

BDK2-03



BODY AND SOUL

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

Version 1

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Dark tidings have come to Rookroost. Trade routes through the Midlands have been disrupted. Now agents from Iuz's Boneheart have arrived in the city. Are they here to solve the trade issue, or do they serve a darker purpose? Sequel to BDK1-09 *The Bender*. An adventure for characters level 1-8.

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" 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 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 Bandit Kingdoms. 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.

ADVENTURE SUMMARY AND BACKGROUND

The coming of the forces of Iuz to The Combination of Free Lords has brought about many changes. A few of these changes run so deep that the effects are only now beginning to surface. From the largest city to the smallest town, none have been unaffected. One such town, Zelorus, an insignificant speck on the road to Rookroost, has been impacted in ways that even The Old One would not have foreseen...

Many years ago, a young priest of Kurell named Khane, sacrificed his twin brother to an outsider in the service of his lord in exchange for a magic sword. He spent months gathering the components called for in the text of that long forgotten tome, and victory was finally to be within his grasp. But alas, in the final hours before the ritual was to be complete the forces of Iuz arrived at his town. Knowing they would take the weapon if he were caught, he hurriedly completed the ritual and fled the town with his prize. But in his haste he was careless. He

made mistakes. And as a result both the weapon and the town are now cursed.

At the end of CY591, in the Bandit Kingdoms adventure BDK1-09 *The Bender*, Khane returned to Zelosus hoping to find a way to remove the curse from his sword. However his plans were foiled before he could even begin when he and his followers were defeated by a band of adventurers who mistakenly believed he was responsible for murdering a local and setting up their friend to take the fall for the crime. Khane was killed during the battle, but as his body fell to the floor it vanished leaving only the sword and a mystery.

In the months that followed the curse over the town continued to grow. With each passing day the locals became increasingly jealous of those around them. What started out as petty bickering eventually escalated into theft and finally murder. Sensing that something was not right, the local magistrate Partinius sent for a priest of Iuz known as Nadshik, to help him determine what was happening.

Nadshik was able to determine through divinations that a curse had affected the town and that it was somehow tied to Khane's sword and the ritual he had performed. Partinius knows the location of the sword but does not yet know the location of the ritual.

Partinius and the Nadshik gathered the locals at the town hall (a barn) and ordered them to begin to search for clues as to the location where Khane had conducted the ceremony. They hope that by finding it, they may be able to end the curse and perhaps discover a way its power might be harnessed by the forces of Iuz.

Although slow to succumb to the curse's influence, Partinius and Nadshik were not immune. When they felt someone wasn't working hard enough Nadshik killed and re-animated them. Caravans passing through town were also detained and forced to assist with the search. These new people too succumbed to the curse, each more quickly than the last. The town was soon in shambles. Most buildings have been destroyed and the streets are littered with the corpses of those who have been murdered over petty disputes and arguments.

This disruption in trade to Rookroost was soon noticed and a patrol was sent to discover the cause. When they got to Zelosus and saw the missing wagons and general state of the town they went in search of the magistrate. Upon discovering that Partinius and Nadshik had apparently gone insane and were behind the trade disruptions they attempted to bring them into custody. Nadshik was killed and Partinius was captured in the melee that ensued.

A group of four orcs have been left behind to route supply wagons around the town to restore trade. Partinius has been returned to Rookroost where he is being held in the insane asylum until he can be questioned as to what is going on in Zelosus.

That was one week ago...

Encounter 1

The heroes start in the Marketplace in Rookroost's Outwall area where they learn of trade disruptions to the

south. There they encounter a stranger trying to purchase an amulet, and spot a jet-black carriage being pulled by four nightmares through the district toward the Triumphary gate.

Encounter 2

The party encounters an old friend named Arnes, and learns that the carriage carried two Bonehearts of Iuz who are in town to interrogate Partinius.

Encounter 3

Arnes introduces the party to the Rookroost Thieves Guild, who offer to help them break into the Asylum.

Encounter 4

Rushing to beat the Bonehearts to Partinius the heroes sneak into the asylum where they help Partinius get away and discover a mystery that leads to Zelosus.

Encounter 5

Just outside of Zelosus the party meets two orcs who are rerouting traffic around the town.

Encounter 6

Continuing onward the party begins seeing signs of the curse. The buildings are in shambles and zombies wander the area. Three of the party members are afflicted with feelings of Jealousy, Theft, or Revenge.

Encounter 7

The ghost of Gartag is haunting the old blacksmith shop. If he is destroyed his body in the cemetery returns to rest. A satyr wanders the area and the story he tells may clue the heroes into an alternate solution to the problem of the ghost.

Encounter 8

Gartag's Body prowls the cemetery. Destroying him releases Gartag's Ghost to rest.

Encounter 9

A band of jealous locals control the Tankard. They attack any that enter. Partinius' notes regarding the search and divinations are here.

Encounter 10

Zombies are dismantling the Inn. One building near the Inn has revealed a hidden well that was replaced when the new one was built.

The well at Encounter Ten leads to Encounters Eleven and Twelve:

Encounter 11

Descending into the well the party finds themselves on a large underground lake. After a bit of creativity the party is able to get to a boat that floats nearby. At higher APLs the water is inhabited making this even more challenging.

Encounter 12

Crossing the underground lake they find a shrine to Kurell. Light flows from a gate to the plane of Limbo. By killing the guardian of the gate the power of the curse is diminished, but not destroyed.

Conclusion

Content that they have addressed the immediate threat and prevented the secret of the gate from falling into the hands of Iuz, the party returns to Rookroost with knowledge of the ritual that must be performed to close the gate and forever remove this threat to the Flanaess.

INTRODUCTION

Note: Before you begin, determine if any character at the table has the short sword of Kurell, or its remnants, and adjust the text accordingly. In preparation, have players make a Will saving throw without telling them what it is, or what it is for. Note which three players have the lowest modified die rolls; you need these later.

DM to players prior to starting:

Please remember that things are different 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.

The adventure begins:

Night comes early to the city of Rookroost. The coming of The Old One has made the countryside a dangerous place and many people have fled to the relative 'protection' of the cities. Finding themselves unable to afford to live within the protection of the city walls, these refugees have turned the Outwall district that surrounds the city into a virtual sea of tents and ramshackle huts. It is here that the Marketplace resides.

You have spent the last several hours wandering the marketplace browsing the vendor's wares, or perhaps in search of some vital piece of adventuring equipment. It is a dangerous place, made more so by the influx of refugees, and it is said that anything can, and is, sold in the marketplace.

However, as you approach what must be the twentieth vendor today the general lack of supplies in the stalls and carts you have passed makes you question the validity of that saying. This lack of supplies is quite unusual, even given the arrival of the occupation forces, and it seems that the rumors of renewed trade disruptions to the south may have some basis in fact after all. In any case, as night has fallen and the shops have begun to close.

Give the players an opportunity to do character introductions at this time before continuing to Encounter 1.

ENCOUNTER 1: THE MARKET

Shuffling toward you is a short human. His clothes are worn and his features misshapen. He walks hunched over with a distinct limp.

"Excuse me, but my master has sent me to...acquire something that you might have. I am searching for a certain... amulet (and sword] if a character has the sword of Kurell). It is a basalt amulet, carved to look like a grinning skull with a very intent stare, (and a sword that many would kill for). My master would be willing to pay you 320 Gold Lords for the amulet (and 1000 for the sword) should you have it in your possession."

As you prepare to respond regarding his strange offer, the sudden thunder of hooves and blood-curdling neigh of a horse draw your attention back toward the street. The scene before you is one of bedlam as the air is suddenly filled with a dense smoke that stinks of rotten eggs. A virtual wall of people rushes toward you as they attempt to throw themselves out of the street. Not all are successful as you witness, through the haze of the smoke, the passage of a jet-black carriage being pulled by four powerful steeds whose hooves hit the ground with such force that sparks, no, fire seems to mark their passage.

You catch a glimpse before the throng of people once again blocks your view. The sound of the carriage fades as quickly as it appeared, receding deeper into the city. In its wake the coughing survivors wander aimlessly amongst the broken bodies of those who were unable to get clear. Wails of pain and anguish fill the air. Undisturbed by these events and seemingly without missing a beat the hunched figure looks up at you with his one good eye and asks "So, do we have a deal?"

A lot has just happened and the party is likely to do any number of things:

Supplies:

- Items generally permitted under the Living Greyhawk rules may be acquired in the marketplace.
- Due to the trade disruptions there is a 40% chance of any item being out of stock.

Rumors:

- Gather Information (DC 5): The rumor on the streets is that all trade from the south had been disrupted for the past three weeks. The cause of the problem is still unknown at this time.
- Gather Information (DC 10): Wagons started arriving again two days ago. A few merchants in the area are just now starting to get new supply deliveries.

Amulet:

- The amulet he wishes to purchase is the Amulet of Focus from the CY591 adventure COR1-06 Forbidden Choice.
- If any player has the Amulet on them and is willing to sell it pay them 320 gp for the item certificate.

Sword:

- The sword he wishes to purchase is the Short Sword of Kurell from the CY591 Bandit Kingdoms adventure BDK1-09 *The Bender*.
- If any player has the sword and is willing to sell it, he gives them a potion to drink that breaks the curse so they can sell it and pays them 1000 gp for the item certificate.
- Note that he only asks about the sword if a member of the party has the sword at the table.

Strange Man:

- The strange man wants to purchase the sword and the amulet from the party.
- He does not answer questions about his master, the items (beyond helping a player verify that they do indeed have the item), or why they are needed.
- If they do not have either of these items or do not wish to part with them he thanks them for their time, excuses himself, and leaves.
- He detects as evil.
- He knows how to identify the items (safely in the case of the sword) and is not fooled into buying false merchandise.
- If the party insists upon following him, lead them around town as he goes about various errands and questions other adventurers for a few days before they finally lose him, ending the adventure.
- He stays in crowded areas and if they attack him, it makes him mad. His first action is to grow in size acquiring the stats of a hill giant as presented in the *Monster Manual*.
- The party is arrested after the battle expending six additional time units and 60 gp per player, before being released. Each player can offset the gp expenditure by using a favor with the Rookroost Thieves Guild but not the time unit cost.
- Going to jail ends the adventure.

Victims:

- Although the nightmares have left the area anyone that enters the street within the first five rounds of the carriage's passing must make a successful Fortitude save (DC 12) or suffer a minus two on all skill checks for the next 1d3 minutes.
- Note this is different than their normal ability and is for effect only.
- Several of the victims are suffering from the smoke of the nightmares. The rest are dead or dying.
- Those NPCs that were in the street when it passed are coughing for the next three to four minutes before the effect passes.

Carriage:

- The carriage was large enough to carry four people.
- It is jet black, including the windows.
- It was being drawn by four nightmares, not that the party would recognize them as such.

- The smoke in the street is from the nightmare's special ability.
- It continued onward toward town and the party didn't get more than a glimpse as it went past.
- A successful Knowledge (local – Bandit Kingdoms) check (DC 20) reveals that such carriages are occasionally used by Bonehearts, a small council of powerful mages and clerics accountable only to Iuz himself.

Where did it go?

- Following the carriage on foot is slow going.
- The destruction that marks its path eventually leads to the Triumphary gate, which is currently closed and remains so until the sergeant on duty gets some answers regarding what just happened, which is until morning.
- Should characters send familiars to follow the carriage, refer to Encounter 2: Return of Arnes.

Proceed to Encounter 2: Return of Arnes.

ENCOUNTER 2: RETURN OF ARNES

Approaching through the crowd is a young man that has obviously seen better days. His clothes show signs of frequent repair and it appears he hasn't eaten well in some time. He is supporting an elderly gentleman who appears unable to stand on his own. Seeing you he waves to get your attention and begins to slowly head your way.

The young man is Arnes Mantran. If any of the characters have played BDK1-09 *The Bender* they recognize those that have, as friends who helped him in the past. The elderly gentleman he is helping along is the wizard Hastul.

Hastul foolishly sent his familiar flying after the carriage when it went by. He knows that it went to Lord Mortoth's Palace where at least two figures emerged. Unfortunately for the wizard, the second figure out of the carriage was a mage who doesn't place much respect in the local legend that states that the city would never be conquered while its huge raven population continues to roost in the city's central square in front of the Palace. This wizard cast a *cloudkill* on an open expanse of ground upon which a number of ravens had landed, including the wizard's familiar. The wizard is visibly shaken by the loss of his familiar but is able to pass on the news of where the carriage went and that there were at least two people inside.

Any party member foolish enough to have sent their own familiar to follow the carriage should be provided a description of the palace area including a large flock of birds on a small rise within earshot of where the carriage has stopped. If their familiar joins the flock they too face the *cloudkill* spell requiring a Fortitude saving throw (DC

20) if one is applicable. Refer to the spell description in the *Player's Handbook* for further information.

Arnes has spent the last few weeks in Rookroost and has been able to pick up a few useful bits of information that he passes on to the party as necessary to spur them on their way:

- He has been wandering the Outwall district trying to help other down on their luck adventurers get back on their feet. He is helping Hastul recover from the loss of his familiar.
- A disturbance south of the city has disrupted trade for the past several weeks. The entire city has started to feel the impact.
- The authorities sent a patrol of twenty to investigate the cause of the disturbances. Only three returned and they had with them a madman they had captured. He was apparently brought to the asylum on the West Side of town.
- This carriage may have something to do with that incident and, if so, the madman may have information that could be of value.
- Rumor has it that the Rookroost Thieves Guild broke into the asylum last year.
 - Arnes can get the party in touch with the guild for 50 gp or the expenditure of one Favor with Arnes from BDK1-09 *The Bender*.
 - If the party does not have 50 gp he does it on credit, but unless they pay him back at the end of the adventure they gain his disfavor.
 - Wandering the streets and paying 75 gp in 'talking money' also gets them in contact with the guild.
 - Characters that are members of the Rookroost Thieves Guild do not require assistance in making contact with the guild and should be told as much.

☛ **Arnes:** Male human Ftr2; hp 16; see Appendix I.

If the party decides to speak to the Rookroost Thieves Guild proceed to Encounter 3: A Family Man.

If the party decides to go to the asylum directly proceed to Encounter 4: The Madhouse.

If the party decides to head south to investigate proceed to Encounter 5: On the Road Again.

