzar is the child of one of the ranking cultists who live in the city. He dwells in the sewer, and acts as an assassin and torturer for the cult. Izzar will delight in capturing or destroying any intruders.

Izzar, Cambion Demon: CR 6; hp 60, see Appendix 3.

28. Slave Chamber (EL 1)

This chamber holds a pair of attractive men in chains. These are Yevi and Yakov, slaves of the demons, and these "pretties" are the toys of Aliana, the Alu-Demon from Area 30. These slaves are content to be here. There were rank and file members of the cult who were chosen by Aliana for their looks. They will shout a warning to the demons if they see intruders. Both Aliana and Izzar will respond to their shouts.

Yevi, Male Human Com1: CR 1; Size M; HD 1d4-1; hp 3; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +0/+2; Atk/Full Atk +2 melee; SV Fort -1, Ref +3, Will +4; AL LN; Str 14, Dex 12, Con 9, Int 10, Wis 14, Cha 15.

Skills: Craft (Painting) +4, Craft (Woodworking) +2, Hide +1, Listen +2, Move Silently +2, Perform (Act) +4, Spot +2; *Feats:* Iron Will, Lightning Reflexes.

Yakov, Male Human Com1: CR 1; Size M; HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +0/+2; Atk/Full Atk +2 melee; SV Fort +0, Ref +1, Will -1; AL LN; Str 15, Dex 13, Con 11, Int 16, Wis 9, Cha 16.

Skills: Craft (Blacksmithing) +5, Craft (Leatherworking) +7, Craft (Trapmaking) +5, Craft (Woodworking) +5, Hide +1, Listen +1, Move Silently +1, Profession (Hunter) +6, Profession (Miner) +3, Spot +3; *Feats:* Power Attack, Skill Focus (Profession (Hunter)).

29. Treasury (EL varies)

This small cavern is the treasury of the pair of demons. It is filled with four chests. These hold the wealth of the two demons, but each chest is trapped.

Chest #1 is a small wooden chest bound in bronze. It is locked and trapped with a poison needle. The chest holds 4000 sp and a ceramic vial containing a *potion of cat's grace*.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison needle); poison (blue whinnies; DC 14 Fortitude save resists; 1 Con/unconsciousness), Search (DC 22), Disable Device (DC 17).

Chest #2 is a large iron chest. It is locked (DC 17 open locks), and rigged to shoot an arrow at the per-

son who opens it. About halfway down the chest the firing mechanism rests upon a flat surface. If this layer is removed, the treasure lies underneath. The chest holds 2,000 gp, a carved ivory statue of Orcus (1,400 gp), and a suit of +3 *studded leather armor* wrapped in an oilcloth.

Wyvern Arrow trap: CR 6; mechanical; mechanical trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow), poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search (DC 20); Disable Device (DC 16).

Chest #3 is an exceptionally large (6 ft. long x 2 ft. deep x 2 ft. wide) wooden chest bound in iron. If not disarmed properly, the lock will release a deadly gas. The chest contains 4,000 gp, a mahogany box (value 750 gp) holding three flawless diamonds (1,000 gp each), a +2 *great axe of mighty cleaving* wrapped in oilcloth, and a *staff of charming* with 13 charges wrapped in a fine silk cloth.

Burnt Othur Vapor trap: CR 7; mechanical; location trigger; repair reset; gas, multiple targets (all targets in a 10 ft. by 10 ft. area) never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search (DC 21); Disable Device (DC 21).

Chest #4 is made of iron-bound wood. A glistening black fluid covers the lock on this chest. This chest contains 1,000 gp, 250 pp, a small sack with 3 sapphires (250 gp each); an ivory scroll case holding a scroll written in celestial with 3 divine spells: *windwall* (caster level 5), *restoration* (caster level 7), and *raise dead* (caster level 9), and a dark blue rhomboid *ioun stone*.

Lock Covered in Dragon Bile Trap: CR 7; mechanical; touch trigger (attached); no reset, poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search (DC 27); Disable Device (DC 16).

30. Demon Lair (EL 5)

This small cavern is the lair of the alu-demon, Aliana. Alu demons are the offspring of a human and a succubus. She is the offspring of the former head of the temple of the Night and a succubus sent by Orcus. The room is covered in silks, and a curtained bed dominates the room. Aliana will investigate any strange noises in the caves, but she will be lounging if she has not left her lair. She will try to use her wiles to convince party members to protect her. If a combat goes poorly, she will dimension door to the temple itself (Area 40).

Aliana, Alu-Demon: CR 5; hp 39, see Appendix 3.

31. Champion's Cavern (EL 7)

This cavern holds the champions of the undead army. These champions, a pair of black skeletons, were a gift of Orcus to the temple to aid them in carrying out their plans. The temple is building its army in these caverns, and the black skeletons will be the field commanders of these troops. They now guard a small potion of the army as they wait for word to

attack the city. They are alert and wary of intruders, and will move to ambush any who try to infiltrate these caverns. If it is a large force, they will summon forth the skeletons and zombies in Areas 32-35.

Black Skeleton (2): CR 5; SZ M Undead; HD 6d12; hp 39; Init +4; Spd 40 ft.; AC 20 (+4 Dex, +6 natural), touch 14, flat-footed 16; BAB/Grp +3/+3; Atk short sword +8 melee (1d6 plus 1-3 Str/19-20/x2, or claw +7 melee (1d4 plus 1d3 Str)); Full Atk 2 short swords +8 melee (1d6 plus 1-3 Str/19-20/x2, or 2 claws +7 melee (1d4 plus 1d3 Str)); Space/Reach 5 ft./5 ft.; SA frightful presence, strength damage; SQ DR 10/bludgeoning and good, darkvision 60 ft., +4 turn resistance, undead traits; AL CE; SV Fort +2, Ref +6, Will +5; Str 11, Dex 19, Con -, Int 13, Wis 10, Cha 14.

Skills: Climb +6, Escape Artist +10, hide +10, Jump +9, Listen +5, Move Silently +10, Search +7, Spot +6; **Feats:** Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword).

See the *Tome of Horrors II*.

32. Skeleton Cavern (EL 4)

This cavern holds a squad of skeletons that the temple has animated to use in their army. The temple holds them waiting for the proper time for their assault on the city. They will answer a summons from the Black Skeletons in Area 31, or attack any intruders in the tunnels they see.

Skeletons (12): CR 1/3; SZ M Undead; HD 1d12, hp 6; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +2 natural, +2 shield), touch 11, flat-footed 14; BAB/Grp +0/+1; Atk longsword +1 melee (1d8+1 19-20/x2) or claw +1 melee (1d4+1); Full Atk longsword +1 melee (1d8+1 19-20/x2) or 2 claws +1 melee (1d4+1), Space/Reach 5 ft./5 ft.; SQ DR 5/bludgeoning, darkvision 60 ft. immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Abilities Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

33. Skeleton Cavern (EL 6)

This larger cavern hold 24 skeletons (see Area 32) that the temple has created. These will not answer the initial call of the black skeletons, but if the first squad from Area 32 fares badly and the black skeletons survive to call again, they will move to aid the black skeletons.

34. Zombie Cavern (EL 7)

This cavern holds a squad of zombies that the cult has created to use in its army. This squad will answer the Black Skeletons initial summon for aid. They will move in and cut off retreat from Area 31, catching intruders in a pincer movement.

Zombies (12): CR 1/2; SZ M Undead; CR 1/2; HD 2d12+3, hp 16; Init -1, Spd 30 ft. (can't run); AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grp +1/+2; Atk slam +2 melee (1d6+1); Space/Reach 5/5; SQ single actions only; DR 5/slash-

ing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Abilities Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

35. Zombie Cavern (EL 7)

This cavern holds a second squad of 12 zombies (see Area 34). A third was created but currently guards the demon lairs. This squad will serve as a reserve, only moving to aid the black skeletons if they call a second time.

36. Office (EL 7)

This room is an office for Zarianor, a guild member, cultist, and mage. Zarianor is here making reports of the situation in the city for the temple. The temple's plans are near fruition, and Zarianor has become paranoid that something will happen to interfere with them. He is creating reports of the status and readiness of the city watch for the temple. He hopes the cult will make its move soon, as his nerves are frazzled.

Zarianor has his familiar, a quasit named Skrelnar, watching the hallway in the form of a rat. Skrelnar will investigate any sounds or movement in the tunnels and report back to Zarianor. If Skrelnar reports the presence of intruders, Zarianor will attempt to use his *clairvoyance* to spy on them. If he feels they are a threat he can deal with, he will take action. If things go badly, or he feels that the intruders are too strong for him, he will use *dimension door* to take himself and Skrelnar to the temple (Area 40) and warn the priest. He may cast a *fireball* or *summon monster III* spell to weaken the party before he does so, if they are approaching too close to the temple entrance or his office. If he does attempt to deal with the party, Skrelnar will target obvious spellcasters to strike at and try to take them out of the fight.

Zarianor, Male Human Wiz 7: hp 21; see Appendix 1.

Skrelnar, Quasit: CR 2; SZ T Outsider (Chaotic, Extraplanar, Evil); HD 3d8; hp 11; Init+7; Spd 20 ft., fly 50 ft. (perfect); AC 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15; BAB/Grp +3/-6; Atk claw +8 melee (1d3-1 plus poison); Full Atk 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1); Space/Reach 2 1/2 ft./0 ft.; SA poison, spell-like abilities; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., familiar abilities, fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills: Bluff +6, Diplomacy +2, Disguise 0 (+2 acting), Hide +17, Intimidate +2, Knowledge (Undead) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; *Feats:* Improved Initiative, Weapon Finesse.

37. Demonic Storeroom (EL 7)

This tool storeroom is inhabited by a host of minor demons. These dretches have been summoned and

bound to serve the temple. They hide among the tools awaiting further orders from their master, the temple's high priest.

Dretch (5): CR 2; SZ S Outsider (Chaotic, Extraplanar, Evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; BAB/Grp +2/-1; Atk Claw +4 melee (1d6+1); Full Atk 2 claw +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, summon demon; SQ DR 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); *Feats:* Multiattack.

38. Temple Entrance (EL 6)

The entrance to the Temple of the Night is hidden by a secret door. The door itself is difficult to find (DC 20 Search), but the mechanism to open it is even harder (DC 25 Search) as it is located on the wall opposite the door in a small niche near the bottom of the wall. If the panel in the niche is depressed, the door will unlatch. The door swings inward. The door can also be opened with a successful DC 32 Disable Device check.

On the ceiling just inside the doorway is a *glyph of warding (blast)* set to go off if anyone of good alignment passes under it. If it is set off it will warn those inside the temple of the presence of intruders.

Beyond the doorway a steep stairwell carved into the rock descends 30 feet.

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

39. Meditation Room (EL 7)

The stairwell opens into a rectangular chamber. The walls seemed to shimmer with blackness and are covered in a bizarre form of obsidian. Two small benches set on the floor to either side of the stairwell entrance. Another corridor opens across the chamber that leads to another stairwell that descends another 10 feet into the temple proper.

A robed figure waits in the room, appearing to be a supplicant of some sort. The figure will welcome the intruders to the Temple of the Night in a deep sultry feminine voice. She will ask if the party has come to rescue her. She claims to be a wealthy noblewoman from the city above who was captured by the temple and locked away here. She will slowly remove her hood and reveal an extremely attractive human female. This is of course all a façade. This is actually Aronar, a succubus who serves Orcus and the cult. She is the mother of the alu-demon Aliana from Area 30. Aronar will attempt to use her wiles to get the

heroes off their guard. If she can she will apply her kiss to one of them as thanks for rescuing her. If she is successful she will teleport to the temple proper after she has drained as much as she can, and then attempt to summon a vrock to aid in the defense.

Iomar the priest waits in the temple and is using the time created by Aronar's deception to prepare himself for battle against the intruders. If Aliana or Zarianor have survived and made their way to the temple, they will be with Iomar and aid in his defense of the temple.

Aronar the Succubus: CR 7; SZ M Outsider (Chaotic, Extraplanar, Evil); HD 6d8+6; hp 33; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20 (+1 Dex +9 Natural), touch 11, flat-footed 19; BAB/Grp +6/+7; Atk Claw +7 melee (1d6+1); Full Atk 2 claws +7 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Energy drain, spell-like abilities, summon demon; SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting); Escape Artist +10, Hide +10, Intimidate +19, Knowledge (Local) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); **Feats:** Dodge, Mobility, Persuasive.

40. The Temple of the Night (EL 9+ variable)

The 10-ft. stairwell opens into a large chamber. A black curtain on a runner stand separates the south-eastern corner; behind it are Iomar's quarters. His quarters consist of a simple bed, chest, and a small writing desk. The temple proper is a chamber that is roughly oval and has a ceiling nearly 30 ft. high. To the west, an altar is set up near the wall. The symbol of Orcus has been painted upon the west wall in blood. To the north, a large statue of Orcus is carved from black marble, and stands nearly 20 feet tall. In its hand is a luminous yellow string (this is the yellow string to the *Rainbow Harp*). To the east, a large pentacle inside a summoning circle has been inscribed on the floor.

Iomar will prepare for battle with intruders as best he can. He may have allies (Aronar, Aliana, and/or Zarianor) depending how other events played out. If Iomar has a full complement of allies, this may be a very difficult encounter for the heroes. There may be significant loss and possible death if they are weakened or use poor tactics. Iomar will prepare for battle as described in Appendix 1.

The luminous yellow string in the hand of the idol is the party's goal here. The hand is about 15 feet above the ground, so a character will have to jump, climb, or fly to reach the string.

The Yellow String: If a non-evil aligned person possesses the yellow string, he heals naturally at double their normal rate. This applies to normal healing only, not to magical healing. In addition they are

immune to disease and gain a +1 divine bonus to saves vs. poison. If attached to the harp and used in conjunction with the *Book of Telling* (see Appendix 6), it will allow the holder of the harp to use a locate object to determine the direction of the closest string. Currently that string is to the north in the ruins of Varagost in the Great Coastal Marshes.

The chest in Iomar's chamber holds the temple's wealth. Currently the chest contains 750 pp, 3,000 gp and 500 sp. It is locked (DC 25 to open) with a masterwork lock.

Iomar, Male Human Clr9 (Orcus): hp 72, see Appendix 1.

Part VI: Resolutions and Aftermath

The party's main goal is to recover the string and get out. However they may stumble upon the plot against Northgate by the temple and the cult of Orcus. Good characters may feel obligated to deal with this threat, others may feel torn as to which is the greater good, stopping the attack on the city or ending the Gray Death. If the DM or players wish, expand the cult and the temple and detail the city of Northgate above the sewers. Allow them a chance to foil the cult if they wish. Remember that the host of skeletons and zombies were only a portion of the army that Iomar was building. There are several high-ranking officials who have ties to the temple. Also keep in mind that the party will be arrested for infiltrating the city and violating the plague-ban on entrance to the city. They will have a difficult time of it. Stopping the cult in Northgate can also make an excellent adventure to continue the game after the adventures included here are completed.

This adventure does not require the PCs to enter Northgate proper, and it is actually discouraged that they do so. For this reason, the city has not been detailed, it is wide open and up to your imagination to develop.

The party will likely move from here to the swamps holding the lost city of Varagost to try to recover the next string. It is just a short journey, so they may want to take time to rest, recover, and heal after taking on the horrors of the Temple of the Night.

Ad Hoc Experience Awards

Action	Award
Recovering yellow string	5,000 XP
Foiling the plans of Cult of Orcus by destroying army or key NPC	1,500 XP
Getting arrested for violating ban on entering city	-1,000 XP
Finding tunnel entrance to sewers from monastery	500 XP

Chapter Eight:

The Lost City of Varagost

Part I: Introduction and Overview

The party's primary goal in this adventure is to recover the red string from the lost city of Varagost. This city grew around the citadel built by Merrill after he left Riordan, but was destroyed in a massive storm seeded with elementals by Acregor. The devastation also inundated the surrounding lands, creating the vast coastal swamps known only as the Bog by locals.

Not much of the city of Varagost remains above the surface of the bog. Only the highest towers of the city emerge from the murky depths. The largest surviving portion of the city is the central citadel, Merrill's fortress around which the city grew, which was situated on the highest peak and still stands above the bog line.

The Bog is inhabited by several different creatures. A group of tsathar have made the ruins of Varagost their home, and converted Merrill's citadel into a temple complex dedicated to their demon-god Tsathogga. It is at the heart of this complex that the red string lays.

The tsathar are not the only danger lurking in the Bog though. Threats in the bog range from a tribe of lizard-folk who make their home in the south of the Bog, to the young black dragon Vynakin, who lairs in the north of the bog, and many other hazards as well.

Travel in the Bog

The hazardous terrain of the Bog makes travel slow and treacherous. Footing is treacherous and the ground filed with sinkholes so occasional Balance checks (ranging in DC from 8-15) and Reflex saves (DC 10-15) should be made. If traveling at half speed or less, make one check each half hour traveled. If trying to move at a faster rate, check every 10 feet of movement. Combat in the bog is difficult, and all fighting in the muck must make a DC 15 Balance check every time more than a single action is attempted. Failure means they can only perform the first action attempted. Success means full actions can be taken.

Tensions in the Bog

The Bog is not a static place. The ruins of Varagost dominate the heart of the Bog, and the tsathar control this territory. Most of the other denizens of the Bog are wary of the tsathar and their demonic patron.

The lizardfolk tribe to the south live in outright fear of the tsathar and their raids for breeding materials. Their leaders have opposing views on how to deal with the situation — the shaman Grnarlikar believes they should stay vigilant, not antagonize the tsathar and move southward, while Nessithar the chieftain wants to strike back against the tsathar.

To the north, Vynakin the Black, a young adult dragon and Yanathor, a spirit naga, have entered into an uneasy alliance to oppose the tsathar's spreading influence. Vynakin wants to acquire more magical power before striking against the tsathar, and hopes Yanathor can provide that until his own magical ability increases.

The tsathar despise all the other denizens of the Bog, seeing them as fodder for Tsathogga. They know the dragon will be difficult to deal with, which is why they have bred the Herald of Tsathogga housed in their temple. They do not fear the magic of the naga and feel the lizardfolk are beneath their notice.

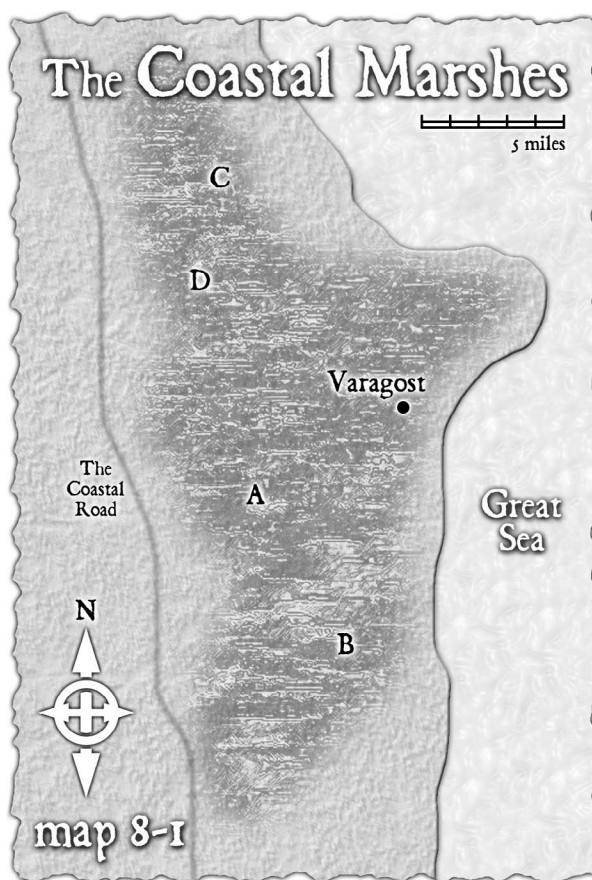
If the party looks for solutions to getting the string other than a straightforward assault, they may be able to exploit these tensions to their benefit. Convincing Yanathor and Vynakin or the lizardfolk that now is a proper time to strike the tsathar can create a distraction allowing them to have an easier time getting into Merrill's old citadel that serves as the tsathar's home and retrieving the string.

There are opportunities for a clever party to role-play here. A party who likes the "kick in the doors" approach can still recover the string but will face some stiff challenges.

Encounters in the Bog

Check for encounters every hour spent in the bog. Roll a d20 and consult the table below for encounter:

Roll	Result
1	5 shocker lizards (EL 7), see MM for details.
2	Ochre jelly (EL 5), see MM for details.
3	Hellwasp swarm (EL 8), see MM for details.
4	Bog creeper (EL 8), see below.
5	Fulgurate mushrooms (Hazard EL 4) see below.
6	4 giant crocodiles (EL 8) see MM for details.
7	3 green hags (EL 8) see MM for details.
8	4 ahlinni (cackle birds) (EL 8), see below.
9	12 rakklethorn oads (EL 8), see below.
10	Gray render (EL 8), see MM for details.
11	4 poisonous frog swarms (EL 6) see below.
12	12 stirges (EL 6) see MM for details.
13	Giant bog turtle (EL 12) see below.
14-20	No Encounter



Random Encounter Details

Bog Creeper: CR 8; SZ M Plant; HD 10d8+50; hp 95; Init +4, Speed 10 ft., swim 20 ft.; AC 15 (+5 natural), touch 10, flat-footed 15; BAB/Grp +7/+11; Atk Slam +11 melee (1d6+4) or tendril +6 melee (1d4+4); Full Atk slam +11 melee (1d6+4) and 4 tendrils +6 melee (1d4+2) or bite +11 melee (2d4+4); Space/Reach 5 ft./5 ft.; SA constrict (1d4+4), improved grab, spit acid; SQ camouflage, low-light vision, marsh move, marshsense, plant traits; AL N; SV Fort +12, Ref +3, Will +5; Str 18, Dex 10, Con 20, Int 3, Wis 14, Cha 6.

Skills: Listen +17, Spot +4, Swim +12; **Feats:** Alertness, Diehard, Endurance, Improved Initiative.

Constrict (Ex): A bog creeper that makes a successful grapple check against opponent of its size or smaller with a tendril attack will deal 1d4+4 points of damage each round the hold is maintained.

Improved Grab (Ex): A hit with a tendril allows the creeper to initiate a grapple attack as a free action without provoking an attack of opportunity.

Spit Acid (Ex): 3/day a bog creeper can spray a cone of digestive acid to a range of 30 feet that deals 2d8 points of acid damage to creatures in the area (DC 20 reflex save for half damage).

Camouflage (Ex): When at rest the creeper appears as a normal plant, requiring a DC 20 Spot, Survival, or Knowledge Nature check to notice it is not normal.

Marsh move (Ex): A bog creeper can move across marshy terrain with no movement penalty.

Marshsense (Ex): A bog creeper can automatically detect presence of anything within 60 ft. that is in contact with the same marshy ground that it is.

See *Tome of Horrors II*.

Fulgurate Mushroom (Hazard): CR 4; These appear as normal mushrooms with faint blue stems and sapphire blue caps. They grow in patches that are about 10 ft. square. When contacted (touched, stepped on, etc.) they send out a burst of lightning that deals 3d6 points of electricity damage (DC 16 Reflex save for half damage) to all within 10 feet. If hit with a cold-based attack, the mushroom immediately unleashes a lightning bolt of double potency (6d6 damage to all within 20 ft.). The mushrooms are destroyed when they unleash a lightning bolt.

See *Tome of Horrors II*.

Ahlinni (4): CR 4; SZ M Magical Beasts; HD 4d10+8; hp 30; Init +1; Speed 40 ft., climb 20 ft; AC 17 (+1 Dex., +6 natural); touch 11, flat-footed 16; BAB/Grp +4/+6; Atk Bite +7 melee (1d8+2); Full Atk bite +7 melee (1d8+2) and 2 claws +1 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA breath weapon, impale 2d8+4; SQ birdsong, darkvision 60 ft., fast healing 2, resistance to sonic 10, low-light vision; AL XCN; SV Fort +6, Ref +5, Will +1; Str 15, Dex 13, Con 14, Int 6, Wis 10, Cha 10.

Skills: Climb +10, Hide +3 (+13 in treetops), Jump +4, Listen +2, Move silently +4, Spot +2; **Feats:** Alertness, Weapon Focus (bite).

Breath Weapon (Su): Once every 3 rounds as a standard action it can expel a 20 foot cone of pinkish gas. Affected creatures must make a DC 14 Fortitude save or fall prone laughing maniacally as if affected by a *Hideous Laughter* spell. The effect lasts 1d3 rounds.

Impale (Ex): The ahlinni deals 2d8+4 points of damage on a successful charge attack.

Birdsong (Su): Ahilinni can communicate with any bird or birdlike creature by mimicking any bird song or vocalization.

See *Tome of Horrors II*.

Rakklethorn Toads (12): CR 1; SZ S Magical Beast; HD 2d10+2; hp 12; Init +2; Speed 20 ft.; AC 15 (+1 size, +2 Dex, +2 natural); touch 13, flat-footed 13; BAB/Grp +2/-2; Atk/Full Atk Thorn volley +5 ranged (1d6 plus poison) or bite +3 melee (1d4); Space/Reach 5 ft./5 ft.; SA poison, thorns; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +0; Str 10, Dex 15, Con 12, Int 2, Wis 10, Cha 6.

Skills: Hide +8, Spot +3; **Feats:** Dodge.

Poison (Ex): The toads thorns deal poison.

Rackklehorn Toad Poison: Injury, Fort DC 13, initial and secondary damage 1d6 Dex.

Thorns (Ex): 6/day the toad can shoot a volley of thorns from its back up to a range of 50 ft. with no range increment, dealing 1d6 points of damage.

See *Tome of Horrors II*.

Poisonous Frog Swarm (4): CR 2; SZ D Animal (Swarm); HD 4d8; hp 19; Init +1; Speed 10 ft.; AC 15 (+4 size, +1 Dex), touch 15, flat-footed 14; BAB/Grp +3/-; Atk/Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./10 ft.; SA distraction, poison; SQ immune to weapon damage, low-light vision, scent, swarm traits; AL N; SV Fort +4, Ref +5, Will +2; Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4.

Skills: Hide +20, Spot +4; **Feats:** Alertness, Weapon Finesse.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 12 Fort save or be nauseated for 1 round.

Poison (Ex): The swarm delivers poison with a successful swarm attack.

Poisonous Frog Swarm Venom: Injury, Fortitude DC 12 negates; initial and secondary damage 1d6 Str.

See *Tome of Horrors II*.

Giant Bog Turtle: CR 12; SZ H Magical Beast; HD 15d10+78; hp 160; Init +0; Speed 30 ft., swim 40 ft.; AC 26 (-2 size, +18 natural); touch 8, flat-footed 26; BAB/Grp +15/+35; Atk/Full Atk Bite +26 melee (3d8+18); Space/Reach 15 ft./10 ft.; SA capsize, current, improved grab, swallow whole; SQ darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +9, Will +6; Str 34, Dex 10, Con 21, Int 2, Wis 12, Cha 10.

Skills: Listen +9, Spot +9, Swim +24; **Feats:** Alertness, Endurance, Improved Natural Attack (bite), Power Attack, Toughness, Weapon Focus (bite).

Improved Grab (Ex): When a giant bog turtle hits an opponent with a bite attack it may begin a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): A bog turtle can try to swallow a grabbed opponent of smaller size than itself by making a successful grapple check. Once inside, the opponent takes 3d8+18 points of crushing damage and 8 points of acid damage per round. Swallowed creatures can cut their way out with claws or light slashing or piercing weapons if they inflict 25 points of damage to the turtle's interior (AC 17). Once they cut themselves out, the whole seals through a muscular action and other swallowed creatures must cut their own way out.

See *Tome of Horrors II*.

Part II: The Bog

A. Walking Moss (EL 6)

This area of the Bog is the hunting ground for a shambling mound. Characters succeeding at a Survival or Knowledge Nature Check (DC 15) will notice that the area is exceptionally still and lacking in animal life. The fauna of the bog have learned to give this area a wide berth, and the shambling mound has been forced to wander farther and farther to find prey. The PCs will seem a virtual feast, and it will attack ferociously.

Shambling Mound: CR 6; SZ L Plant; HD 8d8+24; hp 75; Init +0; Speed 20 ft., Swim 20 ft.; AC 20 (-1 size, +11 natural), touch 9, flat-footed 20; BAB/Grp +6/+15; Atk Slam +11 (2d6+5); Full Atk 2 slams +11 (2d6+5); Space/Reach 10 ft./10 ft.; SA improved grab, constrict 2d6+7; SQ darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills: Hide +3 (+15 in swamp), Listen +8, Move Silently +8; **Feats:** Iron Will, Power Attack, Weapon Focus (Slam).

B. Lizardfolk Community

A tribe of lizardfolk inhabits this area of the Bog. They hunt the southern reaches, avoiding the ruins of Varagost and the dragon's lair whenever possible. Tsathar raiders occasionally take lizardfolk to breed more tsathar, so the lizardfolk are hostile to all intruders in their territory.

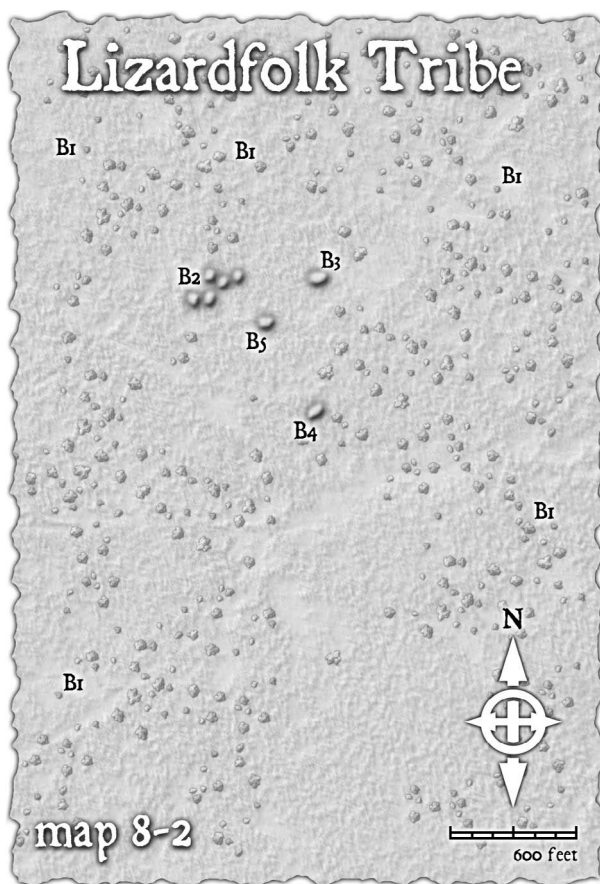
There is a total of 55 adults (standard lizard folk) plus children and a handful of key figures in the tribe.

Lizardfolk (55): CR 1; SZ M Humanoid (Reptilian); HD 2d8+2; hp 11; Init +0; Speed 30 ft.; AC 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 17, BAB/Grp +1/+2, Atk Claw +2 Melee (1d4+1) or morningstar +2 melee (1d8+1) or javelin +1 ranged (1d6+1); Full Atk 2 claws +2 melee (1d4+1) and bite +0 melee (1d4) or morningstar +2 melee (1d8+2) and bite +0 melee (1d4) or javelin +1 ranged (1d6+1); Space/Reach 5 ft./ 5 ft.; SQ Hold Breath; AL N; SV Fort +1, Ref+3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Balance +4, Jump +5, Swim +2; **Feats:** Multiattack.

Br. Sentries (EL 7 each)

Each area marked B1 is a sentry post for the lizardfolk. Each station posts seven sentries (see Area B). If they detect intruders before they themselves are spotted, the sentries will prepare an ambush by submerging into the water to await the approach of the intruders.



B2. Mounds (EL variable)

This area has five mounds rising from the muck. Each mound houses several lizard folk families. There will be 20 adults (see Area B) in the village then at any given time, split among the mounds. There are also 27 lizardfolk children, who are non-combatants, split among the mounds.

B3. Larder

This small mound holds the lizardfolk's food supply. It holds several small carcasses of animals as well as several root-like vegetables. The stench in the area is near overpowering.

B4. Shaman's Mound (EL 8)

This mound is set off from the village proper. It is the home of the tribe's shaman, Grnrarlikar, a lizard folk druid. Grnrarlikar uses his abilities to protect the tribe and help them thrive. He fears the tsathar and their demonic deity, and wants to move the tribe further south. He often clashes with Nessithar, the chieftain of the tribe, over this issue, as Nessithar sees this as an act of cowardice.

Part of the tribe's wealth is located in the shaman's mound. There are four sacks each holding 500 gp, a sack filled with three carved ivory statues worth 1,000 gp each, and a sack with some miscellaneous booty including a silver chalice (250 gp value), two brass

candlesticks (10 gp each), and a jewel encrusted goblet (500 gp).

Grnrarlikar, Male Lizardfolk Drd7: CR 8; hp 50; see Appendix 1.

B5. Chieftain's Mound (EL 10)

This mound is the home of Nessithar, the tribal chieftain. Nessithar is aggressive and does not like the fact that his people live in fear of the tsathar. Nessithar dreams of conquering the tsathar and controlling the Bog. Nessithar will deal harshly with any intruders into his territory.

In his mound is the bulk of the tribal wealth in a damp rotting wooden chest. It holds 7,000 gp and a sack with 12 pieces of lapis lazuli worth 50 gp each, and three pieces of amber worth 100 gp each.

Nessithar, Male Lizardfolk Brb9: CR 10; hp 103; see Appendix 1.

C. Vynakin the Black's Lair (EL 9)

This area of the swamp is the lair of Vynakin the Black, a young adult black dragon. Vynakin came to the bog nearly 75 years ago from somewhere in the Great Sea. He was very young, but immediately began to carve out a place for himself in the Bog.

Vynakin is close enough to both the Coastal Road and the Great Sea that he can raid merchants on land and sea to increase his hoard. His lair is a large earthen mound in the swamp that he accesses under the muck. He will often lurk under the muck level and rise up with surprise to capture unwary prey in the swamp. He has a very loose alliance with Yanathor the spirit naga (see Area D).

Vynakin is biding his time, waiting to strike at the tsathar to cement his dominance of the Bog, but wants to have more powerful magics at his disposal before he strikes the people of the frog demon.

Deep in the earthen mound lies Vynakin's hoard. In the pile of treasure is 10,000 sp, 4000 gp, 20 assorted gems worth 100 gp each, 12 golden plates worth 50 gp each, seven jeweled gold rings worth 500 gp each, a +1 longsword, a *potion of cure light wounds*, a *potion of bear's endurance*, a +2 heavy steel shield, and a *ring of force shield*.

Vynakin the Black, Young Adult Black Dragon: CR 9; SZ L Dragon; HD16d12+48; hp 152; Init +0; Speed 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; BAB/Grp +16/+24; Atk claw +19 melee (1d8+5); Full Atk 2 claws +19 melee (1d8+5) plus bite +14 melee (2d6+2) plus 2 wings +14 (1d6 +2) plus tail slap +14 melee (1d8+2); Space/Reach 10 ft./5 ft. (10 ft. with bite) SA breath weapon (10d4 acid, DC 21 Ref for half damage), spells, spell-like abilities; SQ DR 5/magic, darkvision 60 ft., dragon traits, frightful presence (DC 19), immunities, SR 17, water breathing;

AL CE; SV Fort +13, Ref +10, Will +11; Str 23, Dex 10, Con 17, Int 12, Wis 13 Cha 12.

Skills: Concentration +22, Hide +19, Listen +22, Search +20, Sense Motive +20, Spot +22, Swim +24;
Feats: Alertness, Blind-fight, Cleave, Flyby Attack, Power Attack.

Spell-like Abilities: darkness 3/day

Arcane Spells Known (5/4; base DC 11 + spell level): 0 — acid splash, arcane mark, detect magic, read magic, 1 — ray of enfeeblement, shield.

D. Naga Lair (EL 9)

This area of the swamp is the hunting ground and lair of Yanathor, a spirit naga. She is ambitious, but fears she is outclassed and trapped between the twin powers of Vynakin and the tsathar. She has thrown her lot in with Vynakin, forging a loose alliance to challenge the tsathar. The tsathar hunt her and want to bring her into the service of Tsathogga.

In her lair, Yanathor keeps what treasure she has amassed. It cost her no little amount of wealth to sway Vynakin into an alliance. The remains of her wealth totals 1,000 gp, three 250 gp diamonds, and a fist sized ruby (1,000 gp).

Yanathor the Spirit Naga: CR 9; SZ L Aberration; HD 9d8+36; hp 76; Init +1; Speed 40 ft.; AC 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15; BAB/Grp +6/+14; Atk/Full Atk Bite +9 melee (2d6+6 plus poison); Space/Reach 10 ft./5 ft.; SA charming gaze, poison, spells; SQ darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +9; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17.

Skills: Concentration +13, Listen +14, Spellcraft +10, Spot +14; **Feats:** Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes.

Charming Gaze (Su): As charm person 30 ft. Will DC 19 negates.

Poison (Ex): Injury; Fort DC 18; initial and secondary damage 1d8 Con.

Arcane Spells Known (6/7/7/5; base DC 13 + spell level): 0 — cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic, 1 — charm person, cure light wounds, divine favor, magic missile, shield of faith; 2 — cat's grace, invisibility, scorching ray; displacement, fireball.

Part III: The Ruins of Varagost

Most of the city of Varagost lies buried beneath the bog. All that survives is the central citadel that Merrill constructed. Still visible elsewhere are the highest points of the city walls, which include the



eastern and western gatehouses and the citadels at the four corners of the city.

Only the very tops of these surviving towers can be seen. The tsathar use these to mark the border of their territory and have sentries posted there. The sentries patrol the area, and will be more vigilant at night, as the frogemoth wanders the area during the day.

The central citadel still rises nearly intact out of the Bog though. Merrill constructed the citadel upon a hillock, so when the city was swamped by the fury of Acregor's elemental-seeded storm, the citadel still remained above the bog-line. This did not save the citadel's inhabitants though, as being so high it was the target for massive lightning strikes. Lightning blasted away the upper levels of the citadel and surrounding buildings, leaving them a smoldering ruin. Only the ground level of the citadel remains completely intact, though parts of the second level still stand.

The tsathar have made their home in the remains of the citadel, and established a temple to Tsathogga there. They seek to expand their power and population, and view the other denizens of the Bog as either fodder or obstacles. They have plans in place to deal

with Vynakin and take his hoard to fund their expansion, and also have a few non-tsathar allies. A tiefling sorcerer-priest of Tsathogga holds a position of prominence in their temple, and the tsathar have summoned a number of hydrodaemons to serve the community. They are also breeding a large number of frogs, and employ a fearsome froghemoth as a guardian.

The tsathar are nocturnal, and they have the froghemoth patrol their territory during daylight hours. The froghemoth considers all intruders prey, but recognizes its tsathar masters and their hydrodaemon allies. At night, the froghemoth returns to its lair atop the citadel (see Part IV: The Citadel, Area 40).

The tsathar have also bred another monstrosity, known only as the Herald of Tsathogga, a behemoth they hope to pit against Vynakin to destroy the dragon.

The hill where the citadel stands is still swampy as the Bog has continued to expand, but is a little dryer being mostly mud and marshy plants rather than water. Several outbuilding lie in ruins around the main structure.

The red string lies in the citadel and is currently in the possession of Arthanak, the tiefling sorcerer priest.

Key to the Ruins

1. West Gate (EL 9)

The remains of the gatehouse that marked the western entrance to Varagost rises from the swamp here to a height of about 10-15 feet. Originally constructed of gleaming white stone, the remains of the tower are now obscured by layers of dirt and grime. Inside the southern gatehouse, a pair of hydrodaemons is stationed to guard the entrance to the tsathar's territory. They often sleep during the day letting the patrolling froghemoth protect the territory, but patrol every 2-3 hours to be sure. In the evening, they are much more vigilant, patrolling every hour or so. It is more likely these daemons will be encountered on patrol rather than in the gatehouse.

Hydrodaemons (2): CR 7; hp59; see Appendix 3.

2. Northwest Tower (EL 8)

The top of one of the guard towers that marked the corner of the city walls projects from the swamp here. It now marks the northern edge of the tsathar's territory. The tsathar have set three abyssal dire frogs on guard. The frogs have a lair in the ruins of the guard post and hunt for prey in the area. All intruders will be considered prey.

Abyssal Dire Frogs (3): CR 5; hp 54; see Appendix 3.

3. Southwest Tower (EL 7)

Another guard tower rises from the muck here. This particular tower is in worse shape than some of the others. The one time that the lizardfolk attempted to

strike the tsathar, they assaulted this tower, but were driven off by the monstrosity within, which hunted many down during their retreat. The tsathar have convinced a chuul to take up residence in this tower and guard their border. They encourage it to raid into the lizardfolk lands for prey.

A large gap in the tower walls allows the chuul to get in and out. Inside it keeps trophies of its kills. The skulls of several lizardfolk line the walls, and a pile of weapons and shields clutter the corner. There are eight heavy shields, 14 morning stars, six ordinary spears, and one +3 spear.

