

BDK1-10

UP CLOSE AND PERSONAL

A One-Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1

by Jason A. Covitz

A priest of an underground faith asks you to investigate a destroyed burial temple, with hopes of finding information that could be used against Iuz and his minions. He *seems* honest, and the temple is only a day's travel outside of Stoink. The first adventure in the "To Hell and Highwater" series. An adventure for characters level 3-8.

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

PREPARATION

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

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

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

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

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

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

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

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

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 game masters 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" amongst 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

APL also affects the amount of experience you may gain at the end of 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. PCs 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 a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 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, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE IN THE BANDIT KINGDOMS

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You stink and are undernourished.

Wild: You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have an effective Wilderness Lore of 6 (including modifiers) or higher to avoid being Destitute.

Poor: You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched.

Rough: You live in the wilderness, roaming a specific territory or living in a rude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You must have an effective Wilderness Lore of 4 (including modifiers), in order to use Rough, otherwise you are Poor.

Low: You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value lying around.

Medium: You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.

High: You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed.

Luxury: You have the best of everything—spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. Equipment left at home is generally quite secure.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. Wild and Poor lifestyle have the standard modifiers in urban areas, but less of a penalty in rural areas.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost (gp) Skill Modifier

Destitute	0	-3
Wild*	0	-2 (-1)
Poor	1	-2
Rough*	1	-1 (0)

Low	3	-1
Medium	10	0
High	100	+1
Luxury	1000	+2

ADVENTURE SUMMARY AND BACKGROUND

In this adventure, the PCs are offered a quest, by Visivius, a priest of Pholtus, to search out a “supposedly” destroyed Temple, looking for information and magic to be used against Iuz and his minions. The PCs then go on a harrowing exploration of a Tower that has a new inhabitant, Corleryn the Necromancer, who was given the Temple as his new “research” center, to renovate it. PCs won't run into Corleryn, but will have to deal with his newly installed tenants, as well as a few well-placed traps. *Feel free to allow PCs to rest outside the tower one night if they are finding the tower overly challenging.* If the PCs are successful, then they have some options on distributing the treasure they find, either to themselves, Visivius, or Kurak, a follower of Iuz interested in their adventures. What they decide will have future ramifications on the area around Stoink.

Encounter One

Having recently arrived in Stoink, searching for adventure, the PCs find themselves approached by Visivius, a priest of Pholtus, looking for some adventurers to explore a hidden burial temple of Pholtus, the existence of which he has recently discovered.

Encounter Two

The PCs can travel to the Tower, and notice that the Tower is in rather good condition, either as a result of NOT being destroyed, or being rebuilt. As they approach to inspect the tower, they find themselves in front of a door to the temple. It is trapped with a fireball rune, which can be disarmed with a password, or forced/disarmed. The password can be determined from the riddle carved into the face of the door.

Encounter Three

Once inside the tower, the PCs enter the main burial chamber. Unfortunately Corleryn is a necromancer, and couldn't let good clerics lie dead. He has animated them into Zombies, Wights, or Wraith(s), depending.

Encounter Four

Exploring the rest of the first floor, PCs discover another room is another trap added by Corleryn. Since he has very little use for weapons, he placed a few special masterwork weapons in a room as bait for some of his pets; a cloaker or few and maybe a mimic, depending.

Encounter Five

Heading upstairs, to Corleryn's lab, the PCs can see some of the work that Corleryn has done in necromancy, and

portal work. A book detailing portals and the like is here, along with some treasure, including a third of a staff, engraved with magical runes, seemingly important in some of his rituals.

Encounter Six

Inquisitive PCs can stumble upon a door leading up to Corleryn's storeroom. The magic door has a logic puzzle within it that PCs must solve to open the door to reveal the stairway behind.

Encounter Seven

Taking the stairs up, you find yourself in a dark storeroom amidst several large crates. On one side, a large mirror glows with an apparent red light. An evil baatezu stands in the portal, waiting for Coleryn's return and will move into the room if he sees anyone that he does not recognize. Behind him can be seen a demonic place of fire a brimstone. PCs cannot enter the portal, but could destroy it, after dealing with their fellow storeroom occupant. This room is empty if PCs rested for two nights outside the Tower.

Encounter Eight

As the PCs head back to Stoink, they are approached by Kurak, who is in the employ of a follower of Iuz. He attempts to persuade/force the PCs to hand over the book that they found. The PCs can either give Kurak the book, bluff him out of believing they have it, or they will end up fighting him his cronies, and his pet displacer beast.

Conclusion

Here the PCs get to determine what they do with the treasure that they have found. They can keep everything they have and stiff the old priest, or turn over some of it to Visivius. As always this is the Bandit Kingdoms, and everything is negotiable.

INTRODUCTION

Background on Stoink for the players:

Stoink, Free City-State of: The land within the two lower bends of the Artonsamay just west of the Nutherwood are controlled by Stoink, long known as the "Wasp Nest." One of the most powerful states among the bandits, Walled Stoink had a major export business in weapons until the Greyhawk Wars began, trading with and raiding both Nyrond and the County of Urnst. It also commanded a great smuggling business by river and road, and its thieves and mercenaries were renown across the Flanaess for their superb skills and bad manners. Stoink declared for Iuz after witnessing the fate of Artonsamay and Johrase, and Iuz's "capture" of the city had little real effect on its daily life. Stoink was one of the first three regional capitals designated by Iuz in 584 CY. Currently ruled by the fearless and grossly over weight Boss Renfus the Mottled (N male human Rog12), Stoink sponsors brigand raids into northern Nyrond, and its forces loot the supply trains of the army of Tenh expatriates attempting to retake their homeland under Duke

Ehyeh III. Cross-river raids between Stoink and the Urnst fortress Ventnor are increasing, but they have not yet invited an invasion by the County of Urnst north of the Artonsamay. The northern border with Dimre is stoutly defended to prevent raiding by overzealous minor priests.

Please read the following the players:

Please remember in the Bandit Kingdoms different rules apply. In the Bandit Kingdoms, heroes can be made, bought, or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what will be the ramifications of any decisions I make, whose bad side do I not want to be on, and when will I need to call in a favor. Remember, everything's negotiable, and some things are more negotiable than others.

ENCOUNTER 1: THE WHISPERING GHOST INN AND TAVERN, STOINK

While many things change, many things stay the same. Thus it is with you and your companions, as you find yourself enjoying a tasty breakfast at the Whispering Ghost Inn and Tavern. You've heard that Stoink is a location ripe for a group of successful adventurers, and considering your recent exploits, you figure that you fit the bill as much as anyone.

Rumors don't lie, or at least not today. After a late night of bardic stories, dicing, and good conversation down in the common room, you awoke at the crack of noon. As you continue to race through your breakfast of eggs, ham, warm bread, and porridge, you notice your other companions are eating heartily around you. The nasty rainy weather outside is getting to everyone, but it sure isn't affecting their appetites.

