

BDK5-06

Necropolis of the Endless Dawn

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

Version 1.0

by Tom Thowe

Reviewed by Chris Tulach

Playtested by: Jon Cary, Kenneth Close, Robert Haworth, Robert Pastorius, and Daniel Tormey

Edited by: Casey Brown, Jason Covitz, Britt Frey, and Austin “Theo” Judd

The legend of Nerull’s Bane is not the fantasy of a child’s tale. The city of the ageless dead truly exists. Rumor comes to you that forces of Iuz desire the Reaper’s Ire for themselves. Now the race is on for this ancient hidden myth. The question is...can you beat the Old One to it? The third adventure in the “Cold Dead Hands” series (APL 8-14).

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

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player’s Handbook*, *Dungeon Master’s Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at www.rpga.com

For questions specific to this document and your region, please e-mail your triad point of contact (POC) at brittfrey@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

	CR	1	2	3	4
by virtue of a	1/4 and 1/6	0	0	0	1
class ability	1/3 and 1/2	0	0	1	1
(such as animal	1	1	1	2	3
companions,	2	2	3	4	5
familiars	3	3	5	6	7
paladin's	4	4	6	7	8
mounts) or the	5	5	7	8	9
warhorse of a	6	6	8	9	10
character with	7	7	9	10	11
the Mounted					

Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Ancient History: Tens of thousands of years ago, the predecessors of the Ur-Flan were expanding their demesne from the Isles of Woe in the Nyr Dyv. The mage-priests built a city in what is now known as the Fellreev forest. This city, Dar'kesh Anam, prospered for several years before tragedy struck.

The mage-priests' prosperity was due in large part to their skills in magical research. Their discoveries allowed them to defend themselves, defeat their enemies, and greatly increase their standard of living. Unfortunately, the mage-priests did not know when to stop; eventually, their experiments extended into dangerous realms. One of the first of these dangerous experiments was conducted in Dar'kesh Anam, the consequences of which eventually caused the end of the mage-priests' civilization.

The experiment in Dar'kesh Anam opened a rift to another, unknown plane. This plane was the home to a very hostile race of creatures that soon learned of the opening and moved to take advantage of it. The ensuing war lasted over a dozen years, costing the lives of many of the human defenders. The mage-priests of Dar'kesh Anam developed many interesting magical effects to help in their defenses, finding ways to increase the size and strength of their warriors, imbuing the city with a constant, low level of positive energy to help heal their warriors, and placing a permanent *gentle repose* over the city to aid in raising the deceased, among other magic; however, these effects did not prove to be enough.

The mage-priests eventually realized that they were fighting a losing war of attrition and had to take drastic steps to keep these invaders from spreading throughout the Flaeness. The mage-priests of the Isles worked feverishly to develop a way of stopping the invasion, eventually sending a team of mage-priests headed by Tzunk. The mage-priests, working together and using the help of the Codex of Infinite Planes, sealed Dar'kesh Anam away from the Prime Material Plane. The city was cast into a demi-plane and placed in a perpetual form of *time stop*. The casting of the city into a demi-plane was intended to sever the connection to both the aliens' plane and the Prime, while the *time stop* was intended to cost the problem into the far distant future, assuming anything went wrong with the magic.

One heavily-warded gate to the Prime was left, allowing Tzunk and his companions to leave the city, Tzunk taking the information about the original experiment back with him to the Isles of Woe. Two surviving defenders of Dar'kesh Anam stayed as living guardians to the city's secrets. The Watchers, as they were known, allowed the city to be sealed away, willing prisoners frozen in time.

Within a generation of the fall of Dar'kesh Anam, the mage-priests' civilization had been destroyed (see the Ether Threat series). The remnants of their civilization scattered, joining other young civilizations and races. The stories of Dar'kesh Anam became folk lore, the secrets to entering the city from the Prime being lost in the mysteries of myths.

After thousands of years, the ancestors of the Rovers of the Barrens, relying on their folk lore, found the entrance to Dar'kesh Anam. By this time, the true story of Dar'kesh Anam had been lost; all these tribesmen knew was that they had found the fabled city. After some exploration, the Flan realized that the dead interred in the city seemed to remain preserved. Thinking the city was intended to be an honored home for the dead, a gift from Beory, the goddess they now worshipped, the Flan began interring all their honored dead in Dar'kesh Anam. The Watchers, seeing that the new visitors intended no harm to the city or the magic, allowed the Flan to explore the city unmolested.

The combination of magic cast upon the city created an interesting effect that angered Nerull. When the recently dead were placed in Dar'kesh Anam, the magic of the city pulled the soul of the recently dead partially back to the body. While not bringing the dead back to life, it did keep their soul from passing on to the Reaper. The dead were placed in a sort of Limbo, not dead, not undead, and not alive. This kept Nerull from reaping the souls or from raising the bodies as undead.

Nerull found that the easiest solution was to have his minions on the Prime kill the leaders of the tribe that knew the secrets of Nerull's Bane, thus causing the city to pass into obscurity once again.

Recent History: Two years ago, a Lich (Dahlvier) located the city through the Ethereal, but could not locate the physical gate in the Prime Material Plane. He began a lengthy campaign to attack the city with his undead minions, utilizing his allies in what is now the Western Reaches. Dahlvier, a former member of the Horned Society, has worked out an elaborate scheme to take over the city. The only piece he lacked was a way to easily get solid bodies into the city to defeat the Watchers.

Four months ago, an expedition, launched in secret by a follower of Nerull, went in search of the lost city, based on ancient texts found in the library of Wormhall. The group, using research discovered by the expedition leader, found the location of the gate, activated it, and entered the city.

Members of the expedition began looting the city, inciting the guardians and the Watcher to wipe out these intruders, but two of the expedition managed to escape; one of them even took a body with him. This strengthened the previously faint connection to the city

from the Prime. The city's guardians were unaware that the gate had been opened, and worse, that it stayed active. Combined with the missing body, it is slowly pulling the demi-plane back to the Prime.

Current Lore: There remain rumors passed among the Rovers of the Barrens about a lost city within the Fellreev. None among them recall the secrets necessary to locate the city and most believe that it was simply swallowed up by the trees. However, the Old One has heard of the city and is aware of the unique nature of its inhabitants. Although he has not located the means of accessing the city, his servants are searching for the necessary clues to bring forth the mists and enter the city to lay claim to its ancient secrets. The Death Cultists and their allies in the Western Reaches have uncovered some secrets about Nerull's Bane in the library of Wormhall.

Divinations about Nerull's Bane: Dar'kesh Anam has been hidden, until recently, with the help of powerful magic that masked all divination spells around it. Now the only divinations that are blocked are those that reveal the location of Nerull's Bane.

Adventure Summary

Introduction: PCs receive the letter explaining why they must rush to find Nerull's Bane.

Encounter One – Sable's Watch: The party arrives in a small village where townsfolk have been mysteriously dying. The adventurers must unravel this simple mystery to find the location of Nerull's Bane.

Encounter Two – The Ruins: The party finds the remains of the town of Dar'kesh Anam. They also locate the currently active archway that leads to the demi-plane holding the true city.

Encounter Three – The True City: The city is under siege by the forces of Dahlvier and the Horned Society. PCs spy a possible safe haven in the city and can either fight their way past the chaos or bypass the danger through various means.

Encounter Four – The Watcher: The adventurers locate a devil trapped in a magic circle. They also locate the leader of the guardians of this city.

Encounter Five – Defending the City: A powerful creature is sent to defeat the remaining guardians inside the mausoleum. PCs must fend off the powerful undead servants of Dahlvier.

Encounter Six – Closing the Gate: After the PCs leave the city, they must decide how to deal with the gate.

Conclusion I – Leaving the Gate Open: The PCs defeated Dahlvier's forces, but were unable to close the gate to the city.

Conclusion II – Successfully Closing the Gate:

The adventurers were able to close the gate with the guardian's help and with the use of the book and the body.

Conclusion III – Dahlvier Wins: Either the PCs fought the guardians or they failed to defeat Dahlvier's forces. With this conclusion, the lich gains control of Nerull's Bane.

Regional Warning

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

Introduction

The brisk, fall wind blows off the northern plains as you survey the forest's edge before you. While the Fellreev is a foreboding mass of oak and birch trees to be sure, it is now a haven to your group. After all, you are only a day's ride from the fortress known as Gibbering Gate, a place of fiendish evil dedicated to the Old One.

The travel here, to the northern edge of the eastern Fellreev, was rushed, but it seemed to be warranted. You've kept out of the Fellreev up 'til now, wishing to avoid the forest's beasts, as well as the Northern Alliance, Dazark, Fanlareshen, and Reyhu patrols, using the speed of the open plains to hasten your journey. Now, however, the thought of hordes of fiends residing mere miles away spurs you into the cover of the forest. That, and your destination is somewhere inside the forest.

You are here at the request of a message you recently received while you were in the town of Groucester, where you were resting your head after a night of "revelry" (if you can call staying up all night waiting for the vampires to attack a "night of revelry"). Though the validity of the message could be in question, your gut feeling about following up on it was strong. You quickly gathered your companions and traveled with great haste to the area of the forest that supposedly hides the Rovers of the Barrens.

The PCs should take this opportunity to introduce themselves to each other. Ask each player if their PC belongs to any BK meta-orgs and, if so, which one(s) **(have them write this information on slips of paper to maintain in-character secrecy)**.

Also, find out if anyone is Wanted by the Church of Iuz (Malcontent or higher). While a PC's Wanted! score might not come into play during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Dissenter or higher, be sure to make an ominous "hmmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect. Do the same for any members of the Johrase Mercenaries (if they are openly wearing their tabards), as they are not well liked in the Fellreev.

PCs who belong to any of the Fellreev based meta-orgs (Defenders of the Greenkeep, Fanlareshen Elves, Fort Hendricks, Fellreev Druids, or the Dazark Orcs) might receive skill bonuses while in the Fellreev. Advise these players to have the relevant pages of the BKMGM handy.

- Ask if anyone has played the previous adventures in the Cold Dead Hands series – particularly if anyone has the body from BDK5-01 *The Body* or the book from BDK5-04 *A Leather Bound Tome* (The Last Tome of Zenam). If so, these will play an important part later on in this event.
- If any of the PCs HAS played either of the adventures, hand out **Player Handout #1a** (handing it specifically to a player who played the earlier adventure).
- Hand the PCs **Player Handout #1b** if no one in the group has played either of the previous adventures in this series.
- If any PCs are members of the Fellreev Druids, hand them **Player Handout #2**.
- If they carry the body with them, keeping it in an extra-dimensional space is not an option (such as a bag of holding). The body resists such magic.
- Find out if any PCs have the Dying Curse of Varys Harlaw from BDK5-05 *Art of Deception* as you will need to adjust some of the boxed text in this encounter to account for the inability of the PCs to see the baatezu in this adventure.

Also, find out if anyone has any curses or radiates as evil. This will become important in **Encounter Four**, when the adventurers enter the guardian's haven.

This adventure starts out assuming the PCs made it to Sable Watch with fair haste on horseback after receiving the letter. If they had faster means of

transportation (such as by *wind walk*, *teleportation*, etc.), give the group more time than mentioned in the letter.

With normal horse travel the PCs have one week from the point that they arrive at Sable Watch until a massive expedition of Northern Alliance soldiers arrives in the area looking for Nerull's Bane. The party could have up to TWO weeks, if they traveled very quickly by magic. Feel free to adjust the available time based on the mode of travel.

Time is of the essence and players should feel rushed throughout their quest.

PCs can make Knowledge checks to know the following particular facts at the beginning of this event. Bardic Knowledge checks can be made in place of specific Knowledge checks with a +5 modifier to the DC. None of the Fellreev meta-orgs, except the druids, know the exact location of Nerull's Bane, due to the druids having driven off all Dazark and Fanlareshen patrols in the area. PC members of the Fellreev Druids will **not** be able to use their influence with their meta-org in this event to aid in their quest for Nerull's Bane (for example, the druids will not help the party to find its location).

Bardic Knowledge

- DC 20+: Sable Watch is a small village in the northern Fellreev, filled with a group of Flan refugees.
- DC 25+: Nerull's Bane is supposedly a cache of dead bodies hidden somewhere in the northern Fellreev. Supposedly, the spirits of these bodies are free from the Reaper's grasp.
- DC 35+: There is an ancient forgotten city that houses Nerull's Bane, but the secrets to finding that lost city are no longer known.

Knowledge (geography)

- DC 25+: Sable Watch is a small village in the northern portion of the Fellreev. The city is only 20 miles away from the Iuzian stronghold known as Gibbering Gate.

Knowledge (history)

- DC 20+: The myth of Nerull's Bane stems from a cache of dead bodies collected by the druids of the Fellreev. The Old Faith had some sort of connection with the death god, and was periodically sacrificing bodies to appease him.
- DC 25+: Though druids of the Fellreev worship the Old Faith, they have never historically had any ties to the death god. Some say they scour the forest looking for the bodies. The purpose of these corpses is unknown.

- DC 30+: Throughout the centuries, Flan have been tied to the area around Sable Watch. With the druids of the Fellreev also having Flan ties, some say that the reclusive druids hide the location of Nerull's Bane from the world.
- DC 35+: Some say that Nerull's Bane lies hidden in an ancient and powerful city lost to the mists of time. The bodies in this city are supposedly free from the Reaper's grasp.

Note: PCs who are members of the Fellreev Druid meta-org will be able to dispel the myth of the History DC 20 roll.

Knowledge (local – Iuz Border States)

- DC 20+: Sable Watch is a city somewhere in the northern portion of the Fellreev. It is supposedly the last haven for a group of Flan refugees from the forces of the Old One known as the Rovers of the Barrens.
- DC 25+: Nerull's Bane is supposed to be a lost pile of dead bodies hidden somewhere in the forest. Who knows why a death god doesn't like a big pile of dead bodies.

Knowledge (religion)

- DC 20+: Nerull's Bane is just that – a source of the Reaper's Ire. Legend has it lost somewhere in the Fellreev forest.

In addition, the following information about recent events in the Fellreev is available via Bardic Knowledge, Knowledge (history), or Knowledge (local – Iuz Border States):

- DC 10+: Several months ago, the Northern Alliance, bolstered by forces from Fleichshriver, engaged the Dazark orcs, Defenders of the Greenkeep, Fanlareshen elves, and Reyhu humans, of Forts Hendricks and Scorn, in a massive battle, known as the Battle of the Bazaar, in the south-central Fellreev. While the battle itself was a draw, Northern Alliance troops now control several beachheads across both the Cold Run and Artonsamay rivers in the forest.
- DC 20+: Some speculate that the High Lady Xavendra ordered this attack in order to draw the Dazark, Fanlareshen, and Reyhu forces to the south, in order to free up a northern passage through the Fellreev. Several Northern alliance patrols out of Groucester and Fort Skagund have been sighted in the northern Fellreev since the battle.

Development: Proceed to **Encounter One**.

Encounter One: Sable Watch

The last few days have been lacking in rain and the early fall leaves crunch noisily beneath your feet. Everything seems dry, as if the edge of the forest is crumbling away. The sparse grass and bare bushes around you quiver in the light breeze.

The brown foliage ahead of you parts to reveal a man of Flan heritage dressed in leather-dyed browns and grays. A longbow is strapped over his shoulder, and several swords and daggers hang from his belt. He raises his hand, gesturing for your group to stop.

"Hold, travelers. State your business here."

Note that this event takes place after the events in IUZ5-03 *Lost but Not Forgotten*.

This is Erroll, one of the last remaining rangers of the Rovers from Sable Watch. Although he is usually accompanied by other rangers on patrol, the others have been killed (explained below). Consequently, he is out hunting in the forest for their killer.

Erroll will ask the party who they are and what they are doing meandering around the northern Fellreev. Should the party give a reasonable excuse for coming to visit Sable Watch (such as merchants delivering goods, or warriors helping defend the hamlet from forces of the Old One) or even a successful Diplomacy check DC 25, then the guard will breathe a sigh of relief and offer to guide the group back to the hamlet. Given the circumstances, Erroll is extremely suspicious of any strangers and receives a +10 circumstance bonus to any Sense Motive checks made to oppose the PCs' Bluff checks (for a total modifier of +11).

If the PCs ask to speak with Quintin Ackert, the hunter will blanch and say nothing. He continues to lead them just the same.

