

BDK2-07



SPIRITS OF VENGEANCE

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

Version 1

by Chris Gorsuch

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

In a deserted street on a cold winter night, the spirits of the past cry out for vengeance. Are you crazy enough to enter a temple of unspeakable evil and seek out the source of its power? An adventure for characters levels 1-10

Sequel to BDK2-03 Body And Soul

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.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA® are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

Shortly after the Greyhawk Wars came to an end, ten thousand bandits representing the provinces of Abbarra, Freehold, Midlands, Warfields and Wormhall were called together by priests of Iuz to arrange for the raids they would use to further harass their war-ravaged neighbors.

Although their days were spent embroiled in meetings with the Iuzian priest Bernel of Halorn, night found them gathered around countless fires reciting tales of wartime exploits, both glorious and nefarious, each more daring than the last.

However Bernel was a paranoid man and with each passing day he grew increasingly disturbed by these nighttime revelries. His diseased mind saw their merrymaking as an elaborate charade under which these bandits were plotting against him and perhaps even Iuz himself. By the fourth night of the festival he was certain they were about to turn on him so he ordered his agents to kill them all.

Calling upon demonic powers the agents of the Old One slaughtered the men as they slept. By dawn nearly half of those that had gathered for the festivities lie dead on the fields of Wormhall while the survivors, broken and bleeding, fled to the lands of Greenskeep, the Tangles, and the Rift.

Eight years have passed and the abandoned campsite, now known as Steelbone Meadows, is long overgrown. Rotting tents, rusted weapons, and scattered bones are all that remain. They serve as both a grim reminder of the tragedy of that evening as well as a warning to those who would act against the forces of Iuz.

However, whatever happened to the priest? Iuz had been displeased with Bernel as the incident had gone against his wishes. However the vicious cruelty displayed by the priest during the attack had demonstrated potential...

The streets of Dorakaa echoed with Iuz's laughter as his twisted mind came upon a plan. Bernel was stripped of his powers and wiped of all conscious memory. His subconscious mind, on the other hand, was kept very much aware of who he had been and what had been taken from him as punishment for going against his master's wishes.

Iuz knew the constant torment would twist the priest into a creature of vile darkness. In a few years he would simply return his powers to regain his loyalty. That incident at Wormhall would be nothing compared to the evil he would release that day.

Iuz then instructed his men to put Bernel some place out of the way, where he couldn't do any further harm until he was called for. With that, the priest was hauled off to the dungeons of Dorakaa never to be heard from again.

It was not to be, for even the gods themselves could not foresee the chain of events that had been set in motion that star-filled night in Wormhall. Whether it was due to inattention or design that Iuz took no action

against the ghostly presence that entered his castle later that night and freed the prisoner is uncertain. That his absence has never been noticed is a mystery, but one thing is clear, when the priest awoke the next day he felt like a new man. In fact, he truly was one for in his conscious mind no trace of Bernel remained.

As the fledgling priest, now named Partinius, began his prayers to his lord and master, Iuz the Evil, he unconsciously patted the orders he somehow knew were in his vest pocket, the ones assigning him as the new magistrate of the town of Zelosus.

The Bandit Kingdoms adventure BDK1-09 *The Bender* first introduced Bernel/Partinius in his new role as a magistrate of Zelosus, a small town two days south of Rookroost. As Iuz has never realized that the young priest that prays to him every day is actually Bernel, he has managed to regain a small portion of his powers.

Partinius returned in the Bandit Kingdoms adventure BDK2-03 *Body and Soul* as an inmate in the insane asylum in Rookroost. Although he is freed for a short while and ultimately killed, he is raised from the dead and returned for further 'treatment'.

The Demon Lord of madness, Socothbenoth, acting through his priests at the asylum, has used the time since that adventure to tempt Partinius into converting to his clergy. Partinius has now taken over the asylum and made many sacrifices to his new lord, starting with his fellow priests and a majority of the asylum guards.

Now using the asylum inmates as his new followers, Partinius has begun kidnapping other people around the town for use in his sacrifices and although he does not yet realize his true potential, Socothbenoth hopes to release him upon Rookroost. However, there is another who knows of Partinius' true identity. One of the ghosts of the men slaughtered at Steelbone meadows has recently heard tales of an insane priest of Iuz that was seen teleporting randomly throughout the town of Rookroost. Thus setting the backdrop for the adventure.

Encounter 1: The Ghost

A tormented spirit leads the party to the Rookroost asylum hoping they kill the priest that was responsible for the massacre at Steelbone meadows.

Encounter 2: Getting In On the Ground Floor

The first floor of the asylum consists of the kitchen, dining hall, barracks, entry chamber, and the grounds that surround them.

Encounter 3: The Cells

The second story is where the inmates were held, and captured townsfolk are being held prisoner.

Encounter 4: Treatment Chambers

The third story is a place of nightmares where the inmates underwent their 'treatments'.

Encounter 5: The Temple

The fourth floor is the main temple and where the party will confront Partinius.

Conclusion

The villain behind the massacre at Steelbone Meadows lies dead and the ghosts have been put to rest. The party may have rewards and/or payments to collect or make.

INTRODUCTION

Prior to beginning the adventure ask if the players are comfortable with depictions of horror and violence. If any are uncomfortable with such subject matter please adjust the descriptions throughout the adventure accordingly.

Once that is complete read or paraphrase the following:

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.

ENCOUNTER 1: THE GHOST

After several days of travel you have finally reached the outskirts of Rookroost. The blowing snow obscures your vision as cold winter winds chill you to the bone. Night is falling as you enter the city and you look forward to enjoying the warmth of a fire and a hot meal.

It is currently nightfall and the ghost of Valsen, a thief killed by Bernel/Partinius at Steelbone meadows has spotted the party and sneaks up to try to use his malevolence power on one of the characters. He is 7 HD and has a Hide skill of +19 with an additional +2 circumstance modifier for the weather.

One by one have the characters make Will Saves (DC 19) until someone fails, or they spot the ghost. If they spot him he flees toward the asylum, but returns to try again until he can successfully possess one of the party members, over the course of several days if necessary. While the ghost intends to use this power to lead the character to the asylum he also takes the opportunity to share his memories of the events leading up to his death.

Assuming someone becomes possessed, read the following (adjusting as appropriate):

As you work your way east from the Funary gate heading deeper into the city in search of the Drunken Dragon Tavern, (Failing character's) eyes glaze over as (he/she) comes to a sudden stop.

Give the characters a few moments to react to this event before continuing.

Note that a protection from evil spell drives the spirit from the body, returning the character to normal immediately. Actively restraining the character (opposed

Strength checks) also causes the ghost to give up his hold and try someone else.

Assuming they leave the character alone the ghost begins walking the possessed character down Cheap Street, releasing control in front of the Rookroost Asylum. Once they have arrived, or if the possessed character is otherwise interrupted and freed early, pull aside the possessed character and read the following:

The night is cool, the sky is clear, and the celebration shows no sign of stopping. A mere two days have passed since you first stumbled upon the campsite yet in that time the revelers have increased to nearly ten thousand. Countless campfires may dot the landscape, but tonight you count yourself amongst the lucky for this particular fire hosts the bandit lord Auverin Moonblade, rumored by some to be the physical embodiment of Olidammara himself.

A small crowd has gathered at the fire this night, each person eager to boast of their exploits in hopes of finding favor with this legendary bandit. The hours tick slowly by yet even when most have long since drifted off to sleep Auverin still listens intently to each person's tale.

As the last story ends Auverin rises to his feet. Those few who are still awake grow silent as he steps forward to tell his tale. Then, his face suddenly ashen, Auverin quickly draws his blade with a startled yell as he points to the skies.

The sickening sound of some 'thing' landing on the person behind you confirms that this is not part of his story. Reflected in Auverin's blade is the twisted image of the demonic creature that towers over you. Half again your height you think it almost humorous the way the image of its birdlike head twists on the steel of his blade. Then everything goes dark.

Clarity returns slowly as you hear a voice in the darkness beckoning to you. Breath comes painfully and a fire seems to burn in your belly, but at least you know you're alive. Opening your eyes you see a weathered face looking down upon you. "You live. Good. Luckily I had one healing spell left and I so wanted to tell you the good news. Congratulations, dear boy, you are about to enter the armies of Iuz." It is the last thing you would ever hear as his light mace comes smashing down upon your face.

The vision passes as quickly as it came. Glancing about you find yourself once again amongst your friends. A cold chill passes over you as you feel a 'presence' leaving you, and then it is gone.

The image of the priest quickly fades from the possessed person's mind. Any attempts to recall what he looked like are instead met with images of a tall foreboding structure matching the description of the Rookroost asylum.

Characters who have played BDK1-08 X Marks The Spot or those making a Knowledge: Local – Bandit Kingdoms check (DC 20) recognize the name Auverin Moonblade as a famous bandit that died in Steelbone Meadows.

Characters taking the time to ask around town can make a Gather Information check, with results as follows, based on the results of their check.

- (DC 5) A gnome illusionist was mugged and killed recently.

- (DC 10) People have gone missing around town.
- (DC 15) The thieves' guild has had a change of leadership recently.
- (DC 20) The majority of the missing people are from the area around the asylum.
- (DC 25) The priests and guards of the asylum haven't been seen around as of late.

Inquiries around town regarding the images from the dream, or a successful Knowledge (local - Bandit Kingdoms) check (DC 10) know that they are of the massacre at Steelbone Meadows. A check at DC 15 reveals the publicly available information, that a mad priest of Iuz and his followers slaughtered 5000 men and that the priest is being held in the prisons of Dorakaa.

If the characters do not go to the asylum he attempts to possess another character (once per character per day) or other people in the bar.

If they refuse to go roleplay in the tavern for a while then the adventure has passed them by.

Assuming the players decide to go to the Asylum proceed to *Encounter 2*.

ENCOUNTER 2: GETTING IN ON THE GROUND FLOOR

Rising out of the darkness before you is the Rookroost Asylum. Through the gusts of blowing snow you are able to catch but glimpses of the oddly shaped structure. Pronounced gothic spires and iron outcroppings hide beings half-seen while gargoyles rest warily on the roof. A piercing scream escapes the barred windows before the constant moan of the howling winds envelope you once more.