This would be a good opportunity for each player to describe his/her character's physical appearance, and any information that he/she would have revealed during a week of travel.

Besides your companions, you notice the common room is relatively empty. The small stage where the bard performed last night is vacant, as the bard's apprentice was quick to sweep for any coins tossed their way. The only signs of the spirited dice game in the corner are some rickety stools and benches that surrounded the game pit. Two young girls scurry around the room sweeping and cleaning, under the watchful eye of their mother, a rather large human woman with a permanent scowl. Her husband must not have made it out of bed yet, or is hiding out in the stable after tasting a little too much of his own wares last night. Ah! A quality beginning all around...

As you are finishing up your meal, a thin, stooped human figure enters the bar, looks around and heads for your table. The man wears a worn gray cloak, over similarly worn gray robes. He looks familiar, and actually you think you saw him here last night wandering around, although no one seemed to catch his name or occupation. As he approaches you notice that he limps slightly, leaning periodically against his bent, wooden staff.

Once he reaches your table, you see that he is old and withered, has a spotty grey beard, and is missing two front teeth. Around his neck hangs a wooden amulet.

Ask players to succeed at a Knowledge (religion) check (DC 15). Those that are successful receive Player Handout 1: Knowledge of Religious Symbol, which tells the players Visivius' religion.

He gestures towards an open seat at your table. "May I sit with you, my friends?"

After ordering a small loaf of bread and a mug of water, he continues in a low voice. "Friends, I am Visivius, a follower of Pholtus. As you know, my church has been forced underground as a result of our occupation by the Unnamed One. However, while we are not visible, that doesn't mean that we aren't present or active. I am interested in you doing a favor for our church. Would you be interested in hearing more?"

Visivius waits for the PCs to respond before continuing. If the PCs are interested, he continues. If they are not, then he gets up to leave, and proceeds to do so, unless the PCs reconsider. If they let him leave, have them score, as the adventure is over.

"Thank you. As you know the Unnamed One has destroyed, pillaged, and razed many of the temples here in the Bandit Kingdoms. However, I have come across a journal that details the existence of a burial tower west of Stoink. The tower was used to house and honor the remains of some of the greatest leaders of our faith. In addition, the journal hints at research performed dealing with travel through space, here and on different worlds. While the Tower has been destroyed, I am interested in finding any information on the experiments performed there, for it could greatly aid us in our quest against the Unnamed One, and his remaining demonic minions. Are you still interested, or should I continue to search for more suitable hunters?"

Feel free to play Visivius as a man straddling the edge of sanity. He believes that any information that he can get from the Tower would be useful in dealing with Iuz and his minions.

☛ **Visivius:** male human Clr2.

- He will not offer any payment, but his sincere gratitude and the thanks of his organization and the satisfaction of fighting against the Unnamed One
- The journal was in the possession of a fellow priest that recently died
- He will give you directions to the Tower Player Handout Two: Map/Directions to Tower, Four Hours by Foot, Three Hours by Horse
- He believes the Tower has been destroyed and is abandoned
- He has heard that there are magical texts and artifacts used in the research within the tower

- He will not, under any circumstances, detail his organization
- The bartender can get him a message when you return
- Head North by Northeast into the woods. There is a pretty well traveled path that leads deep into the forest. It becomes merely a footpath after a while, but it runs pretty straight for twenty (20) miles or so. Past the small log bridge, you'll head due east and should find a good-sized clearing, from what the journal said. You'll probably need to go by foot, as much of the terrain isn't conducive to mounts.

One day's worth of travel

ENCOUNTER 2: JOURNEY TO THE TOWER

Over the course of your travels, the path you are traveling along seems to be getting more and more faint. In addition, the gentle rain, combined with the cold, whipping wind is making this trip utterly miserable, although you did find a well-sheltered, defensible cave to wait a particular nasty hour.

If PCs wish to shelter themselves for a night during the exploration of the Tower, the cave is roughly two hours away from the tower, well sheltered and defensible. This might come into play, depending on the particular strength and makeup of the party.

After a day's travel through this muck, just as you are thinking of heading back to Stoink for a roaring fire and some hot beef stew at the Whispering Ghost, you crest the top of a hill. In the distance, approximately fifty feet is the object of your search. Carved out of the clearing is a well-crafted stone tower, approximately fifty feet tall, with the footprint of a small cross.

For a building that has "supposedly" been destroyed by Iuz and his minions, this building looks surprisingly intact. As you approach, you see that the tower is covered in runes and carvings of mythical beasts. You can see that a stout wooden door stands in the western wall.

As PCs approach...

Approaching the door to the Tower a bit more cautiously, you get a better look at the entranceway. The ornately chiseled doorway is roughly eight feet tall, and has a solid oak door bound with iron bands set within. A large clasp mechanism appears to restrain the door from opening inward into the tower.

Scrawled into the door is the following phrase:

*Relaxed I sit upon my perch
Till suddenly I give a lurch
And off I speed on Wing tips three
Before my prey can think to flee.
I make its flesh and tendons part*

And claw my way into its heart.

The Answer being: An Arrow

Please hand the players Player Handout Three: Riddle.

The door is not locked, but is magically trapped. Attempting to open the door without disabling the magic trap first will set off the trap. Unsuccessfully trying to disarm the trap will also set off the trap.

Speaking the answer to the riddle will disarm the trap, allowing the PCs to enter unmolested.

APL 4

✂️**Coldball Trap:** CR 2; 2d6 Cold damage, 20 ft radius, centered on door. Ref save halves damage (DC 15); Search (DC 21); Disable Device (DC 20). Radiates magic, evocation.

APL 6

✂️**Coldball Trap:** CR 2; 4d6 Cold damage, 20 ft radius, centered on door. Ref save halves damage (DC 15); Search (DC 21); Disable Device (DC 20). Radiates magic, evocation.

APL 8

✂️**Coldball Trap:** CR 2; 6d6 Cold damage, 20 ft radius, centered on door. Ref save halves damage (DC 15); Search (DC 21); Disable Device (DC 20). Radiates magic, evocation.

As you speak, you notice nothing happen at first. No large boom, or crash, or even bright lights. Then slowly, the door clasp lets go, and the door swings slowly inward, creaking loudly, revealing darkness from within the tower.

ENCOUNTER 3: THE WELCOMING HALL, YOU AREN'T WELCOME

It is dark in the tower, so determine who has light sources, and is using them. Have undead target those with torches to make it dark for humans, etc.

Clearing the entry way you see what appears to be a rectangular burial chamber. The floors are made of polished marble, light blue in color. The walls are well cut stone, shaped by hand. A large wrought iron chandelier hangs in the middle of the room, its white candles unlit.

As a character moves into the room...

