

PAL2-01



DRAWING FROM LIFE

A One-Round D&D[®] LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

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RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

You are sitting in the home of a wizard in the city of Ogburg, watching as she completes the portrait of the dwarf who invited you here. When the portrait is done, the dwarf, Koreth Orcsplitter, beseeches you to travel with him to an abandoned subterranean temple. Will you brave this dungeon crawl underneath the Raker Mountains to free Koreth's ancestor, trapped in time for a millennium? *Chapter Two of Germinations*. An adventure for characters level 1-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Theocracy of the Pale. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ABOUT GERMINATIONS

"Germinations" is a series of interrelated Living Greyhawk scenarios, developed for the Theocracy of the Pale region. Each scenario is a self-contained adventure that can be enjoyed in isolation from the others. However, there is a central story that is revealed over time within Germinations. To best appreciate this central story, the scenarios should be played in order.

Each scenario strives to provide enough information for DMs to successfully run the adventure, while also obscuring the overall story enough so that they could still have fun playing subsequent scenarios in the series. Thus, some threads revealed in each adventure may go seemingly unexplained, but their relevance becomes apparent over time.

CHECKING FOR ENHANCEMENTS

Enhancements might be available for this scenario, available for download from the Web. These enhancements might include additional maps, drawings, or diagrams that could not be included within the published scenario, but they are not necessary to run this scenario.

If you want to check to see if enhancements are available, please go to:

<http://www.theocracyofthepale.com/cons/scenarios.html>

The enhancement document is an Adobe Acrobat document with the password "lament". If there is no enhancement in the scenario description, none has been created.

CRITICAL EVENT SUMMARY

After running this scenario, please send the answers to the following questions to dwb@netspace.org to aid further development of the *Germinations* series:

1. In the encounter Conflict with the Church Militant, did the characters side with Koreth, the Landrigardans, or remain neutral?
2. At the end of the scenario, who was trapped in the Statue Room, Koreth the Twelfth, Koreth the First, or a character? If a character, please name the character.
3. What was the disposition of *The Floracon*?

ADVENTURE SUMMARY AND BACKGROUND

A horde of evil beings swarmed from the Raker Mountains 1,003 years ago. Functioning with a hive

mind, none knew from where they came, but sages speculated that these creatures of pure evil were spawn of the dark god they worshipped. The horde of strange creatures killed many and the evil threatened to spread across the entire Flanaess. Before it was too late, the Flan, dwarves, and elves of the land banded together and turned the tide against the evil. Many battles were fought, many lives were lost, but eventually the horde was extinguished.

The pivotal battle was fought underground within the Rakers. A large force of these evil creatures and their powerful leader were lured into a trap. Dwarf smiths carved a large cavern, and it was specially enchanted with elven and dwarven magic to imprison the creatures. Tricked into following the dwarves underground, believing they were charging after a fleeing foe, the creatures were lead into the cavern. The magic was triggered and the creatures were frozen in place, never to escape.

A tragic consequence of the trap was that it needed to be powered by the spirit of a dwarven warrior. This warrior's body would be transformed into a statue, while his soul would wage an eternal battle against the creatures within a dream-like world. Many volunteered, but the dwarf that finally bore this burden was Koreth Orcsplitter.

With their leader imprisoned, the horde was defeated soon thereafter. The dwarves built a temple of Dumathoin around Koreth, partially in honor of his sacrifice and partially to prevent anyone from trying to release the creatures. The temple was isolated from dwarven settlements and membership at the temple declined as the memory of Koreth Orcsplitter faded. Two centuries after being built, the remaining residents of the temple were killed when a pack of umber hulks invaded. The temple was forgotten by nearly all.

Memory of the temple, however, was preserved within the Orcsplitter clan. The Orcsplitters also remembered what elven wizards who helped in the construction of the trap had said that every 1,003 years, when Luna and Celene were in a particular alignment with the wandering stars, the magic of the trap would weaken and Koreth could be freed. This was originally intended as a warning, for if Koreth were freed, the creatures could escape to threaten the Flanaess once again. Over the centuries, the warning of the elven wizards has been distorted to instead become a family quest, passed down from generation to generation. No longer do they know that Koreth must not be freed, but instead they look forward to the day when one of their own would bring the great dwarven hero back into the world of the living.

Clan Orcsplitter has fallen on hard times over the last 100 years, but the sole survivor, Koreth Orcsplitter XII, has grown up with the belief that his sole purpose in life is to free his ancestor 1,003 years after the noble sacrifice. If he succeeds, Koreth I is too weak to re-power the trap. To prevent the disastrous release of the creatures, another must take his place.

Koreth the Twelfth has traveled with his family from the Principality of Ulek to the Pale. He seeks to fulfill the paramount purpose of his life, but many complications have plagued his quest. He departed with plenty of time to make it to the Pale, but many setbacks along the route delayed his arrival. After some research by a friend of his in Ogburg, he's learned that the time when his ancestor could be freed was a few weeks earlier than his clan had remembered. Finally, in the Pale, the dwarf has received little sympathy from the population, and so has been unsuccessful in recruiting a band of heroes to accompany him into the abandoned temple. And a band of heroes Koreth needs, for many dangers lie ahead.

Note: The moon Luna is full throughout this scenario, which is important if any characters have lycanthropy.

Most of this scenario takes place within the abandoned temple of Dumathoin, and should feel very much like a dungeon crawl. Koreth XII is a key NPC and plays a major role in the scenario. The Judge should devote attention to bringing out the character of Koreth.

PART 1: THE SETUP

This set of encounters introduces the characters to Koreth and gets them involved in his quest.

Introduction

Wandering through the streets of Ogburg, the characters overhear a dwarf handing out pamphlets for an organization known as the Popular Progressive Party. He arouses the suspicion of some Church Militant visiting from Landrigard and a conflict ensues.

Encounter 1: Conflict with the Church Militant

The characters can choose to become involved in the conflict or may just observe. The visiting Church Militant is only interested in harassing and intimidating the dwarf. The situation does not come to blows unless the characters escalate the conflict. Before things get completely out-of-hand, a Priest-Captain of the Ogburg Church Militant steps in and reprimands the Landrigardans for exceeding their jurisdiction.

Encounter 2: Meeting Koreth XII

If the characters helped the dwarf, he thanks them. Otherwise, he spots them and approaches them about the Popular Progressive Party. Koreth quickly sizes them up, and reveals an ulterior motive for his promotion for the Progressives. He is looking for heroes to help him out. Koreth asks the characters to meet him at a friend's home in an hour.

Encounter 3: Hidden Agendas

In the hour before the meeting, different factions visit certain characters. These factions believe the characters may find a legendary book known as *The Floracon* within the temple. They want the character to recover it for their own purposes.

Encounter 4: Koreth's Quest

The characters arrive at the home of Koreth's friend, a wizard of Baklunish descent. There he describes the story of Koreth I, and how he must free his ancestor. They have but two days to get into the temple. At midnight of the second day, Koreth I can be freed, but if they miss this opportunity, the next chance won't come for another 1,003 years.

Encounter 5: Traveling to the Temple

Koreth provides horses trained to navigate mountainous terrain to speed the party's travel to the temple. They must first head into the Raker Mountains for a day and a half, and then descend underground to reach the temple.

PART 2: THE TEMPLE

These encounters describe the dungeon crawl itself within the temple of Dumathoin. The characters are guided by a map Koreth has, showing the layout of the whole temple. There are many rooms within the temple, but a few encounters are of particular significance.

Encounter 6: Humanoid Newcomers

A group of humanoids, led by a rogue/wizard, entered into the temple a few days ago. Ordered to secure the area, they've setup some traps and are patrolling some of the rooms. The rogue/wizard was recently slain after arguing with his minions.

Encounter 7: The Library

If a character was contacted during Encounter 3: Hidden Agendas, the book sought is found in the library.

Encounter 8: The Statue Chamber

Within this chamber, the statue of Koreth I can be found. The characters must defeat the xorn that has been attracted to a gem in this room.

PART 3: RESOLUTION

There are a few encounters to wrap up the end of Koreth's quest, the most significant of which is what must be done if his ancestor is freed.

Encounter 9: Koreth Freed

If the characters manage to free Koreth I, he is very confused at first but soon realizes what has happened. He explains that without his soul to power the trap, the creatures may soon escape their prison. While he could have powered the trap for eternity, his soul is now too weak to return to his former state.

As this conversation progresses, the chamber wall is slowly becoming transparent. Shadows of the struggling creatures can be seen beyond. Soon, Koreth XII chooses to sacrifice himself to hold the creatures at bay. The emotional impact of this sacrifice depends upon good roleplaying of this NPC throughout the course of the adventure.

Missing the Window of Opportunity

The party only has a few hours to make it through the temple to free Koreth I. Should time run out, they receive a vision informing them that they have failed their quest.

Conclusion: Returning to Ogburg

Assuming they succeeded in their quest, Koreth's friend gives each character a special gift. The Orcsplitters are saddened by the loss of Koreth, but they thank the characters for their efforts.

If the characters recovered *The Floracon*, the disposition of that tome must be resolved. These factions have competing interests, and rewards differ depending on which faction obtains the book. The party may also try to work out a compromise and present the book to multiple factions at once. If the party does not return *The Floracon*, the Church Militant confiscates it, compensating the characters for their trouble.

PART 1: THE SETUP

These encounters hook the players into the adventure. Since the dungeon crawl consumes a lot of game time, progress assertively through these encounters. There are several encounters in Part 1, and it is essential that the pace in this part of the scenario move swiftly. The key to these encounters is that the characters understand the story from Koreth's perspective and sympathize with his life long quest. If some of players arrive at the game session earlier than others, consider running the Hidden Agendas encounter first. If you are starting late, consider paraphrasing all boxed text from Part 1, pass out the relevant handouts from Encounter 3: Hidden Agendas, and skip to Part 2.

INTRODUCTION

The adventure begins within the city of Ogburg, located in the eastern reaches of the Pale, next to the mountain range known as the Rakers. With a population of 17,400, Ogburg is the third largest city in the Pale and is ruled by the Prelate Maximillian Thace. Thace is one of the most respected members of the Council of Nine, and is leader of the Popular Progressive Party. Ogburg is a city of learning, and the largest library in the Pale is located within the city. Work with the players to determine why each of them is currently in Ogburg.

You find yourselves walking through the streets of Ogburg on a crisp spring morning. The sky is mostly obscured with billowing clouds, but occasionally the sun strikes through to warm your bones. The smell of smoke permeates the air, pouring from the chimneys around you. Three crows pass overhead, squawking loudly as they fly through the frigid air.

At the intersection up ahead, you can see a dwarf pounding a sheet of parchment into a signpost. Your attention is piqued when you notice a group of three Church Militant surrounding him, grinning slyly to each other.

"Well, what do we have here?" one of the Militant calls out loudly, clearly intending to make a display for all to hear. "A

dwarf putting up signs for the Popular Progressive Party! Seems to me like we've got someone fomenting insurrection. Maybe things are different here in Ogburg, but we from Landrigard sure know how to deal with folks like you!"

You can't quite hear what the dwarf is saying, but from his body language, you deduce that he doesn't want to cause any trouble. Bystanders quickly move away from the area, giving the Church Militant wide berth to deal with the situation.

Ask what the characters intend to do and proceed to Encounter 1: Conflict with the Church Militant. The flier that Koreth is posting is shown in the handout entitled "The Dwarf's Flier."

ENCOUNTER 1: CONFLICT WITH THE CHURCH MILITANT

Koreth has been putting up fliers promoting a meeting of the Popular Progressive Party. His friend Bahira is a member and he's doing a favor for her. Koreth is also searching for some heroes who sympathize with his quest and join him. He figures that anyone who looks like an adventurer and appears interested in the Progressives would be the sort of person likely to help him out. Unfortunately, before he has found his heroes, some Landrigardan Church Militant found him.

The Church Militant is an organization of warrior-priests designed to route out heretics and evil-worshippers within the Pale. The organization is very exacting, efficient, and elitist. The officers harassing Koreth are traveling through Ogburg, returning from a trip to Stradsett back to their home in Landrigard. Landrigard is a city with a much more conservative bent than the progressive leanings of Ogburg, and after seeing a nonhuman promoting a progressive organization these Landrigardans have decided to pick a fight. Things they say are similar to the following:

- "A dwarf promoting the progressives? Why don't you stick to your own kind, shorty?"
- "We don't need one of you in our lands. Your people sit in your own filth under the mountains, praying to dark gods and fiends."
- "The people in Ogburg must be getting soft. Maybe we should show them what justice looks like, Landrigard-style."