The asylum is actually a temple to Socothbenoth, the demon lord of Madness. A 10-ft. rough wall of stone surrounds the property. 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. The windows are all stained glass and cannot be opened short of breaking one. The second through fourth floor windows are always opened, but barred so as to be impossible to climb through. The iron is incredibly resilient and entering through a window has a chance of drawing unwanted attention.

These statistics apply throughout the adventure unless stated otherwise.

🔪 **Bars on Windows:** hardness 10; hp 20; Break (DC 25).

🔪 **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break (DC 25); Open Lock (DC 20).

1. GUARD HOUSE

Near the road sits a small guard shack. Large open windows provide an excellent view of the street while an open doorway in the rear faces the asylum. A man in a

dreary gray overcoat sits in the guardhouse, his head leaning forward at rest.

The guard is actually dead, his throat slit from ear to ear. Anyone touching the guard causes his head to tip back revealing his slit throat. His eyes come open as he does so, but he is dead none-the-less. A thief, whose body the party finds at the front door, killed him about an hour ago and placed the overcoat on him to hide the blood.

2. FRONT DOOR

The front entrance to the asylum boasts a massive set of double doors bound in thick iron chains. Hanging amongst the chains is a young man in leather armor. Although his body faces the door his head has been brutally twisted to face the street. Cold eyes stare vacantly back at you, apparently a warning against other uninvited guests.

The thief wears leather armor, is armed with a bloody dagger, and has the keys to the asylum in his belt pouch. He is Lalda, a sharper with the Rookroost Thieves' Guild. Like the characters, he was brought to the front of the asylum by Valsen about an hour ago, but was unable to get inside.

The doors are locked. They open outward with recessed hinges hidden in the frame. A successful Spot check (DC 10) reveals the iron lock for the chains lies open on the ground at the foot of the door.

Should anyone disturb the chains, door, or body without being accompanied by the guard (who is now dead) the chains come to life and attack.

Although the chains begin the combat at the doors they are able to move beyond them and pursue the characters as far as the edge of the property if necessary. However, should it become clear the party intends to leave the front doors be and find another way into the asylum the chains return to guard the door.

APL 2 (EL 2)

🔪 **Medium-size Animated Object (Chains):** hp 11; see *Monster Manual*.

SQ: *Hardness (Ex):* The chains have a hardness of 10.

APL 4 (EL 4)

🔪 **Medium-size Animated Object (Chains) (2):** hp 11, 11; see *Monster Manual*.

SQ: *Hardness (Ex):* The chains have a hardness of 10.

Tactics: The chains primary method of attack is to grapple unarmed characters.

APL 6 (EL 6)

🔪 **Huge Animated Object (Chains):** hp 44; see *Monster Manual*.

SQ: *Hardness (Ex):* The chains have a hardness of 10.

🔪 **Large Animated Object (Chains):** hp 22; see *Monster Manual*.

SQ: *Hardness (Ex)*: The chains have a hardness of 10.

APL 8 (EL 8)

🔪 **Gargantuan Animated Object (Chains):** hp 88; see *Monster Manual*.

SQ: *Hardness (Ex)*: The chains have a hardness of 10.

🔪 **Huge Animated Object (Chains):** hp 44; see *Monster Manual*.

SQ: *Hardness (Ex)*: The chains have a hardness of 10.

APL 10 (EL 10)

🔪 **Colossal Animated Object (Chains):** hp 176; see *Monster Manual*.

SQ: *Hardness (Ex)*: The chains have a hardness of 10.

Tactics: The chains primary method of attack is to grapple unarmed characters, constricting multiple characters at once whenever possible. If the characters are all armed it attempts to Trample.

3. KITCHEN DOOR

The back door of the asylum is a solid wooden structure bound in chains of iron. The dusting of snow in the area reveals that door has not been used in some time. The sounds of movement can be heard from within.

The door and chains are both locked. The door opens outward with recessed hinges hidden in the frame. Note that although the cook is inside preparing a meal, he does not unlock the door or leave the kitchen.

🔪 **Chains:** hardness 10; hp 10; Break (DC 26); Open Locks (DC 20).

🔪 **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break (DC 25); Open Locks (DC 20).

The door is trapped, triggered to target anyone opening the door.

APL 2 (EL 2)

🔪 **Hail of Needles Traps (2):** CR 1; +20 ranged (2d4) Search (DC 22), Disable Device (DC 22).

APL 4 (EL 4)

🔪 **Hail of Needles Traps (4):** CR 1; +20 ranged (2d4) Search (DC 22), Disable Device (DC 22).

APL 6 (EL 6)

🔪 **Fusillade of Spears Trap:** CR 6; +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area; Search (DC 26), Disable Device (DC 20).

APL 8 (EL 8)

🔪 **Fusillade of Spears Traps (2):** CR 6; +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area; Search (DC 26), Disable Device (DC 20).

APL 10 (EL 10)

🔪 **Greater Glyph of Warding (Harm):** CR 8; magic device; touch trigger; manual reset; spell effect (*harm*, 11th level cleric, no saving throw); Search (DC 31); Disable Device (DC 31).

Followed by...

🔪 **Greater Glyph of Warding (Blast Glyph):** CR 8; magic device; location trigger; manual reset; (5d8 sonic; 5-ft. radius; Reflex save [DC 19] for half damage); Search (DC 31); Disable Device (DC 31).

Note that the second glyph of warding goes off 15 ft. in front of the first glyph, making it likely to catch the bulk of the party. The victim of the first glyph is not subject to the effects of the second glyph.

4. ENTRANCE HALL

The large entrance hall to the asylum is barren. The floors are wooden and the high walls featureless. To the north you see the dining hall; to the south, what appears to be a barracks. A large kitchen lies to the east. Two small wooden cloakrooms sit along the north wall while an abnormally long staircase leads to the second floor. At the top of the stairs you notice a book lying open on a podium. The sounds of your footsteps seem to echo throughout the room as you enter.

The entrance hall and cloakrooms are empty. The ceilings are 15 feet high and taper into a triangular shaped opening on the second floor. The stairs lead up to the second story. If the party decides to climb the stairs proceed to *Encounter 3 (Rm. 10)*.

5. THE DINING HALL

The Dining Hall features three massive tables and offers seating for 24. The chairs are all pushed in and each has a place setting neatly arranged before it. A man in fancy clothes, a white napkin on his arm, looks up at you as you approach.

The waiter, Ravlo, is one of the asylum's inmates. Of course he doesn't realize this, he believes that he is the headwaiter and this is Lord Mortoth's palace. Observant characters that make a successful Spot check (DC 20) notice that his clothes are carefully split at the back, having been stolen from a corpse at the Rookroost mortuary.

He asks the party to have a seat and, if permitted, serves them wine (from CY584, the year of Steelbone Meadows, a very good year) before heading to the kitchen in search of food. He does not know anything about the rest of the asylum as he is not allowed to go upstairs, but

gladly shares hushed rumors about happenings in 'court' if pressed (fabrications of a deluded mind).

☛ **Ravlo, the Waiter:** Male human Com1.

6. THE BARRACKS

The barracks sleeps thirteen with chests at the foot of each bed. A cabinet is mounted to the near wall, while a small table with four chairs rest in the far corner. Chestnut sheets cover sleeping forms in all but two of the beds, the remaining being unoccupied and draped in white. A musky smell pervades this room.

The chestnut sheets are stained with dried blood. The asylum guard's decaying corpses lie in those beds. They were killed in ritualistic sacrifice and are missing their internal organs. Several wear a strange pendant on a chain around their neck. A successful Knowledge (religion) check (DC 25) identifies it as the holy symbol of Socothenoth. There are (number of party members – 1) such pendants.

The guards were placed here shortly after they died. A successful Heal check (DC 10) reveals that they have been dead for about a week, but the stench does not make itself apparent until the sheets have been removed.

All of the chests are locked. They contain clothes and personal belongings of the guards.

☛ **Chests:** 1 in. thick; hardness 5; hp 10; AC 5; Break (DC 25); Open Locks (DC 20).

The weapons cabinet is also locked. It contains 15 whips. The key is hidden under the first bed and requires a successful Search check (DC 20) to locate.

Under the lip of the weapons cabinet is a rope that, when pulled, rings a small bell in the Guard House. A successful Search check (DC 25) locates the rope.

☛ **Weapons Cabinet:** 2 in. thick; hardness 5; hp 20; AC 5; Break (DC 25); Open Locks (DC 20).

7. THE KITCHEN

The Kitchen is spotless. Cabinets and shelves line the south wall while a stove is built into the east wall. A small table lies in the middle of the east end of the room. A man in a white apron stirring a large boiling pot looks up at you as you enter.

The cook, Staldin, is one of the asylum's inmates. He is cooking a meal for the rest of the inmates but doesn't believe in eating anything but vegetables himself. When the heroes enter he welcomes them and offers some of the vegetable soup he is cooking on the stove. If the party demands meat he reluctantly agrees to serve them one of the meat pies he is cooking in the stove. The vegetable soup is fine and although the meat pies do not injure the party they are made from the organs of the original asylum guards, and require a successful Spot check (DC 10) to recognize the meat as human organs.

The cook knows that the high priest and his guards are hard at work in the upper most level of the building

preparing for more sacrifices but he is not allowed to go up there himself.

☛ **Staldin, the Cook:** Male human Com1.

ENCOUNTER 3: THE CELLS

The spiral staircase to this level from the first floor is described in Room 10.

1. AND DREAM OF PEACEFUL MEADOWS

The door to this chamber has the number 1 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

The door is locked. Should the party enter the room read or paraphrase the following.

The room has a stale smell to it as if it has not been entered in some time. A thin coating of dust covers everything. The only furnishing is a small straw filled mattress that lies in the far back corner of the room. Through the layers of dust you can barely make out strange murals that cover the walls.

Should anyone examine the walls, read or paraphrase the following.

Removing the dust from the walls reveals a series of murals that run the length of the room. Done entirely in reds and browns, the crude paintings depict scenes of a massive battle where demonic creatures wade through ranks of humans. A figure, its face purposefully obscured, appears in each of the scenes and seems to be leading the demonic creatures into battle.