Six large stone sarcophagi, roughly five feet wide by nine feet long, are arranged neatly in the room. Each is intricately carved with runes, and humanoid figures. Holy symbols of Pholtus are

carved prominently into each cover. Many have been damaged or destroyed.

In each of the four corners of the room stand stone humanoid statues intricately carved, each holding a shield and a mace. Against the east wall, a narrow stone staircase leads apparently to the floor above. On the North wall is an imposing picture of a human wizard. In the South wall, stands a doorway chiseled in rock, roughly six feet tall, rounded to an arch near the top. Set back about a foot inside the doorway is an iron bound wooden door.

As soon as the PCs reach the center of the room, the lids to the sarcophagus will begin to move. Players that make a spot or listen check (DC 10) will get a partial action as the undead rise up out of the sarcophagi.

As you enter the room, suddenly the eyes of the statues begin glowing, a deep eerie blue. The lids of the sarcophagi tumble off their perches, and rank, tattered humanoids rise up from within, dressed in tattered burial robes. The smell of recently overturned earth mixes with that of decaying flesh.

Feel free to mark out the statues as dice or figures. They don't do anything, but might make PCs uneasy.

APL 4 (EL 6)

🧟 **Wights** (2): 26 each; see *Monster Manual* page 183.

🧟 **Medium Zombies** (6): hp 16 each; see *Monster Manual* page 191.

APL 6 (EL 7)

🧟 **Wights** (4): 26 each; see *Monster Manual* page 183.

APL 8 (EL 9)

🧟 **Wraiths**: 32 each; see *Monster Manual* page 185.

🧟 **Wights** (5): 26 each; see *Monster Manual* page 183.

See Appendix 5: Combat Encounters for all Statistics

Note: Do not mention what that these creatures are, as characters probably have not encountered them in LG. Let them learn about them in combat, not out of the *Monster Manual*. Instead, use the descriptions in the *Monster Manual*. Once they are finished, then they can look up what they fought.

As the last of the undead crashes to the ground, its eerily glowing eyes fade to nothing. You look to your comrades to tend to their injuries.

The Picture on the wall is fastened securely to the wall and any removal will damage the picture and the frame. Examining the picture you see...

The wizard is dressed in fine black and red robes. He has short black hair and a goatee. He holds a large black tome, bound in some exotic skin in one hand, gesturing in the distance. A battle rages in the distance, while his face is a picture of resolve. A label below the oil paint says, "To Corleryn, in thanks for your faithful service. Cranzer."

Examining the door...

The door has a thick iron ring in place of a handle, and a small window with wrought iron bars running vertically through it. The door has a plain iron key resting in what appears to be a simple locking mechanism.

ENCOUNTER 4: TREASURE ROOM?

If the PCs examine the room through the window, determine what type of light source they are using.

Through the small window you see a room approximately fifteen feet wide by thirty feet long. The floor and walls are similar to the entryway. The ceiling is shrouded in darkness. At the far end of the room, in one corner is a small, intact wooden chest. There are several gold and silver coins lying around the base of the chest.

The door is not locked, as this room is actually a trap, with the treasure being the bait. Corleryn doesn't have much need for weapons, so thought he would distract any intruders to their demise. Hiding in the magical darkness above is a cloaker who is waiting for his prey (the PCs) to enter so he can grab them.

Do not mention that the darkness is magical, but IF the PCs ask specifically, tell them that once they look carefully, they can't seem to see the ceiling, or beyond 15 feet up. Once the noisiest PC (heavy armor, etc.) reaches the center of the room, or one of the PCs reach the chest, drop the cloaker(s)/mimics on them.

The Chest is nailed down and is very hard to move unless significant force is applied.

Suddenly from above you see a large shadowy shape descend out of the darkness and attempt to wrap itself around one of your compatriots. It seems to be a large billowy creature of some kind, with a stinger attached to a long tail. What is it with this accursed place?

APL 4 (EL 5)

☛ Cloaker: hp 30; see *Monster Manual* page 37.

APL 6 (EL 7)

☛ Cloaker (2): hp 45 each; see *Monster Manual* page 37.

APL 8 (EL 9)

☛ Cloaker (3): hp 45 each; see *Monster Manual* page 37.

☛ Mimic: hp 52 each; see *Monster Manual* page 135.

Note: Players could use subdual damage to avoid hurting engulfed party members. Suggest at your discretion.

See Appendix 5: Combat Encounters for all Statistics

Note: Do not mention what that these creatures are, as characters probably have not encountered them in LG. Let them learn about them in combat, not out of the *Monster Manual*. Use the descriptions in the *Monster Manual*. Once they are finished, then they can look up what they fought.

With a last moan the last of the creatures expires, its limp form slumping forward.

Around the chest are roughly 25 gp and 250 sp. The chest is locked (Open Lock, DC 15), but not trapped, although feel free to make characters sweat, as they might be a little shaken after their experiences thus far. Caution is a good thing in the Bandit Kingdoms.

In the chest (or behind the Mimics, depending) you see what appear to be two well-made intricate weapons, a longsword and a mace. Each seems well balanced and well made, out of an interesting, steel-like material. In the pommel of each are four small round indentions.

Weaponsmithing DC 10, Appraise DC 15 will indicate that the weapons are of masterwork quality.

Weaponsmithing DC 20 will indicate that such indentions are oftentimes used for gems used in enchanting such weapons.

Tactics: If there are multiple cloakers, one will probably use his stunning ability before dropping the second round.

Treasure: Masterwork longsword (315 gp), masterwork mace (310 gp), 250 sp, 25 gp.

ENCOUNTER 5: CORLERYN'S LAB

Coming up the narrow stone stairway, you emerge into what can only be a laboratory of some sort of spellcaster. There are several long tables spread throughout the room, many of which have dead body parts of humans, and creatures of unknown origin. Along the east and south wall are several bookshelves containing jars filled with additional pieces of creatures, few of which you recognize.

In one corner of the room stands a narrow wooden podium, upon which rests a large tome bound in silver. Also of interest is a narrow, wooden staff that is covered in arcane runes. The staff is approximately six feet long and has a cross section similar to a third of a pie, rounded on one side. Each end is bound with a dark blackened metal. You also see a small, open wooden box that contains four sealed metal vials.

In the opposite corner is a small cot with blankets strewn about. A small, unfinished meal of a sandwich and thin soup indicates that this room has recently been inhabited by a living creature of some sort.

