

BDK2-08



THE QUICK AND THE DEAD

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

Version 1

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A “chance” encounter with an ogre patrol in the Warfields has you headed to Hallorn to do a little R and R and R (Rest, Recreation, and Research). An adventure for characters levels 3 – 10.

The second adventure in the “To Hell and Highwater Series”

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Bandit Kingdoms. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Determine if any of the characters have any special Bandit Kingdoms certificates for this adventure

- Specifically, any pieces of the staff from *BDK1-10 Up Close and Personal* or the SPGE Interactive 'Evil Most Foul' or,
- The book from *BDK1-10 Up Close and Personal*. Since the majority of characters gave the book to Visivius in the previous adventure, the character may not have it for this adventure, since it is a unique item.
- A favor of Turak's employer from *BDK1-10 Up Close and Personal* or,
- If any of the characters have a Bandit Kingdoms 'Damned by the Reaper' certificate.

Also review characters' spell lists and characters sheets briefly, as the vampire Veth has watched them closely for the last couple of days, including the battle with the patrol, so is somewhat familiar with characters capabilities. Don't be abusive in this, but allow the vampire some level of preparation.

In this adventure, the characters further their understanding of a diabolical agreement being formed between Veth, a vampire lieutenant of Zvandria, and a devil lord from another plane.

Through their play in a previous Bandit Kingdoms adventure, *BDK1-10 Up Close and Personal*, or through their play of the Southern Plains Gaming Expo Interactive, 'Evil, Most Foul,' many characters may recognize that evil forces are going to great lengths in attempting to make contact with these diabolic forces, and have succeeded to some degree.

In this adventure, the characters are approached by Veth, a vampire, who is interested in using them as a distraction for the necromancer rulers of Hallorn. Veth has previously set the priest Visivius on the path of creating a gate between planes, so that he can fulfill an agreement between his mistress and a devil lord.

Visivius, a priest of Pholtus seeking knowledge about a book on traveling between planes, given to him by adventurers, unwittingly found information in a disguised Veth. By having Visivius unwittingly open the portal, Veth can avoid direct detection by the necromancers.

Veth plans to give the characters enough information so that they arrive at the time the portal opens. While Veth finishes his exchange with the diabolic messenger, the characters prove to be a suitable distraction for the necromancers that surely come to investigate.

Since the necromancers are very interested in keeping the secret of their newly discovered catacombs, which are a great source for undead minions, they probably won't parlay with the newly arrived characters. Instead they attempt to deal with them quickly, and seal the area against future intrusion.

As a result, Veth escapes undetected, the exchange with the devil prince is completed, the meddlesome adventurers and priest are eliminated, and the necromancers are none the wiser; a perfect plan, or so the vampire thinks.

Introduction

The adventurers encounter and defeat a patrol in the pouring rain. As a result they have some magic weapons and are headed to Hallorn to try and pawn them with a local source, and to investigate some additional rumors about possible adventure and treasure.

Encounter 1: Conversations with A Vampire

After setting up for the night, the adventurers are approached by a mysterious individual interested in exchanging information on the catacombs below Hallorn, for items possibly previously acquired through earlier Bandit Kingdom play. Veth, the vampire, has ulterior motives for having the adventurers investigate the catacombs.

Encounter 2: Return To the Dingy Coffin

Arriving in Hallorn, the adventurers find shelter in the Dingy Coffin, a somewhat familiar tavern, where they obtain additional information on recent happenings around town, from the bartender, a young adventurer, and a mysterious old man.

Encounter 3: In Search of Death

The adventurers make their way out into the streets of Hallorn, in search of the entrance to the newly discovered catacombs, either as a result of speaking with Veth or their conversations within the Dingy Coffin. A possible combat with an undead patrol ensues.

Finding the entrance to the catacombs, the adventurers descend into the depths below Hallorn.

Encounter 4: The Door's Open, Come On In!!

Pushing their way into the catacombs, the adventurers come upon a scene of chaos as a frail priest and his acolytes fend off a horde of diabolical creatures.

Encounter 5: Confessions of a Priest

Having defeated the creatures, the adventurers hear the tale of Visivius, a priest of Pholtus who some adventurers might have previously met.