ENCOUNTER 3: A FAMILY MAN

Any place coin changes hands in the city of Rookroost you can be assured the Guild is present. The marketplace is no exception and it does not take long to find 'Radis Walm' one of the guild's front men for the district. Radis is a middle-aged man, slightly overweight and balding. His clothes are baggy and his skin is dark from spending long days on the streets.

Players of BDK1-09 *The Bender* recognize Radis as their point of contact in Rookroost from that adventure. He recognizes them as well.

Radis listens to the heroes' tale.

- He knows that the carriage on the streets was likely used to bring one or more Bonehearts into the city and that it was seen going to Lord Mortoth's Palace.
- If the party tells him that at least two were onboard he becomes much more interested in their tale.
- He believes the coming of the carriage has something to do with the trade disruptions the town has been experiencing and that these are somehow linked to the madman that was brought into town a few days back.
- He realizes that anything that draws the attention of the Bonehearts cannot bode well and that it is probably best if the guild gets to the madman before the Bonehearts do.

If the party is willing to sneak into the Asylum:

- Radis offers to provide them with an amulet they can use to spirit away the madman to the guild's protection.
- He is not willing to pay the heroes for providing this service or provide them any other form of compensation.
- If the heroes do not wish to help, the guild simply sends one of their own representatives to the asylum.
- The party really isn't in a position to ask for anything.
- He informs the party that the Triumphary Gate has been closed and they should go around to the Funary Gate.

On the other hand, if the party would like assistance from the guild, above and beyond the necklace,

- He suggests that three individuals wearing the right disguises might be able to get themselves into the asylum when a larger group might experience difficulties.
- As if by coincidence Radis happens to have three disguises that he can sell to the party for 150 gp, or the expenditure of two Favours of the Rookroost Thieves Guild.
- If the party is unable to pay he grants them a loan but it must be repaid at the end of the adventure or they earn the guild's disfavor.
- The heroes are told that they can find the amulet, and the disguises, in a building near the asylum by the time they arrive.

ENCOUNTER 4: THE MADHOUSE

Time is of the essence. If the party rests before going to the asylum the doctors, who had gone to Lord Mortoth's Palace to brief the Boneguards, have returned along with

a large force of palace guards to retrieve Partinius and bring him to the Palace, ending the adventure.

With the temporary closure of the Triumphary gate you find yourself having to circle around to the Funary Gate to get into the city. Paying five Silver Ladies each to be admitted, you soon find yourself heading south on Cheap Street. Rising out of the darkness before you is the asylum. It is a dark, towering structure on the western edge of the city. The very image of the building is frightening, with pronounced gothic spires and iron outcroppings, gargoyles rest warily on the roof and barred windows peek out at the world. Occasionally a scream can be heard from within, bubbling into a maniacal giggle.

The Rookroost asylum first appeared in the Bandit Kingdoms Interactive at Akon 2001. Some characters may have even participated in that mission. Room descriptions from the mini mission have been used in this section to retain the flavor for those who are returning. However, as it is dedicated to Madness its interior layout does tend to change periodically. A map of its current configuration is provided in Appendix 3 although only those sections covered in this adventure are detailed.

The asylum is actually a temple to Socothbenoth, the Demon Lord of Madness. There are ten guards and six 'doctors' in residence, although three of these have left on a short errand to Lord Mortoth's Palace.

☛ **Asylum Priests (6):** Male human Adp2; hp 12 each; see Appendix I.

☛ **Asylum Guards (10):** Male human Ftr1; hp 12 each; see Appendix I.

There are two entrances to the asylum, a front entrance complete with foyer and a rear entrance leading into the kitchen. Both front and rear doors are locked and chained for the evening. The windows are all stained glass and cannot be opened short of breaking one. The 2nd – 4th floor windows are always opened, but barred so as to be impossible to climb through. The iron is incredibly resilient and entering through a second story window has a chance of bringing the guards. There is a guardhouse with a guard near the street who has the key to the door as well as chains.

🔒 **Strong Wooden Doors:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25); *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

🔒 **Chains:** Hardness 10; hp 10; Break (DC 26); *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

🔒 **2nd Story's Iron Bars:** Hardness 10; hp 20; Break (DC 25).

This is not intended to be a combat encounter and is written assuming the party has the disguises provided by the guild. If the party does not have the disguises, came here on their own accord, or attempt to disguise

additional characters on their own, adjust the situation and reactions accordingly as you see fit.

Near the asylum lies the deserted building described by Radis. In a pile just inside the door you find a star shaped amulet, three gray robes, and three iron masks with no features except eye slots. Among the items lay a note that reads, "The amulet only works once and for one person. The command word is 'bronc' and he must say it while wearing the amulet. We cannot keep him from the Bonehearts for long but will try to buy you three days...good luck".

A *detect magic* spell and a successful Spellcraft check (DC 20) allows a character to determine that the amulet radiates a transmutation magic.

The party should decide who is wearing the three disguises. It is possible to get two short people or one short person and one medium person into one disguise but it won't be easy.

Donning the disguises the 'lucky' three approach the guardhouse. The guard at first seems confused by your approach but quickly gets to his feet, grabs his keys, and heads toward the asylum.

Hurriedly crossing the distance to the front door, the guard appears genuinely nervous as he fumbles to unlock the door and chain in turn. Stepping aside, his head bowed in a combination of reverence and fear, he holds the door for you to enter.

Unless the party subdues the guard or arranges for some way for him to know to let them back out they may find themselves locked in until the real priests return. The foyer is empty so subduing the guard should not cause any problems. Simply asking him to let them back out after a bit gets them a confused look but no outright questioning of the request. He does not, however, agree to leave the door unlocked for fear of who, or what, might escape.

The large entrance hall to the asylum is barren. The sounds of your steps seem to echo throughout the halls. The floors are wooden and the high walls featureless. An abnormally long staircase leads to the second floor. Two small wooden cloakrooms sit along the left wall. (both empty) To your left lies the dining hall. To the right, appears to be a barracks with two sleeping forms. In front of you is the kitchen. At the top of the stairs you notice a book lies open on a podium.

The book contains a listing of names, dates, and room numbers. They contain nicknames such as 'Bugs', 'Doc', 'Furious George', 'Lecherous Lars', and so forth. However, of all these only one person was admitted within the past week. That person has been assigned room #1 near the top of the stairs. The name beside that entry reads 'The Butcher of Zelosus'.

Stepping into the stone hallway you see a number of wooden doors bound in iron with numbers burned into them. Each door has a small panel cut into it near the floor that appears to be just large enough to be used to slide a platter and wineskin into the room. To your left is the door marked with the number.

1. At the end of the hall sit two guards who quickly rise and bow their heads when they spot you standing in the hallway. Up the stairs behind them, voices and the occasional scream can be heard.

These guards have the keys necessary to open the doors on this level. It requires both of their keys to open each door. Assuming the party is wearing the disguises the guards can be convinced to open the door to let the players into the room.

Working together the two guards nervously unlock the door. One of them opens it just wide enough for you to enter single file while the other braces against it to slam it shut should something try to escape.

The room beyond is shrouded in darkness (magical). As the last of you enter they begin to close the door behind you. Pausing for a second the hands of the guard closest to you tremble with fear before closing the door and locking you inside. As the door booms into place, the last ray of light vanishes, leaving you in darkness.

The room is kept pitch black from the casting of multiple darkness spells by Partinius. The guards do not allow the party to keep the door open. They must either enter or remain outside in the hallway. The room is 20 ft. wide by 50 ft. long. In the back of the room, shrouded by darkness sits Partinius.

➤ **Partinius:** Male human Rog1/Clr3 (Iuz); hp 24; see Appendix I.

Partinius is an older gentleman and although once reasonably strong, the events in Zelosus have sapped his strength until he now appears gaunt and frail. He still wears the robes of a Magistrate of Iuz, but they are worn and covered in dried blood. He remains in the darkness until he decides to show himself. Any attempt to remove the darkness or approach too closely makes him extremely frightened. A second attempt throws him into a fit from which he does not recover for 48 hours, leaving the party in a nasty predicament.

Once the door closes and the party has had a few seconds to act he speaks to them:

As the sound of the closing door echoes to nothingness a quiet voice emanates from the darkness before you. "Did you find it?" it inquires.

The curse on the town has affected him deeply and he has become possessed with a desire to find the ritual site. He speaks quietly as a man who is lost. He fears that since he has been taken away he is unable to find the ritual site. He gives them a few seconds to respond before continuing.

The disheartened voice from the darkness says, "No, you must not have found it. I would know if you had. No, we must begin again. Perhaps the item is not lost after all, perhaps... Where did he do it? I shall find it. It must be returned. Returned? None shall have it, it is mine!" he cries, his voice suddenly rising in

power only to quiet once again "No, it is lost. But find it you shall. Show me where it is will you?" he says pleadingly and with that the darkness fades, the light of the wall torches once again making themselves known in the otherwise barren room.

Sitting cross-legged near the far wall is an older gentleman dressed in the robes of a Magistrate of Iuz. Clearly once a strong individual he is now gaunt and frail. His skin is cut in many places and his clothes are worn and caked with a mixture of blood and earth. He slowly rocks back and forth, tears running down his face, a wild look in his eyes.

Any party members who have played BDK1-09 *The Bender* recognize this man as Partinius, the magistrate of the town. He still does not let people approach. All he says, repeating the phrases over and over again in varying order, is the following:

"I must find it. It has to be there, under my nose all the time. But where did he hide it? Zelosus isn't that big. Khane!"

"They were hiding it from me. They want it for themselves! I shall find it and it will be mine! MINE!"

"That is a nice robe. I wish I had a robe like that. Can I have it? How about that Mask?"

"It is all the fault of that priest. He is to blame. When I get out of here I shall grind his bones to dust. Hee hee hee hee Yes, I shall."

"The tankard. I knew it should have been destroyed first."

"Ashsa dahla kroackash shlag" This is Slaad for 'Return the sword' in case someone speaks the language. Partinius himself doesn't know what it means as it is simply something from his dreams.

After he has gone through these phrases he suddenly has a flash of clarity. If any of the party members present have the favor of Partinius from BDK1-09 *The Bender*, read them the following even though they still wear the disguise:

The figure suddenly stops moving, cocks his head to the side and looks up at you. His gaze appears to bore into your very soul. "You will help me? You have helped me before. I recognize you. In the tankard is a book. It holds the secret."

Then, whether they have the favor or not, read the following:

"I must get out of here, can you help?"

The party should take this as an opportunity to convince him to put on the amulet and say the command word. If they do not quickly jump on the opportunity it passes and he goes back to spouting gibberish. Upon donning the amulet and stating the command word he is whisked away via a *dimension door* spell to the front of the asylum. Once there, the party members who remain outside see him start to laugh maniacally before he is surprisingly disappears again as another *dimension door* and another, again and again, seeming at random down the street (on

roofs etc). He continues to do this for the next three days, causing quite a scene as he safely pops from place to place with no control over where he is going until the magic of the amulet expires. Needless to say the priests have a hard time catching him and the guild has quite a laugh at their expense. This is a one shot item that was recently discovered by the guild in an ancient cache of magic. The secret of its magic has long since been lost and it cannot be reproduced.

Knocking on the door gets the attention of the guards who let the disguised adventurers out of the room. Assuming the heroes have taken reasonable precautions they can leave without further incident. However as they go down the steps they pass a priest who nods in greeting but then stops, turns, and watches them go to the bottom before continuing onward. Almost as if there is something wrong but he can't put his finger on it. If the party hasn't made arrangements to leave, there is a hidden rope in the barracks requiring a successful Search check (DC 25) to discover, or they may ask one of the guards for help. Pulling the rope informs the guard in the guardhouse to let them out.

Those who have played BDK1-09 *The Bender* know where Zelosus is. Otherwise a successful Knowledge (local – Bandit Kingdoms) check (DC 10) or a successful Gather Information check (DC 10) reveals that Zelosus is a town two days south of Rookroost. Otherwise the party hopefully just heads south in search of the disturbance.

If the party is captured, either by the asylum guards or when the three doctors return with 15 palace guards, they are arrested. This costs six additional time units and 60 gp per player (each player can offset the gp expenditure by the using a favor with the Rookroost Thieves' Guild but not the time unit cost. Going to jail ends the adventure.

🗡️ **Palace Guards (15):** Male human Ftr4; hp 36 each; see Appendix I.

ENCOUNTER 5: ON THE ROAD AGAIN

Having run out of leads, you decide to leave the crowded streets of Rookroost behind you and head south toward the source of the disturbance. Whatever is going on down there it has managed to draw the attention of the forces of Iuz. Luckily they do not yet seem to be in any particular hurry but you realize your luck cannot hold out forever...

Zelosus is two days south of Rookroost. Those riding arrive in the late morning. Those walking arrive in the late afternoon. A timeline is provided in Appendix 2. Strangely the road south is devoid of travelers.

Late in the (morning or afternoon) of the second day you spot in the distance a crude barricade of brush that has been placed across the road.

If the party has wasted too much time getting to the town 15 orcs are here with signs of more beyond. The forces of Iuz have arrived ahead of the party and the town is effectively off limits, the adventure is over, otherwise continue...

Characters that make a successful Spot check (DC 15) see the following:

Leaning against the rubbish are two orcs. They appear to be arguing about something and do not appear to have noticed you.

These orcs are here to route supply wagons around the town. Although they are still some distance away the curse has started to affect them but only to the degree that they argue with each other on a regular basis. To their left is a makeshift path cut with wagon ruts that lead around to the far side of the town. On the other side of town another pair of orcs are stationed on the road to reroute travelers from the south.

If the party approaches close to the orcs they call them over and tell them that they have to go around the town, no one can enter. They do not speak of why the entrance to the town is forbidden but simply warn against leaving the path around the town and hint at a great evil that dwells within. However, they have only been told to make sure wagon trains don't go into town and do not interfere with groups of travelers who are foolish enough to want to enter. They simply laugh at their foolishness as they are surely headed to their doom.

If the party follows the trail around the town it passes to the west of town but keeps it out of sight. If the party follows it all the way around they encounter two orcs on the other side and are approaching town along the road. If the party follows it part way around they enter through the cemetery or passing near the Tankard depending upon how long they stay on the trail.

ENCOUNTER 6: ROADSIDE WARNINGS

Cresting a small ridge you see the town of Zelosus lying before you. The sun is shining and a gentle breeze blows from the south. The fields to the north of town lie fallow, and under a tree up ahead two people are resting. Perhaps everything is fine after all...

