

BDKA5-03

The Mad Mage

A Two-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Introductory Adventure

Version 1

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You have heard only stories about the mad mage who lives in the northwestern Fellreev. "He claims to be the sole surviving priest of Iuz on Oerth...It is said he razed an entire town to recreate it in Iuz's image!" Now a mortician in Hallorn humbly requests a mission of daring to recover a holy relic: enter the domain of the Mad Mage! A two-round Bandit Kingdoms Introductory Adventure for 1st level heroes only.

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

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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 this adventure you can use the AR to advance your LIVING GREYHAWK character. However, unlike most RPGA events, players and DMs may not earn reward points for playing an introductory scenario.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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. It is not necessary to fill this out for introductory adventures, but if you're playing this adventure as part of an RPGA-sanctioned event, your senior GM may request that you complete and turn in this sheet 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. As an introductory adventure, this scenario is limited to 1st-level characters only.

1. Verify that each PC participating in the adventure is 1st-level.
2. PCs may bring animals that have been trained for combat (most likely dogs trained for war), or those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts). A single PC may only bring four CR 2 or fewer animals while remaining eligible to play in this Introductory adventure.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. As an introductory adventure, all of the challenges in this scenario have been tailored to a party of 1st-level characters so this scenario has no challenges higher than APL 2.

You need not worry about dealing with varying amounts of earned XP and GP based on character level since only 1st-level characters may play this event.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Although this adventure is specifically designed for 1st-level characters, 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 an introductory two-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 scenario.

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

Adlar the Two-Sided is fascinated with death. Ever since he helped his father dress corpses in the Molag mortuary, he has been enraptured by the finality of death. This same fascination earned him the notice of the Hierarchs themselves. Adlar was taken from his family at a young age to be instructed in the true lore of death, by the priesthood of the Reaper, and he excelled at his studies. Unfortunately, his training was cut short when the armies of the Old One stormed the walls of Molag. Hierarch Nezmajen managed to take with him but a few acolytes during his escape; Adlar was one of them.

Since then, Adlar has lived in and around the Bandit Kingdoms. He originally fled with Nezmajen to Darkpool, but eventually settled within Hallorn to help the foundling cult of the Reaper there. Since General Hok took the city of Hallorn from Earl Aundurach, Adlar has enjoyed an increasing amount of freedom. However, he keeps his association with the church of Nerull secret since it

allows him to operate more visibly in the city. He has recently taken up the profession of his father and founded a mortuary. This is truly a front for his more insidious activities however, and he often uses his position and access to corpses for deplorable purposes.

Always seeking to please his master, Nezmajen, Adlar has done a significant amount of research regarding magical artifacts sacred to the Reaper. He has tracked down a number of these artifacts but none as great as the one whose location he has recently discovered. In his musty old tomes, Adlar read of a *censer of last breath* that was taken from Molag during the Lord of Pain's invasion and disappeared shortly thereafter. Adlar was intrigued and pursued the matter more thoroughly. Last year, he even pulled off a covert mission into Molag to retrieve vital information. He now believes he has learned the true fate of the *censer* and seeks to recover it for his master.

According to Adlar's research, the *censer* disappeared when a master thief by the name of Ulf swiped it from the luzian garrison at Deepshuttle Delve. The thief fled into the Fellreev with the item, intending to sell it to those in Darkpool for a handsome profit, but he never met with Darkpool's contact, and he was never heard from again. Adlar's research indicates that Ulf's last known location was the city of Dora Kaa, a ghost town haunted by the zombies of its former residents. This nightmare of a town is ruled by an insane wizard named Zemyatin, who thinks himself the sole surviving priest of luz on Oerth, and that others who claim such titles to be pretenders.

Why Ulf wished to travel there is a puzzle to Adlar, but he believes that the *censer* is likely to be found somewhere within that city. He simply needs a group naïve and inexperienced enough to be willing to undertake the mission.

Adventure Summary

The events of this adventure begin within the city of Hallorn and eventually move to the Fellreev and Dora Kaa itself. The PCs will have to make a few difficult decisions along the way, such as who to trust and how to survive a city crawling with the undead.

Round One

Encounter One: The PCs meet with Adlar who tells them a fictitious tale of a holy *censer* stolen from a church of St. Cuthbert in Crockport.

He requests the PCs recover it for him and promises them a handsome reward.

Encounter Two: The PCs venture into the Fellreev where they come across a decimated glade ruled by the treant blighter known as Old Man Mistletoe. Once the treant learns of the party's purpose, he decides to let them pass.

Encounter Three: The PCs tangle with a grizzly bear who tries to knock them out and take them to its master, Charivar, a wild druid of the Fellreev. Charivar questions the party and once she ascertains that they mean no harm to the forest, she heals them and lets them go.

Encounter Four: The PCs stumble upon a patrol of skeletal soldiers, border guards for Zemyatin's domain.

Round Two

Encounter Five: The PCs enter the haunted city of Dora Kaa where they meet a grizzled old man named Nitaymez. Nitaymez claims to be the official town greeter and offers to show the PCs around, assuming of course, that they are loyal pilgrims for luz.

Encounter Six: Nitaymez helps the PCs find a temple where he says they can find what they are looking for and lets them explore while he waits outside. The outer sanctum is guarded by zombies of former woodsmen.

Encounter Seven: The inner sanctum is the haunt of a pair of ghouls.

Encounter Eight: The PCs recover the *censer* which is guarded by a trap.

Encounter Nine: As the PCs exit the temple, Nitaymez says they have done well, but they must stand one final test, they must defeat the Champion of luz. The PCs must defeat an allip before Nitaymez will allow them to leave.

Encounter Ten: The PCs leave Dora Kaa and decide what to do with the *censer*.

Preparation for Play

This adventure includes a number of undead. Therefore it may help if you refresh yourself on the rules for turning and rebuking undead (see *Player's Handbook*, page 159, as the PCs are likely to have at least one character capable of doing so at their table). It may also help to read up on the Death Cultists and Fellreev Druids in the *Bandit Kingdoms Meta-Campaign Guidebook*, but pertinent information is provided in the adventure.

This adventure also features a significant amount of overland travel. Therefore you should familiarize yourself with the rules on overland movement (*Player's Handbook*, page 162), getting

lost (*Dungeon Master's Guide*, page 86), and starvation (*Dungeon Master's Guide*, page 304). Also, since a number of battles take place within the Fellreev Forest, you should consult the *Dungeon Master's Guide*, page 87, for the particulars on forest terrain and how it affects combat. For the purposes of this scenario, the Fellreev Forest is a temperate medium forest.

Since some of the PCs may be riding mounts on this expedition and a number of encounters happen along the way, it would also aid you to brush up on the rules for Ride checks and Handle Animal checks, as well as the particulars of mounted combat (*Player's Handbook*, page 74, 80 and 157).

Please take a moment to verify that players understand what their PC's Wanted Score and Status is. Remember, some classes and races start out as automatically Wanted in the Bandit Kingdoms, so you will need to have the appropriate meta-ARs handy. Also, 1st level Bandit Kingdoms PCs who qualify to join a meta-organization may do so immediately before their first Bandit Kingdoms regional event. Please see the BKMG and the meta-ARs (available at www.bandit-kingdoms.net) for more information.

Regional Warning

It is important to realize at all times that the Bandit Kingdoms are under the control of luz, 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 luz, 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

Allow the players to introduce themselves to each other and to describe their characters, their motivations, and what they seek to accomplish in the Bandit Kingdoms. Some of the PCs may already know each other and therefore are likely to be traveling together.

Ask each player if their character 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 luz, and what their Disguise check is (they may NOT take 20 on this). While a hero'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 Malcontent or higher, be sure to make an ominous "hmmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.

The adventure begins in the Dingy Coffin tavern in the city of Hallorn.

Read the following once the PCs are ready to begin:

It is a fine day in the Combination of Free Lords. You just arrived in Hallorn last night, probably seeking adventure after hearing that this is an ideal place to look for it. There seemed to be only one room available in the whole town last night however, as the town is packed with celebrants for Needfest. On top of that, you weren't the only one seeking that room. The innkeeper of the Dingy Coffin was nice enough to allow all of you share it though, as opposed to kicking you out on the street, and even though quarters were cramped, it was better than the freezing night air.

Encounter One: The Mortician

The players will have the opportunity to role-play around Hallorn if they like. You should familiarize yourself with the town by consulting *Judge Aid One* at the end of this module. Use this to give the town some flavor and introduce the players to a few of the common themes of the Bandit Kingdoms. Needfest is a weeklong celebration that is detailed in *Judge Aid Two*.

Once the PCs have done a little role-playing or if they simply don't appear interested, drop them the hook:

Although many people of the town seem quite festive, not everyone is cheery this day. As you meander down the street, you see a man with a sullen look on his face. He sits at a sidewalk café and sulks over his mug.

The man is Adlar. He is upset because, despite his recent breakthrough, he has not been able to find any mercenaries. It seems all the good ones are either too wary of venturing to Dora Kaa, too busy celebrating, or away on missions in the eastern Bandit Kingdoms, leaving the Western Reaches relatively devoid of mercenaries. Adlar

cannot leave his post to recover the relic himself, so he is willing to hire just about anyone at this point. The PCs should take the hint from his dejected attitude to ask him what is troubling him. When they do, he perks up and becomes quite excited when he learns they are adventurers.

APL 2 (EL 6)

Adlar the Two-Sided: Male human Clr6 (Nerull); hp 48; see *Appendix One*.

Note: Adlar does NOT detect as evil due to having previously cast the *undetectable alignment* spell.

Adlar is called the Two-Sided for a good reason. He is beset with bipolar disorder and has horrible mood swings. Among other things, this means he is highly reactive. Any Diplomacy checks made to change his attitude always function as one level better if his attitude is improved or one level worse if his attitude is worsened. When the PCs first approach him, he is in a funk and considered Indifferent to anything and everything around him.