Chuul: CR 7; SZ L Aberration (Aquatic); HD 11d8+44; hp 93; Init +7, Speed 30 feet, swim 20 ft.; AC 22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19; BAB/Grp +8/+17; Atk Claw +12 melee (2d6+5); Full Atk 2 claws +12 melee (2d6+5); Space/Reach 10 ft./5 ft.; SA constrict 3d6+5, improved grab, paralytic tentacles; SQ amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +7, Ref +6, Will +9; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

Skills: Hide +13, Listen +11, Spot +11, Swim +13; **Feats:** Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

See *Monster Manual*.

4. Mushroom Patch (EL 7)

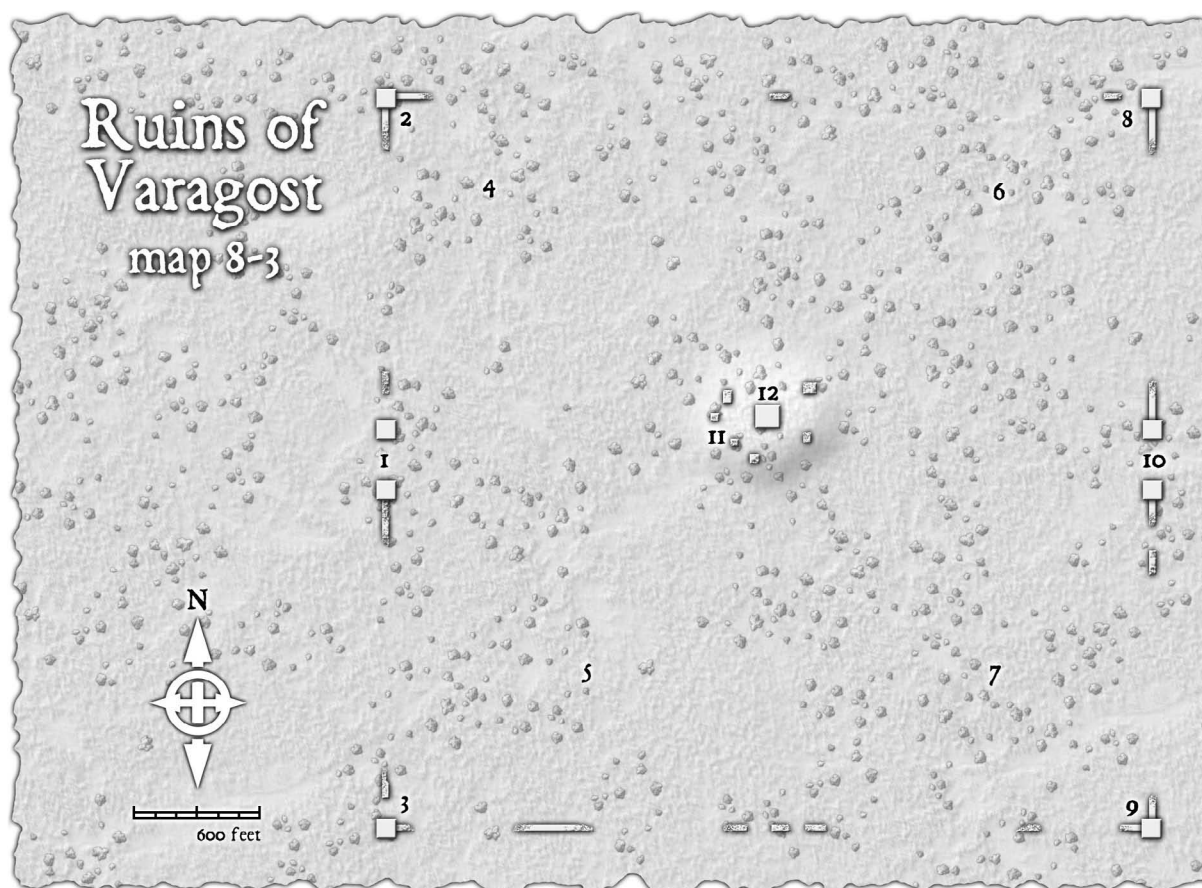
The tsathar have seeded this area with several types of fungi. There are three patches of fulgurate mushrooms surrounding three shriekers. Anyone carelessly traveling through this section of the Bog will trigger the lightning response of the fulgurate mushrooms which will in turn set off the shriekers. This commotion will alert the tsathar and their allies of the presence of intruders within their borders.

Fulgurate Mushroom (Hazard) (3): CR 4; These appear as normal mushrooms with faint blue stems and sapphire blue caps. They grow in patches that are about 10 ft. square. When contacted (touched, stepped on, etc.) they send out a burst of lightning that deals 3d6 points of electricity damage (DC 16 Reflex save for half damage) to all within 10 feet. If hit with a cold-based attack, it immediately unleashes a lightning bolt of double potency (6d6 damage to all within 20 ft.). The mushrooms are destroyed when they unleash a lightning bolt. See *Tome of Horrors II*.

Shriekers (3): CR 1; SZ M Plant; HD 2d8+2; hp 11; Init -5; Speed 0 ft.; AC 8 (-5 Dex, +3 natural) T5, flat-footed 8; BAB/Grp +1/-4; Space/Reach 5 ft./0 ft.; SA shriek; SQ low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1; AL N; CR 1).

5. Frog Breeding Ground (EL 9)

A small mound stands above the mud in this area. The mound is the lair of a tsathar scourge who uses the area as a breeding ground for the frogs the tsathar need to reproduce by implanting. The killer frogs will answer to his call and obey his orders. If he spots



intruders in the area, the scourge will order the frogs to attack, and will enter combat only if the frogs seem to be in danger of being completely destroyed. If the area is approached by day, the tsathar will be asleep in his mound, but the frogs will still attack intruders. The noise will wake the tsathar, and he will use his ring to cast a darkness spell if he needs to aid the frogs.

Tsathar Scourge: CR 7; hp 27; *ring of minor spell storing* with 1 *darkness* spell; see Appendix 4.

Killer Frogs (12): CR 1; hp 6; see Appendix 3.

6. Frog Breeding Ground (EL 3)

This area is also used as a breeding ground for frogs by the tsathar. A mound rises up that is the quarters of a tsathar scourge who has breed a group of nine giant frogs. If the scourge is aware of intruders, he will send the frogs to attack, aiding them if necessary at night, but he will remain in his mound during the day as he has no means to neutralize his weakness to sunlight.

Tsathar Scourge: CR 3; hp 27; see Appendix 3.

Giant Frogs (9): CR 2; hp 15; see Appendix 3.

7. A Horror in the Bog (EL 8)

The tsathar have allowed another monstrosity to make its lair here and add to the defenses of their citadel. Rooted deep in the muck is a carnivorous tubeworm-like monstrosity known as a riptide horror. The tsathar send a steady stream of prisoners into the area for the riptide horror to feed upon, even includ-

ing the occasional disobedient tsathar as an example to the others.

Riptide Horror: CR 8; M Magical Beast (Aquatic); HD 6d10+30; hp 63; Init +6; Speed 20 ft., swim 40 ft.; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; BAB/Grp +6/+7; Atk tentacle +7 melee (1d4+1 plus poison); Full Atk 6 tentacles +7 melee (1d4+1 plus poison) and 6 bites +7 melee (1d6); Space/Reach 5 ft./5ft. (10 ft. with tentacle); SA improved grab, poison; SQ amphibious, blindsight 30 ft., DR 10/piercing or slashing, spider climb, vulnerability to electricity; AL LE; SV Fort +10, Ref +6, Will +3; Str 13, Dex 15, Con 20, Int 8, Wis 8, Cha 8.

Skills: Hide +7 (+17 in murky water), Listen +3, Swim +9; **Feats:** Improved Initiative, Iron Will, Power Attack.

Improved Grab (Ex): A successful attack with a tentacle enables a riptide horror to begin a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): A successful tentacle attack will deliver poison to the horror's target.

Riptide Horror Poison: Contact; Fortitude DC 18 resists; initial damage 1d8 Dex, secondary damage paralysis 1d4 rounds.

Spider Climb: At will the riptide horror can create an effect identical to a *spider climb* spell (caster level 6).

See *Tome of Horrors II*.

8. Northeast Tower (EL 6)

The remains of one of the city's guard towers extends from the surface of the muck at this location. The tsathar have allowed the band of tiefling mercenaries who traveled with Arthanak to stay here as long as they serve to guard the northern border of the tsathar territory. As these tieflings did not fit in anywhere in more traditional society, and they are given free reign to raid caravans on the Coastal road if they wish, they have taken the tsathar up on their offer, as long as Arthanak pays them their fees as well. Arthanak keeps them near in case his relationship with the tsathar goes sour, but since they both serve the demon-frog Tsathogga he is not overly concerned.

The tieflings will use the cover of the tower to ambush intruders who approach, attempting to pin them down with crossbow fire. They are in no rush to enter melee, but will if the intruders manage to charge the tower. The tower will provide full cover for the tieflings, who will crouch behind the remains of the battlements and shoot through the openings. Inside the tower is the booty that the tieflings have accumulated. There are two sacks, one contains 250 gp, the other 750 sp.

Tiefling Warriors (10): CR 1/2; SZ M Outsider (Native); CR 1/2; HD 1d8+1; hp 5; Init +1; Speed 30 ft.; AC 17 (+1 Dex, +4 chain shirt, +2 heavy shield), touch 11, flat-footed 16; BAB/Grp +1/+2; Atk/Full Atk battle axe +3 melee (1d8+1/x3) or light crossbow +2 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA darkness; SQ darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL NE; SV Fort +3, Ref +1, Will -1; Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6.

Skills: Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1; *Feats:* Weapon Focus (battle axe).

9. Southeast Tower (EL 8)

The last of the four corner guard towers rises from the muck at this site in the Bog. It marks the southern edge of the tsathar's current territory now. The tsathar have set three abyssal dire frogs to guard this border. The frogs will attack all non-tsathar who approach, considering them prey.

Abyssal Dire Frogs (3): CR 5; hp 54; see Appendix 3.

10. East Gate House (EL 9)

Rising majestically from the muddy water are the eastern gates of Varagost, once known as the sea gates, as they overlooked the coastal plains and shore. These were once a spectacle that drew visitors from miles around, as they were made from gleaming limestone and had a carved bas-relief in the likeness of Aelbwynn and Malunas, arms raised with hands clasped forming the gate itself. The limestone has been scoured off through erosion and the relief statues have been relieved of their heads. The top of the gate and the gatehouses still stand though.

Stationed in the gate are a pair of hydrodaemons who guard the eastern border of the tsathar territory, striking down all intruders they detect.

Hydrodaemons (2): CR 7; hp59; see Appendix 3.

11. Eastern outbuildings of the Citadel (EL 6)

Several outbuildings lie to the east of the citadel. These were used as stables, storerooms, workshops, etc. by the inhabitants of the citadel when the city was a growing concern. They now lie in ruins and are mostly abandoned. The tsathar have allowed a colony of dire rats to run amok in the outbuildings, capturing and using them for breeding or to feed the various monstrosities they breed as needed. A pack of 20 dire rats has taken up residence in the eastern outbuildings.

Dire Rats (20): CR 1/3; SZ S Animal; HD 1d8+1; hp 5; Init +3; Speed 40 ft., climb 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural); touch 14, flat-footed 12; BAB/Grp +0/-4; Atk/Full Atk Bite +4 melee (1d4 plus disease); Space/Reach 5 ft./5 ft.; SA disease; SQ low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; *Feats:* Alertness, Weapon Finesse.

12. Western Outbuildings (EL 6)

More outbuildings lie to the west of the central citadel. These outbuildings are crumbling into ruins and are infested with dire rats. The tsathar again use these rats for breeding or feeding. There are 24 dire rats here total (see Area 11 above)

13. Central Citadel

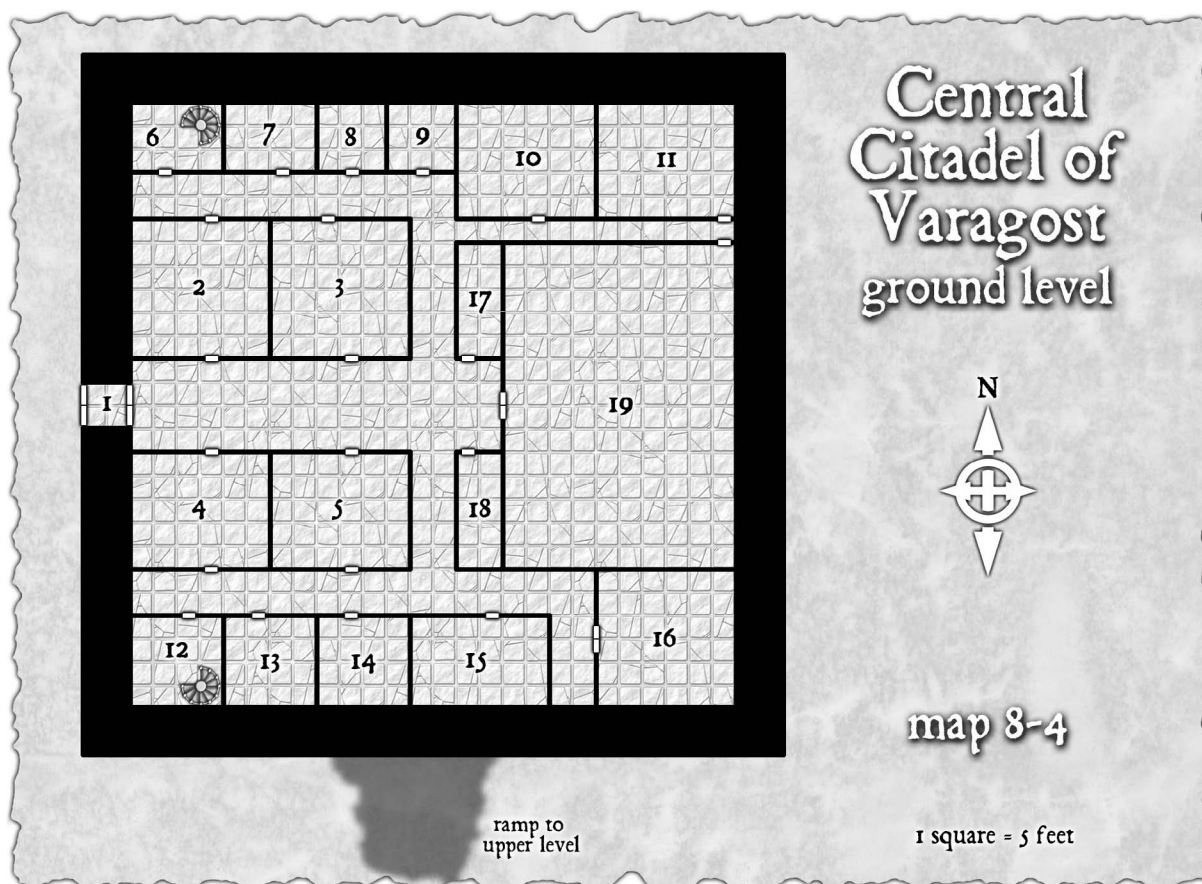
Atop the hillock sets the tower that Merrill built to be his citadel.

Part IV: Merrill's Citadel

Once a magnificent structure, all but the lowest two levels of the tower have been destroyed. Much of the upper level is open to the air as its roof was destroyed by the devastating lightning strikes that obliterated the upper reaches of the tower. The base of the tower now serves as a temple complex and home for the tsathar. The upper level is given over to their froghe-moth and his keepers as a lair. On the southern side of the tower, a crudely constructed ramp allows access to the upper level from the outside. On the western end of the tower is the gatehouse, with the gateway to the tower's interior.

After the elemental storms savaged the city, inundated it and created the Bog, the barriers between the planes in the area were weaker. Within a decade, the followers of Tsathogga made their way into the bog and claimed the ruins as their own. The Bog continued to spread, and the tsathar slowly established themselves at the heart, in the ruins of Merrill's citadel.

There are no random encounters inside the citadel.



Key to the Citadel Lower Level

1. Gateway (EL 8)

The outer doors to the citadel are locked (DC 25 Open Locks). These doors are made of a bronze laid over stout wood. They are solid and sturdy, and open into a small foyer with another set of doors on the other side. The floor is made up of a multicolored tiled pattern. Some of the tiles have images of a bloated looking frog etched into them. The art is primitive but fairly representative. These etched tiles are pressure sensitive plates. If any of these etched tiles is stepped on it will trigger the deathblade trap.

Deathblade Wall Scythe Trap: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (Deathblade DC 20 Fortitude Resists; 1d6 Con/2d6 Con); Search (DC 24), Disable Device (DC 19).

2. Common Room (EL 9)

The floor of this large room is covered with a fine layer of muck. There is a group of 12 tsathar here, who will attack if anyone enters. They are not armed, unless they were warned of the PCs' approach by the shriekers or other guards, in which case they will have weapons ready.

Tsathar (12): CR 2; hp 11; see Appendix 3.

3. Froggery (EL 7)

The tsathar keep a number of frogs here for implanting. They have been raised and trained by a scourge, and will obey the commands of any tsathar. There are three giant dire frogs here, and they are trained to attack non-tsathar.

Giant Dire Frogs (3): CR 4; hp 34; see Appendix 3.

4. Trash Heap (EL 5)

The floor is covered in a mass of oozing muck, and emits an overwhelming stench of rotting material. The tsathar use this room for disposal, allowing offal, corpses and other detritus to decompose and rejoin the bog.

A horror from the Bog has made its way into the trash heap up through the muck. This horror is a blood-red spheroid blob of protoplasm known as a blood pudding. It will try to feed on any living creature who enters the trash room.

Blood Pudding: Medium Ooze; CR 5; HD 5d10+25; hp 52; Init +0; Speed 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +3/+8; Atk/Full Atk Slam +4 melee (2d4+1Space/Reach 5 ft./ 5 ft.; SA disgorge, improved grab, infuse; SQ amorphous, blindsight 60 ft., ooze traits, resistance to fire 10, vulnerabilities; AL N; SV Fort +6, Ref +1, Will +1; Str 12, Dex 10, Con 20, Int -, Wis 10, Cha 8.

Disgorge (Ex): A blood pudding that has infused itself into a creature can force that creature's own blood out through its pores, eyes, ears, and mouth. This is a standard action dealing 1d2 points of Con damage each round. When Con reaches 0, the host dies and the pudding exits.

Improved Grab (Ex): A blood pudding may attempt to start a grapple on a successful slam attack as a free action without provoking an attack of opportunity.

Infuse (Ex): A blood pudding that successfully grapples can infuse itself into its victim's body. If successful the blood pudding's form disappears as it makes its way into the body through pores, wounds, etc. This does no damage but allows the blood pudding to use its disgorge ability. A creature infused with a blood pudding can attempt to forcibly eject the blood pudding once per round as a full round action by vomiting, coughing it up etc. This requires a successful DC 17 Fortitude save.

Amorphous (Ex): A blood pudding cannot be flanked and is not subject to critical hits.

Vulnerabilities (Ex): A victim of a blood pudding infusion who drinks alcohol reduces Con damage by half for 10 rounds. Drinking pure vinegar forces a blood pudding to eject itself the same round the vinegar is consumed. The person consuming the vinegar must succeed on a DC 12 Fort save or be nauseated for 3 rounds.

See *Tome Of Horrors II*.

5. Training Room

This large chamber has been transformed into an arena of sorts. Several barbed shortspears, nets, and wicked looking kukri daggers hang from the walls. There is a number of odd colored stains on the floor that may or may not be some sort of bloodstain. The tsathar use this room to train in combat and also to settle disputes between themselves. Disputes result in a trial by combat and survival of the fittest determines who wins the dispute.

6. Stairwell

The door opens into a small chamber that has a spiral staircase leading up into the tower.

7. Scourge Quarters (EL 3)

This room is the quarters of the tsathar scourge who is responsible for the care and upkeep of all the frogs awaiting implanting in the citadel. He will be asleep here if it is daytime and the citadel is not on alert. If it is evening or the citadel is on alert, he will be with the frogs in Area 8 or 9. The room is empty except for a few training tools and a large patch of muck in one corner that serves as a bed.

Tsathar Scourge: CR 3; hp 27; see Appendix 3.

8. Froggery (EL 7)

This chamber is used to hold more frogs awaiting implanting to breed more tsathar. If the citadel is

alerted to the presence of intruders the scourge from Area 7 may be here with the frogs. There are three giant dire frogs here, trained to attack all non-tsathar.

Giant Dire Frogs (3): CR 4; hp 34; see Appendix 3.

9. Froggery (EL 8)

This room holds a dozen poisonous frogs that the scourge has trained. They are waiting to implant one of these to see the results, and if a new deadly form of tsathar with natural venom will result. If the citadel is on alert, the scourge may be here with the frogs. The frogs will attack en masse any but the scourge that enters the room.

Poisonous Frogs (12): CR 1; hp 4; see Appendix 3.

10. Chieftain's Guard (EL 10 or 0)

The chieftain's elite guard dwell here. If the citadel is on alert they will be in Area 11 with the tsathar Chieftain Crronakar. The room is rather spartan, with only a collection of spears and daggers to decorate it. Four large patches of muck mark their sleeping areas. These elite guards are aggressive and vicious. They will attempt to kill the strongest and capture any weaker party members to feed to the frogemoth.

Elite Tsathar Guard Ftr 4 (4): CR 6; SZ M Monstrous Humanoid; CR 6; HD 2d8+2 plus 4d10+4; hp 37; Init +6; Speed 30 ft.; AC 19 (+2 Dex, +4 natural, +3 studded leather), touch 12, flat-footed 17; BAB/Grp +6/+9; Atk shortspear +10 melee (1d6+5) or claw +9 melee (1d6+3); Full Atk shortspear +10 melee (1d6+5) and bite +4 melee (1d4+1) or 2 claws +9 melee (1d6+3) and bite +4 melee (1d4+1); Space/Reach 5 ft./5ft.; SA leap; SQ amphibious, dark-vision 90 ft., implant, light blindness, scent; AL CE; SV Fort +5, Ref +6, Will +5; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills: Climb +9, Escape Artist +16, Handle Animal +2, Hide +4, Jump +9, Listen +4, Search +2, Spot +4, Swim +11; **Feats:** Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (shortspear), Weapon Specialization (short spear).

11. Chieftain's Chambers (EL variable)

Crronakar, chieftain of the tsathar, chosen of Tsathogga, resides here. Crronakar has recently risen to prominence among the tsathar. It had been some time since a powerful cleric had risen up among the tsathar here. For a long time, Karsas, the tiefling sorcerer-priest had been the ritual leader, and the strongest tsathar warrior had been chieftain, but Crronakar changed that when he slew the chieftain in the arena and claimed both the position of chieftain and chief priest for himself. Karsas acquiesced, knowing that as a non-tsathar his position here is tenuous at best. Crronakar has allowed Karsas to continue to serve Tsathogga here, as he realized that the magic Karsas wields is a powerful weapon to use in furthering Crronakar's ambitions.

Crronakar holds most of the tribe's wealth in his quarters, but knows nothing of the red string or its

value. Karsas holds the string and has not told Crrronakar or any of the tsathar about it. In two large chests are 4000 gp, 6000 sp, 12 pieces of ivory worth 150 gp each, a *potion of magic fang*; and a *potion of tongues*.

Crrronakar is a large tsathar standing over six feet tall. He is an imposing figure and stands out as he wears a cape of bright red and gold. Crrronakar's tactics vary depending on whether the elite guard is present or not. If the guard is present, Crrronakar will attempt to summon a hydrodaemon and then use his spells before entering combat. If combat goes badly, he will cast an obscuring mist and use his cloak to dimension door to the temple where he will prepare the Herald of Tsathogga to destroy the intruders. If the guard is not present, he will immediately use his cloak to go the temple, prepare the Herald, and summon as many guards as he can. Crrronakar is a savage fighter, but wise enough not to risk his life in senseless combat. That is what minions are for anyways. If Crrronakar calls for aid anywhere in the citadel, the greruor demon in Area 15 will answer his call within 3d4 rounds.

Crrronakar Tsathar Clr 6: hp 44; see Appendix 1 and Appendix 3.

12. Stairwell

The door to this room opens into a small chamber with a spiral staircase which ascends into the tower.

13. Scourge Chamber (EL 6)

Another of the frog-training Scourges has his quarters here. He keeps two of his favorite frogs with him. The scourge will order the frogs to attack any intruders he encounters. The floor here has been removed and a pool of muck has taken its place.

Tsathar Scourge: CR 3; hp 27; see Appendix 3.

Giant Dire Frogs (2): CR 4; hp 34; see Appendix 3.

14. Froggery (EL 7)

The tsathar seem to have an endless supply of frogs at their disposal, and two more hideous abyssal dire frogs dwell in this chamber. The flooring has been removed here and the floor is an oozing pool of muck.

Abyssal Dire Frogs (2): CR 5; hp 54; see Appendix 3.

15. Tsathogga's Gift (EL 10)

The demon-frog Tsathogga was pleased with Crrronakar's ascension to power, as he felt the tsathar had potential to bring power and glory to his cause. Tsathogga sent a greruor demon to this plane to help Crrronakar achieve his ambitions and spread the influence of the frog-demon. The greruor appears as a squat, bloated frog with arms in place of forelegs. It has two long horns protruding from just above its sunken eyes, razor-honed talons, and rows of gray sharpened teeth. Its flesh is greenish-brown mottled with red.

The demon dwells in this room reveling in the muck and the offerings given to him, but is attuned to Crrronakar. If Crrronakar calls for help anywhere in the citadel, the greruor will answer that call within 3d4 rounds.

Greruor Demon: CR 10; SZ L Outsider (Chaotic, Evil, Extraplanar); HD 10d8+60; hp 15; Init +3; Speed 40 ft.; AC 28 (-1 size, +3 Dex, +16 natural), touch 12, flat-footed 25; BAB/Grp +10/+21; Atk Bite +16 melee (2d6+7) or tongue +12 melee (grapple) or huge ranseur +16 melee (2d6+10/x3); Full Atk Bite +16 melee (2d6+7) and gore +11 melee (1d6+3) or tongue +12 melee (grapple) or huge ranseur +16 melee (2d6+10/x3); Space/Reach 10 ft./5 ft. (10 ft. with ranseur); SA acid and fire spittle, improved grab, spell-like abilities; summon demons; SQ DR 10/good, darkvision 60 ft., demon traits, leap, outsider traits, SR 20, true seeing; AL CE; SV Fort +13, Ref +10, Will +9; Str 24, Dex 17, Con 22, Int 14, Wis 14, Cha 16.

Skills: Escape Artist +16, Hide +12, Intimidate +16, Jump +40, Listen +25, Move Silently +16, Search +13, Sense Motive +15, Spot +25, Survival +15 (+17 following tracks); **Feats:** Alertness, Cleave, Improved Sunder, Power Attack.

Acid and Fire Spittle (Ex): Once every 1d4 rounds the demon can spit a stream of acid in a 30 foot line that deals 4d4 points of acid damage. On the next turn, the acid ignites and the opponent bursts into flames taking 1d6 points of fire damage per round until extinguished. A successful DC 21 Reflex save halves the acid damage and prevents the creature from catching fire.

Improved Grab (Ex): If the demon successfully hits with its tongue it can start a grapple as a free action without provoking an attack of opportunity.

Spell-like Abilities: At will: *confusion* (DC 18); *deeper darkness*, *hold person* (DC 16); *detect good*, *shatter* (DC 15); 2/day *blasphemy* (DC 21), Caster level 10th.

Summon Demon (Sp): 1/day may attempt to summon another Greruor with a 35% chance of success.

True Seeing (Su): Continuous effect.

See *Tome of Horrors II*.

16. Temple of Aelwynn (EL 9)

Though once dedicated to Aelwynn when Merrill constructed the citadel, this shrine has been desecrated and now serves as the quarters for Karsas, the tiefling sorcerer-priest. The room has a bed, a small writing desk and chair, and a wardrobe. Inside the wardrobe are various ceremonial and everyday robes, cloaks, and other items of clothing.

Karsas will not hesitate to attack the party using his staff of fire to drive opponents back. If he feels outmatched, he will attempt to slip into the Temple of Tsathogga (Area 19) through the secret door. Karsas is a coward at heart and will only fight if he has allies or feels he has an advantage. He will bargain for his life, including giving up the *Red String*. Karsas wears the

Red String of the Rainbow Harp on his person, using it to wear a +2 *amulet of natural armor*.

The Red String: Grants its bearer the ability to endure elements and grants *resistance to fire* (10) which will stack with other means of fire resistance.

Karsas Tiefling Cleric 5/Sorcerer 4: hp 33, CR 9; see Appendix 1 NPC Stats for full stats.

17. Royal Guard Room (EL 7)

This used to be the guardroom for the royal audience chamber (Area 19). It now serves as a guardroom for the Temple of Tsathogga that the audience chamber has become. A hydrodaemon is posted here to prevent all but the priests from having access to the Temple unless ordered otherwise.

Hydrodaemon: CR 7; hp 59; see Appendix 3.

18. Guard Chamber (EL 7)

A second guard chamber for the temple also holds a hydrodaemon. These two will work in concert to protect the temple, or will answer the calls of either priest for aid.

Hydrodaemon: CR 7; hp 59; see Appendix 3.

19. Temple Of Tsathogga (EL 15)

Once used by Merrill and his successors as an audience chamber, this chamber is now a temple devoted to the frog-demon Tsathogga. A large carved statue of the demon dominates the eastern wall, and the entire room is a large muck pool as the floor has been removed. Wallowing in the muck is a massive behemoth bred by the tsathar. They hope this beast, known as the Herald of Tsathogga, will enable them to crush those that stand against them in the Bog and expand the frog-demon's influence and territory. Both Crronakar and Karsas will flee here if in trouble to enlist the beasts aid and to call for whatever other aid they can muster to deal with the intruders.

Herald Of Tsathogga: CR 15; hp 104; see Appendix 2.

Key to the Citadel Upper Level

The upper level is mostly in ruins. The southern half of this level has a gaping opening, but the rest has a serviceable roof. Areas 22, 25, 26, and 37-40 all have no roof. The ramp (Area 41) was constructed from a lot of the rubble and from the flooring stones removed from area on the ground level.

20. Stairwell

The stairwell from Area 6 opens into this room. It continues up for another 15 feet above the ceiling, but ends in a blasted ruin. It does provide access to the remains of the floor above, which serves now as a roof for the remains of the tower. This roof layer is not entirely stable and every 10 feet walked on it requires a DC 25 Balance check. Failure means the roof has given way and the character will fall 15 feet, taking 1d6 points of damage from the fall and another 2d6 points

of damage from rubble falling on them. A Reflex Save (DC 20) will halve damage from the rubble.

21. Lookout (EL 2)

This niche in the walls allowed a soldier to stand lookout to see who approached the citadel's gates. The tsathar post a guard here. He has the unenviable task of watching during the day. The niche is dark enough so he suffers no penalties to his actions, except that any spot checks into the daylight ill be at a -8 circumstance penalty. There is no penalty from dusk to dawn. If he spots intruders, he will run to notify Crronakar, and the citadel will go on alert.

Tsathar: CR 2; hp 11; see Appendix 3.

22. Stairwell

The stairwell from Area 12 opens into this area. It looks like the stairwell once continued higher, as it continues for about another four feet before ending in a cracked ruin. The ceiling in this stairwell is missing.

23. Common Room (EL 9)

A large group of tsathar reside here. Muck from below has been carted up here to provide bedding for the tsathar. If not on alert, they will be at rest or engaging in recreational activities. If on alert, they will be wary and on watch for intruders.

Tsathar (12): CR 2; hp 11; see Appendix 3.

24. Ruined Library

This was once a library kept by Merrill. Most of the books have been ruined by age and moisture. Ruined and torn books are scattered all over the room, bookcases are knocked over and smashed to pieces. A careful search will reveal (Search DC 30) one book among the mess that seems miraculously preserved. It is a small leather-bound book inscribed with the symbol of Aelbwynn on the cover. It glows with a faint abjuration magic if magic is detected for. It is Merrill's journal which has a *minor preservation* spell (see Appendix 5: New Magic) cast upon it.

Merrill's journal is mostly filled with reminiscences and regrets. It gives his version of the accounts of the quest for the harp, and notes that the location they went to stop the threat lies somewhere in the Azure Mountains. It is also obvious from reading this journal that Merrill was deeply in love with Serelay, but her vows and devotion to her order prevented them from ever realizing that love. He married for convenience to produce an heir, but his heart always belonged to Serelay. He also writes that he is deeply troubled by Acregor's actions. He thinks the mage has gone mad or is obsessed with overcoming death and fears that he has already done something incredibly reckless in an attempt to extend his life. He fears the mage may lose his soul to his obsession.

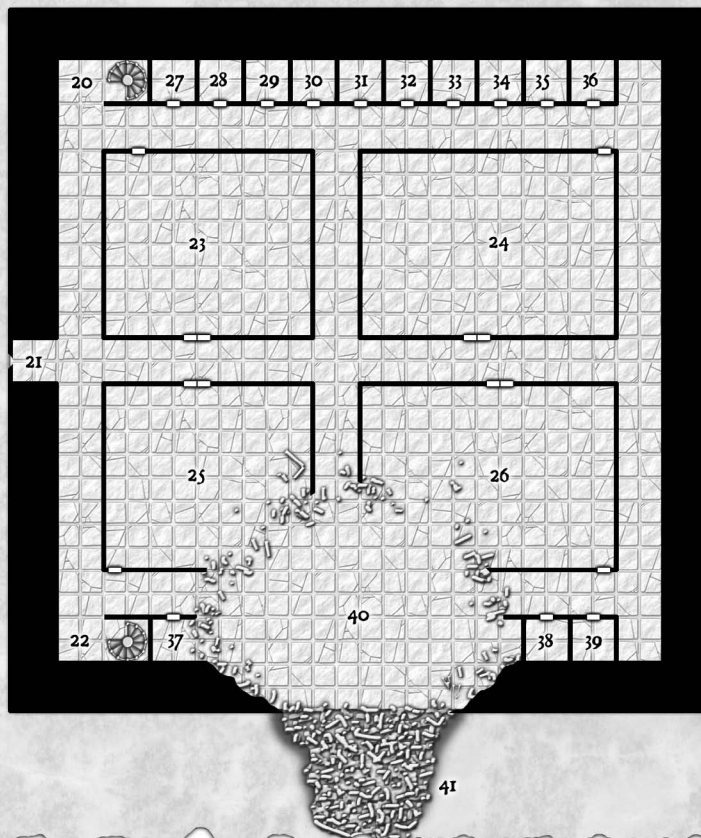
Merrill became a paladin and served Aelbwynn, and had received some troubling dreams regarding Acregor. These were attempts to warn him of Acregor's treachery and plans, but Merrill's loyalty to

Central Citadel of Varagost upper level



map 8-4

1 square = 5 feet



his old companion prevented him from giving them to much credence or mentioning them anywhere except in this journal. Merrill died quietly and his heirs continued to run the city until Acregor finally struck the city down.

25. Ruined Training Room

This ruined room was once used to train Merrill's troops. It is now filled with rubble and open to the air as the ceiling over it has collapsed. The walls still mostly stand, but not the ceiling. The frogemoth sometimes wanders in here from Area 40 when it is restless.

26. Ruined Dining Hall

Once a dining hall for the citadel's troops, this room lies in ruins. The ceiling has collapsed though the walls are partially intact. Among the rubble are the remains of tables and chairs mostly decomposed and rotting.

27. Empty Barracks

This former barracks now stands empty.

28. Armory

The tsathar use this room to store extra weapons for future use. There are 27 barbed short spears divided among three barrels. There are four nets hanging from

hooks on the wall, and a crate with 12 kukris lies on the floor.

29. Beast Keeper (EL 3)

This barracks is used by the tsathar scourge who is responsible for the care of the frogemoth (Area 40). He has trained it to patrol the area of the city during the sunlight hours, and dispose of intruders it finds. It returns at sunset each night and rests while the tsathar are active. He will call for help if he discovers any intruders in the citadel.

Tsathar Scourge: CR 3; hp 27; see Appendix 3.

30. Guard Room (EL 5)

A group of four tsathar guards dwell in this room. They take turns manning the watch station at Area 21, so there will only be three tsathar here at any given time. They are also responsible for dealing with anything that may wander up the ramp from the Bog.

Tsathar (4/3): CR 2; hp 11; see Appendix 3.

31. Empty Barracks

This room currently stands empty.

32. Elite Guards (EL 8)

A pair of elite guards dwell here. It is their job to oversee the defenses of the citadel. They will attack any intruders and call to bring reinforcements to deal with them. They will not hesitate to seek help, they

are more concerned with getting the job done than glory.

Elite Tsathar Guard Ftr 4 (2): Medium Monstrous Humanoid; CR 6; HD 2d8+2 plus 4d10+4; hp 37; Init +6; Speed 30 ft.; AC 19 (+2 Dex, +4 natural, +3 studied leather), touch 12, flat-footed 17; BAB/Grp +6/+9; Atk shortspear +10 melee (1d6+5) or claw +9 melee (1d6+3); Full Atk shortspear +10 melee (1d6+5) and bite +4 melee (1d4+1) or 2 claws +9 melee (1d6+3) and bite +4 melee (1d4+1); Space/Reach 5 ft./5ft.; SA leap; SQ amphibious, dark-vision 90 ft., implant, light blindness, scent; AL CE; SV Fort +5, Ref +6, Will +5; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 10

Skills: Climb +9, Escape Artist +16, Handle Animal +2, Hide +4, Jump +9, Listen +4, Search +2, Spot +4, Swim +11; *Feats:* Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (shortspear), Weapon Specialization (short spear)

See Appendix 3 on the tsathar.

33. Empty Barracks

This room currently stands empty.

34. Guard Room (EL 6/o)

Four tsathar guards are stationed here. They are a reserve unit, having no responsibilities except to answer the call of the elite guard or to go where needed if the citadel is threatened. If the citadel goes on alert, they will be sent to Area 41 to guard the ramp to make sure no one enters the citadel here.

Tsathar (4): CR 2; hp 11; see Appendix 3.

35. Larder

This former barracks is used to store food. Corpses of dire rats, lizardfolk, and other creatures native to the Bog are stacked here for future use. The room smells overpoweringly of decaying flesh.

36. Larder

This room is another larder used to store food. It is similar to Area 35, but less full.

37. Ruined Barracks

This room stands in ruins and is almost completely filled with rubble.

38. Ruined Barracks

This room is full of rubble as its ceiling has collapsed.

39. Ruined Barracks/Frogery (EL 6)

The room is cluttered with debris, but amidst the detritus four giant frogs have made their lair. These creatures will be set loose while the frogemoth patrols to guard the ramp.

Giant Frogs (4): CR 2; hp 15; see Appendix 3.

40. Frogemoth's lair (EL 13)

The tsathar have bred a monstrosity to protect the citadel during daylight hours. This massive aberration is the result of years of work by the scourges. The behemoth lairs here on the second level at night, but patrols the grounds of the tsathar's territory during the day. If the heroes approach the citadel during the day, they will encounter the frogemoth somewhere in the Bog within the confines of the sunken walls. If they approach at night, the frogemoth will be at rest here, but will be roused if the citadel is on alert or if it is disturbed.

Frogemoth: CR 13; hp 155; see Appendix 3.

41. Ramp

Using the rubble from the destroyed sections of the tower and the floor stones from the bottom level they have dug up, the tsathar have constructed a ramp that allows the frogemoth to climb up and down from the upper level to the Bog. The tsathar often use this instead of the trapped entrance (Area 1) to get in and out of the citadel.

Part V: Resolutions and Aftermath

The main goal of this chapter was to recover the red string before moving on to the next objective. If the party discovered Merrill's library, they may gain some clues as to what is to come. If they use the red string with the book of telling, the only string that will be detected is the one held by the Ice Queen to the far north. The string held by Acregor is closer, but the protective magics of his tower are proof against detection, so the string cannot currently be detected.

Ad Hoc Experience Awards

Action	Award
Recovering the Red String	6,000 XP
Gathering information about Acregor	1,000 XP
Using Bog rivalries to pit foes against each other as distraction	1,000 XP
Restoring temple of Aelbwynn or destroying temple to Tsathogga	1,000 XP

Chapter Nine: The Ice Palace

This adventure is intended for 4-6 characters of level 9-12.

Part I: Introduction and Overview

The characters' primary objective in this adventure is to find and recover the blue string of Riordan's Harp. It currently lies far to the north of the Azure Mountains in the Palace of the Ice Queen Calilas.

Calilas is actually a mature adult white dragon. She has been a long-time member of the Acregor cabal and has been courted by the current Witch-King, who desires a mate to equal his station. Calilas has no intention of acquiescing to his desire, but has not yet rejected him outright. She sees her involvement in the cabal as a game, an amusement to be enjoyed. She liked playing off the descendant against the ancestor, playing both sides to set the lich Acregor against the Witch-King when she could.

The commander of Calilas' ice gnome mercenaries recently revealed the true nature and goals of Svirfneblin's great experiment. When she confronted the lich Acregor with this knowledge, hoping he would end this game with the Gray Death, Calilas was surprised to learn he had known all along just how devastating the Gray Death would be, and far from regretting it, had hoped this would happen.

Calilas realized she was nothing but a pawn in the lich's schemes, so she retreated to her Ice Palace, to nurse her ego and plot her revenge. She fears to challenge the lich openly, but also fears what will happen if the Gray Death continues unchecked. She longs for a way to foil the lich's plans without revealing her role in the matter.

This creates a unique opportunity for the heroes. They have a chance, if they play it right, to acquire the blue string without having to take down a powerful dragon to do so. They may still acquire the string through brute force if they are lucky, but will have a much easier time if they use guile and diplomacy.