At this point provide the players with *Player Handout 1: Map of Zelosus*. A DM's version is available in Appendix 4.

Heroes with the Track feat may make a check (DC 10) to determine that many men on horseback passed this way a week ago but the wagon ruts in the road appear to be considerably older.

The entire area around the town is devoid of animal life. Any animals brought with the party are skittish and resist going closer to town unless the character makes a successful Handle Animal check (DC 15).

A successful Knowledge (nature) check (DC 10) reveals that it is strange for the fields to be untouched this late in the season. It appears they started to prepare them

for the growing season but stopped several weeks ago. Those characters examining the fields that make a successful Spot check (DC 15) see figures out in the middle wandering around. These are three uncontrolled zombies. They defend themselves individually if attacked but otherwise do not react to the party's approach. These zombies, and all of the Zombies in the town, appear to be freshly dead townsfolk and supply wagon workers, anywhere from one to three weeks old.

Under the tree up ahead are two bodies. They are several weeks old and appear to have been killed as they slept. This couple had run off to be alone but was discovered and killed by a jilted lover who wanted revenge. The player who rolled the lowest Will save at the beginning of the game should be handed *Player Handout 2: Theft* at this time.

ALL APLS

🔪 **Medium Zombies (3):** hp 16 each; see *Monster Manual*.

Treasure: Silver-plated ring (Value 5 gp)

Development: Continuing onward towards town they find two more bodies along the roadside. One is missing a single boot and a belt knife, the empty scabbard remains, while a successful Search check (DC 15) reveals that the other appears to be missing a ring (tan line remains). And although they are missing these items their other belongings, including a 50 gp ring and 50 sp in coin, remain. These are two villagers who were killed by someone who had grown jealous of the missing items. The player who rolled the second lowest Will save at the beginning of the game should be handed *Player Handout 3: Jealousy* at this time.

Treasure: Gold ring worth 50 gp and 50 sp in coin.

Development: The last warning as they approach is a body hanging from a road sign that proclaims the name of the town, 'Zelosus'. Around the neck of the body hangs a sign that says 'Thief'. The player who rolled the third lowest Will save at the beginning of the game should be handed *Player Handout 4: Revenge* at this time.

When they are ready to enter the town...

Entering the town at last you immediately realize that something is definitely wrong. It appears as if a battle has occurred. Homes are in shambles and bodies litter the streets.

The bodies are all quite dead. Many have clearly fallen in battle. Some at each other's hands while others appear to have literally worked themselves to death. Closer inspection of the homes reveal that they were not burnt or smashed, but instead systematically dismantled, albeit in a hurried fashion, almost as if someone was searching for something. One of the homes even has a zombie wandering uncontrolled within it.

ALL APLS

🔪 **Medium Zombie (1):** hp 16; see *Monster Manual*.

DM INFO: LAYOUT OF THE TOWN

The town of Zelosus has been broken out into four sections.

Encounter 7: The Ghost of Gartag is haunting the area around the old smithy. His body was dug up in the cemetery in the search and his spirit is restless as a result

Encounter 8: Gartag's body hunts the cemetery. Destroying it enables the party to return it to its grave, thus returning him to rest.

Encounter 9: Those few locals still living control the Tankard.

Encounter 10: The Inn is surrounded by those few zombies who are still attempting to dismantle the town in their search for information on the ritual. This leads to Encounters 11 and 12.

If the party was able to get Partinius away from the asylum they can afford to rest here one evening without risking encountering the armies of Iuz. If Partinius remained at the asylum the party must finish with the town and leave before the morning, or they risk being caught here.

ENCOUNTER 7: GARTAG'S GHOST

On the east side of town you find an abandoned blacksmith shop. Its northern wall lies in shambles, smashed in by the collapse of a nearby barn. Both appear to have been ravaged by fire long ago. A number of zombies of what appear to be freshly dead townsfolk and travelers wander about the area. A chill breeze fills the air.

Inside the smithy, next to the anvil, lie the broken remains of the Short Sword of Kurell, a critical component to the completion of the ritual.

Note: if a character at the table has the cert for the sword itself the remains are not here.

Unfortunately, the ghost of Gartag is haunting the area around the old smithy. When his body was dug up in the cemetery west of town during the search his restless spirit was drawn to this place, as it is where he succumbed to the curse. Mistakenly believing that a band of heroes were after his job he abandoned his monk training and flew into a rage that ultimately led to his demise.

Ten zombies roam the area around the smith. This makes turning Gartag a challenge. The zombies do not attack unless directly threatened but they defend themselves individually if attacked. The exception to this is that all within thirty feet attack anyone brandishing a holy symbol in an attempt to turn undead.

ALL APLS

🔪 **Medium Zombies** (10): hp 16 each; see *Monster Manual*.

APL 2 (EL 4)

🔪 **Gartag's Ghost**: Male half-orc Mnk2 (Ghost); hp 19; see Appendix I.

APL 4 (EL 6)

🔪 **Gartag's Ghost**: Male half-orc Mnk4 (Ghost); hp 33; see Appendix I.

APL 6 (EL 8)

🔪 **Gartag's Ghost**: Male half-orc Mnk6 (Ghost); hp 47; see Appendix I.

APL 8 (EL 10)

🔪 **Gartag's Ghost**: Male half-orc Mnk8 (Ghost); hp 61; see Appendix I.

Tactics: Gartag uses the combination of his monk's unarmed strike and corrupting touch to good effect, utilizing the corrupting gaze and telekinesis abilities to keep the characters off balance. At higher APLs, he moves through walls and such to keep the characters guessing, and then catches them off their guard and uses the Expert Tactician feat to attack with both his melee touch attack and corrupting gaze. He remains hidden when not attacking and uses his abilities to their utmost in his thirst for revenge against the living. He uses his ability to pass through solid objects to keep the party members chasing him. His telekinesis is usable once per round as a free action and should be used to split the lighter party members out from the group. He can then use his tumble, combined with his high movement, to leave the bulk of the party and engage those lighter characters one on one. If Gartag is destroyed his body in the Cemetery returns to rest.

Treasure: Remains of the short sword of Kurell are lying near the forge if one of the characters does not possess the weapon already. Although they see the ring of magic fang on Gartag's ghost it is ethereal and in order to get it they must go to the cemetery where they can find it on Gartag's body, which may be at rest if the ghost is destroyed.

Development: A satyr – who is a reincarnated hero that has been drawn back to the town by the curse – hides in this general area as well. If the party is clearly outclassed by the ghost he yells from the woods for the heroes to run to him, which places them outside of Gartag's range. He is a very bitter soul and does nothing more to assist the heroes. He tells them the long drawn out tale of how he was killed while passing through this ungrateful town many months ago. As no priest would raise him from the dead his body was taken into the Fellreev where the elves reincarnated him into his present form as some type of cruel joke. If the party is

willing to suffer through his entire tale he informs them that bodies litter the cemetery west of town but says nothing more on the matter, taking his leave of the party.

ENCOUNTER 8: CEMETERY

In a small copse of trees at the outskirts of town you find a cemetery. The site is seldom visited and the graves are in disrepair. A number of the graves appear to have been excavated recently and decaying corpses, cast aside almost as an afterthought, litter the area. The stillness that fills the air is almost palpable.

After Gartag's corpse was dug up, his ghost left his body to haunt the smithy. Shortly thereafter his body mysteriously animated and now controls the area around the cemetery. Destroying it returns his ghost to rest. In other words, the characters can either fight Gartag's ghost, or his undead body, not both.

As the party approaches the cemetery they notice ten zombies wandering amongst the graves. These look freshly dead, like those in the rest of the town, though distinctly different than the aged corpses that litter the ground. The zombies do not attack unless directly threatened but they defend themselves individually if attacked. The exception to this is that all within thirty feet attack anyone brandishing a holy symbol in an attempt to turn undead. Once the party is well into their midst Gartag's Body attacks.

ALL APLS

🔪 **Medium Zombies** (10): hp 16 each; see *Monster Manual*.

APL 2 (EL 4)

🔪 **Gartag's Body**: Male half-orc Mnk1 (Wight); hp 38; see Appendix I.

APL 4 (EL 6)

🔪 **Gartag's Body**: Male half-orc Mnk3 (Wight); hp 48; see Appendix I.

APL 6 (EL 8)

🔪 **Gartag's Body**: Male half-orc Mnk5 (Wight); hp 58; see Appendix I.

APL 8 (EL 10)

🔪 **Gartag's Body**: Male half-orc Mnk7 (Wight); hp 68; see Appendix I.

Tactics: As a classed wight, Gartag's primary attack is his ability to drain levels. This, when combined with his flurry of blows enables him to drain multiple levels per turn. Each level he drains heals 5 hit points of damage that he has taken, 10 if it is a critical hit. If the hit points gained are in excess of the damage he has taken, he gains

the remainder as temporary hit points. Note that if the number of negative levels equals or surpasses the character's level they are instantly slain, rising as a wight in 1d4 rounds.

Treasure: *ring of magic fang* (see Appendix VIII: New Rules for more details).

Examining the graves reveals they have been dug up almost as if someone was searching for something. All of the graves that have been violated are dated since the occupation of Iuz, almost to the day.

Attempt to give the party the sense that what has happened here is a tragedy and that the corpses should be returned to rest without going so far as saying so. If they do something to appease the restless spirits, Gartag's Ghost appears, thanks them for returning him to rest, tells the party the location of the broken short sword if they do not have the real one, and vanishes. If the party simply destroys Gartag but does not then put the body to rest the ghost is gone from the smithy but they do not learn about the sword.

ENCOUNTER 9: THE TANKARD

The Broken Tankard is a single story structure located at the back of the town. While the Stag, being near the main road, was tailored towards travelers, the Tankard is a simple watering hole designed to cater to the needs of the locals. It is one of the few structures to remain untouched. Sounds of joyous laughter emanate from within...

If the characters enter...

...Entering the tankard you see a tavern crowded with people. They are drinking, singing, and generally having a good time. A table in the corner is currently available and there appears to be some space open at the bar.

A map of the tankard is provided in Appendix III.

A successful Spot check (DC 10) reveals a few corpses on the floor toward the back (people killed in arguments).

Once the party has gotten a ways into the room read the following. Note that this is one opportunity where you should definitely let the party interrupt the description if they wish and, in fact, the number of locals available to attack is based upon the APL.

Heading toward the (table/bar) you notice the patrons interrupt their conversations as you work your way slowly through the room. One by one the bar grows silent until the last sound is a discordant 'plink' as the entertainer playing the mandolin finally looks up to notice you. As the sound fades those people not already standing rise to their feet. Surprisingly two people do not rise from their seats. It is then you notice that it is because they are quite dead.

Those few local folks still living, stay in the Tankard. The tankard happens to be located directly over the rift in the shrine and, as such, here is where the town's curse has its greatest effect. They are insanely jealous of outsiders at this point and attack anyone that enters. The further the party gets into the room the more locals available to jump them on the first round.

APL 2 (EL 2)

Commoners (4): Male/Female human Com1; hp 6 each; see Appendix I.

APL 4 (EL 4)

Commoners (8): Male/Female human Com1; hp 6 each; see Appendix I.

APL 6 (EL 6)

Commoners (12): Male/Female human Com1; hp 6 each; see Appendix I.

APL 8 (EL 8)

Commoners (12): Male/Female human Com2; hp 11 each; see Appendix I.

Although some may swing mugs the majority attempt to grapple the party, subdue them, strip them of their belongings, tie them across the backs of horses, and send them riding out of town. Unless they have some way to get free of the ropes quickly, by the time the party gets free, the forces of Iuz have arrived effectively barring their return to town.

Leaving immediately upon entering diffuses the situation but they are unable to retrieve Partinius' notes. Once the crowd has attacked, however, they chase the party as far as the outskirts of town if necessary.

There are a number of alternative approaches available to a creative party. Crowd control spells such as calm emotions and enthrall can be used to diffuse the situation. The party could talk their way out of the situation with a successful Diplomacy check (DC 15 + APL). They could sneak in unnoticed with a successful Hide check (DC 15 + APL) or using an invisibility spell. Even a sanctuary spell on an individual can prevent the townsfolk from harassing them. These solutions, if successful, enable the party to search for Partinius' book.

Note that casting *fireball* in the structure, burning down the occupied building or otherwise indiscriminately killing the townsfolk before they have attacked is considered an evil act and should be dealt with as such. However defending yourself after being attacked should not be considered evil.

Note: Should the party wipe out the townsfolk in the Tankard during the regular course of the battle, not under the 'evil act' clause above, a comment to that effect should be put in the play notes section of their adventure certificate for the benefit of future adventure writers.

Partinius' notes regarding the search and divinations are hidden in the main room behind the bar and require a successful Search check (DC 15) to find. He was sitting at a table working on them when he heard that the patrol from Rookroost had arrived in town and barely had time to stash them away before going out to confront the patrol. His notes are contained in *Player Handout 5: Partinius' Diary*.

The townsfolk, if captured, can angrily explain that they have been forced to work for the past three weeks searching for some ritual site. Most of their friends and family have been killed and reanimated by some priest of Iuz that a patrol from Rookroost killed last week, and frankly, they just don't want to deal with the adventurers right now.

ENCOUNTER 10: THE INN

Along the road sits a small inn. Parked nearby are six supply wagons. Approaching closer you notice that many of the supply crates have been busted open and goods lie scattered on the ground.

The inn is called The Staggering Stag and is actually a converted home rather than the standard Inn you are used to. It is a small structure with room for no more than three tables in the common area and a small kitchen in the back. Stairs off of the main room lead up to what must be no more than three or four rooms. In the kitchen you see stairs that lead to a storage cellar.

Of course you are only able to see all of this because the zombies of six townsfolk and trade wagon workers are hard at work dismantling the building. Other buildings in the area already lie in ruins. In the midst of the standing frame of one building a short distance away another three zombies stand as if waiting.

ALL APLS

🗡️ **Medium Zombies (9):** hp 16 each; see Monster Manual.

A majority of the supplies in the wagons have been ruined. However there is some salvageable material should they decide to try to fence it.