How this encounter develops depends upon the characters' actions. The Church Militant only verbally berates the dwarf, hoping that he attacks them and gives them an excuse to use physical force. Koreth is not going to oblige, as he has something much more important on his mind. He chooses to swallow his pride and ignore the harassers. Some characters may choose to observe, others may want to stick up for Koreth, while others may want to volunteer to help the Church Militant.

Before the situation gets out of hand, a Priest-Captain of the Church Militant in Ogburg, Amaris Viligant, steps in. Priest-Captain Viligant is much more tolerant of others and doesn't appreciate foreigners exceeding their jurisdiction to cause trouble in her city. She confronts the Landrigardans and tells them to move along. They do so while muttering under their breath. If any characters stuck up for Koreth, she forgives them for disputing the authority of the Militant, thanks them for having the courage to do so, and apologizes for the attitude of the foreigners. If any characters helped the Landrigardans, the Priest-Captain thanks them for being loyal citizens, but asks them to avoid persecuting anyone within her jurisdiction.

This is not intended to be a combat encounter, but rather a way of introducing the characters to Koreth and to some of the political undercurrents within the Pale. Priest-Captain Viligant steps in before any initiative is rolled. Conclude this encounter after only a few minutes and then proceed to Encounter 2: Meeting Koreth XII.

ENCOUNTER 2: MEETING KORETH XII

Tailor the following description based on how the characters dealt with the previous encounter. If they helped out the Church Militant, it is a bit of a stretch for Koreth to approach them, but he does so because he sees something special in their eyes and he wants to give them a chance to be redeemed.

The dwarf finishes pounding the nail into the signpost, hanging up his flier. He slings his hammer upon his belt, claps his hands together, and then approaches you.

"You know, I need some help. I see something in your eye that tells me you might be willing to do so. Would you at least here me out?" the dwarf asks in a gravelly voice that reminds you of stone scraping on stone. He appears to be a young adult, wearing plain clothes over a slim frame. He looks at you expectantly through hazel eyes.

Allow the characters a chance to gather and listen to Koreth. Koreth speaks with plain language, but does so in an exuberant fashion.

☛ **Koreth Orcsplitter XII:** Male dwarf Brd3; hp 20; see Appendix I.

"Thanks. My name is Koreth Orcsplitter, the twelfth to proudly bear that name. In about an hour, I'm going to be leaving on a personal quest to save the soul of one of my ancestors. He was a hero of the dwarves, and helped stop a great evil a millennium ago. I will be traveling into the Raker Mountains, entering into a temple that has been abandoned for centuries. I can't pay you any money, but whatever we find in there, you can keep.

I've got some stuff I need to get to right away. I can tell you more at a friend's home. Would you be willing to help me out? If so, gather up some gear and meet me at the home of the sorceress

Bahira in an hour. We'll head out immediately from there. I don't know what we'll encounter within that abandoned temple, but I sure don't want to go about this alone."

Koreth can hurriedly answer some questions, but since it appears that he has found some heroes willing to help, he wants to finish off some final errands. After agreeing to help him, Koreth provides simple directions to his friend's home.

ENCOUNTER 3: HIDDEN AGENDAS

A few different factions are aware of Koreth Orcsplitter's quest. In one way or another, these factions have determined that the abandoned temple may contain a lost book of powerful knowledge. Sages have called this book *The Floracon*, and it is said to contain knowledge of powerful magic involving plant life. Different factions wish to obtain this book for different reasons.

How precisely the factions are aware of the characters' quest and what may lie within the temple won't necessarily be clear to the characters, but is the result of divination spells, observing the characters, observing Koreth, observing each other, and chance. The characters aren't the only lead that the factions are following, and they are investigating other possible locations of the book as well.

Encounters with these factions are targeted for particular types of characters. A faction contacts a character that matches the target profile. If more than one character matches the same profile, the encounter occurs with the characters together. Should a character match more than one faction, first see if you can group the character with other characters and if not, randomly select which faction approaches the character.

- A high-level druid who worships Beory contacts druids. He and other druids fear what damaging powers might be contained within *The Floracon*. They wish to destroy the book.
- A brother from the Arcanist's Guild contacts fellow members. The Arcanists want to make sure *The Floracon* is carefully studied before its powers are released.
- Priest-Captain Amaris Viligant of the Church Militant contacts members of the Church Militant, Pholtan Clergy, or Prelatal Army. She has orders that, if found, *The Floracon* must be delivered to the Library of Antigua in Wintershiven.
- Elves are approached by an elf from the Phostwood. The Phostaldaron want the ancient tome, and fear what the Pale might do with it.

To avoid having these individually focused conversations take up excessive playing time, they are conveyed through handouts given to the appropriate players. See the handouts titled "Encounter with the Arcanist Guild,"

"Encounter with the Druids," "Encounter with Amaris Viligant," and "Encounter with an Elf." If you have unrestricted game time, you may wish to play out this encounter. If some players arrive at the game session early, you can consider running this encounter early for those players, being careful to make sure the change in the timeline is explained understandably to the players.

Note that the factions have competing goals. If the party has characters contacted by different factions, there may be a quandary over which faction to turn the book over to. The handouts give the characters information to understand the consequences of their choice. The outcome is covered in the Conclusion.

ENCOUNTER 4: KORETH'S QUEST

Following the dwarf's directions, you come to the home and are greeted at the door by a dwarf lady. "Come in, come in, my husband is expecting you. It's so good of you to come."

She leads you inside to a sitting room with several upholstered chairs. She asks you to wait while her husband finishes up in the next room, and then departs. Through an open door into the next room, you can see Koreth with his back to you, standing tall and still. Beyond, an old woman works behind a canvas, capturing his portrait. As all of the adventurers arrive, you greet each other and engage in some small talk.

Give the characters a chance to introduce themselves to each other and get to know one another.

From the other room, you hear the woman speak, "Koreth, the portrait is complete. Would you like to inspect the work?"

"Wonderful! Bring it in here. I hear that my friends have arrived and I'd like them to see it," Koreth says, as he enters into the room you are sitting in. Following him is an elderly woman with short, straight, gray hair. She appears to be of Baklunish descent and smiles at you pleasantly, her eyes twinkling brightly.

"Hello, again! I'd like you to meet my friend Bahira, wizard and artist. Gather 'round, you've got to see this." Koreth beckons you closer to the canvas Bahira has just set atop an aisle. The painting depicts the dwarf standing regally in his leather armor at the peak of a mountain.

"Ah, an accurate likeness. But is the enchantment complete?" the dwarf asks to the wizard, who nods. "Terrific! Behold, Koreth Orcsplitter the Twelfth!"

With those words, the portrait changes. The form of the dwarf pushes out from the canvas, showing his figure in bas-relief. The three dimensional figure is an impressive sight. After a few moments, the illusion disappears to reveal the oil painting underneath.

"A tremendous piece of art to commemorate the culmination of the ultimate quest," Koreth exclaims, turning back to you. "You see, today we embark not on a mere adventure. We shall fulfill my life's purpose and free a great dwarf hero!"

"Just over a millennium ago, a terrible army of great evil plagued these lands. Many lives were lost and defeat seemed imminent. However, working together, dwarven and elven wizards created a magical trap to kill a major force of these

beasts. This force included their potent leader. To spring this trap, a hero needed to make the ultimate sacrifice. Dwarves are no strangers to sacrifice, and though many volunteered, my ancestor, the first to bear the name Koreth Orcsplitter, was the one to bear this burden. Their forces weakened, dwarf, elf, and Flan managed to decimate the remaining minions of evil. Koreth's sacrifice prevented this evil horde from spreading throughout the entire Flanaess.

"A dwarven temple was built on the site where Koreth the First laid down his life. As the memory of my ancestor's noble sacrifice faded, the membership of this temple dwindled, until it was abandoned and the location forgotten by all, but the memory, and life, of Koreth I may be resurrected.

"After the war, Clan Orcsplitter departed for a new home in the west. Before we left, eleven wizards told us that after 1,003 years, when Luna was full, Celene was new, and the wandering stars Gnibile, Conatha, and Greela were in alignment, Koreth could be freed. For the past ten centuries, freeing our hero has been the quest of Clan Orcsplitter, passed down from father to son as the momentous time approached.

"The glory of Clan Orcsplitter has risen and fallen. Today, my wife and I are the last adults of that line. That is why I need you to come with me on this quest. I have a map of the temple when it was new, which should help us on our way. After much research, I have learned where the auxiliary entrance connects with the surface among the Rakers. Ancient tomes I have read suggest that the temple was abandoned at least seven centuries ago. Since many dangerous creatures live within the Rakers, we should be on our guard, for many nasties may be found there now.

"We don't have much time. The celestial alignment happens at midnight tomorrow evening. I hate cutting it so close, but there have been many obstacles on my quest. I've procured us some horses trained in navigating mountainous terrain, so we should make it with about a half a day to spare.

"As I said before, I can't pay you anything. I plan on coming out of this alive, but just in case I don't, my wife must keep what money I have to raise our two children. But whatever treasures we find on our quest shall be yours to keep. What say you? Shall you join me to free a hero of the dwarves, nay, a hero of the entire Flanaess?"

Koreth wants to get underway immediately, but he clarifies any of the above information, based on the situation, as he understands it. Additional information the characters might learn includes:

- After a great deal of research, Koreth has created a map of the temple, the handout entitled "Player's Map." He gives this map to the characters for their inspection and mentions that they are entering through the Auxiliary Entrance. Their goal is to reach what old tomes call the Statue Room, where his ancestor is trapped.
- Koreth has a rock that has been enchanted by Bahira. The rock glows, its light steadily dimming until the time comes when his ancestor can be freed. At that time, the stone's light extinguishes. The stone doesn't give exact time to the celestial conjunction, but if

inspected after regular intervals, it gives a vague sense of how much time is left.

- Koreth confesses that he is no great warrior. He survives mostly by his wits. He will participate actively in the adventure, but won't charge to the forefront of battle unless necessary.
- Bahira is a member in good stead of the Arcanist Guild. The Arcanist Guild, and the Church through them, are aware of Koreth's quest, but have elected not to provide any resources toward his quest. She has greatly aided Koreth by identifying where the entrance to the temple lies within the Rakers.
- Bahira has been recalled to Wintershiven. After the characters depart, she must immediately head to that city to report to the Library of Antigua.
- Koreth does not expect to die. However, if he does, he asks that the characters complete the quest and return his personal possessions to his family. The horses should also be returned to his family.
- Bahira's paintings are the result of a secret technique. Painting allows her to meld her passion of art with her interest in magic. She has accepted commissions from people throughout the Flanaess, often working only from a sketch without ever having met the purchaser. If asked, she admits to having painted a portrait of a wizard named Huber, but she never met the man in person.
- If divinations are used to determine the wisdom of pursuing this quest, the results are ambiguously positive. Even though this quest may come to a tragic end, Koreth I freedom can benefit the Pale in the future.

ENCOUNTER 5: TRAVELING TO THE TEMPLE

As you ready to depart, Koreth's wife and his two children gather 'round. They speak words of praise, for he shall soon fulfill the quest of a millennium. However, you do detect an air of concern. They realize that this mission may put their loved one at great risk.

You spend the rest of the day traveling on stout horses, with Koreth leading you on a trail that leads deeper and deeper into the Raker Mountains. After making good time, you rest for the evening. Koreth regales you with various tales of dwarven origin. There seems to be no limit to the stories he can tell. Setting watches, you rest through a thankfully uneventful night.

Koreth wakes you all for an early start, and you continue your trek into the mountains. The chill air and snow-covered trail is managed with difficulty by the horses. Snow starts to fall, slowing your progress. Nervously, Koreth keeps pulling out a glowing stone for inspection, a device he uses to roughly measure how much time you have before the celestial conjunction takes place.

Just before dusk, Koreth points toward a little cul-de-sac in the mountain face, indicating you have arrived. You dismount, secure the horses, and assemble your gear. According to Koreth

the cave before you leads underneath the mountain, and after about three hours of marching, you will reach the abandoned temple. You do not have time to rest before pushing onward.

Let the characters make whatever preparations they desire. They'll probably need a light source.

You travel into the cave, and after crawling through some tight spots you eventually find a passage that allows you to walk upright. Koreth carefully leads you through a few intersections and after about three hours, you can see a door up ahead.

While the characters are very tired at this time, they are not fatigued to the point where any penalties apply. Fortunately for them, the horses bore the brunt of the travel so far.