Development: If the PCs wish to attack the woodsman, advise them that doing so without provocation would be an Evil act. If they persist, be sure to notate their AR and email the Triad the offending PCs' names, player names, RPGA #s, and email addresses. Immediately revoke the powers of any offending paladins, clerics, or similar classes that derive divine powers from Good gods, and notate their AR that the PC now requires *atonement*.

If combat ensues, Erroll assumes the group to be minions of Iuz or bandits, and, if clearly outmatched, will flee into the forest. Unless the PCs have a way of reaching Sable Watch (such as knowing the way because they have been there before, during IUZ5-03), the adventure will be over. They may search the Fellreev for Sable Watch, but by the time they find it, the events of the adventure will be concluded. Use of the Track feat to follow the Erroll's tracks back to Sable Watch requires a

DC 50 Survival check, as the rangers have laid many false trails in the area over the years.

If the PCs approach Sable Wood after killing Erroll, then the PCs will be ambushed by the town's surviving combatants. The Fellreev is a medium forest; consult the DMG for terrain rules.

If the PCs wish to apologize for slaying Erroll, it will require a Diplomacy check, DC 50 (-5 if Erroll is *raised* back to life by the PCs), else no one in the village will talk to the PCs, fleeing into the woods.

Erroll: Male human Rgr4, hp 28.

As the party is escorted into Sable Watch:

After an hour of rough travel through thickets and dry riverbeds, the Flan patrol leads you to the edge of the village of Sable Watch. Well-hidden in the trees despite the sparse coverage of leaves this time of year, the log cabins patched with straw and mud give the impression of a difficult life close to the forest's edge. Weary refugees huddle under the shade of their thatched roofs. They mutter and watch as your group passes. Silent campfires spot the faint path in front of you, a few still smoldering with the remains of stringy animals on spits.

Though you pass a few Flan patching armor and fletching arrows, you see little activity in the village. Things seem very quiet here, as if the village is holding its breath in waiting. Few women, and no children, come into view. As it is, the average gaze of those you pass seems to drip with the venom of suspicion or the tears of hopelessness. Sable Watch appears to be the last vestige of a dying culture – the last generations of the Rovers of the Barrens.

Not long after entering the village, you are led into the largest building you have seen among the scattered huts. It is built of light-colored stones and wood with a rough symbol of the sun over the entrance. You are not surprised to find within the makings of a shrine to Pelor. The detailed carvings and fine workmanship inside contrast with the simple exterior. It is apparent that this place was built to be a place of peace and serenity.

A male half-elf rises from a pew as your group enters. As he strides quickly over to your group, the multiple scars on his face come into focus. The crisscrossing lines of red look old and deep. He wears traveling gear, and looks able to handle himself in a fight.

Over the half-breed's shoulder, you can see the body of a man lying on a simple altar at the end of the temple. He is covered in a black shroud from his shoulders down, but his hands are still visible, crossed at the top of his chest.

“Hold on, now. What do we have here?” the half-elf inquires.

If any PCs have played IUZ5-03, those characters and the half-elf will recognize each other (as long as the PC isn't disguised) and the half-elf will become Friendly. Otherwise, he starts out Indifferent (see 'Influencing NPC Attitudes' in the PHB pg. 72).

The half-elf that meets the party goes by the name of Lythan. He has found himself unofficially in charge of the village since its lone priest of Pelor went missing three weeks ago. He knows the following information:

- Since Quintin Ackert disappeared, dead bodies of village hunters have been found in the forest every few days. Each body has been found in a different condition. Some have been mauled beyond recognition, while others haven't had a scratch on them (six bodies previously found had no wounds on them).
- Locals have become increasingly superstitious and frightened of the forest around them because of the strange deaths, and some villagers have even begun to starve because of the lack of food from reluctant hunters.
 - There have been 18 bodies found in the last three weeks. Some of the discovered bodies were surrounded by animal tracks, while others had not a single print around them (other than the victim's prints).
 - The most recent victim sits in the back of the temple now, found late last night.
 - Many of the villagers now will not venture deeper into the forest, and a number of hunters have been too afraid of the strange occurrences to find food for their families.
 - Most of the hunters have been found to the southwest of Sable Watch. Lythan doesn't know of anything of relevance in that direction. After all – the Fellreev is a big forest.

If PCs ask to examine the body, Lythan will shrug and allow it – he is not a worshipper of Pelor, and doesn't know much about what is considered proper in a temple. As it is, he just wants the mystery of the deaths to be solved.

In his role of leader, Lythan has been unable to venture from Sable's Watch to investigate the disappearances himself. Most of the information about the bodies (listed below) Lythan hasn't realized yet, and he will be grateful for what the party learns.

The Body: This hunter is not dead, but paralyzed. A Heal check DC 15 or a Spot check DC 20 for anyone who examines the body will reveal this. If he is Searched, the PCs will discover a crude map detailing the hunter's wanderings, with an area to the south-west marked “strange ruins” appearing to be as far as he had gotten. It will require a Survival check, DC 15, to use this map to locate the ruins.

If the hunter is cured of his paralysis, he will impart the following information:

- His name is Porthas. He has lived in this area most of his life, and considers this his home. He is Chaotic Good.
- Being tired of all the mysterious deaths, he took it upon himself to explore deeper into the forest to the south-west of Sable Watch. There, he discovered a group of ruined buildings of indeterminate age. They appeared to be buried by time and the elements, with only a portion of the buildings being exposed.
- During his brief search, he spotted a skeletal figure in robes standing in front of a stone archway. Without waiting to see if the creature had spotted him, he turned to flee the area to tell Lythan of what he had found.
- He had not gone unnoticed, though. The skeletal creature pursued him, its body flying through the air, apparently by magic. He was able to elude the undead creature for a short time, but eventually it discovered him. The last thing Porthas remembered as he ran at a breakneck speed through the trees was a sharp pain in his back, and he fell forward into the dirt, unable to move a muscle.
- About two days later, he was found by one of the men who brought him into the temple. They thought him dead, and seemed intent on bringing him back to perform burial rites. He was afraid they really WOULD bury him. He's been laying here for the last day dreading the fate that seemed to be destined for him.
- If the adventurers ask, Porthas will be willing to draw them a better map from here to the location of the ruins. It will require a Survival check, DC 10, to use this map to locate the ruins. He will NOT be willing to guide them there. Using magic to coerce him into guiding the PCs does not comport with a Good alignment. Warn any Good PCs attempting to compel him. If they continue, note the circumstances of the act on their AR for future reference.

Based on the description of the undead, including the use of magic and the paralyzing touch, a Knowledge (religion) check DC 38 will tell a PC that a creature known as a lich is known to exist. It is a powerful undead wizard whose touch can make a person permanently catatonic.

Buried Bodies: The following facts can be learned about the buried bodies behind the temple:

Bodies with visible wounds:

- Heal DC 5+: Of all the bodies, 12 of them seem to have been chewed on.
- Heal DC 15+: There are different claw and bite marks on the body, which seem to suggest different creatures fed on the hunter at different times.
- Heal DC 20+: The wounds on the bodies were inflicted postmortem. It appears the bodies actually died from thirst.

Bodies with NO visible wounds:

- Heal DC 5+: Of all the bodies, 6 of them have no visible signs of a cause of death.
- Heal DC 20+: It appears the bodies actually died from thirst or starvation.

Using magic (and other effective ways of gathering information), the following things have been going on, and may be learned by the adventurers. Use your best judgment on what facts the PCs can discover, depending on their methods:

- Three weeks ago the lich, Dahlvier, quietly stole into to the temple of Pelor late at night and *disintegrated* Quintin Ackert in his bedchambers. He then put away the priest's personal belongings and teleported away, leaving no trace of the priest's whereabouts. Nothing abnormal about the priest's disappearance will be found, even with a Search check. A DC 41 Track check will reveal skeletal footprints in the priest's chambers alone, but nothing else. (Note that divination magic will be tricky against Dahlvier since he is constantly under the effect of a *mind blank* spell.)
- Since Dahlvier killed the priest, the lich has been touching those hunters of Sable Watch who wander the forest near the ruins of Dar'kesh Anam. He leaves their bodies permanently paralyzed for the forest creatures to find and feed upon.
- Three of the hunters that have been found were not actually dead, but permanently paralyzed. Without a skilled healer, they were still thought to be dead by

the local villagers, and consequently buried alive. Now all but one of them are dead from thirst.

- One of the hunters still lives, buried alive behind the temple. He is severely disturbed if rescued (being buried alive in a coffin for two days will do that to a person). His insanity can be cured by *heal* or similar magic.
- The other bodies were killed by wandering animals and monsters of the Fellreev.
- Any divination spells cast will not be able to gain any direct information about Dahlvier, since he keeps a *mind blank* spell constantly active. Party members will be able to get information about the bodies and their proximity to Dar'kesh Anam, if they think to look for that.

Villagers of Sable Watch: None of the villagers are familiar with the ruins of Dar'kesh Anam, other than Porthas (who just recently discovered them). The locals have little need to venture that far, though Dahlvier doesn't realize that. The lich is paralyzing hunters of the hamlet as a precautionary measure, and building fear and superstition in the hamlet is always fun for a lich anyway.

Sable Watch (Hamlet): Conventional; AL N; 100 gp limit; Assets 1,155 gp; Population 231; Isolated (human 230, half-elf 1).

Authority Figures: Mayor Elayne Highworth (N female human Ari2 [fled]), Sheriff Seith Warner (LN male human War5).

Important Characters: Erroll (N male human Rgr4), Lythan (N male half-elf Rgr9), Quintin Ackert (NG male human Clr4 of Pelor [deceased]), Weldon the Beast (CN male human Drd5 of Obad-Hai).

Others: Adp1, Ari1 (fled), Brd1, Com9, Com4 (2), Com2 (4), Com1 (177), Exp4, Exp2 (2), Exp1 (6), Ftr2, Ftr1 (2), Rgr4 (deceased), Rgr2 (4, all deceased), Rgr1 (8, all deceased), War5, War3 (2), War1 (10, of which 5 are deceased).

Mayor Elayne Highworth: Unfortunately, she's little help. She fled with her husband last week after panicking from the rising death toll.

Sheriff Seith Warner: The local sheriff, a simpleton with a brawny build, isn't the kind to solve mysteries. Besides, his job is already complicated with the flight of the mayor and death of half his militia.

Weldon the Beast: The wild and feral Weldon doesn't live in Sable Watch per se. However, he does have ties to the community. More importantly, Weldon is a member of the Fellreev Druids and actually knows more than most other people. If the PCs ask around (Gather Information DC 15), they learn that Weldon lives in a tree-house in the surrounding forest. He's reclusive, but

if any PCs are members of the Fellreev Druids, he is willing to talk to them (and them alone). While he knows some of the information from the **Adventure Background**, he is hesitant to reveal any information, as the less that is known about Nerull's Bane by anyone, the better. Weldon will only reveal information that is critical to finding the entrance to Nerull's Bane. He doesn't know about more recent happenings, specifically where the lich came from or what he wants, but he knows enough to realize the lich and his force threatens the balance of the forest. He can also direct the PCs to the location of Dar'kesh Anam though he won't accompany them there. Only powerful enchantments (like *suggestion* or *dominate person*) can get him to reveal this information to those who are not Fellreev Druids. He will cast spells for PCs if appropriate favors with the Fellreev Druids are expended, but favors cannot be used to learn information. He doesn't trust anyone else. Use the *Dungeon Master's Guide* (page 116) if statistics are needed for Weldon.

Development: It is possible that a PC cleric might wish to take over the keeping of the shrine of Pelor. If any PC expresses such an interest, advise them that the local Flan will only accept a human Flan priest who worships a NG or CG Flan deity. If the PC meets this requirement, advise them that running such a shrine will require most of their attention, and that they won't have much time for adventuring in the future. If they are still interested, have them contact the Triad for a special mission.

Once the PCs are ready to explore the ruins, move on to **Encounter Two**.

Encounter Two: The Ruins

Your journey away from Sable Watch is much like your entrance into the forest. However, now you get the sense that you are being watched as you push away the limbs and brush that block your path. The deep Fellreev hides many secrets and the forest keeps those secrets closely guarded. You can only hope that your search for Nerull's Bane meets with the forest's approval.

After four days of clawing your way through the fall foliage, you reach your goal: a group of ruined buildings half-buried by the forest. A dozen or so white stone structures sit half-covered by earth and vines. The construction material is of a strange alabaster element not native to this area. In the light, a pale green hue reflects off the walled surfaces.

This place is quiet. The wind does not come this far into the forest, and not a branch stirs as you gaze upon the ruins from the tree line.

A PC with Stonecunning within 10' of walls of the buildings can make a Search check, DC 15, to recognize the stone as a smooth variation of limestone. This can also be noticed by a PC with Knowledge (architecture & engineering), DC 15, or Profession (miner), DC 10.

Not much of note can be found in this city. There are no objects or artifacts in the structures. Upon searching the city, PCs will discover that it looks as if these buildings are only the top portions of half-buried structures. No doors can be found, though entry into buildings can be gained by climbing through open, vine-filled windows.

These structures are mere shadows of the actual buildings of Dar'kesh Anam floating in the demi-plane on the edge of the Ethereal. In this plane, they appear half-buried because the actual demi-plane has floated down approximately 40 feet (similar to a cork in an ocean storm) in relation to the Prime Material Plane. Though the buildings look weathered and worn from time, *see invisibility* or *true seeing* reveal them to be completely solid and void of plants. Those spells also reveal occasional flashes of light, seeming to come from below ground out of view.

Any PC with the Track feat who searches the area can make a Survival check to learn the following facts:

- DC 16+: A skeletal humanoid has been in the area, though the tracks appear to vanish at certain points in the village.
- DC 23+: The skeletal humanoid has been appearing now and again over a number of days.
- DC 30+: The skeletal humanoid has been appearing now and again over a number of weeks.
- DC 35+: Scores of humanoid and bestial tracks appeared in the center of the village weeks ago, and made their way to an archway to the rear of one of the ruined buildings.

The tracks vanish at points due to magical flight and various *teleport* spells. The numerous humanoid and bestial prints that appeared in the middle of the village weeks ago are from when the devils working for the Horned Society teleported into the ruins and went into Dar'kesh Anam to begin the assault.

Stone Walls: 1 foot. thick; hardness 8; hp 180; AC 0; Break DC 40.

After an hour of searching the area, or by following tracks discovered by PCs who have the Track feat, the active archway into the true city will be found.

(By following the tracks and) Searching behind one of the buildings, you discover a tall freestanding archway engraved in archaic runes. It glows with a dim light. Underneath the arch, you spot a dim ripple in the air.

If tracks were followed here, they all appear to walk into the archway. Until the archway is activated by a PC walking through it, the shimmering below the arch remains. Objects that are sent through this non-active archway merely land on the ground on the other side – still in the Prime Material Plane.

The gate: The party may decide to destroy the gate using physical force. This is VERY dangerous; if the PCs want to do this, see the details in **Encounter Six**.

Trap: The archway has a powerful magical trap, set there by the ancients. The trap resets itself 10 minutes after it goes off (which could cause a problem when the PCs leave the demi-plane).

The trap triggers as a creature steps up to go through the archway, the shimmering of the archway disappearing and changing to form a window into the true city of Dar'kesh Anam. The window will be open for only one minute. During that time, other PCs can see and travel through the archway. If battle develops among PCs because of the trap, keep the odd battle site in mind. Viewing the archway from the ruins while it is open reveals the cityscape, like a window – not the ruins on the other side of the portal.

Note: When the trap is triggered, it affects both the Prime Material Plane and the demi-plane of Dar'kesh Anam. It does not take the one minute casting time to activate (it activates immediately), and will operate day or night. Finally, it only affects PCs within 30 feet of the arch, rather than the normal spell area.

See Appendix V for more details on this trap.

Were-doom Trap: CR 10; magical; proximity trigger (and must be humanoid type to trigger trap); automatic reset (10 minutes); spell effect (*Were-doom*, 17th level); Fort save resists (DC 23); Search (DC 34); Disable Device (DC 34).

Development: When the portal is activated, be sure to read the opening boxed text from **Encounter Three**.

Encounter Three: The True City

Beyond the glowing archway lies a city under siege. Though a spectacular view of the rising sun greets you from the roof of the building you stand on, it

doesn't completely distract from the chaos that boils in the city streets below you.