- Perusing the text of the tome requires an intelligence check DC 15. Such characters realize that the tome contains considerable knowledge about magic, knowledge of celestial bodies, and the creation of “doors” to other worlds. Additional, considerable study would be required to understand much of what is in this book.
- Lying next to the tome is a letter written in a flowing hand in common. It seems to be an entry from a diary.
- It says, “teleported over to Hallorn to pick up dragon heart and basilisk eyes. Need to be sure to be back on the 10th to meet with Vrask.” Tomorrow is the 10th.
- Several pieces of unknown beasts lie pinned to tables in various stages of being dissected.
- The staff radiates slight unknown Abjuration magic.
- The entire room reeks of a foul smelling liquid, which is being used to preserve many of the creatures and parts.
- Books on the shelves include, ‘102 Ways to skin a Human.’ ‘Is Lichdom for You?’ ‘Death, Destruction, and Rebirth: A Guide to Creating Undead.’ Feel free to allow players to write these down on the log sheet, no value.

Treasure: Staff segment (50 gp), Journal, Book of Gating, access to Wayfarer’s Guild Prestige Class (Cursed, 10 TU’s) (50 gp), 4 Potions of cure light wounds (50 gp).

ENCOUNTER 6: HIDDEN STAIR, LOGIC PUZZLE

Roll Randomly to determine, amongst those that are actively searching along the wall with the secret door. Read the following, directed at the PC.

As your hand glides across the center portion of the stonewall at the rear of the lab, the wall suddenly starts to shimmer. Slowly, outlines of words in flowing Common appear, over the outline of an ornately carved stone door. Also of note are several small alcoves that slowly appear, solidifying out within stone surface. Down the left side of the door are four small slots holding four ornate, leering skulls of Silver, Gold, Copper, and Platinum, each of which has one of its eyes slightly indented. Along the right side of the door are four equivalent slots holding four small diamond-cut gems; a Ruby, Emerald, Sapphire, and Diamond. You also notice four slots, which form in the surface of the door, each empty.

Please hand the players, Players Handout 4. This is a logic puzzle that players can solve in order to open up the door to the third level store room. The secret is to translate the text above the door into the clues necessary to find the correct combination to open the door.

Nothing will happen to anyone handling the Skulls and Gems. Anyone appraising DC 15, finds the Skulls are each worth roughly 100 gp due to their exquisite detail. Each gem is worth approximately 50 gp.

For Players who struggle with the puzzle, the DM can volunteer the following pointers.

- The secret to solving this puzzle is to fill out the chart at the bottom of the page.
- Fill in a dot in a match of the categories, X out the rest of the row and column that the dot falls in.

Time - Skull - Gem

9 – platinum – diamond
10 – gold – sapphire
12 – silver – ruby
3 – copper – emerald
4 – bronze – amethyst

For each wrong combination, one ward goes off. There is one ward at Tier Two, two wards at Tier Three, three wards at Tier Four. Once the ward(s) go off, the door swings open as below.

APL 4, 6 AND 8

✦ **Coldball Ward:** CR 2; 2d6 Cold damage, 5 ft radius, centered on door. Ref save halves damage (DC 15); Search (DC 21); Disable Device (DC 20). Radiates magic, evocation.

As you place the Skulls and Gems in their final resting place, you see the door shimmer again. The stone door becomes smooth, leaving no trace of the Skulls and Gems. With a click the stone door begins to swing out towards you, stopping at a 45-degree angle. Beyond you see a narrow spiral staircase made of ornate granite leading upwards.

Treasure (if they didn’t open the door): 5 skulls (100 gp each), and 5 gems (50 gp each).

ENCOUNTER 7: INVESTIGATE THE STORAGE ROOM, MEET VRASK

If the players have rested for two nights after entering the tower, than the demon and the treasure are not here. Otherwise everything is the same.

Climbing the spiral stairs behind the hidden door, you emerge into a darkened storeroom. You notice that at one end of the room is a group of small wooden crates stamped with the seal of

Iuz and labeled as various foodstuffs. However, drawing your attention in the other direction is the large mirror standing at the other end of the room. The mirror stands roughly ten feet tall and five feet wide. Various runes and symbols are carved into the blackened wood frame holding the mirror. The surface of the mirror glows brightly.

If the characters approach the mirror:

Approaching the mirror, you feel heat radiating out from its glowing surface. Looking into the mirror itself, you see a landscape of destruction and despair. Molten lava flows over broken hills of ash and jagged obsidian. A thin mist of ash hangs in the air like snow. Demonic creatures move across this landscape. One such creature stands within the mirror, seemingly fifteen feet from the surface, speaking in a language that you do not comprehend. As if recognizing you, it stops speaking; it flashes a truly horrifying smile, and begins to slowly move towards you.

If the characters leave immediately in haste, let them leave the tower without issue. If they don't leave immediately, read the following:

The creature approaches the mirror and steps out into the room before you menacingly. You truly feel fearful, as its evil presence threatens to overwhelm you. Behind it, the mirror dims, no longer glowing.

APL 4 (EL 5)

🐸 **Salamander (average):** hp 38; see *Monster Manual* page 159.

APL 6 (EL 6)

🐸 **Osyluth (Baatezu):** hp 32 hp; see *Monster Manual* page 48.

APL 8 (EL 8)

🐸 **Hamatula (Baatezu):** hp 48; see *Monster Manual* page 49.

If the characters flee immediately, let them leave the tower without issue. If they shut the door, sealing the room, they will be safe from the creature.

See Appendix 5: Combat Encounters for all Statistics

Note: Do not mention that this creature is a salamander or a demon, as characters probably have not encountered them in LG. Let them learn about them in combat, not out of the *Monster Manual*. Instead use the description provided in the MM. Once they are finished, THEN they can look up what they fought.

This could be a deadly encounter, so if players want to flee, feel free to let them, minus any items and/or downed individuals. However, if they want to go toe-to-toe with the salamander or demon, the reward should be worth the risk.

Treasure: Cloak of resistance +1. If the PCs defeat the salamander or baatezu, they will find the cloak hanging beside the mirror.

As the PCs leave the Tower, have time be roughly an hour away from dusk. Have them get two hours away from the tower before camping at the cave they discovered earlier and continuing on in the morning. This will allow them to rest before approaching Stoink.

****1 Days Travel by Foot****

ENCOUNTER 8: KURAK AND FRIENDS MAKE AN OFFER

As you head back to Stoink, you contemplate what to do with your newly acquired goods. This adventuring thing is becoming increasingly profitable, but seemingly more deadly as well. As the two fighters (fighter and wizard, etc.) bicker over who contributed more in that last battle, and therefore who should get first shot at the acquired treasure, some of you merely look forward to getting back to the Whispering Ghost Inn and Tavern, getting a hot and hearty meal, and a soft, warm bed.

Finally, just as you're leaving the forest west of Stoink, within a mile or two of the city itself, you notice a group of humanoid figures headed your way. Looking closely, you notice the leader raise and wave a white flag.

If PCs head back into the forest, they will be able to avoid this encounter and circle around Kurak to Stoink. Proceed to Encounter Ten.