Treasure:

APL 2

various equipment (Value 50 gp per character)

APL 4

scroll of restoration (Value 80 gp per character); various equipment (Value 50 gp per character)

APL 6

2 scrolls of restoration (Value 160 gp per character); 2 scrolls of fly (Value 75 gp per character); various equipment (Value 50 gp per character)

APL 8

3 scrolls of restoration (Value 240 gp per character); 2 scrolls of fly (Value 75 gp per character); various equipment (Value 50 gp per character)

The area around the Inn contains those few zombies who are still attempting to dismantle the town in their search for information on the ritual. They are set on this task and continue to dismantle the building even if being attacked. You can play this up by having damage to them lop off arms and legs, but have the zombies continue to try to work until dead.

The Inn itself is a shambles and although not yet unsafe to enter it gives the party the distinct impression it could come down at any time. Nothing of value remains inside.

The buildings in the area are mostly dismantled at this point. In one building, the one with the three waiting zombies, the party discovers a well has been uncovered. This is the old town well. It was replaced when the residents got so tired of drinking its foul water that they dug a new one that was fed by a spring. For more information refer to Encounter 11: Into the Depths.

ENCOUNTER 11: INTO THE DEPTHS

Three zombies stand in the dismantled remains of what was clearly once someone's home. Before them lies the uncovered entrance to a well. They stare into the darkness below as if waiting.

The zombies stand here until the party arrives at which time they wander off.

The building itself was Khane's home. He and his brother bought the building and extended it to encompass the old well with the intent of converting the lake below into a hidden shrine to Kurell. After Khane fled the town a new occupant moved in. Not knowing its true purpose they simply boarded over the well and turned it into a privy. Close examination of the area reveals its new purpose.

A map of the underground and temple is available in Appendix 5.

The sunlight shining down into the well reveals a large lake lies 50 feet below. The walls of the well go down 15 feet before opening up into a cavernous expanse. Roots from nearby trees reach down into the cavern in search of water. The light barely reveals the shape of a small boat in the distance.

The rafters that remain in place above the well show signs of wear as if once used to tie off a rope or pulley mechanism.

When Khane fled the town he left the small boat he had used to navigate the lake drifting. It now floats near a stalagmite that rises up out of the depths 30 feet from the mouth of the well. He also cut the rope that suspended

the pulley and platform he and his brother had used to get to the surface of the lake, sending it sinking into the depths. The party has to discover a new way to get down to the surface of the lake and across to the boat if they wish to investigate this cavern.

A character can climb one-quarter of their speed as a move-equivalent action, or they can climb one-half of their speed as a full round action. Climbing down the first 15 feet of rock is DC 15. Climbing down the roots from there to the surface is another 35 feet at DC 15. Crossing between roots to the stalagmite can be done at a height of 30 ft. and requires an additional 30 feet of lateral movement at DC 20. Once they have reached it, climbing down the stalagmite is DC 25.

Climbing down an unknotted rope from the mouth of the well to the water's surface is 50 feet at DC 15. Climbing a knotted rope to the water's surface is DC 5.

Failure of a climb check means no progress was made this round, and a failure by greater than five causes the character to fall. Anyone falling into the water takes 1d6 subdual for the first 10 feet of the fall and 1d6 real damage for each 10 feet thereafter.

Unlike the new well, which is fed by an underground stream, the water contained in this old well is dark and stagnant. The lake is 40 feet deep and has an 80-foot radius from the mouth of the well. Those under water or on the surface can see through 10 feet of water. Low-light vision reveals 20 feet and darkvision 30 feet. Those at the mouth of the well can see a 30-foot radius from the mouth and a depth of 10 feet. The water, while chilly, is not cold enough to affect the characters.

A character can swim one-quarter of their speed as a move-equivalent action, or they can swim one-half of their speed as a full round action with a successful Swim check (DC 10, +1 per 5 lbs of equipment) each round. If they fail they make no progress through the water. If they fail by five or more they go underwater and start to drown. If they are underwater they have a cumulative -1 penalty to their swim check for each consecutive round they've been underwater.

A character can hold their breath for a number of rounds equal to twice their Constitution score. After this period the character must make a successful Constitution check (DC 10, +1 for each additional round cumulative) every round in order to continue to hold their breath.

Drowning characters fall unconscious (0 hp) in the first round, drop to -1 hp in the second round, and die in the third round.

Rather than attempting to swim a character can take 1 round to purposefully sink to the bottom. They can then attempt to climb along the bottom of the lake at one-quarter of their speed as a move-equivalent action, or move one-half of their speed as a full round action. It is 80 feet to the edge of the lake or 30 feet to the bottom of the stalagmite. Climbing the stalagmite to the surface of the water is a DC 20 climb check for 35 feet.

At APLs 4, 6, and 8, the water is inhabited making this even more dangerous. A fissure deep in the lake leads into an even larger series of subterranean passages that eventually lead to an Aboleth's underwater lair. Some of

his slaves have escaped and are currently hiding in the lake under Zelosus.

APL 4 (EL 5)

☞ **Skum (4):** hp 15, 13, 11, 11; see *Monster Manual*.

APL 6 (EL 7)

☞ **Skum (6):** hp 18, 16, 15, 14, 11, 11; see *Monster Manual*.

APL 8 (EL 9)

☞ **Skum (6):** Male skum Bbn2; hp 31, 31, 31, 31, 31, 31; see Appendix I.

Tactics: The skum attempt to get the characters into the water where they either attack them or attempt to grapple and pin them as appropriate. If a party member is in the boat they attempt to tip the boat or grapple with the person to pull them out of it. If the party is shooting from up above they stay underwater gaining partial cover if not vanishing from sight entirely.

At APL 8 the skum attempt to characters into the water, and then rage, inflicting as much damage to their opponents as possible. If some characters end up in the water, and others do not, feel free to double and triple team the characters in the water.

ENCOUNTER 12: THE TEMPLE OF KURELL

The lake is dark and the water stagnant. The smell of death and decay fills the air. Crossing the cavernous lake you soon find an inlet that seems to be the only exit. The ceiling is damp and lies only four feet from the surface of the water making passage difficult. Soot covers the ceiling confirming that people have passed this way before.

Crossing the underground lake the characters find an inlet/tunnel that leads to a shrine to Kurell, the lesser god of jealousy, revenge, and theft. The tunnel leading into the shrine is 8 feet high. The water is 4 feet deep and the ceiling is 4 feet above the surface of the water. The tunnel is winding and approximately 90 feet long.

The tunnel seems to twist and turn for quite some time. The ceiling gets quite low in places and going is difficult. Before long the ceiling rises to 6 feet and you see a light emanating from around the next bend in the tunnel.

The water here is 2 feet deep. Around the corner is the shrine of Kurell. The light emanates from the rift to Kurell's plane. The only sound is that of the players moving through the water.

Rounding the corner the tunnel floor slopes upward into another cavern. The cavern is lit in a dull glow that seems to flicker and fade, causing the room to seem to move with the rhythm.

In the center of the cavern is a makeshift altar. The symbol of a hand grasping a broken coin is carved into it. Upon the altar lies the form of a human male, a knife clearly lodged in his belly. The form seems to flicker and fade with the light.

The source of the glow is what appears to be a rip in the very air above the altar. It moves with hypnotic rhythm that somehow lacks any discernable pattern. Half seen images seem to fill the rift.

The cavern here is roughly 40 ft. by 40 ft. The walls are uneven creating a number of small passages in which creatures could hide.

The rift emanates chaos in a 30-foot radius sphere. Everything in the area is crumbling as if decaying at an expedited rate. An effect similar to the *unhallow* spell fills the cavern, with the following changes: 1) The area is under a *magic circle against law*; 2) There is no impact on turning attempts; 3) The effect tied to the spell grants all chaotic creatures/characters the benefit of a Tongues spell as well as a +2 to their AC and Saves against lawful creatures/characters while in this area.

Upon the altar lies the form of Khane's identical twin, a knife lodged in his belly. Those who have played BDK1-09 The Bender recognize the form with a successful Spot Check (DC 10) and believe it to be Khane. The knife and body are both insubstantial and cannot be affected until the ritual is complete.

Light flows from what appears to be a rift above the body. This is a gate to Limbo, Kurell's home plane, and while not the cause of the curse, is key to its solution.

Next to the altar lie Khane's notes. At one time the ancient tome that described the ritual used to open the gate, as well as the steps necessary to close it was here as well. However it was later stolen and is now the tome from the BDK1-10 Up Close and Personal. In any case the party finds they do not have the items necessary to close the gate; this is left for a mini mission at an Interactive. Player Handout 6: Unique Mission describes the ritual that must be performed.

Standing in a darkened corner is the guardian of the gate. He was summoned here years before when Khane slew his twin brother as part of an ancient ritual to open the gate. Summoned during the ritual, the guardian was forced by its power to give Khane an item. However as the ritual was performed incorrectly the choice of item was left to the guardian, unbeknownst to Khane.

Enraged at being so enchanted, the guardian secretly got his revenge by giving Khane the Short Sword of Kurell, a cursed weapon. Enjoying his revenge, he watched with glee as Khane fled the shrine to get out of town before the armies of Iuz arrived.

However his anger soon returned when the guardian, attempting to leave via the gate, discovered that the errors in the ritual bound him to the area around the shrine. In the years that have passed he has become obsessed and through the curse his emotions have contaminated everything in the town.

He is angry that Khane used the ritual to take something from him. He is jealous of those whose images he is forced to watch through the rift to his home plane.

"He will have revenge!" By killing the guardian of the gate the power of the curse is drastically diminished, but not destroyed.

The guardian steps out of the darkness and attempts to converse with the party before attacking. Those who speak Slaad and those of chaotic alignment, and thus under the influence of the *tongues* spell, are able to converse with him. Note that at first glance he looks similar to the skum encountered at the lake except he has reddish skin.

From a darkened corner steps a lone figure. It has the appearance of a humanoid toad with reddish skin. Its form seems to shift and move in the light. Stepping forward it begins to speak, "Ashsa dahla kroackash shlag." It looks at you pleadingly. "Ashsa dahla kroackash shlag." It repeats.

Those who speak slaad will recognize him for what he is and already realize what he said. Those under the influence of the *tongues* are able to understand him going forward. Those who cannot understand continue to hear gibberish.

He shakes his head and again speaks, the words suddenly making sense to you. "Return the sword. It has been in this plane too long and must be returned. Kurell has already noticed it is missing and has cursed this town. I must return it to him."

The sword to which he refers is the Short Sword of Kurell. If asked about the sword:

"I was called here many years ago by a man who looked like that." He points to the form on the altar. "A holy man of your kind, he sacrificed his brother to Kurell in exchange for me bringing him the sword. He was to have it for a short time only, but refused to return it to me when the time had passed."

There is more to this tale but he provides no more information on it.

"A year after that a Devil appeared in the room, took the book that Khane had used to perform the ritual, and left."

If asked about his race:

"We live in the chaos that thrives in Kurell's realm. We serve him and he protects us."

He does not use the term slaad to describe himself or his race nor does he refer to the plane as Limbo.

Note: If the adventure is being played at APL 2 and the party has not already attacked the Slaad he does not attack in the following sections but rather gets to that point, starts to attack but falls over dead. From behind the party the satyr from the surface steps out from the tunnel grinning evilly.

"Thanks for keeping him distracted. I always did wonder what had caused the trouble that got me killed,"

He says as he attacks the party, using his pipes to try to charm or sleep the characters. If successful he steals the notes and flees. At all other APLs the satyr is not involved in this encounter. Of course if the party has already attacked the Slaad prior to the satyr making his appearance then use the APL 4 slaad statistics instead and do not have the satyr appear after all.

If the players have the original sword cert and attempt to give it to him read the following:

Taking the sword from you he smiles and says "Thank you. I shall go. The curse shall be lifted." And with that he turns to step through the rift. However, his smile soon turns to anger as, stepping through the rift, he finds he passes through it as if it was not there. "NO!" He screams. "It cannot be, I am still here! Your kind continues to trick me!" With that he turns toward you and attacks.

If presented with the broken remains of the sword:

"What did you do to it?" the creature screams. "Its power is gone. Lost. Kurell will be most displeased with me. I must go." And with that he turns to step through the rift. However, his despair soon turns to anger as, stepping through the rift, he finds he passes through it as if it was not there. "NO!" He screams. "It cannot be, I am still here! Your kind has caused this!" With that he turns toward you and attacks.

He can sense the presence of the sword. If the party has the sword but refuses to give it to him read the following:

"Thieves. All you are is Thieves. Kurell is lord of the Thieves and I am his servant! He is the lord of Revenge and I shall have it!" With that he attacks.

If the party does not have the sword he tells them he senses its presence nearby. He provides them with directions to the broken sword. If they do not return they receive no experience for this encounter. If they do return read the broken sword text above.

APL 2 (EL 5)

☛ **Satyr, Advanced:** hp 42; see Appendix I.

APL 4 (EL 7)

☛ **Red Slaad:** hp 52; see Monster Manual.
Possessions: bracers of armor +1

APL 6 (EL 9)

☛ **Red Slaad:** Male red slaad Bbn2; hp 79; see Appendix I.

APL 8 (EL 11)

☛ **Red Slaad:** Male red slaad Bbn4; hp 100; see Appendix I.

Tactics: The slaad attempts to summon a second slaad in the 2nd or 3rd round of combat. It has a 40% chance of being successful. Each time the slaad hits with its claw

attack secretly note which player was hit and how many times. At the end of the adventure each player that was hit must make a successful Fortitude save (DC 17) for each claw hit. If they fail they have been implanted and have to have the egg removed or die.

As the Slaad is killed:

As the creature slumps to the floor the power of the rift suddenly fades to no more than a flicker. The body on the altar, however, remains insubstantial and the power of the rift, although greatly diminished, yet remains.

At APLs 6 and 8 read the following:

However it is not yet time to celebrate, as it appears something got through the gate at the last moment. A (pair of) creature(s), its (their) body(ies) a mass of writhing tentacles, rise from behind the altar.

APL 6 (EL 7)

☛ **Chaos Beast:** hp 44; see Monster Manual.

APL 8 (EL 9)

☛ **Chaos Beasts (2):** hp 44 each; see Monster Manual.

Treasure: Instructions for Unique Mission; bracers of armor +1 (APL 4) (Value 150 gp per character); bracers of armor +2 (APLs 6 and 8) (Value 600 gp per character)

CONCLUSION

Knowing that the forces of Iuz will be arriving at the town shortly you scoop up the notes (and sword/ or its remains) and flee to the surface. Covering the entrance to the well so that it is not easily rediscovered you flee the area with the secrets contained in Khane's notes so as to keep them from being captured.