Travel to the Ice Palace may take awhile unless the party has access to magical means of travel. The Ice Palace is almost due north of the dwarven city of Abad Durahai, the location of the fourth adventure, which lies in the Azure Mountains. Wizards of the appropriate level for this adventure should have access to the spell teleport. The party has been to several locations in and around the Azure Mountains in the course of these adventures, so they have several viable targets for teleportation. If they do not have access to the spell, the DM might consider including a scroll with the spell somewhere for them to find, or provide another means of travel. Otherwise the DM

can run or summarize the long journey through the Plains of Mayfurrow and the Azure Mountains.

Part II: Travel to the Ice Palace

North of the Azure mountains the climate is almost always cold. Even in summer, the temperature rises only barely above freezing. The land transitions from the mountains to foothills, to an evergreen forest, to the ice plains, upon which the Ice Palace lays. Travel through this territory is difficult and dangerous. Food and resources are often difficult to come by in the cold terrain, so creatures will be aggressive and territorial.

If they follow the directions of the Tome of Telling, the PCs will proceed roughly due north. Once they leave the mountains, they will move at a slightly faster pace through the foothills and into the forest. The Ice Palace is about a day's travel north of the forest's edge.

Random Encounter North of the Azure Mts.

To determine encounters in the regions to the north of the Azure Mountains, roll a d20 and consult the following table. Check for encounters twice per day.

Roll	Result
1	Polar bear (see MM)
2	Winterbloom (EL 4; see below)
3	Mounted ice gnome patrol (EL 10; see below)
4	2 dire wolverines (EL 6; see MM)
5	2 lynx (EL 4; see below)
6	2 snow leopards (EL 5; see below)
7-20	No encounter

Winterbloom Hazard: CR 4; These appear as a small patch of flowers with bluish white petals, dark sapphire-colored stems and small white leaves growing near the base. Winterblooms give off a sickly sweet scent that can be detected up to 30 feet away. If disturbed, the plant releases a burst of poisonous spores in a bluish-white cloud of chilled vapor.

Creatures within 10 feet of the winterbloom must succeed at a DC 12 Fortitude save or take 2d4 points of cold damage and 1d4 points of Con damage as the inhaled spores form ice crystals. The cloud lingers for 1d3 rounds and victims must make a save each round in the cloud or suffer the effects of the spores. If subjected to cold effects (such as cone of cold), the winterbloom releases a cloud twice the size and strength of normal.

See *Tome of Horrors II* for more details.

Ice Gnome Patrol (EL 10)

This patrol consists of four Barbegazi (ice gnomes) mounted on winter wolves. They are scouts for Calilas.

Barbegazi (4): CR 1; Size S Humanoid (Cold, Gnome); HD 2d8+2; hp 11; Init +1; Speed 20 ft., burrow 20 ft.; AC 16 (+1 size, +1 Dex, +2 natural, +2 leather), touch 12, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk shortsword +3 melee (1d4/19-20) or short bow +2 ranged (1d4); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ cold subtype, low-light vision, snow move; AL NE; SV Fort +4, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 11, Wis 11, Cha 8.

Skills: Craft (Trap-making) +4, Hide +9 (+13 in snowy environment), Listen +2, Spot +2, Survival +4; **Feats:** Weapon Finesse.

See *Tome of Horrors II*.

Winter Wolf (4): CR 5; Size L Magical Beast (Cold); HD 6d10+18; hp 51; Init +5; Speed 50 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grp +6/+14; Atk Bite +9 melee (1d8+6 plus 1d6 cold); Full Atk Bite +9 melee (1d8+6 plus 1d6 cold); Space/Reach 10 ft./5 ft.; SA breath weapon, freezing bite, trip; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

Skills: Hide -1 (+6 in snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 to track by scent); **Feats:** Alertness, Improved Initiative, Track.

Lynx (2): CR 2; Size S Animal; HD 2d8+4; hp 13; Init +2; Speed 30 ft., climb 20 ft.; AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; BAB/Grp +1/+3; Atk Bite +4 melee (1d4+2); Full Atk bite +4 melee (1d4+2) and 2 claws -1 melee (1d2+1); Space/Reach 5 ft./5ft.; SA improved Grab, pounce, rake 1d2+1; SQ low-light vision, scent, snow move; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +10, Climb +11, Hide +11, Listen +4, Move Silently +7, Spot +4; **Feats:** Alertness.

See *Tome of Horrors II*.

Snow Leopard (2): CR 3; Size M Animal; HD 3d8+9; hp 22; Init +4; Speed 40 ft., climb 20 ft.; AC 15(+4 Dex, +1 natural), touch 14, flat-footed 11; BAB/Grp +2/+4; Atk Bite +64 melee (1d6+2); Full Atk bite +6 melee (1d6+2) and 2 claws +1 melee (1d3+1); Space/Reach 5 ft./5ft.; SA improved Grab, pounce, rake 1d3+1; SQ low-light vision, scent, snow move; AL N; SV Fort +5, Ref +7, Will +2; Str 15, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +12, Climb +11, Hide +8 (+12 in snow covered area), Listen +5, Move Silently +8, Spot +5; **Feats:** Alertness, Weapon Finesse, Toughness.

See *Tome of Horrors II*.

Encounter Key**A. Frost Giant Lair (EL 9)**

At the head of the pass leaving the Azure Mountains in the direction of the ice plain, a wicked frost giant has made his lair. He waylays any travelers in this region, and will range into the hills to hunt for game. Pickings are sometimes slim for the giant, so he will see a party of adventurers as an opportunity to feast for a bit.

Hidden in the mountains in a cave lies the giant's hoard. The cave is piled with treasures. Most of it is typical traveling gear (ropes, tents, packs, oil, lanterns, 10 ft. poles, etc.) but also some more valuable commodities. There are saddles and saddlebags, mule hitches, blankets, etc. The sum value of all these trade goods is about 5,000 gp were someone to haul it all away and try to sell it. Among this booty are also piles of coins, totaling 10,000 sp and 2,000 gp.

Frost Giant: CR 9; Size L Giant (Cold); HD 14d8+70; hp 133; Init -1, Speed 40 ft.; AC 21 (-1 size, -1 Dex, +9 natural, +4 chain shirt), touch 8, flat-footed 21; BAB/Grp +10/+23; Atk Greataxe +18 melee (3d6+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9); Full Atk Greataxe +18/+13 melee



(3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to Cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills: Climb +13, Craft (Trapmaking) +6, Intimidate +6, Jump +17, Spot +12; **Feats:** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

B. Dire Bear Lair (EL 7)

At the edge of the foothills, near the forest, a dire bear ranges the territory stalking prey. The bear is highly territorial, and will challenge all who move through its hunting grounds.

Dire Bear: CR 7; Size L Animal; HD 12d8+51; hp 105; Init +1; Speed 40 ft.; AC 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; BAB/Grp +9/+23; Atk Claw +19 melee (2d4+10); Full Atk 2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5); Space/Reach 10 ft./5 ft.; SA improved Grab; SQ low-light vision, scent; AL N; SV Fort +12, Ref +9, Will +9; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills: Listen +10, Spot +10, Swim +13; **Feats:** Alertness, Endurance, Run, Toughness, Weapon Focus (claw).

C. Forest Pest (EL 9)

A large fallen tree is the lair of a greater gellid beetle. This large insect is stark white with silvery-black legs and dull silver mandibles. It will attack any potential prey in the area.

Giant Gellid Beetle: CR 9; Size L Magical Beast; CR 9; HD 12d10 +48; hp 114; Init +4; Speed 30 ft.; AC 22 (-1 size, +13 natural), touch 9, flat-footed 22; BAB/Grp +12/+22; Atk/Full Atk Bite +18 melee (1d6+9 plus 1d8 cold, 19-29/x2); Space/Reach 10 ft./5 ft.; SA cold, cold cloud; SQ cold immunity, darkvision 60 ft.; AL N; SV Fort +12, Ref +4, Will +4; Str 23, Dex 10, Con 18, Int 2, Wis 10, Cha 9.

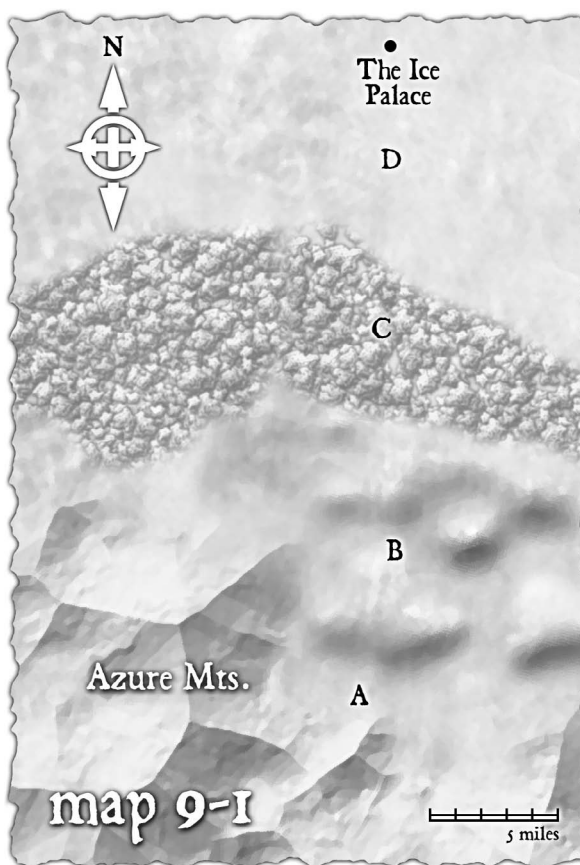
Skills: Hide -4 (+4 in natural environment), Listen +9, Spot +10; **Feats:** Alertness, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite).

Cold Cloud (Ex): 1/minute as a free action, a greater gellid beetle can emit a cloud of thick cold vapor in a 20 ft. radius. It is thick enough to prevent ranged attacks (except magic rays), and all melee attack and damage rolls take a -2 penalty. Each round the cloud deals 2d6 points of damage to all within (DC 20 Fortitude save for half damage) and the cloud lasts for 1d4+3 rounds.

See *Tome of Horrors II*.

D. Worm (not Wyrn) (EL 12)

The ice plains are home to a terrible frost worm. This monstrosity burrows under the surface of the ice and snow, emerging only to attack its unsuspecting prey. The only warning is the trilling sound made by



the worm as it prepares to attack, and if this is heard, it may already be too late to save oneself.

The party's travel through the plains will draw the attention of the frost worm, which will attack seeking sustenance.

Frost Worm: CR 12; Size H Magical Beast (Cold); CR 12; HD 14d10+70; hp 147; Init +4; Speed 30 ft., burrow 10 ft.; AC 18 (-2 size, +10 natural), touch 8, flat-footed 18; BAB/Grp +14/+30; Atk/Full Atk Bite +21 melee (2d8+12 plus 1d8 cold); Space/Reach 15 ft./10 ft.; SA trill, cold, breath weapon; SQ darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire; AL N; SV Fort +14, Ref +9, Will +6; Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11.

Skills: Hide +3 (+13 in snow), Listen +5, Spot +5; **Feats:** Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite).

See *Monster Manual*.

E. The Ice Palace

Located at the northern edge of the Ice Plains lies the Palace of the Ice Queen, Calilas.

Part III: The Ice Palace

The Ice Palace is just that, a magnificent structure carved from the ice itself. Calilas moved into this lair from a cave in the hills when the Barbegazi came to

serve her and constructed the palace for her. This was about a century ago.

Calilas prefers the isolation this location provides, and likes to interact with others only on her own terms. She chose to involve herself with the Acregor Cabal, and now she regrets that decision. When the Witch King told her of the treasured artifact held by the gnomes of the Azure foothills, her greed induced her to take it and ally herself with the Cabal. Her allies/servants, the Barbegazi corroborated the Witch-King's story about the blue string, and its power and pedigree.

The string created ties though — ties that bound Calilas to the Lich Acregor's plots and plans. She thought she was in control of that relationship, but she was wrong. She now sits in her palace and sulks.

The palace itself is a sight to behold. The walls stand nearly 50 feet tall and are made of cascading ice carved by the ice gnomes. The long gates stand 20 feet tall and are constructed of an iron-silver alloy that gleams and sparkles in the sun much as the ice does. The stronghold is roughly 200 ft. x 125 ft. There are three structures inside the walls — a barracks for the Barbegazi, a kennel for their winter wolf mounts, and the Ice Palace itself. The barracks and kennels are smaller buildings standing only 20 feet high, but the palace stands a full 40 feet in height, though it is only a single story. Much of the height is purely decorative, the only room reaching the full 40 foot height is Calilas private chamber (Area 14)

Calilas dwells within the palace. Her only companions are her garrison of ice gnomes, and her assistant, an ogre mage named Fa-nirot. There is also a captive in her dungeons, which may be of interest to the heroes.

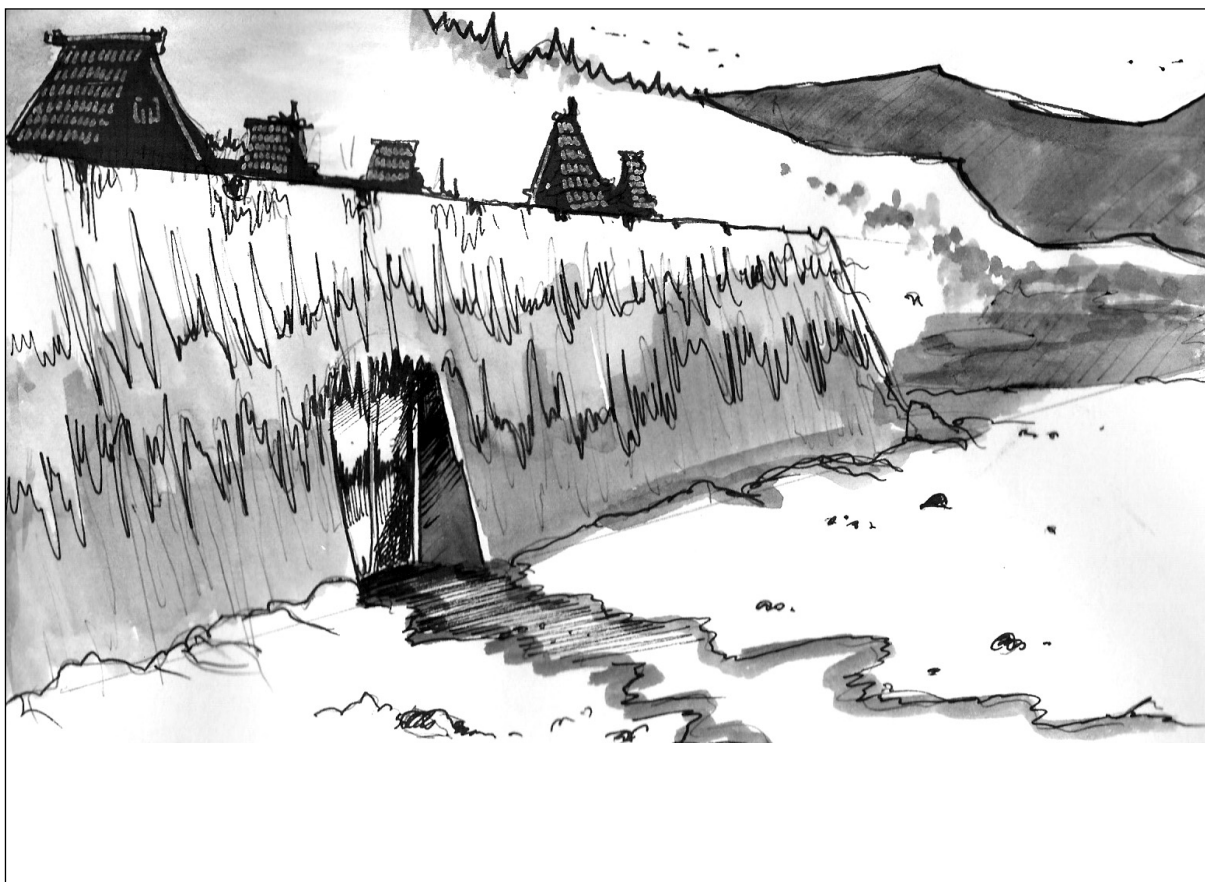
Key to the Ice Palace

1. The Gates (EL 8)

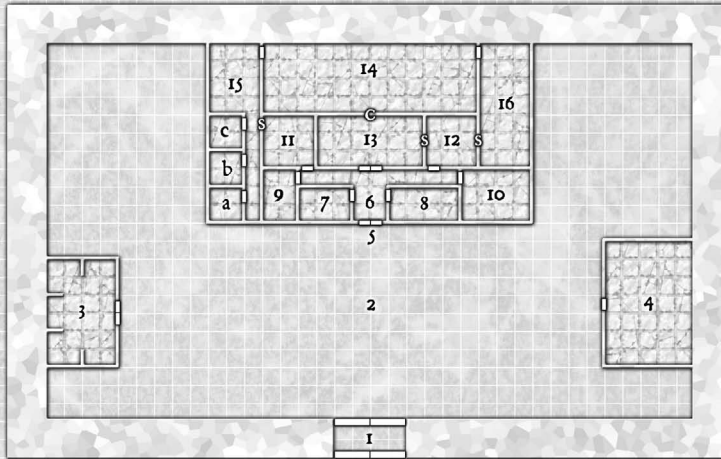
The magnificent gates stand closed and barred. A force of six Barbegazi warriors mans the gates. They will question all who seek to enter and will be reluctant to grant an audience to any. If someone makes a strong enough case, they will send a messenger to the palace for instructions. If the characters seek to bypass the gates and walls to enter the palace, these guards should get a chance to spot them. They will be the first to respond to such an incursion.

Barbegazi War3 (6): Size S Humanoid (Cold, Gnome); HD 5d8+5; hp 28; Init +1; Speed 20 ft., burrow 20 ft.; AC 18 (+1 size, +1 Dex, +2 natural, +4 chain shirt), touch 12, flat-footed 17; BAB/Grp +4/+0; Atk/Full Atk shortsword +7 melee (1d4, 19-20/x2) or composite short bow +5 ranged (1d4/x3); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ cold subtype, low-light vision, snow move; AL NE; SV Fort +7, Ref +2, Will +1; Str 10, Dex 13, Con 13, Int 11, Wis 11, Cha 8.

Skills: Climb +6, Craft (Trapmaking)+4, Hide +9 (+13 in snow), Listen +4, Spot +4, Survival +4; **Feats:**



The Ice Palace



map 9-2

1 square = 5 feet

Alertness, Weapon Finesse, Weapon Focus (short sword).

Spell-Spell-like Abilities: 1/day *chill metal* (DC 12), *icicle blast* (as *burning hands*, but shards of ice that deal cold damage) (DC 11). Caster Level 3.

See *Tome of Horrors II*.

2. Courtyard (EL variable)

Most of the interior of the stronghold is a wide open courtyard. Anyone trying to cross the courtyard in the open will be spotted by guards at the gates (Area 1), the barracks (Area 4) and the palace gates (Area 5). Unless those crossing have permission from the gate guards, warriors from all three locations will move to intercept and either capture or kill the intruders. At all times, four winter wolves from the kennels will wander the grounds.

3. Kennels (EL 12)

This structure is a kennel which holds the winter wolves which serve as mounts for the Barbegazi. There are currently 12 winter wolves housed here. Some will be posted in the courtyard as guards at all times. If there is a disturbance in the courtyard, the Barbegazi will try to unleash the remainder into the fray.

Winter Wolf (12): CR 5; Size L Magical Beast (Cold); HD 6d10+18; hp 51; Init +5; Speed 50 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB/Grp +6/+14; Atk Bite +9 melee (1d8+6 plus 1d6 cold); Full Atk Bite +9 melee (1d8+6 plus 1d6 cold); Space/Reach 10 ft./5 ft.; SA breath weapon, freezing bite, trip; SQ darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire; AL NE; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10.

4. Barracks (EL 10)

This structure serves as a barracks for the Barbegazi and all the off duty ice gnomes will be here. There are currently 12 Barbegazi present in the barracks (see Area 1). They are not on duty, but will respond if there are intruders trying to breach the Ice Palace walls or in the courtyard. There are bunks and bedding for almost 40 ice gnomes here, but only 12 are present.

5. Palace Gates (EL 8)

A force of six ice gnomes keep watch at the gates (see Area 1). If they feel they are needed to repel any intruders in the courtyard, they will move into the courtyard to help, and one of the reserve forces from Areas 7 or 8 will move to take their place and bar the gates. If they feel their presence will not matter but the central palace is in danger, they will simply bar the gates and wait for the intruders to approach while calling for reinforcements. If the gates are closed, it will require a DC 35 Strength check to force the doors open. The gates are made from an alloy similar to the outer gates and are about 15 feet high.

6. Foyer

This grand foyer is decorated with ice sculptures of dragons in flight. The ceiling stands about 20 feet above the ground and is arched. If intruders force their way into the palace, the ice gnome troops in Areas 7 and 8 will move into this foyer to repel the intruders.

7. Guard Room (EL 8)

Calilas wants to ensure no one enters the palace without her permission, so has stationed the ice gnomes as the first line of defense. She is leery of

Skills: Hide -1 (+6 in snow and ice), Listen +6, Move Silently +7, Spot +6, Survival +1 (+5 to track by scent); **Feats:** Alertness, Improved Initiative, Track.

Breath Weapon (Su): 15-foot cone once every 1d4 rounds, 4d6 cold damage, DC 16 Reflex save for half damage.

Trip (Ex): When a winter wolf makes a successful bite attack it may attempt to trip its victim as a free action and does not create an attack of opportunity (+8 on trip modifier check).

Acregor's course of action, so has increased the normal contingent on duty. For this reason, a reserve force of six Barbegazi is stationed here (see Area 1). They have orders to reinforce the gate if the guards stationed there must leave to respond to a threat. The room is sparsely furnished with a table and a few chairs.

8. Guard Room (EL 8)

This is another guard room garrisoned with six ice gnome warriors (see Area 1). They stand in reserve, and will move into action if needed. In the meantime they wait in this sparsely furnished room.

9. Commander's Quarters (EL 9)

This room is furnished with a bed, wardrobe, table, and chairs. Except for the bed, all the furniture is sculpted from ice. This is the quarters for Isamel Frosthand, the leader of the ice gnome garrison. Isamel is a rogue, not a warrior, but has led them for a long time, and led them well. If the Ice Palace is assaulted, Ismael will be out and about directing the defenses. If the heroes somehow manage to infiltrate the palace through stealth, he will be in his room. In the bottom of his wardrobe is a small chest containing 4,000 gp, given to Isamel by Calilas to pay the troops.

Isamel Frosthand Barbegazi Rogue 8: (hp 47, CR 9; see Appendix 1).

10. Servant's Quarters (EL 3)

Calilas keeps three Barbegazi as manservants. These three are normal ice gnomes without any additional levels. They handle all the palace's everyday chores. If attacked they will defend themselves, but their first instinct will be to report intruders to the guards, not to attack them on their own.

Barbegazi (3): CR 1; Size S Humanoid (Cold, Gnome); HD 2d8+2; hp 11; Init +1; Speed 20 ft., burrow 20 ft.; AC 16 (+1 size, +1 Dex, +2 natural, +2 leather), touch 12, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk shortsword +3 melee (1d4/19-20) or short bow +2 ranged (1d4); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ cold subtype, low-light vision, snow move; AL NE; SV Fort +4, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 11, Wis 11, Cha 8

Skills: Craft (Trap-making) +4, Hide +9 (+13 in snowy environment), Listen +2, Spot +2, Survival +4; **Feats:** Weapon Finesse; AL: NE; CR 1).

Spell-Spell-like Abilities: 1/day *chill metal* (DC 12), *icicle blast* (as *burning hands*, but shards of ice that deal cold damage) (DC 11). Caster Level 3.

11. Jailer's Quarters (EL 9)

A pair of beds, a table and 2 chairs are the only furnishings in this room. This is the quarters of the two Barbegazi responsible for the prisoners in the dungeon (see Area 13). Walaster Chillwarren (Sor 6) and Varit Tundrastrider (Rog 5/Asn 1) are the jailers. If the presence of intruders is known, this pair will move into the dungeon to guard the prisoners.

Walaster Chillwarren, Male Barbegazi Sor 6: CR 7; hp 32; see Appendix 1.

Varit Tundrastrider, Male Barbegazi Rog 5/Asn 1: CR 7; hp 38; see Appendix 1.

12. Advisor's Quarters (EL 8)

When Calilas began to work with the cabal, she took on Fa-nirog, an ogre mage as an aide-de-camp. He has served her faithfully over the years, and has proved his loyalty to her, not to the cabal. He has become her advisor, and is in charge of maintaining the Ice Palace when she is not present. He will move to the reception chamber and alter his form to appear as Calilas if intruders infiltrate the Ice Palace. If the heroes are received as guests, he will attend Calilas in the reception area (Area 13).

Fa-nirog, Ogre Mage: CR 8; Size L Giant; HD 5d8+15; hp 47; Init +4; Speed 40 ft., fly 40 ft. (good); AC 18 (-1size, +5 natural, +4 chain shirt), touch 9, flat-footed 18; BAB/Grp +3/+12; Atk/Full Atk Greatsword +7 melee (3d6+7/19-20); Space/Reach 10 ft./10 ft.; SA spell-like Abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, SR 19; AL NE; SV Fort +7, Ref +1, Will +3; Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17.

Skills: Concentration +11, Listen +10, Spellcraft +10, Spot +10; **Feats:** Combat Expertise, Improved Initiative.

Spell-Spell-like Abilities: At will: *darkness*, *invisibility*, 1/day *charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14) Caster level 9.

13. Grand Reception Area (EL Variable)

Calilas uses this chamber to receive visitors and hold audiences. A large throne on a raised dais (all sculpted from the ice) about 10 feet in front of the north wall dominates the room. A large banner depicting a magnificent white dragon in flight covers much of the north wall. The rest of the room is starkly empty.

The inhabitants of this room will vary depending on how the PC's gain access to the Palace:

If they are invited in as guests, Calilas will be seated on the throne in human form, attended by her aid de camp Fa-nirog.

If the PC's enter the Ice Palace undetected and no alarm has been raised, the room will be empty.

If the PCs used stealth or force to enter the Ice Palace and an alarm has been raised, Fa-nirog will be seated on the throne having used his polymorph ability to take the appearance of Calilas in human form.

Unless attacked, whoever is on the throne will try to parley with the PCs, but will not be afraid to resort to force if the parley goes poorly.

14. Calilas's Chamber (EL 12)

Calilas uses this enormous hall as her private chamber. The ceiling is 40 feet high and the hall itself is 60 ft. by 20 ft. There is an opening in the ceiling large enough to allow her to enter and exit in dragon form.

None but Calilas is allowed into this chamber. It is her sanctuary and her treasury. Her hoard lies in a huge pile on the floor and she comes here to revel in it in her natural form. If she is elsewhere in the palace, she will be in human form, but she may change to her natural form and attack any in the courtyard if she feels they are a threat to her home or hoard. There are small doors here that allow Calilas access to her library and the dungeons. Both are locked (DC 30 open locks), and only she has the key.

Calilas hoard consists of the following: 10,000 gp, 1000 pp, 10,000 sp. She also has a magic ring that she keeps with her for personal use. She also wears the blue string as a necklace that holds a beautiful ice crystal around her neck.

Calilas, Mature Adult White Dragon: CR 12; hp 250; see Appendix 1.

The Blue String: Any non-evil aligned who possess this string gains resistance to cold 10 and the endurance feat.

15. The Dungeon (EL variable)

Calilas keeps her prisoners in this dungeon. At the north end of the dungeon are tables, racks, and various other means of torture. At the southern end are three cells. The cells marked b, and c are empty. The cell marked a holds the only prisoner currently held in the dungeon. Unless the palace is on alert, there will be no guards here. If the palace is on alert, Walaster and Varit (the jailers from Area 11) will have come here to guard the prisoner.

The prisoner in cell a is Erenus Allamar, a scribe who acts as messenger between the Witch-King and the lich Acregor. Calilas captured him in a fit of pique as she left Acregor to return to the Ice Palace.

Erenus Allamar, Male Human Exp 5: CR 4; Size M; HD 5d6+5; hp 29 (reduced to 12); Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Attack +3 melee, or +4 ranged; AL N; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 17, Wis 11, Cha 12.

Skills: Craft (Carpentry) +9, Craft (Trapmaking) +10, Disguise +2, Gather Information +9, Hide +1, Jump +7, Listen +0, Move Silently +1, Perform (Act) +3, Perform (String Instruments) +2, Perform (Wind Instruments) +9, Profession (Hunter) +1, Sense Motive +4, Spellcraft +4, Spot +0, Survival +8, Swim +3, Tumble +9, Use Magic Device +9; **Feats:** Exotic Weapon Proficiency (siangham), Skill Focus (Perform (Wind Instruments)), Toughness.

If questioned, Erenus can provide the following information to the PCs

Acregor does in fact still exists and is a lich.

That one of the strings is in private chamber atop the tower.

There is a mysterious prisoner held in the tower's dungeon.

There is a magical means to travel from the Ice Palace to somewhere near Acregor, and that the Ice Queen's name is the key.

Acregor is not responsible for the Gray Death, but knows who is.

In order to get the information, the PC's must either convince Erenus they are a threat (Intimidate) or that they can help him (Diplomacy).

16. The Library

Calilas has a passion for collecting books. Her collection is housed here. There are nearly 300 volumes on various mundane and historical topics. If the characters take time to search they can find some information of value. One volume is a history of the gnomish race that details the schism between the gnomes, the svirfneblin, and the Barbegazi; and also details the goals of the Great Experiment of the deep gnomes, and should point to the svirfneblin as the ones behind the Gray Death. There is a history of Acregor, annotated by Calilas herself, that reveals Acregor's existence as a lich, and reveals his role in the fate of the various strings, from the corruption of Nerith's dream to the destruction of Varagost itself.

At the southern end of the library is a free standing arch. When Calilas' name is spoken in Draconic, it will activate a teleporting gateway that will take all who walk through it to the hills just outside the pass leading into Acregor. This allowed Calilas easy travel to the area, but is still a ways away because Acregor would not allow magical means of travel directly to his tower.

Part IV: Resolutions and Aftermath

If the party can negotiate with Calilas and get her to agree to let them be the agents of her vengeance against Acregor, she will allow them to take the blue string and use the portal to teleport to Acregor's environs.

If they have to take the string by force, they may suffer heavy injuries or losses, and may need some time to rest and prepare. If they are any gnomes left alive they will fight to the last man for Calilas, even if she has been destroyed.

Once they have the string, no matter the means they use to acquire it, they will likely find out about the portal and can use it to eliminate the need for an overland journey to Acregor. If they do not find it, or cannot figure out how to use it, they will have to travel back over the ice plains to the Azure Mountains and then eastward to Acregor.

The party should also be able to acquire some information to aid their preparations in facing Acregor.

Ad Hoc Experience Awards

Action	Award
Recovering the blue string	8,000 XP
Gathering information about Acregor	1,000 XP
Learning who is behind the Gray Death	1,000 XP
Gaining Calilas' aid against Acregor	1,000 XP

Chapter Ten: The Tower of Acregor

This adventure is intended for 4-6 characters of level 10-13.

Part I: Introduction and Overview

The character's primary objective in this adventure is to recover the violet string. They may also try to defeat the Lich Acregor and rescue the bard Riordan, who has been held in the tower's dungeons for centuries. If they took the portal in the Ice Palace of Calilas, they will emerge in the hills just to the southwest of the pass into Acregor.

The characters must make their way through the Pass of Acregor and then head east toward Acregor's Tower. To the north lies the capital city of Acregor, Aranost, but the players should have no desire to go there.

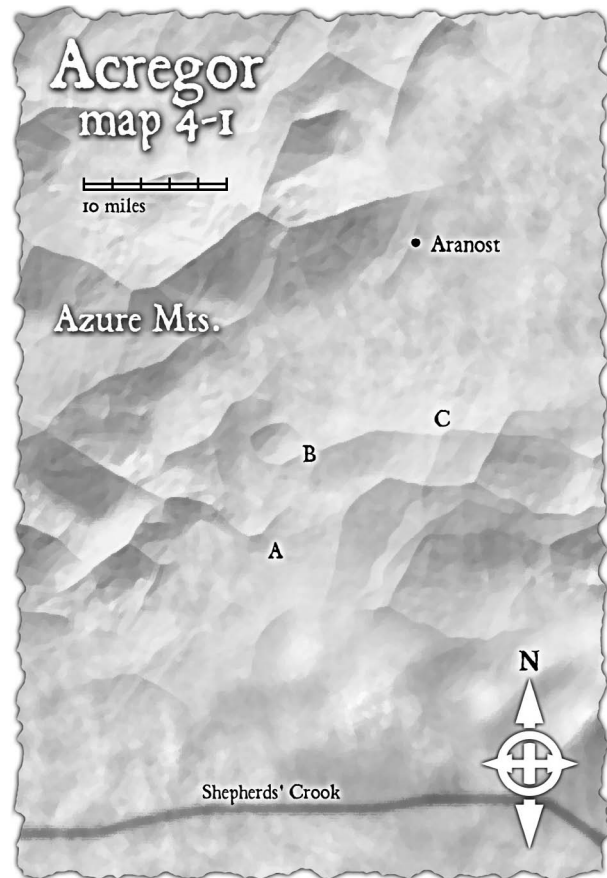
The Tower is home to the lich Acregor. He holds the string in the uppermost chamber of his tower. He is attended by his aide de camp, Halinoc, a vampire, and his spawn. Acregor has also used his cauldron to create several packs of hunters to patrol the area, and has a host of other undead and traps to protect his tower.

Part II: Traveling to the Tower

The party will appear in a small cave in the hills marked Area A on the map. The tower is at the area marked C. They are roughly a mile to a mile and a half from the pass. The pass runs nearly two miles. From there it is nearly six miles to the Tower of Acregor. Getting there may be like running a gauntlet, or the characters may get lucky.

Encounters in Acregor

Check for encounters each hour that the party travels in Acregor. To check roll a d20. A roll of 1-6 indicates that they have been spotted by a pack of hunters (see Appendix 2). A roll of 7-20 indicates no encounter for that hour. If a pack of hunters is encountered, there will be 1d4+2 members to that pack. If the party attempts to flee, the Hunters will track them. If they encounter a second pack while fleeing, both will pursue and hunt them.



Key to Acregor

A. Starting point

This is where the party will emerge if they use the portal in Calilas' palace.

B. Hunters (EL 10)

The entrance to Acregor through the past is always patrolled by at least one pack of hunters. They have orders to destroy all who attempt to enter except those whom Acregor has ordered them to allow through. A pack of six hunters are currently patrolling at the point indicated on the map. They will detect the party unless they take extreme measures to remain undetected. The hunters will move to attack if they spot the party.

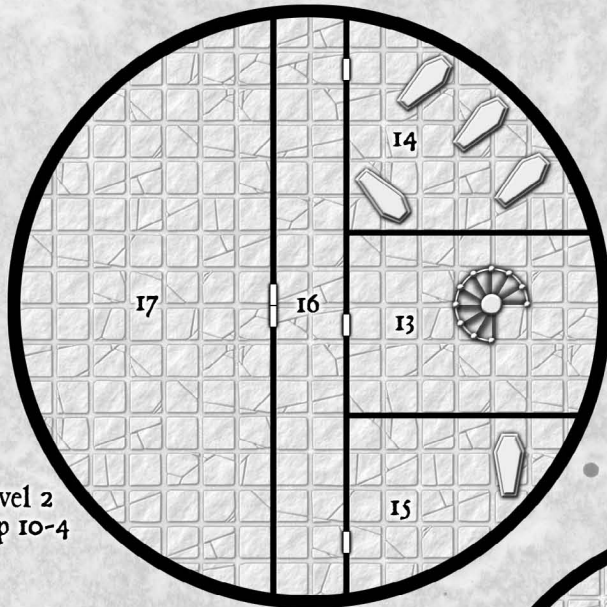
Hunters (6): CR 10; hp 48; see Appendix 2.

C. The Tower of Acregor

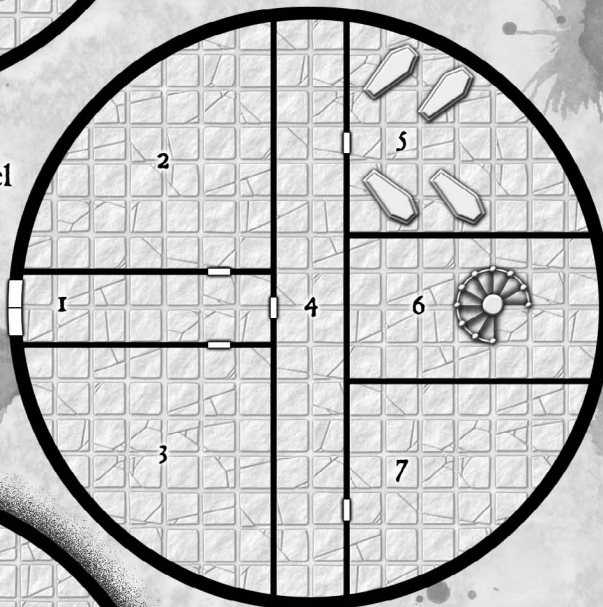
The tower of the lich Acregor stands some 50 feet tall and is constructed of shimmering white limestone.

The Tower of Acregor

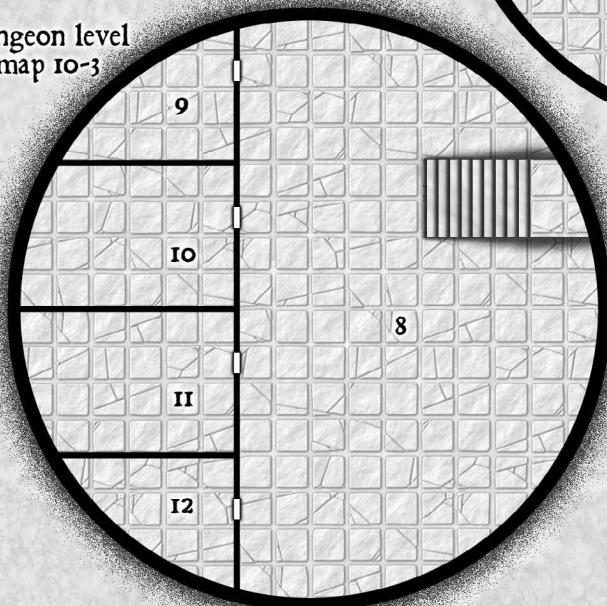
level 2
map 10-4



ground level
map 10-2



dungeon level
map 10-3



1 square = 5 feet

The limestone is a veneer, covering a massive tower of solid stone. There appears to be only a single entrance — a pair of massive doors carved from ivory. There are no windows in the tower.

Part III: The Tower of Acregor

The tower is made up of four levels. There three above ground, and one below. Ceilings are approximately 15 feet high throughout the tower. All the halls are carved stone; the doors are oak bound in bronze. All doors are locked unless otherwise specified.

Ground Level

1. Entry Foyer (EL 10)

Any living creature that enters the gates will set off a trap laid by Acregor, unless he disarms it ahead of time. When a living creature gets 15 feet down the corridor, two portcullises will drop, one 10 feet further down the hallway, just in front of the two doors, preventing access to them, and the other in front of the gate entered through, preventing exit through those doors. Once the portcullises drop, the walls will close in, crushing between them. The walls will retract one round later, and the trap will reset in 1d12 rounds. The portcullis in front of the ivory gate will remain in place for 20 rounds, but the other portcullis will rise when the walls retract.

Crushing Wall Trap: CR 10; mechanical; special trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25.

2. Reception Committee (EL 10)

Once the walls of the trap in Area 1 retract and the portcullis rises, the door to this area opens, and its inhabitants will attack any survivors. There are 12 wights inside the room, placed there by Acregor to finish off or further weaken any who survive the trap.

Wights (12): CR 3; SZ M Undead; HD 4d12; hp 26; Init +1; Speed 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +2/+3; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft.; undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Hide +8, Listen +7, Move Silently +16, Spot +7; **Feats:** Alertness, Blind-fight.

3. Armory

The walls of this room are lined with 25 falchions, and there are three barrels each holding 20 javelins. This armory is used to arm the hunters as they are created. The weapons are all of good quality, but not masterwork.

4. Corridor (EL 8)

This corridor is trapped as well. An acid arrow will shoot from each end of the corridor at the first living creature to enter the corridor.

Acid Arrow Trap: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (acid arrow, 18th level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device 27).

5. Dungeon Access (EL 8)

This chamber holds the access down to the dungeon level. The access is via a secret trap door in the floor (DC 20 Search). There are four coffins set up in this room. Each coffin contains a vampire spawn created by Halinoc. These vampire spawn have been put here to keep anyone from getting to the dungeon level and disturbing Acregor's prize prisoner.

Vampire Spawn (4): CR 4; SZ M Undead; HD 4d12+3; hp 29; Init +6; Speed 30 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB/Grp +2/+5; Atk/Full Atk Slam +3 melee (1d4+1 plus energy drain); Space/Reach 5 ft./5 ft.; SA blood drain, domination, energy drain; SQ +2 turn resistance, DR 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL NE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

Skills: Bluff +6, Climb +8, Profession (Inquisitor) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; **Feats:** Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Profession Inquisitor), Toughness.