Encounter 6: Death Comes Looking

Once the adventurers have searched the room, and prior to them heading after the lead devil, a necromancer arrives with some undead forces to investigate the portal's powerful magic emanations.

Encounter 7: A Conversation Between Two Friends, New and Old

As the adventurers proceed down the hall in search of the remaining devil, they hear pieces of a conversation

between Veth, their previous informer, and his devil counterpart.

Encounter 8: The Quick and the Dead

The adventurers must decide whether to rush forward to defeat the devil, or flee back the way they came. The weapons found in the introduction could become useful at this time.

Conclusion

Having made their decision, the adventurers have uncovered additional knowledge on Veth, Zvandria's plans, a possible diabolical alliance, and a new source of undead minions for the rulers of Hallorn. What they plan to do with this knowledge now rests in the hands of the adventurers.

INTRODUCTION

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

It is been a long day already, and from what you can tell, it must only be mid-afternoon. It sure would help if these thick gray clouds and torrential rains would get out of the way so that you could see what passes as the sun these days. It has been raining so hard over the last week that it is often difficult to see your horse's mane in front of your face, let alone your distant companions.

As a result of the downpour you almost got a one way trip out of this mess when you stumbled upon a patrol of ogres (or trolls, if APL 8 or 10) patrolling the Warfields. If you hadn't gotten lucky and split that cleric's skull on the first shot, you might be significantly worse off than your party looks right now; that and the mysterious blast of fire that scorched much of the patrol.

The curious thing was that the cleric was wearing a symbol of Nerull instead of the normally accustomed skull of Iuz. Well, one way or another he is on his way to meet his god, and you are on your way to find a dry cave or hollow so that you can heal up your wounds from that nasty ogre's greatsword (troll's greatclub).

You've actually been heading toward Hallorn, since a contact of yours mentioned he might be interested in having you investigate some rumors surrounding that accursed town. He mentioned undead and necromancers, but you seemed to tune that out when he mentioned magic, gold, and hidden ruins.

Your contact's name is Yaruk, and supposedly you can leave a message for him at the Dingy Coffin. In addition, you might even be able to dump these well made, but Iuz marked weapons and armor that the patrol were carrying.

- The characters are about a day's ride out of Hallorn
- Since all characters have just escaped a battle, they are somewhat beaten up. All fighters are at 50% hit points, while the wizards and sorcerers are down

25%. There was a stray appropriate-level necklace of fireballs that one of the creatures accidentally set off in the confusion.

- If there are any RTG members in the party, and they think to ask, they know of a contact in Hallorn that can give them 75% of the value for the loot they carry.
- If a character is willing to spend an IP with the RTG, they could also get the same deal, again if they ask. However this should be phrased in such a way that they "might be able to call in a favor with someone in Hallorn to dump this hot stuff."
- If anyone has the ability to *speak with dead*, and wants to drag the body, the participant is total uncooperative. Mysteriously, the soul, and all traces necessary for *speak with dead* have vanished. Nerull claims his own upon their demise. If a character casts this spell, provide them with information that the body responds unlike anything you have ever seen.

Equipment that the characters found:

- (APL4) masterwork heavy mace, masterwork splint mail, 2 huge masterwork greatswords.
- (APL6) masterwork heavy mace, +1 splint mail, 2 huge masterwork greatswords.
- (APL8) +1 heavy mace, +1 splint mail, 2 huge masterwork greatclubs.
- (APL10) +1 heavy mace, +1 full plate armor, 6 huge masterwork greatclubs.

Feel free to embellish on the cleric's gear. The basic thought here is to have the characters interested in getting to Hallorn to dispose of this equipment, which is all marked with the sign of Iuz.

Also, the magic weapons could be used against the devil in the last encounter, should the characters not have the proper weapon to hit them. However, this should be a discovered ability, not DM provided.

ENCOUNTER 1: CONVERSATIONS WITH A VAMPIRE

As you reach the edge of the Tangles, nightfall is seemingly starting to set in, although you still can't see the sun. You find a small hollow in the side of a cliff not far from the edge of the forest that affords significant protection from the torrential rain, while not requiring significant reconnaissance.