Almost half of the city is shrouded in an unnatural darkness. The light shining from the great yellow orb in the distance doesn't dispel the deep shadows that line the streets, although occasional movement can still be seen from within. Little sound escapes the alleyways in this portion of the city.

Where the darkness stops, lights and explosions reign. The other side of the city is enmeshed in a battle that teems with creatures of many types. Though the distance makes it hard to identify what creatures are battling, the explosions are obviously from different kinds of spells. Bursts of energy mix with the chaos of fighting, echoing along the stone corridors.

In both parts of the city, occasional glowing humanoid figures can be seen. Like fireflies, they stand out from their surroundings, yet they are still difficult to spot due to distance and cover.

On the east side of town is a distant area to which fighting has not spread. Though there are few buildings there, a lone pole stretches above the roofs of the buildings, visible from your vantage point. The tip of the pole glows with an ethereal light that differs from the sun's radiance behind it. The strange light seems to hold back the shadows of the northern portion of town, as well as the chaotic fighting from the southern portion of town. From this distance, it is hard to tell what is happening specifically on the streets below the rod.

You stand on the roof of a three-story building. There is no ladder or stairway to go downstairs. However, there are a number of strange holes in the roof of this building, dotted around you like a light drizzling rain. If need be, someone could crawl down inside the building through one of the holes.

Spot checks DC 20+ can be made to allow Spellcraft checks to be made. Spot checks at DC 35+ can be made to make Knowledge (religion) and Knowledge (planes) checks on recognizing the battling creatures. Use the various monster descriptions below to describe details that observant PCs notice. Spells range from *ice storm*, *scorching ray*, to *unholy blight* and other visual spectacles.

The shadow looming over the northern portion of the city is actually a portion of the Plane of Shadow leaking in to the demi-plane. Dahlvier has manipulated the barrier between planes so that his incorporeal undead are not as disadvantaged while fighting the city's guardians. However, the shadows have not yet spread over the entire city. This is partially the case due to the

long rod that emanates positive energy from the cemetery.

PCs cannot identify the rod or shadow effects from their position near the arch. When they get close to the effects, however, they can make a Knowledge (planes) check DC 30 to recognize the effect as faint positive energy and shadow stuff, effectively.

Assuming the PCs decide to investigate the glowing rod above the city, they must decide how to get there. Avoiding the dangers of the street battles below is probably the group's best bet. In general, the party can use a number of methods to get there. Teleportation, flying, and walking are all options, but some are more dangerous than others.

Ground Travel: If the party decides to travel by foot, they can try to avoid the majority of combats. This will work up to a point, but the group will encounter at least ONE squad of undead or devils, depending on what side of town they travel on. If the PCs are using stealth, make appropriate Spot and Listen checks versus Hide and Move Silently checks for the appropriate APL encounters. If the PCs don't get the hint and do not travel cautiously, throw another encounter or two of devils at them (at their appropriate APL or lower). Eventually they should get the hint, and begin traveling like they're moving across a war-torn city (which they are).

Flight: Flying across the city is more dangerous. As the crow flies, the group only has to cross about 1500 feet of ground to get to the cemetery under the rod. However, all the combatants below can see the fliers above (unless they are taking pains to hide themselves), and will hurl spells at the group as they fly overhead (at least, over the devil's portion of town).

Assume each round of flying over the city roofs above the fiends, 0-3 spells are thrown at the group (1d4-1), with each spell decided by an additional D6 roll below:

- 1 – *cone of cold* (DC 19), 13th level caster.
- 2 – *ice storm*, 13th level caster.
- 3 – *unholy blight* (DC 23), 13th level caster.
- 4 – *order's wrath* (DC 18), 12th level caster.
- 5 – *scorching ray* (2 rays only, +18 ranged touch attacks), 12th level caster.
- 6 – *dimensional anchor* (+14 ranged touch attack), 12th level caster.

At APL 14, the ice devils can cast *fly* on themselves and the other devils present at their APLs, so the group will get attacked after traveling 500 feet. APLs 8-12 are not aerial encounters, so PCs will only have to deal with the spell attacks. Keep track of the distance traveled, since it doesn't take long to get over the cemetery and the combatants won't follow them that far.

All of the undead in the shadowy portion of town can fly, so they will merely meet the PCs on their own ground, although they lose the benefit of any cover they may have had below.

Teleport or Similar Magic: This is by far the safest method for traveling in the city. (If any PCs are carrying the Body, once it is back in Dar'kesh Anam, it can be teleported, though it can still not be placed in extradimensional spaces). However, if the group misses their mark on a teleportation roll (consider the roll a 'viewed once' chance, per PHB pg 293), they will *teleport* right into a combat with the appropriate listed APL (figure randomly whether it's the undead or devil encounter).

On any flight across town, or if PCs actively go search out an on-going combat, they will spot the glowing guardians (the guardians) fighting the other forces of the city. The adventurers will not 'run into' any guardians not fighting, since they go where the invaders are. PCs that spot these creatures up close can make Knowledge (religion) check to know the following about them:

- DC 20+: They are deathless. They share many of the same traits as undead, but are not quite the same. You remember reading about them years ago, but don't remember many hard facts.
- DC 25+: The creatures are usually incorporeal but not always. Deathless are usually focused on defending something or someone. Rather than being tied to the negative material plane, like normal undead, deathless are tied to the positive material plane.
- DC 30+: Research suggests that deathless are probably not evil, though little enough information is known on them to find out what their common alignment really is.

No other information is known about these rare spirits.

If the PCs attempt to interact with these battling spirits, they will attack the party. The spirits are in the thick of battle, and it would take a Diplomacy check DC 50 to convince it that the PCs were friendly (DC 35 Hostile to Friendly, +10 for a full-round action, +5 circumstance modifier). The PCs receive a +10 circumstance bonus on this check if the party is witnessed attacking only non-guardians. If the group pulls off the Diplomacy check, the spirit will silently lead the group to the cemetery, then return to the city streets to do battle with the invaders (it will not enter the mausoleum). Keep in mind that these spirits speak only Ancient Flan. Any attempt to use Diplomacy without

being able to speak their language suffers an additional +5 circumstance modifier to the DC.

City Description: The strange holes in the roof of the building with the arch, as well as the walls of other buildings in Dar'kesh Anam, are from attacks by various alien creatures that assaulted this city years ago. The guardians successfully defeated the attackers that remained after the gate to their world was sundered, but the city still bears the scars of the battles with the alien creatures.

Similar to the ruins, the buildings of the city are made with unnaturally hard stone. Also, they are still relatively intact – even to the point that you can tell at one time that certain buildings were used for specific functions, such as blacksmiths, tailors, taverns, etc. Each business has a sign over the front door in an ancient dialect of Flan (which is now dead – but can be translated using magic or a Decipher Script roll DC 30; PCs that speak Flan gain a +15 bonus to this roll), and has some sort of placard showing its purpose (such as a spinning wheel for a clothier shop, etc.). Some buildings also have painted or carved signs on doors written in Flan. These were placed after the city was abandoned by the old generations of the Rovers when they buried their dead.

There are homes in town as well – and many of them have been converted into impromptu burial sites.

During the harrowing travel through the city, explain to the players how it appears as if this city appears abandoned. If the PCs want to take the time to search buildings, there are no locked doors. Inside many of the shops and homes are mummified bodies in various poses. Some were placed here with honor...and some with expediency. The following information can be gained by examining the bodies:

- The bodies appear particularly resistant to physical damage. Weapons and blows damage it, but it slowly heals all wounds.
- All spells are blocked as if by *spell immunity*.
- Heal DC 20: There are many different techniques used when embalming or mummifying the dead. This body is unusual in that it does not bear the markings that indicate that internal organs were removed (such as the brain or heart).
- Heal DC 25: It is impossible to identify how long ago this corpse was mummified. Aside from dehydration, there is no deterioration of the body from rot or vermin.
- Knowledge (history) or Bardic Knowledge DC20+: The dressings of the mummy are typical of those used by the Rovers of the Barrens, although garbed in a particularly archaic fashion.

- Knowledge (history) or Bardic Knowledge 30+: Based on the dressings and decorations of the corpses, you would guess they range from hundreds to thousands of years old.
- Knowledge (local – Iuz Border States) or Bardic Knowledge DC 10+: The mummy is obviously Flan – although the body is desiccated, you can clearly see the broad cheekbones and even in death it retains a dusky color in its flesh.
- Spellcraft (in conjunction with *detect magic*) DC 21+: There are overwhelming abjuration, conjuration, necromancy, and transmutation auras everywhere, both on the body and in this city, although specific spells cannot be discerned.
- Spellcraft (in conjunction with *detect magic*) DC 30+: There are three distinct castings that created the auras you see, though there are many more auras than three. One spell is a modification of *gentle repose*, another is a modification of a curing spell, and the third is completely unknown and unique, though you can tell that it incorporates auras from at least the abjuration, conjuration, and transmutation schools.

Streets are generally 20 to 50 feet wide, depending on whether it is a major street or alleyway. Buildings are generally one to two stories tall, with a few three or four story buildings dotting the center of town.

The edge of town is covered by a mist that obscures vision beyond the city wall (other than the sunrise to the east). Any traveler beyond the city walls will get lost in the mist, only to quickly find himself back at the city wall.

Stone Walls: 1 foot. thick; hardness 8; hp 180; AC 0; Break DC 40.

Stone Roofs: 6 inches. thick; hardness 8; hp 90; AC 0; Break DC 40.

Wooden Doors: 1 ½ in. thick; hardness 5; hp 15; AC 5; Break DC 18.

Window Shutters: ½ in. thick; hardness 5; hp 5; AC 6; Break DC 10.

Planar Traits: See the **Appendix IV: New Rules**.

Creatures and Tactics: The battles that the party faces are dependant on how and where the group travels. Squads of devils working directly for the Horned Society are in the chaotic side of the city, while the lich's undead are in the darker side of the city.

Devils' Tactics: The fiends travel in groups, and attack anything suspicious. The Bone Devils generally use their spell-like abilities to separate the group with *walls of ice*, and the ice devils will use their damaging spell-like abilities until they feel their actions are ineffective. The rest of the creatures will usually close for melee combat quickly.

For these battles, the outsiders will not summon other devils. These are not important-enough fights to warrant such an obligation to the summoning fiend.

Undead Tactics: The undead also travel in groups, usually floating through buildings looking for foes to attack. Against living creatures, the incorporeal undead will use the buildings as cover while swiping at the PCs. If a nightwing is present, it will support the other undead with spell-like abilities, wading into combat once it feels it is necessary.

For these battles, the nightwing will not summon other undead. These are not important-enough fights to warrant such an action.

Devil Route:

APL 8 (EL 10)

Bearded Devils (6): hp 45 each; see *Monster Manual* page 52.

APL 10 (EL 12)

Hell Cats (4): hp 60 each; see *Monster Manual* page 54.

Bone Devil: hp 95; see *Monster Manual* page 52.

APL 12 (EL 14)

Barbed Devils (2): hp 60 each; see *Monster Manual* page 51.

Bone Devil (2): hp 95; see *Monster Manual* page 52.

APL 14 (EL 16)

Ice Devils (2): hp 147 each; see *Monster Manual* page 56.

Bone Devil (2): hp 95; see *Monster Manual* page 52.

Undead Route:

APL 8 (EL 10)

Shadows (4): hp 19 each; see *Monster Manual* page 221.

Spectres (2): hp 45 each; see *Monster Manual* page 232.

APL 10 (EL 12)

Spectres (6): hp 45 each; see *Monster Manual* page 232.

APL 12 (EL 14)

Dread Wraiths (2): hp 104 each; see *Monster Manual* page 258.

Spectres (4): hp 45 each; see *Monster Manual* page 232.

APL 14 (EL 16)

Dread Wraiths (3): hp 104 each; see *Monster Manual* page 258.

Nightwing: hp 144; see *Monster Manual* page 197.

Treasure: There are gold and silver trinkets throughout the city. Most are used as tribute to the thousands of bodies stored in buildings. There are a few hundred gold pieces worth of tributes in each building, but if any PCs take these obvious tributes to the dead, the PCs are considered to radiate evil – only for the purpose of **Encounter Four**. They are usually hung around a display in each building, varying from burned out candles to wreaths of still-living garland. A Knowledge (religion) check DC 10 can be made to realize the significance of the displays.

APL 8–loot (120 gp).

APL 10–loot (180 gp).

APL 12–loot (250 gp).

APL 14–loot (350 gp).

Development: Reaching the cemetery on the east side of town, continue on to **Encounter Four**.

Encounter Four: The Watcher

On the far east end of town lies one of the largest cemeteries you've ever seen. The headstones alone could fill scores of coliseums, while the above-ground crypts are too numerous to count. The headstones and markers are adorned with intricate carvings or engravings, each different than the last. Some have wreaths of still brightly-colored flowers at their base. Others hold statues in various heroic or mourning poses.

The glowing rod which stretches over a hundred feet into the air comes from one of the largest buildings in view. A massive mausoleum sits on a slight rise in the earth. The stone edifice marks it as one of the oldest structures you've seen in this city. With the elaborate carvings in view even from this distance, it is probably one of the most important structures, too.

The explosions of light and sound from the southern part of the city do not seem to intrude on this quiet sanctuary. The eerie light that radiates from

its tip bathes you with a warm feeling. The light is a warm spring shower that infuses you with its strength. Small wonder why the shadows of the northern portion of town have not come this far.

For those PCs that are wounded, note that they now gain fast healing 2 while in the cemetery and above ground (see the demi-plane effects from **Appendix IV**). There are no undead here due to the rod emanating positive energy, and the devils involved in the attack have not yet been ordered to assault this place by Dahlvier. Most of the guardians are out of the cemetery attacking the invaders, so the cemetery itself currently appears empty.

The mausoleum itself is divided into sections. See **DM Aid #3** for where the below locations can be found.

A. The Entrance

The outer walls along the front of the building are lined with intricate carvings of warriors doing battle with all sorts of dangerous foes, creatures both normal and mystical. Dragons fly overhead, while tentacled beasts reach out from broad oceans. The men fending off these assaults appear tall and lanky, wielding swords and magic equally well. This building doesn't seem built to honor one specific individual, but rather a group – or perhaps a society.

The double doors in front of you are massive, with no visible handle. Carvings along the top portion of the doors seem to elaborate about something...

In Ancient Flan, the carvings read: *"They watch to protect and honor our memory. Were we able to stay, we would all stand as one by their sides."*

The doors can be opened by speaking the Ancient Flan words for "In honor we guard". Upon speaking these words, the doors open on their own. Otherwise, the doors can be opened by a *knock* spell, forcing open with a crowbar, or breaking down by force.

Stone Doors: 3 inches. thick; hardness 8; hp 45; AC 4; Break DC 26; Open Strength DC 15 (using something with leverage, such as a crowbar).

Trap: The entrance is trapped to go off if anyone touches the door. There is also a silent *alarm* spell (controlled by one of the spellcasters below) directly in front of the doors.

Also note there is an additional enchantment of faint transmutation magic on the door (along with the appropriate school of the trap) for those using *detect*

magic. This is the magic that causes the door to swing open on its own when the appropriate words are spoken.

APL 8–10

Blindness Trap: CR 3; magical; touch trigger; manual reset; spell effect (*blindness*, 3rd level wizard; Fort save resists (DC 13); Search (DC 27); Disable Device (DC 27).

APL 12

Feeblemind Trap: CR 6; magical; touch trigger; manual reset; spell effect (*feeblemind*, 9th level wizard); Will save resists (DC 17, although DC 21 vs. arcane casters); Search (DC 30); Disable Device (DC 30).

APL 14

Sunburst Trap: CR 9; magical; touch trigger; manual reset; spell effect (*sunburst* centered on the door, 15th level caster); Reflex save for partial (for damage) and to resist (for blindness) (DC 22); Search (DC 33); Disable Device (DC 33).

If a PC sticks a wedge or crowbar between the doors to open them, he still triggers the trap.

B. The Corridors

The embossed pictures on the walls stretching ahead depict a scene of warrior-wizards battling with strange multi-legged creatures with tentacles rather than arms. The sky is stormy as lightning crackles in the distance. A glowing archway on top of a building shines over the battlefield, and mighty spells fly from the hands of the human defenders.

The passageway ahead opens to the right and left, while the corridor itself comes to a set of stairs leading down.