If the PCs decide to wait for the group to approach please continue with:

As the group approaches, you see that it is made up of two swarthy half-orcs dressed in metal armor, and a short, rotund human, also dressed in armor, with a crude holy symbol of Iuz hanging around his neck. More impressive, though, is the cat-like creature that walks along-side them. Its midnight blue in color and has several tentacles that sprout from its back, that writher as it stalks.

One the group is within fifty feet, the half-orc with the flag lowers it, and begins speaking with a snarl. "Greetings adventurers, I am known as Kurak. I have learned that you have obtained a tome that is of some value to my employer. I am here to make you an offer of good coin to turn over said tome."

- Players can make a Charisma check against Kurak to tell them they don't have it (DC 15); or pass off another suitable book (DC 20). One player only, without aid from others, since he will only listen to one designated spokesperson. Any attempts at Intimidation will cause Kurak and friends to attack.
- Kurak is willing to pay 200 gp for the text, to be delivered now. He will begin at 100 gp and allow himself to be bargained up. Players will

also receive an Influence Point from Kurak's employers.

- If players are unable to convince Kurak, and are not willing to surrender the book, Kurak and friends will attack, targeting anyone who visibly has the book. However, if the PCs are defeated, Kurak and friends will steal the book, and withdraw, not bothering to kill downed PCs.
- At any time, if the PCs surrender, Kurak will take the book, hand over a limited amount of gold (25 gp), but no Influence Points will be rewarded. If the PCs attacked Kurak, versus just antagonizing him, they will receive the enmity of said employer.

APL 4 (EL 6)

🗡️ **Kurak, male half-orc Ftr3:** hp 27; see Appendix 4.

🗡️ **Cuzar, male human Ftr1:** hp 12; see Appendix 4.

🗡️ **Schwiaz, male human Clr1:** hp 10; see Appendix 4.

🗡️ **Displacer Beast:** hp 51; see *Monster Manual* page 59.

APL 6 (EL 8)

🗡️ **Kurak, male half-orc Ftr5:** hp 42; see Appendix 4.

🗡️ **Cuzar, male human Ftr2:** hp 19; see Appendix 4.

🗡️ **Schwiaz, male human Clr4:** hp 29; see Appendix 4.

🗡️ **Displacer Beast:** hp 51; see *Monster Manual* page 59.

APL 8 (EL 10)

🗡️ **Kurak, male half-orc Ftr7:** hp 57; see Appendix 4.

🗡️ **Cuzar, male human Ftr4:** hp 34; see Appendix 4.

🗡️ **Schwiaz, male human Clr7:** hp 49; see Appendix 4.

🗡️ **Displacer Beasts (2):** hp 51 each; see *Monster Manual* page 59.

Note: Do not mention that this creature is a displacer beast, as characters probably have not encountered them in LG. Let them learn about them in combat, not out of the *Monster Manual*. Instead use the description provided in the MM. Once they are finished, THEN they can look up what they fought.

Treasure: Influence Point or Enmity Point: Kurak's Employer (Seal), 200 gp.

CONCLUSION

Finally reaching the edge of Stoink, you realize that you've had a harrowing experience. One that you will remember throughout your career...

If players wish to return to the The Whispering Ghost, they may leave a message with the bartender to send for Visivius. Visivius will arrive later that night, very interested in hearing the account of the PCs adventure. He will also ask to inspect the book.

- Visivius is very interested in the book. He is interested in purchasing the book for 50 gp, and can be bargained up to 100 gp. If the PCs sell him or give him the book, they will also earn an Influence Point with Visivius.
- After perusing the book he believes that the text deals with the creation and destruction of "doors" to other places and worlds. He believes this will be very useful to his organization in dealing with their quests against Iuz. Again, he will not detail these dealings.
- Visivius is not interested in any other treasure, and will insist PCs keep it for their efforts.
- Visivius could be robbed of his gold, although doing so will earn an Enmity with Visivius.

Purchasers in the Bandit Kingdoms and throughout Greyhawk, at this time, will only give PCs 1/10 the value of the staff (50 gp).

After dealing with Visivius, you've decided to spend some quality time dicing, boasting, and engaging in quality conversation within the Whispering Ghost Inn. This adventuring lifestyle ain't so bad, and your getting to like this place called the Bandit Kingdoms, although you feel that perhaps you could do without the demons...

If the PCs decide not to send for Visivius, read the following:

You've realized the rumors truly don't lie, at least not this week. You've decided to keep what you've found in the Tower, and spend some quality time dicing, boasting, and engaging in quality conversation within the Whispering Ghost Inn. This adventuring lifestyle ain't so bad, and your getting to like this place called the Bandit Kingdoms, although you feel that perhaps you could do without the demons...

The End

Treasure: Influence Point or Enmity Point: Visivius of Pholtus, 200 gp.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter Two

Door Riddle 50 xp

Encounter Three

Defeat Crypt Inhabitants 125 xp

Encounter Four

Defeat Cloaker (and Friends) 125 xp

Encounter Six

Solve Logic Puzzle 75 xp

Encounter Seven

Defeat Demon 150 xp

Encounter Eight

Defeat Kurak 75 xp

OR

Sell Book to Kurak 100 xp

Conclusion

Deliver Book to Visivius 75 xp

Total experience for objectives 700 xp

Discretionary role-playing award 0-50 xp

Total possible experience 750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the

player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Four

- Masterwork Longsword (315 gp, 7 lbs., Metal, Uncommon): This intricate Longsword has a symbol of Pholtus on the pommel. It is well balanced and well made, out of an interesting, steel-like material. In the pommel of each are four small round indentions, used for unknown purposes.

- Masterwork Mace (310 gp, 10 lbs., Metal, Uncommon): This intricate Mace has a symbol of Pholtus on the pommel. It is well balanced and well made, out of an interesting, steel-like material. In the pommel of each are four small round indentions, used for unknown purposes.

- 250 sp, 25 gp

Encounter Five

- Staff Section (50 gp, 7 lbs., Wood/Metal, Uncommon): This is a narrow, wooden staff that is covered in arcane runes. The staff is approximately six feet long and has a cross section similar to a third of a pie, rounded on one side. Each end is bound with a dark blackened metal. It radiates slight abjuration magic.
- Book of Gating, access to Prestige Class (10 TU's to read, Int 12) (50 GP, 5 lbs., Book, Uncommon): This large Tome is bound in silver. It contains knowledge and instructions on becoming adept at learning traveling through time and space. Reading the entire Tome (spending 10 TU's, having a 12 INT) allows players to take the Wayfarer's Guild prestige class. This tome is cursed. Once a character has taken possession (signed the cert), he must have a dispel

magic cast upon himself in order to transfer it to another player. This is repeated for each new owner. Record this on the logsheet in the notes section, initialed by the judge. Once the Tome is read it becomes untradeable. Notify the Triad if you plan on pursuing the prestige class.