See DM Aid 1: Map of Campsite within the Tangles

- Have the characters determine sleeping locations after drawing out the map, as well as a sleeping arrangement.
- Try to instill some fear and foreboding into the characters. Around dusk the sky finally clears,

although it doesn't seem to have cleared out all the moisture, as an eerie fog seems to creep across the plains.

- Sounds within the forest should keep the adventurers closer to the border.
- The Tangles is a good example of the Beastlands plane. It is a swarming, almost alive jungle with huge predators and prey alike.

As you settle down for the evening, you soon come to realize why few adventurers spend significant time in the Tangles. The depth and strength of the forest is evident, with even the undergrowth feeling as if it could easily overgrow your small campsite if it decided to.

- Once characters have determined what their watches are, or if they are keeping them, determine which character the vampire approaches. He targets a character that has the staff visible. Obviously, since the staff is 6 feet long, you can't hide this.
- Also, if one of the characters has been *Damned by the Reaper*, the vampire is attracted by this character's aura, and approaches him/her about an offer.

Prior to the Vampire making his appearance, he sets himself up for success by casting several spells on himself, in case characters react violently. The vampire has been following the characters for several days, and watched how they fought the patrol. He takes any obvious precautions available to him.

As you stand motionless watching the thick soupy fog roll into the forest, with the cries of several unnamed beasts as your backdrop, you see a figure coalesce out of the dark fog. It appears to be humanoid, with a thick black wool cloak, and a high collar. Its chest seems to glint softly.

In a thick accent, he speaks, "Greetings traveler. I mean you no harm. I merely ask that I may approach and speak with you a moment. I have a proposition that might be mutually beneficial."

If the character is *Damned by the Reaper*, add the following:

"From your aura, I see we serve similar masters, perhaps not entirely out of choice? Perhaps that can be changed if we could but converse?"

- The vampire obviously detects strongly of evil.
- Allow the character to react without input from sleeping characters. If he decides to launch an attack, proceed to combat.
- The vampire is interested in obtaining the staff, and takes it, if it is within his means, but only if characters start combat. He is aware of the characters' capabilities somewhat, and uses this knowledge to his advantage.

- He does not press the attack if it is obvious that he is outmatched, but attempts to kill whoever is obviously belligerent.

As the darkened figure approaches, you see that he is elven, of moderate-build dressed in finely spun clothing in dark blues, purples, and black. A heavy mace hangs at his waist, but you notice the left hand that would wield it has been shorn off just above the wrist.

As the figure stops, approximately twenty feet from you, approaching from the forest, he stops and bows. "I am Veth, and have been in search of adventurers such as yourselves. I would be very interested in exchanging some gear that you have procured, for some knowledge that I possess."

Veth has the following information that he provides to the characters in conversation. You should roleplay this conversation, rather than just reading it directly.

- Veth is interested in obtaining any staff pieces in the party's possession. Veth offers anyone with the Bandit Kingdom certificate "*Damned by the Reaper*," a boon in exchange for the staff piece(s). The boon supposedly aids in their ability to remove this taint, "blessing" in his eyes.
- If no character is *Damned by the Reaper*, or if the characters are stubborn, he offers the characters 200 gp for the staff, and can be bargained up to 1000 gp. This should only be possible by making opposed Charisma checks for each 100 gp increment, as well as consistent roleplaying.
- If no character has a piece of the staff, Veth bargains for the weapons found on the patrol, because they are obviously magical.
- Veth offers them knowledge that their whereabouts are being sought by Priests of Nerull (he put them on the trail, but he won't mention that), in connection with a recent raid against an ancient temple that they were involved in.
- Veth is also interested in getting the characters the information about Visivius, an old friend, who he describes, so that they might be able to arrive in time to take the blame. He tells them that a ceremony of vast evil is to occur tomorrow, a couple of buildings away from the Dingy Coffin. He provides them with the specific location information, so characters could avoid the Dingy Coffin, if they so choose.
- Veth is also willing to provide them with the name of a contact in Hallorn that can help them to "distribute" the ill-gotten goods that they have obtained, without any notice being brought to them. Treat this as though the characters had a contact in the RTG, or spent an influence point with the RTG.
- Veth confirms that he works for the "Mistress of the North," not mentioning her by name.