Content in the knowledge that you have at least addressed the immediate threat to Zelosus and prevented the secret of the gate from falling into the hands of Iuz you go in search of some much needed rest. Contained within the mystic tome are the steps required to perform the ritual to close the gate and forever remove this threat to the Flanaess. Hopefully, with the help of your friends and a little luck, you will be able to see that it is closed forever.

If, for some reason, the players insist upon staying later in the day they see coming toward them, an army of 50 orcs, two hill giants, four ogres, and if they manage to deal with that send in another wave, and another.... The party is not supposed to be here at this time.

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 7: Gartag's Ghost

Defeat Gartag's ghost.

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

— OR —

Encounter 8: Cemetary

Defeat Gartag's body.

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

Encounter 9: The Tankard

Defeat the commoners after they initiate combat, or sneak by them and retrieve Partinius' notes.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 11: Into the Depths

Defeat the skum.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 12: The Temple of Kurell

Defeat the satyr or red slaad.

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

Encounter 12: Addendum (APL 6 and 8)

Defeat the chaos beast(s).

APL 6	90 XP
APL 8	180 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 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 2: Return of Arrnes

Disfavor with Arrnes if he gives the party a loan and is not repaid.

Encounter 3: A Family Man

Disfavor with Rookroost Thieves Guild if they give the party the disguises on credit and are not repaid.

Encounter 6: Roadside Warnings

Collect the silver-plated ring, the gold ring, and the 50 sp from the corpses.

APL 2: L: 0 gp; C: 12 gp; M: 0

APL 4: L: 0 gp; C: 12 gp; M: 0

APL

APL 6: L: 0 gp; C: 12 gp; M: 0

APL 8: L: 0 gp; C: 12 gp; M: 0

Encounter 8: Cemetary

Defeat Gartag's body and take the ring, or defeat Gartag's ghost in encounter 7, and then find his body and take the ring.

APL 6: L: 0 gp; C: 0 gp; M: *ring of magic fang* (Value 900 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *ring of magic fang* (Value 900 gp per character)

Encounter 9: The Tankard

Disfavor of Zelosus if the party wipes out the townsfolk in the Tankard.

Encounter 10: The Inn

Loot the contents of the wagons.

APL 2: L: 50 gp; C: 0 gp; M: 0

APL 4: L: 50 gp; C: 0 gp; M: *scroll of restoration* (Value 80 gp per character).

APL 6: L: 50 gp; C: 0 gp; M: 2 *scrolls of restoration* (Value 160 gp per character); 2 *scrolls of fly* (Value 75 gp per character).

APL 8: L: 50 gp; C: 0 gp; M: 3 *scrolls of restoration* (Value 240 gp per character); 2 *scrolls of fly* (Value 75 gp per character).

Encounter 12: The Temple of Kurell

Defeat the satyr or red slaad.

APL 2: L: 48 gp; C: 0 gp; M: 0

APL 4: L: 0 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *bracers of armor +2* (Value 600 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *bracers of armor +2* (Value 600 gp per character).

Total Possible Treasure

APL 2: 110 gp

APL 4: 292 gp

APL 6: 1,000 gp

APL 8: 1,700 gp

APPENDIX I: NPCS

ENCOUNTER 2: RETURN OF ARRNES

➤ **Arrnes:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10; hp 16; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6+3/19-20, short sword); AL CG; SV Fort +3, Ref +3, Will -1; Str 16, Dex 16, Con 10, Int 10, Wis 8, Cha 12.

Skills and Feats: Hide +5, Jump +5, Ride +8, Wilderness Lore +1; Dodge, Combat Reflexes, Mobility, Track.

Possessions: leather armor, short sword, 10 sp

ENCOUNTER 4: THE MADHOUSE

➤ **Asylum Priests (6):** Male human Adp2; CR 1; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6+1, club) or +3 ranged (1d2+1 subdual, whip); SA Spells, rebuke undead; AL NE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 14, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Alchemy +5, Concentration +5, Heal +4, Listen +5, Profession (apothecary) +4, Spellcraft +3, Spot +4; Alertness, Exotic Weapon Proficiency (whip).

Possessions: whip, club.

Spells Prepared (3/2; base DC = 12 + spell level): o – create water, cure minor wounds, purify food and drink; 1st – cure light wounds, sleep.

➤ **Asylum Guards (10):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d6+2, club) or +4 ranged (1d2+2 subdual, whip); AL LN; SV Fort +4, Ref +3, Will +2; Str 14, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Listen +3, Search +0, Spot +3, Use Rope +4; Dodge, Exotic Weapon Proficiency (whip), Improved Initiative.

Possessions: studded leather armor, club, whip, 5 sp.

➤ **Partinius:** Male human Rog1/Clr3 (Iuz); CR 4; Medium-size humanoid (human); HD 1d6+3d8+3; hp 24; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d6/19-20, short sword); SA Sneak attack, spells, rebuke undead; AL CN; SV Fort +3, Ref +5, Will +8; Str 10, Dex 15, Con 10, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +6, Concentration +5, Diplomacy +6, Disguise +6, Innuendo +7, Gather Information +6, Profession (herbalist) +5, Profession (lawyer) +7, Read Lips +4, Sense Motive +7, Spellcraft +2, Spot +7; Craft Wondrous Item, Iron Will, Toughness.

Possessions: chain shirt, short sword, holy symbol of Iuz, ring (Value 50 gp), 42 gp, 28 sp.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): o – cure minor wounds, light (2), purify food and

drink; 1st – cause fear, change self*, doom, obscuring mist; 2nd – darkness (2), invisibility*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Palace Guards (15):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d8+4/19-20, long sword) or +7 ranged (1d6+2, throwing axe); AL CN; SV Fort +6, Ref +4, Will +3; Str 15, Dex 16, Con 14, Int 8, Wis 14, Cha 8.

Skills and Feats: Ride +7, Search +2, Spot +3, Use Rope +4; Combat Reflexes, Dodge, Improved Initiative, Quick Draw, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: studded leather armor, long sword, 2 throwing axes, 5 sp.

ENCOUNTER 7: GARTAG'S GHOST

APL 2 (EL 4)

➤ **Gartag's Ghost:** Male half-orc Mnk2 (Ghost); CR 4; Medium-size undead (incorporeal); HD 2d12; hp 19; Init +6; Spd 30 ft., Fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 14); Atk +3 melee touch (1d4, corrupting touch) or +1/+1 melee touch (1d4/1d4, flurry of blows – corrupting touch); SA Unarmed strike, stunning attack, manifestation, corrupting touch, corrupting gaze, telekinesis; SQ Darkvision 60 ft., evasion, rejuvenation, turn resistance (+4); AL LE; SV Fort +3, Ref +5, Will +6; Str 14, Dex 15, Con -, Int 8, Wis 16, Cha 12.

Skills and Feats: Hide +14, Listen +12, Move Silent +14, Search +12, Spot +11, Tumble +7; Deflect Arrows, Improved Initiative.

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on

touch. A manifested ghost's touch spells don't work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

APL 4 (EL 6)

➤ **Gartag's Ghost:** Male half-orc Mnk4 (Ghost); CR 6; Medium-size undead (incorporeal); HD 4d12; hp 33; Init +7; Spd 40 ft., Fly 40 ft. (perfect); AC 17 (touch 17, flat-footed 14); Atk +5 melee touch (1d4, corrupting touch) or +3/+3 melee touch (1d4/1d4, flurry of blows – corrupting touch); SA Unarmed strike, stunning attack, manifestation, corrupting touch, corrupting gaze, telekinesis; SQ Darkvision 60 ft., evasion, still mind, slow fall (20 ft.), rejuvenation, turn resistance (+4); AL LE; SV Fort +4, Ref +7, Will +7; Str 14, Dex 16, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Hide +16, Listen +13, Move Silent +16, Search +12, Spot +13, Tumble +9; Deflect Arrows, Expert Tactician*, Improved Initiative.

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page

6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

*See Appendix 8: New Rules for more details.

APL 6 (EL 8)

➤ **Gartag's Ghost:** Male half-orc Mnk6 (Ghost); CR 8; Medium-size undead (incorporeal); HD 6d12; hp 47; Init +7; Spd 50 ft., Fly 50 ft. (perfect); AC 18 (touch 18, flat-footed 15); Atk +7/+4 melee touch (1d4, corrupting touch) or +5/+5/+2 melee touch (1d4/1d4, flurry of blows – corrupting touch); SA Unarmed strike, stunning attack, manifestation, corrupting touch, corrupting gaze, telekinesis; SQ Darkvision 60 ft., evasion, still mind, slow fall (30 ft.), purity of body, rejuvenation, turn resistance (+4); AL LE; SV Fort +5, Ref +8, Will +8; Str 14, Dex 16, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Hide +17, Listen +14, Move Silent +17, Search +12, Spot +14, Tumble +11; Deflect Arrows,

Expert Tactician*, Improved Initiative, Improved Trip, Weapon Focus (unarmed strike).

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

*See Appendix 8: New Rules for more details.

APL 8 (EL 10)

➤ **Gartag's Ghost:** Male half-orc Mnk8 (Ghost); CR 10; Medium-size undead (incorporeal); HD 8d12; hp 61; Init +7; Spd 50 ft., Fly 50 ft. (perfect); AC 18 (touch 18, flat-footed 15); Atk +9/+6 melee touch (1d4, corrupting touch) or +7/+7/+4 melee touch (1d4/1d4, flurry of blows – corrupting touch); SA Unarmed strike, stunning attack, manifestation, corrupting touch, corrupting gaze, telekinesis; SQ Darkvision 60 ft., evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, rejuvenation, turn resistance (+4); AL LE; SV Fort +6, Ref +9, Will +9; Str 14, Dex 17, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Hide +18, Listen +15, Move Silent +18, Search +12, Spot +15, Tumble +13; Deflect Arrows, Expert Tactician*, Improved Initiative, Improved Trip, Weapon Focus (unarmed strike).

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The

"destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

*See Appendix 8: New Rules for more details.

ENCOUNTER 8: CEMETERY

APL 2 (EL 4)

➤ **Gartag's Body:** Male half-orc Mnk1 (Wight); CR 4; Medium-size undead; HD 4d12+1d8; hp 38; Init +6; Spd 30 ft.; AC 19 (touch 15, flat-footed 17); Atk +4 melee (1d6+2 and energy drain, unarmed strike) or +2/+2 melee (1d6+2/1d6+2 and energy drain, flurry of blows), SA Unarmed strike, stunning attack, energy drain, create spawn; SQ Undead, evasion; AL LE; SV Fort +3, Ref +5, Will +9; Str 14, Dex 15, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Climb +6, Hide +13, Jump +6, Listen +10, Move Silently +17, Search +6, Spot +10, Tumble +6; Blind-Fight, Improved Initiative.

APL 4 (EL 6)

➤ **Gartag's Body:** Male half-orc Mnk3 (Wight); CR 6; Medium-size undead; HD 4d12+3d8; hp 48; Init +6; Spd 40 ft.; AC 19 (touch 15, flat-footed 17); Atk +6 melee (1d6+2 and energy drain, unarmed strike) or +4/+4 melee (1d6+2/1d6+2 and energy drain, flurry of blows), SA Unarmed strike, stunning attack, energy drain, create spawn; SQ Undead, evasion, still mind; AL LE; SV Fort +4, Ref +6, Will +10; Str 14, Dex 15, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Climb +6, Hide +15, Jump +8, Listen +10, Move Silently +17, Search +6, Spot +10, Tumble +8; Blind-Fight, Deflect Arrows, Expert Tactician*, Improved Initiative.

APL 6 (EL 8)

➤ **Gartag's Body:** Male half-orc Mnk5 (Wight); CR 8; Medium-size undead; HD 4d12+5d8; hp 58; Init +7; Spd 40 ft.; AC 21 (touch 17, flat-footed 18); Atk +8 melee (1d8+2 and energy drain, unarmed strike) or +6/+6 melee (1d8+2/1d8+2 and energy drain, flurry of blows), SA Unarmed strike, stunning attack, energy drain, create spawn; SQ Undead, evasion, still mind, slow fall (20 ft.), purity of body; AL LE; SV Fort +5, Ref +8, Will +11; Str 14, Dex 16, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Climb +6, Hide +17, Jump +10, Listen +10, Move Silently +17, Search +6, Spot +10, Tumble +10; Blind-Fight, Deflect Arrows, Expert Tactician*, Improved Initiative.

Possessions: ring of magic fang*

*See Appendix 8: New Rules for more details.

APL 8 (EL 10)

➤ **Gartag's Body:** Male half-orc Mnk7 (Wight); CR 8; Medium-size undead; HD 4d12+7d8; hp 68; Init +7; Spd 50 ft.; AC 21 (touch 17, flat-footed 18); Atk +10/+7 melee (1d8+2 and energy drain, unarmed strike) or +8/+8/+5 melee (1d8+2/1d8+2 and energy drain, flurry of blows), SA Unarmed strike, stunning attack, energy drain, create spawn; SQ Undead, evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +6, Ref +9, Will +12; Str 14, Dex 16, Con –, Int 8, Wis 16, Cha 12.

Skills and Feats: Climb +8, Hide +17, Jump +12, Listen +10, Move Silently +17, Search +6, Spot +10, Tumble +12; Blind-Fight, Deflect Arrows, Expert Tactician*, Extra Stunning Attacks*, Improved Initiative, Improved Trip.

Possessions: ring of magic fang*

*See Appendix 8: New Rules for more details.

ENCOUNTER 9: THE TANKARD

APL 2 (EL 2)

➤ **Commoners (4):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+2; hp 6 each; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1, club); AL CN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (varies) +6, Profession (varies) +6, Spot +4; Skill Focus (craft – varies), Skill Focus (profession – varies).

Possessions: impromptu club.

APL 4 (EL 4)

➤ **Commoners (8):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+2; hp 6 each; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1, club); AL CN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (varies) +6, Profession (varies) +6, Spot +4; Skill Focus (craft – varies), Skill Focus (profession – varies).

Possessions: impromptu club.

APL 6 (EL 6)

➤ **Commoners (12):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+2; hp 6 each; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1, club); AL CN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (varies) +6, Profession (varies) +6, Spot +4; Skill Focus (craft – varies), Skill Focus (profession – varies).

Possessions: impromptu club.