6. Stairwell

This door opens into a 20-foot wide corridor. In this corridor is a spiral staircase rising to the upper levels of the tower.

7. Cold Storage

There is a faint foul odor detectable as the door is approached. If the door is opened, the stench of rotting flesh is almost overwhelming. Acregor uses this room to store the bodies he will use in the Dark Cauldron to create more hunters. There are at least four corpses here, but it is difficult to tell exactly as some are in pieces, and there are extra pieces.

Dungeon Level

8. Torture Chamber (EL 9)

The stairwell descends 15 feet into a chamber of horrors. Implements of torture: racks, tongs, blades, pincers, braziers, etc. fill the room and hang from the walls. Four hooded figures seem to flow through the room, their translucent robes cover suits of armor, and their faces seem a swirling mass of maddening images changing from a serene countenance to one of pure terror. These incorporeal entities turn to regard all who enter. If it is a living creature, they will move to attack. These entities are fear guards, and have been summoned by Acregor to protect his prized prisoner, Riordan.

Fear Guard (4): CR 5; SZ M Undead (Incorporeal); HD 6d12; hp 39; Init +6; Speed Fly 30 ft. (good); AC 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13; BAB/Grp +3/-; Atk/Full Atk Incorporeal touch +6 melee (1d4 Wis); Space/Reach 5 ft.5 ft.; SA fear aura, spell-like abilities, Wisdom damage, create spawn; SQ darkvision 60 ft., daylight weakness, incorporeal traits, see in darkness, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +5; Str -, Dex 15, Con -, Int 10, Wis 12, Cha 16.

Skills: Hide +8 (+16 in darkness); Listen +7, Spot +7; **Feats:** Blind-fight, Improved Initiative, Weapon Focus (incorporeal touch).

Fear Aura (Su): As a free action a fear guard can radiate a 20-foot radius fear aura; all within must succeed on a DC 16 Will save or be affected as though by a fear spell (CL 8).

Spell-like Abilities: At will-ray of enfeeblement, darkness; 2/day - deeper darkness (CL 8).

Wisdom Damage (Su): The touch of a fear guard deals 1d4 points of Wisdom damage to a living foe if it fails a DC 16 Fort save.

Create Spawn (Su): Any reduced to 0 Wisdom by a fear guard becomes a fear guard under the control of its killer in 2d6 hours. If a bless spell is cast on the corpse before this time, it prevents the transformation.

Daylight Weakness (Ex): A fear guard exposed to natural daylight suffers from 2d6 points of damage and immediately flees from the source of light.

9. Empty Cell

This is a holding cell, but is currently empty.

10. Empty Cell

This is a holding cell, but is currently empty.

11. Riordan's Cell

Chained spread-eagled to the wall is a worn and haggard-looking man. His body shows evidence of

long-term abuse. Scars and fresh wounds decorate his body like a canvas. His hair is long, dirty, and unkempt, and his beard looks like it has been several years since it has been cut. This poor wretch is Riordan, the immortal singer of tales, who Acregor has held prisoner for centuries. He is unconscious (currently at 0 hp) and nearly incoherent if revived. If rescued, Riordan will require weeks of bed rest to even begin recovering from his ordeal. It will take a day before he can communicate. He can give the characters an exact location for the source of the Gray Death, and can describe the area well enough to allow someone with access to a greater teleportation spell to use it to get to nearby.

Riordan Bard 15: hp 0 (currently); see Appendix 1: NPC Stats for details.

12. Empty Cell

This is a holding cell, but is currently empty.

Second Level

13. Stairwell

The spiral staircase from Area 6 leads here, and also continues up to the top level. The staircase opens to a 25-foot wide corridor, and there is a door at the far end.

14. Library Staff (EL 8/o)

The staff of the library (Area 17) have their quarters here. They are four more vampire spawn created by Halinoc, who maintain the volumes and scrolls in the library for Acregor (see Area 5). Their four coffins dominate the room. If it is daytime, they will be resting in their coffins, and emerge to attack any intruders. If it is nighttime, they will be at work in the library.

15. Halinoc's Quarters (EL 10/o)

Acregor's personal scribe, the vampire Halinoc normally resides here, along with his coffin. There is a 50% chance Halinoc will be here at any given time of the day. If he is not here, he will be in the library (25% of the time) or attending Acregor in Area 22. Halinoc will fight to defend the tower and Acregor, but will order his spawn into combat first, and enter the fray only if it looks like his spawn cannot defeat the opponent.

Halinoc, Vampire Scribe Exp 9: CR 10; hp 63; see Appendix 1.

16. Corridor

This corridor is lined with the statues of several gargoyles on pedestals, spaced every 10 feet. These are actual statues, not real gargoyles, but they should give the characters a moment's pause and build tension.

17. Library (EL variable)

This is a massive library assembled by Acregor over the course of centuries. It is tended by Halinoc and his spawn. Among its volumes of history and arcane lore is a history of the deep gnomes and their great experiment. It contains a few sketchy maps of the location of their city, but the maps conflict with each other. There are volumes detailing the process of becoming a lich, histories of the cult of Orcus, and a true history of Acregor that reveals the lich's role in the events related to the strings throughout the lands.

There are also the following arcane scrolls in the library:

Scroll #1: *passwall* (CL 9), *sending* (CL 9), and *greater teleport* (CL 13)

Scroll #2: *keen edge* (CL 5), *shrink item* (CL 5), and *globe of invulnerability, lesser* (CL 7).

Scroll #3: *resistance* (CL 1), *detect thoughts* (CL 3), and *rope trick* (CL 3)

Scroll #4: *endure elements* (CL 1), *mage armor* (CL 1), and *true strike* (CL 1)

Scroll #5: *discern location* (CL 15)

Top Level**18. Stairwell**

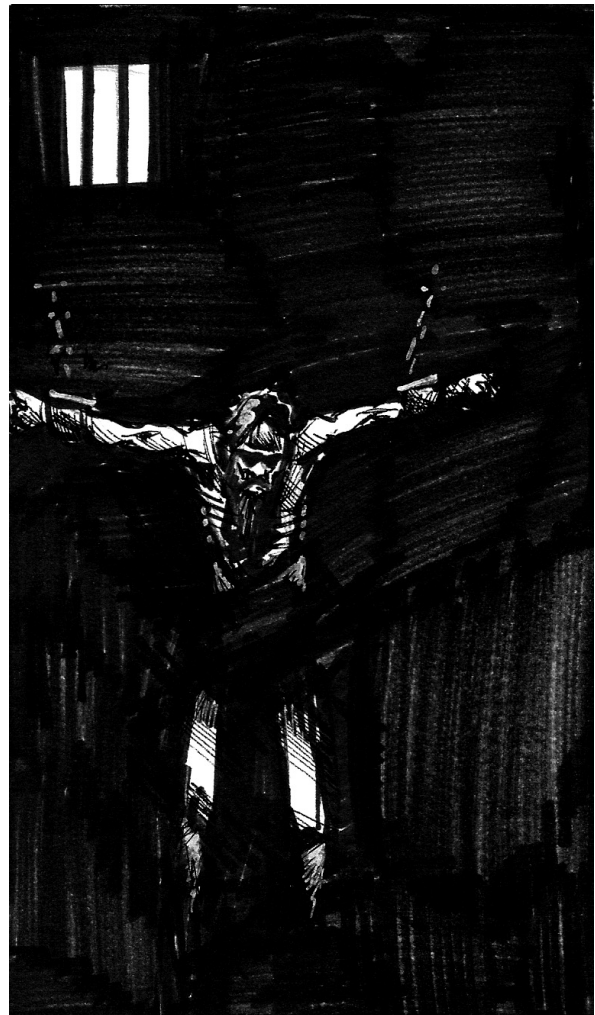
The spiral stairwell from Area 13 ends in this area. It opens into a 35-foot wide grand hallway. The hall leads to the main corridor, and there are two doors leading into that corridor, one on each end of the hallway.

19. Hall of Statues (EL 10)

A dozen statues of various shapes and sizes stand in this chamber. There are several cast from bronze, each a likeness of one of the company that traveled together to stop the gray death the first time (Acregor, Nerith, Riordan, Serelay, and Merrill). There are six life-size statues of the line of Witch-Kings, each sculpted of marble. The last statue is actually a clay golem. It has been ordered to destroy all living creatures that enter. To a collector, the bronze statues can be sold for 250 gp each, the marbles for 100 gp each.

Clay Golem: CR 10; SZ L Construct; HD 11d10+30; 90 hp; Init -1; Speed 20 ft.; AC 22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grp +8/+19; Atk Slam +14 melee (2d10 +7 plus cursed wound); Full Atk 2 slams +14 melee (2d10 +7 plus cursed wound); Space/Reach 10 ft./10 ft.; SA berserk, cursed wound; SQ construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1.

See *Monster Manual* for details.

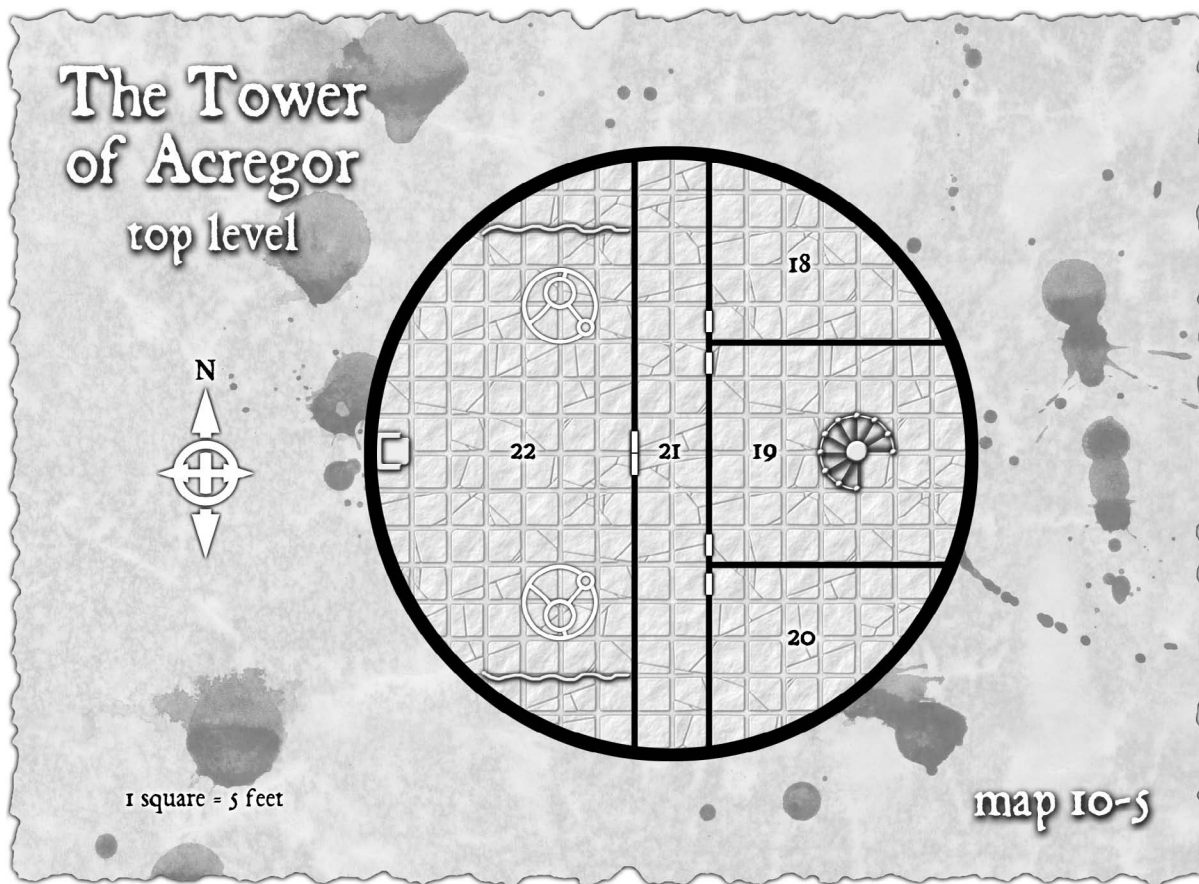
**20. The Cauldron Room**

This room is lit by a dozen continual flame torches. They ring around the room. On the curved wall, a symbol of Orcus is inscribed in some strange blackish ichor. In the center of the room lies a large black cauldron that emits a foul reek. This is a *Dark Cauldron* (see Appendix 5: New Magic), used by Acregor to create his legions of hunters. The cauldron is currently empty.

21. Corridor (EL 10)

In this corridor, Acregor keeps a pack of five hunters to guard his private chambers. These hunters will attempt to destroy any but Acregor or Halinoc who enter the corridor. A pair of hunters stands in front of the entrance to Area 22, 1 at each end of the corridor, and 1 across from the entrance to 22.

Hunters (5): CR 10; hp 48; see Appendix 2.



22. Acregor's Chamber (EL 14)

This large chamber is the private hall of Acregor the lich. On the wall opposite the entrance is a marble throne upon which Acregor usually sits. Inscribed in the floor is a pair of summoning circles. Black curtains hang on either side of the room. Behind the curtain on the south wall are two large chests. The first contains 5,000 gp, and the second contains 7,000 gp. Behind the curtain on the north wall are a table, chair, bookstand, and a circle of candles burning low. This is Acregor's workspace. On the bookstand is Acregor's spellbook. It contains all the spells he has prepared plus six spells per level he is able to cast.

Acregor wears a flowing stately robe with a silk cape and a jeweled crown (value 5,000 gp). He has the *Violet String of the Rainbow Harp* fastening his cape. He wears a necklace of glowing beads, and holds a scepter in his hand. Acregor despises the living, and feels they pose a threat to his continued existence. If he knows they have any of the pieces of the harp, he will be merciless in trying to destroy them.

Acregor feels secure in fighting until he is destroyed as he feels his phylactery is quite safe. It is buried 50 feet below the ground under the tower and is protected by three *glyphs of warding* set to go off if a living creature attempts to open the box holding it.

Acregor, Lich, Wiz 12: CR 14; hp 85; see Appendix 1.

The Violet String: Any non-evil aligned person who possesses this string will gain the benefit of a *bull's strength* spell while they carry it. See Appendix 5: New Magic for more details.

Part IV Resolutions and Aftermath

Defeating the lich will allow the party to finally assemble all the pieces of the *Rainbow Harp*. All that is left for them to do is to travel to the gates of Hades itself in the city of Alesardan, the *svirfneblin* city. The heroes will have found several clues to help them ease their journey to this city of the underdark, providing they are still alive to continue the quest.

Defeating the lich is not the same as destroying him, and since the phylactery is virtually impossible to find, it is likely that Acregor will return at some point to resume his schemes at some point in the near future. If you want to continue the campaign beyond the scope of these adventures, Acregor can make a good recurring villain.

Ad Hoc Experience Awards

Action	Award
Recovering the Violet String	9,000 XP
Gathering information about Alesardan	1,000 XP
Learning who is behind the Gray Death	1,000 XP
Rescuing Riordan	1,000 XP

Chapter Eleven: To the Gates of Hades

This adventure is intended for 4-6 characters of 11-14th level.

Part I: Introduction and Overview

The characters primary objective in this adventure is to infiltrate the Svirfneblin city of Alesardan, to get to the gate to Hades and use the Rainbow Harp to play the Song of Life. This will end the threat of the Gray Death by destroying its bond to Hades, thus causing it to eventually evaporate.

To get there, the party will have to travel through the underdark to reach the city, enter undetected, and find the gateway. If they acquired any information from Acregor's library or from Riordan, it will make finding things easier, but they still must get there undetected.

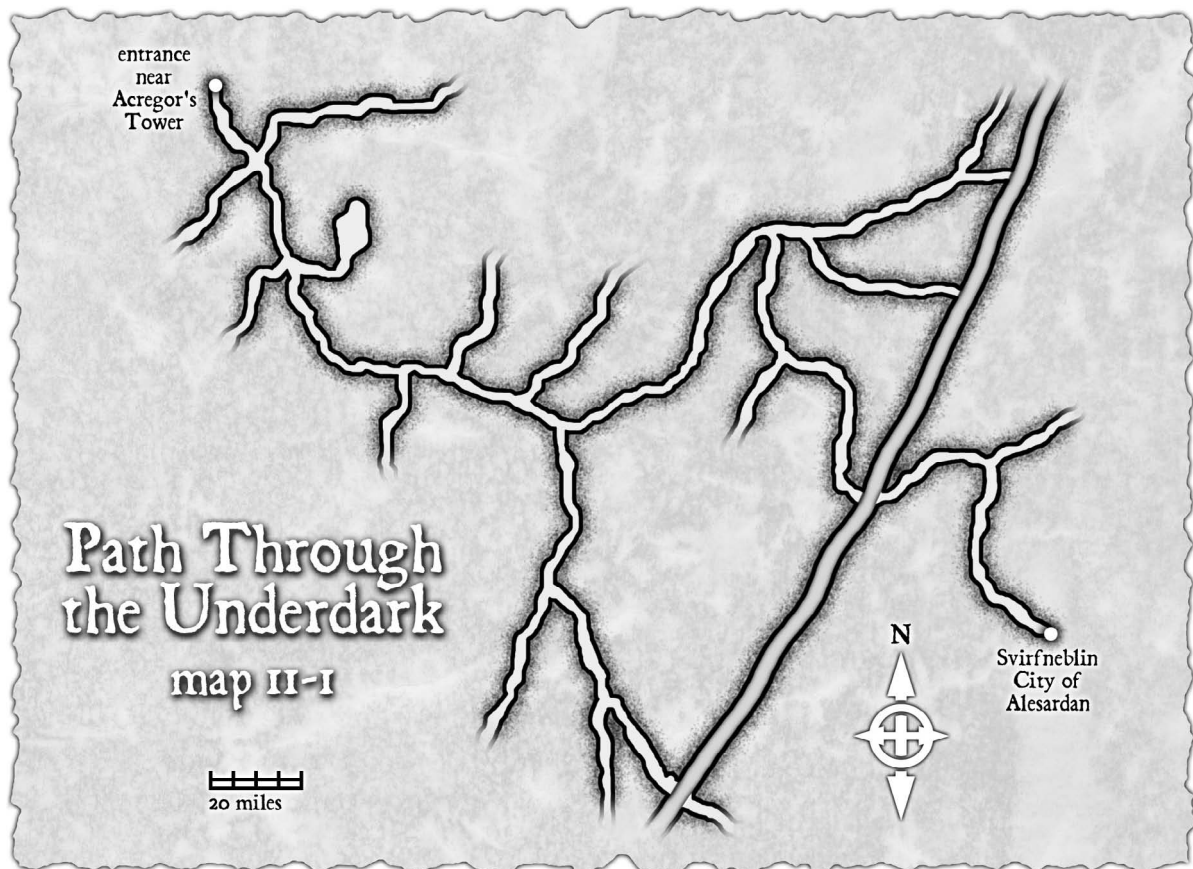
The travel to the city of Alesardan is left open-ended. Encounter tables and suggested encounters will be provided. Tailor the journey to fit your style of play, and make the journey as short or as long as fits

your game. If the players have access to a greater teleport spell and Riordan's description of the location of the Hades Gate, they can use the spell to arrive about a mile outside the cavern that holds Alesardan, and avoid much of the journey through the underdark.

The Svirfneblin city is a small to medium size city. It sits in a large cavern in the underdark. The gate to Hades sits in the far side of the cavern, so the characters will have to find a way to get through the city.

Part II: Traveling the Underdark

If the characters must travel through the underdark to reach Alesardan rather than use magical means to get there, they can get access to the underdark in a cavern about a half days travel southeast of Acregor's tower. From the entrance, it will take approximately a week to travel through the underdark to reach Alesardan (adjust the length of the journey as suits your game). There is a good chance that the characters will know what route to take based on the clues



they have gathered so far in the adventure. For this reason, the map only shows the primary route and then indicates where side passages branch off, but does not detail these side passages. Feel free to expand these passages to flesh out an underdark adventure if you desire to do so.

The journey takes the characters through a series of natural caverns. They average 10-15 feet wide and 15-20 feet tall. Travel through the underdark should be tension-filled and dangerous. Characters should have the feeling that danger lurks around every corner. There are five suggested encounters that can take place anywhere in the journey. There are also encounter tables to help generate extra encounters to flesh out the journey.

Suggested Encounters

The following encounters can be placed anywhere along the journey in any order. Following these is an encounter table that can help flesh out the journey.

Encounter 1: Minotaur patrol (EL 9)

These minotaurs are traveling through the underdark in search of material components for their leader, a sorcerer.

Minotaur Sor3: CR 7; SZ L Monstrous Humanoid; CR 7; HD 6d8+12 plus 3d4+6; hp 53; Init +0; Spd 30 ft.; AC 14 (-1 size, +5 natural), touch 9; FF 14; BAB/Grp +7/+15; Atk Great Axe +10 melee (3d6+6/x3) or gore +10 melee (1d8+4); Full Atk Great Axe +10 melee (3d6+6/x3) and gore +10 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA powerful charge (4d6+6), spells; SQ darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +7, Ref +6, Will +8; Str 19, Dex 10, Con 15, Int 10, Wis 10, Cha 16

Skills: Concentration +8 (+12 for casting defensively), Intimidate +6, Listen +9, Search +4, Spot +9; **Feats:** Alertness, Combat Casting, Great Fortitude, Power Attack, Track

Arcane Spells Known (6/6; base DC 13 + spell level): 0-acid splash, detect magic, read magic, resistance, touch of fatigue; 1-magic missile, ray of enfeeblement, shocking grasp

Minotaurs (3): CR 4; SZ L Monstrous Humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 18 (-1 size, +5 natural, +4 chain shirt), touch 9; flat-footed 18; BAB/Grp +6/+14; Atk Great Axe +9 melee (3d6+6/x3) or gore +9 melee (1d8+4); Full Atk Great Axe +9 melee (3d6+6/x3) and gore +9 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA powerful charge (4d6+6); SQ darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +7, Ref +6, Will +8; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +2, Listen +7, Search +2, Spot +7; **Feats:** Great Fortitude, Power Attack, Track.

Encounter 2: Salamander Envoy (EL 11)

This noble salamander and his two escorts have traveled here to meet with the leaders of one of the underdark kingdoms. They are negotiating a deal to provide salamander-forged weapons to that kingdom. They will not tolerate any interfering with their mission, and are very aggressive, not wanting to appear weak on a non-native plane.

Noble Salamander: CR 10; SZ L Outsider (Extraplanar, Fire); CR 10; HD 15d8+45; hp 112; Init +1; Spd 20 ft.; AC 18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; BAB/Grp +15/+25; Atk +3 longspear +23 melee (1d8+9/x3 plus 1d8 fire); Full Atk +3 longspear +23/+18/+13 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire); Space/Reach 10 ft./10 ft. (20 ft. with tail or longspear); SA constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities; SQ DR 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +12, Ref +10, Will +11; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

Skills: Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13; **Feats:** Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing]).

Possessions: +3 longspear.

Salamander (2): CR 6; SZ M Outsider (Extraplanar, Fire); HD 9d8+18; hp 58; Init +1, Spd 20 ft.; AC 18 (+1 Dex, +7 natural), touch 11, flat-footed 17; BAB/Grp +9/+11; Atk spear +11 melee (1d8+3/x3 plus 1d6 fire); Full Atk spear +11/+6 (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire); Space/Reach 5 ft./5 ft. (10 ft. with tail); SA constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ DR 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8; **Feats:** Alertness, Multiattack, Power Attack.

See *Monster Manual*.

Encounter 3: Xorn explorers (EL 10)

A pair of xorn are exploring the underdark. If the characters are carrying any precious metal or gems, the xorns will try to waylay them to feed. One xorn will appear and try to negotiate, and the other will attack with surprise.

Xorn (2): CR 6; SZ M Outsider (Extraplanar, Earth); HD 7d8+17; hp 48; Init +0; Spd 20 ft., burrow 20 ft.; AC 24 (+14 natural), touch 10, flat-footed 24; BAB/Grp +7/+10; Atk Bite +10 melee (4d6+3); Full

Atk Bite 10 melee (4d6+3) and 3 claws +8 melee (1d4+1); Space/Reach 5 ft./5 ft.; SQ All around vision, earth glide, DR 5/bludgeoning, darkvision 60 ft. immunity to cold, fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +7, Ref +5, Will +5; Str 1, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Hide +10, Intimidate +10, Knowledge (Dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot+10, Survival +10 (+12 following tracks or underground); **Feats:** Cleave, Multiattack, Power Attack, Toughness.

Encounter #4: Roper in the Dark (EL 12)

As the party rounds a corner, a strand lashes out and tries to drag its victims to a ravenous roper.

Roper: CR 12; SZ L Magical Beast; HD 10d10+30; hp 85; Init +5, Spd 10 ft.; AC 24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23; BAB/Grp +10/+18; Atk Strand +11 ranged touch (drag) or bite +13 melee (2d6+6); Full Atk 6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6); Space/Reach 10 ft./10 ft. (50 ft. with strand); SA drag, strands, weakness; SQ darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 19, Dex 13, Con 17, Int 12, WIs 16, Cha 12.

Skills: Climb +12, Hide +10 (+18 in stony area), Listen +13, Spot +13; **Feats:** Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Encounter #5: Phantasms

These spirits of evil haunt the underdark seeking good creatures to prey upon. These undead creatures are spirits of pure evil who delight in the destruction of good beings. They appear as translucent humanoids with barely discernable facial features and long thin arms that trail off into wisps of immaterial vapor-like material.

Phantasms (3): CR 8; SZ M Undead (Incorporeal); HD 9d12; hp 58; Init +9; Spd 30 ft., fly 60 ft. (perfect); AC 18 (+5 Dex, +3 deflection), touch 18, flat-footed 13; BAB/Grp +4/-; Atk/Full Atk Incorporeal Touch +9 melee (1d6) 1 plus energy drain; Space/Reach 5 ft./5 ft.; SA energy drain, possession; SQ aura of desecration, darkvision 60 ft., incorporeal traits, undead traits; AL CE; SV Fort +5, Ref +8, Will +8; Str -, Dex 20, Con -, Int 15, Wis 15, Cha 16.

Skills: Bluff +12, Hide +16, Intimidate +14, Listen +13, Search +8, Sense Motive +13, Spot +13; **Feats:** Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Strength of the Grave.

Energy Drain (Su): The touch of a phantasm deals one negative level. A DC 22 Fort save is needed to remove a negative level. For each negative level bestowed gives the phantasm 5 temporary hp.

Possession (Su): Similar to magic jar, DC 17 Will to resist, done once per round.

Aura of Desecration (Su): 10 ft. radius, as desecration spell; turn attempts are at -3 in area of effect.

See *Tome of Horrors II* for phantasms.

Random Encounters

To check for random encounters on the journey through the underdark, roll a d20 and consult the table below:

Roll	Result
1	Drow scouting party (EL 9; see below)
2	Cloaker flock (7) (EL 11; see MM for details)
3	Delver (EL 9; see MM for details)
4	Demon, hezrou (EL 11 see MM for details)
5	Derro raiders (EL 10; see below)
6	Destrachan pack (3) (EL 11; see MM for details)
7	Purple worm (EL 12 see MM for details)
8	Colossal monstrous centipede (EL 9; see MM for details)
9	Colossal monstrous spider (EL 11; see MM for details)
10	Cluster of crag men (EL 10; see below)
11	Flayer devil (EL 11; see below)
12	Gloom crawler (EL 8; see below)
13	Svirfneblin patrol (EL 11; see below)
14-20	No encounter

Drow Scouting Party (EL 9)

The drow are curious why there has been so much activity in the Svirfneblin city and why they have had so much contact with the surface world of late. They will parlay to gain what information they can before trying to kill the party.

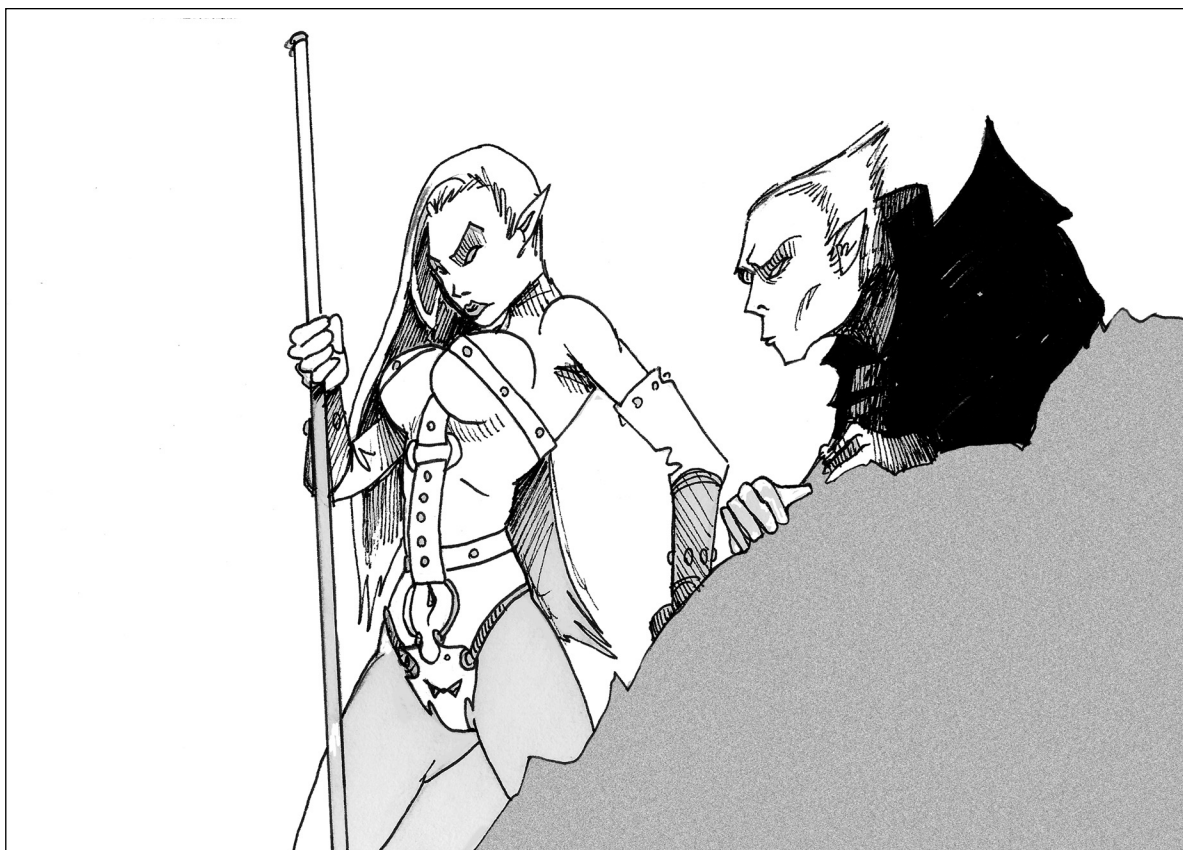
Drow Wizardress, Female Elf (drow), Wiz5: CR 6; SZ M Humanoid; HD 5d4+10; hp 25; Init +3; Spd 30 ft.; AC16 (+3 Dex, +3 bracers of armor), touch 13, flat-footed 13; BAB/Grp +2/+2; Atk/Full Atk quarterstaff +2 (1d6) or darts +5 ranged (1d4 Plus poison); Space/Reach 5 ft./5 ft; SA poison, spell-like abilities, spells; SQ drow traits, SR 16; AL CE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 16, Con 14, Int 18, Wis 11, Cha 14.

Skills: Concentration +10 (+14 casting defensively), Craft (poisonmaking) +12, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (local) +12, Search +8, Spellcraft +12, Spot +4; **Feats:** Combat Casting, Eschew Materials, Scribe Scroll, Spell Penetration.

Arcane Spells Prepared (4/3/2/1; base DC 14 + spell level): 0 — resistance, acid splash, detect magic, ray of frost; 1 — shield, magic missile, true strike, obscuring mist; 2 — detect thoughts, scorching ray, mirror image; 3 — fireball, vampiric touch.

Possessions: Quarterstaff, darts with drow sleep poison, bracers of armor +3, potion of invisibility.

Drow Ftr5: CR 6; SZ M Humanoid; HD 5d10+10; hp 40; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 mas-



terwork chain shirt, light steel shield), touch 13, flat-footed 15; BAB/Grp +5/+7; Atk/Full Atk rapier +10 rapier (1d6+4/19-20) or hand crossbow +8 ranged (1d4 plus poison/19-20); Space/Reach 5 ft./5 ft.; SA poison, spell-like abilities; SQ drow Traits, SR 16; AL CE; SV Fort +6, Ref +4, Will +1; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 16.

Skills: Intimidate +11, Jump +11; *Feats:* Cleave, Power Attack, Weapon Focus (Rapier), Weapon Specialization (rapier).

Possessions: Masterwork chain shirt, light steel shield, masterwork rapier.

Drow War1 (6): CR 1; Size M Humanoid; HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 chain shirt, +1 shield), touch 13, flat-footed 15; Attack longsword +5 melee (1d8+3), or light crossbow +4 ranged (1d8); AL CE; SV Fort +3, Ref +3, Will +1; Str 16, Dex 16, Con 13, Int 14, Wis 12, Cha 10.

Skills: Climb +7, Handle Animal +2, Hide +4, Intimidate +4, Knowledge (Local) +3, Listen +4, Move Silently +4, Search +4, Spot +4; *Feats:* Weapon Focus (longsword).

Possessions: Chain shirt, small steel shield, light crossbow, longsword.

Derro Raiders (EL 10)

This band of derro is out looking for booty or prey to bring back to their lair. They will stalk the party or set up an ambush.

Derro Rog3 (4): CR 6; SZ S Monstrous Humanoid; HD 3d8+3 plus 3d6+3; hp 31; Init +8;

Spd 20 ft.; AC 21 (+1 size, +4 Dex, +2 natural, +3 studded leather, +1 buckler), touch 15, flat-footed 17; BAB/Grp +5/+1; Atk/Full Atk Shortsword +7 melee (1d4+1/19-20) or light crossbow +9 ranged (1d6/19-20 plus poison); Space/Reach 5 ft./5 ft.; SA poison use, spell-like abilities, sneak attack +3d6; SQ madness, rogue abilities, SR 15, vulnerability to sunlight; AL CE; SV Fort +3, Ref +10, Will +7; Str 12, Dex 18, Con 13, Int 10, Wis 5, Cha 16.

Skills: Bluff +11, Hide +16, Listen +7, Move Silently +14; *Feats:* Blight-fight, Combat Expertise, Improved Feint, Improved Initiative.

Possessions: Masterwork shortsword, studded leather, buckler, light crossbow, 3 doses greenblood oil poison.

Cluster of Crag men (EL 10)

Six crag men will lie in wait to ambush unwary travelers. They appear as thick squat humanoids carved out of stone. In their natural form they appear as stalagmites, and will wait in that form to ambush travelers.

Crag Men (6): CR 5; SZ M Aberration (Earth); HD 6d8+18; hp 45; Init +1; Spd 30 ft.; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; BAB/Grp +4/+7; Atk Slam +8 melee (1d6+3) or pierce +8 melee (1d6+3); Full Atk 2 Slams +8 melee (1d6+3) or 2 pierce +8 melee (1d6+3); Space/Reach 5 ft./5 ft.; SA pierce, piercer hellstorm; SQ DR 5/-; darkvision 60 ft., passwall, stalagmite form, tremorsense; AL CE;

SV Fort +5, Ref +3, Will +6; Str 17, Dex 13, Con 17, Int 6, Wis 12, Cha 6.

Skills: Hide +2 (+10 in stone background), Listen +6, Move Silently +3, Spot +6; **Feats:** Alertness, Power Attack, Weapon Focus (slam, pierce).

Pierce (Ex): As a free action a crag man can transform their hands into stony points to deal piercing damage instead of bludgeoning.

Piercer Hellstorm (Sp): 1/day a crag man can attempt to summon 2d10 piercers with a 50% chance of success.

Passwall (Sp): 1/day a crag man can create an effect similar to the *passwall* spell (caster level 3).

See *Tome of Horrors II*.

Flayer Devil (EL II)

This devil roams the underdark in search of mortals to terrorize.

Devil, Flayer (Mazrach): CR 11; SZ L Outsider (Evil, Extraplanar, Lawful); HD 12d8+108; hp 162; Init +2; Spd 40 ft.; AC 27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25; BAB/Grp+12/+25; Atk Claw +21 melee (1d6+9, 19-20); Full Atk 2 claws +21 melee (1d6+9, 19-20) and bite +16 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA flensing, spell-like abilities, summon devils, unholy burst; SQ DR 10/silver and good, darkvision 60 ft., devil traits, outsider traits, regeneration 5, SR 24; AL LE; SV Fort +17, Ref +10, Will +10; Str 29, Dex 15, Con 29, Int 14, Wis 14, Cha 14.

Skills: Climb +24, Escape Artist +17, Hide +13, Intimidate +17, Jump +28, Listen +17, Move Silently +17, Search +10, Sense Motive +9, Spot +17, Survival +17 (+19 following tracks); **Feats:** Align spell-like ability (evil scorching ray), Cleave, Improved Critical (claw), Power Attack, Weapon Focus (bite, claw).

Flensing (Ex): On a critical hit with a claw, the flayer tears flesh from opponents body dealing 1d3 points of Con drain.

Spell-like Abilities: At will - *detect good*, *greater teleport* (self plus 50 pounds of objects), *scorching ray* (3 rays); 1/day - *wall of fire*, *unholy aura* (DC 20) (Caster level 12).

Summon Devils (Sp): 1/day a flayer can attempt to summon 1d4 bearded devils or barbed devils, or another flayer devil with a 35% chance of success.

Unholy Burst (Su): 3/day flayer can release a 30-foot radius burst of hellish black vapor. All caught within must make a DC 25 Fort save or be sickened for 1d6 rounds. In addition, all good aligned creatures suffer 3d6 points of unholy damage from the vapors if the save is failed.

See *Tome of Horrors II*.

Gloom Crawler (EL 8)

This monstrosity resembles a large land-bound squid that has blackened skin and eyes on the end of each tentacle. Often dormant, this beast has awakened and wanders the underdark looking for sustenance.

Gloom Crawler: CR 8; SZ H Magical Beast; HD 10d10+30; hp 85; Init +6; Spd 20 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB/Grp+10/+25; Atk Tentacle +16 melee (1d6+7); Full Atk 10 tentacles (1d6+7) and bite +11 melee (2d8+3); Space/Reach 15 ft./15 ft. (30 ft. with tentacle); SA constrict 1d6+7, improved grab; SQ all-around vision, darkvision 60 ft., low-light vision, tremorsense 60 ft., vulnerability to sunlight; AL N; SV Fort +10, Ref +9, Will +4; Str 24, Dex 14, Con 16, Int 4, Wis 12, Cha 2.

Skills: Listen +10, Search +1, Spot +13; **Feats:** Alertness, Improved Initiative, Weapon Focus (tentacle, bite).

See *Tome of Horrors II*.

Svirfneblin Patrol (EL II)

The Svirfneblin regularly patrol the route between their city and the surface. These patrols consist of 10 Svirfneblin warriors and a leader, a 9th level wizard.

Svirfneblin War1: CR 1; SZ S Humanoid; HD 1d8+4; hp 8; Init +1, Spd 30; AC 21 (+1 size, +1 Dex, +4 Dodge, +4 chain shirt, +1 buckler), touch 16, flat-footed 15; BAB/Grp +1/-3; Atk/Full Atk heavy pick melee +1 (1d4/x4) or light crossbow +3 ranged (1d6/19-20); Space/Reach 5 ft./5 ft.; SA; Spell-like Abilities; SQ Gnome Traits, Svirfneblin traits, SR 12; AL NE; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10 Wis 11 Cha 4.

Skills: Hide +4 (+6 Underground), Listen +2, Spot +2; **Feats:** Toughness.

Spell-like Abilities: 1/day *blindness/deafness* (typical save DC 13), *blur*, *disguise self*, Caster level 1.

Possessions: Chain shirt, buckler, heavy pick, light crossbow, 20 bolts.

Svirfneblin Leader, Wiz9: CR 10; SZ S Humanoid; HD 9d4+27; hp 54; Init +4; Spd 20 ft., AC 20 (+4 dodge, +1 size, +3 Dex, +2 bracers of armor +2), touch 18, flat-footed 13; BAB/Grp +4/+0; Atk/Full Atk light mace +4 melee (1d4); Space/Reach 5 ft./5 ft.; SA spells, spell like abilities; SQ gnome traits, svirfneblin traits, SR 20; AL NE; SV Fort +8 Ref +8, Will +11; Str 11, Dex 17, Con 17, Int 18, Wis 16, Cha 11.

Skills: Concentration +15 (+19 when casting defensively); Hide +5 (+7 underground), Knowledge (arcana) +15; Knowledge (dungeoneering) +15; Knowledge (history) +15; (the planes) +15, Spellcraft +17; **Feats:** Combat Casting, Eschew Materials, Metamagic: Maximize Spell, Scribe Scroll, Spell Focus (Invocation), Spell Penetration.

Spell-like Abilities: 1/day *blindness/deafness* (typical save DC 13), *blur*, *disguise self*, caster level 9.