PART 2: THE TEMPLE

Within Part 2 are descriptions of the various rooms shown on the diagram entitled "DM's Map." Make sure the party has the handout "Player's Map," which shows the temple layout as it existed many centuries ago.

The temple had been abandoned for over 800 years. The last few priests were killed when a pack of umber hulks attacked the temple. An earthquake a few centuries ago caused the collapse of some of the chambers and passages.

Unless otherwise noted, various aspects of the temple are common throughout:

- The temple is approximately 200 feet underneath the surface.
- The walls of the temple vary between carefully carved stone and masonry.
- The ceiling is 15 feet high.
- Doors are six feet wide and made of stone. Through ingenious dwarven construction, the doors are weighted so that they can pivot smoothly around a point on one side of the door. Despite centuries of disuse, the doors still function. The doors are weighted to slowly swing shut if not held open.
- Locks on the doors are dead-bolt systems. Constructed of metal, all locks have seized due to corrosion. Fortunately, no doors that the characters may encounter are locked.
- Along all walls, there are sconces approximately every 20 feet. The sconces hold the rotted remains of torches. The characters need a source of light if they don't all have darkvision.
- Tunnels dug by the umber hulks are mostly intact, with some rubble blocking the way. The umber hulk tunnels would be a tight fit for larger or encumbered characters.
- Collapsed areas are completely inaccessible except through powerful magic or by taking a great deal of time to excavate them.

- Tables and chairs are all “dwarf-size.” However, the dwarves built the temple with large doors, tall ceilings, and wide corridors.

When describing the setting, it is important to remember the affect centuries of neglect have had upon the temple. Time, temperature, and humidity levels have not been kind to this area. Most wooden items are completely decayed. Metal items are rusted and corroded, often to the point of being completely unusable. Items of paper are either compost or dry bits of confetti. Corpses are little more than crumbling bones. Large splotches of mold covers many surfaces. Cloth items are tattered with many holes. A dense layer of dust—almost like sediment—blankets the floors. The air smells foul and musty.

Lead by Verok, a wizard/rogue, a group of humanoids entered the temple eight days before the characters arrive. They were under orders to secure the temple from intruders. Verok set a few traps for the characters and also planted some shriekers in strategic locations to act as alarms. The humanoids killed Verok in a dispute, but they still patrol the temple. Patrolling humanoids can be found in Areas 8, 9, and 17. If alerted, the entire force will attempt to ambush the characters in the nearest location. The full force of humanoids is described in Area 19. Please review the description of the humanoids in these areas so that you can have them react to the characters’ actions.

Koreth reminds the characters that they have limited time. Unless the party did something unexpected, they arrive at the entrance to the temple two hours before midnight. Koreth pushes them along if his stone seems to be dimming at too great a rate. Use this as a mechanism to keep the game flowing. In this dungeon crawl, time is not a luxury. The characters cannot always be as careful as they might desire. For instance, performing a take 20 Search on a 30-foot square room would use up more than an hour of the available time. If time in the game slot runs out, midnight has arrived and proceed to the alternate conclusion described in “Missing the Window of Opportunity.”

Throughout this dungeon crawl, Koreth is a very active NPC. Assert his character so that his sacrifice at the end of the scenario has emotional impact. If there are lulls in the game or if some players are on break, you may have Koreth practice his pastime of storytelling. Two of his stories are included at the end of the scenario, but note that they do not contain any information key to the scenario, so only include them if you have time.

Koreth participates actively in the dungeon crawl, but he has had premonitions that have told him he must survive for his ancestor to be successfully freed. Koreth tries to rely upon missile weapons and stands back in most encounters, trying to let the characters bear most of the risks. It’s important the he doesn’t take away any of the characters’ glory. Above all, Koreth does not die. Try to manage this deftly, but if not possible, divine intervention brings him to 1 hp when his ancestor is freed.

ENCOUNTER 6: HUMANOID NEWCOMERS

AREA 1 – AUXILIARY ENTRANCE

There are doors on each of the walls of this square room. The rotten remains of wooden shelves lay along the walls. Rusted tools can be found within the remains.

Beyond each of the north, east, and west doors is a trap. A thin, magically invisible tripwire lies just beyond swing radius of the door. When triggered, a device setup down the corridor fires at the first character to walk through the door. The trap can only be found after first opening the door. Once triggered, the tripwire loses its magic and becomes visible.

APL 2 (EL 2)

🏹 **Arrow Trap:** CR 2; +12/+12 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

🏹 **Arrow Trap:** CR 4; +14/+14/+14 ranged (1d6/x3 crit); Search (DC 22); Disable Device (DC 22).

APL 6 (EL 6)

🏹 **Arrow Trap:** CR 6; +16/+16/+16/+16 ranged (1d6/x3 crit); Search (DC 25); Disable Device (DC 25).

APL 8 (EL 8)

🏹 **Arrow Trap:** CR 8; +18/+18/+18/+18/+18 ranged (1d6/x3 crit); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 10)

🏹 **Arrow Trap:** CR 10; +20/+20/+20/+20/+20/+20 ranged (1d6/x3 crit); Search (DC 30); Disable Device (DC 30).

AREA 2 – COLD STORAGE

This room is magically enchanted to remain a very cool temperature, just above freezing. Mildew covers all surfaces and the entire room and smells quite foul. Rusted metal shelves line the room. On the shelves are the remains of decayed packages of food.

AREA 3 – STORAGE ROOM

This room is filled with spider webs and rubble. It was once used to store a variety of things: crates of dried goods, tools, bolts of cloth, extra weapons, extra armor, and extra shields. The wooden crates have rotted and fallen apart, foodstuffs have decayed, the bolts of cloth are filled with holes, and all metal items are corroded to the point of uselessness.

AREA 4 – KITCHEN

Along the walls of the kitchen is a stone countertop on top of rusted metal supports. Corroded pans, knives, and utensils lie strewn about the room.

A skeleton of a dwarf is in the northwest corner. Tattered rags, once the robes of a priest, hang from the bone. Underneath the ever-present layer of dust on the floor and a skeleton, a pool of long-dried blood can be found. A successful Heal check (DC 15) reveals that some creature's large claws killed the dwarf. If a character performs any form of last rights upon the corpse, or any other dwarven remains in the temple, that character receives a +1 sacred bonus to AC, attack rolls, and damage for the next four hours; reveal this bonus only when necessary, so that all characters don't perform last rights to obtain the bonus.

Thirty feet beyond the eastern door, in the middle of the T-intersection of the corridor, two shriekers have been planted atop a pile of humus. From a distance, the characters can see the two large mushrooms. A successful Knowledge (nature) check (DC 20) allows a character to determine that the shriekers are not normal mushrooms, from further than 10 feet away. Any movement or light source within 10 feet of the shrieker causes it to make a piercing sound for 1d3 rounds, which alerts the humanoids in Areas 8, 9, 17, and 19. If attacked from range, they shriek as their first action. To prevent the alarm, the characters must bypass them, create a magically silenced area, or kill them in one round before they have a chance to react.

☛ **Shriekers (2):** hp 10, 10; see *Monster Manual*.

AREA 5 – PANTRY

This room was used as a storage area for various foodstuffs. There are several barrels of ale and a couple of bottles of elven wine, all of which are spoiled. Collapsed and decayed wooden shelves cover the remains of grain sacks, dried beans, and dried fungus. There is a pile of shattered plates and mugs made of ceramic.

AREA 6 – FUNGUS GARDEN

The dwarves used this natural cavern to grow mushrooms for food. The room is humid and warm, the result of a spring percolating underneath the soil. The room was once an organized garden, with mushrooms planted in neat rows, but now it is completely overgrown. The variety and number of fungi is eerily beautiful. All of the fungi are edible.

There still is a gravel-covered path that connects all three doors. On either side of the eastern door are two human-size purple mushrooms. To identify these harmless mushrooms, a character must make a successful Knowledge (nature) check at DC 18. If the character fails the check but achieves a DC 13, she misidentifies them as violet fungi. Success reveals the truth, that these are merely unusual, but harmless edible fungi.

Thirty feet beyond the eastern door, where the corridor turns north, two shriekers have been planted. A successful Knowledge (nature) check (DC 20) allows a character to determine that the shriekers are not normal mushrooms, from further than 10 feet away. Any movement or light source within 10 feet of the shrieker causes it to make a piercing sound for 1d3 rounds, which alerts the humanoids in Areas 8, 9, 17, and 19. If attacked from range, they shriek as their first action. To prevent the alarm, the characters must bypass them, create a magically silenced area, or kill them in one round before they have a chance to react.

☛ **Shriekers (2):** hp 10, 10; see *Monster Manual*.

AREA 7 – PHYSICAL TRAINING

The dwarves used this room to hone their battle skills. Six straw dummies were used to practice weapon techniques. Along the northern wall a variety of weapons are hung, all rusted to the point of uselessness. There is a set of rusted iron barbells in the southern part of the room.

In the corridor outside the eastern door, there is an umber hulk tunnel. Three dwarven skeletons lay where this tunnel meets the corridor. These dwarves were in the midst of training when the umber hulks attacked. Rusted maces lie at their sides. A successful Heal check (DC 15) reveals that the dwarf died by wounds from a creature with large claws.

Verok has planted two shriekers thirty feet further down the corridor. A successful Knowledge (nature) check (DC 20) allows a character to determine that the shriekers are not normal mushrooms, from further than 10 feet away. Any movement or light source within 10 feet of the shrieker causes it to make a piercing sound for 1d3 rounds, which alerts the humanoids in Areas 8, 9, 17, and 19. If attacked from range, they shriek as their first action. To prevent the alarm, the characters must bypass them, create a magically silenced area, or kill them in one round before they have a chance to react.

☛ **Shriekers (2):** hp 10, 10; see *Monster Manual*.

AREA 8 – DINING HALL

Four long stone tables run north-to-south in this room. A set of twenty ceramic plates and mugs are arranged on the middle two tables, covered in dust but otherwise intact. Forty decayed wooden chairs lie in piles on either side of the tables. The ceiling is thirty feet high.

If the characters have managed to avoid setting off any shriekers, one of the humanoids is on guard in this room. On his first action after noticing the characters, the humanoid uses a free action to yell out to his comrades. The remaining four humanoids (located in Areas 9, 17, and 19) gather and attack the party six rounds later.

If the characters set off the shriekers, the full force of five humanoids prepared for battle in this room. See Area 19 for the statistics for all humanoids.

AREA 9 – REFLECTING POOL

The dwarves used this room to clear their thoughts and focus their prayers. In the center of the room is a pool of crystal-clear water. An enchantment on the pool keeps the water pure and replenished. The walls of this room are covered in thick green moss, the result of the humidity from the pool. Along the southern wall, underneath the moss, a full-length mirror is built directly onto the wall. Only a glimmer of the mirror below can be seen without clearing any of the moss. In front of this wall is a stone bench.

Any character approaching the pool notices that there is an occasional disturbance on the surface of the water, as though something were moving within. This is an artifact of the enchantment keeping the pool clear. The water is a foot deep, and at the bottom there is a single gold coin. The first character to pick up the coin gains a +1 luck bonus on saving throws, ability checks, and skill checks for 12 hours.

If the characters have managed to avoid setting off any shriekers, one of the humanoids is on guard in this room. On his first action after noticing the characters, the humanoid uses a free action to yell out to his comrades. The remaining four humanoids (located in Areas 8, 17, and 19) gather and attack the party six rounds later.

The full force of five humanoids is prepared for battle in this room if the characters set off the shriekers. See Area 19 for the stats for all humanoids.

AREA 10 – MEDITATION ROOM

This room was dedicated to quiet contemplation, reflection, and prayer. Boulders, once used as seats, are scattered throughout the room. To the right of each door, there is a large ceramic bowl filled with ceremonial salt. To the left of each door, there is a similar bowl that is empty, once containing holy water that has long since evaporated. Underneath the dust, one finds that the floor is filled with sand, two feet deep.

AREA 11 – HIGH PRIESTS' QUARTERS

This room was completely collapsed during an earthquake and is inaccessible.

AREA 12 – PRIESTS' QUARTERS

This room was completely collapsed during an earthquake and is inaccessible.

AREA 13 – ACOLYTES' QUARTERS

This room was completely collapsed during an earthquake and is inaccessible. The bodies of most of the dwarves killed in the umber hulk attack are forever interred within.