If his attitude is improved, he becomes Helpful and relates a wealth of information about his predicament. He relates the following main points:

- He is upset because this holiday used to hold more happiness for him back in his hometown. Back before the war, the event used to be a big celebration that was centered on a magnificent relic in his home temple.
- This relic has been missing ever since luz laid waste to his temple. He has been searching for it ever since.
- The relic is a magical censer that creates powerful magical effects. It is a great weapon that could be used against luz if it were recovered.
- He has tracked its location down to a village in the northwestern Fellreev. It was last seen there in the possession of an adventurer who has not been heard from since.
- He is willing to pay mercenaries 500 gp each for the successful recovery and delivery of this item to a contact of his in the Fellreev.
- The journey will take about 12 days to get to the Fellreev and another 10 days through trackless forest to get to the village. By horse, the journey should take half as long.
- The PCs will need to meet a contact of his in the Fellreev 40 miles south of the village once they have completed the mission to turn the relic over. The contact will have their pay.

All of this is true. However, canny PCs are likely to question Adlar a bit further, in which case he is probably forced to tell a substantial number of lies. Use his Bluff check opposed by the PCs' Sense Motive checks to determine whether they realize he is giving them deliberately false information. Remember, you, the judge, roll the Sense Motive check for the players, to prevent them from meta-gaming the result.

He can tell the PCs the following in response to their questions:

- His name is Adlar (true).
- He is a mortician here in Hallorn (true).
- His hometown is Crockport, also the location where the censer was originally stolen from (false).
- He is a follower and priest of St. Cuthbert. He is even willing to cast a healing spell on the party to prove it (false, although he will cast a healing spell if they desire. To aid in this ruse, he will display and grasp a holy symbol of St. Cuthbert while casting the spell, while his other hand is in his pocket manipulating the real divine focus, a holy symbol of Nerull).
- The censer is a holy relic of St. Cuthbert (false).
- He works for a more powerful priest, who must operate under secrecy within the Empire of Iuz (true, although he is choosing his words very carefully).
- The adventurer who recovered the item was a dwarf named Ulf Wardin, coincidentally a relative of another dwarf in town (true).

Once the PCs agree to the task, Adlar is overjoyed. He offers the PCs 50 gp each up front as an incentive and provides them with a map to the village in the Fellreev (see *Player Handout One*). Alternately, he will outfit the PCs with horses (either light or heavy, but not warhorses) and riding gear for the duration of the journey (this reduces the net pay to 450 gp). The PCs are free to leave whenever they like, but Adlar encourages them to do so soon. The relic has been missing for over 10 years and he would much like to have it back in the possession of his church.

In the event the PCs catch Adlar in a lie and confront him, he covers it up with another lie. In this event, you should make something up relevant to the situation. However, if the PCs catch him twice, he throws his arms up in the air and screams **“Can’t a man have his secrets? Do you want the job or not?”** at the top of his lungs. This turns a few heads in the crowd, but the townsfolk recognize him and are not surprised by

his behavior. Adlar does not react further and goes right on lying if he has to.

If the PCs do not relent and press him to tell the truth, he becomes Hostile. Their only other option is to turn down the job. They may not like it, but if they are keen, they will realize that they may be able to turn this situation to their advantage in another way and they will take the job anyway. At any rate, the PCs can be certain that Adlar is not intentionally trying to set them up or send them into a death trap (even though he secretly realizes how dangerous the mission is).

Once Hostile, Adlar becomes quite a handful to deal with. Over any slight, real or imagined, he will attack the party. However, he does not wish to be imprisoned, he is Lawful after all, so he will try to avoid killing the PCs.

Tactics: Adlar uses non-lethal spells to incapacitate the party. If the PCs use lethal force against him, he responds in kind and attempts to kill them all. Luckily for him, a witness will be able to corroborate his story that he was attacked by some hoodlums, and that he was just defending himself.

Treasure: The PCs are unable to recover Adlar's gear, even if they defeat him in combat because town guards arrive promptly to take control of the situation. They prevent looting of the fallen.

If the PCs agree to Adlar's job, he pays each of them 50 gp in advance (or loans them horses and riding gear instead).

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp.

Development: If the PCs are unlucky enough to be attacked by Adlar, the town guard arrives after five rounds of combat and breaks things up. As long as no one is dead, the town guard questions everyone and lets them go on their way.

If the PCs have killed Adlar, they are arrested for murder. The PCs may hire a barrister (male human Exp3, Diplomacy +17) for 3 gp each. DO NOT tell them what the barrister's Diplomacy modifier is; only that he appears to be an accomplished young barrister.

The PCs can prove their innocence if they make a successful DC 25 Diplomacy check. If they fail this check, they are fined 400 gp and imprisoned for 12 TUs for use of excessive force. If they fail this check by 10 or more, they are fined 800 gp and imprisoned for 24 TUs for manslaughter. Hopefully, this will be unnecessary.

If Adlar survives an altercation, he makes contact with the PCs the next day to apologize for his behavior. On this occasion, he again makes

the offer described above. He really is quite desperate to find some adventurers.

Hiring a guide: You may have a table that does not include anyone with ranks in the Survival skill. If so, the PCs would be well advised to hire a guide, otherwise they will never be able to navigate through the Fellreev Forest. A guide can be found in Hallorn (male human Exp1, Survival +13; charges 4 sp/day plus expenses) with a DC 15 Gather Information check. Once the guide hears or sees where the PCs are headed, he demands hazard pay (8 sp/day). The total once expenses such as rations are added will be 23 sp per day of travel plus a flat 50 gp if the PCs wish to outfit the guide with a light or heavy horse for the journey. The guide does NOT own his own horse, nor will he buy one.

Alternatively, the PCs may be able to hire a guide through a meta-organization. Hiring a guide from any organization that calls the Fellreev Forest home DOES NOT require the PCs to spend an additional TU, as this adventure takes them to the Fellreev. See the BKMKG for details on which meta-orgs have guides available to be hired.

In either case, the guide DOES NOT participate in combat encounters at all.

Knowledge: Some PCs may wish to know more about their destination. Once they have had a chance to look at the map, the following skill checks can reveal some information.

Knowledge (geography)

- DC 10 – The PCs should prepare to spend two weeks in the forest, including loading up on supplies such as food and water.
- DC 15 – The location on the map is called Dora Kaa and is an area avoided by most animals and humanoids.
- DC 20 – It is also known to be infested with undead.

Knowledge (history) or Bardic Knowledge

- DC 10 – There was a horrible disaster in that part of the woods in the recent past.
- DC 15 – There used to be a village of woodsmen at this location but they haven't been heard from in nearly 15 years.
- DC 20 – The village of woodsmen was slaughtered in CY 583 by a crazy mage who renamed the place Dora Kaa.
- DC 25 – The insane mage is called Zemyatin. He reanimated the slaughtered villagers and is said to be awaiting luz's return.

Knowledge (local: luz's Border States) or Bardic Knowledge

- DC 10 – The location on the map is an area avoided by most animals and humanoids.
- DC 15 – The location on the map is known as Dora Kaa and is ruled by a mad mage. The village is his personal demesne and is guarded by numerous zombies under his control.
- DC 20 – The mad mage is known as Zemyatin and he claims to be the sole surviving priest of luz on Oerth. For this reason, he believes most other notable followers of luz are heretics.
- DC 25 – The mad mage believes he is living in the past and waiting for the return of luz from imprisonment beneath Castle Greyhawk.
- DC 30 – Zemyatin has a number of quickling allies who flit invisibly around the village and sometimes have whispered conversations with the mage. This just makes him appear even more crazy.

Encounter Two: Into the Glade

Following the map, the PCs have to travel 300 miles to get to the Fellreev and another 120 miles through the forest to get to Dora Kaa. Consult the *Player's Handbook*, page 162 for movement speeds and overland travel rules.

The journey to the Fellreev is through open terrain. However, once inside the Fellreev, the PCs are traveling through a trackless forest, which slows their movement rate by 1/2. If the PCs get lost (see the *Dungeon Master's Guide*, page 86), then starvation may become an issue if they run out of food (see the *Dungeon Master's Guide*, page 304) or are unable to feed themselves (see the Survival skill description in the *Player's Handbook*). Additionally, PCs lose 1 TU for each set of five failed Survival checks.

Note: There are various fresh water streams and rivers flowing through the Fellreev. These all provide fresh drinking water except for the Ritensa.

PCs enter the Fellreev after riding or marching through the Western Reaches, an uneventful journey (however, feel free to play up the fact that they stopped in Briar's End, avoided Wormhall and Steelbone Meadows, and skirted the edge of the forest to hide from Fleischshriver's patrols).

However, after traveling 15 miles through the Fellreev, it is a different story.

Read or paraphrase the following:

Your journey into the Fellreev has been quite peaceful so far. The local flora and fauna are graceful to gaze upon and the sounds of the wild at night are quaint and only spooky in an exciting sort of way. However, that impression suddenly fades away as you enter a glade of the forest that has been utterly decimated. The trees of this glade lay sundered and rot upon the ground. The smell of ash lingers in the air and a thick mist of fog and smoke swirls about over the ground. A deathly silence pervades the air.

The silence is suddenly broken by a tremor upon the ground. As the tremor intensifies, the trees behind you break and snap before the weight of a huge figure. The tall being looks much like an animated tree! Its skin is thick and brown, with a barklike texture, but you notice the extremities are blackened, as if singed. Its arms are gnarled like branches, and its legs look like the split trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great black leaves.

The PCs are being confronted by Old Man Mistletoe, one of the Fellreev's most vile residents. The treant was once a kindly druid who tended to the forest, but somewhere along the way he turned down a dark path and now he serves the Death Cultists. He is friendless and cold, and does not like visitors.

APL 2 (EL 15)

Old Man Mistletoe: Male treant Drd5/Blighter 8; hp 210.

Old Man Mistletoe begins the encounter as Unfriendly. He is angry that others are disturbing his glade and wants to know who those fools might be. He asks the PCs who they are, where they are going and why. He gets quite angry if the PCs lie to him and says it would not be wise to lie to the oldest man in the forest; he has seen every trick in the book before. As soon as the PCs mention they are searching for the *censer*, he backs off. He chuckles a bit to himself and says that in that case they should be on their way.

If his attitude is improved to Friendly, he is willing to talk for a minute, but no longer. He still does not like humanoids very much unless they

are dead. He will tell them a little bit about himself but spare the details.