Unless noted, the passageways and rooms are 10' high, and the floors, walls, and ceilings are lined with stone tiles.

C. The Prisoner

This narrow room has a sarcophagus at the far end of the chamber. It is carved entirely out of stone, and the human-shaped lid still sits in its proper place.

What really draws your attention, though, is a beautiful woman with long raven-black hair. From her back sprout long feathery wings. She sits huddled in the center of the room, attempting to cover her naked body. She sobs as she rocks back and forth, head cradled between her knees. "Please...please let me go..."

There is a body in the coffin, as can be found in the rest of the city. It is a DC 25 Strength check to move the lid.

The woman is a devil, but she could be mistaken for a celestial if the PCs don't know their outsiders. A Knowledge (the planes) check will gain the following information:

- DC 14: There are a number of outsiders from the various planes that resemble this creature.
- DC 19: The red eyes are unmistakable signs that this creature is most likely an Erinyes, a fiend from Baator.
- DC 24: Though it has a number of magical abilities, it is often more deadly wielding martial weapons, such as longbows.

This devil is known as Heidella. She was magically called from the battlefield and captured by Horag two days ago. He questioned the creature about why the devils had recently appeared and attacked. All she has told him is that they used their infernal powers to travel here and conquer the city for someone named Dahlvier. She did not mention the open portal on the other end of town (Horag still assumes it is inactive). She has not said anything else. Since she was summoned, she hates Horag with a passion.

She begins the encounter indifferent to the PCs since she thinks they could be of use. She will beg and plead to be freed of the *Magic Circle against Law*. She will try to drop hints that she is a trumpet archon if she thinks it will help persuade the PCs to free her, but being a baatezu, she will not lie. PCs may not notice the circle (Spot check DC 15 to notice the magic circle of silver sprinkled around her), and if they approach without that knowledge, they will disturb the silver and free the devil. A Spellcraft check DC 22 will not only recognize the circle for what it is, but will notice glyphs sprinkled into the design which also keep *dimensional anchor* active on the captive, as well as *nonetection*. The latter spell is there to prevent the *detect evil* spell from being set off in the building (tied to the *hallow* in the stairwell). The *nonetection* was cast by an 18th level caster.

If she can not trick the group into freeing her, then she will admit what she is if she feels it gives her some advantage or if her attitude is improved to friendly. If she is made helpful, she will confide that the devils have been deceived by Dahlvier; before being captured she had noticed from her high vantage point above the battlefield that the fiends were being wasted as expendable troops while Dahlvier's undead forces were being kept in reserve. If the group frees her from the wizard who captured her, she will thank them with a

seductively blown kiss, then teleport away to warn her infernal companions that they have been betrayed.

All APLs (EL 6)

"Heidella", Erinyes (unarmed): hp 85; see *Monster Manual* page 54.

Though the PCs may have a moral dilemma with releasing a devil, her freedom is actually a boon to the PCs later. **Encounter Five** will not be quite as tough since the devils flee the city upon hearing Heidella's words. Heidella doesn't realize this however and can't use it as bargaining leverage. The PCs will have to make the moral decision themselves.

D. The Crypts

This narrow room has a sarcophagus at the far end of the chamber. Standing out starkly from its surroundings, it is made entirely out of wood. The walls of this chamber are strangely bare, but there is the feeling of peace and solitude here.

Inside the coffin is a corpse like the others throughout the town. He was apparently someone of great renown, as he is dressed in magnificent jewelry. There is nothing else of interest in this room.

E. The Chamber of the Watchers

The stairway curves around, eventually opening into a spacious room. Torches waver in a nonexistent breeze along the walls behind over half a dozen stone pillars. Towards the back of the room are two massive thrones, the one on the right being placed higher than the one on the left. The higher seat is also twice the width and breath of its smaller twin.

As you enter the room and look farther back underneath the stairway, A long metal pole extends from the floor all the way up to the ceiling and beyond. This must be a portion of the glowing rod that towers over the mausoleum.

Between the thrones and your group stand six of the glowing humanoids you saw fighting in the city. Now that you see them up close, they look like armored warriors. However, their bodies don't quite seem completely solid. They glow with an unearthly light, similar to the rod's emanations somewhere above you.

On the lower throne sits a tall thin man. His head is bald and he has an elongated pale face. Over his shoulder hangs a pair of broad-handled short swords, and a number of strangely twisted sticks are shoved behind his belt. His racial background is like none you've ever seen.

In the larger throne sits a robed figure that quickly stands as you enter – his massive height and wrinkly skin quickly identify him as a troll – but WHAT a troll. His eyes shine with the glint of intelligence, and he stands tall, rather than bent over like most of his race. His skin is calloused and mummified, though a faded green tint still exists. What is even more shocking is the abnormally large right arm the troll has. It appears almost one size too large – and slightly discolored. As you enter the room, his voice booms, “who enters this place?!”

The NPCs begin this encounter as Indifferent or Unfriendly (see PHB pg 72).

- If any PC carries an Evil object, the party receives a -5 circumstance modifier to all Diplomacy checks with the guardians,
- If any PC radiates evil or took trinkets from the burial sites in town, the NPCs are Unfriendly. Otherwise, the NPCs are Indifferent. If the PCs attack the guardians, they will change to Hostile.
- Keep in mind, spells like *mind blank* can stop evil auras from being detected.
- In order to get any assistance, the PCs must get the NPCs to at least Friendly. As long as they do not do anything stupid, this should be manageable for any party. Feel free to use circumstance modifiers for roleplaying. If the party has done nothing wrong, yet still cannot make the Diplomacy check, try to be lenient. The only things that should prevent progress at this point are stupid actions or having evil auras within the party without a good Diplomacy check.
- Take note of whether the PCs were able to get Horag to Helpful, as it will be important later.

There is a small area on the stairs that has a *hallow* spell tied to *detect evil*. Though the hallow effects are only active in the stairwell, the detect evil is active throughout the entire mausoleum. This is how the occupants know the evil alignment of the PCs.

Talk: The troll first wants to know why the PCs are here. He will ask them how they got to the city and what their intentions are. At some point he will realize that the PCs really don't mean the city any harm.

The troll narrows his eyes as he surveys your group. “Errmmm...not an impressive bunch, are you? If you are here to help, I can make use of you. Before we get to battle plans, do you have any questions of me?”

There is much that the troll can impart to the PCs. Some facts grouped into topics are listed below. This is designed as free-form conversation, so adapt the boxed text to the questions the PCs ask. Both Horag and Euonothyn have taken vows against speaking about certain facts. One of these facts is closely related to Dahlvier; hence, they will avoid giving details about him or how they know of him.

- What is the history of this city?

“Errummm... I imagine you deserve to hear the tale of this place. I will tell you what I can. I am older than I care to admit. Time here does not pass as it does in your world. I’m not sure how long Euonothyn and I have been here. He keeps track of time better than I, but even he lost track sometime after 400 years.” The troll returns to his massive stone throne and slowly takes a seat.

“Most of the area surrounding my masters’ islands to the south was unpopulated, ripe for colonization. The location of this city, Dar’kesh Anam, was considered a perfect hub for a trade route in an expanding empire. That is why this city was founded, however long ago it was.

“Our civilization is one based upon research. We encourage it whenever possible and always push the bounds of what was previously known. One of the leaders of Dar’kesh Anam pushed too far, though. His experiments opened a rift to a strange, unknown plane. This plane was home to a particularly aggressive race of alien creatures that eventually found the rift and began using it to enter the city. Eventually, the city was overrun by the invaders and drastic measures were taken.”

- What drastic measures?

“Errummm...the attacks were infrequent and small at first, but became more serious with time. After a few years, it became apparent that the forces on the other side were becoming more organized. The mage-priests of Dar’kesh Anam developed elaborate magics to help defend the city. They found a way to make some of their warriors larger and stronger, a way to make raising their dead warriors easier, and the Royan Rod behind us, among others.

“However, even with these, it eventually became apparent that we were fighting a losing war of attrition. After 14 years our manpower had dwindled to the point that our masters to the south decided to take drastic steps. They came upon the idea of hiding the city. Euonothyn’s people were a very magically proficient race; they are the ones who taught me my skills! Hrrmmmmph! Yes, they had the knowledge and

power to send Dar'kesh Anam into another plane, one of their own design. This, they said, would break the gate to the other plane and keep the invaders from reaching the rest of the Flaeness if the rift were ever reopened. So they abandoned the city and set it afloat in a plane of their own creation."

- Why are you here?

"Euonothyn and I were defenders of the city during the war. Euonothyn himself buried his parents in the cemetery above. My own people were unknown to me, so I became the adopted son of Khem, the leader of the defenders. I learned from him...valued his judgment, even. After he fell, driving off the largest force we had yet seen, I was without family, like Euonothyn.

"When the Lords of the Five Oceans agreed to send this city into hiding, they asked for volunteers to watch over things. Time does not pass here, and my apprentice and I had lost most of our friends in the war. We took to the call quickly." The troll grins, showing way too many teeth for your taste. "It was an honorable duty – and allowed me unlimited time for my studies!"

"Time passed...or so Euonothyn tells me. We soon realized that the warriors of our era had not left the city, but were bound to continue defending her, the glowing warriors who fight for our cause." The troll winks foolishly. "Our comrades in arms! Hah, hah! Now that was unexpected, aye?"

- Who has visited the city since it was cast away?

"The troll shrugs his shoulders. "After we were locked away, much time passed. One day, the gate to the city was opened. My apprentice and I watched quietly with our magics. They called themselves Flan. They were a superstitious lot, but they had some skill in magic themselves. We left them to themselves and just made sure they didn't deface anything.

"Turns out, they found our city to be a special place, too. They began babbling about gods I'd never heard of and started coming back occasionally to bury their dead." The troll shrugs. "It didn't matter much to us. Again, we were only set to guard the city. If other cultures wanted to pay their respects, so be it. They started coming less and less. From what I can tell, it just started falling out of tradition. They just forgot about us or, rather, Dar'kesh Anam."

"Time passed some more. I heard one group of Flan call themselves 'Rovers.' They talked about a forest outside of the gate – is that really true?" The green-skinned mage shakes his head and continues. "They stopped coming suddenly, not long after they

first appeared. There was only one of their mages that could open the gate – and we weren't about to show our faces and tell them how ourselves! So I guess something happened to him."

- Has anything strange happened recently?

"There WAS this one group of humans who came into the city...I think Euonothyn said they arrived about eight months ago. They started looting the town. I didn't care for them much, so we got rid of them."

- What about the woman upstairs?

"I thought I'd gather some information on the fiends that were attacking here. She hasn't been exactly a font of information, but I've learned a little bit from the devil."

- What have you learned from her?

"Well, for one, Dahlvier is the one who seems to be running this entire attack. I think he's making a push to take the whole city over."

- Who is Dahlvier?

"That is a long story, one for another time. Suffice it to say, he wishes to gain control of the city and doing so will put the entire Flaeness in great peril."

- Why would he want this city?

"With all the raw untapped power here? Do you know what you could do with an army of the dead? Yeah, controlling them might be hard – but it's certainly got a lot of potential for an undead mage-priest bent on control. I'm sure that's why he wants the city; he was always obsessed with power and control."

- What can we do to help?

"Look...I've been working with Euonothyn for a while now. We just can't be in more than two places at once. I need to take the fight to the undead outside. I've been hard-pressed to stay away from here for more than an hour or two at a time, and even that's been risky. If you are willing to stay here and guard the Royan Rod, then we can both focus on a counterattack. I bet that with the two of us gone, Dahlvier will make a move for the rod."

- What is the Royan Rod?

"The Royan Rod? Oh, it is a magical item created during the wars to help heal the injured. The incorporeal undead can't get to the rod itself due to the positive energy, but they could get to its supports underneath the mausoleum here. That could spell the

end of some of our best warriors, and perhaps the battle itself."

- How long ago was this city cast away?
"Post Abdican 3582, harvest season, day 47. I think you use a different scale for time now, so I suppose that's not much help..."
- Why is one of your arms so large?
"Got it off a dead Annis. Some of my magics allow me to use this arm to do some impressive things." The troll squints his eyes and pauses, staring at you suspiciously before continuing, "...but it's probably best you don't hear too much about that."

For all the troll knows of the city, he is unaware that the gate still active. He assumed that the humans who appeared a few months ago used planar magic to get here. Horag doesn't think any humans still alive know how to use the complex magics needed to open or close the gate. As it is, Horag has forgotten how to manipulate the gate himself. He would need an ancient tome of lore that his masters had on how to close the gate himself. The Last Tome of Zenam, while not the book he is familiar with, would help him accomplish the task (see **Encounter Six** for more on this).

If the PCs are willing to help defend the city, then Horag asks them to guard the lower part of the mausoleum; if any undead can get to the rod, then this is where they would have to appear.

Fight: If PCs go into the mausoleum swinging, or if the party cannot convince the guardians of their good intentions, then they will fight the PCs to the death. If the PCs attempt to negotiate, give them the benefit of the doubt.

All APLs (EL 18)

Euonothyn Questov "The Lightbringer": male human Ftr1/Wiz6/Elk6, hp 109; see Appendix I.

"Guardians" – Sacred Watchers (6): male deathless Ftr6, hp 39 each; see Appendix I.

Horag Greenskin "The Watcher": male troll Wiz5/PaM10, hp 190; see Appendix I.

Tactics: If the PCs attack, kill them.

Both spellcasters will have a silent *alarm* spell placed outside of the door, so they know when the PCs arrive. Euonothyn waits for the sound of the door opening to use one of his *silence* scrolls to cap off any sound of spell casting downstairs. He uses the plug of the *silence* to pre-cast spells on himself.

Also, note what PCs are using for light (there is no light upstairs). If they have a daylight or similar spell active, then the quasar will have fast healing active.

F. The Study of the Watchers

This room is filled with beakers and flasks of all types and sizes. A laboratory of great wealth is stored in this chamber, and the only apparent entrance or exit to this room is the trapdoor you came through. In the corners of the room, shelves of books flank a pair of heavy beds – one bed significantly larger than the other.

This room is a combination library, laboratory and sleeping quarters for Horag and his apprentice. Though this dimension removes the need for sleep, rest time is still needed to recover spells. It also helps stave away insanity after living for thousands of years in a mausoleum. Dreaming is a healthy thing, after all.

Treasure: The treasure listed below is from the value of the laboratory equipment in the hidden room above the throne room (consisting of laboratory equipment, rare books, etc).

All APLs—loot—(300 gp).

Development: If the PCs attack the guardians, then Dahlvier cannot be stopped and the PCs cannot close the gate using Horag's help. PCs may have to fight more creatures on the way back to the gate; skip to **Encounter Six** after the appropriate fighting. Otherwise, if they talked with Horag, go to **Encounter Five**.

Encounter Five: Defending the City

Horag asks you to watch after the glowing rod, while he devotes his efforts to attacking the undead directly. Trusting that your group can hold the mausoleum, he leaves it in your care and departs with a group of glowing warriors that arrived earlier to support him.

(If the previous encounter's Diplomacy check made the guardians 'Helpful'...)

Not wanting you to do this alone, the troll leaves one of the glowing warriors with you to help in your fight against whatever forces Dahlvier can muster.

One of the sacred watchers will stay and help fight with the PCs if they were successful in turning the guardians from their starting attitude to 'Helpful' in the previous encounter. The guardian will not speak with the PCs, but will silently aid them in whatever way he can.

The attackers will come to the mausoleum four hours after Horag and his group leave. PCs can prepare however they wish. Their primary goal is to defend the Royan Rod from any attackers.

Creatures: If the PCs released the devil, there is no 'first wave'. Otherwise, there are two waves of combat, separated by a single round.

First Wave (if devils are still present in the city)

APL 8 (EL 9)

Bone Devil: hp 95; see *Monster Manual* page 52.

APL 10 (EL 11)

Barbed Devil: hp 126; see *Monster Manual* page 51.

APL 12 (EL 13)

Ice Devil: hp 147; see *Monster Manual* page 56.

APL 14 (EL 15)

Ice Devils (2): hp 147 each; see *Monster Manual* page 56.

After the devils are defeated, the PCs will have one full round before the second wave arrives. Of course, if the devils don't come (because the erinyes was released), the there is only a single wave – the "Second Wave" listed below.

Second Wave

APL 8 (EL 11)

Greater Shadows (2): hp 58; see *Monster Manual* page 221.