The images, done in a combination of feces and blood, depict scenes from the massacre at Steelbone meadows. The impression one gets is that the demons play the role of glorious heroes eliminating the conspiring thieves that plot against the central figure. Partinius drew these images while he was interred in this cell, never understanding why these images were in his mind. After converting to Socothenoth he ordered this room sealed as the haunting images disturb him deeply.

2. IN FROM THE COLD

The door to this chamber has the number 2 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

At APL 2 the room is empty except for the child. At APL 4-10 proceed with the following.

The area around the door seems unnaturally cool.

The door is unlocked and cool to the touch. Should someone open the door, read or paraphrase the following.

As you open the door a cold chill suddenly floods into the hall. Starlight filters in through thin windows, dimly lighting the room. A burnt out torch lies in the center of the room and everything seems to be covered with a layer of soot and grime. Along the far wall you can make out the form of an unconscious child, blue from the cold. Her breath, like your own, is visible in the frigid air.

The child, Pasora, on the far side of the room is one of the many people that have been kidnapped from the area. She is slowly dying from exposure and is currently at –6 hp.

The cold is from the brown mold that infests the second row of 5-ft. squares in the room. It covers the floor as well as the ceiling along this line. Anyone entering the room takes 3d6 cold subdual damage per round they are within 5 feet of it. Anyone rendered unconscious by the cold begins taking real damage at the same rate.

Although the back wall and hallway are clear of this effect, even those areas are cool enough to deal 1d6 of damage per hour of exposure.

Note that any fire introduced to the room will cause the mold to immediately expand to affect half of hallway and grow 5' closer to the child. A second such instance will cause it to affect the entire hall and reach the child as well, killing her.

APL 4+ ONLY

🐉 **Brown Mold:** see DUNGEON MASTER'S Guide.

Anyone attempting to rescue the girl takes 3d6 as they go to the far side of the room. They find the temperature is not quite as cold along the back wall. If they bring her back across the room they (and the girl) take another 3d6 of cold subdual damage. If they have not healed the girl prior to bringing her back across, she probably does not survive.

If the party is able to rescue her and bring her back to consciousness she asks them to free her parents but she doesn't know where they are. (Mother is held in Holding Pen, Father is in Bugs). If the party saves the entire family, they offer to reward the adventurers the next day.

3. HOLDING PEN

The door to this chamber has the number 3 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor. The sounds of weak sobbing can be heard from within.

The door is locked. Should the party enter the room, read or paraphrase the following.

Opening the door your senses are immediately accosted with the stench this place. Seven huddled forms lie on filthy piles of straw scattered about the room. Most are unconscious. Those few who remain awake are barely able to move. A cruel winter wind seeps through gaps in the clothes that have been used in a futile attempt to cover the windows.

The original inmates kidnapped these people from the area around the asylum. Occasionally one of the inmates comes to take one of them away, never to be seen again. They are all first level commoners and range from 0 to –5 hit points. Pasora's mother Roana is at 0.

If the party offers to free these people Roana asks them to free her husband and child but she doesn't know where they are (Child is held in In From the Cold, Father is in Bugs). If the party saves the entire family, they offer to reward the adventurers the next day.

4. LUNCH?

The door to this chamber has the number 4 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

The door is unlocked. Should the party enter the room read or paraphrase the following.

The floor of this room is covered in a thick layer of straw. Whiffs of dust and snow fill the air. Flickering torches mounted high on the walls reveal a disheveled figure crouched in the far corner of the room. Hearing you enter, he turns his head and flashes a broken toothed grin, holding out the slab of meat he has been eating as if offering you a bite.

This is one of the less manageable asylum inmates. Although not violent at the moment, he is not able to perform any useful task and has simply been left to his own devices.

The meat he is chewing on is a human leg. If asked about it he will mumble something about getting it from a pile upstairs but refuses to go with the party to show them where.

Under his shirt he wears a strange pendant on a chain that requires a successful Spot check (DC 20) to notice, and a successful Knowledge (religion) check (DC 25) to identify as a holy symbol of Socothbenoth.

He does not offer it to them, but if the party asks for the pendant he lets them borrow it and tells them how to bypass the Hail of Needles trap at the landing, but only if they promise to bring him back some more meat from upstairs in exchange.

George is intended to be a non-combatant. The only conditions under which he attacks is if the party starts a fight with him or if they make him a deal for his pendant, but do not return with his meat. In which case he steals a greataxe and chain shirt before hunting the characters down the next evening.

APL 2 (EL 2)

🐉 **Furious George:** Male human Bbn2; hp 25; see Appendix 1: NPCs.

APL 4 (EL 4)

🐉 **Furious George:** Male human Bbn2/Ftr2; hp 43; see Appendix 1: NPCs.

APL 6 (EL 6)

➤ **Furious George:** Male human Bbn2/Ftr4; hp 61; see Appendix 1: NPCs.

APL 8 (EL 8)

➤ **Furious George:** Male human Bbn2/Ftr4/Frenzied Berserker*2; hp 81; see Appendix 1: NPCs.

APL 10 (EL 10)

➤ **Furious George:** Male human Bbn2/Ftr4/Frenzied Berserker*4; hp 101; see Appendix 1: NPCs.

5. BLOODBATH

The door to this chamber has the number 5 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

The door is unlocked. Should the party enter the room, read or paraphrase the following.

The walls of this small room are washed with a sticky red substance that can be only blood. A wooden bucket of the substance sits near the door, a brush resting inside of it. A cool wind blows about the room.

The wooden bucket and brush are the only things in this room. The bucket is three quarters full with thinned blood. The work appears to have been recent, a few hours old, recently completed by Furious George.

6. WHO TURNED OUT THE LIGHT?

The door to this chamber has the number 6 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

The door is locked. Should the party enter the room, read or paraphrase the following.

Opening the door you see before you a literal wall of darkness. Even the torches lining the hallway are unable to penetrate the darkened room. The sounds of shuffling footsteps can be heard from within.

A deeper darkness spell has been cast in this room. The room is also under the effect of a permanent ghost sound spell, causing the footsteps to be heard, the secret of its creation lost to the ages. This room is otherwise empty.

7. COBWEBS

The door to this chamber has the number 7 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

The door is locked. Should the party enter the room, read or paraphrase the following.

This room is filled from floor to ceiling with spider webs. Snow glistens amongst the strands as beams of starlight from distant windows backlight the room, giving everything an eerie feel.

The room is otherwise empty.

8. BLOWN AWAY

The door to this chamber has the number 8 burned into it. The door shakes violently and a strange howling can be heard from within.

The door is unlocked but stuck, requiring a successful Strength check (DC 15) to open. Should the party open the door, read or paraphrase the following.

As you manage to pry open the door you are suddenly accosted by a violent wind, which threatens to blow you off of your feet.

The far wall has had a permanent gust of wind cast upon it. Small characters are knocked down. Medium-size characters have their movement halted. A successful Strength check (DC 15) is required to close the door. In order to keep it closed it must be locked or jammed, which requires a successful Strength check (DC 20). The room is otherwise empty.

9. METHOD OUT OF MADNESS

The door to this chamber has the number 9 burned into it. A small 3-inch by 8-inch slot is cut into the door just above the level of the floor.

The door is unlocked. Should the party enter the room, read or paraphrase the following.

The far wall of this otherwise empty room is covered in a combination of strange shapes and colors.

This wall was the creation of an inmate of great magical power (16th level wizard) many decades ago. A successful Spellcraft check (DC 15) reveals the symbols have magical properties but the purpose is unclear. The wall detects as a strong magical source, and a successful Spellcraft check (DC 23) identifies it as Transmutation magic. A successful Spellcraft check (DC 30) reveals that it has something to do with teleportation. A successful Decipher Script check (DC 20) reveals that the symbols actually form some type of image.

Anyone examining the symbols for over a minute (taking 20 on a search for example) find their eyes have gone out of focus and they now see the shapes as a three-dimensional view from behind the altar of the temple upstairs (static room only, no people). If the viewer disturbs the image they are teleported to the altar. Should this occur, determine the remaining characters intentions before proceeding with Encounter 5 (Rm 1), running both areas concurrently. Remember that it takes 1 minute for a character to become 'attuned' to the wall before they can use it.

10. THE GUEST BOOK

Climbing the strange staircase you find yourself on a landing overlooking the room below. A book lies open on a nearby podium. A stone hallway lined with wooden doors and bound in iron runs to the east. One of the doors (towards the end on the South wall) shakes violently.

The book was once a listing of inmates but it has had numerous changes made to it. Spending a minute looking through the book reveals that The Butcher of Zelosus inhabited room 1. However the other rooms have since been updated in a strange script. A successful Decipher Script check (DC 25) or a comprehend languages spell reveals hidden messages:

Hidden in the text you find three messages: "Heat does not always remove the chill", "Beware your words for they will bind you", and "If you are reading this you are already dead."

Have the character reading the book roll a d20, note the number, and grin evilly. Use this number for the next saving throw or to hit roll they have to make, whichever comes first.

11. STAIRWELL

Reaching the end of the long hallway you find stairs leading up on either side of you.

The landing of the stairwell is trapped. At APL 6 the last torches on the north and south walls can be turned to disable the traps (one in each 5-ft. square). At APL 8 and 10, anyone passing this area without wearing one of the holy symbol pendants triggers the trap.

APL 6 (EL 2)

✦ **Hail of Needles Traps (2):** CR 1; +20 ranged (2d4) Search (DC 22), Disable Device (DC 22).

APL 8 (EL 4)

✦ **Glyph of Warding (Dispel Magic):** CR 4; magic device; touch trigger; manual reset; spell effect (*dispel magic*, 9th level cleric, area dispel [30-ft. radius]); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 6)

✦ **Greater Glyph of Warding (Greater Dispelling):** CR 6; magic device; touch trigger; manual reset; spell effect (*greater dispelling*, 11th level cleric, area dispel [30-ft. radius]); Search (DC 31); Disable Device (DC 31).

ENCOUNTER 4: TREATMENT CHAMBERS

1. WATER TORTURE

2 sets of lime-encrusted manacles are attached to the ceiling of this room. Water drips from everything and a constant dampness fills the air.