Arcane Spells Prepared (4/5/5/3/3/1; base DC 14 + spell level): 0 — *disrupt undead*, *message*, *detect magic*,

ray of frost; 1 — magic missile, color spray, comprehend language, shield, summon monster I; 2 — acid arrow, bear's endurance, scorching ray, locate object, mirror image; 3 — displacement, fireball, lightning bolt, slow; 4 — black tentacles, phantasmal killer, stoneskin; 5 — cone of cold.

Possessions: ring of protection +2, cloak of resistance +2, wand of lightning bolts (20 charges).

Part III: The City of Alesardan

The Hades Gate lies on the far side of a large cavern, part of a small complex of buildings. In Riordan's time it was easier to get to because there was no Svirfneblin city in the cavern as there is now. The gates of the city are at the entrance of the cavern, and a small step-pyramid like structure carved from the cavern wall itself, leads up to the gate on the far side of the cavern. Between the two lies the city of Alesardan, capital city of the Svirfneblin.

The players must find a way to infiltrate the city undetected, move through the city, get to the gate and play the song. If they are detected, the whole city will likely mobilize against them, so stealth is very important. Characters will not likely survive if they try to fight their way through the entire city. It is possible to create a distraction allowing some characters an easier time to get to the Hades Gate, but that is a risky option.

The main road of the city leads directly from the entry gates to the step-pyramid like shrine in front of the Hades Gate, but it passes directly through the central market square, the busiest part of the city.

The city itself is described below in general, with some areas of interest detailed. Most of the city is left vague for you to flesh out as desired.

Encounters in the City

Traveling through the city will create frequent opportunities for encounters. Check every 10 minutes of game time by rolling a d20 and consulting the table below:

Roll	Result
1	Svirfneblin commoners
2	Svirfneblin experts
3-5	Goblin slave party with Svirfneblin leader
4-6	Bugbear guard patrol
7-9	Svirfneblin patrol
10	Svirfneblin noble party
11-20	No encounter

Svirfneblin commoners

These deep gnomes will not attack the party if they spot them, but will sound an alarm. These will be laborers, apprentices, etc. who are traveling about the streets of the city. Roll 1d8 for number appearing. They will range in level from Com 1-9. See the MM and DMG.

Svirfneblin experts

These will be merchants, artisans, or craftsmen about their business in the city. They will raise an alarm if they spot intruders, but will not attack. They will defend themselves if necessary. Roll 1d8 for number appearing. They range in level from Exp 1-12. See the MM and DMG.

Goblin Slave Party

A Svirfneblin slave master will be leading a band of 12 goblin slaves through the city. The Slave master will set the goblins on intruders while he runs to sound the alarm.

Goblins (12): hp 5, CR 1/3; see the MM.

Bugbear Guard Patrol

The Svirfneblin use the bugbears as a common city watch. Patrols consist of 8 Bugbears wearing chain shirts, heavy steel shields, and wielding masterwork morningstars.

Bugbears (8): AC 20, hp 20, CR 2; see the MM.

Svirfneblin patrol

This is an elite patrol. Use the stats for the Svirfneblin patrol from the underdark encounters section. The leader will be a Wiz 9 and have 10 Svirfneblin warriors in the patrol.

Svirfneblin Noble Party

A member of the deep gnome aristocracy is traveling through the city with his entourage. His entourage consists of 12 Svirfneblin warriors (see Area 1 below). If they encounter intruders, the guards will engage while the aristocrat will seek reinforcements or sound the alarm. The noble will be an Ari 1-9.

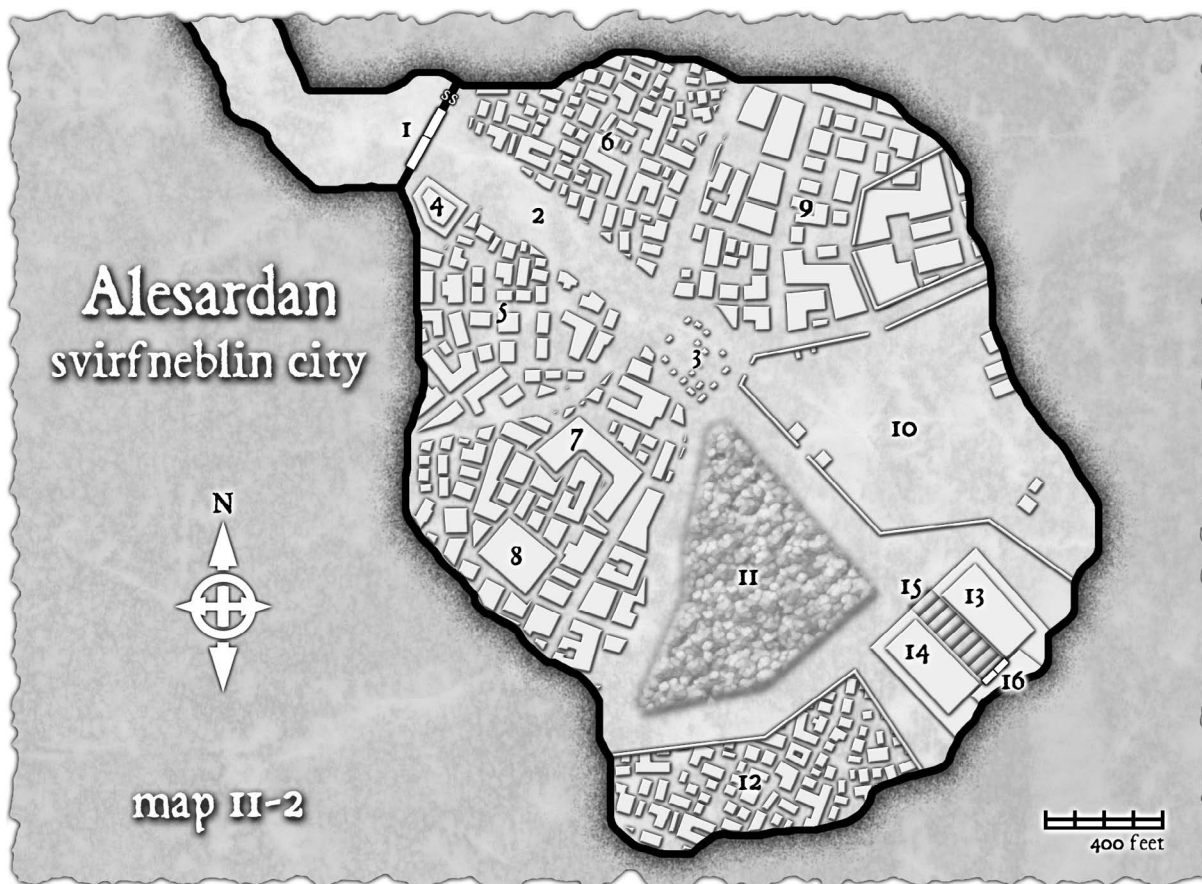
Any who sound the alarm will bring either a bugbear patrol (1-4) or a Svirfneblin patrol (5-6). Encounters with these will be twice as likely after the alarm is sounded.

Key to the City of Alesardan

1. City Gates (EL 9)

The massive gates of the city stand closed. They stand approximately 20 feet tall and are nearly a foot thick. They are iron gilded with bronze. On the north side of the gates is a secret sally gate that patrols will use to get in and out of the city. Above the gates is a small window behind which is a guard station. They can look out to see who approaches the gates, address visitors, defend the gates, etc. Stationed at this guard post are 10 Svirfneblin warriors. They will interrogate all who seek entry into the city. They will open the gates for those who have legitimate business in the city, unless the alarm has been raised. Outside the gates, 2 earth elementals wait to deal with any trouble.

Large Earth Elementals (2): CR 5; SZ L Elemental (Earth, Extraplanar); HD 8d8+32; hp 68; Init -1; Spd



20 ft.; AC 18 (-1 size, -1 Dex, +10 natural); BAB/Grp +6/+17; Atk Slam +12 melee (2d8+7); Full Atk 2 slams +12 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA earth mastery, push; SQ DR 5/-, earth glide, dark-vision 60 ft., elemental traits; AL N; SV Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +6, Spot +5; *Feats:* Cleave, Great Cleave, Power Attack.

2. Main Way

This is the main route through the city, running from the main gates to the central market square. It continues past the markets to the pyramid of the Hades Gate. Several side streets branch off the main way.

3. Central Market Square

This area is filled with semi-permanent market stalls and is teeming with people all day long. The market never closes, but there are periods when it is busier than others. There are always at least 40-50 customers milling about plus the merchants hawking their wares. Among the customers and merchants may be members of other underground civilizations including drow, duergar, and others.

4. Guard Barracks

This building serves as a barracks for the gate guards. There are three shifts of guards. One is on duty at the

gates, on off duty lounging, and one is asleep. There are a total of 20 guards in the barracks currently (10 asleep, 10 off duty; see Area 1). The lower level is a training and practice area, and the upper level is dorms.

5. Residential Area

This area is criss-crossed with streets and residences. Most are single-family one-story homes constructed of carved stone. A few are larger manor-type houses belonging to wealthier craftsmen. Nearly 800 Svirfneblin live in this area.

6. Residential Area

This is another residential area, larger than Area 5. Most of the buildings here are 2 and 3-story multi-family homes. The area is filled with smaller streets and lanes. Nearly 1500 Svirfneblin live here.

7. The Academy

This large multi-story u-shaped structure is The Academy, the location where most magical and technological research is performed, and where students are taught the basics of these fields. There are about 500 students currently enrolled in the academy, and nearly 300 are housed there. A number of small homes are scattered through the area as well, but the space between the academy and the temple is a large open courtyard.

8. The Temple of Iskardar

This large structure is a temple dedicated to Iskardar (see Appendix 4 for details). It is in the form of a step-pyramid. Nearly 100 clerics live on the premises and work in the temple. Traffic in and out of the temple occurs frequently, both clerics and laity come and go frequently.

9. The Hill

This area of Alesardan lies on a raised part of the cavern about 30 feet above the rest of the city. The royal palace and noble manor houses are located here. The royal palace is carved into the stone of the side of the cavern. Manor houses for each of the 12 noble Svirfneblin families is located on the hill as well. Traffic is lighter on the hill, but each structure has its own private guards, so there is a greater chance of being detected here than elsewhere.

10. The Pens

This large area of the city is made up of row after row of pens. Roughly two-thirds of them hold livestock of various kinds. Most are species native to the underdark. The remaining pens are used to house goblin slaves. The goblins are located at the end farther away from the market square.

11. Fungi Garden

This area of the city is a large area used to cultivate mushrooms and other types of fungi. Some are used in creating toxins or as magical components, but most are a food crop. Mushrooms are a staple of the Svirfneblin diet. The mushrooms can grow 6-7 feet tall, so this can provide an area of shelter within the city for the characters. Goblin slaves tend the fields, and there are at least 20 at work at all times. The goblins may be persuaded not to reveal the characters' presence, but it will not be easy, for the goblins fear punishment (Diplomacy DC 30 to persuade the goblins not to raise the alarm).

12. Burial Catacombs

This area of the city is a large structure carved from the cavern wall. It is a warren of catacombs used to bury the Svirfneblin dead. If the characters can make their way inside, as it is rarely visited and not patrolled, so can provide a safe haven for the characters in the city.

13. The Hades Guard

This is part of the Hades Gate complex. The Hades Gate is about 40 ft. above the surface of the cavern, and one must ascend the stairs of the step-pyramid carved into the wall to reach it. Guarding the access to the temple complex is the Hades Guard, which are housed in this structure. There are 12 members of the Hades guard, 4 of which are on duty at all times. They will prevent all non-Svirfneblin from entering the Hades Gate complex.

The Hades Guard, Male Svirfneblin Ftr6 (4): CR 7; SZ S Humanoid; HD 6d10+21; hp 57; Init +2; Spd 30 ft.; AC 22 (+1 size, +2 Dex, +4 Dodge, +4 chain shirt, +1 buckler), touch 16, flat-footed 17; BAB/Grp +6/+2; Atk heavy pick +9 melee (1d4+3/x4) or light crossbow +8 ranged (1d6/19-20); Full Atk heavy pick +9/+4 melee (1d4+3/x4) or light crossbow +8 ranged (1d6/19-20); Space/Reach 5ft./5 ft.; SA spell-like Abilities; SQ gnome Traits, Svirfneblin traits, SR 17; AL NE; SV Fort +8, Ref +6, Will +4; Str 12, Dex 14, Con 16, Int 10 Wis 11 Cha 4

Skills: Climb +7, Hide +4(+6 Underground), Intimidate +3, Jump +7, Listen +2, Spot +2; **Feats:** cleave, combat reflexes, great cleave, power attack, toughness, weapon focus (heavy pick), weapon specialization (heavy) pick

Spell-like abilities: 1/day blindness/deafness (typical save DC 13), *blur*, *disguise self*, Caster level 6.

Possessions: Chain shirt, buckler, masterwork heavy pick, light crossbow, 20 bolts

14. Hall of Knowledge

This is the work space of the best and the brightest Svirfneblin minds. They are the ones responsible for harnessing the Gray Death and enabling it to be released upon the word. They come here to work, but reside at the academy. There is always one wizard here, accompanied by his earth elemental guard. The entire building is a wizard's library and laboratory, with shelves of books, scrolls, beakers, powders, fluids, etc. There are several worktable set up in the room as well.

Svirfneblin Wizard, Wiz9: CR 10; SZ S Humanoid; HD 9d4+27; hp 54; Init +4; Spd 20 ft., AC 20(+4 dodge, +1 size, +3 Dex, +2 *bracers of armor* +2), touch 18, flat-footed 13; BAB/Grp +4/+0; Atk/Full Atk light mace +4 melee (1d4); Space/Reach 5 ft./5 ft.; SA spells, spell like abilities; SQ gnome traits, Svirfneblin traits, SR 20; AL NE; SV Fort +8 Ref +8, Will+11; Str 11, Dex 17, Con 17, Int 18, Wis 16, Cha 11.

Skills: Concentration +15 (+19 when casting defensively); Hide +5 (+7 underground), Knowledge (arcana) +15; Knowledge (dungeoneering)+15, Knowledge (history) +15; (the planes) +15, Spellcraft +17; **Feats:** Combat Casting, Eschew Materials, Metamagic: Maximize Spell, Scribe Scroll, Spell Focus (Invocation), Spell Penetration.

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), *blur*, *disguise self*, caster level 9.

Arcane Spells Prepared (4/5/5/3/3/1; base DC 14 + spell level): 0 — *disrupt undead*, *message*, *detect magic*, *ray of frost*; 1 — *magic missile*, *color spray*, *comprehend language*, *shield*, *summon monster I*; 2 — *acid arrow*, *bear's endurance*, *scorching ray*, *locate object*, *mirror image*; 3 — *displacement*, *fireball*, *lightning bolt*, *slow*; 4 — *black tentacles*, *phantasmal killer*, *stoneskin*; 5 — *cone of cold*.

Possessions: ring of protection +2, cloak of resistance +2, wand of lightning bolts (20 charges).

Large Earth Elemental: CR 5; SZ L Elemental (Earth, Extraplanar); HD 8d8+32; hp 68; Init -1; Spd 20 ft.; AC 18 (-1 size, -1 Dex, +10 natural); BAB/Grp +6/+17; Atk Slam +12 melee (2d8+7); Full Atk 2 slams +12 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA earth mastery, push; SQ DR 5/-, earth glide, dark-vision 60 ft., elemental traits; AL N; SV Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +6, Spot +5; *Feats:* Cleave, Great Cleave, Power Attack.

15. The Staircase of Ascension

A grand staircase is carved into the step-pyramid. The Svirfneblin call this the Staircase of Ascension. It leads to the Hades Gate. The Hades Guard will try to prevent anyone from climbing up these stairs.

16. The Hades Gates

A pulsing writhing gray light emerges from a six-foot long three-foot wide fissure in the wall. This is the Hades Gate, an area where the boundary between planes is weak, and the plane of Hades has leaked into this world. Riordan closed off this opening in ancient days when he played the Song of Life. The gateway has slowly reopened over the years, aided by the experiments of the Svirfneblin.

Part IV: Closing the Gate: Concluding the Adventure

To close the gate and destroy the link between Hades and the Gray Death, someone must perform the Song of Life using the Rainbow Harp at the Gate. It takes five minutes to perform the song in full and requires a DC 25 perform check to do so correctly. If attacked while performing, the performer must make a Concentration check to maintain his performance. The DC is equal to 10 + damage endured, similar to the check needed when casting a spell. Failure means the performance must be restarted from the beginning in order to work. Success means the performer managed to keep his focus on playing through the attack. The Svirfneblin will do what they can to prevent this from happening. The Hades Guard will be the closest, if any are still alive, and will try to stop the performance, as will the Wizard and elemental in the Hall of Knowledge. Once the Song is started, it will take 2d4 minutes for anyone in the city to react and reach the step-pyramid.

Part V: Resolutions and Aftermath

When the Song is successfully completed, there will be a minor earth tremor that will slowly grow in intensity. The fissure will begin to physically close,

setting off a series of earthquakes. The step-pyramid and the Stairs of Ascension will begin to crack and crumble, and will eventually collapse. Fissures will open throughout the entire cavern, and large parts of Alesardan will fall into the fissures. The city will be severely damaged, but not completely destroyed.

Escaping the city after should be a tense situation fraught with danger. Characters will probably be trying to run and escape through the tremors while the Svirfneblin try to stop them.

If the manage to escape the city, they must still find their way back through the Underdark to the surface, and out of Acregor. If they have magical means of transportation, they may be able to avoid these dangerous journeys, and return to the surface without incident. If they must physically travel, use the encounter tables from earlier in this adventure and Chapter 10 to determine encounters on these journeys.

The Gray Death

With the connection to Hades closed, the Gray Death will slowly dissipate. The parasites will wither and die in their hosts within 24 hours. All the plague ghouls will then crumble into gray dust. Any living beings that were infected but have not died or become plague ghouls themselves yet will be cured. All who have died but not yet risen as ghouls will not do so.

Ad Hoc Experience Awards

Action	Award
Gaining access to Alesardan	1,000 XP
Getting to the Hades Gate complex undetected	1,000 XP
Successfully playing the Song of Life	9,000 XP
Escaping the city	1,000 XP

What's Next?

Where to go from here? That is entirely up to the DM. Much needs to be done to help resettle the Plains of Mayfurrow. Someone needs to bring civilization back to the devastated lands. The adventurers may take an active role in this, and become movers and shakers in the new power structure. They may become lords of the land, or continue to serve as agents for the region's rulers.

There are still several active threats in the lands. The lich Acregor may reform if the party has not found and destroyed his phylactery. He will most certainly seek revenge on those who frustrated his plans. Agents of the cabal are still active in Darnagal, and the Temple of the Night survives in Northgate. The possibilities for further adventures are limitless, even though the quest for the Harp and to stop the Gray Death is complete. Use the material here to spring-board further adventures.

Appendix One: NPCs

Chapter 1: Palmer's Field

Surovy Donegal, Male Human Brd3: CR 3; Size M; HD 3d6+3; hp 15; Init +3; Spd 30 ft.; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grp +2/+3; Atk melee +3 or ranged +5 (unarmed when encountered, if armed adjust for weapon); SQ bard abilities (bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence); AL CG; SV Fort +1, Reflex +6, Will +4; Str 13, Dex 16, Con 12, Int 15, Wis 13, Cha 17.

Skills: Bluff +9, Concentration +7, Gather Information +14, Knowledge (history +8), Knowledge (local +8), Knowledge (nobility and royalty +8), Perform +12, Search +4, Sleight of Hand +9; **Feats:** Investigator, Skill Focus (Gather Information), Skill Focus (Perform).

Arcane Spells Known (3/2; base DC 13 + spell level): 0 — *dancing lights, detect magic, ghost sound, mage hand, read magic, summon instrument*; 1st — *charm person, comprehend languages, cure light wounds*.

Surovy is an agent for one of the monarchs of the Forest Kingdoms. He often travels the Plains of Mayfurrow gathering information and keeping tabs on Acregor's activities. He is personable and easygoing, but dedicated to his mission and his colleagues.

Markham Dorrestal, Male Half-elf Clr2: CR 2; Size M; HD 2d8; hp 12; Init +3; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp +1/+2; Atk/Full Atk melee +2 or ranged +1 (unarmed when encountered, if armed adjust for weapon); SQ cleric abilities (spells, turn undead domain abilities); low-light vision, immune to sleep and charm; AL CG; SV Fort +3, Reflex +0, Will +7; Str 13, Dex 10, Con 11, Int 16, Wis 18, Cha 13.

Skills: Concentration +5, Diplomacy +3, Gather Information +3, Heal +9, Knowledge Arcana+8, Knowledge Religion +8, Spellcraft +8; **Feats:** Improved Turning

Divine Spells Prepared (4/3+1; base DC 14 + spell level): 0 — *create water, cure minor wounds, light, mending*; 1st — *bless, cure light wounds, detect secret doors, magic stone*.

Domains: Knowledge, Magic

Granted Powers: Divination Spells +1 caster level; Use spell completion items as Wzd 1

Markham is a somber middle-aged man, who is devoted to his ward Maras and his long-time traveling companion Surovy. He is a cleric of Talana, Mistress of Secrets, and delights in finding every scrap of information he can. He is inquisitive, and at times secretive, but that is the nature of his order.

Maras Female Elf Rngr: CR 1; Size M Humanoid; HD 1d8+1; hp 9; Init+2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +1/+3; Atk/Full Atk melee +3 or ranged +3 (unarmed when encountered, if armed adjust for weapon); SQ favored enemy (orcs), track, wild empathy, elf traits; AL CG; SV Fort +3, Reflex +4, Will +2; Str 14, Dex 15, Con 12, Int 12, Wis 15, Cha 13

Skills: Concentration +5, Hide +6, Listen +6, Move Silently +6, Search +5, Spot +6, Survival+6; **Feats:** Point Blank Shot

Maras is quiet and fierce. She is the daughter of a former companion of Markham and Surovy, who was slain in an orc raid. She has a burning hatred for all orcs as a result. She tends to be aloof until she gets to know someone, and has a deep respect for nature and those who revere it.

Chapter 2: Danger at Darnagal

Halloran Wicarbon, Male Human Wizz/Rog2: CR 4; Size M; HD 2d4+2d6+4; hp 17; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 bracers), touch 13, flat-footed 12; BAB/Grp +2/+3; Atk/Full Atk shortsword +3 melee (1d6+1/19-20) or light Crossbow +5 ranged (1d8); Space/Reach 5 ft./5 ft.; SA sneak attack (+1d6), spells; SQ evasion, trapfinding; AL LE; SV Fort +1, Ref +6, Will +5; Str 12, Dex 17, Con 12, Int 15, Wis 14, Ch 16.

Skills: Bluff +10, Concentration +6, Decipher Script+7, Diplomacy+8, Disguise+8, Escape Artist +8, Forgery +7, Gather Information+8, Knowledge (Arcana) +4, Listen +7, Move Silently +8, Open Locks+3, Spellcraft+5, Spot+4; **Feats:** Combat Expertise, Improved Feint, Scribe Scroll, Spell Focus: Enchantment

Arcane Spells Prepared (4/3; DC 12 + spell level [13 + spell level for enchantment spells]): 0 — *acid splash, daze, message, resistance*; 1 — *cause fear, charm person, sleep*.

Possessions: bracers of armor +2, wand of hold person (5 charges), 2 potions of cure light wounds, potion of gaseous form.

Halloran is a schemer and a con man. He knows he cannot match his partner Karn in terms of sheer power, but he accomplishes his goals through guile and prefers a battle of wits to a battle of arms. He will seek to incapacitate opponents and strike with surprise or an advantage of some sort. In combat he seeks to use his ability to feint to maximize his ability to harm opponents. Halloran is a bit paranoid, always believing his schemes will be found out and come back to haunt him, but he is a bit careless at times and prone to making mistakes when covering his trail. He is the

apprentice of Ariel Chillicothe, and seeks to further her position with the Acregor Cabal.

Karn, Male Ogre Mage Exp4: CR 11; Size M Monstrous Humanoid; HD 4d6+12 plus 5d8+15; hp 64; Init +4; Spd 40 ft., fly 40 feet (good); AC 18 (-1 size, +3 Dex, +5 natural, +1 ring), touch 13 flat-footed 15; BAB/Grp: +6/+15; Atk longsword +12 melee (1d8+5/19-20); Full Atk longsword +12/+7 melee (1d8+5/19-20); Space/Reach 10 ft./10 ft.; SA spell-like abilities; SQ darkvision 90 ft., low-light vision, regeneration 5, SR 19; AL LE; SV Fort +8, Ref +4, Will +7; Str 21, Dex 16, Con 17, Int 14, Cha 17.

Skills: Appraise +7, Bluff +6, Concentration +11, Diplomacy +6, Disguise +6, Forgery +5, Gather Information +10, Handle Animal +4, Intimidate +6, Knowledge Arcana +5, Listen +10, Perform +6, Spellcraft +10, Spot +10; **Feats:** Combat Expertise, Improved Initiative, Power Attack, Skill Focus: Information Gathering

Spell-like Abilities: at will - *darkness*, *invisibility*; 1/day - *charm person* (DC 14), *cone of cold* (DC18), *gaseous form*, *polymorph*, *sleep* (DC 14); Caster Level 9th

Fly: Begin or resume flight at will as free action

Possessions: +1 *ring of protection*, masterwork longsword, 2 *potions of undetectable alignment*; *wand of polymorph* (10 charges).

Karn has 4 levels as an Expert (merchant), his chosen class skills are: Appraise, Bluff, Diplomacy, Disguise, Forgery, Gather Information, Handle Animal, Intimidate, Knowledge Arcana; Perform.

Karn has long been in the service of the Witch King of Acregor. He has been entrusted with sowing the plague on the Plains of Mayfurrow. Halloran has been charged with assisting him. The pair has chosen Darnagal as their base of operations because of its location on the crossroads and because of their connections in the town. Karn has worked extensively with Ariel Chillicothe, wife of the merchant patriarch Montfort Chillicothe. Ariel is a part of the Acregor Cabal and Karn's patron in Darnagal. He has taken a position in Montfort's trading company to cover his work with Ariel.

Karn is haughty and conniving, and at times a bit overconfident. He relies on trickery, plotting, secrecy, and subterfuge to achieve his goals. He avoids direct confrontation with those he considers his inferiors whenever possible, seeing little challenge in it and deriving no satisfaction from it. He is dedicated to the plan, and will make whatever sacrifices needed to see it through. He is willing to concede a small defeat and withdraw to ensure the greater plan stays intact. He has invested a lot of time creating the Karn identity, and is loathe to abandon it, but will do so if it becomes necessary.

Silania Walda, Female Human Rogs: CR 5; Size M; HD 5d6+5; hp 25; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +4 leather armor, +1 ring), touch 15, flat-footed 15; BAB/Grp +3/+5; Atk/Full Atk shortsword +6 melee (1d6+2 /19-20) or light crossbow +8 ranged (1d8); Space/Reach 5 ft./5 ft.; SA sneak attack (+3d6); SQ evasion, trapfinding trap sense +1, uncanny

dodge; AL LE; SV Fort +2, Ref +8, Will +2; Str 14, Dex 18, Con 12, Int 14, Wis 12, Ch 16.

Skills: Appraise +10, Bluff +11, Diplomacy+11, Escape Artist +12, Gather Information+13, Knowledge Local +10, Listen +9, Move Silently +12, Open Locks+12, Spot+11; **Feats:** Combat Reflexes, Combat Expertise, Improved Feint.

Possessions: *leather armor* +2, masterwork short sword, masterwork light crossbow, *ring of protection* +1, *potion of eagle's splendor*.

Silania is a strikingly attractive woman. She has risen to a position of prominence in the guild due to her guile, her skill with her blade, and her ability to use her seductive airs to weaken the will of those who have what she wants. She is currently a lieutenant of the guild, and responsible for overseeing the guild house at the abandoned monastery. She has a good working relationship with the thieves and guards there, and they are fiercely loyal to her. She does not particularly like Halloran Wicarbon, and resents his intrusion into her operations, but her superiors have told her that the relationship with Wicarbon and Karn is a profitable and necessary one, so she tolerates him. She is ambitious, and will not allow the guild house to be taken without a fight, and will not abandon it, as it would disgrace her in the eyes of her superiors, ruining the years of effort she has put in advancing through the ranks.

Chapter 3: The Haunted Forest

Ismarla, Female Ontogshorsai Clro: CR 9; Size M Humanoid; HD 9d8; hp 45; Init +1; Spd 30 ft.; AC 15 (+1 Dex +1, +4 ring), touch 15, flat-footed 14; BAB/Grp +6/+7; Atk quarterstaff +7 melee (1d6+1); Full Atk quarterstaff +7/+2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA spells; sq turn undead, spontaneous casting (cure); AL CG; SV Fort +6, Ref +4, Will +10; Str 12, Dex 13, Con 11, Int 16, Wis 18, Cha 16.

Skills: Concentration +12, Diplomacy+17, Heal +16, Knowledge Religion +15, Sense Motive +12; **Feats:** Improved Turning, Maximize Spell, Negotiator, Scribe Scroll; AL: CG; CR 9).

Divine Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 14 + spell level): 0 — *create water*, *cure minor wounds*, *guidance*, *light*, *purify food and drink*, *virtue*; 1st — *bless*, *cause fear*, *command*, *cure light wounds* x2, *sanctuary*; 2nd — *aid*, *cure moderate wounds* x2, *detect thoughts*, *hold person*, *shield other*; 3rd — *cure serious wounds* x2, *prayer*, *protection from energy*, *searing light*; 4th — *cure critical wounds*, *divine power*, *spell immunity*; 5th — *cure light wounds* (mass), *true seeing*.

Domains: Knowledge, Protection.

Possessions: +4 *ring of protection*, quarterstaff.

Ismarla is the cousin of the queen of the Ontogshorsai, the high priestess of Malunas, and the chief advisor to the throne. She opposed the decision to leave Aelbwynn's world for this extra-planar realm, but was overruled by the queen. Ismarla is dedicated to her goddess and has a special place in her heart for

the world the Ontogshorsai left behind. She is kind, dedicated, and helpful, but is also fiercely loyal to the queen and will not go against her wishes.

Paras, Male Ontogshorsai Brdrz: CR 12; Size M Humanoid; HD 12d6; hp 42; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 natural, +1 ring), touch 14, flat-footed 15; BAB/Grp +9/+5; Atk shortsword +12 melee (1d6+4 /19-20); Full Atk shortsword +12/+7 melee (1d6+4 /19-20); Space/Reach 5 ft./5 ft.; SA fascinate, suggestion; SQ bardic music, bardic knowledge, countersong, inspire courage +2, inspire competence, inspire greatness, song of freedom; AL CG; SV Fort +4, Ref +11, Will +9; Str 12, Dex 16, Con 11, Int 16, Wis 12, Cha 18.

Skills: Diplomacy +19, Gather Information +19, Knowledge (Arcana) +18, Knowledge (History) +21, Knowledge (The Planes) +18, Knowledge (Religion) +18, Perform (Oratory) +22, Perform (String instrument) +19, Sense Motive +16; **Feats:** Metamagic Extend Spell, Metamagic Widen Spell, Skill Focus (Knowledge History); Skill Focus Perform (Oratory), Spell Focus (Enchantment).

Arcane Spells Known (6/5/5/5/4; base DC 14 + spell level): 0 — *acid splash, dancing lights, flare, ray of frost, light, mage hand*; 1st — *color spray, charm person, feather fall, magic missile, magic weapon*; 2nd — *acid arrow, blur, flaming sphere, hideous laughter, pyrotechnics*; 3rd — *dispel magic, flame arrow, haste, slow, stinking cloud*; 4th — *dimension door, ice storm, invisibility (greater), wall of fire*.

Possessions: Masterwork harp, *amulet of natural armor* +4, *ring of protection* +1, *short sword* +2

Paras is the venerable loremaster of the Ontogshorsai. Riordan was once his apprentice. Paras is easygoing, affable and friendly. He has an insatiable curiosity about all things, and a love for sharing knowledge. He will perform the Lay of Riordan for the party and try to answer all questions asked to the best of his ability. He is content to observe and record events rather than take part.

Chapter 5: The Caverns of Abad Durahai

Draknum Svirkneblin Sergeant, Male Deep Gnome, Ftr3: CR 4; Size S Humanoid; HD 3d10+3; hp 28; Init +2; Spd 20 ft.; AC 23 (+1 size, +2 Dex, +4 dodge, +4 chain shirt, +2 shield), touch 17, flat-footed 17; BAB/Grp +3/+2; Atk/Full Atk morningstar +8 melee (1d6+4) or javelin +6 ranged (1d4+3); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ gnome traits, Svirkneblin traits, SR 14; AL NE; SV Fort +6, Ref +5, Will +2; Str 16, Dex 14, Con 12, Int 6, Wis 8, Cha 6.

Skills: Climb +4, Hide +4 (+6 underground), Intimidate +6; **Feats:** Cleave, Persuasive, Power Attack, Weapon Focus (morning star).

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), *blur, disguise self*, Caster level 3.

Possessions: Chain shirt, heavy steel shield, +1 morningstar, 3 masterwork javelins, battle horn, 12 gp.

Jarvax, Male Svirkneblin Clr 4: CR 5; Size S Humanoid; HD 4d8+16; hp 39; Init +3; Spd 30 ft.; AC 22 (+1 size, +3 Dex, +4 dodge, +4 chain shirt), touch 18, flat-footed 15; BAB/Grp +3/0; Atk/Full Atk great club +4 melee (1d8+1) or javelin +6 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA rebuke undead, spells, spell-like abilities; SQ gnome traits, Svirkneblin traits, SR 15; AL NE; SV Fort +10, Ref +6, Will +10; Str 12, Dex 16, Con 18, Int 14, Wis 18, Cha 9

Skills: Concentration +11, Diplomacy +6, Hide +5 (+7 underground), Knowledge (Religion) +9, Listen +6, Spellcraft +9; Spot +5; **Feats:** Alertness, Combat Casting

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), *blur, disguise self*, Caster level 4.

Divine Spells Prepared (5/4+1/3+1; base DC 14 + spell level): 0 — *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st — *bane, command, cure light wounds, obscuring mist; magic stone*; 2nd — *bear's endurance, darkness, detect thoughts, summon monster II*.

Domains: Earth, Knowledge

Possessions: Chain shirt, great club, holy symbol, wand of summon monster III (5 charges)

Enerusk, Female Svirkneblin Wiz6: CR 7; Size S Humanoid; HD 6d4+18; hp 35; Init +3; Spd 20 ft.; AC 20 (+1 size, +3 Dex, +4 dodge, +2 deflection), touch 20, flat-footed 13; BAB/Grp +3/-1; Atk light mace +3 melee (1d4); Full Atk light mace +3 melee (1d4); Space/Reach 5 ft./5 ft.; SA spells, spell like abilities; SQ gnome traits, svirkneblin traits, SR 17; AL NE; SV



Fort +7 Ref +7, Will +10; Str 11, Dex 17, Con 17, Int 18, Wis 16, Cha 11.

Skills: Concentration +12 (+16 when casting defensively); Hide +5 (+7 underground), Knowledge (Arcana) +12; Knowledge (Dungeoneering) +12, Knowledge (History) +12; (The Planes) +12, Spellcraft +14; **Feats:** Combat Casting, Eschew Materials, Scribe Scroll, Spell Focus (Invocation), Spell Penetration.

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), *blur*, *disguise self*, Caster level 6.

Arcane Spells Prepared (4/4/4/3; base DC 14 + spell level): 0 — *disrupt undead*, *message*, *detect magic*, *ray of frost*; 1st — *magic missile*, *color spray*, *comprehend language*, *summon monster I*; 2nd — *bear's endurance*, *scorching ray*, *locate object*, *mirror image*; 3rd — *displacement*, *fireball*, *deep slumber*.

Possessions: Light mace, *ring of protection* +2, *scroll with monster summoning III* (earth elemental), 50 gp, 2 gold earrings (75 gp total value), gold and ruby ring (500 gp value), spell book, lizard skin boots (25 gp value), and a journal with notes on the great experiment which mentions the gateway in the gnomish city from which the plague came

Zarjax, Male Svirfneblin Ftr: CR 6; Size S Humanoid; HD 5d10+10; hp 42; Init +4; Spd 20 ft.; AC 26 (+1 size, +4 Dex, +4 dodge, +5 chain shirt, +2 shield), touch 19, flat-footed 18; BAB/Grp +5/+2; Atk/Full Atk short sword +12 melee (1d4+5) or javelin +9 ranged (1d4+1); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ gnome traits, Svirfneblin traits, SR 16; AL NE; SV Fort +8 Ref +7 Will +4; Str 12, Dex 18, Con 15, Int 11, Wis 13, Cha 7.

Skills: Climb +8, Hide +6 (+8 underground), Intimidate +5; **Feats:** Cleave, Power Attack, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword).

Spell-like Abilities: 1/day blindness/deafness (typical save DC 13), *blur*, *disguise self*, Caster level 5.

Possessions: Masterwork chain shirt, +2 *short sword*, 3 javelins, heavy steel shield, 75 gp, 3 100 gp emeralds, silver ring with garnet (65 gp value), *ring of fast healing 2* (see appendix 5 for new magical items).

King Reodar, Male Dwarf Ftr 7/Ari4: CR 10; Size M Humanoid; HD 7d10/4d8+33; hp 105; Init +0; Spd 20 ft.; AC 18 (+8 chain shirt), touch 10, flat-footed 18; BAB/Grp +10/+14; Atk Battle Axe +18 melee (1d8+9) or light crossbow +10 ranged (1d8); Full Atk Battle Axe +18/+13 melee (1d8+9) or light crossbow +10/+5 ranged (1d8); Space/Reach 5 ft./5 ft.; SA dwarf traits; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +6 Ref +3 Will +6; Str 18, D 11, Con 17, Int 13, Wis 13, Cha 15.

Skills: Appraise +5, Bluff +9, Climb +10, Craft (Weapon) +6, Diplomacy +14, Intimidate +14, Knowledge (History) +9, Sense Motive +13; **Feats:** Cleave, Great Cleave, Leadership, Negotiator, Persuasive, Power Attack, Weapon Focus (battle axe), weapon specialization (battle axe).

Possessions: *chain shirt* +4, *battle axe* +3, *ring of sustenance*, *decanter of endless water*, light crossbow, 20 bolts, crown (1,500 gp value as precious object, near priceless as unique item of history).

Gorheis, Male Dwarf Ftr 3: CR 3; Size M Humanoid; HD 3d10+9; hp 30; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; BAB/Grp +3/+5; Atk/Full Atk battle axe +7 melee (1d8+2/x3) or longsword +5 melee (1d8+2/x3) or light crossbow +4 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA dwarf traits; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 9

Skills: Climb +9, Craft (trapmaking) +7, Intimidate +5; **Feats:** Endurance, Power Attack, Toughness, Weapon Focus (battle axe); AL: LG; CR 3).

Possessions: Chain shirt, masterwork battle axe, long spear, light crossbow, 6 bolts, half filled water skin

Corwinar, Male Dwarf Pal3: CR 3; Size M Humanoid; HD 3d10+3; hp 24; Init +0; Spd 30 ft.; AC 16 (+4 chain shirt, +2 shield), touch 10, flat-footed 16; BAB/Grp +3/+6; Atk/Full Atk war hammer +8 melee (1d8+3/x3) or longsword +6 melee (1d8+3/x3) or light crossbow +3 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA dwarf traits, smite evil 1/day; SQ aura of courage, aura of good, darkvision 60 ft., detect evil, divine grace, divine health, dwarf traits, lay on hands (6 points/day); AL LG; SV Fort +6, Ref +3, Will +5; Str 16, Dex 11, Con 12, Int 12, Wis 15, Cha 15

Skills: Diplomacy +8, Heal +8, Sense Motive +8; **Feats:** Endurance, Weapon Focus (war hammer)

Possessions: Chain shirt, large steel shield, masterwork war hammer, 1 days rations, water skin, long spear, light crossbow, 5 bolts

Parvun, Male Dwarf War 2: CR 1; Size M Humanoid; HD 2d8+2; hp 11; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; BAB/Grp +2/+3; Atk longsword +3 melee (1d8+1/x3) or light crossbow +6 ranged (1d8/19-20); Full Atk longsword +3 melee (1d8+1/x3) or light crossbow +6 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA dwarf traits; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 12, Int 11, Wis 11, Cha 10.

Skills: Climb +6, Intimidate +5; **Feats:** Endurance.

Possessions: Studded leather armor, long spear, light crossbow, 7 bolts.

Rufarno, Male Dwarf Rog3: CR 5; Size M Humanoid; HD 5d6+15; hp 27; Init +3; Spd 20 ft.; AC 20 (+3 Dex, +6 studded leather, +1 ring), touch 14, flat-footed 17; BAB/Grp +3/+4; Atk shortsword +5 melee (1d6+1/19-20) or light crossbow +7 ranged (1d8/19-20); Space/Reach 5 ft./5 ft.; SA sneaksneak attack(+3d6); SQ darkvision 60 ft., dwarf traits, evasion, trapfinding, trap sense +1; AL LN; SV Fort +4, Ref +7, Will +2; Str 12, Dex 17, Con 16, Int 17, Wis 12, Cha 12.

Skills: Climb +9, Craft (Trapmaking) +11, Disable Device +11, Knowledge (Dungeoneering) +7, Knowledge (Local) +11, Listen +9, Open Lock +11, Search +11, Spot +9, Tumble +11; **Feats:** Dodge, Investigator.