Advanced Elite Quell (2): hp 64; see Appendix II.

APL 10 (EL 13)

Dread Wraith: hp 104; see *Monster Manual* page 258.

Greater Shadow: hp 58; see *Monster Manual* page 221.

Advanced Elite Quell (4): hp 64; see Appendix II.

APL 12 (EL 15)

Advanced Dread Wraith: hp 210; see Appendix II.

Advanced Elite Quell (8): hp 64; see Appendix II.

APL 14 (EL 17)

Deathshrieker: hp 135; see Appendix IV.

Advanced Dread Wraith: hp 210; see Appendix III.

Advanced Elite Quell (8): hp 64; see Appendix II.

Tactics: All combatants will attempt to kill the guardians before concerning themselves about the magical rod.

The devils arrive by use of greater teleport – they have the description of the basement of the structure from surviving undead of previous assaults. They attack to the best of their ability.

The undead try to sneak in through the walls (this is how they avoided the positive energy outside). You can roll Spot checks vs. the undead's Hide checks to avoid a surprise round. On the surprise round, all of the quell aid each other in a single attempt to use intercession the party's divine casters, making additional attempts round after round if need be. The quell will keep Karmic Strike active, hitting anyone who hits them. The incorporeal undead will take full advantage provided by the cover of walls and floors, using spring attack where available. Note that quell will not attack any divine spellcasters it has suppressed.

At APL 14, after the quell have made an attempt to nullify divine casters, the deathshrieker will attempt to shriek first, using his Charisma drain from cover if need be.

Once the PCs have defeated their final opponents, read the following:

After the battle is won and your wounds are healed, a faint pounding can be heard from outside the mausoleum. Making your way towards the sound, you step from the outer double doors to witness an almost unbelievable sight. Marching in a mass group towards your building are thousands of mummified bodies, each keeping perfect line with their neighbors. Intermingled among the bodies are glowing warriors who match their companions' strides. The numbers are even greater than the bard, Oytens, predicted.

The group stops as one in front of the mausoleum. Leading the procession is the troll wizard. Horag steps towards your group. "The fiends are gone, and the undead have been pushed back to the Ethereal. With your help, we were able to win the day." He tosses a sack of items to you. "Meager payment for your help, I know. Maybe you'll find these useful in the future."

If the group has the body, then they see one of the glowing guardians step into the body, and the mummy animates and takes his place in the line of soldiers.

The troll turns back towards the mass of unliving bodies. "Come then...let us see to the gate."

Treasure:

APL 8—coin-(50 gp), lesser helm of Dar'kesh Anam-(2,279 gp), scroll of silence (3)-(12.5 gp ea.), sword of Dar'kesh Anam—(1,610 gp), wand of glitterdust-(375 gp), wand of ray of enfeeblement, 2nd level caster-(125 gp), wand of scorching ray-(375 gp), wand of shocking grasp, 5th level caster-(312 gp).

APL 10—coin-(75 gp), lesser helm of Dar'kesh Anam-(2,279 gp), scroll of silence (3)-(12.5 gp ea.), spellsight spectacles(208 gp), sword of Dar'kesh Anam—(1,610 gp), wand of glitterdust-(375 gp), wand of ray of enfeeblement, 10th level caster-(625 gp), wand of scorching ray-(375 gp), wand of shocking grasp, 5th level caster-(312 gp).

APL 12—coin-(75 gp), lesser helm of Dar'kesh Anam-(2,279 gp), scroll of silence (3)-(12.5 gp ea.), spellsight spectacles(208 gp), sword of Dar'kesh Anam—(1,610 gp), wand of glitterdust-(375 gp), wand of vampiric touch, 8th level caster-(1,500 gp), wand of ray of enfeeblement, 10th level caster-(625 gp), wand of scorching ray, 7th level caster-(875 gp), wand of shocking grasp, 5th level caster-(312 gp).

APL 14—coin-(75 gp), bag of holding IV-(833 gp), cloak of protection +5-(2,083 gp), headband of intellect +2-(333 gp), lesser helm of Dar'kesh Anam-(2,279 gp), pearl of power, 2nd level-(333 gp), scroll of silence (3)-(12.5 gp ea.), spellsight spectacles (208 gp), sword of Dar'kesh Anam—(1,610 gp), wand of glitterdust-(375 gp), wand of ray of enfeeblement, 2nd level caster-(125 gp), wand of scorching ray-(375 gp), wand of shocking grasp, 5th level caster-(312 gp).

Development: Move on to **Encounter Six**; however, if the PCs flee without defeating the assaulters, they may have to fight some of the attackers in the city from **Encounter Three** before getting there.

Encounter Six: Closing the Gate

The text written in (parenthesis) is for groups that have won the day and return to the gate with Horag; text in [brackets] is for groups that fled the mausoleum without the troll, before the fighting was over. Keep in mind that if fighting is still happening across town, the PCs may have another battle similar to **Encounter Three**.

You (and your troll companion) make your way back to the gate that once opened for your group. On top of one of the taller buildings in town, it looms over the city streets emitting a slight halo in the still-morning sun. You make your way up to the roof and

the gate. (Horag leads you up a rear stairwell until it dead-ends to the roof. He mutters a few guttural words and places one claw on the ceiling, and the stone parts for your group. The wizard turns his head back to you and grins. "No reason to make things easy for intruders...")

The archway still stands and the faint shimmering in the air below still lingers. Standing on the roof of the building, you realize that the sun has not moved an inch from the horizon. [The fighting in the city has not abated – in fact, it seems to have gotten louder and more violent in the streets below]

If the PCs haven't disarmed the trap and the troll is not with them, then it will go off again when the gate is activated.

The gate can only be closed if the party brought the body from the first adventure in this series. Horag realizes it must be left in the city to help end the connection to the Prime Material Plane. It probably is still in the city, since if the PCs were successful in the last encounter, a spirit inhabited the body.

The book from BDK5-04 *A Leather Bound Tome* (The Last Tome of Zenam) gives instructions on how to close the gate from the inside only. An arcane caster is needed to close the gate (Horag can tell the group this or a Spellcraft check, DC 25, while studying the ruins on the archway will reveal this fact). Without both of these items, the magic needed to close the gate will not work. The PCs can only attempt to help 'hide' the active gate.

Horag wants to close the gate – or at least hide it. It is obvious that the city has become known to powerful creatures and the harder it is for them to get to Dar'kesh Anam, the better. He will say as much the party. It is up to the group as to what to do next.

Of course, if the troll is not present, then the PCs can leave the gate as is and leave a magical, powerful city undefended. There is no one to tell them this is a bad idea.

Hiding the gate: A number of spells will work to hide the gate. Among them, *stone shape* (though not on the stone of the archway – just to fill in the hole), *plant growth*, or *permanent image* are all effective means of covering the gate from casual observers. Go with whatever reasonable tactics the PCs think of to hide the gate.

If the group can't think of anything, Horag will finally think of memorizing permanent image the following day and use it himself before going back into the city. Remember, it takes a 'sentient' creature to activate the gate – if a large boulder or plant sits in the gate, the gate will not activate (assuming a creature doesn't get too close in the process). Even if the gate is active, the object is not enough to keep the gate open. If

the PCs don't think of a method themselves for hiding the gate, don't give them the XP for hiding the gate (if they think of the permanent image and ask Horag if he can cast it, give them the credit for the idea).

Destroying the gate: The party may decide to destroy the gate using physical force. This is VERY dangerous and strongly discouraged by Horag. If the magical item is destroyed, it deals 200 points of damage to everything in a 150 ft. radius (DC 30 save for half damage). This effect happens only on the Prime Material Plane. The blast knocks down trees and flattens terrain – but the shadows of the buildings on Oerth remain unaffected.

Archway: 1 foot thick; hardness 13; hp 180; AC 3; Break DC 45.

Closing the gate: The PCs can attempt to close the gate themselves even without the troll wizard, if they have items needed. The proper amount of TUs must have been spent studying the book. Also, one PC will be trapped in the city doing this – although a *plane shift* or similar spell would get him out. The below text assumes the PCs have Horag with them.

The green-skinned giant steps back through the portal and turns to your group. With the sun warming his back, he holds up one claw. "Thought it's not exactly the ritual I remember, I think this is close enough that it will work. Thank you again for your efforts here. Now I can only ask that you forget about this place. Dar'kesh Anam was not meant for the men of your world. Let us fade into memory and into myth once again."

He runs his nailed finger along the top of the archway as arcane words spill from his mouth. The open tome in his hand begins to gather the surrounding sunlight. As the wizard reaches the culmination of his ritual, a small mote of light floats up from the book as he flips the final page. The glow floats up to the point Horag touched on the archway and a concussive force rocks all of you back on your heels.

If Horag deactivated the gate himself, then this reactivates the gate trap – and may possibly affect the surrounding PCs again. The book's ritual is different from what the troll remembers, and since he has not spent the time researching the book as some PCs may have done, it may cause this side effect.

As your eyes clear from the instant tears that formed from that forceful blast (and the battle with your companions comes to a close), you see the same ruin-

covered archway. However, no sunrise, no glowing arcane writings...even the shimmer of air has stopped. The gate has been closed – hopefully, for good.

Creatures: The only creatures the PCs may deal with if they dally too long at the archway (and the battle still rages in the city) are the undead force of Dahlvier. If the group has truly sat in front of the entrance without helping the troll (and the allotted time has passed as mentioned at the beginning of this adventure), the first evening of rest after the week will find them attacked by a similar group of undead of appropriate APL found in **Encounter III**. If they don't get the hint and leave after this combat, throw another one at them after ten minutes. If they still haven't left, begin throwing higher-APL encounters from the same section at the group. By this time, Dahlvier has taken over the dimension, and he doesn't want anyone interfering with his plans...

If the PCs didn't incapacitate Weldon the Beast earlier in the adventure, then he can be found near the ruins of Dar'kesh Anam when the PCs exit patrolling in antelope form. If the PCs leave the gate open, he considers them to have abandoned the duties of Nature. If Weldon sees the PCs destroy the gate, he notices they deal a great deal of unnecessary damage to the forest. In either case, he is extremely displeased; the PCs earn the *Enmity of the Druids of the North*. However, if Weldon notices the PCs trying to hide the gate or close it instead, he is pleased that they are helping to maintain balance and order in the forest; the PCs gain one *Influence with the Druids of the North*. Fellreev Druid members who earn this influence also earn *Accelerated Advancement*.

Development: From here, the DM goes to one of the three conclusions, based on the success of their actions.

You quickly return to Sable Watch to mend your wounds and prepare for the journey out of the Fellreev.

Conclusion I – Leaving the Gate Open

(This includes hiding the gate)

As you ponder your week's activities, you wonder if the ancient city of Nerull's Bane will ever be safe from those that crave power...

Conclusion II – Closing the Gate

(This includes destroying or closing the gate)

As you ponder your week's activities, you wonder if you'll ever be able to forget the ancient city of Nerull's Bane and the power it holds...

Conclusion III – Dahlvier Wins

(This is for groups that didn't stay to help defend the Mausoleum in **Encounter Five**)

You warn the locals about the ancient city of Nerull's Bane and the powerful force of evil now there. Caught between Gibbering Gate, the Northern Alliance's patrols, and the newly-uncovered mythical city, the villagers quickly begin to pack their things and abandon their homes. Lythan mentions to your group as he watches the Rovers gather their meager belongings, "These people really have nothing left – nowhere to go..."

Lythan will take any reasonable offer of a place for the villagers to go as a thoughtful suggestion. He passes this on to the Rovers of the Barrens. Lythan will stay in the Fellreev himself – unlike the party, he is not willing to run away from a fight...

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 One: Sable Watch

Saving the hunter who is buried alive.

APL 8: 25 xp; APL 10-12: 60 xp; APL 14: 70 xp.

Encounter Two: The Ruins

Surviving the arch trap.

All APLs 300 xp.

Encounter Three: The True City

Making it to the cemetery.

APL 8: 300 xp; APL 10: 360 xp; APL 12: 420 xp; APL 14: 480 xp.

Encounter Four: The Watcher

Surviving/disarming/avoiding the trap on the mausoleum entrance.

APL 8-10: 90 xp; APL 12: 180 xp; APL 14: 270 xp.

Either...Defeating the Watcher.

APL 8: 330 xp; APL 10: 390 xp; APL 12: 450 xp;

APL 14: 510 xp.

...or Encounter Five: Defending the City

Successfully defending the mausoleum.

APL 8: 360 xp; APL 10: 420 xp; APL 12: 480 xp;

APL 14: 540 xp.

(*Note:* xp can't be gained from defeating both the basement defenders in **Encounter Four** and the attack in **Encounter Five** with the same event.)

Encounter Six: Closing the Gate

Either...closing the gate to Dar'kesh Anam with only the PCs' resources being utilized:

APL 8: 50 xp; APL 10: 120 xp; APL 12: 135 xp;

APL 14: 140 xp.

...or giving Horag the tools to close the gate...

APL 8: 35 xp; APL 10: 80 xp; APL 12: 90 xp;

APL 14: 95 xp.

...or simply concealing the gate with the PC's own resources.

APL 8: 20 xp; APL 10: 40 xp; APL 12: 45 xp;

APL 14: 50 xp.

(*Note:* No xp is gained by PCs if Horag conceals the gate himself in this encounter.)

Total possible experience:

APL8: 1125 xp; APL10: 1350 xp; APL12: 1575 xp; APL 14: 1800 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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Three: The True City

APL 8: L: 120 gp
APL 10: L: 180 gp
APL 12: L: 250 gp
APL 14: L: 350 gp

Encounter Four E: The Chamber of the Watchers (if the PCs attack the guardians)

All APLs: C: 65 gp; M: 5,315 gp

Encounter Four F: The Study of the Watchers

All APLs: L: 300 gp

Encounter Five: Defending the City

APL 8: C: 50 gp; M: 5,113.5 gp
APL 10: C: 75 gp; M: 5,821.5 gp
APL 12: C: 75 gp; M: 7,821.5 gp
APL 14: C: 75 gp; M: 9,215.5 gp

Total Possible Treasure

Note: Not all the treasure can be gained in the same adventure, so the total amount below is misleading (for

example, if the burial sites in **Encounter Three** are looted, PC won't get the higher treasure total from **Encounter Five**)

APL 8: L: 420 gp; C: 50 gp; M: 10,428.5 gp - Total: 1,300 gp (9,598.5 gp over cap)
APL 10: L: 480 gp; C: 75 gp; M: 11,136.5 gp - Total: 2,300 gp (9,391.5 gp over cap)
APL 12: L: 550 gp; C: 75 gp; M: 13,136.5 gp - Total: 3,300 gp (10,461.5 gp over cap)
APL 14: L: 650 gp; C: 75 gp; M: 14,530.5 gp - Total: 6,600 gp (8,655.5 gp over cap)

Special

Influence / Enmity: Druids of the North

Accelerated Advancement: For heroic work in maintaining the balance, the PC may advance to the next level in the Fellreev Druids meta-organization without a wait period.

Lesser Helm of Dar'kesh Anam: This purple-hued mithral helm was worn by defenders of the lost city of Dar'kesh Anam. The helm's visor covers the entire face and portrays a stylized Eye of Boccob. While worn by someone with human blood, this helm grants the wearer the benefits of *see invisibility* and the ability, once per day, to roll a d6 and add the result to any attack roll, ability check, skill check, saving throw, or caster level check. This use must be declared before rolling.

Faint divination; CL 3rd; Craft Wondrous Item, Heroic Destiny (RoD), *see invisibility*; 27,350 gp; Weight 1.5 lbs.

Sword of Dar'kesh Anam: This purple-hued mithral longsword was crafted by the mage-priests of Dar'kesh Anam to aid their defenders against the alien invaders. The blade of the sword has a panoramic carving of the city in its youth. The *Sword of Dar'kesh Anam* functions as *+1 mithral*, *ghost touch*, *sizing longsword*. This is considered a standard magic item.

Moderate conjuration, transmutation; CL 9th; Craft Magic Arms and Armor, Heroic Destiny (RoD), *enlarge person*, *plane shift*, *reduce person*; 19,315 gp; Weight 2 lbs.