If his attitude is improved to Helpful, he will regale the PCs with the story of how he helped Guardian General Hok assault the city of Hallorn some years back. He cackles with glee as he relates the looks on the faces of the followers of Old Wicked as he burst them into flame and bowled them over with his massive limbs.

Tactics: Old Man Mistletoe just laughs if the PCs are foolish enough to attack him. He proclaims that even though he could squash them like bugs with hardly a thought, it would be a complete waste of his time to concern himself with such gnats. He simply leaves if the PCs persist in attacking.

Development: Old Man Mistletoe is a potential source of information as long as his attitude is Friendly or better. If the PCs have already put some pieces of the puzzle together and ask him if he knows about Adlar, he will tell them that he does, though he does not mention Adlar's relationship with the Death Cultists. He will mention that he has worked with Adlar and his "boss" in the past but that it was merely an alliance of convenience. Truth be told, he detests Adlar and those he associates with but cooperates because they both oppose the minions of the Old One who would otherwise make his life in the forest much more difficult.

Old Man Mistletoe can also tell the PCs something about Zemyatin (once again, only if Friendly or better and only if they ask). He knows Zemyatin's name and the fact that he renamed the village the PCs are headed towards Dora Kaa after slaughtering the inhabitants and raising them as undead. The treant says the mage is completely crazy though and sometimes has bizarre conversations with himself. He also mentions that the mage is not known to associate with other followers of luz for some strange reason. Old Man Mistletoe is not particularly frightened of him, but he is creepy enough that he has never bothered to investigate that neck of the woods very thoroughly.

Encounter Three: A Grizzly Situation

When the PCs are 60 miles south of Dora Kaa, they run afoul of another danger. A Fellreev druid has detected their presence and has sent her animal companion to fetch them so that she can question them.

Give the PCs a DC 7 Spot and DC 9 Listen check to detect the bear approaching them. For every point that the party's best Spot check exceeds the DC, or every two points for their best Listen check, start the encounter 10 feet away from the PCs (for instance, a DC 15 Spot check means that the encounter start distance is 80 feet, whereas a DC 15 Listen check means that it is 30 feet). The PC who sees or hears the bear at the farthest distance may act during the surprise round (the bear heard the PCs long ago). The maximum distance at which the PCs can Spot the bear is 90 feet, due to the terrain. There is no maximum for how far away they can hear the bear, but remember that Listen checks suffer a -2 penalty per 10 feet of distance in a forest.

If none of the PCs manage to make a DC 7 Spot or DC 9 Listen check, then they stumble upon the bear, giving it a surprise round five feet from the party's trail breaker.

Once you have determined the encounter start distance, read the following:

Crashing through the trees ahead of you is a monstrous beast. It is a large bear with sharp teeth and a thick coat of brown, shaggy fur. It snarls at you and stands up on all fours, howling angrily.

APL 2 (EL 4)

Brown Bear: hp 51; see *Monster Manual* page 269.

Remember, the Fellreev is a medium forest. Therefore 70% of the squares have typical trees in them while another 10% have massive trees. For simplicity, assume that all of the squares that contain a typical tree also contain light undergrowth, while all of the squares which contain a massive tree also contain heavy undergrowth. A further 10% of all squares (half of the remaining empty ones) also contain heavy undergrowth. Consult the *Dungeon Master's Guide*, page 87, for details on these terrain features. See Judge Aid Five for an example of a forest terrain map.

The grizzly bear is tasked with capturing the PCs, not killing them. Therefore, she starts as Unfriendly instead of Hostile. Should any of the PCs attempt to use Wild Empathy to calm her down, they have one round in which do so. As Wild Empathy is essentially Diplomacy for animals, the PC suffers a -10 penalty to their check. PCs that present, or are openly wearing, a holy symbol of Obad-hai receive a +2 Circumstance bonus to the check as the bear recognizes the symbol. If any of the PCs are

members of the Fellreev Druid meta-organization, their meta-AR will list a bonus they receive as well.

If the PC succeeds in making the bear Friendly, the bear stops its approach and looks confused, and then leads the PCs back to Charivar's home, where she will be quite surprised that the bear is not dragging them back. She proceeds to question the PCs, as below.

Tactics: The bear is well trained and is taking a -4 on her attack rolls to in an attempt to do non-lethal damage. A brown bear would normally be an immense and overpowering encounter for such a group of PCs, but the fact that she attempts only to capture, not slaughter, mitigates circumstances quite a bit. The bear only switches to dealing lethal damage if brought below one-third of her hit points, at which point survival instincts kick in.

Development: It is possible that the PCs will defeat the bear, albeit unlikely. If they kill the bear outright, they all earn the Enmity of the Fellreev Druids. If they merely subdued the bear via non-lethal damage, or stabilized it before it could die, it eventually regains consciousness and returns to Charivar. While upset, she certainly does not blame the PCs for defending themselves.

If the PCs are defeated, she drags them to Charivar, who wakes them up inside her hollowed-out tree home one at a time after tying them up (DC 32 Escape Artist).

APL 2 (EL 8)

Charivar: Female half-elf (Flan) Drd8 (Obad-hai); AL N; Diplomacy +12, Heal +14, Sense Motive +8, Survival +16.

Charivar is friendlier than most of the Fellreev druids, albeit just as crazy and feral (she's dressed in animal skins, and her skin is covered with mud, and her hair with mud and twigs), so she starts out as Indifferent towards the PCs instead of Unfriendly or Hostile. However, that does not mean she has a warm heart. She is cold-hearted against those who endanger the forest, and she is extremely displeased with any PCs she has witnessed disturbing it. If she recognizes any of the PCs as members of the Fellreev Druids, she leaves them unbound and resuscitates them first.

She asks all PCs the following questions:

- What is your name?
- What is your quest?
- Who are you working for?
- Where do you come from?

She does not ask their favorite color. Charivar is really only interested in seeing why these intruders are in the forest and whether they mean it any harm. Having her bear knock the PCs out first she considers a necessary precaution. Fellreev druids are like that; not very trusting and animalistic in their defensive instincts.

Once she is assured that the PCs mean neither her nor the forest any harm (such as being made Friendly via Diplomacy, or if none of the PCs lie to her), she unties them all and serves them wild branch soup (made with just that, wild branches and berries; it's pretty tasty, actually). If the PCs politely ask for curing (DC 15 Diplomacy check), then she will even cast a *cure light wounds* on each of them to heal the non-lethal damage inflicted by her bear.

She does not know much of the place the PCs are headed towards, other than the fact that it is called Dora Kaa and is overrun with evil creatures. Charivar is interested in the relic the PCs are looking for, though. She warns them that things are not always as they seem, and tells them that should they decide not to trust their employer, she would be more than willing to take the relic off their hands. She offers no compensation, but says that the druids would probably be thankful for their assistance. If the PCs agree, Charivar tells them to meet her three miles north of the rendezvous point after they have secured the item. She also says she will see if she can learn anything about Adlar's contact in the meantime.

Encounter Four: Across the Artonsomay

When the PCs have traveled 108 miles into the forest, they come across the Artonsomay River. The river is very near to its source, Lake Aqal, and therefore it is rather slow flowing and shallow here. There are plenty of fish swimming in the river, if the PCs need to replenish their food supplies. All Survival checks made to gather food gain a +4 circumstance bonus in this area.

The forest within 10 feet of both the north and south banks is Sparse, but the rest of it is Medium. Consult the *Dungeon Master's Guide*, page 87, for details on these terrain features.

The river is only 20 feet wide and 4 feet deep. Medium-sized characters can wade through without much difficulty at quarter speed, or half speed with a successful DC 10 Swim check; however, small-sized or smaller characters will have to make a DC 10 Swim check to swim across, unless they are carried across. Large creatures may move safely across at half speed. If

the PCs wish to look around before crossing the bank, give them a DC 15 Spot check to notice the skeletons.

The water may not be dangerous, but what lurks on the other side is. The Artonsomay is the border of Zemyatin's domain, and he has stationed guards on the perimeter to defend it from intruders. These guards happen to be skeletons who were once regular soldiers in life. The skeletons are standing motionless about 40 feet from the north bank until the first PCs crosses the water, at which point they attack. They also attack if they are attacked, or if anyone attempts to turn them.

Read the following as soon as the PCs begin to cross the river:

From the north bank of the river a loud "twang" rings out across the land, and a flurry of crossbow bolts fly in your direction. A contingent of skeletal crossbowmen is standing about 40 feet off the north bank shooting at your position.

APL 2 (EL 3)

Human Warrior Skeletons (6): hp 6 each; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; +1 ranged (1d8/19-20, light crossbow with 10 bolts); see *Monster Manual* page 226.

The forest within 10 feet of both the north and south banks is Sparse, but the rest of it is Medium. Consult the *Dungeon Master's Guide*, page 87, for details on these terrain features.

Tactics: The skeletons are straightforward, mindless automatons. They all shoot at the first PC to cross the river, or the first one who attempts to turn them, or the first one who attacks them. If engaged in melee, they know enough to drop their crossbows and to fight back with either their scimitar or their claws (claws if the creature is lightly armored, scimitar if heavily armored). Their shields are secured on their backs, so retrieving them is a Move action, as normal. The EL is raised by 1 due to the terrain advantage possessed by the skeletons.

Treasure: The skeletons each have a heavy steel shield, a scimitar, and a light crossbow with 10 bolts.

APL 2: Loot: 35 gp; Coin: 0 gp; Magic: 0 gp.

As soon as the skeletons are defeated, the PCs have entered the domain of the mad mage Zemyatin. Dora Kaa is but a few miles away.

This marks the end of Round One.

Encounter Five: The Town Greeter

As the PCs approach Dora Kaa, they are greeted by Zemyatin. However, the mad mage claims to be someone named Nitaymez, the official town greeter. Consult *Judge Aid Three* for details on Dora Kaa.