- Four *potions of cure light wounds* (200 gp, 1 lbs., Glass, Common): Each of these potions resides in a small opaque glass vial stopper with a small cork.

Encounter Seven (only after defeating the demon)

- Cloak of Resistance +1 (1000 GP, 7 lbs., Steel, Uncommon): This pewter gray cloak shimmers slightly as its wearer moves.

Encounter Eight (only for giving up the book; 1/PC); (Enmity earned if Kurak is accosted)

- Influence Point: Kurak's Employer (Seal) (1): This influence point comes in the form of a leering steel skull half the size of a human fist. This influence point will be redeemable in future BK activities.
- 200 GP

Conclusion (only for giving up the book; 1 /PC at meeting); (Enmity earned instead if Visivius is accosted by any PC)

- Influence or Infamy Point: Visivius of Pholtus (1): This influence point comes in the form of a small rising sun. This influence point will be redeemable in future BK activities.
- 100 GP

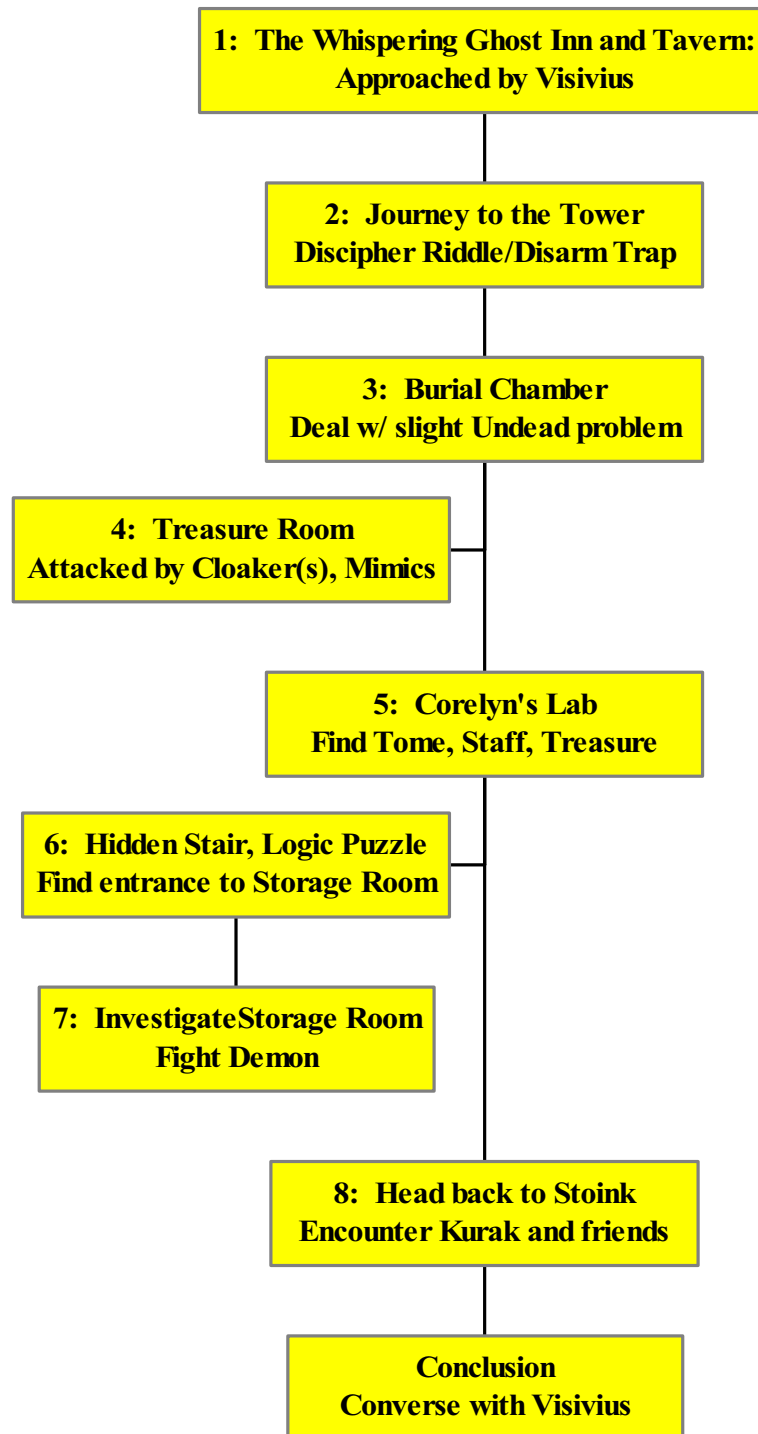
APPENDIX 1: PLAYER HANDOUT 1: KNOWLEDGE OF RELIGIOUS SYMBOL

You realize that Visivius' amulet around his neck is an obscure holy symbol of Pholtus. Please do not show this handout to another player. Feel free to share this information in character.

You realize that Visivius' amulet around his neck is an obscure holy symbol of Pholtus. Please do not show this handout to another player. Feel free to share this information in character.

You realize that Visivius' amulet around his neck is an obscure holy symbol of Pholtus. Please do not show this handout to another player. Feel free to share this information in character.

APPENDIX 2: FLOWCHART OF ENCOUNTERS



APPENDIX 3: TIMELINE

DAY ONE – MEET WITH VISIVUS (1PM)

One Day worth of Travel

DAY TWO – ARRIVE AT TOWER/EXPLORE

** One Day worth of Travel**

DAY THREE OR FOUR – ATTACKED BY KURAK AND FRIENDS

- Return to Stoink

DAY FOUR – CORLERYN RETURNS

-Players could use two days to explore the tower. If they try to use three days, they will find the tower sealed with ten Gargoyles circling. Use MM statistics. No experience for fighting.

The PCs are not in any danger from time. The PCs could be worn out from some of the encounters in the tower and decide to rest before completing them, thus using an extra day.

APPENDIX 4: COMBAT ENCOUNTERS

Encounter Eight: Kurak and Friends

APL 4 (EL 6)

➤ **Kurak, male half-orc Ftr3:** Medium-size humanoid (orc); HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +7 melee (1d10+2/19-20, bastard sword); +5 ranged (1d8/x3, composite longbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8. Height 6 ft.

Skills and Feats: Bluff +4, Climb +1, Intimidate +6, Jump +1, Sense Motive -1; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack.

Possessions: Splint mail, large metal shield, bastard sword, composite longbow.

➤ **Cuzar, male human Ftr1:** Medium-size Humanoid (human); HD 1d10+2; hp 12; Init +5; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +5 melee (1d10+2/19-20, bastard sword); +2 ranged (1d8/19-20 composite longbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8. Height 5 ft. 10 in.

Skills and Feats: Bluff +1, Climb +1, Intimidate +2, Jump +1, Sense Motive -1; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative.

Possessions: Splint mail, large metal shield, bastard sword, composite longbow.