AREA 14 – MUSIC ROOM

Dwarves practiced music within this room. Several varieties of drums, symbols, and woodwind instruments

are in extreme states of decay. Using any of the instruments alerts all humanoids, who gather together and attack in six rounds.

AREA 15 – INSTRUCTION ROOM

This room is a large lecture hall with a floor that slopes upward to the east and downward to the west. The ceiling is fifty feet high in the west and fifteen feet high in the east. In front of the western wall is a large stone table. Arranged in front of this table are rows of simple stone benches.

Next to the table at the front is a large stone chest. The chests lock was made with a corrosive-resistant alloy. Inside are a number of crawling claws. These constructs were captured for study by one of the dwarfs just prior to the umber hulk attack. When the chest is opened, they execute a partial charge to attack the nearest character as a readied action. As Diminutive creatures, up to 25 can enter a character's square to attack. Normally, entering a character's space would trigger an attack of opportunity, but on the first round, the claws catch the character flat-footed.

☛ **Stone Chest:** 4 in. thick; Hardness 8; hp 60; Break (DC 28); *Simple Lock:* Hardness 15; hp 30; Open Lock (DC 20).

APL 2 (EL 1)

☛ **Crawling Claws (3):** hp 5 each; see Appendix I.

APL 4 (EL 3)

☛ **Crawling Claws (7):** hp 5 each; see Appendix I.

APL 6 (EL 5)

☛ **Crawling Claws (14):** hp 5 each; see Appendix I.

APL 8 (EL 7)

☛ **Crawling Claws (28):** hp 5 each; see Appendix I.

APL 10 (EL 9)

☛ **Crawling Claws (56):** hp 5 each; see Appendix I.

AREA 16 – WASH ROOMS

These are the bathrooms for the temple. The eastern rooms were for woman, western for men. Inside are rusted washbasins, cracked mirrors, and latrines. Along one wall, stone pegs were used to hang up clothes.

AREA 17 – SAUNA

This room is very warm and moist. The ground in this room is rocky and uneven. A pile of rocks in the center of the room radiates heat. Steam from a fissure leading into the earth heats these rocks, while keeping the room humid. Various slimes and molds cling to the walls and ceilings.

If the characters have managed to avoid setting off any shriekers, one of the humanoids is on guard in this room. On his first action after noticing the characters, the humanoid uses a free action to yell out to his comrades. The remaining four humanoids (located in Areas 7, 8, and 19) gather and attack the party in six rounds.

If the characters set off the shriekers, the full force of five humanoids is prepared for battle in this room. See Area 19 for their tactics in the temple.

AREA 18 – MAIN ENTRANCE

This room was completely collapsed during an earthquake and is inaccessible. This entrance used to link the temple to a network of subterranean tunnels underneath the Rakers.

AREA 19 – SCULPTURE ROOM

While three of the humanoids are on guard in Areas 8, 9, and 17, the remaining two are in this room, carving up a carrion crawler for food. If the characters set off any of the shriekers, all five humanoids gather in the room nearest to the party and prepare to attack. If the characters avoid setting off the shriekers, they encounter a lone humanoid guard who yells for the others; the remaining four humanoids quickly gather together and attack the party six rounds later. Should the characters manage to avoid setting off the shriekers and prevent the humanoid guard from yelling out, the two humanoids will be located in this room, still working on the carrion crawler. On their first action, they yell out. The remaining guards will arrive six rounds later.

In total, there are five humanoids to be encountered within the temple, all with the following statistics.

APL 2 (EL 4)

🔪 **Grimlocks** (5): hp 11, 11, 11, 11, 11; see *Monster Manual*.
Each carries a pouch with 5 gp.

APL 4 (EL 6)

🐛 **Bugbears** (5): hp 20, 20, 20, 20, 20; see *Monster Manual*.
Each carries a pouch with 5 gp.

APL 6 (EL 8)

🐉 **Quaggoths** (5): hp 19, 19, 19, 19, 19; see Appendix I.

APL 8 (EL 10)

🐉 **Ettins** (5): hp 65, 65, 65, 65, 65; see *Monster Manual*.
Each carries a pouch with 5 gp.

APL 10 (EL 12)

👤 **Umbra Hulk** (5): hp 68, 68, 68, 68, 68; see *Monster Manual*.
Left with the remains of Verok is a pouch with 25 gp.

At the junction of five tunnels, this room is where the humanoids and Verok have setup base. Two large sculptures rest in the northeast and southwest corners. One was a man-size, iron abstract sculpture, which now is brittle and falling apart from rust. The other is a stone sculpture depicting a large mountain atop of an anvil.

The crushed skeleton of Verok can be found behind the stone sculpture. Verok's command over the humanoids was tenuous. During an argument, the humanoids slew him, crushed him to a pulp, and tossed his body behind the sculpture. His spellbook and all items of value were destroyed. The humanoids, fearful of Verok's master, chose to continue their vigil within the temple.

Searching the room, the characters can find the remains of Verok's backpack. Inside the backpack is some clothing and a note, shown in the handout entitled "Note in Backpack." The note hints as to the purpose of their presence in the temple.

AREA 20 – ROBE ROOM

The door to this room has a magical trap placed upon it. When the door is opened, a jet of flame bursts out, affecting all within five feet of the door.

APL 2 (EL 1)

🔥 **Flame Jet**: CR 1; 5 ft. radius, 120 degree arc of flame (2d6); Reflex save (DC 13) avoids; Search (DC 23); Disable Device (DC 23).

APL 4 (EL 3)

🔥 **Flame Jet**: CR 3; 5 ft. radius, 120 degree arc of flame (4d6); Reflex save (DC 15) avoids; Search (DC 25); Disable Device (DC 25).

APL 6 (EL 5)

🔥 **Flame Jet**: CR 5; 5 ft. radius, 120 degree arc of flame (6d6); Reflex save (DC 18) avoids; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 7)

🔥 **Flame Jet**: CR 7; 5 ft. radius, 120 degree arc of flame (8d6); Reflex save (DC 20) avoids; Search (DC 30); Disable Device (DC 30).

APL 10 (EL 9)

🔥 **Flame Jet**: CR 9; 5 ft. radius, 120 degree arc of flame (10d6); Reflex save (DC 22) avoids; Search (DC 30); Disable Device (DC 30).

Inside this room are stone pegs set into all of the walls. On each peg are a tattered ceremonial robe and a brass medallion on a chain. The medallion is a holy symbol of Dumathoin, a faceted gem set against a silhouetted mountain. A holy symbol is necessary to enter into Area 22.

AREA 21 – MAIN HALL

This is the main sermon hall for the temple. The ceiling here is thirty feet high. A raised stone dais sits along the southern wall. An intricate mosaic of many-colored stones forms a holy symbol of Dumathoin on the wall above the dais. Stone benches are lined up in front of the dais.

In the southeast corner rest the skeletons of six dwarves. Rusted weapons, broken shields, and crushed armor lie among them. The last of the dwarves made their stand against the umber hulk onslaught here. See Area 4 for rules on what the characters might learn from the remains. There is nothing of value here.

AREA 22 – HALL OF HEROES

The door to this room is magically held. When someone stands in front of the door, a red spotlight shines down from the ceiling. The light pans around briefly and then focuses on the middle of the person's chest. If that person is wearing a holy symbol of Dumathoin, the light turns blue briefly and the door swings open. If not, the light fades away. Holy symbols of Dumathoin can be found in Area 20.

The door can also be opened with a *knock* spell or *dispel magic* spell (DC 20).

☛ **Stone Door:** 4 in. thick; Hardness 8; hp 60; Break (DC 38).

If the characters can't figure out how to open this door within 10 minutes, Koreth has a flash of insight and suggests obtaining a holy symbol of Dumathoin.

Inside the room are seven stone statues, ten feet tall, of various dwarven heroes. These heroes stand proud, holding weapons and wearing armor. At the foot of the statue to the east is a plaque that reads, "Speak the name of he we protect and pass." If "Koreth Orcsplitter" is spoken aloud, this statue slides to the side, allowing access to Area 24.

A dwarven skeleton lies along the western wall. Mortally wounded, this dwarf crawled into this room to die after the umber hulk attack. The dwarf was wearing a robe and medallion like those found in Area 20. At the dwarf's side is a long sword in remarkably good condition. This is Boreth's Redeemer. At APLs 2 – 6 Boreth's Redeemer is a masterwork long sword. At APL 8 and 10 it is a +1 long sword.

ENCOUNTER 7: THE LIBRARY

AREA 23 – LIBRARY

Clinging to the wall above the door in this room is a mass of green-colored slime, which will fall on a random character in the party. As the characters enter, have them make Spot checks (DC 20) to notice the slime before it drops. When it lands upon a character, the slime coats much of their upper body. This is not green slime as

described in the DUNGEON MASTER's Guide, but rather a much more harmless variety of dungeon slime. The character must make a Fortitude save (DC 13) or lose 2 points of Dexterity for 1 hour, a result of the numbing effects of the slime's digestive juices. Extreme cold or heat, sunlight, or a *cure disease* destroys the slime, however, just wiping it off with a rag is sufficient to prevent any further affects from it.

The bookshelves in this room have long since collapsed. Searching, the characters can find numerous shattered clay tablets, books with decayed parchment pages, and crumbling scrolls. After searching for ten minutes, the characters can find two things of note.

The first is a set of slate tablets bound together with leather straps. Dwarven runes are carved on these tablets, all of which are intact. These tablets tell a story, *The Betrayal of the Stoneshield Guard*.

The second is a very strange book. It is bound in a black, leather-like material. Inside, the pages are transparent and flexible. Strange, white symbols cover these pages. This is *The Floracon*.

ENCOUNTER 8: THE STATUE CHAMBER

AREA 24 – STATUE ROOM

This is the chamber where Koreth made his sacrifice. The entire room radiates powerful magic. Thick spider webs fill much of the room, which may instill paranoia in the party. However, the giant spiders that once lived within are long gone. There are a number of interesting features of this room:

- Twenty feet from the door, a granite statue of Koreth I stands in a defensive pose, shield in one hand, waraxe in the other. At the base of the statue is a large red gem. The statue is actually Koreth's form frozen in time.
- Further in the room is a six-foot tall fountain made of marble, appearing to be a cluster of vines and leaves. Magically powered water spurts upward from the peak and cascades down the sides to be collected in a hexagonal-shaped pool. Above the fountain is a twelve-inch wide shaft, perfectly round, that leads directly upward.
- On the eastern side of the room are two columns covered with various magical runes. A Spellcraft check (DC 30) reveals that these indicate an extremely potent abjuration effect of at least 9th level in power. A Spellcraft check (DC 30) on the wall between the columns identifies the wall as a material created by a spell. This entire section of wall is a magical creation to seal a tunnel that leads into the chamber where the creatures are frozen in time.
- A tunnel has been dug through the room, heading north to south, the result of several umber hulks passing through. The giant spiders made their lairs

inside these tunnels, and thus they are filled with thick webs, floor to ceiling.

A group of xorn is attracted to the gem at base of Koreth's statue, but the magic surrounding it has prevented them from obtaining it. A minute after the first character enters the room, the xorn attack.

APL 2 (EL 3)

✦ **Minor Xorn:** hp 20; see *Monster Manual*.

APL 4 (EL 5)

✦ **Minor Xorn (2):** hp 30, 30; see *Monster Manual*.

APL 6 (EL 7)

✦ **Average Xorn:** hp 45; see *Monster Manual*.

✦ **Minor Xorn:** hp 30; see *Monster Manual*.

APL 8 (EL 9)

✦ **Elder Xorn:** hp 130; see *Monster Manual*.

✦ **Average Xorn:** hp 70; see *Monster Manual*.

APL 10 (EL 11)

✦ **Elder Xorn (3):** hp 130, 130, 130; see *Monster Manual*.

Unless the characters are exceptionally late or early, soon after the battle, the midnight moon shines down though the shaft onto the fountain.

PART 3: RESOLUTION

These encounters wrap up the scenario. Missing the Window of Opportunity is played only if the characters run out of time. Koreth Freed and Returning to Ogburg are encounters to run if the characters succeed in freeing Koreth I. If the characters obtained *The Floracon*, "Returning *The Floracon*" describes what happens to that tome.

ENCOUNTER 8: KORETH FREED

The silver light of Luna shines down the long, narrow shaft, illuminating the marble fountain. The light seems to sparkle as the granite statue before you glows yellow. Within moments, the stone transforms into the form of a dwarf warrior. His form relaxes for a moment, but then he holds up his weapon and shield forcefully. His form continues to glow.