Read or paraphrase the following as the PCs approach:

Beyond the veil of the forest is a clearing in which you see several thatch roofs and even a bit of stone masonry. There is a village surrounded by a deteriorating palisade that has certainly seen much better days. It is being eaten alive by termites and has seen its fair share of inclement weather. There appears to be no danger, and you can see a few humanoid figures meandering carelessly about town. As you step into the clearing and approach the palisade's entrance gate, a man in tattered robes jumps out at you. The fellow appears to be advanced in years with straggly black hair that is graying in places where it hasn't fallen out completely. He has wild brown eyes and pock-marked skin.

"Greetings!" he says as he rushes over to shake the hand of the nearest in your party, "A pleasure to see you have arrived. Good loyal pilgrims to see the holy sites of the Lord of Pain, yes? Certainly you are," he then spatters at seemingly thin air, "Of course not! They are my guests and we should welcome them here. No more out of you," then he turns back to you, "I apologize for such rudeness. Now please, come in and rest yourselves. You must have had a long trip. My master is pleased you are here."

The wily man then gestures towards an elaborate hut at the end of the main road where you see smoke pouring from an opening in the roof. "I am Nitaymez, the official town greeter," the old codger says, "It would be my pleasure to show you around once you are refreshed. Yes, thank you. It was a good idea and they would like that wouldn't they," he says to himself, "After all we have many things to show them. Do go and prepare them some tea."

The PCs might be a little suspicious at this point, but Zemyatin promises them there is nothing to worry about.

Once the PCs enter, proceed with the following:

Nitaymez ushers you into town excitedly. He talks to himself repeatedly, having conversations with no one in particular, mentioning things such as the affairs of state and a riot on the north side. He also refers to someone called the Unnamed Keeper of Dora Kaa, but then quickly silences himself, turns to your party and says, "You heard nothing!" before proceeding onward.

You notice many other denizens in the town, all of them dead with rotting flesh hanging from their bones, if any flesh remains at all. They shamble to and fro on errands of a kind. Occasionally Nitaymez will speak to one and say something like, "Stop slacking you, or I'll inform the master," or order one to do something else. However, he seems to be the only example of sentient life visible in the entire place.

Nitaymez takes you to the hut he previously gestured towards. Inside it is warm and inviting, but a bit macabre. The symbol of luz, a blood red grinning skull, hangs on the far wall, surrounded by the speared heads of a number of different creatures, mostly human. Nitaymez gestures for you to sit down at a long table upon which rest steaming cups of tea, one for each of you, then speaks, "Well, fine pilgrims, what is it you seek in our great city?"

The tea is not poisoned, but it is not really tea either. Each cup contains one dose of nature's draught, a murky, pungent liquid that causes subtle changes in the drinker's scent. Drinking the "tea" provides a +1 alchemical bonus on Handle Animal and wild empathy checks made during the next 12 hours.

APL 2 (EL 13)

Quicklings (20): hp 3 each; see *Appendix Two*.

Zemyatin: Male human Wiz11; hp 34; see *Appendix One*.

Zemyatin actually believes he is someone called Nitaymez at the moment. He believes that he is the sole servant of one called the Unnamed Keeper of Dora Kaa, charged with overseeing the day-to-day operations in the city until the dread lord luz's return. If anyone ever asks to speak with the Unnamed Keeper, the master of the city, or Zemyatin, he hushes them and says that individual is preoccupied at the moment but that he is authorized to act as his official representative. If

the PCs ask about seeing luz or where he is, Zemyatin sighs blissfully and says he is probably slaying demon princes and paladin kings so that he may return a war hero. Zemyatin always seems to be talking to himself because there are 20 quicklings allied with him who often sit on his shoulders and whisper into his ears.

The PCs are unlikely to figure anything out until they tell Zemyatin what they are looking for. They could spend days rooting through the town, but their rations are probably limited. To top it all off Zemyatin follows them constantly, bugging them about what they are up to until they tell him. Once the PCs open up to Zemyatin and tell him they are seeking a relic or something similar, he smiles a toothy grin and says "I thought so," before leading them to the Temple of Torment.

Tactics: Attacking Zemyatin is not a very wise thing to do. He carries a few powerful magic items on his person and is an accomplished spellcaster in his own right. If the PCs attack him, he opens with a non-lethal spell like *ghoul touch* to get them to back off. If the PCs persist for another round, he decides to make an example of one of them and casts *baleful polymorph* to turn one of the PCs into a newt before asking them if they really want to tangle with the Mad Mage of Dora Kaa. If they back down, he goes back to being Nitaymez as usual. If they battle into a third round he obliterates them with a powerful area effect like *circle of death*. Even inexperienced PCs should know better than to take it this far.

Development: If at any point the PCs feel the need to rest once they arrive in Dora Kaa, do everything you can to make them feel uncomfortable about the idea. Ultimately, such a thing really is not practical, and Zemyatin only tolerates their presence for one day before the quicklings finally persuade him to kill the PCs.

Encounter Six: The Temple of Torment (Outer Sanctum)

Zemyatin tells the PCs he knows exactly where to find what they are looking for. He says a dwarf came to see the master many years ago and left unexpectedly, leaving behind a fine censer, no doubt intending it as an offering to Lord luz.

Actually, Zemyatin captured the dwarf adventurer named Ulf who stumbled upon the place accidentally. The mage tortured him into insanity, and Ulf eventually managed to commit suicide. Zemyatin eventually managed to place the

allip under his control, but he won't mention this to the PCs until later.

Zemyatin has practiced this lie for years to the point he almost believes it himself so he gets a +2 circumstance modifier to his Bluff check (for a total of +3). Nevertheless, any PC who wishes to roll a Sense Motive against this claim is likely to detect the deception. Zemyatin gets indignant and says nothing more of the event if the PCs accuse him of lying.

Zemyatin escorts the PCs to the Temple of Torment, where he says they will find what they are looking for. He waits outside to let them have a "private moment" as they supplicate to luz. Consult *Judge Aid Four* for a map of the Temple of Torment.

The grim temple before you is haunting. Although it was once apparently dedicated to a deity of nature, it has been profaned and tainted with the blood of innocents. It is overgrown by vines and red stains cover the walls and entryway.

As you enter the outer sanctum, you behold a stunning display of evil and darkness. Praises to luz are written in blood dried long ago upon the walls and floor. Strange words are carved into each tile stone of the floor and the bones of many a creature lay strewn about. From the back of the chamber come several shambling figures bearing clubs filled with nails. They moan and snarl as they move toward you.

A Knowledge (religion) check, DC 15, determines the temple was once a shrine to Beory and the Old Faith. Anyone who speaks Abyssal can determine that the words on the floor appear to be demonic names. The inner sanctum is guarded by four zombies of former townsfolk.

APL 2 (EL 2)

Human Commoner Zombies (4): hp 16 each; see *Monster Manual* page 266.

Encounter Seven: The Temple of Torment (Inner Sanctum)

In the inner sanctum lies the censer that the PCs seek. However, two ghouls lurk in the shadows, guarding the chamber.

As you pass into the inner sanctum, you can see natural sunlight pouring in from an open-

air roof. The crumbled masonry strewn about the floor indicates that the ceiling may have once been intact. A sundered altar sits against the back wall and resting upon it is a silver skull of luz, a pair of scrolls, and a dusty tome. Resting on a pedestal in the middle of the chamber sits a perforated iron ball on a jeweled chain.

Before you can reach the ball however, two loathsome creatures skulk out of the shadows. The foul creatures appear more or less humanoid, but have mottled, decaying flesh drawn tight across clearly visible bones. They are mostly hairless and have a carnivore's sharp teeth. Their eyes burn like hot coals in their sunken sockets.

These ghouls guard the *censer* and devour the rotting flesh of the town's denizens who have outlived their usefulness as zombies, plus any other wayward travelers Zemyatin fancies to kill and sacrifice to luz.

APL 2 (EL 2)

Ghouls (2): hp 13 each; see *Monster Manual* page 118.

Tactics: Check for surprise by having the PCs roll a Spot check opposed by the ghouls' Hide checks. PCs who spot one of the ghouls may act during the surprise round. The ghouls attempt to charge and bite anyone displaying a holy symbol of Pelor, or the easiest target (i.e. unarmored). In the following rounds, they full attack if possible and maneuver to flank if the opportunity presents itself. They focus on sickened or otherwise weakened opponents, or on anyone who tries to turn them. They fight to the death.

Encounter Eight: The Censer of Last Breath

The *censer of last breath* is resting on a podium in the center of the room. Zemyatin has warded it with a simple magical trap.

Trap: Anyone touching the *censer of last breath* gets a shock. The trap resets the next round after being set off.

APL 2 (EL 2)

Shocking Grasp Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*shocking grasp*, 1st-level wizard, 1d6

electricity); Search DC 26; Disable Device DC 26; Cost: 500 gp, 40 XP.

Treasure: The powers of the *censer of last breath* are only usable to a worshipper of Nerull so to the PCs it will appear a normal censer. Of course, an *identify* spell will reveal its true nature. Adlar is counting on the PCs being too stingy to do that. The *censer* also radiates strong conjuration under a *detect magic* spell (Spellcraft DC 22 to identify the school) and strong evil under a *detect evil* spell. The items on the altar belong to Zemyatin, but he is so out of touch with reality that he will not notice for days if they go missing. The tome is a fine prize, a *flesh golem manual* which can be sold for a pretty penny to the right buyer. However, taking the *manual* sparks his ire when he later discovers it missing.

APL 2: Loot: 2 gp; Coin: 0 gp; Magic: 433 gp – *flesh golem manual* (400 gp), *scroll of halt undead* (31 gp), *scroll of magic weapon* (2 gp).

Encounter Nine: The Last Champion of luz

As the PCs exit the temple, Zemyatin has a challenge for them. The *censer* was brought as an offering to luz, and to be allowed to bear the offering, the PCs must defeat the original donator. However, the dwarf adventurer Ulf has changed a bit since then.

Read or paraphrase the following when the PCs leave the temple with the *censer* in hand:

"Halt, blasphemers!" the old man in tattered robes exclaims, "You have done well to recover the censer, but you cannot get away with an offering to the great luz so easily. In fact, before I allow you to leave here alive, you must prove your mettle before luz the Evil by besting his champion. Behold, the Last Champion of luz!"