➤ **Schwaiz, male human Clr1:** Medium-size humanoid (human); HD 1d8+2; hp 10; Init +5; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atks +2 melee (1d8+1, morningstar); -1 ranged (1d8/19-20, light crossbow); SA Rebuke undead; SQ Spontaneous cast inflict spells; AL NE; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12. Height 5 ft., 7 in.

Skills and Feats: Spell casting +4, Concentration +6; Scribe Scroll, Improved Initiative.

Possessions: Splint mail, large steel shield, morning star, light crossbow.

Spells prepared (3/2+1; base DC = 13 + spell level): o—*detect magic, detect poison, light*; 1st—*cause fear**, *command, doom*.

* Domain spell; Deity: something nasty; Domains: Evil, Death.

APL 6 (EL 8)

➤ **Kurak, male Half-orc Ftr5:** Medium-size humanoid (orc); HD 5d10+10; hp 42; Init +6; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +10 melee (1d10+5/19-20, bastard sword), or +7 ranged (1d8/x2, composite longbow); AL NE; SV Ref +7, Fort +3, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8. Height 6 ft.

Skills and Feats: Bluff +6, Climb +1, Intimidate +8, Jump +1, Sense Motive -1, Swim -9. Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack, Weapon Specialization (bastard sword).

Possessions: Splint mail, large metal shield, bastard sword, composite longbow.

➤ **Cuzar, male human Ftr2:** Medium-size humanoid (human); HD 2d10 + 4; hp 19; Init +5; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +6 melee (1d10+2/19-20, bastard sword); +4 ranged (1d8/x3, composite longsword); AL NE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8; Height 5 ft., 10 inches.

Skills and Feats: Bluff +1, Climb +2, Intimidate +3, Jump +1, Sense Motive -1; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack.

Possessions: Splint mail, large metal shield, bastard sword, composite longbow.

➤ **Schwaiz, male human Clr4:** Medium-size humanoid (human); HD 4d8+8; hp 29; Init +5; Spd 20 ft.; AC 17 (touch 19, flat-footed 17); Atks +5 melee (1d8+1, morningstar); +2 ranged (1d8/19-20, light crossbow); SA rebuke undead; SQ spontaneous cast inflict spells; AL NE; SV Fort +6, Ref 0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12; Height 5 ft., 7 in.

Skills and Feats: Spell casting +7, Concentration +9; Scribe Scroll, Improved Initiative, Brew Potion.

Possessions: Splint mail, large steel shield morning star, light crossbow.

Spells prepared (5/4+1/3+1; base DC = 13 + spell level): o—*detect magic, detect poison, create water, light, guidance*; 1st—*bless, cause fear*, command, comprehend languages, doom*; 2nd—*cure moderate wounds, darkness, death knell**, *hold person*.

* Domain spell; Deity: something nasty; Domains: Evil, Death.

APL 8 (ELIO)

➤ **Kurak, male half-orc Ftr7:** Medium-size humanoid (orc); HD 7d10+14; hp 57; Init +6; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +12/+7 melee (1d10+5/19-20 bastard sword), or +7 ranged (1d8/x3, composite longbow); AL NE; SV Ref +8, Fort +4, Will +4; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8. Height 6 ft.

Skills and Feats: Bluff +6, Climb +1, Intimidate +8, Jump +1, Sense Motive +2, Swim -9; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack, Weapon Specialization (bastard sword), Cleave, Point Blank Shot.

Possessions: Splint mail, large metal shield, bastard sword, composite longbow.

➤ **Cuzar, male Human Ftr4:** Medium-size humanoid (human); HD 4d10+8; hp 34; Init +6; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +9 melee (1d10+4/19-20, bastard sword), or +6 ranged (1d8/x3, composite longbow); AL NE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8. Height 5 ft. 10 in.

Skills and Feats: Bluff +1, Climb +2, Intimidate +3, Jump +1, Sense Motive +2; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack, Weapon Specialization (bastard sword).

Possessions: Splint mail, large metal shield, bastard sword, composite longbow.

➤ **Schwaiz, male Human Clr7:** Medium-size humanoid (human); HD 7d8+14; hp 49; Init +5; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atks +5 melee (1d8+1, morningstar), or +2 ranged (1d8/19-20, light crossbow); SA Rebuke undead; SQ Spontaneous cast inflict spells; AL NE; SV Fort +8, Ref +2, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12. Height 5 ft. 7 in.

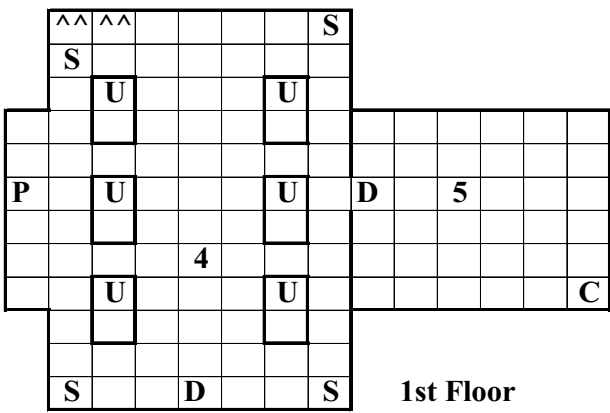
Skill and Feats: Spell casting +10, Concentration +12; Scribe Scroll, Improved Initiative, Brew Potion, Combat Casting.

Possessions: Splint mail, large steel shield, morning star, light crossbow.

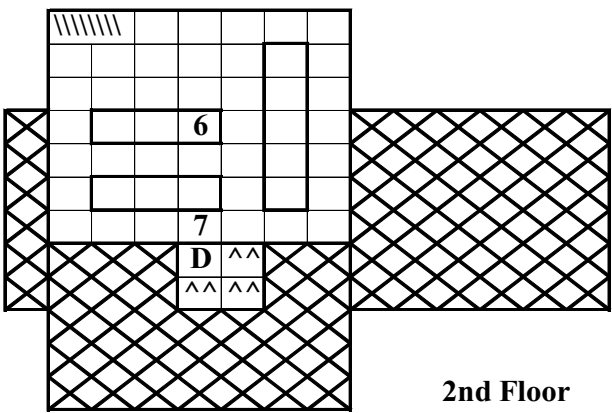
Spells prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*detect magic* (x2), *detect poison*, *create water*, *light*, *guidance*; 1st—*bless*, *cause fear**, *command*, *comprehend languages*, *doom*, *magic weapon*; 2nd—*cure moderate wounds*, *darkness*, *death knell**, *hold person* (x2); 3rd—*bestow curse*, *dispel magic*, *magic circle against good**, *prayer*; 4th—*poison*, *unholy blight**.

* Domain spell; Deity: something nasty; Domains: Evil, Death.