Possessions: +3 studded leather, ring of protection +1, masterwork shortsword, masterwork light crossbow, masterwork thieves' tools.

Exenarius, Male Dwarf Clr6 (Barator): CR 6; Size M Humanoid; HD6d8+12; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chain shirt, +2 shield), touch 11, flat-footed 17; BAB/Grp +4/+6; Atk/Full Atk war hammer +11 (1d8+7/x3); Space/Reach 5 ft./5 ft.; SA spells, Turn Undead, SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort+7, Ref+3, Will+9; Str 14, Dex 12, Con 14, Int 12, Wis 18, Cha 15

Skills: Concentration +11, Craft (Weapon)+16; Knowledge (Religion)+10; **Feats:** Combat Casting, Craft Magic Arms & Armor, Skill Focus (Craft)

Domains: Artisan, Earth

Granted Powers: Turn Air creatures as undead; +4 divine bonus to 1 craft skill, +2 divine bonus to appraise.

Divine Spells Prepared (5/4+1/4+1/3+1; base DC 14 + spell level): 0 — create water, mending, purify food and water, resistance, virtue; 1st — magic stone, bless, entropic shield, hide from undead, shield of faith; 2nd — soften earth and stone, aid, hold person, sonic burst, spiritual weapon; 3rd — stone shape, create food and water, invisibility purge, searing light.

Possessions: Masterwork chain shirt, heavy steel shield, warhammer +3.

Wasnelli, Male Dwarf Ftr 7/Dwarven Defender 1: CR 8; Size M Humanoid; HD 7d10+31 and 1d12+4; hp 81; Init+1; Spd 15; AC 22 (+1 Dex, +1 dodge, +8 banded mail, +2 shield), touch 12, flat-footed 20; BAB/Grp +8/+11; Atk battle axe +14 melee (1d8+7/x3); Full Atk battle axe +14/+9 melee (1d8+7/x3); Space/Reach 5 ft./5 ft.; SA dwarf traits; SQ darkvision 60 ft., defensive stance 1/day, dwarf traits; AL LG; SV Fort +11, Ref +3, Will +2; Str 16, Dex 12, Con 18, Int 11, Wis 12, Cha 13.

Skills: Climb +13, Intimidate +11; Sense Motive +3; **Feats:** Cleave, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (Battle Axe), Weapon Specialization (Battle Axe).

Possessions: +2 banded mail, heavy steel shield, +2 battle axe, Riordan's Harp.

Chapter 7: The Temple of the Night

Zarianor, Male Human Wiz 7: CR 7; Size M; HD 7d4+7; hp 21; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 ring), touch 15, flat-footed 13; BAB/Grp +3/+3; Atk/Full Atk dagger +4 melee (1d4); Space/Reach 5 ft./5ft.; SA spells; AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 15.

Skills: Concentration +11, Craft (weaponsmith) +13, Knowledge (Arcana) +13, Knowledge (Religion)+13, Spellcraft +13; **Feats:** Craft Magic Arms and Armor, Combat Casting, Eschew Materials

Improved Familiar, Improved Counterspell, Scribe Scroll.

Arcane Spells Prepared (4/5/4/3/1; base DC 13 + spell level): 0 — detect magic, resistance, ray of frost, touch of fatigue; 1st — color spray, disguise self, protection from good, ray of enfeeblement, summon monster I; 2nd — invisibility, mirror image, scorching ray, sound burst; 3rd — clairvoyance/clairaudience, fireball, summon monster III; 4th — dimension door.

Possessions: ring of protection +3, masterwork dagger, eyes of charming

Iomar, Male Human Clr9 (Orcus): CR 9; Size M; HD 9d8+18; hp 72; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 bracers), touch 12, flat-footed 13; BAB/Grp +6/+8; Atk mace +12 melee (1d8+5); Full Atk heavy mace +12/+7 (1d8+5); Space/Reach 5 ft./5 ft.; SA death touch (granted power), rebuke undead, smite (granted power), spells; SQ resist fire 10; AL CE; SV Fort +8, Ref +5, Will +9; Str 15, Dex 12, Con 14, Int 12, Wis 17, Cha 16.

Skills: Concentration +13 (+17 for defensive casting), Diplomacy +15, Knowledge (Religion) +7, Spellcraft +7; **Feats:** Combat Casting, Extra Turning, Leadership, Spell Penetration, Weapon focus (heavy mace).

Domains: Death, Destruction.

Granted Powers: Death Touch, Smite (see PHB for details).

Divine Spells Prepared (6/5+1/5+1/5+1/2+1/1+1; base DC 13 + spell level): 0 — detect magic x2, guidance, light, resistance, virtue; 1st — bane, command, divine favor, doom, inflict light wounds, protection from good; 2nd — bear's endurance, bull's strength, death knell x2, sound burst, spiritual weapon; 3rd — animate dead, bestow curse, blindness/deafness, dispel magic, searing light; 4th — cure critical wounds, divine power, inflict critical wounds; 5th — flame strike, slay living

Possessions: bracers of armor +3, heavy mace +3, ring of minor fire resistance, potion of cure serious wounds

Tactics: If he has time to prepare, Iomar will use his spells to prepare himself for conflict. Before a battle he will cast the following spells in order as time provides: *divine favor*, *protection from good*, *bear's endurance*, and *bull's strength*. He will then cast *spiritual weapon* just before combat begins. He will use attack spells to weaken or incapacitate foes before closing for combat.

Chapter 8: The Lost City of Varagost

Grrnarlikar, Male Lizardfolk Drd7: CR 8; Size M Humanoid (Reptilian); HD 9d8+9; hp 50; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB/GRP +7/+8; Atk claw +8 melee (1d4+1) or great club +9 melee (1d10+1); Full Atk 3 claws +8/+8/+3 (1d4+1) and bite +6 melee (1d4) or great club +9/+4 (1d10+1) and bite +6 melee (1d4); Space/Reach 5 ft./5 ft.; SA spells; SQ druid abilities (nature sense, wild empathy, woodland stride, track-

less step, resist nature's lure, Wild shape 3/day), hold breath; AL N; SV Fort +6, Ref +5, Will +8; Str 13, Dex 14, Con 13, Int 12, Wis 16, Cha 14

Skills: Balance +4, Concentration +11, Handle Animal +12, Heal +13, Jump +5, Spellcraft +6, Swim +2; **Feats:** Combat Casting, Multiattack, Natural Spell, Weapon Focus (great club)

Divine Spells Prepared (6/5/4/3/1; base DC 13 + spell level): 0 — *cure minor wounds, detect magic, flare, guidance, purify food and drink, resistance*; 1st — *charm animal, cure light wounds, entangle, faerie fire, shillelagh*; 2nd — *barkskin, bear's endurance, heat metal, warp wood*; 3rd — *cure moderate wounds, poison, wind wall*; 4th — *flame strike*

Nessithar Lizardfolk Brb9: CR 10; Size M Humanoid (Reptilian); HD 9d12+36 plus 2d8+8; hp 103; Init +7; Spd 40 ft; AC 20 (+3 Dex, +5 natural, +2 shield), touch 13, flat-footed 17; BAB/Grp +10/+5/+13; Atk claw +13 (1d4+3) or battle axe +16 (1d8+5/x3); Full Atk 3 claws +13/+13/+8 (1d4+3) and bite +11 (1d4+1) or battle axe +16/+11 (1d8+5/x3) and bite +11 (1d4+1); Space/Reach 5 ft./5 ft.; SA rage 3/day; SQ barbarian abilities, DR 1/-, hold breath; AL N; SV Fort +10, Ref +9, Will +4; Str 17, Dex 16, Con 18, Int 11, Wis 13, Cha 12.

Skills: Balance +7, Intimidate +13, Jump +7, Listen +13, Swim +16; **Feats:** Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (battle axe).

Barbarian Abilities: Uncanny Dodge, Trap Sense +3, Improved Uncanny Dodge.

Possessions: Masterwork heavy shield, battle axe +2

Crronakar, Male Tsathar Clr6: CR 8; Size M Monstrous Humanoid; HD 8d8+11; hp 44; Init +6; Spd 30; AC 18 (+2 Dex, +4 natural, +2 leather armor), touch 12, flat-footed 16; BAB/Grp +6/+7; Atk +3 shocking burst shortspear +10 melee (1d6+4 plus 1d6 electricity/additional 1d10 electricity on crit) or claw +7 melee (1d6+1); Full Atk +3 shocking burst shortspear +10 melee (1d6+4 plus 1d6 electricity/additional 1d10 electricity on crit) and bite +2 melee (1d4+1) or 2 claws +7 melee (1d6+1) and bite +2 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA leap, rebuke undead, spells, summon hydrodaemon; SQ amphibious, darkvision 90 ft., implant, light blindness, scent; AL CE; SV Fort +6, Ref +7, Will +11; Str 13, Dex 14, Con 12, Int 12, Wis 17, Cha 14.

Skills: Climb +3, Concentration +10 (+14 casting defensively), Escape Artist +16, Handle Animal +2, Hide +4, Jump +3, Knowledge (Religion) +10, Listen +4, Search +2, Spot +4, Swim +11; **Feats:** Alertness, Combat Casting, Combat Reflexes; Improved Initiative, Toughness.

Divine Spells Prepared (5/4+1/3+1/2+1): 0 — *detect magic, guidance, obscuring mist, resistance x2, virtue*; 1st — *bane, cure light wounds, divine favor, shield of faith*; 2nd — *bear's endurance, darkness, death knell, fog cloud, spiritual weapon*; 3rd — *bestow curse, contagion, prayer, summon monster III*.

Domains: Water, Destruction.



Granted Powers: Turn fire creatures as undead, smite 1/day.

Possessions: +3 spear with shocking burst; leather armor, cloak of the mountebank.

See Appendix 3 for more details on Tsathar.

Karsas, Male Tiefling Clr5/Sor4: CR 9; Size Medium Outsider (Native); HD 5d8 + 4d4; hp 33; Init +7, Spd 30 ft.; AC 16 (+3 Dex, +2 amulet, +1 ring), touch 13, flat-footed 13; BAB/Grp +5/+6; Atk/Full Atk shortsword+7 (1d6+1); Space/Reach 5 ft./5 ft.; SA darkness, spells, staff; SQ darkvision 60 ft., resistance to Cold 5, electricity 5, fire 5; AL CE; SV Fort +5, Ref +5, Will +10; Str 13, Dex 16, Con 11, Int 12, Wis 15, Cha 16.

Skills: Bluff +13, Concentration +9 (+13 casting defensively), Hide +5, Knowledge (Religion) +10; **Feats:** Brew Potion, Combat Casting, Dodge, Improved Initiative

Divine Spells Prepared (5/4+1/2+1/1+1; base DC 12 + spell level): 0 — *cure minor wounds, detect magic, detect poison, guidance, virtue*; 1st — *bane, cause fear, doom, protection from good, sanctuary*; 2nd — *hold person, shatter, silence, spiritual weapon*; 3rd — *dispel magic, magic circle against good*.

Domains: Destruction, Evil.

Granted Powers: Smite 1/day, cast evil spells at +1 caster level.

Arcane Spells Known (6/6/3; base DC 13 + spell level): 0 — *acid splash*, *detect magic*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st — *chill*, *magic missile*, *ray of enfeeblement*, *scorching ray*; 2nd — *scorching ray*, *web*.

Possessions: +1 ring of protection, +2 amulet of natural armor, a staff of fire (17 charges), The *red string to the Rainbow Harp* (used to wear amulet); masterwork shortsword.

Karsas came to the tsathar based on a vision he received from Tsathogga. He took over as the priest of the tsathar and settled into the Bog, guiding the tribe but not expanding their power. He did not want to upset the status quo and in truth feared the power of the dragon. He found the red string when he arrived, based again on his vision from the demon-frog. When Crronakar rose to prominence, Karsas accepted a lesser role, preferring security over conflict, and he still serves the will of Tsathogga among the tsathar. He has not told any of the tsathar of the string or its nature, he simply hides it in plain sight using it to wear his magical amulet. Karsas is a coward at heart, but will fight to preserve his life or if he has the upper hand. He feels the staff gives him the upper hand in most combats. He will give up the string if his life is spared.

Chapter 9: The Ice Palace

Isamel Frosthand, Male Barbegazi Rog8: CR 9; Size S Humanoid (cold, gnome); HD 2d8+2 plus 8d6+8; hp 47; Init +4; Spd 20 ft.; AC 21 (+1 size, +4 Dex, +2 natural, +4 leather armor), touch 15, flat-footed 17; BAB/Grp +7/+3; Atk +3 shortsword +13 melee (1d4+3, /19-20); Full Atk +3 shortsword +13/+8 melee (1d4+3); Space/Reach 5 ft./5 ft.; SA sneak attack (+4d6) spell-like abilities; SQ cold subtype, evasion, improved uncanny dodge, low-light vision, snow move, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +6, Ref +10, Will +2; Str 10, Dex 18, Con 13, Int 11, Wis 11, Cha 14.

Skills: Bluff +13, Craft (Trapmaking) +4, Diplomacy +13, Hide +20 (+24 in snow), Intimidate +11, Listen +13, Spot +13, Survival +4; **Feats:** Combat Expertise, Dodge, Improved Feint, Weapon Finesse.

Spell-like Abilities: 1/day *chill metal* (DC 12), *icicle blast* (as *burning hands*, but shards of ice that deal cold damage) (DC 11). Caster Level 3.

Possessions: leather armor +2, shortsword +3, *potion of cure serious wounds*, masterwork thieves' tools.

Walaster Chillwarren, Male Barbegazi Sor 6: CR 7; Size S Humanoid (cold, gnome), HD 2d8+2 plus 6d4+6; hp 32; Init +1; Spd 20 ft., Burrow 10 ft.; AC 17 (+1 size, +1 Dex, +2 natural, +3 Bracers of Armor), touch 12, flat-footed 16; BAB/Grp +4/+0; Atk/Full Atk shortsword +5 melee (1d4/19-20); Space/Reach 5 ft./5ft.; SA spells, spell-like abilities; SQ cold subtype, low-light vision, snowmove; AL NE; SV Fort +6, Ref +3, Will +5; Str 10, Dex 13, Con 13, Int 11, Wis 11, Cha 16

Skills: Bluff +5, Concentration 10, Craft (Trapmaking)+4, Hide +9 (+13 in snow), Listen +2,

Spot +2, Survival +4; **Feats:** Eschew Material, Spell Focus (Enchantment), Spell Focus (Evocation), Weapon Finesse; AL: NE; CR 7).

Spell-like Abilities: 1/day *chill metal* (DC 12), *icicle blast* (DC 11) Caster level 3

Arcane Spells Known (6/7/6/4; base DC 13 + spell level): 0 -- *acid splash*, *daze*, *detect magic*, *detect poison*, *message*, *ray of frost*, *read magic*; 1st — *charm person*, *chill touch*, *hypnotism*, *magic missile*; 2nd — *detect thoughts*, *hideous laughter*; 3rd — *suggestion*.

Possessions: bracers of armor +3, wand of ice storm (5 charges); shortsword

Varit Tundrastrider, Male Barbegazi Rog 5/Asn 1: CR7; Size S Humanoid (cold, gnome); HD 2d8+6d6+6; hp 38; Init +8; Spd 20 ft., burrow 10 ft.; AC 20 (+1 size, +4 Dex, +2 natural, +3 leather armor), touch 15, flat-footed 16; BAB/Grp +4/+0; Atk +2 shortsword +10 melee (1d4+3/19-20); Full Atk shortsword +10 (1d4+3/19-20); Space/Reach 5 ft./5 ft.; SA deathstrike, sneak attack (+4d6), spells, spell-like abilities; SQ cold subtype, low-light vision, snowmove; AL NE; SV Fort 5, Ref +10, Will +1; Str 12, Dex 18, Con 13, Int 13, Wis 10, Cha 13.

Skills: Bluff +13, Craft (Trapmaking)+6, Disguise +10, Hide +10 (+14 in snow), Listen +11, Move Silently +13, Spot +11, Survival +4; **Feats:** Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse.

Spell-like Abilities: 1/day *chill metal* (DC 12), *icicle blast* (DC 11) Caster level 3.

Spells/Day: 1

Spells Known: 1 - *obscuring mist*, *true strike*

Possessions: leather armor +1, shortsword +2, *potion of invisibility*

Calilas, Mature Adult White Dragon: CR 12; Size H Dragon; HD 21d12+105; hp 250; Init +4; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.; AC 28 (-2 size, +20 natural), BAB/Grp +21/+37; Atk bite +27 melee (2d8+8) or crush +25 melee (2d8+12); Full Atk bite +27 melee (2d8+8) and 2 claws +25 melee (2d6+4), and 2 wings +25 melee (1d8+4) and tail slap +25 melee (2d6+12), and crush +25 melee (2d8+12); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon (7d6/cold DC 25; Reflex for half damage; once every 1d4 rounds), spells, spell-like abilities; SQ DR 10/magic, dragon traits, frightful presence, DC 21, SR 20; AL CE; SV Fort +17, Ref +12, Will +13; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 16.

Skills: Concentration +29, Diplomacy +27, Intimidate +27, Listen +25, Search +25, Sense Motive +25, Spot +25; **Feats:** Blind-fight, Cleave, Flyby, Great Cleave, Hover, Improved Initiative, Multiattack, Power Attack.

Spell-like Abilities: 3/day: *fog cloud*, *gust of wind*, Caster Level 3

Arcane Spells Known (6/6; base DC 13 + spell level): 0 — *daze*, *detect magic*, *mage hand*, *read magic*, *resistance*; 1st — *identify*, *ray of enfeeblement*, *true strike*.

Chapter 10: The Tower of Acregor

Riordan, Male Human Brd 15: CR 15; Size M; HD 15d6+15; hp 78 (currently 0); Init +4 (currently -4); Spd 30 ft.; AC 6 (-4 Dex), touch 6, flat-footed 6; BAB/Grp+15/+11; Atk punch +7 (1d3-4); Full Atk 3 punches +7/+2/-3 (1d3-4); Space/Reach 5 ft./5ft.; SA bardic abilities, SQ bardic abilities, immortal; AL NG; SV Fort +1, Ref +5, Will +11; Str 13 (currently 3), Dex 18 (currently 3), Con 12 (currently 3), Int 17, Wis 14, Cha 23 (currently 10).

Skills: Concentration +5 (9 ranks), Diplomacy +18, Gather Information +9, Knowledge (Arcana) +21, Knowledge (History) +21, Knowledge (Religion) +21, Perform (Harp) +21, Perform (Oratory) +18, Perform (Singing) +21; **Feats:** Dodge, Eschew Materials, Mobility, Skill Focus (Perform Harp), Skill Focus (Perform Singing), Spell Focus (Enchantment), Spring Attack.

Riordan's current ability scores reflect the years of torture he has endured at the hands of Acregor. If he is rescued and allowed to heal and recover, they will eventually return to normal. Adjust skill modifiers as he recovers as well.

Riordan was a charming and attractive man approaching his middle years when he agreed to undertake his greatest quest. Using the *Rainbow Harp* to sing the Song of Life granted Riordan immortality, which turned out to be much more of a curse than a blessing. Nearly three centuries after the quest ended, Riordan left his library to visit the Coatl Nerith, but never arrived. He was captured by forces loyal to Acregor, and brought to the lich's tower. He has been imprisoned here ever since and has endured centuries of torture at the hands of the lich and his minions.

Riordan will be grateful for being rescued, and will have some idea of current events, as Acregor likes to gloat and rant to the bard. Riordan will be saddened that the Gray Death once again ravages the land, but hopeful that since the party has collected most (or all) of the pieces of the harp, they can end the threat once again. The song is weaker now, and the harp's magic has faded with time, but it should still be enough to end the threat. Riordan is in no condition to accompany the party unless he has weeks to recover. Even with magical healing, he will still need a while to recover from his ordeal (unless the party has no one with the perform skill and needs Riordan to sing the song, however this should be avoided if possible, as it is the PC's, not the NPC's who should save the day). He can however tell them of the entrance to the Underdark in the mountains south of Acregor's tower, and can provide directions to follow. He can also describe a location near to the site if the party has a means to use magical travel means such as greater teleport to get there.

Halinoc the Scribe, Male Vampire Exp 9: CR 10; Size M Undead; HD 9d12; hp 63; Init +4; Spd 30 ft.; AC 20 (+4 Dex, +6 natural), touch 14, flat-footed 16; BAB/Grp+6/+9; Atk Slam +9 melee (1d6+3 plus energy drain); Full Atk 2 slams +9/+4 (1d6+3 plus energy drain); Space/Reach 5 ft./5 ft.; SA blood drain,

children of the night, dominate, create spawn, energy drain; SQ alternate form, DR 10/magic and silver, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, turn resistance +4; AL NE; SV Fort +3, Ref +9, Will +10; Abilities Str 16, Dex 18, Con -, Int 20, Wis 14, Cha 17.

Skills: Appraise +19, Bluff +11, Decipher Script +19, Diplomacy +17, Forgery +17, Hide +12, Knowledge (architecture & engineering) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local) +17, Listen +10, Move Silently +12, Profession (scribe) +17, Search +12, Sense Motive +24, Spot +10; **Feats:** Alertness, Combat Reflexes, Diligent, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Negotiator, Skill Focus (profession)

Halinoc has served Acregor for centuries. He leads a comfortable existence, gets to feed and prey on whomever he likes, and is relatively secure in the tower of Acregor, so he has no desire to leave Acregor's service. He will fight to protect the tower and Acregor, but will order his spawn into battle first. He is arrogant and condescending to all but Acregor.

Acregor, Male Lich, Wizard: CR 14; Size M Undead; HD 12d12; hp 85; Init +6; Spd 30 ft.; AC 20 (+2 Dex, +5 natural, +3 ring), touch 15, flat-footed 18; BAB/Grp +6/+7; Atk Touch +7 melee (1d8+5 negative energy plus paralysis Will Save DC 19 for half damage, Fortitude Save DC 19 to avoid paralysis); Full Atk Touch +7 melee (1d8+5 negative energy plus paralysis Will Save DC 19 for half damage, Fortitude Save DC 19 to avoid paralysis); Space/Reach 5 ft./5 ft.; SA damaging touch, fear aura, paralyzing touch, spells; SQ +4 turn resistance, DR 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL NE; SV Fort +4, Ref +6, Will +11; Str 12, Dex 14, Con-Int 23, Wis 16, Cha 16

Skills: Concentration +15 (+19 for casting defensively), Decipher Script +21, Hide +10, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (local) +21, Knowledge (planes) +21, Knowledge (religion) +21, Listen +11, Move Silently +10, Search +14, Sense Motive +11, Spellcraft +21, Spot +11; **Feats:** Combat Casting, Craft Wondrous Item, Empower Spell, Eschew Materials, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration

Arcane Spells Prepared (4/6/6/5/4/4/3; base DC 16 + spell level): 0 — *detect magic, flare, resistance, touch of fatigue*; 1st — *hold portal, magic missile x3, shield, shocking grasp*; 2nd — *acid arrow, hideous laughter, mirror image, scorching ray x2; web*; 3rd — *deep slumber, dispel magic, displacement, fireball, lightning bolt*; 4th — *bestow curse, black tentacles, dimension door, summon monster IV*; 5th — *baneful polymorph, feeblemind, teleport, wall of force*; 6th — *chain lightning, disintegrate, globe of invulnerability*.

Possessions: ring of protection +3, wand of ice storm (15 charges), rod of metamagic (empower lesser), necklace of fireballs Type IV, violet string of the *Rainbow Harp*.

Appendix Two: New Monsters

Fire Ant Swarm

Fine Vermin (Swarm)

Hit Dice: 5d8-5 (17 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 22 (+8 size, +4 Dex), touch 22, flat-footed 18

Base Attack/Grapple: +3/-
Attack: Swarm (1d6 plus poison)
Full Attack: Swarm (1d6 plus poison)
Space/Reach: 10 ft./0 ft.
Special Attack: Distraction, poison
Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

Saves: Fort +3, Ref +5, Will +1
Abilities: Str 1, Dex 18, Con 9, Int —, Wis 10, Cha 1

Skills: Climb +12

Feats: —

Environment: Any warm marsh or land

Organization: Solitary, knot (2-4 swarms), or colony (7-12 swarms)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

Named appropriately for their coloration and painful sting, fire ants vary from bright red to reddish-brown. Workers build rounded mounds that can measure up to one foot tall, surrounded by elaborate dams and trenches to protect the hive from flooding. While considered pests by most people, fire ants are the garbage disposals of the marsh, hauling away carrion wherever they find it. They can frequently be seen scavenging dead animals, plants and even monsters.

Combat

Fire ants fight with their powerful mandibles and apply stinging poison from their abdomens.

Distraction (Ex): Any living creature that begins its turn in the same space as a fire ant swarm must make a DC 11 Fortitude save or be nauseated for one round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Dex. The save DC is Constitution based.

Vermin Traits (Ex): No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: A fire ant swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks.

A fire ant swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Fire Ant, Giant

Giant Fire Ant, Worker

Medium Vermin

Hit Dice: 2d8 (9 hp)
Initiative: +0
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 17 (+7 natural), touch 10, flat-footed 17

Base Attack/Grapple: +1/+1
Attack: Bite +1 melee (1d6 plus poison)
Full Attack: Bite+1 (1d6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attack: Improved Grab, poison
Special Qualities: Darkvision 60 ft., scent, vermin traits

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9

Skills: Climb +16

Feats: Track

Environment: Any warm marsh or land

Organization: Solitary, gang (2-6), or crew (6-11 plus soldier ant)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

Level Adjustment: —

Giant Fire Ant, Soldier

Medium Vermin

Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 50 ft. (10 squares), climb 20 ft.
Armor Class: 17 (+7 Natural), touch 10, flat-footed 17

Base Attack/Grapple: +1/+3
Attack: Bite +3 melee (1d6 plus poison)
Full Attack: Bite+3 (1d6 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attack: Improved Grab, poison
Special Qualities: Darkvision 60 ft., scent, vermin traits

Saves: Fort +4, Ref +0, Will +1

Abilities: Str 14, Dex 10, Con 13, Int —, Wis 13, Cha 11

Skills: Climb +10

Feats: Track

Environment: Any warm marsh or land

Organization: Solitary, or gang (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

Giant Fire Ant Queen

Large Vermin
Hit Dice: 4d8+4 (22 hp)
Initiative: -1
Speed: 40 ft. (8 squares)
Armor Class: 17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +3/+10
Attack: Bite +5 melee (2d6+4 plus poison)
Full Attack: Bite+5 (2d6+4 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attack: Improved Grab, poison
Special Qualities: Darkvision 60 ft., scent, vermin traits
Saves: Fort +5, Ref +0, Will +2
Abilities: Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11
Skills: —
Feats: Track
Environment: Any warm marsh or land
Organization: Hive (1 plus 10-100 workers and 5-20 soldiers)
Challenge Rating: 3
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 5-6 HD (Large); 7-8 HD (Huge)
Level Adjustment: —

Giant fire ants are very similar to their normal sized counterparts, but are much more aggressive. They are scavengers, but may not wait for their prey to be dead if it is a weaker target before attempting to bring it back to the nest for food. They are red in color and can grow as much as 6 ft. in length (though queens may be as much as 9 ft. long). They build mounds as high as 10 to 12 feet, which are set up similar to that of normal fire ants.

Improved Grab (Ex): To use this ability, the giant fire ant must hit with its bite attack. A giant fire ant that wins the ensuing grapple check establishes a hold and can inject additional venom into its victim for each round held. Each injection of venom requires a new saving throw.

Poison (Ex): When a giant fire ant successfully hits with a bite attack, it will inject poison into its victim. Poison: Injury, Fortitude DC 15, initial and secondary damage 1d3 Dex. The save DC is Constitution based.

Skills: Giant fire ants have a +4 racial bonus on Survival Checks when tracking by scent, and a +8 racial bonus to climb checks. A giant fire ant can always choose to take 10 on climb checks, even if rushed or threatened.

Herald Of Tsathogga

Huge Aberration
Hit Dice: 11d8+55 (104 hp)
Initiative: +3 (Dex)
Speed: 30 ft. (6 squares); 40 ft. fly (poor)
Armor Class: 21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple: +8/+23
Attacks: Tentacle +13 melee (1d8+7)

Full Attack: 10 tentacles +13 melee (1d8+7), bite +8 melee (2d6+3)
Space/Reach: 15 ft./10 ft.
Special Attacks: Bellow, paralysis
Special Qualities: Glide, resistance (sonic) 15, regeneration 10, darkvision 60 ft. Fort +8, Ref +6, Will +10
Saves: Str 24, Dex 16, Con 20, Int 7, Wis 16, Cha 18
Abilities: Intimidate +9, Listen +7, Spot +8
Skills: Cleave, Great Cleave, Improved Critical (bite), Power Attack
Feats: Warm marsh
Environment: Solitary or pair
Organization: 15
Challenge Rating: Standard, no glass, gems, or easily shattered items
Treasure: Always neutral evil
Alignment: 12-15 HD (Huge); 16-20 HD (Gargantuan)
Advancement: —
Level Adjustment: —

The creature's warty, putrid skin is a pale yellow-green, and two monstrous eyes stare from its fleshy face. Its body resembles that of a massive toad, nearly 20 feet across, but rather than legs the creature drags itself through the murky terrain on ten thick tentacles.

The dark, dismal tropical swamps and fens of the world are home to a horrible creature known only as the Herald of Tsathogga, a nightmare creature that is spoken of only in hushed whispers. Its ten tentacles are covered in tiny lancets that inject paralytic venom. Some who have seen the Herald of Tsathogga swear that it is capable of flight, but these reports are dismissed as madman's fantasy.

Combat

A Herald of Tsathogga attacks first with its tentacles, attempting to paralyze or otherwise incapacitate as many opponents as possible. Paralyzed opponents are dragged to the creature's mouth and bitten. Its tentacles are not coordinated enough to grab moving targets, so it cannot pick up opponents that have not been paralyzed.

Bellow (Su): Once every 1d4 rounds, a Herald of Tsathogga can emit a sonic attack. It has a choice of two attack types. The first attack is a trilling croak like a frog that causes all opponents within 30 ft. to make a Fortitude save (DC 20) or be deafened for 1d6 rounds. Opponents within ten feet must also make a Fortitude save or be stunned for 1d4 rounds. It can also make a more focused attack. It can target a single opponent within 100 feet and deal 5d6 points of sonic damage. That opponent can make a Reflex save (DC 18) for half damage.

Paralysis (Ex): The tentacles of the Herald of Tsathogga inject a paralyzing venom. Those stung must make a Fortitude save (DC 20) or be paralyzed for 2d6 rounds.

Glide (Su): Using its sonic abilities, a Herald of Tsathogga can actually cause itself to levitate. In this manner, it can fly at a speed of 40 ft with poor maneuverability for up to 20 consecutive rounds. It cannot use its Bellow attack while doing so.

Hunter

Medium Construct

Hit Dice:	5d10+20 (48 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	20 (+7 Natural +3 Dexterity) touch 13 flat-footed 17
Base Attack/Grapple:	+3/+6
Attack:	Falchion +6 melee (2d4+3/18-20) or javelin +5 ranged (1d6+3)
Full Attack:	Falchion +6 melee (2d4+3/18-20) or javelin +5 ranged (1d6+3)
Space/Reach:	5ft/5ft
Special Attacks:	None
Special Qualities:	Construct Traits, DR 5/magic; Fast Healing 2, Hunters' Bond, Scent
Saves:	Fort -, Ref +4, Will +3
Abilities:	Str 16, Dex 16, Con -, Int 10, Wis 15, Cha 5
Skills:	Listen+10, Spot +10, Survival +12
Feats:	Alertness, Track
Environment:	Any
Organization:	Pack (3-6)
Challenge Rating:	Varies (see below)
Treasure:	None
Alignment:	Always Neutral
Advancement:	Special See Below
Level Adjustment:	-

From a distance, hunters look like ordinary woodsmen in typical hunting garb. As one approaches, it is apparent that first impressions are incorrect. The hunter's skin is tinged black and looks to be enveloped in shadows and their eyes glow dully red.

Hunters are created by someone using a Dark Cauldron (see new magic items), and are the ultimate huntsmen. They will track and either kill or capture a target when commanded to do so by the user of the cauldron. They are relentless and tireless, and will not stop until their task is completed or they are destroyed. A pack of hunters is especially dangerous because they share their animating force and strength, so when one member of a pack is destroyed, all the remaining members gain its strength. Hunters can perform other simple tasks such as guarding or patrolling if ordered to by the cauldron user.

Combat

Hunter tactics vary depending on their orders. If ordered to slay they are ruthless killing machines. If ordered to capture they will use unarmed combat to deal subdual damage. If ordered to retrieve something, they will kill all who attempt to stop them. If ordered to guard or protect something, they will kill all trespassers.

Fast Healing (Ex): Hunters will heal 2 hp per round after they are wounded. This will not regrow or reattach lost limbs.

Hunters' Bond (Su): A Dark Cauldron creates an entire pack of hunters at the same time. All members of that pack are bonded together and are a single entity of sorts. When 1 member of the pack is destroyed, its strength is transferred to remaining members of the pack. Surviving pack members gain +1 HD, BAB, and AC, and their survival bonus increases by +2. Each



member of the pack destroyed adds bonuses to remaining members, and these bonuses stack.

Skills: Hunters have a +2 racial bonus to listen, spot, and survival checks.

Challenge Rating: CR varies depending on how many initial members of the pack there are. A pack of 3 has a CR of 7, and increases so that a pack of 6 has a CR of 10.

Inphidian, Noble

Medium Monstrous Humanoid (Reptilian)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	20 (+7 Natural +3 Dexterity) touch 13 flat-footed 17
Base Attack/Grapple:	+8/+3/+11
Attack:	Snake-hand bite +11 melee (1d4+3 plus poison)
Full Attack:	3 snake-hand bite +11/+11/+6 (1d4+3 plus poison)
Space/Reach:	5ft/5ft
Special Attacks:	Poison, spit poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref +9, Will +7
Abilities:	Str 16, Dex 17, Con 16, Int 15, Wis 12, Cha 14
Skills:	Bluff +10, Diplomacy +10, Hide+10, Listen+7, Move Silently +9, Sense Motive +10, Spot +7
Feats:	Alertness, Negotiator, Persuasive
Environment:	Warm forest or plain
Organization:	solitary or troupe (1 noble and 1-3 Cobra-back and 2-5 common Inphidians)

Challenge Rating: 7
Treasure: Standard
Alignment: Usually Neutral Evil
Advancement: By Character Class
Level Adjustment: +6

Inphidian nobles resemble common inphidians, but are larger and more robust. The noble lines also have a small crested ridge on their heads. They often wear finery to delineate their station.

Inphidian Nobles are the upper class of inphidian society. They are usually those in positions of power or influence. They are members of bloodlines that trace their descent back to the origins of the race, shrouded in mystery. They stand slightly taller than common inphidians, standing nearly seven feet tall and are stockier as well.

Combat

Inphidian nobles tend to avoid combat unless they are sure of their superiority. They prefer to marshal and command troops than engage in personal combat. However, if they choose to engage in combat, they are quite skilled. Most nobles have access to inphidian gauntlets, and will use weapons when available, often fighting with a weapon in one hand and using their snake hand bite with their off hand.

Poison (Ex): An inphidian noble injects venom with a successful bite from its snake hands.

Noble Inphidian Poison: Injury, Fortitude DC 17 to negate, initial damage 1d4 Strength, secondary 1d4 strength.

Spit Poison (Ex): A noble can spit a line of poison from its mouth to a range of 30 feet. The stream deals poison damage as above with same DC for saves to negate. It can be used once every 1d4 rounds.

See *Tome of Horrors II* for more on inphidians.



Inphidian, Spellweaver

Medium Monstrous Humanoid (Reptilian)

Hit Dice: 4d8+4 (22 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (+4 Natural +2 Dexterity)
 touch 12 flat-footed 14

Base Attack/Grapple: +4/+5
Attack: Snake-hand bite +5 melee (1d4+1 plus poison)

Full Attack: 2 snake-hand bite +5 (1d4+1 plus poison)
 5ft/5ft

Space/Reach: 5ft/5ft
Special Attacks: Poison, spell-like abilities

Special Qualities: Darkvision 60 ft.

Saves: Fort +2, Ref +6, Will +5

Abilities: Str 12, Dex 14, Con 13, Int 16, Wis 12, Cha 14

Skills: Concentration +8, Craft (Alchemy) +6, Craft (Poisonmaking) +7, Hide +6, Move Silently +5, Spellcraft +12, Use Magic Device +11

Feats: Dodge, Magical Aptitude

Environment: Warm forest or plain

Organization: solitary, Circle (6-9 Spellweavers) or troupe (1 spellweaver and 2-5 common Inphidians)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually Neutral Evil

Advancement: By Character Class

Level Adjustment: +3

Spellweavers are smaller than other inphidians. Their coloring ranges toward brown and yellow and often wear robes and inphidian gauntlets to allow them to be better able to use their abilities.

Spellweavers are inphidians born with inherent magical abilities. They are accorded a special place in inphidian society, and are often advisors to nobles or in charge of small inphidian centers where no noble is present. Spellweavers will often expand their inherent powers as sorcerers, or pursue arcane studies and become wizards. Those that do, use inphidian gauntlets to allow them to pursue these ambitions.

Combat

Inphidian spellweavers prefer to overcome their foes using magic rather than in physical confrontations.

Poison (Ex): An inphidian spellweaver injects venom with a successful bite from its snake hands.

Spellweaver Inphidian Poison: Injury, Fortitude DC 14 to negate, initial damage 1d4 Strength, secondary 1d4 strength.

Spell-like Abilities (Sp): At will: *spectral hand*; 3/day: *detect magic*, *read magic*, *color spray*; 1/day: *acid arrow*, *cause fear*, *daze*, *hypnotism*, *mirror image*, *obscuring mist*, *touch of idiocy*, *touch of fatigue*; caster level as 4th level sorcerer; DC is Cha based.

See *Tome of Horrors II* for more on inphidians.

Inphidian, Throwback

Hit Dice: 10d8+40 (85 hp)
Initiative: +5
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 19 (-1 size, +1 Dex, +9 Natural)
 touch 9 flat-footed 18
Base Attack/Grapple: +10/+5/+18
Attack: Snake-hand bite +14 melee
 (1d6+4 plus poison)
Full Attack: 3 snake-hand bite +14/+14/+9
 (1d4+3 plus poison)
Space/Reach: 10 ft/5ft
Special Attacks: Poison, spit poison
Special Qualities: Darkvision 60 ft.
Saves: Fort +7, Ref +8, Will +6
Abilities: Str 18, Dex 12, Con 18, Int 9,
 Wis 9, Cha 4
Skills: Climb+10, Move Silently +8
Feats: Dodge, Improved, Initiative,
 Mobility, Spring Attack
Environment: Warm forest or plain
Organization: solitary, pair, or hunting party
 (1 throwback and 2-5 Cobra-backs)
Challenge Rating: 7
Treasure: Standard
Alignment: Usually Neutral Evil
Advancement: By Character Class
Level Adjustment: +6

An inphidian throwback is a rare inphidian born that has more snakelike elements than humanoid. They still have the inphidian trait of snakehead hands, and resemble common inphidians from the torso up, but instead of legs they have a snake like body. They are larger than other inphidians, often reaching 9 or 10 feet in total length with their snake-like coils.

Combat

Inphidians throwbacks revel in combat and physical exertion. They are bigger and stronger and use that strength to their advantage.

Poison (Ex): An inphidian throwback injects venom with a successful bite from its snake hands.

Noble Inphidian Poison: Injury, Fortitude DC 15 to negate, initial damage 1d4 Strength, secondary 1d4 strength.

Spit Poison (Ex): A throwback can spit a line of poison from its mouth to a range of 30 feet. The stream deals poison damage as above with same DC for saves to negate. It can be used once every 1d4 rounds.

See *Tome of Horrors II* for more on inphidians.

Ontogshorsai

Medium Humanoid (Extraplanar)
 1st-level warrior
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Stud. leather +3 Dex)
 touch 12 flat-footed 11
Base Attack/Grapple: +1/+3
Attack: Sword +4 melee (1d8+2 19/20 x2)
 or bow +4 ranged (1d8+2 19/20 x2)



Full Attack: Sword +4 melee (1d8+2 19/20 x2)
 or bow +4 ranged (1d8+2 19/20 x2)
Space/Reach: 5ft/5ft
Special Attacks: None
Special Qualities: Ontogshorsai traits
Saves: Fort +2, Ref +2, Will +1
Abilities: Str 16, Dex 16, Con 11, Int 16,
 Wis 12, Cha 11
Skills: Climb +7, Craft (bow making) +7,
 Hide +4, Intimidate +4, Jump+7,
 Listen +3, Spot+3
Feats: Weapon focus (longsword)
Environment: Plane of Arcadia, Shorsai Forest
Organization: Solitary, Gang (2-12) or tribe (20-50)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually Neutral
Advancement: by character class
Level Adjustment: +0

These elf-like creatures stand nearly seven feet tall with a slight build, pale ivory skin and hair of metallic colors. Silver is most common, but copper and gold are seen as well. Ontogshorsai universally have deep crystal blue eyes. They favor deep rich colors in their clothing; blue is most common but green, yellow, purple, and scarlet are seen as well.