Koreth moves by you, grasps his ancestor, and pulls him down from the pedestal he is standing upon. As the elder Koreth is pulled down, the glow fades and he suddenly ages. His beard lengthens, becoming gray, and his body becomes noticeably frail.

The elder Koreth collapses on the ground. Breathing heavily, he gasps, "Who has dared do this? And why?" The younger Koreth appears stunned.

Allow the characters an opportunity to explain the situation. If they don't, Koreth eventually gathers his wits and tells his ancestor what has happened.

"Such foolish bravery! The elven wizards said that on this day the enchantments would weaken and I could be freed. This was not a prophecy to help me, but a warning of grave proportions. For without me to power the trap, the demon spawn can escape. Look, even now the barrier weakens and the beasts awaken from their slumber!"

You follow his gaze to the far wall. Between the two rune-covered pillars, the wall starts to become translucent. Through the stone, backlit by a purple light, you see a throng of multi-limbed creatures slowly starting to move.

"My soul was used to power this trap, where hundreds of the evil creatures were locked away, including their powerful leader. Without their leader, we believed that victory would be within our grasp. Trapped in time, my soul would battle these creatures endlessly in a dream-like state.

"A millennium later, the magic of this trap would briefly weaken and someone working for evil could easily remove me from it. What you have done threatens to unleash a force of immense evil. Had I not been removed, my soul would have powered the trap for eternity. But now I am too weak to return to my former state."

You turn as you hear three loud thuds. The wall has become even more translucent. The strange creatures beyond, with long, spindly limbs, have started to pound upon the remaining barrier.

"There is not much time. To save this land, someone must take my place."

At this point, the younger Koreth realizes that this is his life's destiny, to save his ancestor by taking his place. Koreth proudly accepts the challenge.

It's possible that another character volunteers for the task. Koreth argues firmly that it is his burden to accept. Should the character insist, step out of character and explain to the player that accepting this burden means that the character will be removed from play forever. Koreth then makes one final argument that it should be him. If the character insists, allow the character to accept the burden. Should this be the outcome, modify the below description. The player also earns the certificate *Heroic Legacy*, a power of the magical gem at the base of the statue.

Koreth the Twelfth takes the shield and waraxe from his ancestor. Behind him, you can see the wall becoming even more transparent.

"Farewell, comrades. Please escort my ancestor back to my wife and children. Together, they support each other. Do not despair. We fought well and hard together. This is not the ending we sought, but it is an end with honor!"

With that, he steps onto the pedestal. The light shining down the shaft onto the fountain fades, and Koreth's form transforms into a granite statue. Almost instantly, the wall becomes opaque, securing the creatures within.

The elder Koreth walks up to the statue of his descendant and removes the large red gem from the base. "This I must give

to his heir, so that the memory of this noble hero will protect him. We shall forever remember his name, for today he saved a great many lives at the sacrifice of his own. Praise be to Koreth Orcsplitter XII!"

MISSING THE WINDOW OF OPPORTUNITY

The party has two hours to make it through the temple. If they take too much time or the time runs out in the game session, read the following.

Your vision blurs and you find yourself in a waking dream. In the night sky, you see the full Luna reach its zenith. Following a shimmering beam of moonlight, you travel down through the earth into a chamber underground.

You see a granite statue of a dwarf in a fighting pose. The statue transforms into a living dwarf, who seems to look deep into your eyes and sighs. He then transforms back into a granite statue.

Leaving the dream, you see Koreth clutching his stone, the light now extinguished. "We're too late," he says, hanging his head.

Koreth desires to turn back at this time. This is the end of the adventure.

CONCLUSION

The party has little trouble returning back to Ogburg. Koreth's wife and children are greatly saddened by his loss, but they welcome Koreth I into their family. Before they can set off to Ulek, Koreth is asked by the Church of the One True Path to stay in the Pale as a guest. From his experiences, he can provide a great deal of useful information to the Church.

Bahira is interested in hearing the story of their adventure. As a reward for helping Koreth free his ancestor, Bahira offers to paint each character a magical painting like the one she created for Koreth I.

RETURNING THE FLORAACON

If the characters obtained the book with the "pages of glass," *The Floracon*, this encounter details the disposition of that item. There is no cert for *The Floracon*, and it must be given to some NPC within this encounter. Reference the encounter Hidden Agendas for information on the factions involved.

If *The Floracon* is not turned over to a faction, then the Church Militant eventually identifies who has the book and demands that it be turned over to them. The Church Militant pays 100 gp for the tome, which is double what any other bookseller might have offered for the book. The Church Militant does not wish to bully the party, and thus is compensating them generously, but they believe it is very important that the book be turned over to the Library of Antigua. To ease the treasure division process, explain this up-front to the party, even

though the Church Militant won't locate *The Floracon* for a few weeks.

If *The Floracon* is turned over to a single faction, that faction bestows an honor. Any character who is involved in giving the tome to the faction and who was contacted by that faction in Hidden Agendas receives this honor. Only those contacted by the faction receive these results; even if others help return the book to the faction, the most these "extra" characters receive is a heartfelt thanks. The awards are:

- **Arcanist Guild members:** The Arcanist Guild is extremely impressed. It bestows upon the character the honor of *Order of the Lost Incantation*, which is awarded to members who recover ancient arcane knowledge. The Guild takes the book to study.
- **Druids:** Ithyck is thankful and presents the character with a *Rowan Cross*, a pin fashioned from a branch of the Rowan tree. The cross is recognized by druids throughout Greyhawk as the sign of someone who has served the cause of protecting nature with distinction. Ithyck takes the book to destroy within his grove.
- **Church Militant, Pholtan Clergy, or Prelatal Army members:** Captain-Priest Viligant thanks the character for his honorable service. The character is awarded the *Lead Ring*, given to heroes who help prevent dangerous magic from being abused by turning over such magic to the Library of Antigua.
- **Elves:** Silverleaf commends the character for her assistance to the Phostwood elves. Together, they meet before the Great Council and turn over the tome. The character is awarded the honor *Heren Pilin Telpsa*, bestowed upon an elf who serves the Phostaldaron with significant distinction by providing key information or returning items of significance to the elves.

If more than one faction contacted the members of the party, they must make a choice. They have enough information to debate among themselves and to decide which is the best faction to receive the book. Should they choose to present it to one faction, the result is as described above.

Alternatively, the party may try to work out a compromise and return *The Floracon* to multiple factions. In this case, the factions are mildly disappointed and frustrated by what they see as a very sticky situation. The druids, in particular, find difficulty in entering into a compromise solution, but they eventually consent to allowing the book to exist provided that they participate in ensuring no harmful magic is released from it. Even though a compromise is only a partial victory, for the characters' help, the factions use their influence to help out the characters. Since the Church of the One True Path is so ubiquitous, the factions ask their contacts within the Church to assist the characters. Characters

who are involved in giving the book to these factions and who were contacted by these factions receive a Favor of Pholtus.

To summarize, here are the possible results:

- The Floracon *is given to no factions*: The Church Militant confiscates the book and pays the party 100 gp.
- The Floracon *turned over to a single faction*: Characters involved in turning over the book and whom that faction in Hidden Agendas contacted receive an honor from the faction.
- A *compromise is worked out where multiple factions get The Floracon*: Characters involved in turning over the book to the factions and who were contacted by one of these factions receive a Favor of Pholtus.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 6: Area 1 – Auxiliary Entrance

Discover and defeat the trap.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 6: Area 15 – Instruction Room

Defeat the crawling claws.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 6: Area 19 – Sculpture Room

Defeat the creatures

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: Area 20 – Robe Room

Discover and defeat the trap.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 8: The Statue Chamber

Defeat the xorn.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 6: Area 19 – Sculpture Room

Defeat the creatures and take their gold.

APL 2: L: 0 gp; C: 5 gp; M: 0
APL 4: L: 0 gp; C: 5 gp; M: 0
APL 6: L: 0 gp; C: 5 gp; M: 0
APL 8: L: 0 gp; C: 5 gp; M: 0
APL 10: L: 0 gp; C: 5 gp; M: 0

Encounter 6: Area 22 – Hall of Heroes

Take Boreth's Redeemer.

APL 2: L: 32 gp; C: 0 gp; M: 0
APL 4: L: 32 gp; C: 0 gp; M: 0
APL 6: L: 32 gp; C: 0 gp; M: 0
APL 8: L: 0 gp; C: 0 gp; M: +1 long sword (Value 347 gp per character).
APL 10: L: 0 gp; C: 0 gp; M: +1 long sword (Value 347 gp per character).

Conclusion

Only if the characters return the *Floracon* for cash.

APL 2: L: 0 gp; C: 20 gp; M: 0
APL 4: L: 0 gp; C: 20 gp; M: 0
APL 6: L: 0 gp; C: 20 gp; M: 0
APL 8: L: 0 gp; C: 20 gp; M: 0
APL 10: L: 0 gp; C: 20 gp; M: 0

Total Possible Treasure

APL 2: 57 gp
APL 4: 57 gp
APL 6: 57 gp
APL 8: 372 gp
APL 10: 372 gp

The Betrayal of the Stoneshield Guard

This set of ten slate tablets, bound together with leather straps, depicts the story of "The Betrayal of the Stoneshield Guard" in dwarven runes. The tablets are very old, perhaps ten centuries in age.

The story is of a dwarven outpost within the Rakers, told to stand fast and defend a pass against overwhelming odds. Nervously, they waited for the horde of enemy creatures to arrive. They had never seen the enemy, but only heard rumors of the vile demonspawn. Ahead, they saw movement. Fear turned to rejoicing as the legendary Stoneshield Guard arrived, a regimen of sturdy dwarves trained deep within the Rakers.

They welcomed the Guard into the outpost, cheering their apparent victory over the demonspawn. Horrifically, the Guard turned on their comrades, and started hacking the unsuspecting dwarves to pieces. None knew what motivated their betrayal. Only one warrior survived long enough to tell the tale before his mortal wounds ended his life. The Stoneshield Guard was never seen again, but their name is forever cursed.

Heroic Legacy

A noble hero willingly sacrificed his life to prevent a great evil from being released upon the Flanaess. *This character has been forever removed from the LIVING GREYHAWK campaign, never to return under any circumstances.* A portion of the hero's soul was captured within a gem. This gem can be given to a new character with 0 XP (a newly created character who has yet to play a LIVING GREYHAWK adventure). When first held by this character, the gem turns to a dust that permeates through the character's body. Part of the sacrificed soul aids the character. The character sacrificed was:

Character Name: _____

Player Name: _____

Character Level: ____

As the new character increases in level, the sacrificed soul provides certain spell-like abilities. By calling upon the power of the soul, these abilities can be used once per day. Once the new character reaches the level of the sacrificed soul, new abilities are no longer obtained. For example, if a 5th-level character was sacrificed, abilities are not gained at 7th and 9th level.) These spell-like abilities function as though cast by a caster of the level of the sacrificed character. The target must be the character. The abilities gained at each level are:

1st – *divine favor*
3rd – *aid*
5th – *negative energy protection*
7th – *freedom of movement*
9th – *spell resistance*

Please contact the Pale Triad when this certificate is bestowed upon a character.

Magical painting from Bahira

The wizard Bahira uses her artistry with paints and magic to create a small painting depicting whatever the character desires. When a command phrase is spoken, the painting becomes three-dimensional figment similar to an item created by a *silent image* spell except that affect is partially translucent and obviously illusionary to all who view it, though it can be extremely intricate. The particular figment lasts for one minute and can be activated twice per day.

The scene depicted is:

Order of the Lost Incantation

This silver pin shows an open book surrounded by five colored stars. The stars represent the "wandering stars" that travel through the 12 Lairs of the Zodiac: Edill (white), Gnibile (red), Conatha (blue), Ginsei (green), and Greela (green).

This pin is an honor bestowed upon a member of the Arcanist Guild for recovering ancient arcane knowledge of significance that was lost. Novel discoveries are quite valuable, but equally valuable so are the restoration of

discoveries made in the past. All brothers and sisters will remember this person's contributions to the Guild.

Rowan Cross

This pin is fashioned from copper wire, red thread, and wood from the Rowan tree. The Rowan tree, or Mountain Ash, signifies many things, including protective magic.

The pin is an honor bestowed by a high-level druid to another druid who has served with distinction the cause of protecting nature. The Cross is recognized by druids throughout Greyhawk.

Lead Ring

This ring is a simple band fashioned from lead. Four small crescent moons are engraved on its surface.