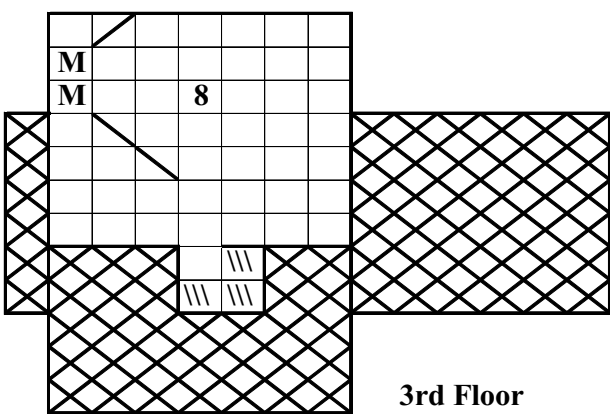
APPENDIX 5: DM GUIDE – MAP TO TOWER



1st Floor



2nd Floor



3rd Floor

2-8 Encounters

- D Door
- S Statue
- ^^ Stairs Up
- \\ Stairs Down
- U Sarcophagi
- P Picture
- C Chest
- T Table
- M Mirror

Each Square represents 5 feet

APPENDIX 6: PLAYER HANDOUT 3 – RIDDLE

*Relaxed I sit upon my perch
Till suddenly I give a lurch
And off I speed on Wing-tips three
Before my prey can think to flee.
I make its flesh and tendons part
And claw my way into its heart.*

APPENDIX 7: PLAYER HANDOUT 4 – LOGIC PUZZLE

I had a busy day that day at the mortuary during embalming services. I kept a remembrance of each skull (Platinum, Gold, Silver, Copper, and Bronze) that arrived during the day at different times (9 AM, 10 AM, 12 PM, 3 PM, and 4 PM) and paid using different gems (diamonds, sapphires, rubies, emeralds, and amethysts). Here are some notes to help remember each skull, what time it was received, and the gems used for payment.

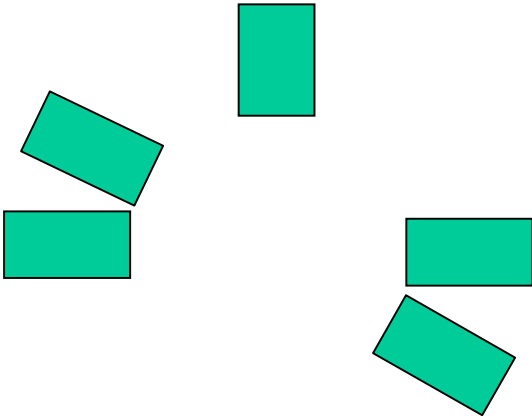
1. The Silver skull arrived no more than two hours before or two hours after the customer that paid using sapphires.
2. The Gold skull arrived during the morning.
3. Mr. Wasier brought his payment in rubies to the shop three hours after the Platinum skull was processed and four hours before an amethyst-carrying customer.
4. The Copper skull-carrying customer paid using emeralds.

	Bronze	Copper	Gold	Silver	Platinum
9:00 AM					
10:00 AM					
12:00 PM					
3:00 PM					
4:00 PM					

Amethyst	Diamond	Emerald	Ruby	Sapphire

Amethyst					
Diamond					
Emerald					
Ruby					
Sapphire					

Door Slot Layout



APPENDIX 7: PLAYER HANDOUT 4 – LOGIC PUZZLE (ADDITIONAL COPY)

I had a busy day that day at the mortuary during embalming services. I kept a remembrance of each skull (Platinum, Gold, Silver, Copper, and Bronze) that arrived during the day at different times (9 AM, 10 AM, 12 PM, 3 PM, and 4 PM) and paid using different gems (diamonds, sapphires, rubies, emeralds, and amethysts). Here are some notes to help remember each skull, what time it was received, and the gems used for payment.

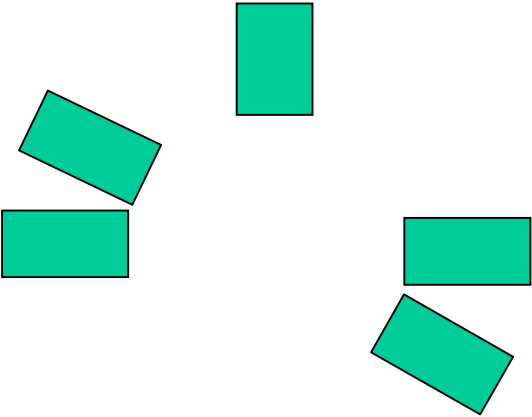
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	Bronze	Copper	Gold	Silver	Platinum
9:00 AM					
10:00 AM					
12:00 PM					
3:00 PM					
4:00 PM					

Amethyst	Diamond	Emerald	Ruby	Sapphire

Amethyst					
Diamond					
Emerald					
Ruby					
Sapphire					

Door Slot Layout



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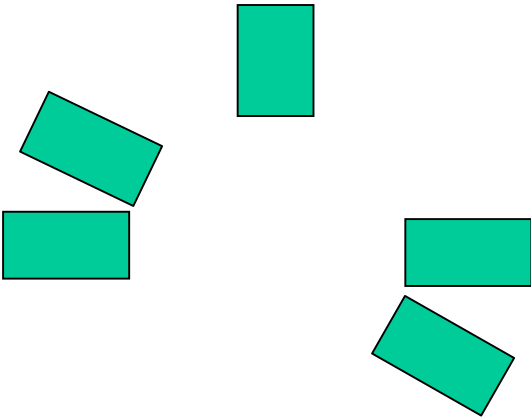
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	Bronze	Copper	Gold	Silver	Platinum
9:00 AM					
10:00 AM					
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3:00 PM					
4:00 PM					

Amethyst	Diamond	Emerald	Ruby	Sapphire

Amethyst					
Diamond					
Emerald					
Ruby					
Sapphire					

Door Slot Layout



Appendix 8: Bandit Kingdoms Results (Please email to bkpoc@earthlink.net)

This will impact the plot of the series, so please respond as soon as possible. Doing so, will help our development of the Bandit Kingdoms. Thanks, Jason Covitz, BK POC.

DM's Name:

DM's Email:

Coordinator's Name:

Coordinator's Email:

Convention/Gameday:

Date:

- | | | | |
|----|--|---|---|
| 1. | Did the PCs enter the storeroom? | Y | N |
| 2. | Did the PCs defeat the demon? | Y | N |
| 3. | Did the PCs destroy the mirror? | Y | N |
| 4. | Did the PCs take the Tome out of the Tower? | Y | N |
| 5. | Did the PCs take the Staff out of the Tower? | Y | N |
| 6. | Did PCs turn the Tome over or loose the Tome to Kurak? | Y | N |
| 7. | Did PCs turn the Tome over to Visivius? | Y | N |
| 8. | Did PCs accost Visivius? | Y | N |

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.