APL 8 (EL 8)

➤ **Commoners (12):** Male/Female human Com2; CR 1; Medium-size humanoid (human); HD 2d4+4; hp 11 each; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d6+1, club); AL CN; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (varies) +7, Profession (varies) +7, Spot +5; Skill Focus (craft – varies), Skill Focus (profession – varies).

Possessions: impromptu club.

ENCOUNTER 11: INTO THE DEPTHS

APL 8 (EL 9)

➤ **Skum (6):** Male skum Bbn2; CR 4; Medium-size aberration (aquatic); HD 2d8+2d12+4; hp 31 each; Init +1; Spd 30 ft., swim 50 ft.; AC 13 (touch 11, flat-footed 12); Atk +7 melee (2d6+4, bite) and +5 melee (1d4+2, 2 claws) and +5 melee (1d6+2, 2 rakes); SA Rage; SQ Low-light vision, fast movement, uncanny dodge (Dex bonus to AC); SV Fort +3, Ref +1, Will +3; Str 19, Dex 13, Con 13, Int 10, Cha 6.

Skills and Feats: Climb +13, Hide +8*, Listen +11*, Move Silently +5, Spot +9*; Alertness, Multiattack.

ENCOUNTER 12: THE TEMPLE OF KURELL

APL 2 (EL 5)

➤ **Satyr, Advanced:** CR 5; Medium-size fey; HD 8d6+8; hp 42; Init +1; Spd 40 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d6, gore) and –1 melee (1d4/19–20, dagger) or +7 ranged (1d6/x3, shortbow); SA Pipes; AL CN; SV Fort +3, Ref +7, Will +7; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Hide +13, Listen +15, Move Silently +13, Perform (dance, pan pipes, melody, ode) +9, Spot +15; Alertness, Dodge, Mobility.

Possessions: pan pipes, masterwork shortbow, 20 masterwork arrows.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by *charm person*, *sleep*, or *fear*, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day.

A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.

APL 6 (EL 9)

➤ **Red Slaad:** Male red slaad Bbn2; CR 9; Large outsider (chaotic); HD 7d8+2d12+27; hp 79; Init +1; Spd 40 ft.; AC 18 (touch 10, flat-footed 17); Atk +12 melee (1d8+4,

bite) and +10 melee (1d4+2 plus implant, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Pounce, implant, stunning croak, summon slaad, rage; SQ Fast healing 5, resistances, fast movement, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +11, Ref +6, Will +5; Str 19, Dex 13, Con 17, Int 6, Wis 6, Cha 8.

Skills and Feats: Climb +16, Jump +16, Listen +8, Move Silently +6, Spot +9; Dodge, Iron Will, Multiattack.

Possessions: bracers of armor +2

Pounce (Ex): If a red slaad leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Implant (Ex): A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed at a Fortitude save (DC 17) to avoid implantation. Often the slaad implants an unconscious or otherwise helpless creature (which gets no saving throw). The egg gestates for one week before hatching into a blue slaad that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (–10 to all ability scores). A remove disease spell rids a victim of the pellet, as does a successful Heal check (DC 20) by someone with that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

If the host is an arcane spellcaster, the egg pellet instead hatches into a green slaad.

Stunning Croak (Su): Once per day a red slaad can emit a loud croak. Every creature within 20 feet must succeed at a Fortitude save (DC 16) or be stunned for 1d3 rounds.

Summon Slaad (Sp): Once per day a red slaad can attempt to summon another red slaad with a 40% chance of success.

APL 8 (EL 11)

➤ **Red Slaad:** Male red slaad Bbn4; CR 11; Large outsider (chaotic); HD 7d8+4d12+33; hp 100; Init +1; Spd 40 ft.; AC 18 (touch 10, flat-footed 17); Atk +15 melee (1d8+5, bite) and +13 melee (1d4+2 plus implant, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Pounce, implant, stunning croak, summon slaad, rage; SQ Fast healing 5, resistances, fast movement, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +12, Ref +9, Will +6; Str 20, Dex 13, Con 17, Int 6, Wis 6, Cha 8.

Skills and Feats: Climb +18, Jump +18, Listen +10, Move Silently +6, Spot +9; Dodge, Iron Will, Lightning Reflexes, Multiattack.

Possessions: bracers of armor +2

Pounce (Ex): If a red slaad leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Implant (Ex): A red slaad that hits with a claw attack can inject an egg pellet into the opponent's body. The affected creature must succeed at a Fortitude save (DC 17) to avoid implantation. Often the slaad implants an unconscious or otherwise helpless creature (which gets no saving throw). The egg gestates for one week

before hatching into a blue slaad that eats its way out, killing the host. Twenty-four hours before the egg fully matures, the victim falls extremely ill (–10 to all ability scores). A remove disease spell rids a victim of the pellet, as does a successful Heal check (DC 20) by someone with that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

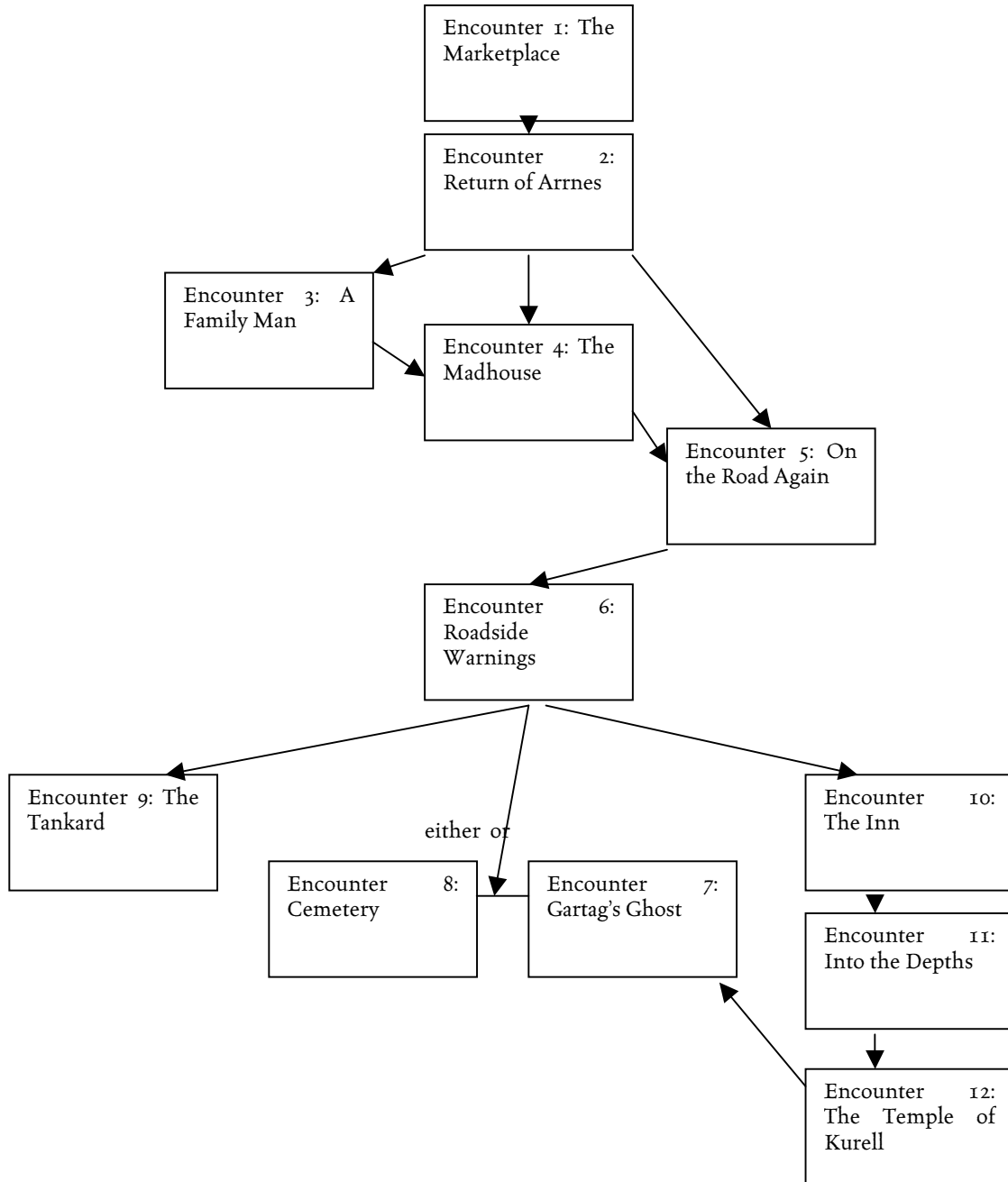
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Summon Slaad (Sp): Once per day a red slaad can attempt to summon another red slaad with a 40% chance of success.

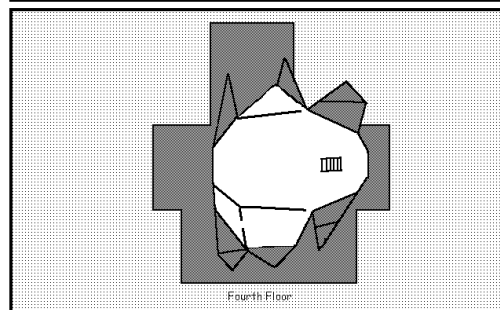
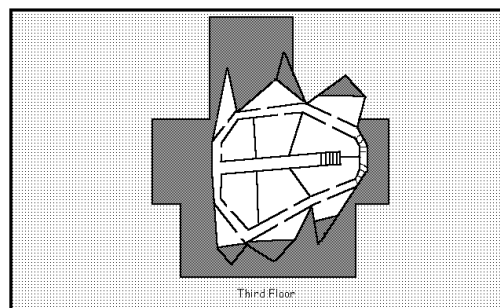
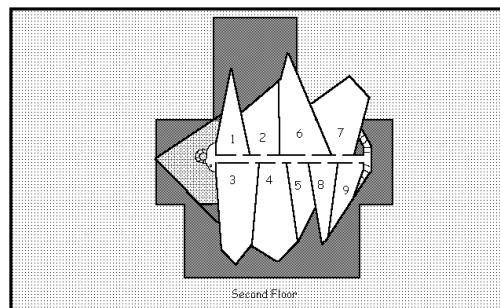
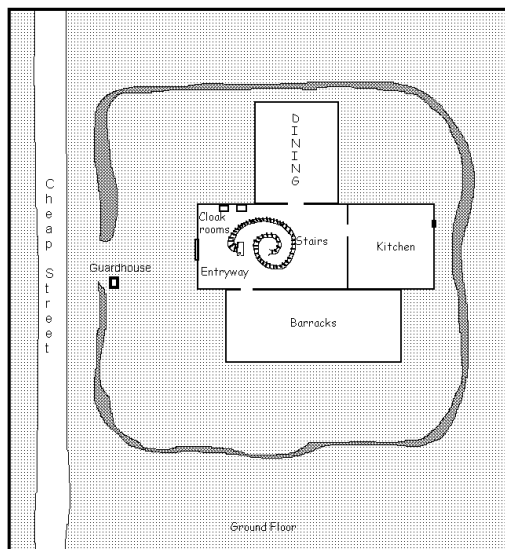
APPENDIX II: ADVENTURE TIMELINE AND FLOWCHART

Day 0	Day 1			Day 2			Day 3		
Night	Morn	Noon	Eve	Morn	Noon	Eve	Morn	Noon	Eve
Adv. Begins	Road	Road	Road	Party arrives if riding	Party arrives walking		Army arrives if amulet not used		Army arrives if amulet used