As he completes these last words, a creature rises up from the ground. It is like a thing out of a nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

Ulf has risen as an allip under Zemyatin's control and, before Zemyatin will allow them to leave, they must destroy it in battle.

APL 2 (EL 4)

Allip: hp 26; see *Monster Manual* page 10.

Tactics: On the first round, the allip uses its hypnotizing babble to try to incapacitate as many PCs as possible. Thereafter it focuses its incorporeal touch attacks on one character, a hypnotized one if possible. If any of the PCs attempt to turn it, it focuses its attacks on that PC. The EL has been raised by 1 to account for the fact that the PCs have already had several fights today.

Development: As soon as the PCs have defeated the allip, Zemyatin bows before them and proclaims them the new Champions of luz! He summons a number of zombies from nearby and has them cheer and clap for the heroes (as best as their rotting bodies allow). After this bit of fanfare, he begins arguing with the quicklings who suggest that he kill the PCs. He refuses to do so initially, saying luz would be displeased if he killed the new champions. However, after a couple of minutes, the quicklings will have him convinced. Hopefully the PCs take the hint to skip town as soon as they hear Zemyatin muttering about this. In this event, Zemyatin forgets what he was doing and goes back to business as usual: preparing the streets for luz's return and planning the celebration parade.

Encounter Ten: Delivery

At this point, the PCs most likely have the *censer of last breath* and must deliver it to Adlar's contact to receive their reward, or hand it over to Charivar if they do not trust Adlar. This decision is entirely up to them. If the PCs deliver the item to Adlar's contact, go to *Conclusion A*. If the PCs deliver the item to Charivar, go to *Conclusion B*. If the PCs failed to recover the *censer*, go to *Conclusion C*. If the PCs decide to deliver the *censer* to another Bandit Kingdoms meta-organization, go to *Conclusion D*.

Conclusion A

Having escaped the wretched place known as Dora Kaa, you hastily make your way to the rendezvous with Adlar's contact. You ought to be thankful that you escaped with your lives before the crazy old man who called himself Nitaymez decided to sacrifice you to his dread lord.

You arrive safely at the rendezvous point and wait for Adlar's contact to show up. The

wait turns out to be longer than you expected, for it is nightfall before Adlar's contact approaches you. You can't get a very detailed look at him, but he is a sinister-looking man with pale skin, haunting yellow eyes, and a feral cast to his features. He wears chain armor under his dark cloak and holds a spiked chain in clawed hands.

A DC 15 Knowledge (religion) check reveals that Adlar's contact is indeed a vampire. Do not prompt the PCs for a Knowledge check; only allow them to roll if they think to ask you about it or say they are looking closely at the vampire's appearance.

"My associate, Adlar, wants me to thank you," he says solemnly, "I trust you have the censer?"

Allow the players to react. It is quite possible that they may choose to attack, but if they express such a choice, you may feel free to allow them a Sense Motive check opposed by the vampire's Bluff check. Success will indicate to the PCs that this would be an overwhelming fight they stand virtually no chance of winning. If they attack anyway, roll initiative and begin combat. The vampire will destroy any who attack him, and will seek to Dominate the PC with the *censer*.

If they produce the *censer* willingly, proceed with the following:

You hand over the censer. The man's piercing gaze almost seemed to compel you to do so. As soon as he has the censer, he cracks a smile and says, "This weapon will be a great boon to those who oppose the Lord of Pain. Here is your reward," he says as he drops a sack of coins to the ground.

With that, he cackles an eerie laugh and vaporizes into smoke before your very eyes. "Farewell, heroes," you hear his voice echo through the wind, "Until we meet again..."

It is hard to know what to think of Adlar's contact. The man's motives seemed dubious at the very least. Oh well, there is always another day and another adventure. Perhaps you will even meet with the Mad Mage of Dora Kaa again some day when you are capable of putting his evil ways to an end.

APL 2 (EL 7)

Vampire Ftr5: hp 32; see *Monster Manual* page 250.

The PCs earn the *Gratitude of Adlar*. PCs who stole the *flesh golem manual* earn the *Enmity of Zemyatin*, who eventually gathers enough wits to realize who stole it.

APL 2: Loot: 0 gp; Coin: 450 gp; Magic: 0 gp.

Conclusion B

Having escaped the wretched place known as Dora Kaa, you decide that Adlar cannot be trusted. Any item that came from such a foul place cannot possibly be used for good purposes. Therefore, you elect to turn the item over to the capable hands of the druid Charivar, in hopes that she can determine its nature and keep it out of the clutches of evil.

You meet with Charivar as directed and she thanks you. She promises to discover the true purpose of the censer and ensure that it is not used to further a dark agenda.

A couple weeks later, a hawk flies over you as you are traveling off to your next adventure. The hawk perches on a branch nearby and drops a small leaflet to the ground in front of you before flying off again. As you open the leaflet, you see it is a letter. It reads:

"Dear friend of the forest,

"I thank you for delivering the censer to me. It was quite wise of you to do so, for my compatriots and I have determined that this item was sought by none other than the vile Hierarch Nezmajen of Darkpool. The censer was actually an evil relic sacred to the followers of the Reaper from the Horned Society, and now it has been destroyed. You have done much to help us ensure the safety of this forest and for that, you have our gratitude." The note is signed merely with a "C."

There are many reasons to feel good about what you have done. Adlar apparently tried to dupe you, and in light of this news, it seems prudent to avoid him and his contact. Now it is on to another adventure. Perhaps you will even meet with the Mad Mage of Dora Kaa again some day when you are capable of putting his evil ways to an end.

The PCs earn the *Gratitude of Charivar* and the *Enmity of Adlar*. They do not receive the reward money from Adlar since they did not fulfill their contract but the 50 gp down payment is theirs to keep. PCs who stole the *flesh golem manual* earn the *Enmity of Zemyatin*, who eventually gathers enough wits to realize who stole it.

Conclusion C

You have escaped the wretched place known as Dora Kaa, but, unfortunately, you have failed in your mission. Oh well, there is always another day and another adventure. Perhaps you will even meet with the Mad Mage of Dora Kaa again some day when you are capable of putting his evil ways to an end.

PCs who stole the *flesh golem manual* earn the *Enmity of Zemyatin*, who eventually gathers enough wits to realize who stole it.

Conclusion D

Having escaped the wretched place known as Dora Kaa, you decide that Adlar cannot be trusted. Any item that came from such a foul place cannot possibly be used for good purposes. Therefore, you elect to turn the item over to a group that can keep it out of the clutches of evil.

Several nights later, as you camp in the Fellreev, a humanoid approaches your camp. You can't get a very detailed look at him, but he is a sinister-looking man with pale skin, haunting yellow eyes, and a feral cast to his features. He wears chain armor under his dark cloak and holds a spiked chain in clawed hands.

A DC 15 Knowledge (religion) check reveals that this is indeed a vampire. Do not prompt the PCs for a Knowledge check; only allow them to roll if they think to ask you about it or say they are looking closely at the vampire's appearance.

"Give me the censer, or die," the figure says in a crypt cold voice.

Allow the players to react. It is quite possible that they may choose to attack, but if they express such a choice, you may feel free to allow them a Sense Motive check opposed by the vampire's Bluff check. Success will indicate to the PCs that this would be an overwhelming fight they stand virtually no chance of winning. If they attack anyway, roll initiative and begin combat. The vampire will destroy any who attack him, and will seek to Dominate the PC with the *censer*.

If they produce the *censer*, then proceed with the following:

You hand over the censer. The man's piercing gaze almost seemed to compel you to do so.

As soon as he has the censer, he cracks a smile and says, "This weapon will be a great boon to those who oppose the Lord of Pain. Just be glad that I did not have to take it from you by force!"

With that, he cackles an eerie laugh and vaporizes into smoke before your very eyes. "Farewell, heroes," you hear his voice echo through the wind, "Until we meet again..."

Oh well, there is always another day and another adventure. Perhaps you will even meet with the Mad Mage of Dora Kaa again some day when you are capable of putting his evil ways to an end.

APL 2 (EL 7)

Vampire Ftr5: hp 32; see *Monster Manual* page 250.

The PCs earn the *Gratitude of Adlar*. PCs who stole the *flesh golem manual* earn the *Enmity of Zemyatin*, who eventually gathers enough wits to realize who stole it.

APL 2: Loot: 0 gp; Coin: 450 gp; Magic: 0 gp.

They do not receive the reward money from Adlar, nor the *Gratitude of Adlar*, since they did not fulfill their contract but the 50 gp down payment is theirs to keep. PCs who stole the *flesh golem manual* earn the *Enmity of Zemyatin*, who eventually gathers enough wits to realize who stole it.

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 (objectives plus roleplaying) to each character.

Encounter One

Defeat Adlar in combat
APL2 180 xp

Encounter Two

Make Old Man Mistletoe Friendly or Helpful
APL2 150 xp

Encounter Three

Survive the attack of the bear
APL2 120 xp
Make Charivar Friendly

APL2 30 xp

Encounter Four

Defeat the skeletal crossbowmen
APL2 90 xp

Encounter Five

Convince Zemyatin to help locate the censer
APL2 30 xp

Encounter Six

Defeat the zombies
APL2 60 xp

Encounter Seven

Defeat the ghouls
APL2 60 xp

Encounter Eight

Disable or circumvent the trap
APL2 60 xp

Encounter Nine

Defeat the allip
APL2 120 xp

Conclusion A

Defeat the vampire
APL2 210 xp

Story Award

Deliver the *censer* to Charivar instead of Adlar
APL2 90 xp

Discretionary roleplaying award

APL2 90 xp

Total possible experience:

APL2 900 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 items are 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 scenario, 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.

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

Encounter One

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp.

Encounter Four

APL 2: Loot: 35 gp; Coin: 0 gp; Magic: 0 gp.

Encounter Eight

APL 2: Loot: 2 gp; Coin: 0 gp; Magic: 433 gp – *flesh golem manual* (400 gp), *scroll of halt undead* (31 gp), *scroll of magic weapon* (2 gp).

Conclusion A

APL 2: Loot: 0 gp; Coin: 450 gp; Magic: 0 gp.