The Ontogshorsai are proto-elves, the ancient ancestors of modern elves. Their name literally means "people of the forest" in their ancient tongue, and the Shorsai Forest is the remnant of their ancient forest realm. These proto-elves left the prime material plane when it became obvious that evil would have a permanent place in Aelbwyynn's creation. Their elders believed they failed in their role as caretakers of that creation, and so created a dimensional portal to enter another realm.

There is a new generation of the Ontogshorsai who argue they only failed as caretakers when they left the land, and push to return. They have been unable to persuade their elders of the right of their arguments thus far. Deeply divided, the Ontogshorsai have become isolationist and xenophobic.

Combat

The Ontogshorsai are cunning warriors who use the terrain to their advantage. They are isolationist and xenophobic, so they will be wary and possibly hostile to strangers. They will fight to defend their land and each other, and to eliminate those they see as a threat. Ontogshorsai prefer composite bows and either short or longswords.

Ontogshorsai as Characters

Ontogshorsai possess the following racial traits.

- +2 Str, +2 Dex, -2 Con, -2 Cha
- Medium Size
- Base land speed of 40 feet
- Immunity to Sleep and Charm Spells
- Low-light vision
- Weapon proficiency: Ontogshorsai are automatically proficient with all swords, daggers, and bows.
- +2 racial bonus on hide, listen, and spot checks
- Automatic Languages: Ontogshorsai (ancient Elven), Sylvan; Bonus Languages: Celestial, Common, Dwarven, Draconic, Elven
- Favored Class: Sorcerer or Druid

Plague Ghoul

Medium Undead (Extraplanar)

Hit Dice:	1d12 (7 hp)
Initiative:	+2
Speed:	Varies (usually 30 ft. (6 squares) see below)
Armor Class:	13 (+1 Natural +2 Dexterity) touch 12 flat-footed 11
Base Attack/Grapple:	+0/+0
Attack:	Bite +0 melee (1d6+infection)
Full Attack:	Bite +0 melee (1d6+infection) and 2 claws -2 melee (1d3)
Space/Reach:	5ft/5ft
Special Attacks:	Death Throes
Special Qualities:	Darkvision 60 ft., Undead Traits, +2 Turn Resistance
Saves:	Fort +0, Ref +2, Will +4
Abilities:	Str 11, Dex 14, Con -, Int 10, Wis 14, Cha 10
Skills:	Climb +4, Hide +6, Move Silently +6, Spot +6
Feats:	Multiattack
Environment:	Any area afflicted with the Gray Death
Organization:	Solitary, Gang (2-4) or pack (7-12)
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral Evil
Advancement:	3 HD (medium)
Level Adjustment:	-

These foul creatures appear to be gaunt humans or humanoids that are uniformly gray in color. Clothes, skin, and hair are all gray. Mottled, decaying gray flesh is drawn tight across their bones and they have wicked, sharp teeth and claws.

Plague ghouls are undead carriers of the Gray Death (see new diseases) who are drawn to living creatures so they may spread the parasitic infection they carry. Plague ghouls are created when a creature dies from the Gray Death and rises again to spread the disease. Plague ghouls are incapable of coherent speech as they are simply undead carriers of a parasite from the Gray Wastes of Hades. Plague ghouls range through areas infected by the Gray Death, expanding the areas of infection.

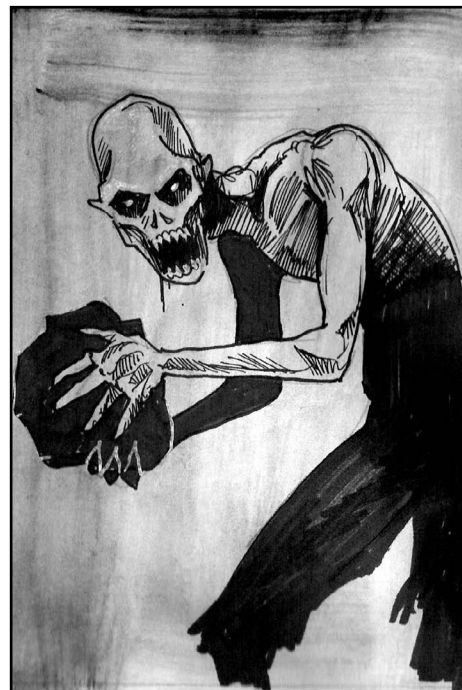
Combat

Plague ghouls are drawn to living so that they can pass on the parasite they carry. They will always attempt to charge opponents if possible, or close for melee if not, so that they can bite and infect new victims.

Infection (Ex): Anyone bitten by a plague ghoule must succeed at a DC 12 Fortitude Save or become infected by the Gray Death.

Death Throes (Su): When a plague ghoule is reduced to 0 hit points, its body disintegrates, releasing a gray vapor. This is the natural form of the parasite. The vapor will dissipate in one round if it does not infect another host. Anyone within five feet of the plague ghoule when it disintegrates must make a DC 12 Fortitude save or become infected by the Gray Death. The vapor may infect multiple victims, but they must all be within five feet of the ghoule when it disintegrates.

Speed: Plague ghouls have the base speed of the creature killed by the Gray Death to create them. For example, a human killed by the Gray Death have a speed of 30 ft. while dwarves have a speed of 20 ft.



Appendix Three:

3.5 Tome of Horrors Conversions

The following monsters appear throughout this series of adventures. They were presented in the Tome of Horrors from Necromancer Games, and are updated for the revised edition here for your convenience.

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Axe Beak

Large Animal
 Hit Dice: 3d8+9 (22 hp)
 Initiative: +3
 Speed: 50 ft. (10 squares)
 Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
 Base Attack/Grapple: +2/+9
 Attack: Claw +4 melee (1d6+3)
 Full Attack: 2 claws +4 melee (1d6+3) and bite +2 melee (2d6+1)
 Space/Reach: 10 ft./10 ft.
 Special Attacks: —
 Special Qualities: Low-light vision, scent
 Saves: Fort +6, Ref +6, Will +1
 Abilities: Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10
 Skills: Listen +5, Spot +5
 Feats: Alertness, Multiattack
 Environment: Temperate plains
 Organization: Solitary, pair, or flock (3-6)
 Challenge Rating: 2
 Treasure: None (eggs are worth 50-80 gp each)
 Alignment: Always neutral
 Advancement: 4-5 HD (Large); 6-9 HD (Huge)
 Level Adjustment: —

This creature resembles a large ostrich with a strong, thick neck and sharpened beak. Its neck is covered in white feathers, and its body is covered in black feathers with a white underbelly and tail. Its legs are covered in yellow scales.

The axe beak is a prehistoric flightless, carnivorous bird that resembles a 7-foot tall ostrich. It is an aggressive hunter and has a strong, thick neck and a sharp beak. The axe beak makes a honking noise that can be heard clearly up to one-half mile away. An axe beak lair contains 1d4 eggs worth 50-80 gp each. Hatchlings fetch the same value on the market.

Combat

The axe beak attacks by kicking with its clawed feet and biting with its beak. It is a very aggressive hunter and runs down its prey should an opponent flee. If extremely hungry, an axe beak attacks until it or its prey is dead.

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Beetle, Giant Death Watch

Medium Vermin
 Hit Dice: 9d8+18 (59 hp)
 Initiative: +0
 Speed: 30 ft. (6 squares)
 Armor Class: 19 (+9 natural), touch 10, flat-footed 19
 Base Attack/Grapple: +6/+10
 Attack: Bite +10 melee (1d8+6)
 Full Attack: Bite +10 melee (1d8+6)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Death rattle
 Special Qualities: Darkvision 60 ft., immunity to death effects, vermin traits
 Saves: Fort +8, Ref +3, Will +3
 Abilities: Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9
 Skills: Hide +0*
 Feats: —
 Environment: Temperate forests
 Organization: Solitary
 Challenge Rating: 6
 Treasure: None
 Alignment: Always neutral
 Advancement: 10-13 HD (Medium); 14-27 HD (Large)
 Level Adjustment: —

This creature appears as a giant beetle with a dark green carapace and wing-covers. Its body is covered in leaves and sticks. Its mandibles are silver and its legs are black.

The death watch beetle makes its lair in forests and uses a mixture of saliva and earth to stick rubbish (leaves and twigs, for instance) to itself in order to attack by surprise.

Combat

The death watch beetle begins combat using its death rattle ability. Any creatures that survive are bitten by the beetle's mandibles and devoured.

Death Rattle (Ex): Once every 1d4 hours, a death watch beetle can vibrate its carapace to produce a clicking noise that sets up vibrations in all creatures within 30 feet. Affected creatures with 6 HD or less must succeed on a DC 16 Fortitude saving throw or die immediately. Creatures with more than 6 HD or those that succeed on their Fortitude save take 4d6 points of damage. Since the effect stems from the vibrations set up in a victim's body and not from the clicking noise itself, silence offers no protection against this attack. Likewise, a creature that cannot hear can still be affected. The save DC is Constitution-based.

Immunity to Death Effects (Ex): Death watch beetles are immune to any effect that instantly slays it, such as finger of death, slay living, and so on.

Skills: *Death watch beetles have a +8 racial bonus on Hide checks in forested areas.

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Boalisk

Large Magical Beast

Hit Dice: 5d10+18 (45 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 16 (-1 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple: +5/+14
Attack: Bite +9 melee (1d6+7)
Full Attack: Bite +9 melee (1d6+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 1d6+7, gaze, improved grab
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +7, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 16, Int 1, Wis 12, Cha 4
Skills: Balance +12, Climb +14, Hide +4, Listen +9, Spot +9, Swim +14
Feats: Alertness, Toughness
Environment: Warm forest and aquatic
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 4-7 HD (Large); 8-9 HD (Huge)
Level Adjustment: —

This creature appears as a vile serpent with dark scales and reddish eyes.

Lurking in misty jungles and along dark riverbanks, the boalisk is a vile serpent that can cause death and pestilence with but a gaze. A boalisk is a constrictor snake 12 to 30 feet long with dark scales interspersed with pale green and yellow daubs of color to help it blend in with its surroundings on the forest floor. The eyes of a boalisk are large and reddish in color.

Combat

A boalisk hunts by grabbing prey with its mouth and then squeezing with its powerful body. More powerful opponents (or if the boalisk has recently eaten) will be attacked with the boalisk's gaze attack.

Constrict (Ex): On a successful grapple check, a boalisk deals 1d6+7 points of damage.

Gaze (Su): Those within 30 feet that meet the boalisk's gaze must succeed on a DC 15 Fortitude save or contract black rot.

Black rot—gaze, Fortitude DC 15, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a boalisk must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Boalisks have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks.

A boalisk can always choose to take 10 on a Climb check, even if rushed or threatened. Boalisks can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

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

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Brownie

Tiny Fey
Hit Dice: 1/2d6+1 (2 hp)
Initiative: +8
Speed: 20 ft. (4 squares)
Armor Class: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple: +0/-10
Attack: Longsword +6 melee (1d4-2, 19-20/x2)
Full Attack: Longsword +6 melee (1d4-2, 19-20/x2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/cold iron, low-light vision, SR 16
Saves: Fort +1, Ref +6, Will +4
Abilities: Str 7, Dex 18, Con 12, Int 14, Wis 14, Cha 16
Skills: Bluff +6, Craft (leatherworking) +5, Craft (metalworking) +5, Craft (woodworking) +5, Escape Artist +7, Hide +15*, Listen +7, Move Silently +7, Search +4, Sense Motive +5, Spot +7
Feats: Dodge (b), Improved Initiative (b), Weapon Finesse
Environment: Temperate and warm forest

Organization: Gang (2-4) or band (5-12)
Challenge Rating: 1
Treasure: No coins; 50% goods; 50% items
Alignment: Always lawful good
Advancement: 1-3 HD (Tiny)
Level Adjustment: +3

This tiny creature resembles an elf with greenish skin. Its hair is light and it is dressed in bright clothing.

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures.

Brownies are rarely over 18 inches tall. Their hair is always some earth tone such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing. Brownies speak Common, Sylvan, and Halfling. They may be distant relatives of pixies and halflings, but this has never been proven.

Combat

Brownies avoid combat unless forced. If unable to employ any spells, brownies attack with tiny longswords (treat as a dagger).

Spell-Like Abilities: 1/day — *confusion* (DC 16), *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, *ventriloquism* (DC 14). Caster level 7th. The save DCs are Charisma-based.

Skills: Brownies have a +2 racial bonus on Listen and Spot checks. *They also have a +5 racial bonus on Hide checks in a forest setting.



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Daemon: Hydrodaemon

Large Outsider (Aquatic, Evil, Extraplanar)

Hit Dice: 7d8+28 (59 hp)
Initiative: +2
Speed: 20 ft. (4 squares), swim 60 ft. (see text)
Armor Class: 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +7/+15
Attack: Claw +10 melee (1d4+4) or sleep spittle +8 ranged touch (sleep)
Full Attack: 2 claws +10 melee (1d4+4) and bite +8 melee (2d6+2) or sleep spittle +8 ranged touch (sleep)
Space/Reach: 10 ft./10 ft.
Special Attacks: Glide, rake 1d4+4, sleep spittle, spell-like abilities, summon daemons
Special Qualities: Amphibious, damage reduction 10/cold iron or silver, darkvision 60 ft., glide, immunity to acid and poison, outsider traits, resistance to cold 10, electricity 10, and fire 10, SR 17, telepathy 100 ft.
Saves: Fort +9, Ref +7, Will +5
Abilities: Str 18, Dex 14, Con 18, Int 8, Wis 10, Cha 14
Skills: Hide +8, Intimidate +12, Listen +10, Move Silently +12, Search +9, Spot +10, Swim +22
Feats: Cleave, Multiattack, Power Attack
Environment: Gehenna, Hades, or Tarterus
Organization: Solitary, gang (2-4), swarm (5-8), mob (9-14)
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral evil
Advancement: 8-11 HD (Large); 12-21 HD (Huge)
Level Adjustment: —

This massive frog-like creature stands nearly 10 feet tall. Its flesh is warty and dark green and its eyes are sickly yellow. It has large flaps of skin under its arms that seemingly function as wings.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10 feet tall and weight about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them seemingly to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

Hydrodaemons speak Daemonic and Common.

Combat

When combat is first engaged, a hydrodaemon uses its sleep spittle on an opponent. It then leaps at a foe and

slashes and bites. A favored tactic of the hydrodaemon is to dimension door away from its opponents so it can take maximum advantage of its leaping ability.

A hydrodaemon's natural weapons, as well as any weapons he wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Glide (Ex): A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

Rake (Ex): Attack bonus +10 melee, damage 1d4+4.

Sleep Spittle (Ex): Once per round, and no more than five times per day, a hydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the sleep spell, caster level 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as dispel magic. There is no HD limit to this effect.

Spell-Like Abilities: At will — *cause fear* (DC 13), *create water*, *deeper darkness*, *detect magic*, *desecrate*, *water walk*; 2/day — *dimension door*, *greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (only a Large 8 HD water elemental). Caster level 9th. The save DC is Charisma-based.

Summon Daemons (Sp): Once per day, a hydrodaemon can attempt to summon another hydrodaemon with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

Amphibious (Ex): Hydrodaemons breathe both air and water and can survive indefinitely on land.

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

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Demon, Alu-Demon

Medium Outsider (Evil, Extraplanar)

Hit Dice: 6d8+12 (39 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 50 ft. (average)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +6/+9

Attack: Longsword +9 melee (1d8+3, 19-20/x2) or claw +9 melee (1d4+3)

Full Attack: Longsword +9/+4 melee (1d8+3,

19-20/x2) or 2 claws +9 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, vampiric touch

Special Qualities: Damage reduction 5/cold iron or good, darkvision 120 ft., demon traits, outsider traits, SR 13
Saves: Fort +7, Ref +7, Will +7
Abilities: Str 17, Dex 15, Con 15, Int 15, Wis 15, Cha 16

Skills: Bluff +12, Concentration +11, Escape Artist +11, Hide +11, Knowledge (the planes) +11, Listen +15, Move Silently +11, Search +11, Spot +15

Feats: Blind-Fight, Cleave, Power Attack
Environment: The Abyss

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

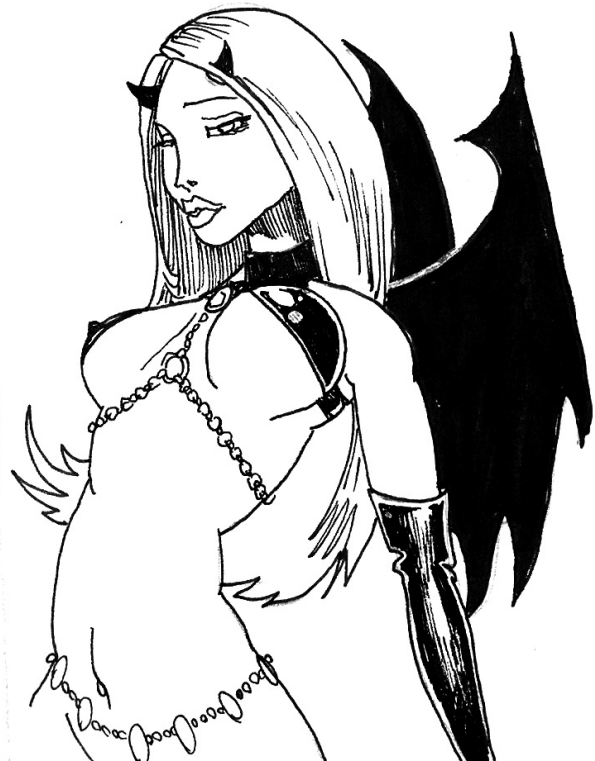
Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +6

The alu-demon is the female demonic offspring of a succubus and human. Though part demon, not all alu-demons are inherently evil (although good-aligned alu-demons are extremely rare). The typical alu-demon has dark hair, dark eyes, small black horns just above her eyes, and small, leathery black wings. Alu-demons are always female.

Alu-demons speak Common and Abyssal.



Combat

Alu-demons attack with weapons (preferring longswords or maces) or with claws. The alu-demon mixes in her spell-like abilities regardless of the method of attack utilized.

Spell-Like Abilities: 3/day — charm person (DC 14), detect thoughts (DC 15), disguise self, suggestion (DC 16); 1/day — dimension door. Caster level 8th. The save DCs are Charisma-based.

Vampiric Touch (Su): An alu-demon gains temporary hit points equal to the damage dealt each time she successfully hits with a claw attack. An alu-demon cannot gain more than her target's current hit points +10, which is enough to kill that opponent. The temporary hit points disappear in one hour.

Skills: Alu-demons have a +4 racial bonus on Listen and Spot checks.

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Demon, Cambion

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+8/+12
Attack:	Longsword +12 melee (1d8+4, 19-20/x2)
Full Attack:	Longsword +12/+7 melee (1d8+4, 19-20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., demon traits, outsider traits, SR 14
Saves:	Fort +9, Ref +8, Will +9
Abilities:	Str 18, Dex 15, Con 17, Int 16, Wis 16, Cha 14
Skills:	Bluff +13, Concentration +14, Diplomacy +15, Escape Artist +13 +15 (escaping rope bonds), Knowledge (the planes) +14, Listen +18, Move Silently +13, Search +14, Spot +18, Survival +14 (+16 on other planes, +16 following tracks), Use Rope +13 (+15 with bindings)
Feats:	Blind-Fight, Cleave, Power Attack
Environment:	The Abyss
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+6

When an incubus mates with a human female, the offspring is a cambion. Cambions, unlike their "sisters" the alu-demons, are always chaotic evil and care little for anyone or anything but their own well-being. They are selfish, self-centered, and egotistical. Cambions hate humans and are often employed as assassins. A cambion is a 7-foot tall, stocky humanoid, and each varies in appearance. All cambions, however, share the same demonic traits (horns, scaly skin, fangs, and so forth). Cambions are always male.

Combat

Cambions are deadly in combat, attacking relentlessly until their opponent is slain. They often employ poisons in battle. If combat goes against it, a cambion retreats, but never forgets the opponent that bested him. The cambion waits for the next opportunity to present itself so it might exact revenge.

Spell-Like Abilities: At will — detect magic, detect thoughts (DC 14), fear (DC 16), levitate, polymorph (self only). Caster level 10th. The save DCs are Charisma-based.

Skills: Cambions have a +4 racial bonus on Listen and Spot checks.

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Dire Goat

Medium Animal (Dire)

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Head butt +6 melee (1d6+6)
Full Attack:	Head butt +6 melee (1d6+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trample 1d6+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +4, Will +4
Abilities:	Str 18, Dex 12, Con 16, Int 2, Wis 12, Cha 6
Skills:	Listen +6, Spot +5
Feats:	Alertness, Great Fortitude
Environment:	Any temperate land
Organization:	Solitary, pack (2-5), or herd (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—

Dire goats stand 3 feet tall at the shoulder and resemble their smaller cousins.

Although they are normally wild, domesticated dire goats are not unheard of. They are domesticated for

their meat as well as the amounts of milk they can produce.

Combat

Dire goats are non-aggressive unless threatened or provoked. A dire goat rams opponents with its head, or tries to run them over.

Trample (Ex): Reflex DC 15 half. The save DC is Strength-based.

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Dragonfly, Giant

Medium Vermin

Hit Dice: 7d8+14 (45 hp)
Initiative: +2
Speed: 20 ft. (4 squares), fly 80 ft. (good)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +5/+8
Attack: Bite +8 melee (1d8+3)
Full Attack: Bite +8 melee (1d8+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +7, Ref +4, Will +3
Abilities: Str 17, Dex 15, Con 14, Int —, Wis 12, Cha 9
Skills: —
Feats: —
Environment: Any temperate and warm land
Organization: Solitary or swarm (2-5)
Challenge Rating: 4
Treasure: None (skin is worth 1,500 gp intact)
Alignment: Always neutral
Advancement: 8-10 HD (Medium); 11-21 HD (Large)
Level Adjustment: —

Giant dragonflies appear as normal dragonflies about 5 feet long. Their skin glitters in the sunlight and, if it can be removed and preserved, brings a very good price on the market. Giant dragonflies are dangerous predators and hunt humans and other humanoids as prey.

Combat

A giant dragonfly is very aggressive and hunts warm-blooded creatures fearlessly. It attacks until either it or its prey is dead.

Credit: The Giant Dragonfly originally appeared in the First Edition module *EX2 The Land Beyond the Magic Mirror* (© TSR/Wizards of the Coast, 1983) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Fire Lizard

Huge Magical Beast (Fire)
Hit Dice: 10d10+50 (105 hp)
Initiative: +0

Speed: 30 ft. (6 squares)
Armor Class: 17 (-2 size, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple: +10/+26
Attack: Claw +16 melee (1d8+8)
Full Attack: 2 claws +16 melee (1d8+8) and bite +14 melee (2d6+4)
Space/Reach: 15 ft./10 ft.
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft., immunity to fire, low-light vision, vulnerability to cold
Saves: Fort +12, Ref +7, Will +3
Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 11, Cha 10
Skills: Listen +8, Spot +9
Feats: Alertness, Cleave, Mulitattack, Power Attack
Environment: Warm plains and underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral
Advancement: 11-12 HD (Huge); 13-30 HD (Gargantuan)
Level Adjustment: —

This creature resembles a wingless red dragon. Its scales are gray and dappled in red and brown along its back. Its underbelly is bright red and its eyes are black with yellow pupils.

Fire lizards are often called “false dragons.” Despite their general resemblance to dragons, sages have as yet found no evidence of these creatures being in any way related to them. Fire lizards do not associate with or keep company with dragons. A fire lizard is averages 30 feet long but can grow to almost twice that size.

Combat

Fire lizards prefer to attack opponents with their claws and bite, though if outnumbered they resort to using their breath weapon.

Breath Weapon (Su): Cone of fire, 20 feet, once every 1d4 rounds; damage 2d6, Reflex save DC 20 halves. The save DC is Constitution-based.

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Frog, Monstrous

Monstrous frogs are larger versions of normal frogs. All have razor-sharp teeth lining their mouths.

Combat

Giant frogs leap into combat using their charge attack. Those with the Improved Trip ability make a trip attack and use their rake attack if possible. Though giant frogs (the smallest variety) may flee or

Frog, Monstrous

	Giant	Giant Dire	Killer
	Medium Animal	Large Animal	Small Animal
Hit Dice:	2d8+6 (15 hp)	4d8+16 (34 hp)	1d8+2 (6 hp)
Initiative:	+0	+1	+1
Speed:	20 ft. (4 squares), swim 30 ft.	30 ft. (6 squares), swim 40 ft.	10 ft. (2 squares), swim 30 ft.
Armor Class:	13 (+3 natural)	17 (-1 size, +1 Dex, +7 natural)	14 (+1 size, +1 Dex, +2 natural)
Base Attack/Grapple:	touch 10, flat-footed 13	touch 10, flat-footed 16	touch 11, flat-footed 13
Attack:	+1/+4 Tongue +1 ranged (grapple) or bite +4 melee (1d8+3)	+3/+12 Tongue +0 ranged (grapple) or bite +7 melee (2d6+5)	+0/-3 Bite +2 melee (1d6+1)
Full Attack:	Tongue +1 ranged (grapple) and bite -4 melee (1d8+3); or bite +4 melee (1d8+3)	Tongue +0 ranged (grapple) and bite +2 melee (2d6+5); or bite +7 melee (2d6+5)	Bite +2 melee (1d6+1) and 2 claws -2 melee (1d3)
Space/Reach:	5 ft./5 ft. (10 ft. with tongue)	10 ft./5 ft. (10 ft. with tongue)	5 ft./5 ft.
Special Attacks:	Improved grab, leap, rake 1d6+1, swallow whole	Improved grab, leap, rake 1d8+2, swallow whole	Improved grab, rake 1d3
Special Qualities:	Low-light vision, scent	Low-light vision, scent	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will -1	Fort +8, Ref +5, Will +0	Fort +4, Ref +3, Will -1
Abilities:	Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6	Str 20, Dex 13, Con 18, Int 2, Wis 9, Cha 6	Str 12, Dex 13, Con 14, Int 2, Wis 9, Cha 6
Skills:	Hide +7, Jump +7, Spot +1	Hide +5, Jump +9, Spot +2	Hide +11, Jump +5, Spot +1
Feats:	—	—	—
Environment:	Temperate or warm land and aquatic	Temperate or warm land and aquatic	Temperate or warm land, aquatic, and underground
Organization:	Solitary or pair	Solitary or pair	Pack (2-5), cluster (4-7), or swarm (3-18)
Challenge Rating:	2	4	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	3-4 HD (Medium), 5-6 HD (Large)	5-7 HD (Large), 8-12 HD (Huge)	2 HD (Small), 3 HD (Medium)
Level Adjustment:	—	—	—

not attack opponents larger than themselves, the larger variety (dire, killer, and Abyssal) are ferocious and nearly mindless killing machines, attacking everything in sight that is not a frog or a tsathar.

Improved Grab (Ex): To use this ability, a monstrous frog must hit with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and reels its opponent in and bites in the same round (gaining a +4 bonus on its attack roll to bite).

A monstrous frog's tongue can be attacked. (Damage dealt to the tongue is not dealt to the frog itself.) If successful, the frog does not attempt a grapple against that opponent for the remainder of the combat. A monstrous frog's tongue has an AC as follows:

Monstrous Frog	Tongue Armor Class
Giant	13
Giant Dire	15
Abyssal Dire	15

Poison (Ex): Poisonous frogs secrete poison from their mouth and skin. A creature hit by or touching a poisonous frog must succeed on a DC 10 Fortitude save or take 1d6 points of Strength damage. One

minute later another Fortitude save (same DC) must be made to avoid another 1d6 points of temporary Strength damage.

Rake (Ex): Monstrous frogs that leap on an opponent can make two rake attacks (at full attack bonus). Damage is listed in the statistics block.

Smite Good (Su): Once per day, an abyssal dire frog can make a normal attack against a good foe to deal additional damage equal to its total HD. If the attack misses or the frog hits a non-good opponent, the smite is still used up for the day.

Swallow Whole (Ex): A monstrous frog can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 1d4 points of crushing damage plus 2 points of acid damage per round from the frog's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 10 points of damage to the stomach (AC 11, giant frog; AC 13, dire or abyssal frog). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A giant frog's interior can hold 2 Tiny, 8 Diminutive or 32 Fine opponents.

A dire or abyssal frog's interior can hold 2 Small, 8 Tiny, or 32 Diminutive or smaller opponents.

Frog, Monstrous (continued)

	Abyssal Dire	Poisonous
	Large Outsider (Extraplanar, Evil)	Diminutive Animal
Hit Dice:	6d8+24 (54 hp)	1d8 (4 hp)
Initiative:	+1	+1
Speed:	30 ft. (6 squares), swim 40 ft.	5 ft. (1 square)
Armor Class:	18 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 17	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+6/+15	+0/-15
Attack:	Tongue +7 ranged (grapple); or bite +10 melee (2d6+5)	Bite +2 melee (1d2-3 plus poison)
Full Attack:	Tongue +7 ranged (grapple) and bite +1 melee (2d6+5); or bite +10 melee (2d6+5)	Bite +2 melee (1d2-3 plus poison)
Space/Reach:	10 ft./5 ft. (10 ft. with tongue)	1 ft./0 ft.
Special Attacks:	Improved grab, leap, rake 1d8+2 smite good, swallow whole	Poison
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., resistance to cold 10, resistance to fire 10, SR 12	Low-light vision
Saves:	Fort +9, Ref +6, Will +3	Fort +2, Ref +3, Will +1
Abilities:	Str 20, Dex 13, Con 18, Int 5, Wis 12, Cha 10	Str 4, Dex 12, Con 11, Int 2, Wis 12, Cha 4
Skills:	Hide +10, Jump +9, Listen +12, Move Silently +10, Search +6, Spot +12	Hide +20, Jump +5, Listen +3, Spot +4
Feats:	Alertness, Power Attack, Weapon Focus (tongue)	Alertness
Environment:	The Plane of Slime	Temperate or warm land, aquatic, or underground
Organization:	Solitary or pair	Pack (2-5), cluster (4-7), or swarm (3-18)
Challenge Rating:	5	1
Treasure:	None	None
Alignment:	Always evil (usually chaotic)	Always neutral
Advancement:	7-12 HD (Large); 13-18 HD (Huge)	2 HD (Tiny); 3 HD (Small)
Level Adjustment:	—	—



Leap (Ex): All types of giant frogs (except killer and poisonous frogs) can leap and make a single attack in the same round (treat this as a charge attack).

Skills: Due to their coloration, monstrous frogs have a +4 racial bonus on Hide checks. Monstrous frogs have a +4 racial bonus on Jump checks (and can use either their Strength modifier or Dexterity modifier on Jump checks).

Giant Dire Frog

This frog appears to be at least 10 feet long. It resembles a feral amphibian with dark mottled skin and black splotches on its body.

Killer Frog

This frog stands partially erect and has dark green skin fading to light on its underbelly.

Killer frogs are similar to their dire cousins, except that they stand partially erect and use their front claws as well as their bite. Killer frogs are created by an evil mutation of dire frogs through a practice thought to be known only to the worshipers of

Tsathogga. Killer frogs, being more humanoid in appearance, do not have adhesive tongues.

Abyssal Dire Frog

This frog appears to be about 12 feet long. Its skin is blackish-green and constantly oozes a milky slime from its body.

Abyssal dire frogs come from the Plane of Slime and are wholly evil. They have a demonic aspect to them, with a spiny and usually poisonous hide. Their red eyes flicker with demonic intelligence. They speak Abyssal—the language of demons.

An abyssal dire frog's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Poisonous Frog

This small greenish-brown frog has black stripes on its hind legs.

This frog is very poisonous and anyone contacting them risks being poisoned.

Credit: The Giant Frog, Killer Frog, and Poisonous Frog originally appeared in the First Edition *Monster Manual* (© TSR/Wizards of the Coast, 1977) and are used by permission. Monstrous Frogs made their d20 debut in the Necromancer Games module *Tomb of Abysshor*.

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Frogheemoth

Huge Aberration

Hit Dice:	16d8+83 (155 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+12/+24
Attack:	Tentacle +14 melee (1d6+4)
Full Attack:	4 tentacles +14 melee (1d6+4) and tongue +12 melee (1d6+2) and bite +12 melee (4d6+2)
Space/Reach:	15 ft./10 ft. (20 ft. with tongue)
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., resistance to fire 10, vulnerability to electricity
Saves:	Fort +10, Ref +6, Will +11
Abilities:	Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11
Skills:	Hide +2*, Listen +9, Spot +9, Swim +17
Feats:	Alertness, Cleave, Multiattack, Power Attack, Skill Focus (Hide), Toughness
Environment:	Temperate marsh
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement:	17-30 HD (Huge); 31-48 HD (Gargantuan)
Level Adjustment:	—

This gigantic creature resembles a giant frog with 4 large tentacles in place of its front legs. A single eyestalk juts from the top of its head. Its underbelly is yellow, its body is green, and its tentacles and legs are mottled green.

The frogheemoth is a weird aberration that swells in marshes and swamps. Its tongue is 10 feet long and it uses it to capture its prey. The frogheemoth is a carnivore and feeds on various swamp-dwellers.

Combat

The frogheemoth attacks using its tentacles and tongue to grab opponents. Grabbed opponents are shoved into the frogheemoth's mouth.

Improved Grab (Ex): To use this ability, a frogheemoth must hit with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex): A frogheemoth can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+4 points of crushing damage plus 8 points of acid damage per round from the frogheemoth's digestive juices. A swallowed creature can climb out of the frogheemoth's stomach with a successful grapple check. This returns it to the frogheemoth's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out using a light piercing or slashing weapon to deal 20 points of damage to the frogheemoth's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge frogheemoth's stomach can hold 2 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

Vulnerability to Electricity (Ex): The frogheemoth takes no damage from electricity-based spells and effects, but is instead slowed for one round.

Skills: A frogheemoth has a +4 racial bonus on Listen and Spot checks.

*Due to its coloration, a frogheemoth has a +4 bonus on Hide checks in its natural environment.

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

Credit: The Frogheemoth originally appeared in the First Edition module *S3 Expedition to the Barrier Peaks* (© TSR/Wizards of the Coast, 1980) and later in the First Edition *Monster Manual II* (© TSR/Wizards of the Coast, 1983) and is used by permission.

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Groaning Spirit

Medium Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple: +3/-
Attack: Incorporeal touch +6 melee (1d8 plus Str drain)
Full Attack: Incorporeal touch +6 melee (1d8 plus Str drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Chill touch, fear aura, keening
Special Qualities: Darkvision 60 ft., immunity to cold, immunity to electricity, incorporeal traits, +4 turn resistance, sense living, SR 20, undead traits, unnatural aura, vulnerability
Saves: Fort +2, Ref +5, Will +8
Abilities: Str -, Dex 17, Con -, Int 16, Wis 16, Cha 18
Skills: Bluff +14, Hide +13, Intimidate +14, Listen +15, Search +13, Sense Motive +13, Spot +15
Feats: Ability Focus (keening), Alertness (b), Blind-Fight, Improved Initiative
Environment: Any
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 8-21 HD (Medium)
Level Adjustment: -

This translucent figure resembles a beautiful elven female with delicate features. Her eyes burn with a crimson flame and her hair is a tangled mess of its former beauty.

The groaning spirit is the malevolent spirit of a female elf that is found haunting swamps, fens, moors, and other desolate places. Groaning spirits hate the living and seek to destroy whomever they meet. A groaning spirit appears as a translucent image of her former self.

Combat

A groaning spirit's primary attack is her keening. If a creature survives the keening attack, the groaning spirit attacks with her incorporeal touch.

Chill Touch (Su): Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 17 Fortitude save or suffer 1 point of Strength drain.

Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 17 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.

Fear Aura (Su): Anyone viewing a groaning spirit must succeed on a DC 17 Will save or flee in terror for 1d6+4 rounds. Whether or not the save is successful,

a creature is immune to the fear aura of that groaning spirit for one day.

Keening (Su): Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 19 Will save or be affected as per the wail of the banshee spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.

Sense Living (Su): A groaning spirit can sense all living creatures up to 5 miles away.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a groaning spirit at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Vulnerability (Ex): If a spellcaster uses dispel evil (the second effect requiring a touch attack) against a groaning spirit, the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or die immediately.

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Hangman Tree

Huge Plant	
Hit Dice:	8d8+40 (76 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+6/+22
Attack:	Vine +12 melee (1d6+8)
Full Attack:	4 vines +12 melee (1d6+8)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Constrict, improved grab, swallow whole
Special Qualities:	Blindsight 60 ft., hallucinatory spores, plant traits, SR 19, vulnerabilities
Saves:	Fort +11, Ref +1, Will +5
Abilities:	Str 27, Dex 8, Con 20, Int 6, Wis 12, Cha 10
Skills:	Hide -6*, Listen +7, Spot +7
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate and warm forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	50% Standard
Alignment:	Always neutral (evil tendencies)
Advancement:	9-15 HD (Huge); 16-24 HD (Gargantuan)
Level Adjustment:	-

A giant oak tree with few leaves and branches stands nearby.

Close inspection reveals a scar-like marking on the lower part of the trunk (this is where undigested creatures or gear is expelled after digestion). Hidden among the hangman tree's branches and leaves are its rope-like appendages that it uses to trap its prey.

Hangman trees can speak broken Common.

Combat

The hangman tree attacks by dropping its noose-like appendages around prey and yanking victims upwards. Trapped prey is held until it dies or is dropped into the hangman's trunk where it is digested.

Constrict (Ex): A hangman tree deals 1d6+8 points of damage with a successful grapple check against an opponent one size smaller. Because it seizes its victims by the neck, a creature in the hangman tree's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, the hangman tree must hit an opponent with a vine attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the hangman tree wins the grapple check, it establishes a hold and can constrict or attempt to swallow its prey.

A vine has 10 hit points and can be attacked by making a successful sunder attempt. Attacking a hangman tree's vine does not provoke an attack of opportunity. If the vine is currently grappling a target, the hangman tree takes a -4 penalty on its opposed

attack roll to resist the sunder attempt. Severing a vine deals no damage to a hangman tree.

Swallow Whole (Ex): A hangman's tree can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d6+8 points of crushing damage per round from the hangman tree's trunk. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the trunk (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge hangman tree's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Blindsight (Ex): Hangman trees have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

Hallucinatory Spores (Ex): As a standard action, a hangman tree can release a cloud of spores in a 50-foot radius spread. Creatures in the area must succeed on a DC 19 Will save or believe the tree to be of some ordinary sort (or to be a treant or other such friendly tree creature). The save DC is Constitution-based.

An affected creature becomes passive for 2d6 minutes and refuses to attack the hangman tree during this time. This is a mind-affecting compulsion effect. An affected creature can attempt a new Will save (DC 19, +1 per previous save) each round. A creature that makes its save cannot be affected by the hallucinatory spores of that hangman's tree for one day.

Vulnerabilities (Ex): A hangman tree takes half again as much (+50%) damage as normal from electricity, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Cold-based effects paralyze a hangman tree as if by a hold person spell. Spells that cause darkness slow (as the spell) the tree for 1 round per caster level.

Skills: *A hangman tree has a +16 racial bonus on Hide checks made in forested areas.

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Huecuva

Medium Undead	
Hit Dice:	2d12 (13 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+1/+2
Attack:	Claws +2 melee (1d4+1 plus disease)
Full Attack:	Claws +2 melee (1d4+1 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Change self, damage reduction

Saves: 5/magic and silver, +2 turn resistance, undead traits
Abilities: Fort +0, Ref +2, Will +4
 Str 12, Dex 14, Con -, Int 4, Wis 12, Cha 12
Skills: Hide +3, Listen +5, Spot +5
Feats: Alertness (b), Improved Initiative
Environment: Any
Organization: Solitary, gang (2-4), or pack (5-10)
Challenge Rating: 2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 3-6HD (Medium)
Level Adjustment: -

This rotting and decaying humanoid is dressed in defiled and tattered priestly vestments. Worms crawl and slither into and out of its eye sockets, rib cage, and other decaying areas of its rotting form.

Huecuva are the undead spirits of good clerics who were unfaithful to their god and turned to the path of evil before death. As punishment for their transgression, their god condemned them to roam the earth as the one creature all good-aligned clerics despise — undead. Huecuva resemble robed skeletons and are often mistaken for such creatures.

Combat

A huecuva attacks with its claws, raking and slashing at its opponents. It attacks relentlessly until either it or its opponent is dead. During combat, if a good-aligned cleric attempts to turn a huecuva and fails, the huecuva concentrates all attacks on that cleric, ignoring all other opponents until the cleric or the huecuva is dead.

A huecuva's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Disease (Su): Filth Fever—claws, DC 12 Fortitude save, incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (see "Disease" in the DMG). The save DC is Charisma-based.

Change Self (Sp): Three times per day, a huecuva can create an effect identical to the disguise self spell (caster level 10th).

Skills: *If a huecuva uses its change self ability to create a disguise, it gains a +10 circumstance bonus on its Disguise check.