This room is otherwise empty.

2. DEVILS

Chains fill this room. Standing amidst the chains is a man who seems to have wrapped himself in them. He stares at the door and your party as if expecting you.

The kyton is a permanent image (per the spell). However even though it does not move and poses no threat to the characters, go to initiative anyway (assume the Kyton goes last not that he can do anything anyway) just to see how they react.

3. IRON MAIDEN

Against the back wall of this room are 3 rusted metal cabinets lined with sharpened iron spikes. The cabinets lie open, their interiors crusted with blood.

The room is otherwise empty.

4. BED OF NAILS

Three wooden platforms embedded with short metal spikes fill this room. Leather straps are mounted to the platforms at various intervals.

The room is otherwise empty.

5. OBSERVATORY

This door opens to the night sky. The triangular room beyond has neither walls nor ceiling. The roof of the room below serves as the floor of this one.

The floor of the room beyond is designed as such that anyone stepping on it causes the door to close and lock. Detecting this ahead of time requires a successful Search check (DC 20). Stepping out of the room in time to avoid the trap requires a Reflex save (DC 15). Anyone holding the door open can make a Strength check (DC 25) to prevent it from snapping shut.

Removing the weight from the floor for 5 consecutive rounds unlocks the door. There is no other way to disable this device or unlock the door while weight is on the floor outside. Anyone outside examining the wall around the door notices a thin ledge that seems to be slightly worn. Holding ones weight off of the floor using the ledge requires a Climb Check (DC 10) for 5 rounds at which point the door opens and the trap disables itself for 5 rounds (allowing the person to leave) before resetting.

It is 25 ft. to the ground and scaling the walls requires Climb checks (DC 20).

Note that this does not harm the characters in any way and mostly serves as an annoyance. However should a character be stuck outside for an extended period the temperature inflicts 1d6 hps of cold subdual damage every hour.

☛**Stout Wooden Door:** 3 in. thick; hardness 5; hp 30; AC 5; Break (DC 25).

6. THE RACK

A pair of wooden timbers runs the length of this room. Joining the two on each end is a screw like device that can be used to vary the distance between the two beams. The contraption has straps with which one could hold several people at once but is currently unoccupied.

The room is otherwise empty.

7. THE GRAND HALLWAY

This 10-ft. wide hallway runs 60' before stairs lead up to a room above. Half-heard screams can be heard from above.

The exterior wall at this location has a 10-ft. wide secret door that opens outward. This is used to accommodate some of the asylum's larger guests such as any demons that might be summoned. A successful Search check (DC 20) allows a character to locate the secret door.

The floor half way down the hallway is trapped. Anyone passing this area without wearing one of the holy symbol pendants triggers the trap.

APL 4 (EL 4)

☛**Glyph of Warding (Dispel Magic):** CR 4; magic device; location trigger; manual reset; spell effect (*dispel magic*, 9th level cleric, area dispel [30-ft. radius]); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 6)

☛**Glyph of Warding (Blindness):** CR 6; magic device; location trigger; manual reset; spell effect (*blindness*, 9th level cleric; Fortitude save [DC 15] negates); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 8)

☛**Greater Glyph of Warding (Harm):** CR 8; magic device; location trigger; manual reset; spell effect (*harm*, 11th level cleric, no saving throw); Search (DC 31); Disable Device (DC 31).

APL 10 (EL 10)

☛**Greater Glyph of Warding (Harm):** CR 8; magic device; location trigger; manual reset; spell effect (*harm*, 11th level cleric, no saving throw); Search (DC 31); Disable Device (DC 31).

Followed by...

☛**Greater Glyph of Warding (Blast Glyph):** CR 8; magic device; location trigger; manual reset; (5d8 sonic; 5-ft. radius; Reflex save [DC 19] for half damage); Search (DC 31); Disable Device (DC 31).

Note that the second glyph of warding goes off 15 ft. in front of the first glyph, making it likely to catch the bulk of the party. The victim of the first glyph is not subject to the effects of the second glyph.

8. SILENCE

The room beyond is barren. The walls painted a brilliant white.

This room is under the effect of a permanent *silence* spell that fills the room exactly. The room is used to torment the inmates, the secret of its creation lost to the ages.

9. BEDLAM

The room beyond is barren. The walls painted a brilliant white.

This room is under the effect of a permanent *ghost sound* spell that fills the room exactly but for some reason cannot be heard outside the room. The constant barrage of noise is used to torment the inmates, the secret of its creation lost to the ages.

10. INTO THE HOT SEAT

The prominent feature of this room is a massive fire pit filled with burning embers. The temperature seems to be receding as if the fires have not been tended in some time. A number of metal tongs lie near an iron chair with leather straps that sits in the far corner. A cool breeze blows in through the open windows.

The room is otherwise empty.

11. BUGS

The sound of buzzing fills your ears as you open the door. Every inch of the room beyond is crawling with creatures of various shapes and sizes. A middle aged human male, gagged and bound to a chair, is covered with the creatures, a look of terror in his eyes.

Verin: Human Male Com1.

Hidden amidst the other bugs at APL 2 and 4, are a number of larger varieties. They get 20% Concealment while in this room, due to the other insects.

APL 2 (EL 3)

☛**Large Centipede:** hp 9; see *Monster Manual*.

☛**Medium-size Scorpion:** hp 13; see *Monster Manual*.

☛**Medium-size Spider:** hp 11; see *Monster Manual*.

APL 4 (EL 5)

➤ **Medium-size Vipers (2):** hp 9, 9; see *Monster Manual*.

➤ **Large Centipede:** hp 9; see *Monster Manual*.

➤ **Medium-size Scorpion:** hp 13; see *Monster Manual*.

➤ **Medium-size Spider:** hp 11; see *Monster Manual*.

At **APL6-10** the bugs simply provide cover for the trap that goes off when anyone enters the room:

APL 6 (EL 7)

➤ **Glyph of Warding (Bestow Curse):** CR 7; magic device; location trigger; manual reset; spell effect (*bestow curse* [-4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks], 9th level cleric; Will save [DC 16] negates); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 9)

➤ **Glyphs of Warding (Bestow Curse) (2):** CR 7; magic device; location trigger; manual reset; spell effect (*bestow curse* [-4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks], 9th level cleric; Will save [DC 16] negates); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 11)

➤ **Greater Glyph of Warding (Harm):** CR 8; magic device; location trigger; manual reset; spell effect (*harm*, 11th level cleric, no saving throw); Search (DC 31); Disable Device (DC 31).

Followed by...

➤ **Greater Glyph of Warding (Blast Glyph):** CR 10; magic device; location trigger; manual reset; (8d8 sonic; 5-ft. radius; Reflex save [DC 20] for half damage); Search (DC 31); Disable Device (DC 31).

Note that the second glyph of warding goes off 15 ft. in front of the first glyph, making it likely to catch the bulk of the party. The victim of the first glyph is not subject to the effects of the second glyph.

If the party rescues Verin he asks them to free his wife and child, but he doesn't know where they are (Child is held in room *In From the Cold*, Wife is in *Holding Pen*). If the party saves the entire family, they offer to reward the adventurers the next day.

12. JUNGLE

The room beyond is hot and steamy, teeming with plants that suddenly seem to come to life as you open the door.

The room is treated as if under an entangle spell. The plants can reach 10 feet into the hallway and pull characters failing a Reflex save (DC 11) into the room at a rate of 5 feet per round. Closing the door eliminates the threat.

13. WHISPERS

The walls of this otherwise empty room are covered with images of leering faces of various sexes and races.

This room is under the effect of a permanent *ghost sound* spell that fills the room exactly but for some reason cannot be heard outside the room. The voices constantly whisper half-heard taunts and accusations and are used to torment the inmates. The secret of its creation lost to the ages.

Examples: 'You are going to get them killed, it will be your fault', 'You've never been good at anything', 'They talk about you behind your back you know', etc.

ENCOUNTER 5: THE TEMPLE

1. TEMPLE

Climbing the stairs you behold a grizzly sight. Piles of corpses line the near wall of this massive chamber. Benches are scattered about the room in disarray. Behind an altar on the far side of the room stands a human male in robes shouting out prayers to the gods. Four men and three women join him in his cries from various places around the room. A makeshift barricade has been placed before a door to the south.

These are all asylum inmates. They are commoners. When the high priest fled into his room during one of his fits a few hours ago, they barricaded him in out of fear. They have been praying to the gods to save them. When they see the heroes they scream in terror and attempt to flee, which alerts Partinius that something is up. They are all wearing the holy symbols so they can pass the traps freely. They attempt to flee to *Encounter 4: Rm 6 – The Rack* where they tear the beams from the walls to barricade themselves in.

☙ **Asylum Inmates:** Male/Female human Com1.

2. PRIESTS QUARTERS

This was obviously once the quarters for the priests of the temple. The room doesn't show signs of having been occupied in some time.

This is where the original priests stayed. They were the first ones sacrificed by Partinius. Hidden in amongst their belongings is a diary. Characters that make a successful Search check (DC 10) find it. Give them *Player's Handout 1*.

3. HIGH PRIEST'S ANTECHAMBER

The door leading into this room is closed, locked, and barricaded from the outside (i.e. the temple). It opens toward the temple. The makeshift barricade the inmates have constructed consists of 4 15-ft. long heavy wooden benches weighing 80 pounds each. It may take the characters several rounds to clear them.

☛ **Heavy Wooden Benches:** 1 1/2 in. thick; hardness 5; hp 15; AC 5; Break (DC 18).

☛ **Stout Wooden Door:** 3 in. thick; hardness 5; hp 30; AC 5; Break (DC 25); Open Lock (DC 20).

At APL 6 and higher the entrance to the room is trapped as well. Only evil people (or characters who detect as evil) may pass through this doorway without triggering the trap.

APL 6 (EL 4)

☛ **Glyph of Warding (Dispel Magic):** CR 4; magic device; location trigger; manual reset; spell effect (*dispel magic*, 9th level cleric, area dispel [30-ft. radius]); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

☛ **Greater Glyph of Warding (Greater Dispelling):** CR 6; magic device; touch trigger; manual reset; spell effect (*greater dispelling*, 11th level cleric, area dispel [30-ft. radius]); Search (DC 31); Disable Device (DC 31).