Sacred Watcher Cohort: After witnessing your heroism in defense of the city, and because the city is safe once again, one of the Sacred Watchers of Dar'kesh Anam has offered to become your guardian. The Sacred Watcher was originally a Flan human, will only worship Boccob, and will never stray from his alignment of neutral good. See the supplemental page for specifics on the Sacred

Watcher and the deathless creature type. Due to the society in which it lived its mortal life, this cohort will take base class levels only in cleric, favored soul, fighter, warmage (CA), and/or wizard. Sacred Watchers have a Level Adjustment of +5. Therefore, a 5th level Sacred Watcher would have an Effective Character Level of 10.

Items for the Adventure Record

Item Access

APL 8:

Helm of Dar'kesh Anam, lesser (Regional, see above)

Sword of Dar'kesh Anam (Regional, see above)

Wand of glitterdust (Adventure, 4,500 gp)

Wand of ray of enfeeblement (Adventure, 2nd level caster, 1,500 gp)

Wand of scorching ray (Adventure, 4,500 gp)

Wand of shocking grasp (Adventure, 5th level caster, 3,750 gp)

APL 10: (All of APL 8 plus the following)

Spellsight Spectacles (Adventure, CV)

Wand of ray of enfeeblement (Adventure, 10th level caster, 7,500 gp)

APL 12: (All of APLs 8-10 plus the following)

Wand of scorching ray (Adventure, 7th level caster, 10,500 gp)

Wand of vampiric touch (Adventure, 8th level caster, 18,000 gp)

APL 14: (All of APLs 8-12 plus the following)

Cloak of Protection +5 (Adventure, DMG)

Bag of holding IV (Adventure, DMG)

Pearl of power (2nd level spell) (Adventure, DMG)

Appendix I: All APLs

Encounter Four: The Watcher

Horag Greenskin "The Watcher": male troll Wiz5/PaM10; CR 17; large giant; HD 6d8+36 plus 15d4+90; hp 190; Init +5; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [-1 size, +1 Dex, +5 natural]; BA/G +11/+24; Atk +19 melee (1d6+9, claw) or +11 ranged (spell effect, ranged touch spell); Full Att +19/+19 melee (1d6+9, 2 claws), +14 (1d6+4, bite); Face/Reach 10 ft./10 ft.; SA control undead, rend 2d6+14, spells, touch attack; SQ Darkvision 150 ft, deathless mastery, deathless vigor, low-light vision, immunities, regeneration 5, scent, tough as bone, undead armor affinity, undead graft; AL N; SV Fort +20, Ref +12, Will +18; Str 29, Dex 12, Con 22, Int 17 (15), Wis 10, Cha 10.

Height 9 ft. 4 in. Weight 600 lb.

Skills and Feats: Concentration +30, Knowledge (arcana) +8, Knowledge (history) +7, Knowledge (nature) +5, Knowledge (religion) +14, Knowledge (the planes) +7, Listen +9, Spellcraft +8, Spot +9; Craft Rod, Craft Wondrous Item, Improved Initiative, Iron Will, Leadership, Power Attack, Practiced Spellcaster, Scribe Scroll, Skill Focus (Knowledge [religion]), Track.

Immunities (Ex): ability drain, critical hits, disease, death effects, energy drain, nonlethal damage, paralysis, poison, sleep effects, stunning, as well as damage to physical ability scores (Str, Dex, and Con).

Because of his immunity to nonlethal damage, and all damage except from fire or acid is nonlethal to this wizard (due to his regeneration), he is difficult to injure.

Touch Attack (Su): This pale master can use any of the touch attacks available to the prestige class. The saving throw to resist the touch attacks is DC 20 (for those types of touch attacks that allow a save).

Possessions: bag of holding IV, cloak of protection +5, headband of intellect +2, helm of Dar'kesh Anam, pearl of power (2nd), sword of Dar'kesh Anam.

Physical Description: This robed figure is massive in height with wrinkly mummified skin. His eyes shine with the glint of intelligence, and he stands tall, rather than bent over like most of his race. His skin is calloused and pale, though a faded green tint still exists. He has an abnormally large right arm that appears almost one size too large – and slightly discolored.

Spells Prepared [18th level caster] (4/5/5/5/4/3/3/2; base DC = 13 + spell level): 0—*detect magic*, *disrupt undead* (2), *prestidigitation*, 1st—~~alarm~~, *chill touch*, *detect undead*, *magic missile*, *protection from evil*; 2nd—*glitterdust*, ~~*resist energy*~~ (2), *scorching ray*, ~~*see invisibility*~~, 3rd—*dispel magic*, *fireball*, *halt undead*, *lightning bolt*, ~~*tongues*~~, 4th—*dimension door* (2), *fire*

shield, *ice storm*, 5th—*cloudkill*, *cone of cold*, *wall of force*, 6th—*chain lightning*, *eyebite*, *greater dispel magic*, 7th—*Mordenkainen's sword*, *waves of exhaustion*.

Spellbook: 0—all *cantrip*, 1st—*alarm*, *cat's grace*, *chill touch*, *detect undead*, *expeditious retreat*, *magic missile*, *protection from evil*; 2nd—*glitterdust*, *resist energy*, *scorching ray*, *see invisibility*; 3rd—*dispel magic*, *fireball*, *fly*, *halt undead*, *lightning bolt*, *magic circle against evil*, *tongues*; 4th—*dimension door*, *fire shield*, *ice storm*, 5th—*cloudkill*, *cone of cold*, *greater blink*, *wall of force*, *teleport*; 6th—*antimagic field*, *chain lightning*, *contingency*, *eyebite*, *greater dispel magic*, *permanent image*; 7th—*Control undead*, *limited wish*, *Mordenkainen's sword*, *plane shift*, *waves of exhaustion*.

Active Spells: *contingency* (*greater blink*), *resist elements* (2 – *fire*, *acid*), *see invisibility*, *tongues*.

Euonothyn: male human Ftr1/Evo6/Eld6; CR 13; medium humanoid; HD 2d10+14 plus 6d4+24 plus 6d6+24; hp 109; Init +5; Spd 60 ft.; AC 29 (touch 15, flat-footed 24) [+5 Dex, +6 *greater mage armor*, +4 natural, +4 *shield*]; BA/G +10/+9; Atk +18 melee (1d6+3/17-20, short sword) or +15 touch (spell effect, wand touch) or +15 ranged touch (spell effect, ranged touch spell); Full Att +16/+16/+11 melee (1d6+3/17-20, short sword) or +13/+13 melee touch (spell effect, wand touch); SA spells; AL N; SV Fort +12, Ref +9, Will +10; Str 10, Dex 20 (16), Con 16 (12), Int 16 (14), Wis 17 (15), Cha 8.

Skills and Feats: Concentration +19, Decipher Script +8, Knowledge (arcana) +10, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (the planes) +7, Knowledge (religion) +7, Sense Motive +9, Spellcraft +19, Use Magic Device +7 (+9 for scrolls); Arcane Disciple, Arcane Strike, Craft Wand, Improved Toughness, Practiced Spellcaster, Quick Draw, Scribe Scroll, Silent Spell, Two-Weapon Fighting, Wandstrike, Weapon Finesse.

Possessions: headband of intellect +2, holy symbol to Boccob, 2 masterwork short swords (each with *keen edge* and *greater magic weapon*), periapt of wisdom +2, 3 scrolls of *silence*, spell component pouch, wand of *vampiric touch* (8th level caster), wand of *scorching ray* (7th level caster), wand of *shocking grasp* (5th level caster), wand of *ray of enfeeblement* (10th level caster).

Physical Description: On the lower throne sits a tall thin man. His head is bald with an elongated pale face. Over his shoulder hangs a pair of broad-handled short swords, and a number of strangely twisted sticks are shoved behind his belt. His face is long, and his racial background is like none you've ever seen.

Spells Prepared [11th level caster, barred schools: illusion & enchantment] (4+1/5+1/5+1/5+1/3+1/2+1/1+1; base DC = 12 + spell

level): 0—*acid splash, detect magic, disrupt undead* (2), *light*; 1st—~~*alarm, expeditious retreat, magic missile, shield*~~; 2nd—~~*barkskin, bear's endurance, cat's grace, false life, scorching ray, see invisibility*~~; 3rd—~~*greater mage armor, greater magic weapon*~~ (2), ~~*keen*~~ (2), ~~*tongues*~~; 4th—*dimension door*; silent *dispel magic, fire shield, stonemask*; 5th—*cloudkill, cone of cold, silent dimension door*; 6th—*chain lightning, repel wood*.

Spellbook: 0—[*all cantrips*]; 1st—*alarm, expeditious retreat, mage armor, magic missile, shield*; 2nd—*barkskin, bear's endurance, cat's grace, false life, scorching ray, see invisibility*; 3rd—*blink, dispel magic, fireball, greater mage armor, greater magic weapon, keen edge, tongues*; 4th—*dimension door, fire shield, ice storm, stonemask*; 5th—*cloudkill, cone of cold*; 6th—*contingency, chain lightning*.

Active Spells: *barkskin, bear's endurance, cat's grace, contingency (blink), expeditious retreat, false life, greater mage armor, greater magic weapon* (2), *keen* (2), *see invisibility, shield, stonemask, tongues*.

Euonothyn (powered-down suite): hp 63; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk +14 melee (1d6/19-20, short sword) or +13 touch (spell effect, wand touch) or +13 ranged touch (spell effect, ranged touch spell); Full Att +12/+12/+7 melee (1d6/19-20, short sword) or +11/+11 melee touch (spell effect, wand touch); SV Fort +10, Ref +7; Dex 16, Con 12; Concentration +17

Sacred Watcher: male sacred watcher Ftr6; CR 8; medium deathless (augmented humanoid); HD 6d12; hp 39; Init +5; Spd fly 30 ft. (perfect); AC 22 (touch 12, flat-footed 21) [+1 Dex, +1 Deflection]; BA/G +6/+9; Atk +7 melee touch (1d6 + positive energy, incorporeal touch) or +11 melee (1d10+6, bastard sword); Full Att +6/+1 melee touch (1d6 + positive energy, incorporeal touch) or +11/+4 (1d10+6, bastard sword); SA manifestation, positive energy touch; SQ deathless, incorporeal, rejuvenation, +4 turn resistance, ward; AL NG; SV Fort +5, Ref +3, Will +5; Str 16, Dex 13, Con -, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +11, Hide +9, Listen +11, Ride +10, Search +8, Spot +12; Blind-fight, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)..

Manifestation (Su): A Sacred Watcher's manifestation ability functions just like a Ghost's manifestation ability. See MM p118.

Positive Energy Touch (Su): A sacred watcher can make a hit with an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points of damage. The sacred watcher can channel this positive

energy into living creatures as well, healing up to 2d8+5 points of damage. The sacred watcher can control its positive energy enough to avoid healing living foes (dealing only the base damage). This power can be used up to five times per day.

Rejuvenation (Su): In most cases, it's difficult to destroy a sacred watcher through simple combat: The "destroyed" spirit often restores itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A sacred watcher that would otherwise be destroyed returns to its mission with a successful level check (1d20 + 6) against DC 16. As a rule, the only way to conclusively end a sacred watcher's existence to ensure it fulfills the purpose that sustains it.

Ward (Su): A sacred watcher is constantly aware of his ward's precise location and status (in this case, the city Dar'kesh Anam): whether it is unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so on. He can move instantly to his ward's location as though using *greater teleport*, except that this ability allows him to cross planar boundaries. He can only transport himself and up to 50 lbs of ethereal objects. He can also scry on his ward at will (as though he had cast *scrying*), with no saving throw allowed, and success guaranteed.

Possessions: masterwork bastard sword, banded mail, large steel shield (all in the ethereal plane).

Physical Description: This creature appears to be a human soldier or guardsman, outfitted in banded mail and a large shield, wielding a bastard sword. The image of the warrior is glowing and translucent, suggesting something not of this world. It radiates a nimbus of silvery light.

Appendix II: APLs 8 to 12

Encounter Five: Defending the City

Advanced Elite Quell: CR 6; medium undead (incorporeal); HD 10d12; hp 64; Init +9; Spd Fly 60 ft. (good); AC 18 (touch 18, flat-footed 13) [+5 Dex, +3 deflection]; BA/G +5/-; Atk +10 melee touch (1d4, incorporeal touch); SA Coupled intercession, intercession; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, +4 turn resistance; AL LE;

SV Fort +3, Ref +8, Will +10;

Str -, Dex 20, Con -, Int 16, Wis 16, Cha 20.

Skills and Feats: Diplomacy +12, Hide +18, Intimidate +18, Knowledge (religion) +8, Listen +16, Search +16, Sense Motive +14, Spot +16, Survival +3 (+5 following tracks); Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Karmic Strike, Weapon Finesse.

Coupled Intercession (Su): Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take standard actions to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

Daylight Powerlessness (Ex): Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Intercession (Su): A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (10th level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier (in this case, eight times).

Physical Description: Two fiery green eyes glare from a shrouded, half-real visage of this vaguely humanoid shade. Either it is dressed in robes, or its

ectoplasmic flesh is naturally loose and flowing. Dark symbols hang in the air just above and about its form, free-standing glyphs that viscerally demonstrate the creature's anathema to all things divine.

APLs 12 & 14 ONLY!

Advanced Dread Wraith: CR 14; large undead (incorporeal); HD 28d12+28; hp 210; Init +13; Spd Fly 60 ft. (good); AC 25 (touch 25, flat-footed 16) [-1 size, +9 Dex, +7 deflection]; BA/G +14/-; Atk +22 melee touch (2d6 plus 1d8x1.5 Constitution drain, incorporeal touch); Full Att +22 melee touch (2d6 plus 1d8x1.5 Constitution drain, incorporeal touch); Face/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE;

SV Fort +11, Ref +18, Will +22;

Str -, Dex 28, Con -, Int 17, Wis 18, Cha 27.

Skills and Feats: Diplomacy +10, Hide +36, Intimidate +39, Knowledge (religion) +34, Listen +37, Search +34, Sense Motive +35, Spot +37, Survival +4 (+6 following tracks); Alertness, Blind-fight, Combat Reflexes, Dodge, Empowered Ability Damage, Great Fortitude, Improved Initiative, Improved Natural Attack (incorporeal touch), Improved Toughness, Iron Will, Mobility, Spring Attack.

Lifesense (Su): The dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 32 Fortitude save or take 1d8x1.5 points of Constitution drain. The save DC is Charisma-based. The base drain is multiplied because of the wraith's Empowered Ability Damage feat. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Appendix III: APL 14

Encounter Five: Defending the City

Deathshrieker: CR 15; medium undead (incorporeal); HD 18d12+18; hp 135; Init +11; Spd Fly 40 ft. (good); AC 28 (touch 28, flat-footed 21) [+7 Dex, +5 deflection, +6 profane]; BA/G +9/-; Atk +16 melee touch (1d8 Cha, incorporeal touch); Full Att +16/+11 melee touch (1d8 Cha, incorporeal touch); SA Death rattle, despair, scream of the dying; SQ +4 turn resistance, darkvision 60 ft., death's grace, incorporeal traits, silence vulnerability, undead traits; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Listen +17, Search +12, Spot +17; Ability Focus (scream of the dying), Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a DC 24 Fortitude save or permanently lose 1d4 points of Charisma (2d4 points on a critical hit). The deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma-based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final devastating shriek. All living creatures within a 300-foot spread must succeed on a DC 24 Will save or gain 1d4 negative levels. Creatures that cannot hear or are under the effect of a silence spell gain a +4 bonus on the save to resist this effect. The save DC is Charisma-based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed on a DC 24 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's despair ability for 24 hours. The save DC is Charisma-based.

Scream of the Dying (Su): Once per day as a full-round action, a deathshrieker can release a soul-numbing scream that lasts for up to 3 rounds. After this first round, a deathshrieker can use a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker, or within a 60-foot cone extending from the deathshrieker, at the creature's option. Once the deathshrieker chooses the shape of this effect, it must maintain that effect for all three rounds. In the case of a cone, it can aim in a single direction during its turn. Creatures caught in this area must make DC 26 Will save or suffer the effects described below. The save DC is Charisma-based.

Creatures that cannot hear or are under the effect of a silence spell gain a +4 bonus on their Will saves. The effects are cumulative and concurrent:

Round 1: The creature is deafened for 1d4 rounds.

Round 2: The creature is stunned for 1d3 rounds.

Round 3: The creature suffers the effects of *insanity*, as the spell cast by an 18th level sorcerer.