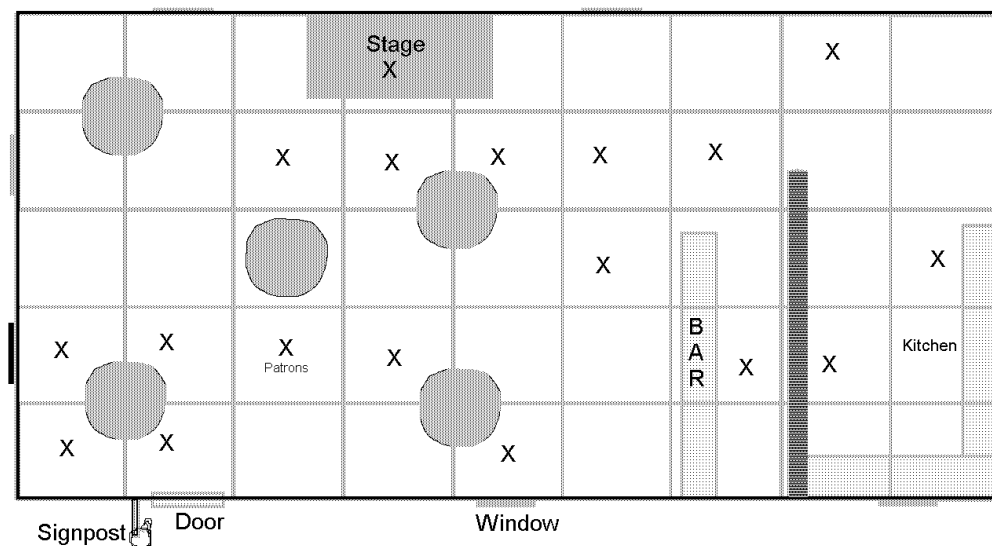


APPENDIX III: DM MAPS OF THE ASYLUM AND THE TANKARD

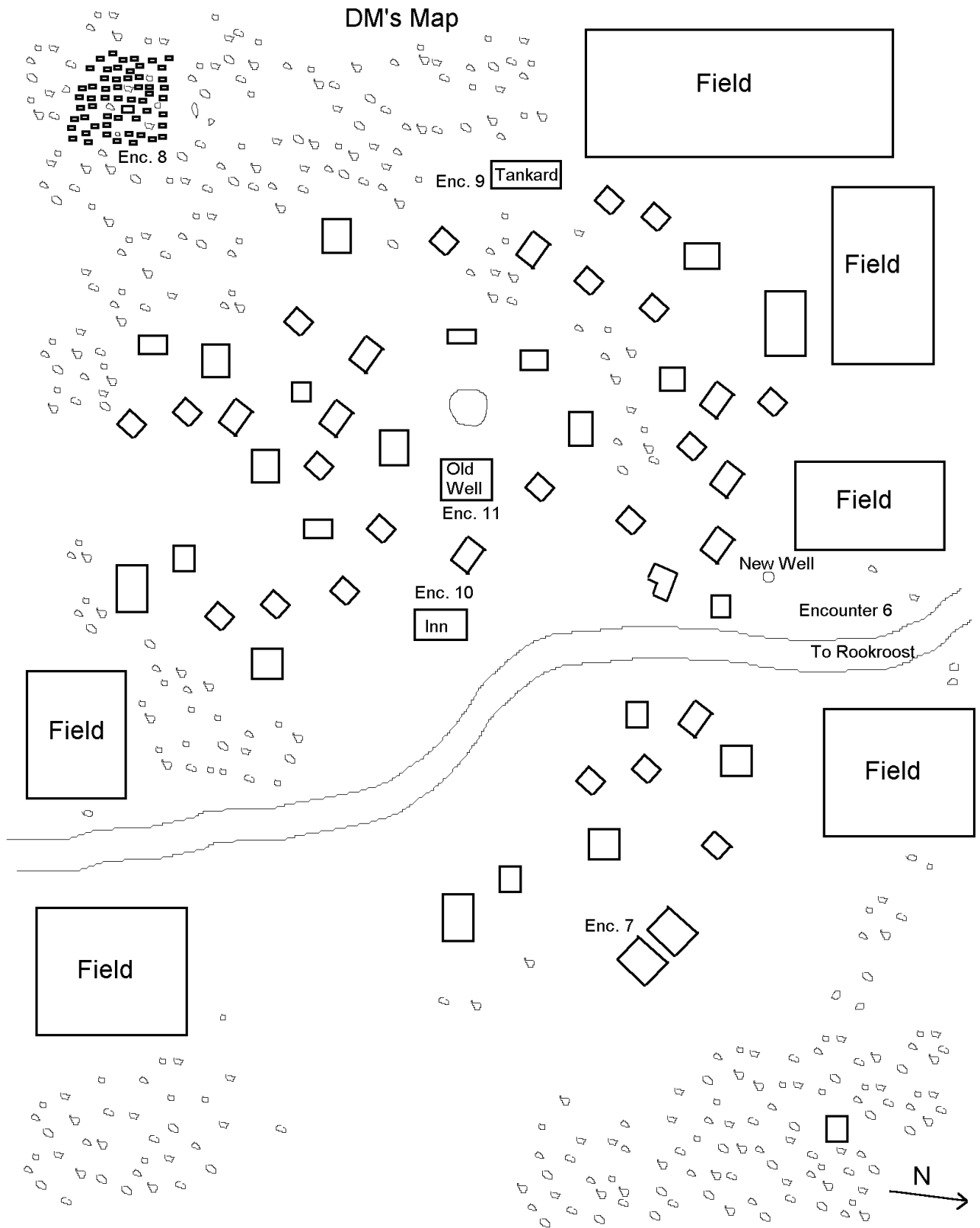
Asylum



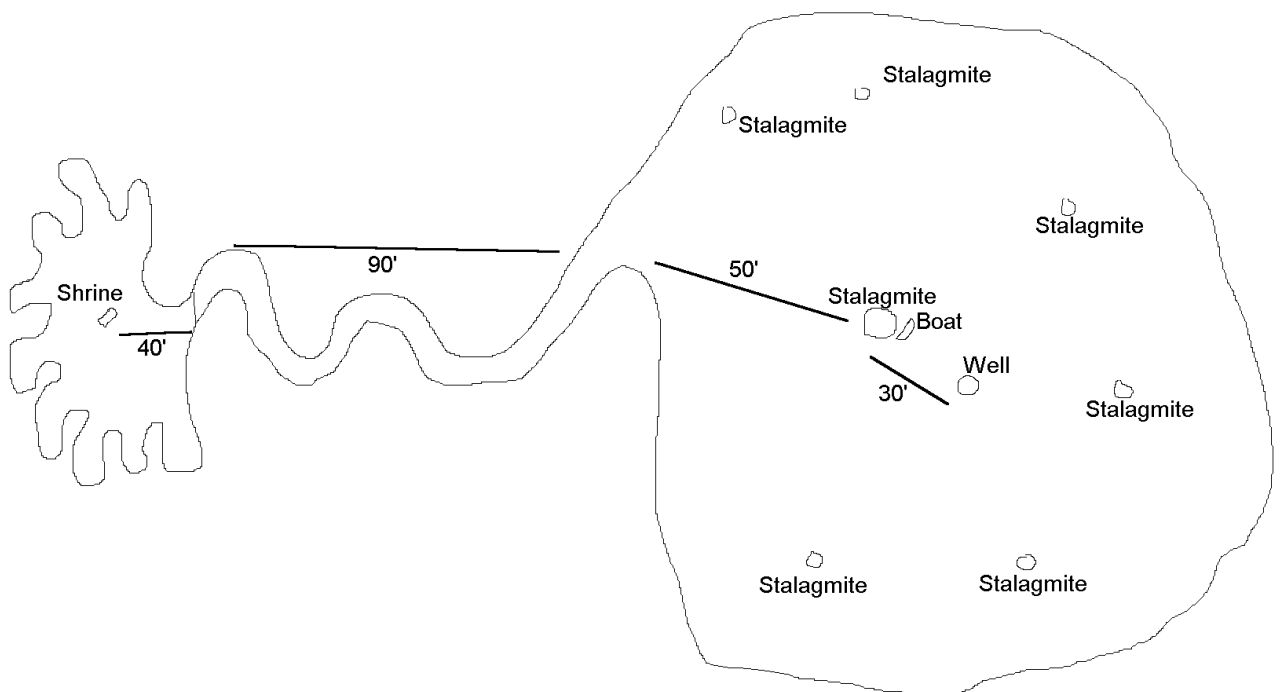
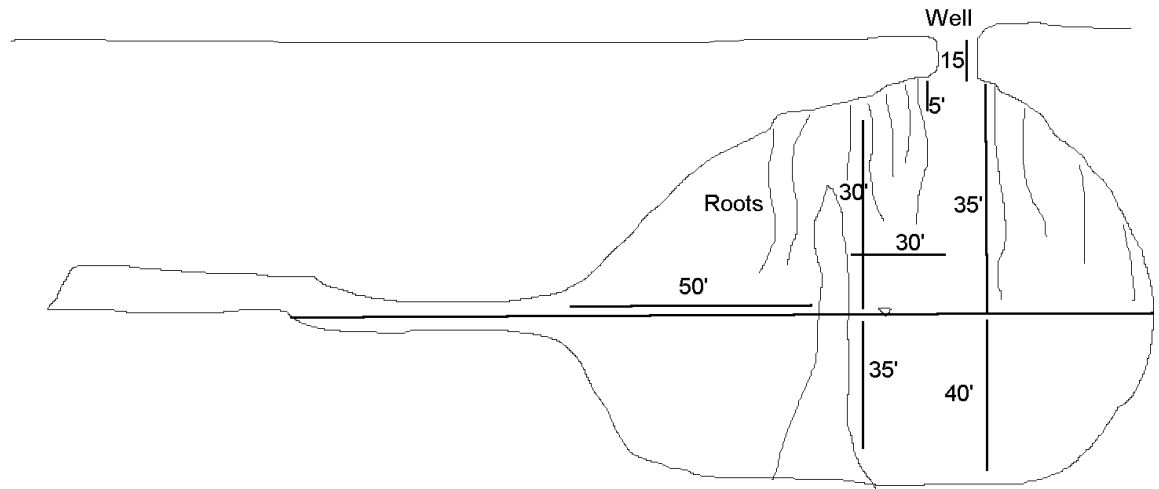
The Broken Tankard



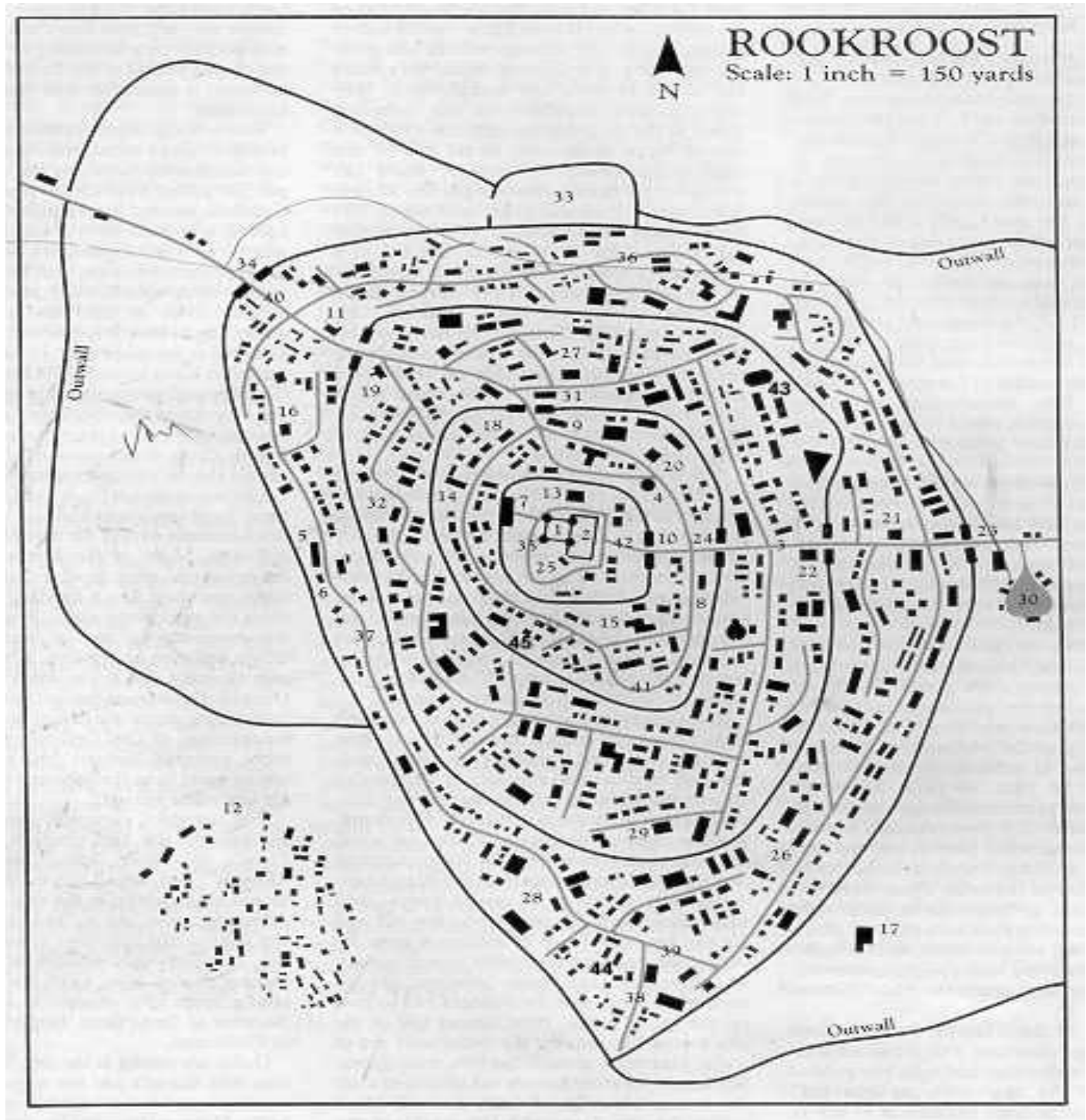
APPENDIX IV: DM MAP OF ZELOSUS



APPENDIX V: DM MAP OF THE UNDERGROUND



APPENDIX VI: DM MAP OF ROOKROOST



APPENDIX VIA: DM GUIDE TO ROOKROOST

Key to the Rookroost Map

Bolded entries are referenced in this module.

- 1) **The Lord Marshal's Palace**
- 2) **Raven Square**
- 3) Triumphary (the main road)
- 4) The Sage's Tower
- 5) Benedict's Trading Coster Warehouse
- 6) Benedict's Trading Coster offices
- 7) Elara's villa
- 8) Police Guardhouse
- 9) The White Elf Inn
- 10) Peak Gate
- 11) The Drunken Dragon Tavern
- 12) Army Encampment
- 13) Temple to Zilchus
- 14) Temple to Atroa
- 15) Chapel to Celestian
- 16) Chapel to Kurell
- 17) Chapel to Gruumsh
- 18) Merchants' Guildhall
- 19) Teamsters' Guildhall
- 20) Mages' Guildhall
- 21) The Wayfarer Tavern
- 22) Ravenshead Inn
- 23) **Triumphary Gate**
- 24) Palace Guard Inn
- 25) Guardhouse for the Lord Marshal's Guard
- 26) Smiths' Guildhall
- 27) Greystaff's Salle d'Armes
- 28) Random's Trading Coster warehouse
- 29) Greyhaven Armorers
- 30) **Marketplace**
- 31) Northhaven Tavern
- 32) Aliss Westwind Apothecary
- 33) City Cemetary
- 34) **Funary Gate**
- 35) Peak Circle Street
- 36) The Serpentine (street)
- 37) **Cheap Street**
- 38) The Shank (street)
- 39) Dead Man's Passage (street)
- 40) Great Northern Way (street)
- 41) The Cresent (street)
- 42) The General's Way (street)
- 43) Jondryva's Peach (brothel)
- 44) Relmar's Apartment
- 45) Malendril's Home

APPENDIX VI: DM BACKGROUND FOR ROOKROOST

North of the Artensomay river lays the City on a Hill. An Aerdi Robber-Baron named Latavius founded Rookroost in 299. The Barons bandits used the low hill as a base for their raiding parties, which ranged for miles in every direction. Latavius and his men proved so successful that the base soon grew from a walled hill fort to the greatest and most influential city in the Bandit Kingdoms. Unfortunately for Latavius, his reign as Baron was cut short as the commander of his personal guard assassinated him and took over the title of Baron. This act of assassination proved to be the chosen method of succession in the city as various rulers rose and fell until the coming of the dark armies of Iuz. The city joined with Iuz in 583, rather than face the destruction his armies had wrought throughout the Midlands. General Pernevi moved large numbers of humanoids into the city and the human population began to suffer. He made several moves against the powerful Thieves Guild, and four leaders of the Guild were tortured. The General ruled with an iron fist and the humanoid army was given free reign over the lands. Following the loss of the fiends in 586, the Lord Marshall Arus Mortoth murdered General Pernevi. The Lord Marshall quickly restructured the government and began favoring the humans over the humanoids. Rookroost has become a haven for the masses of refugees in the Bandit Kingdoms, and many of the underground resistance groups use the city as a supply depot and a font of information on the forces of Iuz. The local clerics of Iuz seem loyal to the Lord Marshall and things have been relatively peaceful of late.