Total Possible Treasure

APL A: Loot: 37 gp; Coin: 500 gp; Magic: 433 gp; Total: 970 gp (900 gp cap).

Special

Gratitude of Charivar: [] [] You have performed a valuable service to Charivar and the druids of the Fellreev by keeping the *censer of last breath* out of Adlar's dubious hands. You gain two Influence Points with the Fellreev Druids.

Gratitude of Adlar: [] You have performed a valuable service to Adlar the Two-Sided by delivering the *censer of last breath* to his contact. You gain one influence point with the Death Cultists.

Enmity of Adlar: You have angered Adlar the Two-Sided of Hallorn by recovering a prized relic and then refusing to give it to his contact. As a result, he has vowed to cause you harm at some future time when you least expect it.

Enmity of the Fellreev Druids: You have helped to kill a druid's animal companion. Fellreev Druids will have a starting attitude of Unfriendly towards you at the least, and if you were previously a member of this meta-organization, you are expelled.

Enmity of Zemyatin: The mad mage Zemyatin is infuriated at your theft of his *flesh golem manual*. He has vowed to animate your corpse at his earliest convenience.

Appendix One – NPCs

Encounter One

Adlar the Two-Sided: Male human Clr6 of Nerull; CR 6; Medium humanoid (human); HD 6d8+16 (cleric); hp 48; Init –1; Spd 20 ft.; AC 19, touch 9, flat-footed 19 [–1 Dex, +8 armor, +2 shield]; BAB/Grp: +4/+5; Atk +6 melee (1d8+1, mwk heavy mace) or +3 ranged (1d8/19-20, light crossbow); SA rebuke undead 5/day; SQ spontaneous casting (*inflict*); AL LE; SV Fort +8, Ref +1, Will +8; Str 12, Dex 9, Con 16, Int 12, Wis 17, Cha 15.

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +4, Heal +7, Knowledge (arcana) +6, Knowledge (religion) +6, Profession (mortician) +7, Spellcraft +5; Blind-Fight^B, Endurance, Diehard, Improved Turning.

Languages: Common, Old Oeridian.

Cleric Spells Prepared (5/5/5/4): 0—*cure minor wounds, detect magic, light, purify food and drink, read magic*; 1st—*bless, cause fear*^D (DC 14), *command* (DC 14), *cure light wounds, magic weapon*; 2nd—*cure moderate wounds, enthrall* (DC 15), *invisibility*^D, *shatter* (DC 15), ~~*undetectable alignment*~~; 3rd—*animate dead*^D, *blindness/deafness* (DC 16), *deeper darkness, dispel magic*.

Possessions: +1 half plate, mwk heavy mace, light crossbow, 10 bolts, gold holy symbol of Nerull (250 gp), silver holy symbol of St. Cuthbert, *necklace of fireballs type II*, scroll of *cure serious wounds*, scroll of *entropic shield*, six black onyx gems (25 gp each), 2 gp.

Physical Description: This man is of mixed human descent. He has dark eyes indicative of a bit of Baklunish blood and curly black hair. He has about a week's worth of stubble on his face and the left side of his face bears a scar from an old slashing wound.

Encounter Five

Zemyatin: Male human Wiz11; CR 11; Medium humanoid (human); HD 11d4 (wizard); hp 34; Init +8; Spd 30 ft.; AC 20, touch 16, flat-footed 16 [+4 Dex, +4 armor, +2 deflection]; BAB/Grp: +5/+6; Atk +7 melee (1d6+1, mwk quarterstaff) or +10 ranged (1d4+1, mwk dart); SQ summon familiar; AL CE; SV Fort +5, Ref +7, Will +9; Str 13, Dex 18, Con 10, Int 18, Wis 14, Cha 12.

Skills and Feats: Concentration +14, Decipher Script +8, Knowledge (arcana) +18, Knowledge (nature) +10, Knowledge (the planes) +12, Knowledge (religion) +16, Spellcraft +20, Survival +10; Craft Wand^B,

Extend Spell^B, Greater Spell Focus (necromancy), Great Fortitude, Improved Initiative, Scribe Scroll^B, Spell Focus (evocation), Spell Focus (necromancy).

Languages: Common, Draconic, Goblin, Orc.

Wizard Spells Prepared (4/5/5/5/4/2/1): 0—*acid splash, detect magic, ghost sound, arcane mark*; 1st—*charm person, magic missile x3, shield*; 2nd—*command undead* (DC 16), ~~*extended mage armor*~~, *ghoul touch* (DC 18), *glitterdust* (DC 16), *mirror image*; 3rd—*dispel magic, fireball* (DC 18), *ray of exhaustion* (DC 19), *slow* (DC 17), *vampiric touch*; 4th—*animate dead, lesser globe of invulnerability, Otiluke's resilient sphere* (DC 19), *summon monster IV*; 5th—*baleful polymorph* (DC 19), *cone of cold* (DC 20); 6th—*circle of death* (DC 22).

Spellbook (all prepared spells plus): 0—all cantrips; 1st—*chill touch* (DC 17), *expeditious retreat, hold portal, identify, ray of enfeeblement, Tenser's floating disk, unseen servant*; 2nd—*resist energy*; 3rd—*fly*; 4th—*fear*; 5th—*cloudkill, waves of fatigue*; 6th—*chain lightning*.

Possessions: wand of lightning bolt (CL 8, 12 charges), flesh golem manual, ring of protection +2, mwk quarterstaff, 5 mwk darts, spellbook, spell component pouch (2), crushed black pearl (500 gp), 20 black onyx gems (25 gp each).

Physical Description: This fellow appears to be advanced in years with straggly black hair that is graying in places where it hasn't fallen out completely. He has wild brown eyes and pock-marked skin.

QUICKLING

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +7 (Dex)

Speed: 60 ft. (12 squares)

AC: 19 (+1 size, +7 Dex, +1 *haste*), touch 19, flat-footed 11

Base Attack/Grapple: +0/–5

Attack: Dagger +8 melee (1d3-1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +1d6, spell-like abilities, special daggers

Special Qualities: Haste, invisibility, low-light vision

Saves: Fort +0, Ref +10, Will +4

Abilities: Str 8, Dex 25, Con 10, Int 15, Wis 15, Cha 14

Skills: Concentration +4, Craft (any) +6, Escape Artist +11, Hide +15, Jump +31, Listen +6, Move Silently +11, Spot +6

Feats: Spring Attack^B, Weapon Finesse

Environment: Temperate forest

Organization: Gang (2-4) or band (6-11)

Challenge Rating: 3

Treasure: No coins; 50% goods; 50% items

Alignment: Always chaotic evil

Advancement: 2-3 HD (Small)

Level Adjustment: +4

This creature is no larger than a gnome, but looks more like an elf. It has sharp, feral features and unusually large ears that rise to points above its head. Its skin is a pale blue and its hair is silvery white.

Relatives of brownies that dabbled in dark and sinister faerie magic long ago, quicklings were transformed into creatures of evil as punishment. Consequently, quicklings feel an intense loathing of all other races, especially other fey. They feel comfortable only around their own kind. They are always plotting ways to deceive others and filch valuable items. However, they do not seem to care for precious metals or gems much if at all, only those items which are useful, particularly those of a magical nature.

Quicklings like to dress in fine clothes of bright colors. They are fond of silver and black, and often wear or adorn their clothes with these colors. Quicklings never wear any form of armor or cumbersome clothes.

A quickling stands about 3 feet tall and weighs about 25 pounds. Males and females are

Appendix Two – Quickling

typically about the same size although female ears tend to be a bit longer.

Quicklings speak Common and Sylvan.

COMBAT

A quickling will attack by rushing in, stabbing a foe with its daggers, and then moving out of melee range before the opponent can react.

Haste (Ex): A quickling is affected by a permanent *haste* effect. This grants the quickling one extra attack when it takes the full attack action, a +30 enhancement bonus to speed, a +1 dodge bonus to AC and Reflex saves, and a +1 bonus on attack rolls. The quickling loses the +1 AC and Reflex save bonus anytime it would lose a dodge bonus.

This is an inherent ability and cannot be dispelled or negated.

Invisibility (Su): A quickling remains invisible except when it attacks. This ability is constant, but the quickling can suppress or resume it as a standard action.

Sneak Attack (Ex): A quickling can make a sneak attack like a rogue, dealing an extra 1d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the quickling is flanking.

Special Daggers (Ex): Quicklings sometimes employ daggers that deal no damage but can put a creature to sleep.

Sleep: Any opponent struck by this dagger, regardless of Hit Dice, must succeed on a DC 14 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Spell-Like Abilities: 1/day—*dancing lights*, *daze* (DC 12), *levitate*, *shatter* (DC 14), and *ventriloquism*. These abilities are as the spells cast by a 6th-level sorcerer.

Skills: Quicklings receive a +8 racial bonus to Jump checks. A quickling uses its Dexterity modifier instead of its Strength modifier on Jump checks.

Hallorn is a growing town on the western edge of the Tangles Forest. Since being liberated by Guardian General Hok from the mad Lesser Boneheart Aundurach in 594 CY, the general populace is still unsure what to think of Hok. Many cheered when he besieged and took the dead city of Hallorn from the forces of Iuz. Cheers turned to suspicion when the inevitable retribution never materialized. Rumors fly wildly that the Old One is not concerned with the Bandit Lands anymore; other rumors place General Hok bowing before the might of Dorakaa. Whatever combination of military force, diplomacy, and bribery he might have used, Guardian General Hok has managed to carve a little piece of the Bandit Kingdoms out for himself; complete with a capital city which he is busily fortifying against those who would take it for themselves.

Hallorn (Small Town): Conventional; AL N; 800 gp limit; Assets 61,600 gp; Population 1,540; Mixed (human 1,350, half-orc 80, halfling 15, elf 10, gnome 30, dwarf 35, half-elf 20).

Authority Figures: Guardian General Hok (male human, ruler of Hallorn and leader of the Army of the Warfields), Colonel Hor'mar (male human, 2nd in command to Hok), Colonel Marwald (male human, 3rd in command, Constable of Hallorn).