This effect is so loud that normal conversation impossible. Spellcasters who attempt to cast spells with a verbal component must make a DC 26 Concentration check or the spell is negated.

Death's Grace (Ex): A deathshrieker gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.

Silence Vulnerability (Ex): Deathshriekers cannot abide silence and are harmed by it. To even enter into the radius of a *silence* spell, a deathshrieker must make a Will save (DC 12 + caster level). Each round that a deathshrieker remains within the area of a *silence* spell, it takes 1d10 points of damage (Will save for half).

Physical Description: This horrible apparition floats above the ground, its skeletal face twisted in horrible pain while it screams in a terrifying cacophony that sounds like the last shrieks of the dying.

Advanced Dread Wraith: See Appendix II.

Advanced Elite Quell: See Appendix II.

Appendix IV: New Rules

New Feats

Arcane Strike [General]

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast 3rd-level arcane spells, base attack bonus +4.

Benefit: When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

Double-Wand Wielder [General]

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other as your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

Empowered Ability Damage [Monstrous]

Your ability damage (or ability drain) special attack is more potent than normal.

Prerequisites: Cha 11, undead type, incorporeal subtype, supernatural ability to drain or damage an ability score.

Benefits: All variable, numeric effects of an empowered ability damage or ability drain special attack are increased by 50%. For example, an allip with this feat drains 1½ times the normal amount of Wisdom (roll 1d4 and multiply the result by 1½).

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level, you lose 1 hit point permanently.

Karmic Strike [General]

You have learned to strike when your opponent is most vulnerable—the same instant your opponent strikes you.

Prerequisites: Dex 13, Combat Expertise, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hits you in melee. On your action, you choose to take a -4 penalty to your Armor Class in exchange for the ability to make an attack of opportunity against any creature that makes a successful melee attack or melee touch attack against you. The opponent that hits you must be in your threatened area, and this feat does not grant you more attacks of opportunity than you are normally allowed in a round. You specify on your turn that you are activating this feat and the change to your Armor Class and your ability to make these special attacks of opportunity last until your next turn.

Practiced Spellcaster [General]

Chose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Wandstrike [General]

You can channel the magical energy of a wand through your melee attacks.

Prerequisites: Use Magic Device 4 ranks.

Benefit: As a standard action, you can make a melee touch attack with a wand, expending one charge to deal 1d6 points of damage to the creature struck. You apply no extra damage to this attack regardless of source (including sneak attack, favored enemy, or smite bonuses), but you can activate the wand as part of the attack. If the spell cast from the wand is a ray or a targeted spell, the creature struck is the spell's target (with ray spells hitting automatically). If the spell affects an area or creates a spread, you can designate the spell's point of origin at any grid intersection point of the creature's space (but doing so might put you in the affected area). Spells with an effect that does not cover an area (such as the various *summon monster* spells) cannot be used with a wandstrike attack).

New Spells

Greater Blink

Transmutation

Level: Sorcerer/wizard 5

Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

This spell functions like *blink*, except you have control over the timing of your “blinking” back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack, with the attack missing automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Greater Mage Armor

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Components: A tiny platinum shield worth 25 gp.

Were-doom

Evocation [Evil, Chaos]
Level: Bestial 9, Clr 9, Drd 9
Components: V, S, M
Casting Time: 1 minute
Range: Long (400 ft. + 40 ft./level)
Area: 50-ft/level radius
Duration: 24 hours
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell must be cast at night. Lycanthropy infects 1d4 humanoid creatures in the area, designated randomly. These creatures immediately change into their animal or hybrid forms (their choice) and begin savagely attacking all around them

To determine the type of lycanthropy that afflicts a subject, roll on the following table.

<u>%</u>	<u>Lycanthrope Type</u>
01-25	Wererat
26-60	Werewolf
61-80	Wereboar
81-100	Weretiger

See the Lycanthrope template in the *Monster Manual* pg. 171 for more information on lycanthropy, including how to cure it.

New Prestige Classes

Pale Master

Hit Die: d4.

Requirements: To qualify to become a pale master, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast *command undead* and *vampiric touch* as arcane spells.

Special: The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirements, although the resulting level loss may delay compliance with other prerequisites.

Class skills: The pale master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.

Class Features: All of the following are class features of the pale master prestige class.

Weapon and Armor Proficiencies: Pale masters gain proficiency with light and medium armor. They gain no proficiency with any weapons or shield.

Spells per day/Spells Known: Beginning at 2nd level, a pale master gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If he had more than one arcane spellcasting class before becoming a pale master, he must decide to which class to

add each level for the purpose of determining spells per day and spells known.

Animate Dead (Sp): Starting at 2nd level, a pale master begins to exercise control over the undead. Once per day, he can use *animate dead*, as the spell, without need of a material component. Use the pale master's highest arcane caster level as the caster level for this effect. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/3rd level pale master can animate up to 16 HD of undead with a single use of this ability. Likewise, he can control up to 32 HD of undead created using this ability, the *animate dead* spell, or both.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to a pale master, who gains darkvision out to 60 feet. If he already has darkvision, its effective distance increases by 60 feet.

Undead Armor Affinity (Ex): A pale master has an instinctive feel for undead armor. At 4th level and higher, he treats the undead armor as if its arcane spell failure chance were 10% less. At 8th level, this reduction improves to 20%.

Control Undead (Sp): Once per day, a pale master of 5th level or higher can gain control over an undead creature (with Hit Dice equal to or less than his highest arcane caster level) by making a successful touch attack against it. The undead creature receives no saving throw to resist this effect. The control lasts for 1 round per class level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned or rebuked as normal. This effect is otherwise identical to the *control undead* spell. This ability is addition to the number of undead a pale master can control using his *animate dead* ability.

Deathless Vigor (Ex): Beginning at 5th level, a pale master's body becomes more akin to the undying flesh of his undead associates. The character gains a +4 bonus on Fortitude saves except against effects that also work on objects.

Undead Graft (Su): At 6th level, a pale master gives into terrible necrophiliac urges. He cuts off his arm and replaces it with an undead prosthetic, which may be skeletal in form or provide flesh stitched in place like that of a flesh golem. Regardless of its composition, the graft grants a +4 inherent bonus to the character's Strength score.

Additionally, the undead graft allows him to deliver horrible touch attacks. A pale master can use this ability once per day at 6th level, twice per day at 8th level, and three times per day at 10th level. The character must declare that he is using this ability before making the attack roll; a failed attack roll still expends that use of the ability. Each time he makes a touch attack using this

ability, the pale master can select from any of the effects described below for which he meets the prerequisite class level. The save DC for the pale master's touch attacks is 10 + his pale master class level + his Cha modifier.

Paralyzing Touch: Any living foe except for an elf that is hit by a pale master's touch attack must succeed on a Fortitude save or be paralyzed for 1d4+1 rounds. *Prerequisite:* Class level 6th.

Weakening Touch: A living foe hit by a pale master's touch attack takes 1d6 points of Strength damage (no save). A creature reduced to Strength 0 dies. *Prerequisite:* Class level 7th.

Degenerative Touch: A living foe hit by a pale master's touch attack receives one negative level (no save), and must make a Fortitude save 24 hours later to avoid losing the level permanently. *Prerequisite:* Class level 8th.

Destructive Touch: A living foe hit by a pale master's touch attack must succeed on a Fortitude save or take 1d6 points of Constitution drain. *Prerequisite:* Class Level 9th.

Deathless Master's Touch: A living foe of up to one size category larger than a pale master hit by a pale master's touch attack must succeed on a Fortitude save or die. A slain creature automatically animates 1 round later as a zombie (see page 265 of the Monster Manual) and is under the pale master's control as if he had animated it. Undead created using this power do not count against a pale master's HD total for controlling undead. *Prerequisite:* Class level 10th.

Tough as Bone (Ex): On reaching 7th level, a pale master takes on even more of the qualities of an undead creature. He becomes immune to disease, nonlethal damage, and stunning.

Undead Cohort: A 9th level pale master gains the service of a loyal undead cohort. This ability will not come into use during this adventure.

Deathless Mastery (Ex): On reaching 10th level, a pale master gains the virtues of his deathless arts. His body becomes partly mummified (though he is not truly undead), and he becomes immune to poison, sleep effects, paralysis, death effects, critical hits, ability drain, and energy drain, as well as damage to his physical ability scores (Str, Dex, and Con). He still needs to breathe, eat, and sleep as normal for his type, and he still ages normally.

New Creature Type

Deathless: The deathless type matches the undead type, except for the following modifications:

- Unlike undead, the deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.

- Immune to any effects that require a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects.
- Cannot use the run action.
- Evil clerics can turn or destroy deathless creatures as good clerics turn or destroy undead. Good clerics and paladins can rebuke, command, or bolster deathless creatures as evil clerics rebuke, command, or bolster undead.

Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow*, and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow*. *Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* also reveal deathless, and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming auras of deathless creatures as good casters can be stunned by overwhelming undead auras. Use the “undead” line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by *disrupt undead* and damaged by unholy water as undead are by holy water. Deathless are not affected by disrupting weapons. Spells that have a greater than normal affect against undead creatures—including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire*—do not have these enhanced affects against deathless creatures. Deathless only take 1d6 points of damage per two caster levels from *searing light*. Spells such as *command undead*, *control undead*, *create undead*, *create greater undead*, and *halt undead* do not affect or create deathless creatures.

Demi-plane Traits

The plane that Dar'kesh Anam resides in has its own laws. See Manual of the Planes for further information. Note that around the shadowy portion of town, the plane of shadow bleeds into the demi-plane. Around the cemetery outside, the positive material plane bleeds into the demi-plane. The effects of both of these planes are detailed below.

- **Normal Gravity.**
- **Partial Timelessness:** Hunger, thirst and aging do not occur while in this city. However, once PCs leave this plane, these conditions resume, but not retroactively. Healing occurs naturally due to the powerful magics here connected to the Positive Material Plane – otherwise, normal healing would not occur. This plane is NOT timeless when it comes to magic, or rest time needed to recover spells. Time does pass in the outside world compared to the dimension's perceptions.
- **Finite Size:** Only to the limits of the city walls.

- **Alterable Morphic.**
- **No Elemental Traits.**
- **Minor Positive Dominant:** Only in the cemetery, and only when not inside a structure. This effect gives all living creatures fast healing 2.
- **Mildly Neutral-Aligned.**
- **Enhanced Magic:** Only in the shadowy region of the city (where the undead assault is underway), and only with regards to spells with the shadow descriptor. Such spells are cast with the Maximize Spell feat, though they don't require the higher spell slot.
- **Impeded Magic:** Only in the shadowy region of the city (where the undead assault is underway), and only with regards to light for fire spells. Such spells require a Spellcraft check (DC 15 + the level of the spell) to cast successfully. Also, light spells have their ranges and areas effectively halved if successfully cast.

Appendix V: Were–Doom

As a newly-created lycanthrope, the PC immediately changes into the animal or hybrid form and begins savagely attacking all around him. The PC will prefer to use melee attacks over other forms of combat.

When the trap on the archway goes off, for PCs that fail the Fortitude save, use the following chart to decide what the PC changes into:

<u>%</u>	<u>Lycanthrope Type</u>
01-26	Wererat
26-61	Werewolf
61-81	Wereboar
81-101	Weretiger

The following temporary modifications are in effect for the PC until the spell effect is *dispelled*, cured (as normal lycanthropy per Monster Manual pg 178) or 24 hours passes, when the spell duration ends.

Note: Since the affected PCs are considered afflicted, they do not infect other humanoids with lycanthropy.

All Shapes

Alternate Form (Su): A lycanthrope can change into animal form as though using the *polymorph* spell, though his gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It assumes the ability modifiers and abilities listed below. A lycanthrope can also assume a bipedal hybrid form with prehensile hands and animalistic features.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Wererat

Hybrid Form: Natural Armor +3; Natural Attacks: primary (weapon), secondary (1d4+½Str + disease, bite); SA: disease; SQ: alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent; AL CE; Dex: +6, Con: +2.

Bonus Feats: Iron Will, Weapon Finesse; Skill Bonuses: Climb +8 (can always take 10 on climb check, even when threatened), uses Dex modifier for Climb & Swim checks.

Animal Form: Size Modifier: Small; Natural Armor +3; Movement: 40 ft., Climb 20 ft.; Natural Attacks: Only a bite (1d4+1½xStr + disease, bite); SA: disease; SQ: alternate form, Damage Reduction 5/silver, lycanthropic empathy, low-light vision, scent; AL CE; Dex: +6, Con: +2.

Bonus Feats: Iron Will, Weapon Finesse; Skill Bonuses: Climb +16, Swim +8 (can always take 10 on climb check, even when threatened), uses Dex modifier for Climb & Swim checks.

Disease (Ex): Filth fever, Fortitude save DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Werewolf

Hybrid Form: Natural Armor +4; Natural Attacks: primary (1d4+Str, 2 claws), secondary (1d6+½Str, bite); SQ: alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent; AL CE; Str: +2; Dex: +4; Con: +4.

Bonus Feats: Iron Will, Track; Skill Bonuses: Survival +4 (when tracking by scent).

Animal Form: Natural Armor +4; Movement: 50 ft.; Natural Attacks: (1d6+1½xStr, bite); SA: trip; SQ: alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent; AL CE; Str: +2; Dex: +4; Con: +4.

Bonus Feats: Iron Will, Track; Skill Bonuses: Survival +4 (when tracking by scent).

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wereboar

Hybrid Form: Natural Armor +8; Natural Attacks: primary (weapon) or (1d4+Str, 2 claws), secondary (1d8+½Str, gore); SQ: Alternate form, damage reduction 5/silver, ferocity, lycanthropic empathy, low-light vision, scent; AL N; Str: +4; Con: +6.

Bonus Feats: Alertness, Iron Will.

Animal Form: Natural Armor +8; Movement: 40 ft.; Natural Attacks: (1d8+1½xStr, gore); SQ: Alternate form, damage reduction 5/silver, ferocity, lycanthropic empathy, low-light vision, scent; AL N; Str: +4; Con: +6.

Bonus Feats: Alertness, Iron Will.

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even when disabled or dying.

Weretiger

Hybrid Form: Size Modifier: Large; Natural Armor +5; Natural Attacks: primary (1d8+Str, 2 claws), secondary (2d6+½Str, bite); SQ: Alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent; AL N; Str: +12; Dex: +4; Con: +6.

Bonus Feats: Alertness, Iron Will, Skill Bonuses: Balance +4, Hide +4, Move Silently +4.

Animal Form: Size Modifier: Large; Natural Armor +5; Movement: 40 ft.; Natural Attacks: primary (2d6+Str, 2 claws), secondary (2d6+½Str, bite); SA: Improved Grab, pounce, rake; SQ: Alternate form, damage reduction 5/silver, lycanthropic empathy, low-light vision, scent; AL N; Str: +12; Dex: +4; Con: +6.

Bonus Feats: Alertness, Iron Will, Skill Bonuses: Balance +4, Hide +4 (+8 in tall grass or heavy undergrowth), Move Silently +4.

Improved Grab (Ex): To use this ability, a weretiger in tiger form must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple check, it establishes a hold and can rake. (Grapple modifier for tiger form: +4 large size, +6 Str bonus)

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Using primary attack bonus (1d8+½Str, 2 rakes).

Appendix VI: Sacred Watcher

Sacred Watcher: male sacred watcher; medium deathless (augmented humanoid); Spd fly 30 ft. (perfect); AL NG; Level Adjustment +5.

Hit Dice: All current and future hit dice become d12s.

Armor Class: When a sacred watcher manifests, it gains a deflection bonus equal to its CHA modifier or +1, whichever is higher.

Attacks: The sacred watcher retains all the attacks of the base creature, although those relying on physical contact do not affect non ethereal creatures.

Damage: Against ethereal creatures, the sacred watcher uses the base creature's damage. Against non ethereal creatures, the sacred watcher usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests.

Abilities: Same as base creature except no CON score and +4 CHA score.

Skills: +8 racial bonus on Hide, Listen, Search, and Spot checks.

Manifestation (Su): A sacred watcher's manifestation ability functions just like a ghost's manifestation ability. See MM p118.

Positive Energy Touch (Su): 5/day, a sacred watcher can make an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points of damage. Living creatures are healed for up to 2d8+5 points of damage. The sacred watcher can control its positive energy enough to avoid healing living foes (dealing only the base damage).