APL 10 (EL 8)

☛ **Greater Glyph of Warding (Greater Dispelling):** CR 8; magic device; touch trigger; manual reset; spell effect (*greater dispelling*, 16th level cleric, area dispel [30-ft. radius]); Search (DC 31); Disable Device (DC 31).

This room is filled with various religious paraphernalia dedicated to the worship of demons. A massive desk sits in the center of the room. Another doorway is in the far wall.

In the bottom drawer of the desk are the notes of the previous high priest. When the characters find them, give them *Player's Handout 2*.

4. HIGH PRIEST'S QUARTERS

The door to this room is closed, locked, and barricaded from the inside. It opens into this room. The makeshift barricade Partinius has constructed makes forcing the door required and prevents it from opening more than half way once forced. Unlocking the door first reduces the break DC by 5. Note that spells cannot be cast through the doorway until it has been forced open or hacked through.

☛ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break (DC 25); Open Locks (DC 20).

This room is mostly empty, the furniture now having been pushed into a pile just inside the door.

Partinius is having one of his fits and is certain everyone is out to kill him. He has withdrawn into this room and barricaded himself inside. He is listening at the wall and hears when the party enters the temple unless significant

care is taken, and starts casting his long duration (hours) spells. Once he has heard them in the Antechamber he begins casting spells that last minutes.

He attacks anyone who enters this room with the following stipulations:

- When given the option Partinius concentrates his attacks on characters that do not have Favor of Partinius from BDK1-09 *The Bender*. He does not go out of the way to avoid them, but all other things being equal they are not the targets of his attacks. He also shows those who have his favor leniency where possible, including letting them flee or attempting to stabilize them if he is no longer threatened.
- If a character has DISFAVOR of Partinius that character is the target of his attacks and he is especially vicious in his attacks against that character.
- Lastly, if the characters have the notes they acquired from successfully completing BDK2-03 *Body and Soul*, the short sword of Kurell (or its remains), and at least one Favor of Partinius, then a peaceful solution is available. If (without prompting) they think to offer these items to him he believes they are here in response to their last visit, and he agrees to leave this place never to return. The party receives half experience for this encounter and the adventure ends with Partinius going off in search of a way to break free of the curse that haunts Zelosus, assuming it is the cause of his problems.

Once Partinius is dead or disabled go to the *Conclusion*.

APL 2 (EL 5)

☛ **Partinius:** Male human Rog2/Clr3 (Socothbenoth); hp 28; see Appendix 1: NPCs.

APL 4 (EL 7)

☛ **Partinius:** Male human Rog2/Clr5 (Socothbenoth); hp 38; see Appendix 1: NPCs.

Tactics: *Deeper darkness* has been cast on the doorway to this room. When the party enters the temple, he casts *stone shape* to create a 5-ft. by 5-ft. by 10-ft. deep pit (Reflex save [DC 20] avoids) leading into the *silenced* room below just inside the door and covers it with a rug. He then casts *bull's strength*, and *endurance*, and drinks his *potion of hiding*.

Once the characters have entered the antechamber and started on the second door, he casts spells in the following order: *aid*, *bless*, *shield of faith*, and *magic weapon*. When he sees the party, he drinks the *potion of haste*.

APL 6 (EL 9)

☛ **Partinius:** Male human Rog2/Clr7 (Socothbenoth); hp 48; see Appendix 1: NPCs.

Tactics: *Glyph of warding* with *deeper darkness* has been cast on the doorway to this room. When the party enters the

temple he casts stone shape to create a 5-ft. by 5-ft. by 10-ft. deep pit (Reflex save [DC 20] avoids) leading into the *silence* room below just inside the door and covers it with a rug. He then casts *bull's strength* and *endurance*, and drinks his *potion of hiding*.

Once the characters have entered the antechamber and have started on the second door he casts spells in the following order: *aid*, *bless*, *shield of faith*, and *magic weapon*. When he sees the party, he drinks his *potion of haste* and casts *unholy blight* on the party before they pass through the doorway and trigger the glyph.

APL 8 (EL 11)

☛ **Partinius:** Male human Rog2/Clr9 (Socothbenoth); hp 58; see Appendix 1: NPCs.

Tactics: *Glyph of warding with deeper darkness* has been cast on the doorway to this room. When the party enters the temple he casts stone shape to create a 5-ft. by 5-ft. by 10-ft. deep pit (Reflex save [DC 20] avoids) leading into the *silence* room below just inside the door and covers it with a rug. He then casts *magic vestment*, *bull's strength*, and *endurance*, and drinks his *potion of hiding*.

Once the characters have entered the antechamber and have started on the second door he casts spells in the following order: *aid*, *bless*, *shield of faith*, and *magic weapon*. When he sees the party, he drinks his *potion of haste* and casts *unholy blight* on the party before they pass through the doorway and trigger the glyph.

APL 10 (EL 13)

☛ **Partinius:** Male human Rog2/Clr11 (Socothbenoth); hp 68; see Appendix 1: NPCs.

Tactics: *Glyph of warding with deeper darkness* has been cast on the doorway to this room. When the party enters the temple he casts stone shape to create a 5-ft. by 5-ft. by 10-ft. deep pit (Reflex save [DC 20] avoids) leading into the *silence* room below just inside the door and covers it with a rug. He then casts *magic vestment*, *greater magic weapon*, *spell immunity* (fireball, lightning bolt, hold person), *bull's strength*, and *endurance*, and drinks his *potion of hiding*.

Once the characters have entered the antechamber and have started on the second door he casts spells in the following order: *aid*, *bless*, and *shield of faith*. When he sees the party, he drinks his *potion of haste* and casts *unholy blight* on the party before they pass through the doorway and trigger the glyph.

Development: Once the party has entered the asylum, they have until midnight to kill Partinius. At midnight he prays for his spells, after which he leaves his room and attempts to kill everyone remaining in the asylum at that time. Once he has done this, assuming the characters are not there to stop him, he leaves the asylum and goes around town killing people indiscriminately. Should the heroes not stop him until after he has left the asylum and begun his rampage they receive only 1/2 the experience for defeating him.

CONCLUSION

Assuming the heroes have decided to fight, once they have slain, or otherwise disabled Partinius go to the *Conclusion*.

Scores of shadowy images suddenly rise up from the walls and floor around Partinius. The frenzied creatures claw and tear at his body as if striving to get at his spirit itself. His form is quickly shredded until, with an unholy yell, the creatures vanish as quickly as they appeared leaving only the translucent image of a young thief standing there. He bows before you and smiles as before, turning to walk away. His image fades with each step until at last he too is gone.

What the party does at this point is pretty much up to them.

If they rescued the entire family and remember to go to their home down the street (a small simple home of modest furnishings) the family offers the party a single golden chalice that has been their family for generations. Play up the fact that it is the only thing of value these people have and that they must care about it deeply to have kept it this long.

Chalice Value (Varies by APL)

APL 2: 50 gp per character

APL 4: 100 gp per character

APL 6: 150 gp per character

APL 8: 150 gp per character

APL 10: 250 gp per character

If they made a deal with Furious Jeorge then they had better remember to give him his meat. Otherwise he hunts them down the next evening. Once that has been resolved the adventure is over.

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 2: Rm2: Front Door

Defeat the animated chains.

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

OR

Encounter 2: Rm3: Kitchen Door

Defeat the trap.

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

Encounter 3: Rm2: In From The Cold

Bypass the brown mold and rescue Pasora.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 3: Rm4: Lunch?

Defeat Furious George.

APL 2	30 XP
APL 4	90 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 4: Rm7: The Grand Hallway

Defeat the trap.

APL 2	0 XP
APL 4	90 XP
APL 6	150 XP
APL 8	180 XP
APL 10	240 XP

Encounter 4: Rm11: Bugs

Defeat the vermin (trap).

APL 2	60 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 5: Rm4: High Priest's Quarters

Defeat Partinius.

APL 2	150 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	330 XP

Total Possible Experience

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

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 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 5: Rm4: High Priest's Quarters

Defeat Partinius and strip his gear.

APL 2: L: 10 gp; C: 140 gp; M: 0

APL 4: L: 10 gp; C: 140 gp; M: *potion of haste* (Value 113 gp per character); *potion of hiding* (Value 23 gp per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character).

APL 6: L: 10 gp; C: 63 gp; M: *potion of haste* (Value 113 gp per character); *potion of hiding* (Value 23 gp per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character); *cloak of resistance +1* (Value 150 gp per character); *Quaal's feather token (whip)* (Value 75 gp per character).

APL 8: L: 10 gp; C: 401 gp; M: *potion of haste* (Value 113 gp per character); *potion of hiding* (Value 23 gp per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character); *cloak of resistance +1* (Value 150 gp per character); *Quaal's feather token (whip)* (Value 75 gp per character); *brooch of shielding* (Value 225 gp per character).

APL 10: L: 10 gp; C: 888 gp; M: *potion of haste* (Value 113 gp per character); *potion of hiding* (Value 23 gp per character); 2 *potions of cure light wounds* (Value 8 gp per potion per character); *cloak of resistance +1* (Value 150 gp per character); *Quaal's feather token (whip)* (Value 75 gp per character); *brooch of shielding* (Value 225 gp per character).

Conclusion

Save the family, and visit them after leaving the asylum.
Receive the chalice.

APL 2: L: 0 gp; C: 50 gp; M: 0
APL 4: L: 0 gp; C: 100 gp; M: 0
APL 6: L: 0 gp; C: 150 gp; M: 0
APL 8: L: 0 gp; C: 150 gp; M: 0
APL 10: L: 0 gp; C: 250 gp; M: 0

Total Possible Treasure

APL 2: 200 gp
APL 4: 400 gp
APL 6: 600 gp
APL 8: 1163 gp
APL 10: 1750 gp

APPENDIX I: NPCS

ENCOUNTER 2 (RM 4) OR CONCLUSION

APL 2 (EL 2)

➤ **Furious George:** Male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+6; hp 25; Init +2; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d6+3, club) or +5 melee (1d6+4/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +2, Will -1; Str 16, Dex 15, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Intimidate +3, Intuit Direction +0, Listen +4, Tumble +5, Wilderness Lore +4; Power Attack, Track.