Important Characters: Captain Derathor "No Nonsense" Wardin (male dwarf, Night Watch Commander), Captain Hennen (male human, Day Watch Commander), Otto (male human, Hound of Trithereon and contact for Moskol's Legion), Rufoldus (male human, proprietor of the Dingy Coffin Tavern), Sourstis (female half-elf, Bruiser of the Circle of the Crimson Stone).

Others: mystics and followers of the Old Faith: [Adp4, Adp2 (2), Adp1 (8)], Ari2, Ari1 (7), Bbn3, Bbn1 (2), Brd6, Brd3 (2), Brd1 (4), clergy of Kelanen, Kord, Lirr, and Pelor: [Clr7, Clr3 (2), Clr1 (4)], town elders: [Com10, Com5 (2), Com2 (4)], commoners: [Com1 (1,339)], artisans and craftsmen: [Exp8, Exp4 (2), Exp2 (4), Exp1 (44)], Ftr8, Ftr4 (2), Ftr2 (4), Ftr1 (8), former members of Moskol's Legion: [Rgr 2, Rgr1 (2)], Rog5, Rog2 (2), Rog1 (4), Sor3, Sor1 (2), War5, War2 (2), War1 (74), Wiz2, Wiz1 (2).

Guardian General Hok: The General is a handsome Flan male in his late 40's, his face adorned by a dark beard. Physically large and

Judge Aid One – Hallorn

imposing, the Guardian General has a booming voice which he uses to shout out orders, or to belt out old Flannish war songs when the mood takes him.

Colonel Hor'mar: Not much is known about Colonel Hor'mar, whom Hok sometimes leaves in charge of Hallorn. That he did lead a sizeable force during the Siege of Hallorn is known. Eyewitness accounts during the Siege indicate that the Colonel is not afraid of getting in the thick of things during a battle. When it comes to administrating Hallorn while Hok is gone, Colonel Marwald is never far from Colonel Hor'mar's side. It is speculated that Hor'mar is technically in-charge due to having seniority over Colonel Marwald.

Colonel Marwald: Colonel Marwald is a hook nosed human male and serves as Hok's right hand man. Promoted from Captain to Major before the Siege, and then to Colonel afterwards, Marwald is in charge of the daily operations required to keep the Army of the Warfields moving and growing. In Hallorn, Marwald is considered something of a local constable/sheriff, as his responsibilities include keeping the peace in the newly liberated town.

Captain Hennen: Some say that Captain Hennen is a better singer than he is a swordsman. A light skinned Oeridian, he is a handsome, personable and overall pleasant fellow. When off-duty, he can often be found practicing his swordsmanship at Hallorn's Fencing Academy. The Mistress of the Fencing Academy has remarked more than once that Hennen is one of the best hand-and-a-half sword wielders with which she has ever sparred.

Captain Derathor "No Nonsense" Wardin: Wardin is known for his adamant refusal to bend the rules or put up with any trouble whatsoever. This stodgy attitude has earned him the nickname "No Nonsense." Wardin comes from caves deep in the Rift and has brought some of his clan members to help Hok work on the new walls of Hallorn.

Otto: The Hound of Trithereon is a very large and portly man (6'0", 320 lbs.). Clearly a mix of Oeridian and Flan heritage, his hairline is receding while a luxurious beard flows from his chin. Otto answers to the priests of Trithereon in the Tangles, and lives in Hallorn where he is an unofficial ambassador of Moskol's Legion. Hallorn residents who need to reach family members who are part of the Legion can trust Otto to privately relay messages. Otto enjoys

spending time talking to Rufoldus, although he rarely indulges in alcoholic beverages.

Rufoldus: The proprietor of the Dingy Coffin is a gaunt male human in his late 50s. His thinning grey hair is almost gone now, the result of years of living in pre-Siege Hallorn. Clearly in better health than in previous years, he appears to be far less nervous now than in years past. Anyone who Gathers Information in the Dingy Coffin, and throws some coin around, will gain a +2 Circumstance bonus to their check as Rufoldus is up to date on all the local gossip and rumors.

Sourstis: An attractive, female half-elf, Sourstis is a crowd favorite during Circle fights. She's known to be a very effective spiked chain fighter. She's a bit of a softy, as she always pulls her final blow so that it doesn't kill her defeated opponent.

Exploring Hallorn

Army of the Warfields Supply: There is nothing currently available in the supply other than standard PHB items.

Shrine to Pelor: In exchange for his help during the Siege, Guardian General Hok gave permission to Mykiell Ille', a priest of Pelor, to build a shrine to the Shining One. Only clerics of Pelor, or members of the Hidden Shrine to Pelor meta-org, even know where the shrine is located.

Located in Hallorn's slums in the south-east portion of the city, the shrine is inside a small, secret room at the back of a building and can hold ten people. The rest of the building is dedicated to helping Hallorn's poor rebuild the city with their own hands and to creating a positive image for Rhennee in the area. The adventuring priest believes that if Hallorn's poor were to invest time and effort into rebuilding their town, then they might become more of a community, and thus more caring and helpful towards each other. Any clerics of Pelor local to the Bandit Kingdoms will know where to find the shrine. Any followers of Pelor that come here to prepare their spells will receive a +1 Circumstance bonus to Concentration checks for the remainder of this event, as the shrine helps to renew their focus and dedication to the Shining One.

Hallorn Fencing Academy: During the Siege, a female elf adventuress pledged Hok her support. Instead of the usual share of the booty, the mercenary instead agreed to help the Guardian General in exchange for permission to open a fencing school inside Hallorn. After the

successful Siege, she was allowed to build her fencing school, and she did so in a small, abandoned warehouse located on Sword Alley. A follower of Kelanen, her teachings have helped to create followers of the hero-god of swords among Hallorn's soldiers and elite alike. Captain Hennen, an expert with the hand-and-a-half sword, can often be found here training with the Mistress herself when not on-duty.

On certain nights, the Fencing Academy serves as the host location for fights held by the Circle of Crimson Stone. Admittance to watch one of these fights is by invitation only. Tonight is not one of those nights.

Heroes that spend the day training in the Academy receive a +1 Circumstance bonus to Tumble checks for the remainder of this event. This bonus only applies when the PC is wielding a sword.

Mausoleum: The mausoleum is an imposing pyramid made of black marble. This pyramid houses the Death Cultists and few citizens of the town venture near the mausoleum if they can avoid it. Members of the Death Cultists, though, in their black or rust-red robes, can be seen entering and leaving the mausoleum at all hours. Any non-members that attempt to enter the mausoleum are greeted at the entrance by a Cultist in black robes that pleasantly informs them that only members are allowed inside.

A Death Cultist hero that spends the day inside the Mausoleum will receive a +1 Circumstance bonus to Spellcraft checks for the remainder of this event.

The Drunken Hydra: Located outside Hallorn's Old Wall, the Drunken Hydra is the town's newest drinking establishment, and the first one to be built outside of Hallorn's Old Wall. Due to its location on the east side of town, it poses no threat to Rufoldus' business. The owner is reputed to be an itinerant monk who has taken a vow of silence. Anyone attempting a Gather Information check in the Drunken Hydra receives a +1 Circumstance bonus to their check.

The Lucky Slaad: Recently built by an adventurer who considers himself both lucky and a good gambler, the Lucky Slaad is Hallorn's first casino. Located a respectable distance from the barracks, outside the Old Wall, patrons can play any number of dice or card games here, and the fear of being cheated is relatively low thanks to the owner's arcane skills. Due to the fact that Hallorn's wealthier and more knowledgeable merchants frequent

the casino, any Appraise checks performed in the casino receive a +2 Circumstance bonus if the PC asks for help in appraising the item.

If the heroes want to gamble, they may do so with dice. Have each participant roll two d20 and take the highest roll. For every 5 ranks in Profession (Gambler), add a +2 competence bonus to the character's highest d20. There are two tables open, low and high stakes, with one gambler at each. The low stakes table accepts bets of less than 20 gp, while the high stakes table accepts bets between 20 and 100 gp. The gambler at the low stakes table has 5 ranks in Profession (Gambler), while the gambler at the high stakes table has 10 ranks.

Feel free to make up other games that the heroes can play. Just make sure that the games are fair or slightly in the favor of the NPCs.

The party may make money in this way, but this gold does not allow the heroes to exceed the gold cap for the APL.

Hospice for the Poor: This hospice is still under construction and has yet to open its doors.

Bowyers/Fletchers: There are two bowyer/fletcher shops which have been recently opened outside the Old Wall. Both are currently vying to land a coveted contract as the exclusive fletcher for the Army of the Warfields. One of them even has a bakery attached that sells elven baked breads!

Dingy Coffin Tavern: Rufoldus' tavern has the look of a place that wants to be seedier than it is. Shuttered windows and a banked fire in the hearth create a dim atmosphere, yet the tavern is kept fairly clean and respectable looking. Since the Siege, Rufoldus is able to procure above average ales, as opposed to the homebrew rotgut that he had to serve when Aundurach ruled. The tavern boasts a dart board, and tournaments are held every night (5sp buy in, first, second, and third split the pot 60/30/10, respectively). 1d10 NPCs participate in each tournament.

Ellyian, the barmaid, is a pretty Oeridian female in her mid-20s. Standing 5 ft. tall, she looks younger than her age, and often plays that up by wearing her hair in pigtails. Vivacious and flirty, she is NOT a prostitute. She has a secret crush on Captain Hennen, and becomes clumsy in his presence. She is jealous of the Mistress of the Fencing Academy for Captain Hennen spends much of his free time at her school. While formerly a member of the Rookroost Thieves Guild, she became very angry with them after they made her move to Hallorn (a

very creepy and dangerous place when Aundurach was in charge). As a result, she told them to "get stuffed" and has been quite happy living the barmaid's life ever since. Adventurers often tip her ridiculously well, and she enjoys a nice lifestyle as a result.