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Jellyfish, Monstrous

Large Vermin (Aquatic)
Hit Dice: 3d8 (13 hp)
Initiative: +1

Speed: Swim 10 ft. (2 squares)
Armor Class: 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Base Attack/Grapple: +2/+6
Attack: Tentacles +2 melee (1d6 plus poison)
Full Attack: Tentacles +2 melee (1d6 plus poison)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, poison
Special Qualities: Jet, transparent, watersense 60 ft., vermin traits
Saves: Fort +3, Ref +2, Will +1
Abilities: Str 11, Dex 12, Con 10, Int -, Wis 10, Cha 2
Skills: Hide +5, Swim +9
Feats: Weapon Finesse (b)
Environment: Temperate and warm aquatic
Organization: Solitary, pack (2-5), cluster (6-11), or swarm (12-23)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment: -

The jellyfish's body is a translucent pink, blue, or purple hollow form resembling an inverted umbrella of sorts. A giant jellyfish's body averages 8 feet or more in diameter, while its tentacles (trailing beneath it underwater) can reach lengths of around 50 feet or greater. Special muscles on the underside of the jellyfish's body push water out of it, allowing the creature to swim through propulsion. Jellyfish eat anything that contacts their tentacles — usually crustaceans, fish, algae, and plankton.

Combat

A monstrous jellyfish spends its time floating in the oceans and seas. When something contacts its tentacles, it quickly rolls its tentacles around the creature or object, attempting to paralyze and devour it.

Improved Grab (Ex): To use this ability, a monstrous jellyfish must hit with its tentacles. It can then attempt to start a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Poison (Ex): A monstrous jellyfish's tentacles are highly poisonous, delivering a debilitating poison when contacted or contacting a foe. The save DC is Constitution-based and includes a +2 bonus.

Monstrous Jellyfish Poison: Injury or contact; Fort DC 13, initial and secondary damage 1d6 Dexterity.

Jet (Ex): A monstrous jellyfish can jet backward once per round as a full-round action at a speed equal to four times its swim speed. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Transparent (Ex): A monstrous jellyfish is nearly invisible floating in the water. An observer must succeed on a DC 20 Spot check to notice the jellyfish.

Watersense (Ex): Monstrous jellyfish can automatically sense the location of anything within 60 feet that is in contact with water.

Skills: Due to their coloration, monstrous jellyfish have a +8 racial bonus on Hide checks.

A monstrous jellyfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monstrous jellyfish use their Strength or Dexterity modifier for Swim checks, whichever is higher.

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Quickling

Small Fey

Hit Dice: 2d6 (6 hp)

Initiative: +6

Speed: 200 ft. (40 squares)

Armor Class: 18 (+1 size, +6 Dex, +1 natural), touch 17, flat-footed 12

Base Attack/Grapple: +1/-4

Attack: Dagger +8 melee (1d3-1, 19-20/x2)

Full Attack: Dagger +8 melee (1d3-1, 19-20/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, spell-like abilities

Special Qualities: Blur, damage reduction 5/cold iron, natural invisibility, low-light vision, quickness

Saves: Fort +0, Ref +6, Will +5

Abilities: Str 8, Dex 23, Con 11, Int 15, Wis 15, Cha 14

Skills: Bluff +7, Concentration +2, Craft (any one) +5, Escape Artist +11, Hide +15*, Listen +9, Move Silently +11, Search +4, Spot +9, Survival +7

Feats: Spring Attack (b), Weapon Finesse

Environment: Temperate forests

Organization: Gang (2-4) or band (4-20, plus one 4 HD leader)

Challenge Rating: 3

Treasure: No coins; 50% goods; 50% items

Alignment: Usually chaotic evil

Advancement: 3-4 HD (Small)

Level Adjustment: +4

This creature looks like a small elf with large, pointed ears rising to points above its head. Its skin has a bluish tint and its hair is light. It is dressed in brightly colored clothing and wields a small, wicked-looking dagger.

Believed to be the offspring of an elf and a brownie (see that entry), the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant to be found by mortal creatures.

Quicklings resemble small elves with large ears that rise to points above their heads. A quickling's skin is

pale blue to blue-white and its hair is silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor.

Quicklings speak Common and Sylvan and most know at least one other language.

Combat

No creature can match the natural speed and agility of a quickling. They know this and use their great speed to the utmost advantage in combat. Quicklings rush an opponent, stab it with their daggers, and then retreat out of melee range before their victim can react.

Poison (Ex): Quicklings (usually only leaders of 3 or 4 HD) often employ daggers lined with poison extracted from kava plants. This poison induces sleep in its victims.

Kava Leaf Poison: Ingestion or injury, Fortitude DC 15; initial damage is sleep for 1 hour (similar to the sleep spell, regardless of HD); no secondary damage.

When a quickling coats a weapon with this poison, the poison lasts for 1 minute or until it is touched or scores a successful hit. The quickling may coat a single weapon with poison as a standard action.



Spell-Like Abilities: 1/day — *dancing lights*, *flare* (DC 12), *levitate*, *shatter* (DC 14), *ventriloquism* (DC 13). Caster level 6th. The save DCs are Charisma-based.

Blur (Ex): A quickling that takes an attack action appears as a blur. This grants the quickling concealment (20% miss chance) in any round in which it attacks.

Natural Invisibility (Ex): A quickling is effectively invisible when standing motionless. It loses this invisibility and remains visible in any round it attacks or moves. A quickling that takes a move action can be seen by making a successful DC 25 Spot check. If it is attacking, the quickling appears as a blur (see blur, above).

Quickness (Ex): A quickling is extremely fast and can take an extra standard action or move action during its turn each round. It cannot use the extra action to cast a spell or use its spell-like abilities if it already used them during the same round it takes an extra action.

Skills: Quicklings have a +2 racial bonus on Listen, Search, and Spot checks. *They gain a +8 racial bonus on Hide checks in their natural environment.

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Tsathar

This vile creature resembles an upright, humanoid frog with gray flesh and reddish-gold eyes. Its humanoid arms end in wicked claws.

Tsathar (pronounced “suh-Thar”) have little contact with surface-dwelling races, preferring to make their lairs deep underground or in dark swamps. When they lair above ground, they are nocturnal. Some few surface-dwelling tsathar have joined cults of assassins. Though cults and gods vary in makeup and worship, nearly all tsathar worship the foul, slime-covered demon-god Tsathogga.

Tsathar scourges are special tsathar in charge of breeding the dangerous “killer” frogs. They wear a badge of station that indicates their control over the various beasts. All frogs bred by the tsathar obey scourges. Tsathar scourges never become priests and thus do not have the summoning ability of common tsathars.

Tsathar are sexless and reproduce by implanting an egg into a host, which can be any form of living creature. Normally, creatures are captured or bred to serve as hosts—dire rats and giant frogs being common hosts. It is said that priests must be born of an egg

implanted into a humanoid or other creature of great intelligence.

A typical tsathar stands 6 feet tall and weighs about 300 pounds. Tsathar speak Tsathar (a strange guttural language) and Abyssal.

Combat

Tsathar prefer to use short, barbed spears and kukri-like daggers in combat. They sometimes employ nets as well. They charge into combat with maniacal fury, and rarely use elaborate tactics, unless a scourge or priest is present to control them. They favor leather armor crafted from the hides of the frogs they breed. Priests favor the wicked kukri in battle.

Scourges prefer to loose their servant frogs on opponents, allowing common tsathar soldiers to engage opponents hand-to-hand. This is not to say that they are not able fighters, for they certainly are. They favor barbed shortspears, twisted kukri-like daggers, and light armor such as leather or studded leather. They also often carry nets to snare their charges or foes. If their frogs are in danger, they leap in with their spears and attack.

Leap (Ex): Tsathar can leap up to 30 feet horizontally (10 feet vertically) and make a full attack in the same round. Treat this as a charge attack. Tsathar wearing medium or heavier armor cannot use this ability.

Summon Hydrodaemon (Sp): A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon with a 40% chance of success. Tsathar scourges do not possess this ability. This ability is the equivalent of a 4th-level spell.

Amphibious (Ex): Tsathar can easily breathe underwater and can also survive indefinitely on land.

Implant (Ex): Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into an unconscious or restrained host. The host must be of at least Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw. If the save succeeds, the host remains conscious, but is violently ill (-10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerge from the host, killing it in the process.

A remove disease spell or a DC 25 Heal check rids the victim of the eggs. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds

Tsathar		
	Tsathar	Tsathar Scourge
	Medium Monstrous Humanoid	Medium Monstrous Humanoid
Hit Dice:	2d8+2 (11 hp)	4d8+8 (27 hp)
Initiative:	+6	+6
Speed:	30 ft. (6 squares), swim 30 ft.	30 ft. (6 squares), swim 30 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+2/+3	+4/+6
Attack:	Barbed shortspear +3 melee (1d6+1) or claw +3 melee (1d6+1)	Barbed shortspear +6 melee (1d6+2) or claw +6 melee (1d6+2)
Full Attack:	Shortspear +3 melee (1d6+1) and bite -2 melee (1d4); or 2 claws +3 melee (1d6+1) and bite -2 melee (1d4)	Shortspear +6 melee (1d6+2) and bite +4 melee (1d4+1); or 2 claws +6 melee (1d6+2) and bite +4 melee (1d4+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Leap, summon hydrodaemon	Leap
Special Qualities:	Amphibious, darkvision 90 ft., implant, light blindness, scent, slimy	Amphibious, darkvision 90 ft., implant, light blindness, scent, slimy
Saves:	Fort +1, Ref +5, Will +4	Fort +3, Ref +6, Will +6
Abilities:	Str 13, Dex 14, Con 12, Int 12, Wis 12, Cha 10	Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12
Skills:	Climb +3, Escape Artist +16, Handle Animal +2, Hide +4, Jump +3, Listen +4, Search +2, Spot +4, Swim +11	Climb +4, Escape Artist +16, Handle Animal +6, Hide +4, Jump +4, Listen +6, Search +3, Spot +6, Swim +12
Feats:	Alertness (b), Improved Initiative	Alertness (b), Improved Initiative, Multiattack
Environment:	Underground and temperate marshes	Underground and temperate marshes
Organization:	Solitary, gang (2-5), or pack (6-10)	Solitary, gang (2-5), or pack (6-10)
Challenge Rating:	2	3
Treasure:	Standard	Standard
Alignment:	Always chaotic (usually chaotic evil)	Always chaotic (usually chaotic evil)
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

tsathars for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Slimy (Ex): Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement.

Skills: Due to the slimy secretions that cover their body, tsathars have a +12 racial bonus on Escape Artist checks.

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

Tsathars as Characters

A tsathar's favored class is cleric; tsathar leaders are usually clerics or cleric/fighters. Tsathar clerics worship Tsathogga (the Frog God) and can choose two of the following domains: Chaos, Destruction, Evil, and Water.

Tsathar characters possess the following racial traits.

+2 Strength, +4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.

- Medium size.

- A tsathar's base land speed is 30 feet. Their base swim speed is 30 feet.

- Darkvision to a range of 90 feet.

- Racial Hit Dice: A tsathar begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

- Racial Skills: A tsathar's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Escape Artist, Handle Animal, Hide, Jump, Listen, Search, Spot, and Swim. Due to the slimy secretions that cover their body, tsathars have a +12 racial bonus on Escape Artist checks.

- Racial Feats: A tsathar's monstrous humanoid levels give it one feat.

- Weapon Proficiency: A tsathar is automatically proficient with the shortspear and kukri.

- +4 natural armor bonus.

- Natural Weapons: 2 claws (1d6) and bite (1d4).

- Special Attacks (see above): Leap, summon hydrodaemon.

- Special Qualities (see above): Amphibious, implant, light blindness, scent, slimy.

- Automatic Languages: Abyssal, Tsathar. Bonus Languages: Draconic, Common, Gnome, Terran, Undercommon.

- Favored Class: Cleric.

- Level adjustment +4.

Tsathars Scourges as Characters

Tsathar scourge characters possess the following racial traits.

- +4 Strength, +4 Dexterity, +4 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A tsathar scourge's base land speed is 30 feet. Their base swim speed is 30 feet.
- Darkvision to a range of 90 feet.
- Racial Hit Dice: A tsathar scourge begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A tsathar scourge's monstrous humanoid levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Escape Artist, Handle Animal, Hide, Jump, Listen, Search, Spot, and Swim. Due to the slimy secretions that cover their body, tsathars have a +12 racial bonus on Escape Artist checks.
- Racial Feats: A tsathar's monstrous humanoid levels give it two feats.
- Weapon Proficiency: A tsathar scourge is automatically proficient with the shortspear and kukri.
- +4 natural armor bonus.
- Natural Weapons: 2 claws (1d6) and bite (1d4).
- Special Attacks (see above): Leap.
- Special Qualities (see above): Amphibious, implant, light blindness, scent, slimy.
- Automatic Languages: Abyssal, Tsathar. Bonus Languages: Draconic, Common, Gnome, Terran, Undercommon.
- Favored Class: Cleric.
- Level adjustment +4.

Credit: The Tsathar first appeared in the Necromancer Games adventure *Tomb of Abysthor* (©2001, Clark Peterson, Necromancer Games, Inc.) as servants of the demonic frog god Tsathogga.

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Vampire Rose

Small Plant

Hit Dice: 4d8+12 (30 hp)
Initiative: +0
Speed: 5 ft. (1 square)
Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple: +3/+5
Attack: Stalk +6 melee (1d4+3)
Full Attack: Stalk +6 melee (1d4+3)
Space/Reach: 5 ft./5 ft. (10 ft. with stalk)
Special Attacks: Blood drain, improved grab
Special Qualities: Blindsight 30 ft., camouflage, plant traits

Saves: Fort +7, Ref +1, Will +2
Abilities: Str 14, Dex 10, Con 16, Int –, Wis 13, Cha 8
Skills: –

Feats: –
Environment: Temperate forests
Organization: Solitary or patch (2-4)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Small); 10-12 HD (Medium)
Level Adjustment: –

This bush has many flowering white bulbs and petals, green stems lined with tiny thorns, and many small branches of greenish-brown.

Vampire roses look like normal white rose bushes and are often mistaken for such. The typical vampire rose bush stands about 3 feet tall.

Combat

The vampire rose stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents are grabbed and drained of blood. When fully sated with blood, the vampire rose's petals flush red.

Blood Drain (Ex): A vampire rose can suck blood from a living victim with its thorns by making a successful grapple check. If it gets a hold, it drains blood, dealing 1d4 points of Constitution damage each round the hold is maintained.

Improved Grab (Ex): To use this ability, a vampire rose must hit an opponent up to one size larger with a stalk attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the vampire rose can drain blood.

Blindsight (Ex): Vampire roses have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

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Witherweed

Huge Plant
Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 0 ft. (immobile)
Armor Class: 12 (–2 size, +4 natural), touch 8, flat-footed 12

Base Attack/Grapple:	+3/+12
Attack:	Fronde +2 melee (1d4 Dex)
Full Attack:	10 fronds +2 melee (1d4 Dex)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Death smoke, dexterity damage
Special Qualities:	Additional fronds, blindsight 30 ft., camouflage, plant traits
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 12, Dex 10, Con 16, Int —, Wis 13, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6-8 HD (Huge); 9-15 HD (Gargantuan)
Level Adjustment:	—

A large patch of brown and dull green grass and weeds covers the area ahead.

The witherweed resembles a large patch of dry grass or weeds and is most often found underground in desolate caverns and caves. Hidden among its weed-like body are many long sinewy fronds. The average witherweed covers an area of 20 square feet, though specimens as large as 60 square feet have been encountered by a few dungeon delvers.

Combat

A witherweed attacks any living creature that comes within 10 feet of it, slashing and striking with its fronds. Incapacitated creatures are pulled into its body and devoured.

Death Smoke (Ex): If subjected to a fire effect, a witherweed releases a cloud of deadly smoke that billows forth, quickly filling a 20-foot-radius centered on the witherweed. Any creature within the area must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Constitution damage. The save DCs are Constitution-based.

The cloud remains for 1 round per HD of the witherweed but a strong wind (21+ mph) disperses the cloud in 1 round.

Dexterity Damage (Su): A witherweed deals 1d4 points of Dexterity damage to a foe on a successful frond attack. A successful DC 15 Reflex save halves the Dexterity damage. The save DC is Constitution-based.

Additional Fronds (Ex): For every HD above 5, a witherweed has one additional frond.

Blindsight (Ex): The witherweed has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since a witherweed looks like normal weeds when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

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Appendix Four: New Deities & Domains

New Domains

The following are new domains used by the deities and clerics presented in this series of adventures:

Artisan Domain

Granted Powers: Gain +4 Divine Bonus on any one craft skill, +2 divine bonus on appraise checks

Art Domain Spells

1. *Mage Hand*
2. *Soften Earth & Stone*
3. *Helping Hand*
4. *Keen Edge*
5. *Minor Creation*
6. *Stone Shape*
7. *Major Creation*
8. *Fabricate*
9. *Polymorph any Object*

Lunar Domain

Granted Powers: 1/day you can cast alter self

Lunar Domain Spells

1. *Daze*
2. *Lesser Confusion*
3. *Daze Monster*
4. *Touch of Idiocy*
5. *Deep Slumber*
6. *Feeblemind*
7. *Insanity*
8. *Irresistible Dance*
9. *Shapechange*

Night Domain

Granted Powers: Gain lowlight vision and Darkvision 60 ft (120 feet if you already have Darkvision due to race)

Night Domain Spells

1. *Faerie Fire*
2. *Sleep*
3. *Darkness*
4. *Deeper Darkness*
5. *Dream*
6. *Deep Slumber*
7. *Shadow Walk*

8. *Waves of Fatigue*

9. *Power Word Blind*

New Deities

Aelbwynn The Creator, God of the Elves

Alignment: Neutral Good

Typical Worshippers: Elves, Ontogshorsai

Domains: Animal, Earth, Knowledge, Magic, Plant, Travel

Symbol: A sun entwined in vines

Favored Weapon: Bow

Aelbwynn is revered by elves as their creator. Whether he created the elves, the world, or everything is unknown and a matter of debate among the elves. Aelbwynn is rarely worshipped actively by modern elves, but he does play a prominent role in elven sagas and lore. When he appears in elven art, he is portrayed as a young, virile, handsome elf of tall stature, wearing deep blue robes and a crown upon his head. The crown has a single blazing jewel that sits upon Aelbwynn's forehead. Legends tell that Aelbwynn is the husband of Malunas. He is the light that gave forth life, but has no active role in the world's affairs currently. This role separated him from his beloved as she watched over the night sky in the absence of light. It was Aelbwynn, in union with Malunas, who created the Song of Life and gave it to the bard Riordan to drive an ancient evil from the land.

The Ontogshorsai still revere Aelbwynn as their primary deity. They see themselves as caretakers of Aelbwynn's creation, and form the bulk of his active priesthood. These clerics seek to maintain a balance and to keep the forces of evil from having too strong a hold upon the world.

Barator, Master of the Forge

Alignment: Lawful Good

Domains: Artisan, Earth, Law, Strength

Typical Worshippers: Dwarves, artisans, smiths, craftsman

Symbol: Hammer and anvil

Favored Weapons: Hammer

Barator is a master forger and artisan, and is revered by dwarves and other craftsman. He is portrayed as a

dwarf of massive build working at a forge with a hammer. In elven lore it was Barator who forged the Chromatic Harp upon which Riordan the bard played the Song of Life. Clerics of Barator are often craftsmen themselves, or patrons of the arts. A few paladins have chosen to serve Barator, and they strive to serve the common folk and act as protectors for places where craftsmen gather to pursue their trade.

Iskardar, Master of Invention

Alignment: Neutral

Domains: Artisan, Earth, Knowledge

Typical Worshippers: Gnomes, artisans, craftsman, sages

Symbol: Scroll impaled by a dagger

Favored Weapons: Wavy-bladed dagger

Iskardar is a master inventor and seeker of knowledge. He spends his days trying to plumb the secrets of the universe. Knowledge and inventiveness are his primary passions and concerns. Followers are dedicated to discovering and exploiting knowledge in all its forms. Iskardar is primarily worshipped by Gnomes, both on the surface and deep under the earth.

Malunas of the Ever-changing Faces, Goddess of the Moon and Elves

Alignment: Chaotic Good

Domains: Knowledge, Lunar, Night, Protection, Trickery

Typical Worshippers: Elves, good-aligned rogues, sages, sorcerers

Symbol: Crescent Moon

Favored Weapon: Scimitar

Malunas of the Ever-changing Face is the goddess of the moon revered by both elves and humans alike. In ancient elven lore, she is the wife of Aelbwynn the Creator and guardian of the elves. Malunas is usually depicted as a beautiful elven woman with half of her face covered by a white mask. The face beneath the mask varies in age from young maiden to crone, but all of them are strikingly beautiful. Malunas' temples are usually open air structures or sites, where rituals are conducted at night under the open sky.

Malunas' clerics are more commonly women than men, but priests of both sexes exist. The priests of Malunas serve as protectors and advisors for their communities. They specialize in divination and abjuration magic for their followers. When performing rites, her priests wear a replica of the white half mask to partially conceal their identities.

Pa'el The Night Stalker, God of Thieves

Alignment: Neutral

Domains: Air, Luck, Travel, Trickery

Typical Worshippers: Thieves, rogues, confidence artists, outlaws

Symbol: Three gold coins in triangular pattern

Favored Weapon: Short sword

Pa'el, God of Thieves has very few temples that operate in the open. Few outside the criminal profession who are not religious scholars will have even heard of Pa'el. Worshippers rarely utter his name referring to him instead as the Night Stalker. Most thieves and criminals will offer a tithe of their take to Pa'el to ensure continued success and avoidance of authorities. Some will make offerings before attempting a larger job. Pa'el is often portrayed as a cloaked skulking figure with a partially hidden short sword beneath the cloak.

Talana the Veiled Mistress, Goddess of Hidden Secrets

Alignment: Chaotic Neutral

Domains: Knowledge, Magic, Trickery, Luck

Typical Worshippers: Sages, tricksters, protectors and seekers of secrets, alchemists

Symbol: Mask or veil with feminine eyes

Favored Weapons: Dagger

Talana, the Veiled Mistress of Secrets is the protector and revealer of hidden knowledge. She may deceive or enlighten depending on her whim or agenda. She is often depicted as a masked or veiled woman. Her priests serve as guardians of secrets, seekers of knowledge, sages, and tricksters. They are truly enigmas wrapped in a shroud of mystery.

Many will seek Talana's aid when seeking hidden knowledge, or when seeking to keep a secret hidden. Her priests will seek, reveal, or conceal secrets based on their current disposition. Talana can be a cruel mistress, as one never knows which way her whims will lead.

Her priests seek to collect knowledge that they reveal to her and she chooses whether to share or hide the knowledge she gains. She will often appear at social gatherings on the Prime Material Plane to gather what secrets she can for future use.

Appendix Five: New Magic

Magic Items

Rings

Ring of Fast Healing

This ring grants the wearer to heal wounds at an exceptionally fast rate. Hit points lost to wounds are regained at a rate of 1-5 per round depending on the strength of the ring. Fast healing is just like natural healing but does not restore lost hit points from starvation, suffocation or thirst, nor does it restore or regrow lost limbs.

Moderate to strong conjuration; CL 11th; Forge Ring; *heal*; Price 50,000 (fast heal 1), 55,000 (fast heal 2), 60,000 (fast heal 3), 70,000 (fast heal 4), 75,000 (fast heal 5).

Ring of Polymorphing

Allows the wearer to use the spell *polymorph* 3/day.

Strong Transmutation; CL 7, forge ring, *polymorph*; Cost 25,000 gp.

Wondrous Items

Dark Cauldron

A *dark cauldron* is an item of fell nature. If the pieces of corpses from rangers or woodsmen are placed in the cauldron with blood, allowed to stew overnight, and then buried, they will emerge from the ground 24 hours later as a pack of hunters (see Appendix 2: New Monsters). The cauldron will magically construct the hunters from the parts placed inside it and provide them with an animating spirit. Enough parts to make at least three and at most six hunters must be placed in the cauldron for it to function. The constructs will obey the cauldron's master until they are destroyed. The cauldron can only be used once a week.

Strong Transmutation and Necromancy; CL 11th; Craft Construct, Craft Wondrous Item; *animate object*, *animate dead*; Price 25,000 gp.

Tome of Telling

A *tome of telling* is a well-crafted leatherbound book. It is usually created by or for a bard, and is dedicated to a particular topic, typically an item or location. These books are intelligent items created to preserve knowledge for posterity, and to pass on knowledge to future generations. Their ability to speak and carry on conversations is esteemed by bards who may spend long lonely hours traveling alone as well.

These tomes have a variety of special abilities related to their particular topic. They usually a 25 word introduction about their topic, similar to what can be said by a *magic mouth* spell. This can be repeated as often as the book chooses to. The book also has the following powers: 1/day it may answer 3 questions regarding its dedicated topic in yes/no or short phrase answers similar to that achieved with a *commune* spell; 3/day the book may cast *locate object* (Caster Level 11) to locate the item it is dedicated to or an item at the location it is dedicated to. If the item or location is beyond the range of the spell, the book can still determine general location and distance (ex. 3 weeks travel east of here) of the item/location.

In addition, if a spellcaster casts *scrye* and uses the book as a focus, images seen will appear on the books pages for everyone to see.

These tomes are intelligent (Int 15 Wis 10 Cha 15 Ego 10, and has an alignment to match that of bard it was created for). The tome will also have 10 ranks in a relevant Knowledge topic limited to its specific dedicated topic. These tomes are generally very social, and like to carry on conversations, gossip, and generally make their presence known. They are gregarious and will talk freely on any topic, except their dedicated topic. They can only recite the 25 word phrase, and use their abilities regarding that topic. Nothing else. Dedicated topics include artifacts or relics, tombs of major legendary figures, important ruins, or battlefields, sacred sites, etc.

Strong Divination; CL 11th; Craft Wondrous Item; *commune* or *legend lore*; Price 125,000 gp.

Artifacts

The Rainbow Harp of Riordan

When played, the *Rainbow Harp* will force any creature to return to its native plane, and will close any extraplanar portal within the range of its sound. It was designed to destroy the Grey Death, and is deadly to anything native to Hades that is on the material

plane. The harp can only produce these effects if it is intact, and has all the chromatic strings present. The harp itself has no magical power without its strings, except that it is attuned to the strings, and will implant the music to the *Song of Life* in the mind of any who bear it.

If the harp is intact, it must be played and a performer must succeed on a DC 25 perform check to activate the harp's effects. The harp itself will give a +4 competence bonus to any good aligned performer who plays it.

1/day, all of good alignment within 30 feet of the harp when it is played will receive the effects of *heal* and a *restoration* spell.

All within 30 feet of the harp when the *Song of Life* is played will have their aging process slowed. Double the starting age for each age category for these creatures. The maximum life span for these creatures is effectively doubled. In ancient times, this effect was more powerful, but has faded with the passage of time.

Each of the strings grants a power to its bearer if borne individually:

The Green String

Any non-evil aligned person who carries the string on their person will gain a +1 divine bonus to all saving throws, and may cast *Summon Nature's Ally I* 1/day.

The Yellow String

Any non-evil aligned person possesses the yellow string will heal at double their normal rate. This applies to normal healing only, not to magical healing. In addition they are immune to disease and gain a +1 divine bonus to saves vs. poison.

The Red String

Any non-evil aligned person who possesses this string gains the ability to endure elements and gains resistance to fire (10) which will stack with other means of fire resistance.

The Blue String

Any non-evil aligned individual who possess this string gains cold resistance 10 and the Endurance feat.

The Violet String

Any non-evil aligned person who possesses this string will gain the benefit of a *bull's strength* spell while they carry it.

New Spells

Preservation

Abjuration, Universal

Level: Brd 0, Clr 0, Sor/Wzd 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target or Area: One small object touched

Duration: Permanent until dispelled

Saving Throw: None

Spell Resistance: No

This minor magic allows the spellcaster to protect an item from the ravages of time and environment. The object touched when the spell is cast will not suffer the effects of age or take damage from weather or exposure to the environment. The object can be no larger than a small book or scroll. This spell is typically used to preserve an important document or keepsake such as a book, ribbon, lock of hair, flower, etc.

Material component: a mothball which is crushed and rubbed onto the object to be preserved.

Appendix Six: New Prestige Class

Champion of Malunas

A champion of Malunas is a warrior or priest who has dedicated his or her life to the service of Malunas. Not all of Malunas' followers can handle the rigorous requirements of being the champion of the Lady of the Ever-changing face. Champions must protect her children (her followers especially), fight for her causes, and stand for those who have none to stand for them. They are protectors and seekers after knowledge.

Hit Die: d10

Requirements:

To qualify as a Champion of Malunas, a character must fulfill all of the following criteria:

Alignment: Any good

Base Attack Bonus: +6

Skills: At least 5 ranks in any knowledge skill

Special: Worshipper of Malunas

Class Skills:

The champion of Malunas' class skills (and key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (any), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at each level: 2 +Int Modifier

Class Features:

All of the following are class features of the champion of Malunas prestige class.

Weapon and Armor Proficiency: Champions of Malunas are proficient with all simple and martial weapons, with all types of armor, and with shields.

Affinity with the Moon (Su): Beginning at 3rd level champions of Malunas gain a +1 on all skill checks and saving throws during a full moon, but suffer a -1 penalty on all skill checks and saving throws during a new moon. There is no penalty or bonus during the crescent moon phases.

Aura of Good (Ex): A champion of Malunas radiates an aura of good just as a good-aligned cleric would; it is equal to her level as a champion of Malunas.

Disguise Self (Sp): Beginning at 4th level, 3/day, a champion of Malunas may disguise self as a spell-like ability duplicating the effect of the disguise self spell. This reflects the ever-changing face of their mistress.

Detect Evil (Sp): At will a champion of Malunas can detect evil as a spell-like ability duplicating the effect of a detect evil spell.

Lay on Hands (Su): Beginning at 2nd level, a champion of Malunas with a Charisma score of 12 or higher may heal wounds (herself or others) by touch. Each day she may cure damage equal to her level as a champion of Malunas x her Charisma bonus. This may be used all at once or divided up among different people/times.

Low Light Vision (Ex): A champion of Malunas can see as well in low light as in regular daylight.

Magic Circle Against Evil (Sp): Beginning at 5th level, 3/day, a champion of Malunas may create a magic circle against evil as a spell-like ability duplicating the effects of a magic circle against evil spell.

The Champion of Malunas

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	0	0	Aura of Good, Detect Evil, Low Light Vision
2	+2	+3	0	0	Lay on Hands
3	+3	+3	+1	+1	Affinity with the Moon
4	+4	+4	+1	+1	Disguise Self
5	+5	+4	+1	+1	Magic Circle Against Evil

Appendix Seven:

Documents for Players

Several encounters in this adventure contain journals or other documents that may be of assistance to the players. They are presented in this appendix as handouts that may be distributed when the adventurers discover the items.

The first two (pages 170 and 171) are from the journal of Halas, now a Huecuva but formerly an Ontogshorsai cleric of Malunas, who betrayed the Mistress of the Moon out of love for Eseral, the commander of the fort.

Once an outpost defending the Ontogshorsai from incursions by evil humanoids, the commander of the keep betrayed the keep and their brethren, bringing sorrow and devastation upon the Ontogshorsai. The fall of the keep precipitated the withdrawal of the Ontogshorsai from the forest and this world.

The encounter area in which this journal can be found is detailed on page 42.

The third (page 172) is a scroll written by Arlenar, the sub-commander of the stronghold. He was in command of the base during Eseral's absence. Arlenar managed to rally the Ontogshorsai here in the central keep and withstand the orc assault, and drove them from the keep. The document details Arlenar's account of the last attack upon the fortress, the one enabled by Halas' treachery.

The report ends abruptly as Arlenar was interrupted by the return of a scout reporting they had found Eseral, and never completed his report.

The encounter area in which this journal can be found is detailed on page 44.

The fourth document is a translation into common of The Lay of Riordan sung by the Ontogshorsai to the characters. This encounter occurs in the section entitled "Part 5: Wrapping Up and the Court of the Ontogshorsai Queen" on page 46.

The last two documents are from Chapter 4: The Lost Library.

On the writing desk of the Librarian's quarters (area 7) is a journal. It appears it was new and hardly used. There is only one entry (detailed on page 174), which talks about Riordan's decision to leave the library and travel to visit his old companion the coatl Nerith on the Isle of the Blessed Serpent.

The encounter area in which this journal can be found is detailed on pages 54-55.

Inside Riordan's quarters (area 10), within a desk drawer, is a small journal that Riordan kept. The journal is a simple record of day-to-day affairs of running the library, most of it dull and drudgery. The last entry (detailed in the handout on page 175) may interest the party, as it records why Riordan is leaving the library, and discusses Acregor.

After gaining the information about the Rainbow Harp from the remains of Riordan's library, the party will have to begin tracking down and recovering the pieces.

The encounter area in which this journal can be found is detailed on page 55.

If the party searches Riordan's rare volume stacks (area 11 on page 56), they may find a usable section of the History of the Harp that tells of what happened to the harp and strings upon the completion of the quest and another which repeats the lay of the Harp which they may have heard among the Ontogshorsai.

Use the documents on page 174 and 175 respectively if the players have not already discovered these clues.

A month ago, my love Eseral and I were sent to this outpost to guard the frontiers of the people. Foul creatures known as orcs were invading the forest and no matter how many were killed repelling the attacks more always ready to strike again. Eseral has been busy since taking command of the keep. Shoring up defenses, having a well dug, planning scouting parties, pouring over reports and maps, all to come up with a plan to hold this land, when our queen seems little interested in fulfilling her duty as protectress. The whole affair with Riordan seems to have demoralized her. She does not understand evil is present in the world and it is our duty as the first children of Aelbwynn and Malunas to guard the world from that evil. I have been busy with my duties to the lady's order, but I look forward to a leisurely meal with Eseral tonight.

Eseral told me of her bold plan to meet and parley with the orc leader, a shaman of some foul god of the underworld. She has no real intention to negotiate a surrender, but she wants to meet their leader and take his measure so she can better plan tactics against his efforts. I did not expect our dinner yester eve to be a farewell for a time, but alas the pains of duty are those we must all bear. Eseral left before Aelbwynn's arrival this morn, and I am not sure how long it will be before I see her again. She hopes to return on the morrow if all goes well.

It has been four days and still we have had no word from Eseral or her party. My heart fills with sorrow and I am at a loss. I cannot conceive of life without my most beloved. Tears keep me from seeing the page clearly and I can write no more.

Betrayal most foul. I have received a secret envoy from Gruurhal the orc shaman – a scroll attached to the severed head of one of Eseral's escort. It demands that I meet in secret with him this eve. They claim to hold Eseral prisoner and wish to bargain for her release.

I met with Gruurhal beyond the sight of the walls this eve. He offered proof he holds Eseral and guarantees she is alive. To secure her release, he wants me to provide a means for him to take the keep. I would never be able to live with myself if I were to let something happen to her. I wonder whether she will be able to accept me if I do this thing though? I have a long night of contemplation ahead of me.

May the gods forgive me I have made my decision. I must do all in my power to help Eseral and ensure she comes to no harm. Tonight I will use my magic to summon forth a mist to allow the orcs to approach unnoticed and allow them to enter through the gates. They will allow me to take Eseral and flee. We will make a life for ourselves somewhere outside the forest. Riordan showed there is much of Aelbwynn's creation to still explore.

Captain Eseral,

The night sentries sounded the alarm but it was too late, the enemy was already through the gates. One of the surviving sentries swears he saw Halas near the gates. They report an unnatural mist that covered the approach of the orcs, hiding them until they were among us. The battle was pitched, and I was forced to rally the forces at the inner keep. Our losses were heavy but the inner palisades held.

A tense standoff was shaping up, but many of our fellows lost heart when they saw my lady, there is no way to state this easily. They saw Halas outside the keep conferring with the orc leader. I fear he betrayed us my lady, and I cannot even fathom the why of it. I know your absence and uncertain fate gnawed away at him. He seemed agitated and eager to go find you, but I still cannot believe he would betray us so. Still evil revisits itself and it seems the betrayer was betrayed in turn. The orc leader seemed to start bellowing angrily at Halas as we held the inner keep. He ordered two of his men to seize Halas, and they hung him above the main gate to the compound. His death was long and torturous, my lady, and his screams filled the night.

It seemed the orcs were preparing for a final surge in the hours before dawn. Our forces were exhausted. Most had remained awake through the night. Everas though had managed some sleep. His Spellbook lost outside in the compound, there were only a few spells he could recall, and use to aid our cause. He slipped to the arrow slit and launched an eldritch blast of fire into the ranks of the gathering orcs and I ordered the last of our arrows spent in a follow up assault. I prepared to withstand their charge, but the combination of mighty magic and the deadly sting of our arrows must have broken them after a long night of siege. Some of their ranks broke, and I ordered us to muster and sally forth. Our charge caused the rest of their ranks to break and flee, and we once again secured the compound, my lady. But the cost was high. Too high. Many of our comrades now rest in Malunas embrace this morning. Too many to count. I await my scouts return to determine if we need worry about a follow up assault. Work details work to restore the defenses and

Harken to this ancient tale that you may tell and retell its message.

For it is in our hearts and minds we keep alive the stories of our past.

In the earliest days, before the time of your great grandfather's fathers, before the first stones of the great cities were laid, the first people came into this world. They lived and they died, but some rebelled against the natural course of life. Legends, dark and fearsome, reveal they succeeded.

Something sinister they found to twist the path of life. Evil times followed as the ancient darkness was set loose and swept across land after land. Gray wretchedness consumed all in its path.

They say the first gods Aelbwynn and Malunas saw this evil come and whispered means to stop it, but the people were new and frightened and not all could hear the gods. Only the oldest, the Ontogshorsai heard and listened to the gods' voices. They felt the song of true life and crafted down the words from the gods and glorious it was.

Yet the few elven voices could not stop the tide of darkness sweeping toward the first peoples. They sought aid among the others. The mighty children of Barator, the dwarves, now understood the gods' call and crafted for it a powerful instrument strapped in heart stone.

While they labored, the cousins of the Barator, the gnomes wove strings from the elements themselves to place upon the harp. They named it the Rainbow Harp and it sang out bold and true. The mighty tones were heard across both fields and forests.

Song and harp and strings were crafted, the gods' words fulfilled, but still they waited for one strong enough to play them all. Riordan, Bard of the Land and child of the youngest people, came with his friends to answer the call of the song. The heroes four Riordan the bard, the mage Acregor, faithful Merrill and bold Serelay, fought and traveled across our world guided by the bright one Nerith.

Deep into the mouth of evil they ventured to find the source of the darkness blanketing the world. There the champions faced the evil with the gods' song and forced it from this world. Changed were our heroes when they returned, the gray death and the gods' song had marked them all. Celebrations followed our champions as they went their separate ways and still today we sing praises to Riordan and his band, who freed us with the Song of Life.

The fate of the company:

With their heroic task complete, the companions parted ways. As a reminder of the diligence needed to protect the lands from evil, the bard Riordan sent with each of the companions a string from the Rainbow Harp for safekeeping.

The first to leave was the Coatl Nerith who took with him the green string. Most expected Nerith to return to the celestial realms, but he decided to remain in the mortal realm to stand guard. It was his intention to create guardians and warriors to fight against the tide of evil. He retired to an isle off the east coast of the land, a short way out to sea from the Shorsai Forest.

The monk Serelay was next to leave, reluctant, as she was to go. Saying farewell to her dear companions was difficult, but as always duty ruled her heart. She took with her the yellow string and traveled east, stopping in the Shorsai before heading south. Here she built a monastery for her order near the gate to the north.

Merrill left soon after Serelay, for his heart always followed hers. He took with him the red string. He honored Serelay's choice of duty over desire, but could never stand to be far from her. He built a stronghold in the wilds to the north of the gate, a haven for those who would travel the wilds of the coast. Overlooking an accessible bay, many soon gathered to Merrill's hold and the seeds of the city of Varagost were sown.

The last to leave was the mage Acregor. The parting between him and Riordan was not pleasant. Acregor opposed Riordan's decision to split the harp among the companions. He desired to plumb the secrets of the harp's magic, and wanted the entire harp for study. Riordan did not see the wisdom in this, and feared Acregor's lust for power and knowledge. He sent Acregor away with the violet string for study and safekeeping. Riordan feared for his friend's well being, as Acregor was always consumed by his undertakings. The mage left and traveled north into the mountains they had just left, finding a plentiful plain beyond a pass and settling there to construct his stronghold.

Of the companions, only Riordan was left. He traveled north to visit the harp's makers, bearing with him the harp itself and the blue string. He bestowed the harp unto its forgers, the Dwarves of Abad Durahai, and to the strings crafters, the Gnomes he presented a gift of the blue string. Having secured guardians for the harp's safekeeping, he retired for a time to the Shorsai forest. Even here he could not find solace, as evil had caused unrest to set in among the Ontogshorsai. Many called for a leaving of Aelwynn's land, and their call became stronger with the coming of the evil humanoids. Riordan took his leave of the Shorsai, and left to come here, and establish the Great Library, so that all that is known may be recorded and made available to the ages, lest we forget...

Word from Nerith is troubling. His attempt to create a race of guardians and warriors seems to have gone awry. Some seem to have embraced the evil they were meant to fight. He needs me to come, and take possession of the artifact he guards until he can correct this trouble. I shouldn't be gone long. It will be good to see the old snake again. Of our band, only he and the mage survive, and the mage has been cold since we parted. Still he has sent scholars to help in our task here, and they will arrive while am gone. The mage is as prickly as ever though, and my friends here will have to walk on eggshells for a time around those learned men.

It is strange how both of these companions have had the land around them take their name. My journey to the Isle of the Blessed Serpent shall be pleasant enough. It has been too long since I walked the land.

-R

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