The City on a Hill has grown over the years and its development can be seen in the concentric rings of walls that begin around the hill itself and move outward into the city. The walls were repeatedly built through the years until finally the city rulers decided to stop expanding the walls. Today, more than one-half of the total population of the city lives outside the Outwall, and many poor refugee buildings have been quickly built. As a result of the shifting, moving population, there are no regular streets in the Outwall area of the city and the trails between the tents and temporary shelters often change. Many beggars and street urchins can be found outside the gates leading to the inner rings of the city, and many a traveler have found their purses cut and their valuables missing due to the course of travel through the Outwall area of the city. Roving gangs “police” the city and often levy fines when and where they are able, although the new Lord Mortoth has begun better regulating the local constabulary. A brutal hill giant by the name of Drakor is the Chief Constable and he loves nothing more than to bust the heads of those he considers “troublemakers.” Guards man each gate, and a fee for entrance is often assessed. The nominal fee is 5 Silver Ladies for a day and 10 Gold Lords for a monthly pass. The main road leading into the city and up to Lord Mortoth’s Palace is the Triumphary. It passes from the east, through the Outwall Gate, the Funary Gate, Inner Gate, and finally the Peak Gate leading into Ravens Square before the large palace of Lord Mortoth.

Only a select few of Rookroostian society also make their home on the hill itself. These include the wealthiest and the oldest families of the city, and some chosen favorites of Iuz. One is the Lady Elara Mornstar, whose villa rivals any other in the city. She is known as an intelligent businesswoman and she seems to have the ear of Lord Mortoth on many of the matters of the city. Other places of interest include the White Elf Inn, the Drunken Dragon Tavern, the Wayfarer Tavern, Ravenshead Inn and the Marketplace. These are exciting yet dark places to visit as many deals may be found within. Many vices are indulged, especially in the Marketplace. Trade within the city is brisk and many riches can be found or won by those with the courage to attempt to do so. Nothing is off limits in the Marketplace and buyers are a certainty. Unfortunately, such places often run afoul of the local Thieves’ Guild, the local Guard, the forces of Iuz, or other various resistance Bandit factions. Another favorite place to visit is Jondryva’s bordello known as “The Peach.” Many of the cities major players can be found here at all times of the day or night. Jondryva serves some of the best wine found in Rookroost at the cost of only 5 Copper Knives. If unique or special items need to be bought or sold, the traveler should seek out Rhaedrick Avenfears’ Trading Coster. He specializes in those items not easily found in the Bandit Kingdoms and is a good source of information as well. Recently, the Guildhalls have again begun doing a brisk business. Some of the local Guildhalls include the Smiths, Merchants, Teamsters, and several Mercenary guilds have been trying to become established as well. All businesses in Rookroost accept coins from anywhere, but they are required to give change only in Rookroostian currency. Surprisingly, little theft occurs in the main businesses of the city, and many citizens feel very safe now that Lord Mortoth is in control.

Two constants have existed throughout the history of the City on a Hill; first-the Rookroost Thieves’ Guild, and second the flocks of ravens that make their nests in Raven’s Square before the Palace of Lord Mortoth. The Thieves’ Guild is thought to control most of the trade of goods and information in the city and is allegedly deeply involved in all levels of Rookroostian society and culture. The Guildmaster is a mysterious and almost mythical figure and is commonly referred to as the “Eye” of the city in local legend and lore. Another legend involves the Ravens of the Square. It is widely believed that the city can never be conquered, so long as its huge raven population continues to roost in the city’s central square.

Most religions have been outlawed, other than the worship of Iuz, but various underground and secret temples do exist, hidden within the city. It is said that many tunnels and secret passageways connect places throughout the city and it is easy to hide and stay hidden if you pay off the right people. Anything and anyone can be smuggled into and out of the city, and contacts to help you do so can easily be found in the local taverns and in the Marketplace. Rookroost is a dangerous place in a dangerous land, but its people always seem to overcome the obstacles set before them. Plots and intrigues lie at the core of the cities power and it is wise to know to whom you ally yourself. It is rumored that spies for

Cranzer often visit the city to check on how Lord Mortoth is running things. Powerful clerics of Iuz and members of the Boneheart also vie for power and position. The Bandit Lords of Rookroost still exist as well, many serving the Lord Mortoth as well as their own causes. Some fear the Thieves' Guild is too powerful and if Lord Mortoth is ever to have total control of the city, he must do something about them. These are interesting times indeed.

APPENDIX VII: NEW RULES

EXPERT TACTICIAN [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your tactical skill works to your advantage.

Prerequisite: Base attack bonus +3.

Benefit: You gain one extra partial action per round whenever a melee opponent is denied his Dexterity modifier to his AC. The partial action need not be an attack; you can perform any partial action. If you do attack, however, it must be against the opponent currently denied his Dexterity modifier to AC. You gain only one additional partial action regardless of how many melee opponents deprived of their Dexterity modifiers you face.

EXTRA STUNNING ATTACKS [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You gain extra stunning attacks when fighting unarmed.

Prerequisites: Base attack bonus +2, Stunning Fist.

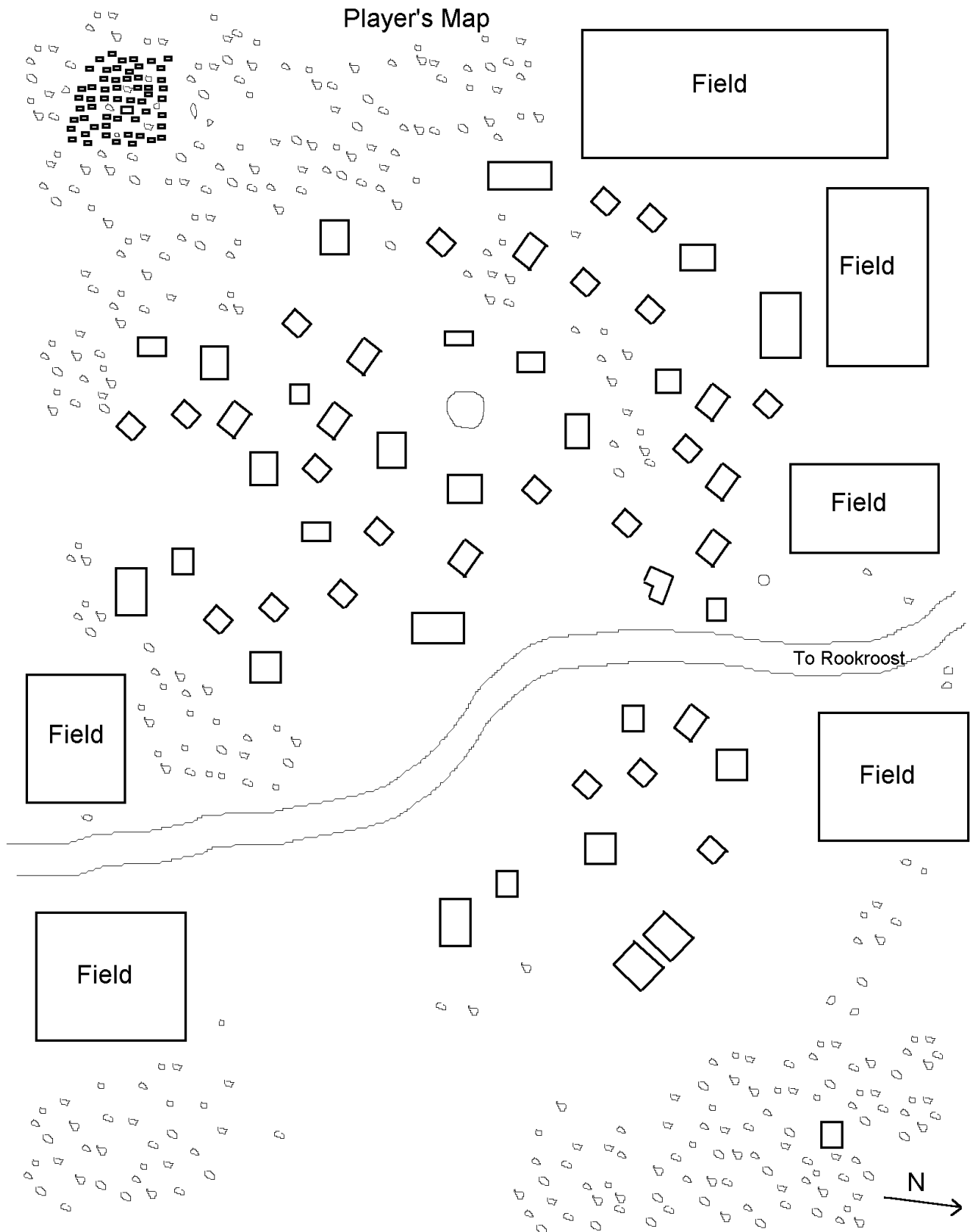
Benefit: You gain the ability to make three extra stunning attacks per day. You may take this feat multiple times.

RING OF MAGIC FANG AS PRESENTED IN *HEART OF NIGHTFANG SPIRE*

While worn, the ring grants one (and only one) of the wearer's natural weapons (slam, fist, bite, etc.) a +1 enhancement bonus on attack and damage rolls, as the spell *magic fang*.

Caster Level: 12th; Prerequisites: Forge Ring, *magic fang*; Market Price: 6,000 gp.

PLAYER HANDOUT 1: MAP OF ZELOSUS



PLAYER HANDOUT 2: THEFT

Do not share this with other party members:On the ground near the bodies you found a small ring. You don't know why you took it without telling the rest of the party but you did. What's worse is the thought of keeping it to yourself gives you a small thrill, which you want to experience again. Throughout the module you continue to experience this urge to steal other items you find on the ground, borrow things with no intention of returning them, and so forth. Please roleplay this accordingly.

PLAYER HANDOUT 3: JEALOUSY

Do not share this with other party members:It looks like someone got to the bodies first. Someone always gets there first. Things never seem to work out for you. Someone is always smarter, or faster, or better than you. And look at their clothes! The belt the one has is very fine indeed and the scabbard is of remarkable quality. Not as good as those of your fellow party members, but they always seem to get the first picks and biggest share of the loot...this general feeling of jealousy will continue (and grow) throughout the module. Please roleplay this accordingly.

PLAYER HANDOUT 4: REVENGE

Do not share this with other party members:For some reason the sight of hanging corpse affects you deeply. Your mind begins to race on a variety of subjects related in one way or another to the image before you. You can't quite explain why but at the end of it all you are thirsting for revenge against some wrong that has been or is about to be done to you and you are certain that since you cannot find justice you shall have revenge! This will continue (and grow) throughout the module. Please roleplay this accordingly.

PLAYER HANDOUT 5: EXCERPTS FROM PARTINIUS' DIARY

My hopes for achieving glory in the service of lord Iuz were smashed again today when I learned I was to be assigned to a backwater town some two days ride south of Rookroost. Perhaps by fooling them into believing I am a kind hearted judge just trying to make their pitiful lives easier and keeping my eyes open I can turn this to my advantage...

Today I assumed my position as Magistrate of Zelosus. Darton, a local thief, approached me today with some information. Perhaps in him I have found a useful tool through which I can control the town...

Tomorrow I plan to visit the herbalist to restock my supplies. My time in the town has not been wasted as my lord has granted me insight into how to infuse various herbs with magical abilities. Using the powers granted me by The Old One, I am able to change my appearance when visiting the herbalist so that I do not raise suspicion...

I discovered today that the herbalist appears to be hiding several people in his back room. To make matters worse I spotted Darton watching the shop from a nearby building. Of course his puny mind could not see through the powers of my disguise. I must deal with this matter.

Things have gotten worse. A party of adventurers entered town today. One of them has been seen at the Tankard; perhaps I can use him to take care of my problems...

The last several days have been quite hectic. I killed Darton and set up one of those adventurers to take the fall only to discover that he was not with the rest of the party. Fortunately Lord Iuz did not forsake me. The meddlers were taken in by my deception, killed this Khane fellow who was staying at the Herbalist's cottage, and left town shortly thereafter.

The weeks since the Khane incident have been very strange. Everyone in town is becoming increasingly agitated about with each other. I have prayed for lord Iuz to send me a fellow priest to investigate this matter...

Nadshik and I discovered today the reason behind everyone's strange behavior. It appears Khane had performed some ritual about the time this town came under lord Iuz's governance and that ritual has cursed the town. It is tied somehow to that sword Khane had. We will have to see to its destruction. Perhaps the smithy east of town will have the necessary implements.

The curse continues to grow. We must find the ritual site quickly. The assistance of the townsfolk will be required.

Nadshik grows weary of these delays. Yesterday he started killing the townsfolk and re-animating their corpses as a method of eliminating the delays. Oh how I wish lord Iuz would see fit to grant me such power. Nadshik is truly blessed.

The townspeople are proving inadequate for the task so we began enlisting the passing caravans into the search as well. I will find the secrets this town holds and then Lord Iuz will be forced to grant me the powers Nadshik flaunts before me. Perhaps I will kill Nadshik and take them myself.

It appears a patrol has arrived from Rookroost. Nadshik has gone to enlist them in the search as well. With their strong arms they should be able to work many hours. Oh how I wish I could search for it myself but this curse seems to sap my very strength...

PLAYER HANDOUT 6: UNIQUE MISSION

The stack of notes is written in a scribbled handwriting that is difficult to make out. It seems to describe a ritual that was conducted here some time ago using an ancient tome bound in silver, called *The Book of Gating*. The initial parts of the spell open a gate to the plane of Limbo and summon an outsider who would be required to perform a service for the caster. However the ritual is an arduous affair requiring several months of time that culminates with the sacrifice of someone beloved to the caster. Khane used his twin brother for this sacrifice.

However, almost as if an oversight, the notes do not say how the gate might be closed.

Characters with *The Book of Gating* can find the relevant section and learn that closing the gate requires:

- 1) The item that was acquired: The Short Sword of Kurell (or its remains)
- 2) The Book of Gating
- 3) The completed staff started in BDK1-10 *Up Close and Personal*.
- 4) A token of a Magical Creature

By bringing these items and five friends to a Bandit Kingdoms interactive you may go on a special mission to return to Zelosus and close the gate. Contact the Triad for additional details.

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.