Possessions: clothes, club.

APL 4 (EL 4)

➤ **Furious George:** Male human Bbn2/Ftr2; CR 4; Medium-size humanoid (human); HD 2d12+2d10+12; hp 43; Init +3; Spd 40 ft.; AC 13 (touch 13, flat-footed 10); Atk +7 melee (1d6+3, club) or +7 melee (1d6+4/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +3, Will -1; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Intuit Direction +0, Listen +4, Tumble +6, Wilderness Lore +4; Cleave, Destructive Rage*, Intimidating Rage*, Power Attack, Track.

Possessions: clothes, club.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 6)

➤ **Furious George:** Male human Bbn2/Ftr4; CR 6; Medium-size humanoid (human); HD 2d12+4d10+18; hp 61; Init +3; Spd 40 ft.; AC 13 (touch 13, flat-footed 10); Atk +9/+4 melee (1d6+3, club) or +10/+5 melee (1d6+6/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +10, Ref +4, Will +0; Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Intuit Direction +0, Listen +4, Tumble +7, Wilderness Lore +5; Cleave, Destructive Rage*, Intimidating Rage*, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: clothes, club.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 8)

➤ **Furious George:** Male human Bbn2/Ftr4/Frenzied Berserker*2; CR 8; Medium-size humanoid (human); HD 4d12+4d10+24; hp 81; Init +3; Spd 40 ft.; AC 13 (touch 13, flat-footed 10); Atk +11/+6 melee (1d6+3, club) or +12/+7 melee (1d6+6/x3, greataxe); SA Rage

(1/day), frenzy (1/day), supreme cleave; SQ Fast movement, uncanny dodge (Dex bonus to AC), remain conscious; AL CE; SV Fort +13, Ref +4, Will +0; Str 16, Dex 16, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Intimidate +8, Intuit Direction +0, Listen +4, Tumble +7, Wilderness Lore +5; Cleave, Destructive Rage*, Intimidating Rage*, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: clothes, club.

*See Appendix 2: New Rules for additional information.

APL 10 (EL 10)

➤ **Furious George:** Male human Bbn2/Ftr4/Frenzied Berserker*4; CR 10; Medium-size humanoid (human); HD 6d12+4d10+30; hp 101; Init +3; Spd 40 ft.; AC 13 (touch 13, flat-footed 10); Atk +13/+8 melee (1d6+3, club) or +14/+9 melee (1d6+6/19-20/x3, greataxe); SA Rage (1/day), frenzy (2/day), supreme cleave; SQ Fast movement, uncanny dodge (Dex bonus to AC), remain conscious, deathless frenzy; AL CE; SV Fort +14, Ref +5, Will +1; Str 16, Dex 16, Con 17, Int 8, Wis 8, Cha 8.

Skills and Feats: Climb +4, Intimidate +10, Intuit Direction +0, Listen +4, Tumble +8, Wilderness Lore +5; Cleave, Destructive Rage*, Improved Critical (greataxe), Intimidating Rage*, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: clothes, club.

*See Appendix 2: New Rules for additional information.

ENCOUNTER 5 (RM 4)

APL 2 (EL 5)

➤ **Partinius:** Male human Rog2/Clr3 (Socothbenoth); CR 5; Medium-size humanoid (human); HD 2d6+3d8+3; hp 28; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6, light mace); SA Sneak attack (+1d6), spells, rebuke undead; SQ Evasion; AL CE; SV Fort +3, Ref +6, Will +8; Str 10, Dex 14, Con 10, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +6, Concentration +6, Diplomacy +6, Disguise +6, Gather Information +6, Innuendo +7, Listen +6, Profession (herbalist) +5, Profession (lawyer) +6, Read Lips +4, Sense Motive +7, Spellcraft +3, Spot +7, Tumble +7; Iron Will, Toughness, Weapon Finesse (light mace).

Possessions: chain shirt, light mace, holy symbol of Socothbenoth.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds, light, resistance, purify food and drink; 1st – cause fear (2), doom, protection from good*; 2nd – aid, bull's strength, shatter*.

*Domain spell. *Domains:* Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

After Midnight Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): o – cure minor wounds (3), light; 1st – cause fear, doom, entropic shield, protection from good*; 2nd – bull's strength, hold person, shatter*.

APL 4 (EL 7)

☛ **Partinius:** Male human Rog2/Clr5 (Socothbenoth); CR 7; Medium-size humanoid (human); HD 2d6+5d8+3; hp 38; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6, light mace); SA Sneak attack (+1d6), spells, rebuke undead; SQ Evasion; AL CE; SV Fort +4, Ref +6, Will +9; Str 10, Dex 14, Con 10, Int 10, Wis 17, Cha 14.

Skills and Feats: Bluff +6, Concentration +10, Diplomacy +8, Disguise +6, Gather Information +6, Innuendo +7, Listen +6, Profession (herbalist) +5, Profession (lawyer) +6, Read Lips +4, Sense Motive +7, Spellcraft +3, Spot +7, Tumble +7; Blind-Fight, Iron Will, Toughness, Weapon Finesse (light mace).

Possessions: chain shirt, light mace, holy symbol of Socothbenoth, potion of haste, potion of hiding, 2 potions of cure light wounds.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): o – cure minor wounds (2), light, resistance, purify food and drink; 1st – bless, cause fear, magic weapon, protection from good*, shield of faith; 2nd – aid, bull's strength, endurance, shatter*; 3rd – deeper darkness, magic circle against good*, stone shape.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

After Midnight Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): o – cure minor wounds (3), light, resistance; 1st – entropic shield, magic weapon, protection from good*, sanctuary, shield of faith; 2nd – bull's strength, endurance, hold person, shatter*; 3rd – magic circle against good, summon monster III (2).

APL 6 (EL 9)

☛ **Partinius:** Male human Rog2/Clr7 (Socothbenoth); CR 9; Medium-size humanoid (human); HD 2d6+7d8+3; hp 48; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +8/+3 melee (1d6, light mace); SA Sneak attack (+1d6), spells, rebuke undead; SQ Evasion; AL CE; SV Fort +6, Ref +8, Will +12; Str 10, Dex 14, Con 10, Int 10, Wis 18, Cha 14.

Skills and Feats: Bluff +6, Concentration +12, Diplomacy +10, Disguise +6, Gather Information +6, Innuendo +8, Listen +7, Profession (herbalist) +6, Profession (lawyer) +7, Read Lips +4, Sense Motive +8, Spellcraft +5, Spot +8, Tumble +7; Blind-Fight, Combat Casting, Iron Will, Toughness, Weapon Finesse (light mace).

Possessions: chain shirt, light mace, holy symbol of Socothbenoth, potion of haste, potion of hiding, 2 potions of cure light wounds, cloak of resistance +1, Quaal's feather token (whip).

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): o – cure minor wounds (3), light, resistance, purify food and drink; 1st – bless, divine favor, doom, magic weapon, protection from good*, shield of faith; 2nd – aid, bull's strength, endurance, shatter*, silence; 3rd – deeper darkness, glyph of warding, magic circle against good*, stone shape; 4th – divine power, poison, unholy blight*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

After Midnight Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): o – cure minor wounds (4), light, resistance; 1st – divine favor, entropic shield, magic weapon, protection from good*, sanctuary, shield of faith; 2nd – bull's strength, endurance, hold person, shatter*, silence; 3rd – magic circle against good, summon monster III (3); 4th – lesser planar ally (succubus tasked to guard him), unholy blight*.

APL 8 (EL 11)

☛ **Partinius:** Male human Rog2/Clr9 (Socothbenoth); CR 11; Medium-size humanoid (human); HD 2d6+9d8+3; hp 58; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +9/+4 melee (1d6, light mace); SA Sneak attack (+1d6), spells, rebuke undead; SQ Evasion; AL CE; SV Fort +7, Ref +9, Will +13; Str 10, Dex 14, Con 10, Int 10, Wis 18, Cha 14.

Skills and Feats: Bluff +6, Concentration +14, Diplomacy +10, Disguise +6, Gather Information +6, Innuendo +8, Listen +7, Profession (herbalist) +6, Profession (lawyer) +7, Read Lips +4, Sense Motive +8, Spellcraft +9, Spot +8, Tumble +7; Blind-Fight, Combat Casting, Iron Will, Toughness, Weapon Finesse (light mace).

Possessions: chain shirt, light mace, holy symbol of Socothbenoth, potion of haste, potion of hiding, 2 potions of cure light wounds, cloak of resistance +1, Quaal's feather token (whip), brooch of shielding.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): o – cure minor wounds (3), light, resistance, purify food and drink; 1st – bless, divine favor, doom, magic weapon, protection from good*, shield of faith; 2nd – aid, bull's strength, darkness, endurance, shatter*, silence; 3rd – deeper darkness, glyph of warding, magic circle against good*, magic vestment, stone shape; 4th – divine power, poison, spell immunity, unholy blight*; 5th – dispel good*, slay living.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

After Midnight Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): o – cure minor wounds (4), light, resistance; 1st – divine favor, entropic shield, magic weapon, protection from good*, sanctuary, shield of faith; 2nd – bull's strength, darkness, endurance, hold person, shatter*, silence; 3rd – magic circle against good, magic vestment, summon monster III (3); 4th – lesser planar ally (succubus tasked to guard him), spell immunity, unholy blight*; 5th – dispel good*, slay living.

APL 10 (EL 13)

☛ **Partinius:** Male human Rog2/Clr11 (Socothbenoth); CR 13; Medium-size humanoid (human); HD 2d6+11d8+3; hp 68; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +11/+6 melee (1d6, light mace); SA Sneak attack (+1d6), spells, rebuke undead; SQ Evasion; AL CE; SV Fort +8, Ref +9, Will +14; Str 10, Dex 14, Con 10, Int 10, Wis 19, Cha 14.