Rejuvenation (Su): A sacred watcher's rejuvenation ability functions just like a ghost's rejuvenation ability. See MM p118.

Turn Resistance (Ex): +4 turn resistance.

Ward (Su): A sacred watcher is constantly aware of his ward's precise location and status (his leader): whether it is unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so on. He can move instantly to his ward's location as though using *greater teleport*, except that this ability allows him to cross planar boundaries. He can only transport himself and up to 50 lbs of ethereal objects. He can also scry on his ward at will (as though he had cast *scrying*), with no saving throw allowed, and success guaranteed.

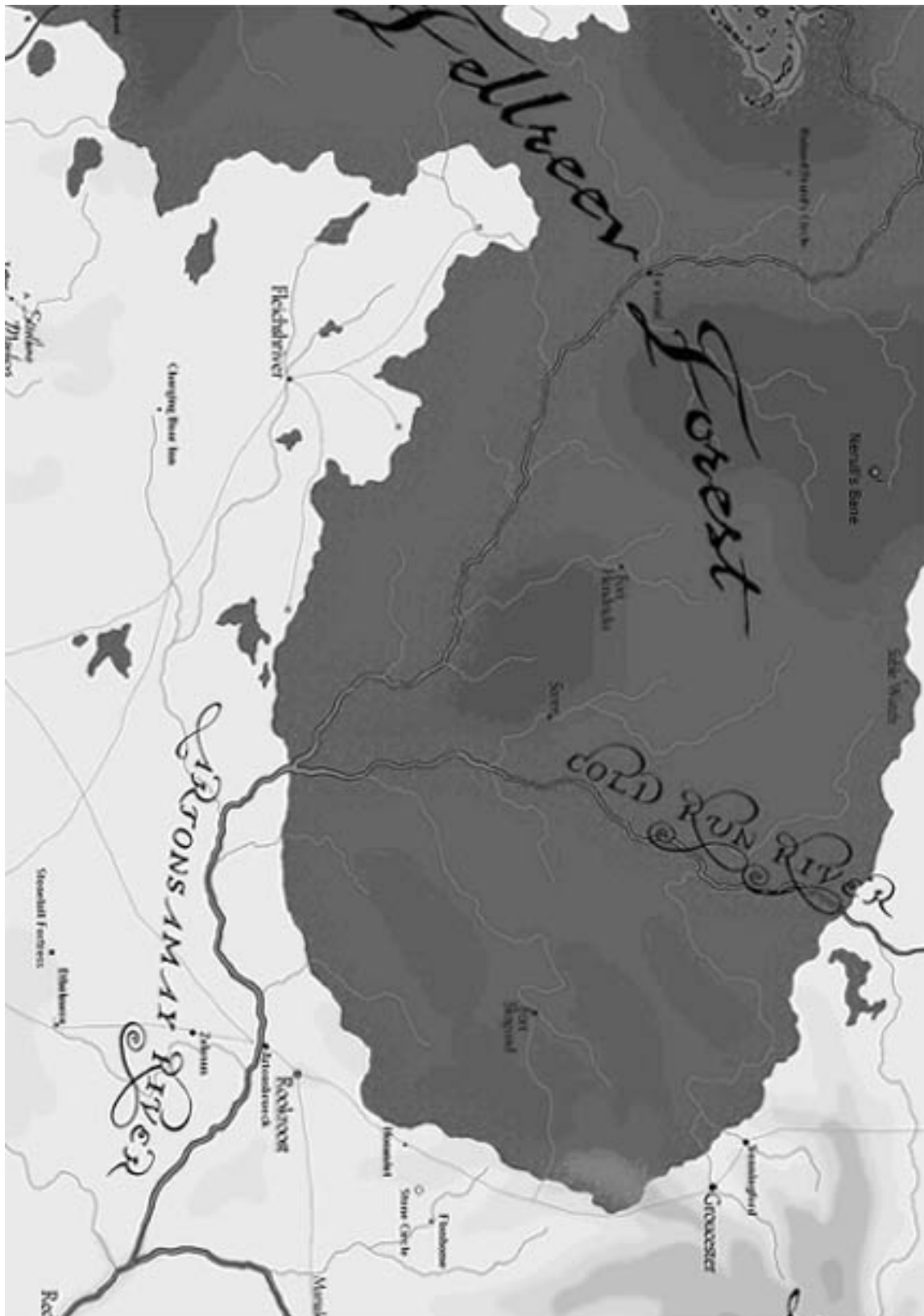
Physical Description: This creature appears to be a Flan human soldier, outfitted in plate armor and a large shield, wielding a longsword. The image of the warrior is glowing and translucent, suggesting something not of this world. It radiates a nimbus of silvery light.

Deathless: The deathless type matches the undead type, except for the following modifications:

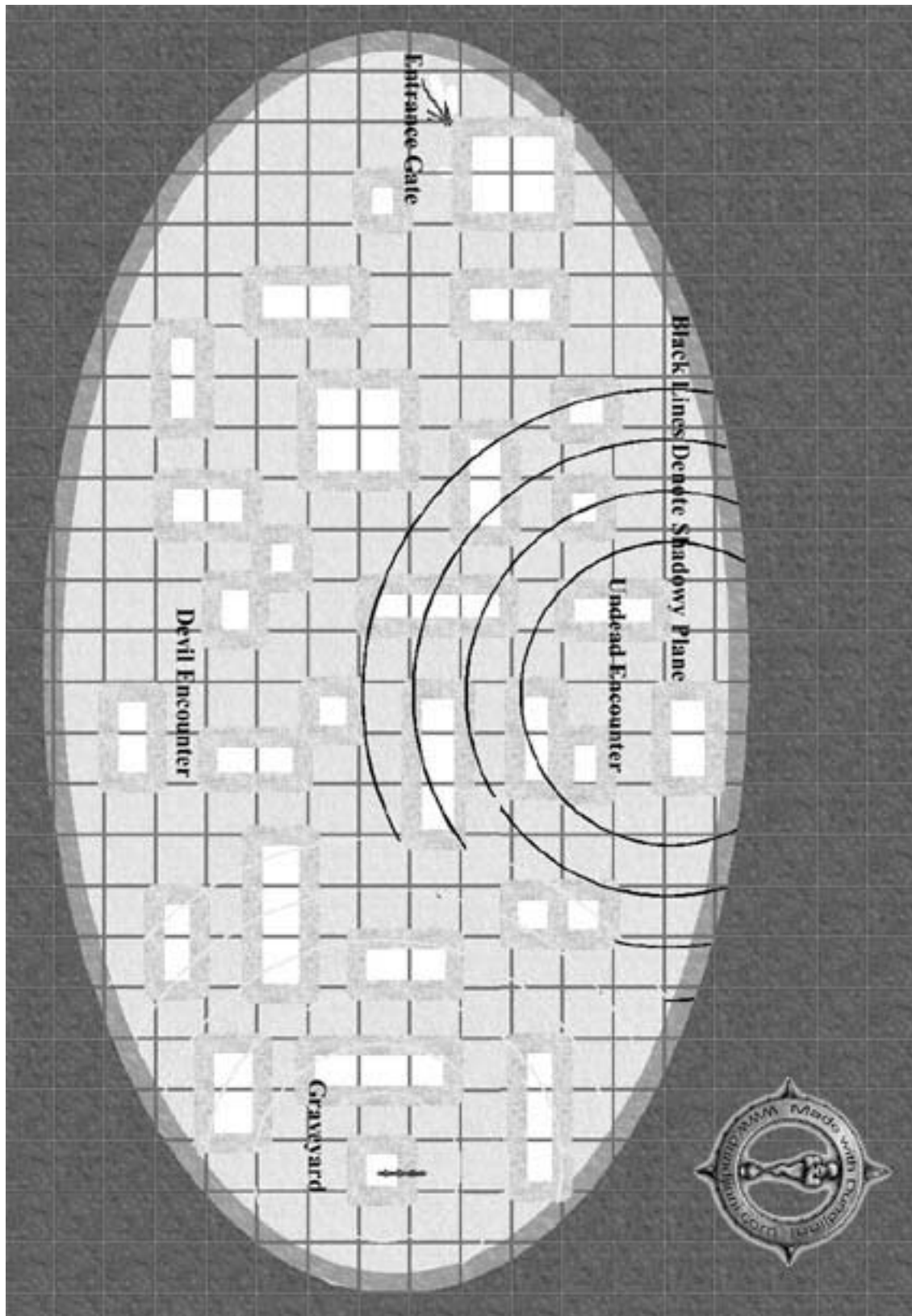
- Deathless are subject to energy drain. Deathless are harmed by negative energy and healed by positive energy.
- Immune to any effects that require a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects.
- Cannot use the run action.
- Evil clerics can turn or destroy deathless creatures as good clerics turn or destroy undead. Good clerics and paladins can rebuke, command, or bolster deathless creatures as evil clerics rebuke, command, or bolster undead.

Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow*, and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow*. *Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* also reveal deathless, and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming auras of deathless creatures as good casters can be stunned by overwhelming undead auras. Use the "undead" line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by *disrupt undead* and damaged by unholy water as undead are by holy water. Deathless are not affected by disrupting weapons. Spells that have a greater than normal effect against undead creatures—including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire*—do not have these enhanced effects against deathless creatures. Deathless only take 1d6 points of damage per two caster levels from *searing light*. Spells such as *command undead*, *control undead*, *create undead*, *create greater undead*, and *halt undead* do not affect or create deathless creatures.

DM Aid #1: Map of the Area

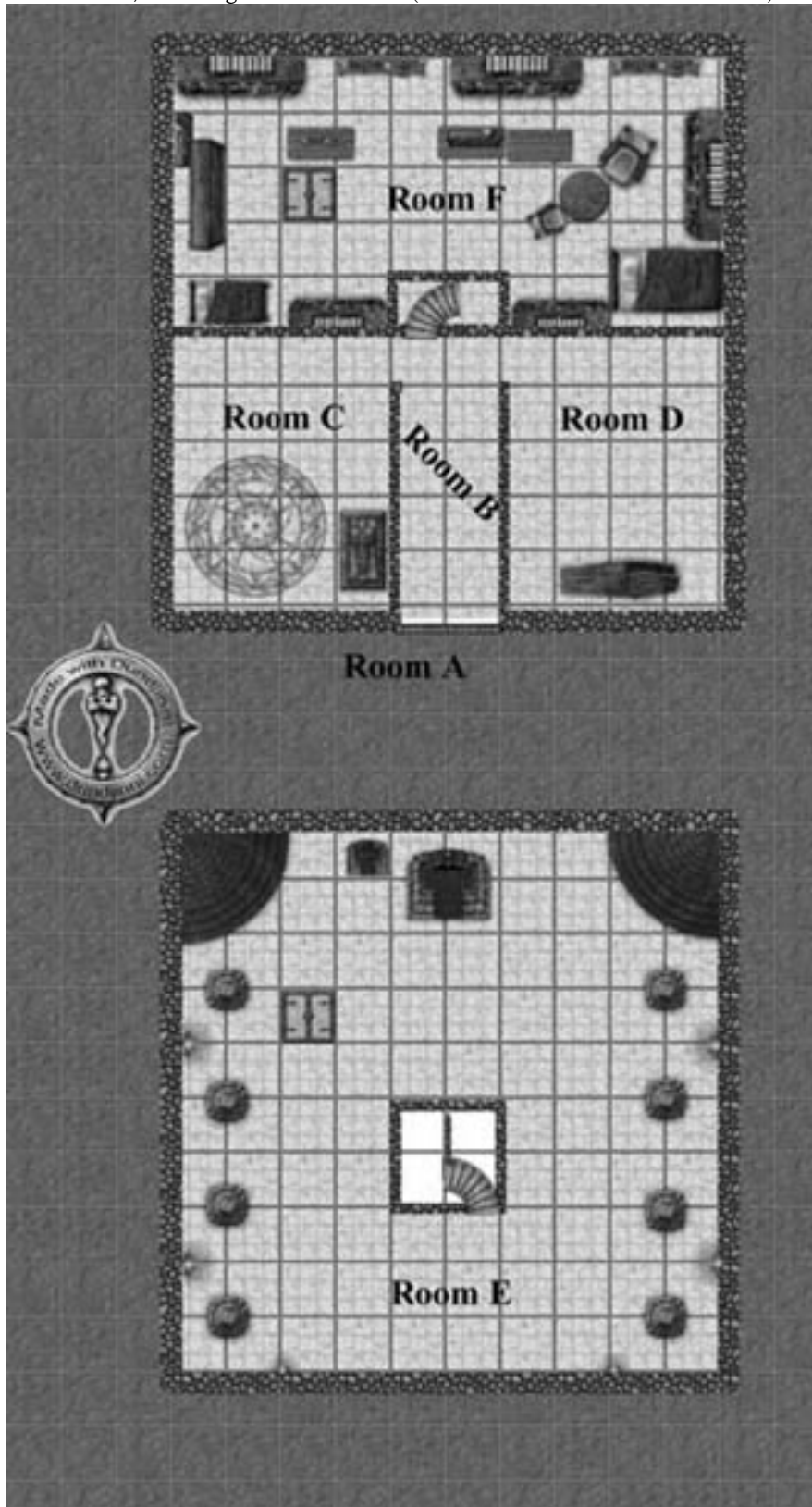


DM Aid #2: The City



DM Aid #3: The Watcher's Lair

Grid map of the Watcher's Lair, including location of NPCs (if the PCs attack the Watcher's allies)



Player Handout #1a

I am sorry to send this with such little warning. I have gotten word that the Old One has learned of the location of Nerull's Bane. You are aware of the mutual friend of ours from that lost city – If Old Wicked's forces can find those ruins and get their hands on more of our friends...that can only bear ill for the future of the Combination.

You must beat them to these ruins! Go to Sable Watch at the northern edge of the Fellreev. Tell the locals you are a mercenary looking to fight forces of the Old One or some such tale – whatever you think would work best in getting you into the village. Then ask for Father Quintin Ackert. He can help you locate the ruins of the Reaper's Ire.

Bring our mutual friend if he's still with you – he may prove useful.

*Good Luck
Oytens*

Player Handout #1b

I am sorry to send this with such little warning. You do not know me, but I have gotten word that the Old One has learned of the location of Nerull's Bane. This is rumored to be a lost city that hides great power – If Old Wicked's forces can find the ruins of this city...that can only bear ill for the future of the Combination.

I beg you to beat them to these ruins! Go to Sable Watch at the northern edge of the Fellreev. Tell the locals you are a mercenary looking to fight forces of the Old One or some such tale – whatever you think would work best in getting you into the village. Then ask for Father Quintin Ackert. He can help you locate the ruins of the Reaper's Ire...

*Good Luck
Oytens*

Player Handout #2

It was not three days ago that you met in the Fellreev with a council of druids to discuss local matters. As it turns out, many of your brothers and sisters of the wild were most concerned about the balance, as usual. The followers of the Old One have continued to encroach upon the forest, burning it to provide fertilizer and razing it for lumber. Worse yet, a brother was there to report that an army flying the Old One's banner had been preparing to leave the fortress of Gibbering Gate to head south towards the Fellreev. Many of the druids seemed concerned, not knowing what their purpose was. Finally, Orange Bear spoke to the tribe of what he knew.

"There is a dweomer near Sable Watch," he said, "a place of ancient, powerful magic that has long been hidden. Some know it as Nerull's Bane, others call it Beory's Memory. However, here in the Fellreev, we simply prefer to think of it as "forgotten." Few even know of its true location. Nevertheless it seems Old Evil has discovered it and has decided to claim whatever spoils it may have for himself. I need not remind anyone, this would cause a great disturbance to the forest, and lend power to our mighty foe."

"What shall we do," Shadow Eel asked, "Surely there is one of our numbers who knows of it and can go to make sure it is sealed off?"

"Indeed there is," spoke Silver-haired Badger, oft considered one of the wisest druids in the Fellreev, "one of our number lives near Sable Watch. He is called the Beast, and he is the keeper of lore for that area. We shall send someone to visit with the Beast to find the location and then make certain this place is scuttled from *his* dread view."

After a pro-longed discussion of who would go, you were chosen as the most ideal candidate. Silver-haired Badger told you to journey to Sable Watch and look for the Beast. He also recommended you find some companions, as the journey was likely to be treacherous, and Nerull's Bane would surely test your mettle.