Constable's Office/Town Jail: Located at the corner of Broken Avenue and The Grind, this two story building has been recently renovated. The upstairs is reserved for Hallorn's constable, Colonel Marwald, who resides here during the day. The first floor contains offices for Captains Hennen and Derathor, both of whom can often be found here during their watches when not patrolling the city. A set of stairs at the back of the building leads down to the underground cells. Prisoners are rarely seen here, as those who commit non-capital offenses are usually forced to enlist in the Army of the Warfields as ditch diggers. Persons convicted of capital crimes are remanded to the care of the Death Cultists.

The Needfest begins with "*Mummergin*." People wear disguises and try to remain unrecognized, in order to celebrate the wondrous and strange effect that magic and magical creatures have in the world. Nevertheless, it should be noted that actual use of magic in such disguises is considered cheating, and is frowned on in most areas. There is dancing and general carousing, and the high point is a parade and the Performance of the Mummers, a play in which good and evil battle. Evil wins but the youngest speaking child resurrects good and removes the evil from the bad actor. It is rare but not unknown for some members of evil cults to take steps at this point, and vigilance is usually tight in larger cities.

One exception is The Empire of luz, which holds a variant play in which their evil lord fights the forces of good and wins. This is usually enacted by having priests in ceremonial masks publicly fight, defeat, and then sacrifice a lightly armed prisoner amidst general rejoicing.

The rest of the holiday is devoted to general merriment, and the last night before the months are again counted in the calendar is very special. This is the *Feast of Unreason*, which is honored by many diverse faiths (Boccob, Lydia, Lirr, Norebo, Olidammara, Ralishaz, Trithereon, and even Rao and luz!) for different reasons. In general, however, the mode of celebration is the same: Servants are promoted to the head of towns, villages, and even royal courts, where they preside over the feast's duration. They orchestrate silly laws (i.e., having farmers push their carts, wearing only one shoe, etc.) which must be obeyed, though traditionally they are followed about by a "true" authority who can overrule any proclamations deemed to be disastrous. It is popular everywhere, even in the Great Kingdom, but ruthlessly suppressed in the Theocracy of the Pale. This is a very popular Greyhawk festival, where it is colloquially known as "Zagyg's Feast." The Mad Archmage retains his distinction as the only actual ruler to ever be elected to preside at these festivals, and his influence can still be felt today. Mages report that their spells will occasionally misfire in odd and/or humorous ways during this period, though such misfires will never occur in life-threatening situations unless one has greatly offended Zagyg or Boccob.

Needfest is also known in some places as the *Feast of Telchur*. This holiday honors Telchur's valiant battle in creating winter and

Judge Aid Two – Needfest

celebrates the beginning of winter's waning. In some places, an elaborate play commemorates this event (Great Kingdom). In others, remembrance of family and recital of the family tree is an important part of the day (Keoish principalities, Geoff, and Ulek). Most places, however, celebrate primarily with an open house dinner after dark, the giving of presents, chain-lighting of candles, singing and folk dancing. The goal is to make the sun feel like he is missing the fun so that he comes back before it gets too cold.

This is indeed the name given to this ramshackled woodsmen's village by its new ruler. The mage Zemyatin who slew all the people here and animated them as zombies is hopelessly insane, an escapee from the Legions of the Deranged, and he now believes himself to be the one true priest of luz left on Oerth. Zemyatin's mind has compensated for the insanity and horror of his later years by returning to what he thinks of as an early golden age, the time when luz first unified his homeland and established Dora Kaa, which would later become Dorakaa. He thinks that he lives in Dora Kaa, awaiting luz's arrival. In the interim, he busies himself collecting skulls from any humanoid he can find and slay. Zemyatin is paranoid, but he has reasonable self-control and he has learned the skills of foraging and survival. Zemyatin's major significance is that he knows the layout of Gibbering Gate perfectly, having memorized every nook and cranny with the obsessiveness of the truly paranoid. If somehow his confidence could be gained, he could reveal a great deal of that's citadel's defenses and prisoners.

Zemyatin also has a group of allies, some 20 quicklings around the village who converse with the mage. Why they choose to do so, only they know, but the effect on the viewer is generally that of observing the mage talking to thin air, since the quicklings are invisible. The quicklings often perch on the mage's shoulder and whisper into his ear; their replies are not audible unless one is standing very close by (Listen check DC 15 to hear whispering, DC 25 to understand what is being said, modified by distance). So, the mage simply appears madder than ever, and his dangerous little acquaintances may go undetected unless the observer is very watchful and vigilant.

Dora Kaa (Hamlet): Magical; AL CE; 0 gp limit; Assets 0 gp; Population 222; Mixed (zombie 176, quickling 20, ghoul 12, ghast 7, shadow 5, allip 1, human 1).

Authority Figures: Zemyatin (male human Wiz11, undisputed ruler of Dora Kaa).

Important Characters: Kae Nairie (female quickling, leader of the quicklings).

Others: all undead.

Zemyatin: Zemyatin is 40 years old, but looks far older, with his straggly, graying black hair,

Judge Aid Three – Dora Kaa

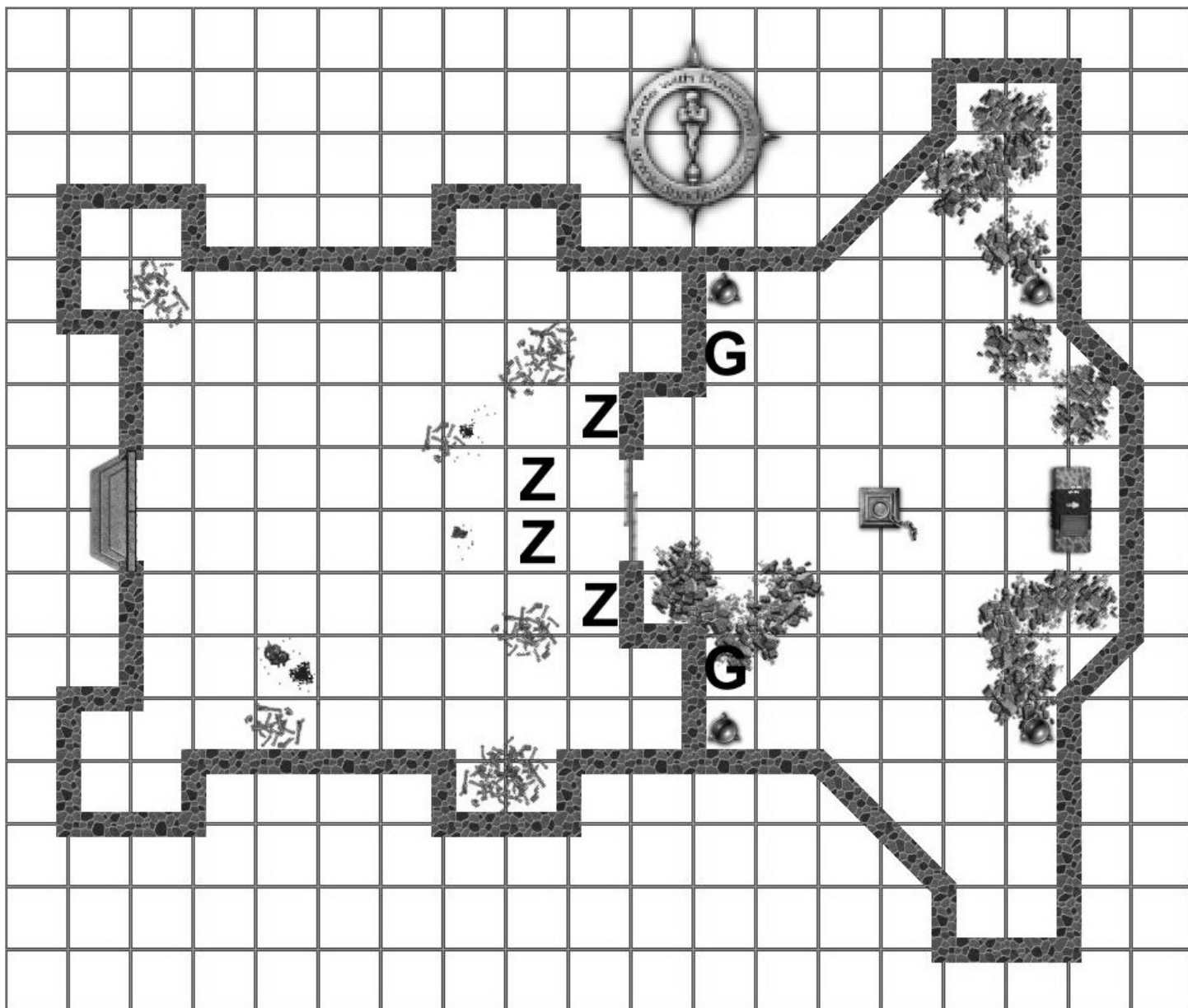
wild brown eyes, and pock-marked skin. Experience in the Badlands campaign in the Greyhawk Wars ruined him, and after two years in the Legions of the Deranged, he escaped, fled to his new abode, and has organized it with true paranoid efficiency.

Because of his paranoia, Zemyatin has trouble memorizing spells, so subtract 1d6 randomly-selected spells from his normal spell list if he is encountered. He believes he is a priest, the only true priest of luz, and learns his spells from sacred unholy texts (his spellbooks). He owns a *wand of lightning bolt* and a *flesh golem manual*, which he is too insane to use effectively. Subtle and wily adventurers might be able to use Zemyatin's delusions of the treachery of luz's current servants, if they present persuasive pseudological arguments to this madman.

Kae Nairie: Very little is known about the self-proclaimed leader of the quicklings in Dora Kaa. She and the others have been with Zemyatin since before anyone can remember and their agenda remains a complete and total mystery. Other than the fact that they share an alignment, they really have little in common. Kae Nairie is the quickling most often found upon Zemyatin's shoulder, and she has a most murderous bent.

The Temple of Torment: Originally, this served as a shrine to Beory, but upon Zemyatin's arrival, he quickly dismantled anything that reminded him of the Oerth Mother and decorated the temple in lavish luzian décor, meaning blood and implements of torture. The true names of exactly 99 demons are scrawled onto the floor, each on a different tile. The significance of these demons is unknown, as is the method by which Zemyatin learned them.

Judge Aid Four – The Temple of Torment



G = Ghoul
Z = Zombie

Player Handout One