The ring is an honor bestowed upon a hero of the Theocracy of the Pale. This hero has prevented dangerous magic from being abused by presenting it to the Library of Antigua. Therein, magic that could harm the good citizens of the Pale is locked away. In a carefully controlled setting, such magic is slowly studied. Access to the Library is extremely restricted.

Heren Pilin Telpsa

This pin, made of silver, resembles two crossed arrows surrounded by a ring of oak leaves.

The pin is an honor bestowed directly from the Great Council. It is presented to an elf that serves the Phostaldaron with significant distinction by providing key information or returning items of significance to the elves.

APPENDIX I: NPCS

Koreth Orcsplitter XII: Male dwarf Brd3; CR 3; Medium-size humanoid (dwarf); HD 3d6+6; hp 20; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d4+1/19-20, dagger) or +3 ranged (1d6/x3, shortbow); SA +1 racial bonus to attack rolls against orcs and goblinoids; SQ Darkvision 60 ft., stonemasonry, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +4 dodge bonus against giants, bardic music, bardic knowledge; AL LG; SV Fort +3, Ref +4, Will +1; Str 12, Dex 12, Con 14, Int 9, Wis 7, Cha 15.

Skills and Feats: Appraise +2, Decipher Script +2, Diplomacy +4, Gather Information +4, Knowledge (History) +2, Listen -1, Perform (oratory) +5, Use Magic Device +3; Point Blank Shot, Precise Shot.

Possessions: leather armor, shortbow, 40 arrows, dagger, backpack, bedroll, explorer's outfit, flint and steel, 50 ft. silk rope, 4 days trail rations.

Spells Known (3/2; base DC = 12 + spell level): 0 – daze, detect magic, mage hand, mending, read magic, resistance; 1st – cure light wounds, magic weapon, protection from evil.

Koreth Orcsplitter is the twelfth to bear that name. Since the original Koreth made a noble sacrifice, it has been a life-quest within the Orcsplitter clan to free him. A father passes this quest down to his first-born son, always named Koreth. Koreth the Twelfth has spent much of his life gathering information about his ancestor's legendary sacrifice. Over the centuries, much information has been lost and it has been a mighty task to recover enough information to complete his quest.

Koreth has a medium-length beard and light brown hair. Unlike the stereotypical dwarf, Koreth is generally optimistic and outgoing. In his time gathering information for his quest, he has learned the basic skills of a bard. Koreth uses these skills to tell stories and make speeches that inspire others. Two such stories, Vorex the Blacksmith and Abandoned Child, are included in this scenario. Koreth's voice is deeply resonant and he speaks with a great emotional tone. Exaggerated gestures with hands and arms often accompany his excited oratories.

Koreth is a good and self-sacrificing person. However, he has lived his entire life believing that his ultimate purpose is to save his ancestor. Completing this quest is extremely important to him, so he reluctantly chooses not to take extreme risks that might prevent him from fulfilling his life-long goal. When fighting alongside characters, he chooses to hang back and use missile weapons rather than engaging in melee combat.

If any character has the tome entitled *The Early Lives of Dwarven Heroes*, Koreth confirms that one of the dwarves detailed in this old book was his ancestor. He offers to purchase it for the full value of the book.

Koreth has a wife, Grinda, and two children, Katheck and Gretta. He loves his family dearly, but he

has required them to make severe sacrifices to pursue his quest. They support him fully in this effort.

ENCOUNTER 6: AREA 15 – INSTRUCTION ROOM

APL 2 (EL 1)

Crawling Claws (3): CR 1/3; Diminutive construct; HD 1d10; hp 5 each; Init +0; Spd 20 ft.; AC 15 (touch 14, flat-footed 15); Atk +4 melee (1, claw); Face/Reach 1 ft. by 1 ft./0 ft.; SA Smite fallen; SQ Construct, immunities; SR 10; AL N; SV Fort +0, Ref +0, Will -3; Str 10, Dex 10, Con -, Int -, Wis 5, Cha 5.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 4 (EL 3)

Crawling Claws (7): CR 1/3; Diminutive construct; HD 1d10; hp 5 each; Init +0; Spd 20 ft.; AC 15 (touch 14, flat-footed 15); Atk +4 melee (1, claw); Face/Reach 1 ft. by 1 ft./0 ft.; SA Smite fallen; SQ Construct, immunities; SR 10; AL N; SV Fort +0, Ref +0, Will -3; Str 10, Dex 10, Con -, Int -, Wis 5, Cha 5.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 6 (EL 5)

Crawling Claws (14): CR 1/3; Diminutive construct; HD 1d10; hp 5 each; Init +0; Spd 20 ft.; AC 15 (touch 14, flat-footed 15); Atk +4 melee (1, claw); Face/Reach 1 ft. by 1 ft./0 ft.; SA Smite fallen; SQ Construct, immunities; SR 10; AL N; SV Fort +0, Ref +0, Will -3; Str 10, Dex 10, Con -, Int -, Wis 5, Cha 5.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 8 (EL 7)

Crawling Claws (28): CR 1/3; Diminutive construct; HD 1d10; hp 5 each; Init +0; Spd 20 ft.; AC 15 (touch

14, flat-footed 15); Atk +4 melee (1, claw); Face/Reach 1 ft. by 1 ft./0 ft.; SA Smite fallen; SQ Construct, immunities; SR 10; AL N; SV Fort +0, Ref +0, Will -3; Str 10, Dex 10, Con -, Int -, Wis 5, Cha 5.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 10 (EL 9)

🐾 **Crawling Claws (56)**: CR 1/3; Diminutive construct; HD 1d10; hp 5 each; Init +0; Spd 20 ft.; AC 15 (touch 14, flat-footed 15); Atk +4 melee (1, claw); Face/Reach 1 ft. by 1 ft./0 ft.; SA Smite fallen; SQ Construct, immunities; SR 10; AL N; SV Fort +0, Ref +0, Will -3; Str 10, Dex 10, Con -, Int -, Wis 5, Cha 5.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

AREA 19 – SCULPTURE ROOM

APL 6 (EL 8)

🐾 **Quaggoths (5)**: CR 3; Medium-size monstrous humanoid; HD 3d8+6; hp 19 each; Init +4; Spd 30 ft., climb 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +7 melee (1d4+4, 2 claws) and +2 melee (1d4+2, bite); SA Rage; SQ Scent, fear immunity; SV Fort +3, Ref +3, Will +4; Str 18, Dex 11, Con 15, Int 7, Wis 12, Cha 10.

Skills and Feats: Climb +12, Hide +3*, Listen +7, Search +10, Spot +3, Wilderness Lore +6; Improved Initiative.

Possessions: pouch with 5 gp.

APPENDIX 2: NEW RULES

QUAGGOTH

Medium-Size Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft., climb 30 ft.

AC: 14 (+4 natural)

Attacks: 2 claws +7 melee, bite +2 melee; or club +7 melee

Damage: Claw 1d4+4, bite 1d4+2; or club 1d6+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rage

Special Qualities: Scent, fear immunity

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 18, Dex 11, Con 15, Int 7, Wis 12, Cha 10

Skills: Climb +12, Hide +3*, Listen +7, Search +10, Spot +3, Wilderness Lore +6

Feats: Improved Initiative

Climate/Terrain: Underground

Organization: Solitary, hunting band (4), clan (16-48), or gathering (200)

Challenge Level: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Quaggoths are the evil underdogs of the Underdark. Their ferocity and their 7-foot-tall physiques make them dangerous opponents, but they are no match for the magical wiles of the drow, illithids, and other underground civilizations. Roughly half the quaggoth population is free; the other half is enslaved by one or another underground menace.

Thanks to quaggoths' beastlike features and their barking, snarling dialect of Undercommon, barely distinguishable as a language, adventurers often call them "deep bears." Their fur is naturally white, but roughly half of all free quaggoths (the same subset of quaggoths who choose to use weapons) dye or paint their fur to camouflage themselves better in the Underdark. These weapon-using quaggoths refer to themselves as "those who follow magic," which in the quaggoths' case means "improving on what nature gave us."

The other half of all quaggoths "follow the beast" and refuse to use weapons, even when they are available. They leave their white fur unpainted, trusting natural ferocity and speed to compensate for decreased ability to blend into darkness.

Aside from their differences in hunting and combat, the chief disagreement between magic-followers and beast-followers concerns the best means of eating their prey. Beast-followers prefer eating prey raw, if possible while it is still alive or dying. Magic-followers prefer to cook their food, particularly humans and dwarves, whose taste they are otherwise not fond of.

COMBAT

Beast-followers may stalk prey and attempt to set ambushes, but they rely on headlong charges, ferocity, and grappling attacks. Magic-followers are more likely to use rudimentary tactics, particularly false retreats toward waiting ambushers. Magic-followers are more likely to run away to fight another day. Enslaved quaggoths, on the other hand, have something of a death wish, and often continue to fight even when their masters tell them to flee.

Rage (Ex): A quaggoth that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and -4 AC. The creature cannot end its rage voluntarily. Magic-followers only have a 1 in 6 chance of flying into a rage, but if they do they drop their weapons and fight with their claws.

Skills: *Magic-followers gain a +2 circumstance bonus on Hide checks in shadowy areas because of their dark fur.

QUAGGOTH SOCIETY

One-fifth of free quaggoth clans contain both beast-followers and magic-followers. The remaining clans follow a single tradition, according to the preference of the dominant male of the clan. Enslaved quaggoths wield whatever weapons their masters tell them to, but few paint their fur, and all rage as if they were beast-followers. Those few quaggoth who gain levels as characters never gain spell-casting ability.

CRAWLING CLAW

Diminutive Construct

Hit Dice: 1d10 (5 hp)

Initiative: +0

Speed: 20 ft.

AC: 15 (+4 size, +1 natural)

Attacks: Claw +4 melee

Damage: Claw 1

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Attacks: Smite fallen

Special Qualities: Construct, immunities, SR 10

Saves: Fort +0, Ref +0, Will -3

Abilities: Str 10, Dex 10, Con -, Int -, Wis 5, Cha 5

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or applause (4-24)

Challenge Level: 1/3

Treasure: None

Alignment: Always neutral

Advancement: -

Adventurers kill these miniature menaces by the dozen, all the while praying, "Let this never be me."

Crawling claws are the amputated left hands of Medium-size humanoids, given artificial life by arcane magic. Their only advantages over undead and other larger magical servitors is that they are easy to smuggle or hide and that, for most necromancers, the material to construct them is near at hand.

Crawling claws propel themselves by walking on their fingers or through aberrant spasms that can propel them through the air up to 6 feet high. They magically "see" and "hear" as if they had the sensory organs of the humanoid they used to belong to, but their senses are dull. They are generally too stupid to be assigned unsupervised tasks more complicated than guard duty.