Skills and Feats: Bluff +6, Concentration +16, Diplomacy +12, Disguise +6, Gather Information +6, Innuendo +8, Listen +7, Profession (herbalist) +6, Profession (lawyer) +7, Read Lips +4, Sense Motive +8, Spellcraft +11, Spot +8, Tumble +7; Blind-Fight, Combat Casting, Iron Will, Silent Spell, Toughness, Weapon Finesse (light mace).

Possessions: chain shirt, light mace, holy symbol of Socothbenoth, *potion of haste*, *potion of hiding*, 2 *potions of cure light wounds*, *cloak of resistance* +1, Quaal's feather token (*whip*), *brooch of shielding*.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0 – *cure minor wounds* (3), *light*, *resistance*, *purify food and drink*; 1st – *bless*, *divine favor* (2), *doom*, *magic weapon*, *protection from good**, *shield of faith*; 2nd – *aid*, *bull's strength*, *darkness*, *endurance*, *shatter**, *silence*; 3rd – *deeper darkness*, *dispel magic*, *glyph of warding*, *magic circle against good**, *magic vestment*, *stone shape*; 4th – *dispel magic* (silent), *divine power*, *greater magic weapon*, *spell immunity*, *unholy blight**, 5th – *dispel good**, *greater command*, *slay living*; 6th – *animate objects**, *harm*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

After	Midnight	Spells	Prepared
(6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0 – <i>cure minor wounds</i> (4), <i>light</i> , <i>resistance</i> ; 1 st – <i>divine favor</i> , <i>entropic shield</i> , <i>magic weapon</i> , <i>obscuring mist</i> , <i>protection from good</i> *, <i>sanctuary</i> , <i>shield of faith</i> ; 2 nd – <i>bull's strength</i> , <i>darkness</i> , <i>endurance</i> , <i>hold person</i> , <i>shatter</i> *, <i>silence</i> ; 3 rd – <i>magic circle against good</i> , <i>magic vestment</i> , <i>summon monster III</i> (4); 4 th – <i>dispel magic</i> (silent), <i>greater magic weapon</i> , <i>lesser planar ally</i> (vrock tasked to guard him), <i>spell immunity</i> , <i>unholy blight</i> *, 5 th – <i>dispel good</i> *, <i>slay living</i> (2); 6 th – <i>create undead</i> *, <i>harm</i> .			

APPENDIX 2: NEW RULES

DESTRUCTIVE RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

You shatter barriers and objects when enraged.

Prerequisites: Ability to rage.

Benefit: While you're raging, you gain a +8 bonus on any Strength checks you make to break open doors or break inanimate, immobile objects.

INTIMIDATING RAGE [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

Your rage engenders fear in your opponents.

Prerequisites: Ability to rage.

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A shaken creature suffers a –2 morale penalty on attack rolls, saves, and checks.) A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

FRENZIED BERSERKER AS PRESENTED IN *MASTERS OF THE WILD*

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses – it is the thrill of combat that draws her. For the frenzied berserker, the insanity of battle is much like an addictive drug – she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types – and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers – a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self. Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12.

Requirements

To become a frenzied berserker, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack.

Class Skills

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Frenzy 1/day, Remain Conscious
2 nd	+2	+3	+0	+0	Supreme cleave
3 rd	+3	+3	+1	+1	Frenzy 2/day
4 th	+4	+4	+1	+1	Deathless frenzy
5 th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6 th	+6	+5	+2	+2	Inspire frenzy 1/day
7 th	+7	+5	+2	+2	Frenzy 4/day
8 th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9 th	+9	+6	+3	+3	Frenzy 5/day

10 th	+10	+7	+3	+3	Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack
------------------	-----	----	----	----	---

Class Features

The following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no weapon or armor proficiencies.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with *haste*.) However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts.

Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6.

Remain Conscious: The frenzied berserker gains Remain Conscious as a bonus feat.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy. Should her hit points to fall to 0 or below because of hit point loss, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, the frenzied berserker gains a +3 bonus on her melee damage rolls for every –2 penalty she takes on her melee attack rolls when using the Power Attack feat.

Inspire Frenzy (Su): Beginning at 6th level, the frenzied berserker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all allies within 10 feet of her gain the benefits and the disadvantages of frenzy as if they had that ability themselves. Those who do not wish to be affected can make a Will save (DC 10 + frenzied berserker level + frenzied berserker's Charisma modifier) to resist the effect. The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

The frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

Supreme Power Attack: At 10th level, the frenzied berserker gains a +2 bonus on her melee damage rolls for every –1 penalty she takes on her melee attack rolls when using the Power Attack feat. This effect does not stack with that of Improved Power Attack.

PLAYER'S HANDOUT 1: EXTRACTS FROM JADRY'S DIARY

High Priest Nantor announced to us during services this evening that our lord has granted him a vision! I would question him about it but fear what he might do. Perhaps he will tell us in time.

Nantor has been spending a lot of time with the prisoner from cell number one. It is that crazed priest of Iuz that slaughtered all of those people south of town and escaped several months ago. I overheard them talking the other day but swear I heard three distinct voices. I wonder what is going on...

Nantor has released the prisoner from cell number one. He says the priest has been converted to our cause and now worships Socothbenoth as well. Converting one of Iuz's minions to our cause could bring unwanted attention to us and I fear what actions they would take if they knew. And what is the meaning behind the images he drew on his cell walls?

This new priest seems to be growing in power every day. Even as he gains access to new spells they somehow seem to come naturally to him, almost as if he has cast them before. He stays to himself as if he does not trust anyone but Nantor.

Nantor has asked me to join him in the temple this evening. I fear that he may have discovered my journal.

PLAYER'S HANDOUT 2: HIGH PRIEST NANTOR'S NOTES

Notes on subject #131: The Butcher of Zelosus

The subject, a human male in his late 40's, is especially gaunt and frail for his age. He was covered in mud and dried blood when he arrived at the asylum. The Palace Guards that delivered him provided specific orders to 'find out what happened and fix him' by order of Lord Mortoth.

Three weeks after he arrived I discovered that the priest is actually two people. The conscious personality is that of Partinius, while his subconscious has another force, a powerful creature known as Bernel who wants to get out. I have reported these findings to Socothbenoth in my prayers.

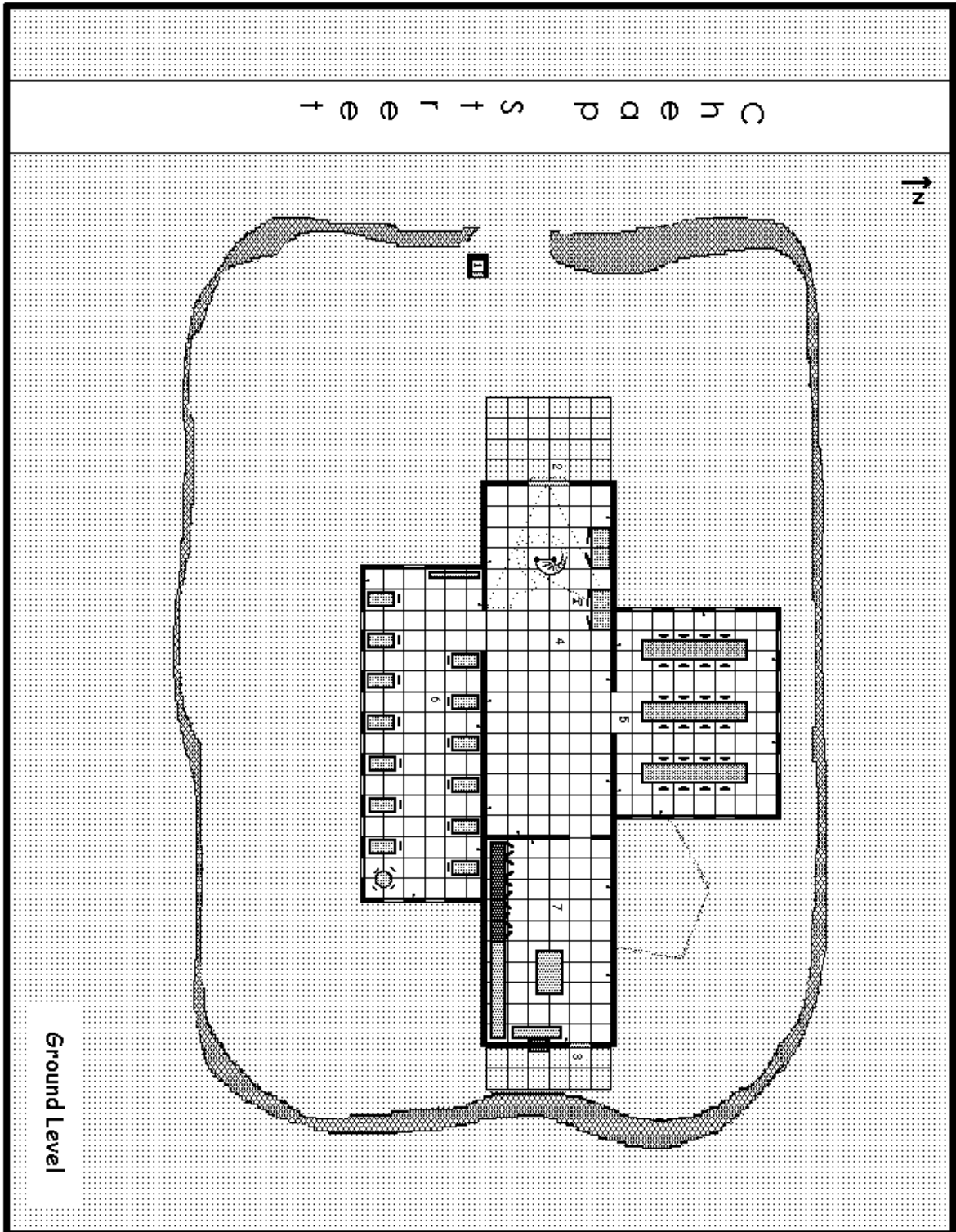
My research continues regarding this 'Bernel' persona. So far the only reference I have found is to that crazed priest from Halorn that massacred all those people some eight years ago. But word is he is being held in the dungeons of Dorakaa so I must keep searching for other meanings.