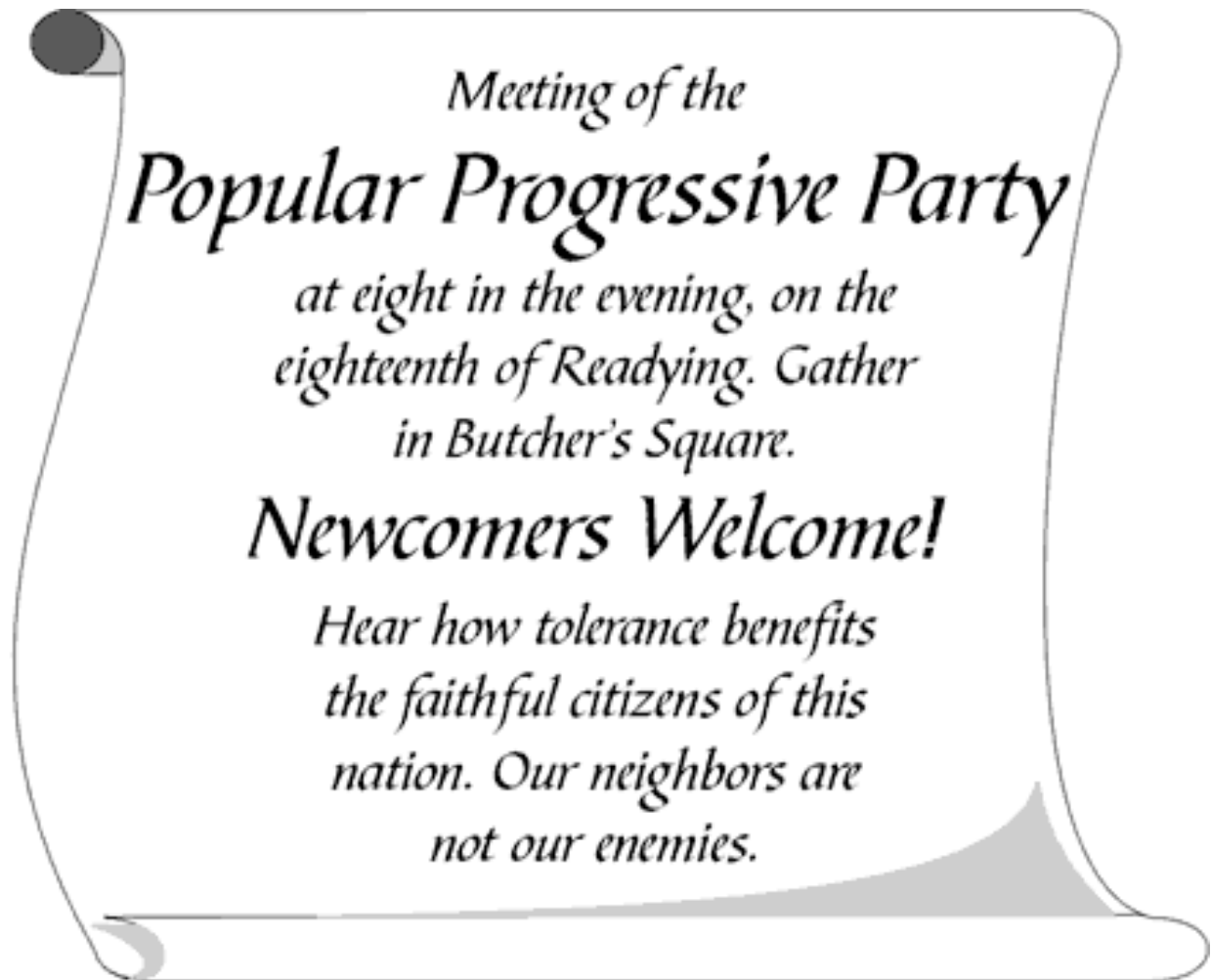
COMBAT

Crawling claws attack in swarms, taking advantage of their small size to gang up on a single opponent rather than trying to fight all foes at the same time.

Smite Fallen (Ex): Crawling claws inflict double damage against prone combatants.

Immunities (Ex): Lacking eyes, crawling claws are immune to gaze attacks.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



KORETH'S STORIES: VOREX THE BLACKSMITH

Vorex the blacksmith was an old, ragged man. He kept mostly to himself and absolutely despised children. In fact, the dwarf children used to joke about how he used his hammer and anvil to crush the bones of customers who failed to pay on time. The kids would frequently dare each other to sneak into his shop and strike the "Bonecrusher's" hammer on the anvil before he could catch them. Vorex was infuriated by these pranks.

One day, a weak old man entered Vorex's shop with a broken cauldron. The aged dwarf needed the pot to make his meals, but he had no money to pay the blacksmith. Ever since a child, Vorex was taught to respect elder dwarves, so though a normally mean-spirited individual, he agreed to fix the cauldron.

Suddenly, the old dwarf revealed himself to be the god Moradin, who said, "Vorex, your noble actions are honorable. I grant you any wish of your choice."

Vorex thought for a moment and then said, "These darn kids are always disturbing me and banging on my anvil. I wish that whenever someone other than myself bangs on my anvil, they are forced to keep banging until I say stop."

"Vorex, what a horrid request! Are you sure that's what you want?"

"Sure, I figure those kids will stop bugging me real soon."

"Well, I did say any wish, so I will regrettably grant it. Your actions, however, will be remembered."

Nonplussed by Moradin's threat, Vorex went back to his work. The next day, a dwarf child snuck into the shop, picked up Vorex's hammer, and started banging on the anvil. The poor child soon realized he couldn't stop. Terrified, the kid kept pounding on the anvil until he wept and cried for help. Gloating over the child, Vorex finally released him after several hours of such torture. After only a few such cruel incidents, the children learned never to bother the blacksmith.

His interests piqued by Vorex's mean actions, the evil dwarf god Abbathor decided to pay Vorex a visit. The dark god of greed hoped to compel the blacksmith to count the piles of gold coins within the god's fire-filled treasury for the rest of eternity. Vorex had no desire to suffer such a fate, but Abbathor insisted.

"Very well, I will come, but only after I finish forging this axe," Vorex said as he began to meticulously forge the axe.

The impatient god commanded, "Hand me your hammer. I will finish the axe in no time."

Concealing his satisfaction, Vorex gave the god the hammer and Abbathor quickly finished the axe. When the axe was ready, however, the powerful enchantment forced him to continue hammering. Despite the god's rage and vicious threats, the blacksmith watched the god pounding away, day and night, for an entire week.

Finally, Abbathor broke out into tears, agreeing not to take Vorex if he was released. Giving the word, Vorex allowed the deity to return to his dark caverns, wringing his sore arm the whole way.

Vorex lived a full, if lonely, life. When his soul departed his mortal coil, Vorex walked to the entrance of Moradin's hallowed hall of heroes.

"I'm sorry, Vorex, but your dastardly acts prevent me from welcoming you into this wondrous place. Abbathor's fiery caverns are where you must spend your time."

Refusing to reveal his disappointment, Vorex quickly marched to the doors leading into Abbathor's burning chambers. Knocking on the door, Abbathor yelled through the closed door.

"Go away, blacksmith. I have no desire to spend my time in your company. Go to Moradin!"

"But Abathor," Vorex responded, "Moradin won't have me."

"Neither will I. But here." Opening the door, the evil god quickly pushed out an iron bucket filled with red-hot coals, shutting the door before Vorex could react. "Take these coals from my Hell and create your own place to spend eternity."

Vorex took the coals and reluctantly left.

And thus, Vorex wanders throughout the vast passages and chambers within the mountains of this land. Now and again, when dwarves see a strange, inexplicable light floating in the distance down a dark corridor, they say, "There goes old Vorex, still trying to find a place to create his own pocket of Hell."

KORETH'S STORIES: ABANDONED CHILD

A long time ago, a dwarven woman was harvesting mushrooms from a large fungus forest and had taken her child with her. Busy with her work, the peaceful child slept the day through. At the end of the day, she returned home to continue her chores, completely forgetting her sleeping baby within the cavern. She prepared the evening meal, swept the house, and served her husband dinner.

Noticing that his son was not crying for dinner, the husband asked, "Good wife, where is my son?"

With terror, the woman cried, "Ay! I forgot."

As fast as her short legs could carry her, she ran back to the fungus forest. As she approached, she heard a female voice. "Hush, hush, forgotten child." Moving closer, the woman saw a powerful and beautiful dwarf female bending over her sleeping child. From a distance, the mother asked the stranger to have her child back.

"Fear not, dear woman, I mean neither you nor your child harm. I am Berronar Truesilver, protector of dwarves and wife of Moradin. I know that you work very hard, toiling at many tasks, and that you never intended to leave your child behind."

Pulling out a dagger, Berronar cut off a lock of her own hair and handed it to the mother. "Place this lock beneath the babe's crib and in the morning it will be of fine gold. Use that treasure to help raise a good and loving child."

Clenching her child closely, the woman returned home with her baby. Sure enough, Berronar's lock turned to gold and her family was filled with joy.

Another dwarf mother, hearing of such good fortune and filled with jealousy, went to the fungus forest the next day. Taking her only child, she left the baby there and returned home to make dinner. Finishing her evening meal, she thought that it was probably time to go fetch her treasure.

Reaching the cavern, the woman heard her child crying and a woman's voice saying, "Hush, hush, purposefully left child."

Moving closer, the woman saw Berronar Truesilver cradling the baby. Ignoring the woman, Berronar walked off saying, "I shall find you a loving home and never more will your former mother be fertile." Berronar and the child were gone.

ENCOUNTER WITH THE ARCANIST GUILD

Characters who are members of the Arcanist Guild metagame organization have the following encounter. To prevent this from taking too much time away from the game, this handout describes the situation.

If you ask about payment or reward, Mentrin explains that he is asking you, as a member of the Arcanist Guild, for help.

While you are walking down the streets of Ogburg, three people approach you. You recognize the man in front as someone that you've seen attending at least one Arcanist Guild gathering.

"Greetings! I am brother Mentrin. This is brother Etrick and sister Edora. Would you speak with us?" They lead you to the side of the road, and brother Mentrin speaks in muted tones.

"Divinations have guided us to you. We have foreseen that your path may lead you to where a tome of ancient knowledge has been hidden. Stories tell of a book that elven wizards referred to as The Floracon, which was said to provide great power to the causes of good many centuries ago. The book describes magic that involves the shaping or controlling of plants. One reference to the book suggested it was so powerful that it saved a civilization.

"We cannot say what truth lies within these stories, but we do think it is important that this book, if you come across it, be recovered and turned over to the Arcanist Guild. An item of such power should be carefully studied, and, once understood, it's contents conveyed to the Theocrat himself.

"We fear that if the Church obtained the book, it might be summarily destroyed. Often times, the Church obliterates what it does not understand, fearing with paranoia that demons must be behind all obscure magic. Dark times are ahead for the Pale, and we must not throw away power that could aid us all.

"Similarly, we don't wish such power to fall into irresponsible hands. Potent magic wielded by people who don't have the best interest of the Pale at heart could do great damage to the good citizens of our land.

"The book is said to be of unknown origin and you probably will be unable to decipher its writings. However, we believe you will recognize it by its most unusual appearance, for several legends say that it is a book with pages made of glass. If literally true, that would make transportation very difficult, but please do your utmost to bring it back to us intact. You can meet us here in Ogburg at the Arcanist Guild Hall.

"Good day to you, friend."

If you have time, you are able to verify that Mentrin, Etrick, Edora are who they say they are. Other members of the Arcanist Guild vouch for their integrity.

To summarize, brother Mentrin believes:

- Those with the intelligence and discipline to do so should carefully study The Floracon.
- The powers of The Floracon should benefit the entire Theocracy of the Pale.
- The Floracon could aid the Pale and should not be destroyed by the Church or anyone else. The Church often says it confiscates magic "for study," but in reality it destroys many of these things.

ENCOUNTER WITH THE DRUIDS

Characters who are druids have the following encounter. To prevent this from taking too much time away from the game, this handout describes the situation.

While you are walking down the streets of Ogburg, two men approach you from behind. Both are dressed in woodland clothing. They make eye contact with you. You notice a holy symbol of Beory on one, and a symbol of Ehlonna on the other.

"Blessings upon you. Walk with us, please," the older of the two says in a curt, direct tone. He wears a short cut, gray beard and underneath his cloak you see he is bald. As you walk along the street, the older man continues speaking.

"I am Ithyck of Beory. My companion is Egeron of Ehlonna. The ebb and flow of living energy has spoken to us. A book of knowledge most powerful may lie along your path. For centuries this book has been lost. This book contains magic that controls and destroys plant life. The knowledge it contains must be forever quashed.

"Stories passed down speak of this book as having pages made of glass. Should you find this book, bring it to us. A weaver in the market named Panata knows how to contact us. We will commune with nature to determine how this evil artifact can be destroyed. With your help, the balance may be preserved.

"May the healing energy of life flow through your soul on your journey."

If you have time, a search for information turns up nothing on Ithyck or Egeron. Some whisper of druids that watch over the lands around Ogburg, but no one provides specifics. The weaver Panata is not in her shop at this time.

To summarize, Ithyck believes:

- The book contains magic that is extremely destructive to plant life.
- Even in the hands of good, unleashing the book's powers could upset the balance of nature.
- The book must be destroyed to end the threat it poses to the natural world.

If you ask about payment or reward, Ithyck reacts disdainfully. He is expecting you to help out of your own desire to support nature.

ENCOUNTER WITH AMARIS VILIGANT

Characters who are members of the Church Militant, Pholtan Clergy, or Prelatal Army metagame organizations have the following encounter. To prevent this from taking too much time away from the game, this handout describes the situation.

While you are walking down the streets of Ogburg, a Templar of the Church Militant asks you to come to the office of Priest-Captain Amaris Viligant. You choose to go along and are quickly lead to the headquarters of the Church Militant in Ogburg.

“Ah, yes, thank you for agreeing to meet me here,” says the Priest-Captain as you enter her office. She smiles at you and motions you to have a seat.

“Observing a few different sources, it appears that there is something of interest on your path. These sources believe you may come across a magical tome, known by some sages as The Floracon. This tome has been lost for centuries.

“We believe this tome contains knowledge of magical spells involving the mass destruction of plant life. The Floracon is also said to bear words of dark ‘gods’ that should remain forgotten. We are concerned with what evils this book might bring forth against the Pale.

“A long time ago, the Theocracy established the Library of Antigua. This library houses evil magic, magic of mass destruction to be studied under carefully controlled conditions, slowly and deliberately. The Library is heavily guarded and no item has ever been stolen. Rather than destroy these horrible things, we believe it wiser to understand them so that we can protect ourselves against what the forces of evil might bring to bear against us.

“Should you come across this tome, said to be a book with pages made of glass, please bring it back to me. It will be delivered securely to the Library of Antigua.”

To summarize, Priest-Captain Viligant believes:

- *The Floracon contains evil magic of mass destruction.*
- *The Library of Antigua is the best place to protect and study the book. The Library closely limits access to the book so that it can be understood slowly and carefully.*
- *The Floracon must be held by the Theocracy so that it can better prepare for whatever evil magic the forces of darkness might bring.*

If you ask about payment or reward, the Priest-Captain merely smirks. Pausing, she asks you to do your duty as a good citizen of the Pale.

ENCOUNTER WITH AN ELF

Characters who are elves have the following encounter. To prevent this from taking too much time away from the game, this handout describes the situation.

While you are walking down the streets of Ogburg, an elf approaches you. He is of middle age and has long, flowing hair.

"May the roots of the earth permeate your soul, friend. These lands are often unwelcoming to our kind, and it is good to see a familiar visage. Can we take a walk together?"

As you walk along with the elf, he introduces himself as Silverleaf, a bard from the Phostwood. He is a member of the Istari tribe of sylvan elves. The Great Council, which represents all of the Phostaldaron, has sent him. He has spent more time with humans than the majority of the Phostaldaron, and given his skilled tongue, he is often asked to work within the Pale to serve the interests of the Phostwood elves.

"Time passes slower for us elves, but the details of the machinations of humans do not escape our notice. While we tend to let things rest, humanity seeks out unrest, like taking a stick and poking a hornets' nest for no good reason.

"The humans have learned of something that has rested for many centuries, a tome of powerful magical knowledge. It is said this tome contains magic to destroy plant life, and thus it is of grave concern to us. Humans lack the ability to see the long-term consequences of their actions. If they are able to wield the great powers within this tome, powers that could destroy forests, our safety is threatened.

"Some humans think this tome lies along your path. If they are right, you must obtain it and bring it to me. Together, we can travel to the Phostwood to turn it over to our brethren. Look for a book with pages made of glass."

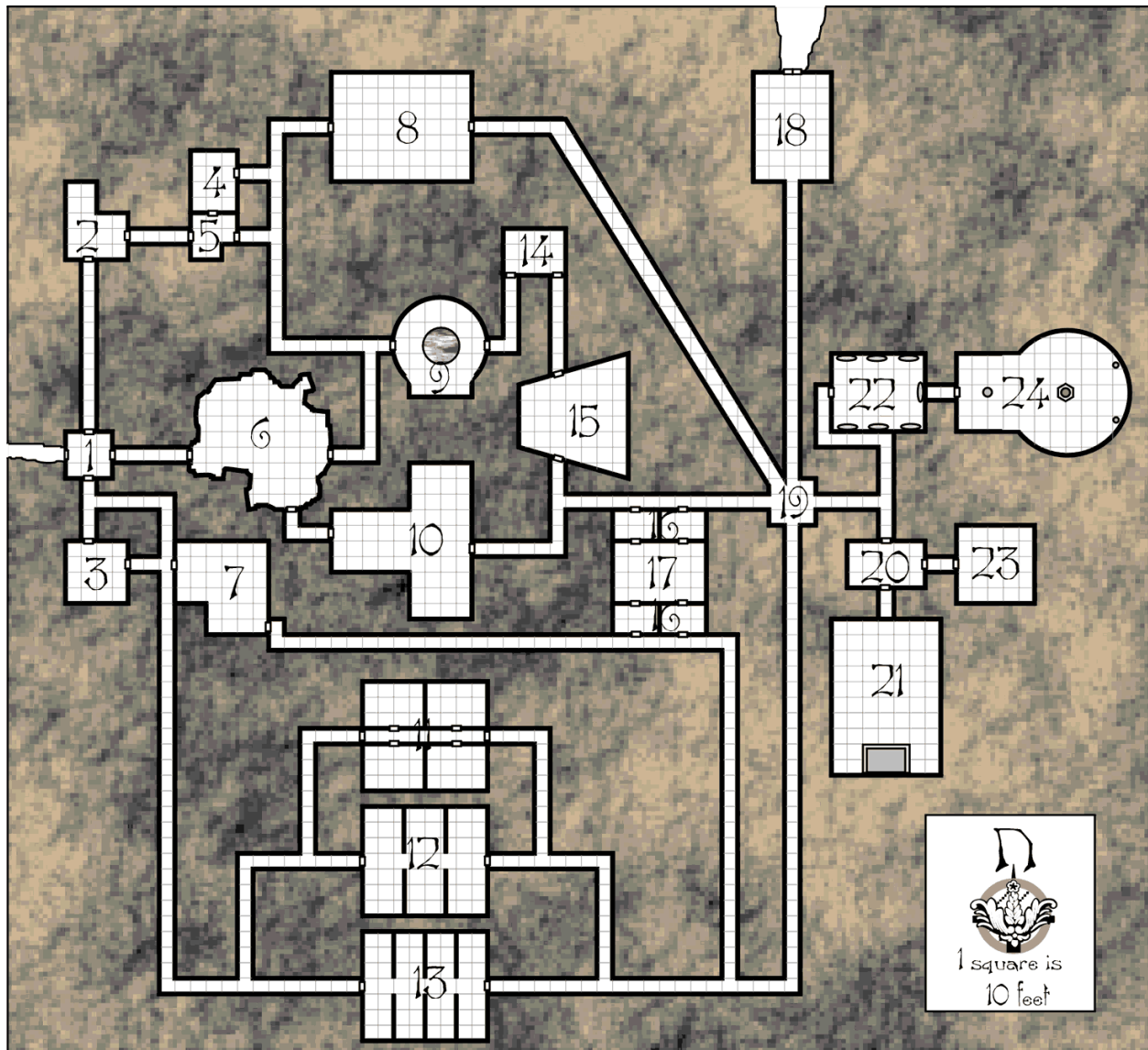
After a few more brief words, you say your goodbyes and are on your way.

To summarize, Silverleaf believes:

- The book contains extremely powerful magic that could destroy forests and other plant-life.
- Humans lack the long-term vision to understand the consequences of their actions, and thus must be prevented from beholding such powerful magic.
- The Phostwood elves have the wisdom to study the book. Elves live among trees, and live long lives as trees, so have the perspective to justly understand the power to destroy trees.

If you ask about payment or reward, Silverleaf sighs and wonders aloud if you've been among humans too long. He asks you to accept this task merely out of a desire to support your own people.

PLAYERS' MAP

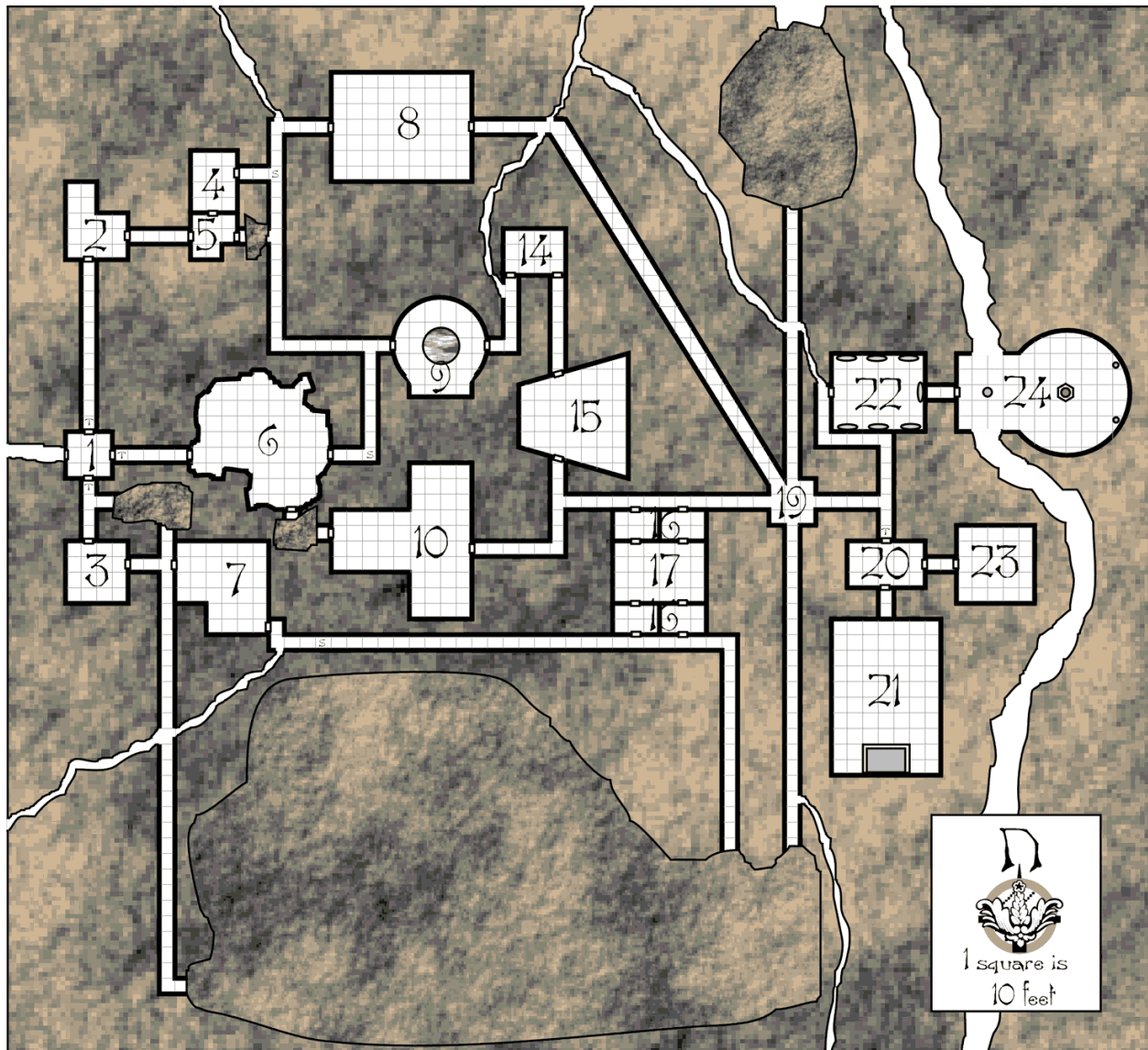


1. Auxiliary Entrance
2. Cold Storage
3. Storage Room
4. Kitchen
5. Pantry
6. Fungus Garden
7. Physical Training
8. Dining Hall

9. Reflecting Pool
10. Meditation Room
11. High Priests' Quarters
12. Priests' Quarters
13. Acolytes' Quarters
14. Music Room
15. Instruction Room
16. Wash Rooms

17. Sauna
18. Main Entrance
19. Sculpture Room
20. Robe Room
21. Main Hall
22. Hall of Heroes
23. Library
24. Statue Room

DM'S MAP



1. Auxiliary Entrance
2. Cold Storage
3. Storage Room
4. Kitchen
5. Pantry
6. Fungus Garden
7. Physical Training
8. Dining Hall

9. Reflecting Pool
10. Meditation Room
11. High Priests' Quarters*
12. Priests' Quarters*
13. Acolytes' Quarters*
14. Music Room
15. Instruction Room
16. Wash Rooms

17. Sauna
18. Main Entrance*
19. Sculpture Room
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S - shrieker
T - trap
* - inaccessible

NOTE IN BACKPACK

To N -

The payment has been made. Apparently the rest of the Freelancers think our services are worthwhile once again. Secure the area as we discussed prior. Our new friends, whom I have yet to be given the privilege of meeting, are extremely anxious to identify its location. A deadline of a week has been imposed, but I expect they will pay more if we make them wait.

I'm also told that our new friends have given us a means to remain impervious to magical detections. Very intriguing. Useful too, given the increased surveillance the Church Militant has been performing lately. I am eager to learn more.

Take this group of trained beasts and setup base in the temple. Make sure no one enters or leaves. When the payment is sufficient, we will meet you there.

Sincerely,

KH

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.