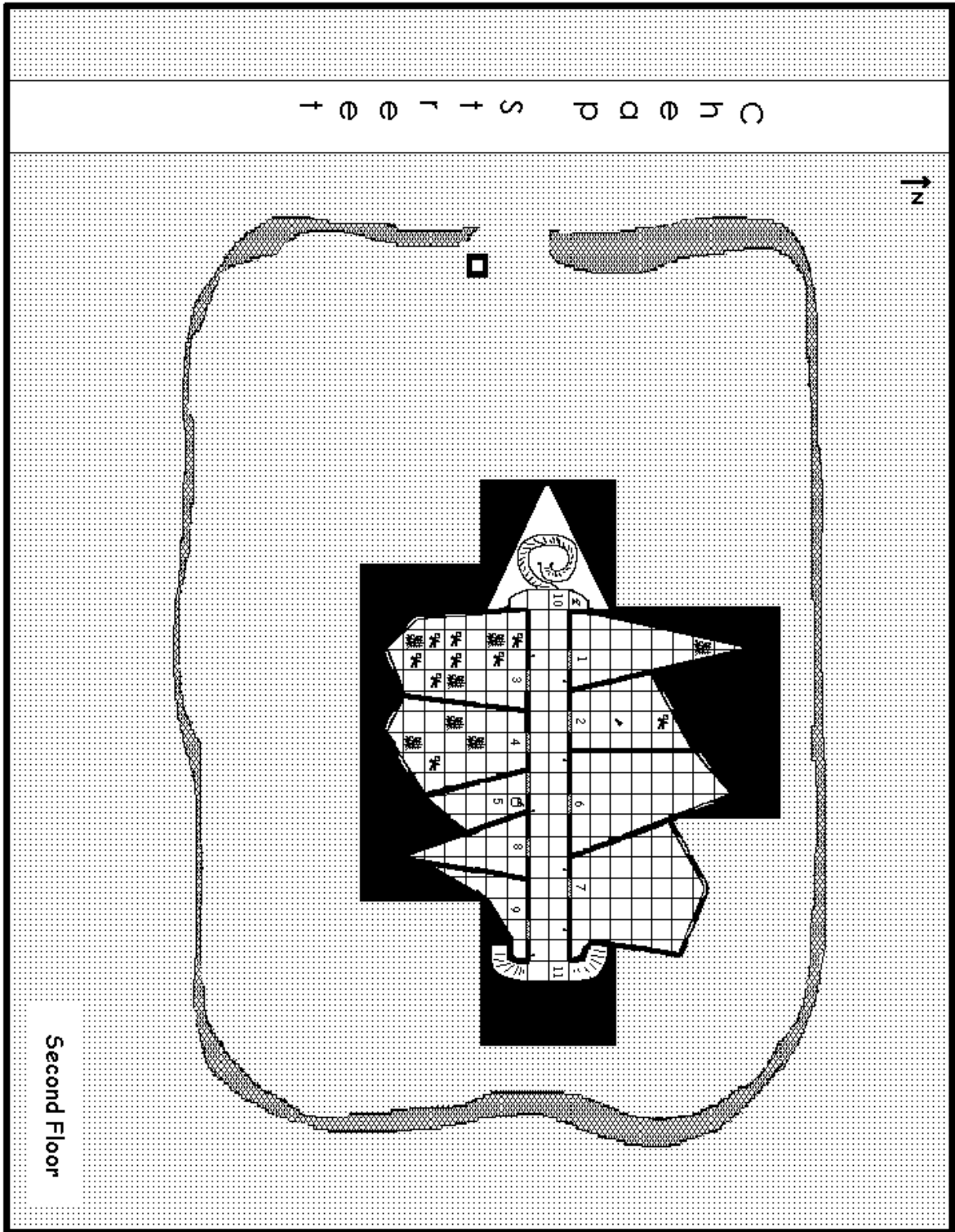
Two months after reporting my findings to Socothbenoth he spoke to me in my prayers that I am to release the patient. Apparently he has converted to our cause.

The new priest is gaining favor with our lord each day. Last night he sacrificed one of the priests. Hopefully this is an isolated incident.

Our lord has ordered more sacrifices, most of the priests and guards are now gone.

I too am to be a sacrificed. Our lord has ordered it. All praise Socothbenoth!

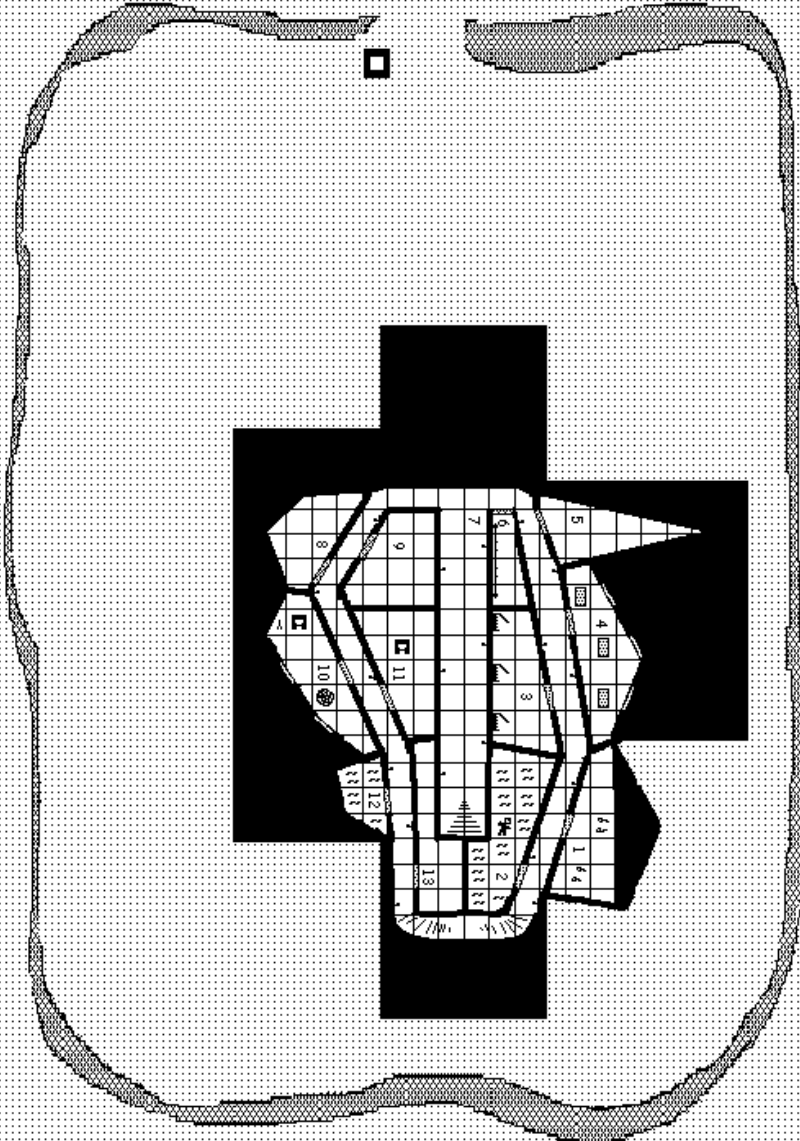




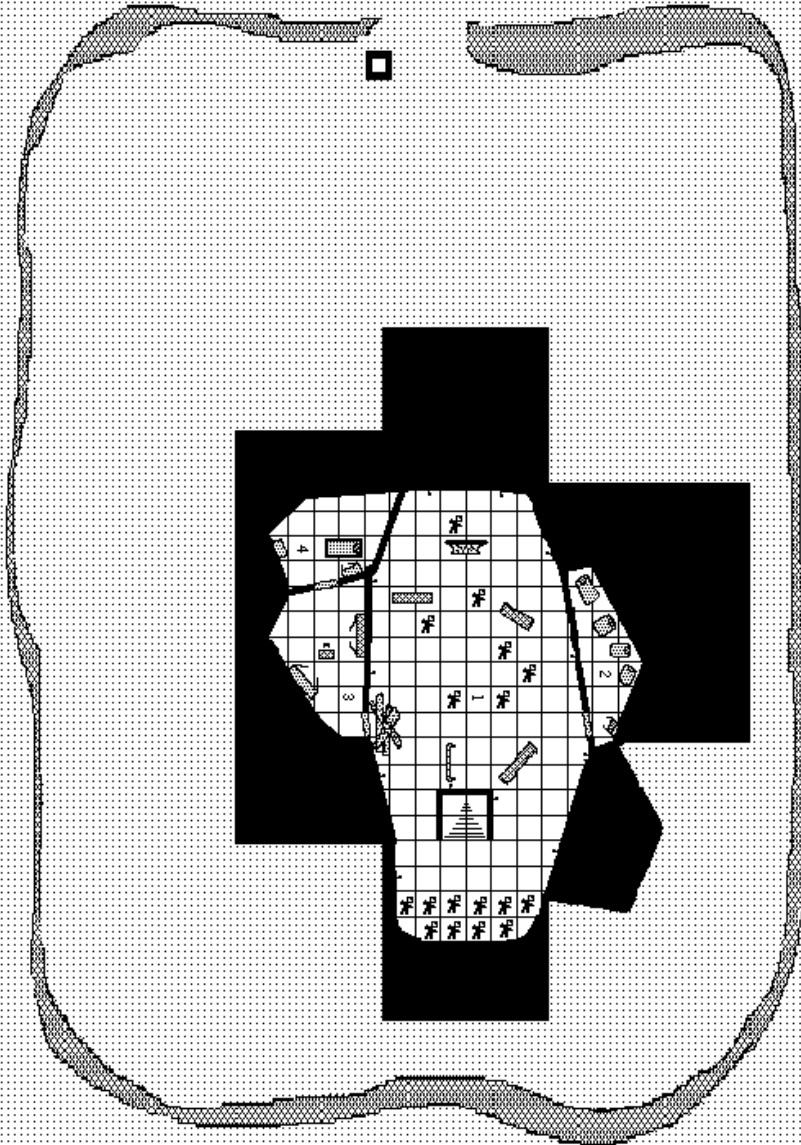
C n e d s + r e +

C n e d p s + r e e +

↑ N



Third Floor



Fourth Floor

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.