Veth should be played as a confident lieutenant to Zvandria. He is one of her trusted advisers, and is currently advising her on the situation in the Bandit

Kingdoms. He has been sent as an emissary to deal with the devils that are arriving shortly, and therefore is very interested in making it seem as if he is helping the characters get something, actually blame.

His arm has been removed as a result of a recent encounter with an untrusting sort. He quickly changes the topic of conversation back to something that suits his interest.

If the characters attack Veth, please refer to his statistics. He kills and removes any character that attacks him, but flees the scene if close to defeat.

ALL APLS (EL 11)

☛ **Veth:** Male elf vampire Clr9 (Nerull); hp 72; see Appendix 1: NPCs.

Tactics: Veth is a very wily vampire. As a result, he takes every precaution when going in to face the characters and is not merciful to anyone who dares attack him.

Prior to going into the character encampment, he casts *spell resistance*, *discern lies*, *spell immunity* (depending on what he saw that characters are capable off in the encounter with the ogres/trolls), *locate object* (staff one piece), *protection from elements* (Depends on what he observed in the characters' combat with the ogres/trolls), *bull's strength*, and *protection from good*.

He has *slay living* readied for anyone attempting obvious offensive actions, and strives to kill anyone making a move against him, without risking his own life.

He incapacitates others, or flees depending on the situation. This is not a license to wreak havoc for the DM, as many parties are not able to stand up to Veth. He is merely to be used as a lesson for characters that attempt to abuse NPCs without thought.

This would include draining them and taking their body to be brought back later as a vampire or vampire spawn.

If Veth believes he needs help, he can use his vampire abilities to summon friends.

ENCOUNTER 2: RETURN TO THE DINGY COFFIN

The next morning dawns cool and damp, although anything is a welcome respite from the torrential downpours. With a little luck, the weather holds throughout the early afternoon as you ride into Hallorn.

The bar that you were told might hold a key to some of the recent events in Hallorn is known as the Dinky Coffin. While not a cheery name, the Coffin has a hearth that makes the damp stinking air of Hallorn merely a memory, or at least while you remain inside. The last time you were here a friend of yours was dragged bodily into the streets screaming by zombies. Hopefully there won't be a repeat performance today.

The following NPCs are in the bar. Feel free to roleplay depending on time. Some information is necessary for the

characters to go on, if they did not get everything from Veth in *Encounter 1*.

☛ **Rufoldus, the Bartender:** Male human Com1.

- Rufoldus is thin and gaunt.
- He has gray hair that is thinning wildly. He attempts to comb it over, but it is wispy and floats about.
- He licks his lips frequently, and constantly glances toward the door.
- He speaks in hushed tones
- This haggard looking human doesn't look like he has slept well or eaten in a couple of days. He owns a bar in Hallorn. Enough said.
- He has been hearing sounds from below his storeroom, almost as if something is digging down there.
- He takes a message for their contact, but the contact isn't available for the next couple of days. He doesn't know this, and says he can set up a meeting for tomorrow night.

☛ **Hidean, the Old Man:** Male human Com1.

- Hidean is an old frail looking human
- He is out to make some money by turning in any arcane or divine spellcasters. To this end, he tells adventurers that he has a friend who is looking for someone who might have knowledge about strange artifacts or mystical writings.
- If the adventurers express an interest, he attempts to get them to show proof of their prowess. If they show any obvious spellcasting effects, he offers to set up a meeting with his friend out back in an hour.
- He then goes out and makes contact with his boss, who sends the necromancer from *Encounter 6*. If the characters hang around waiting, have the necromancer, and his minions, show up here. If the characters move on, have the necromancer show up as planned, in *Encounter 6*.
- If the necromancer shows up at the Dinky Coffin, he demands the adventurer in question surrenders. If he does not, the necromancer attempts to capture him. Any characters not actively resisting (spellcasting, weapons, etc.) are not harmed.
- He won't come straight out and say what he is looking for, but makes it clear through inferences.
- Bluff +15, Sense Motive +15. If he even thinks that characters might be on to him, he falls into character, and/or leaves the bar.
- He has a *potion of invisibility* for getting away unseen.
- If any adventurer shows his magical prowess, and Hidean is able to notify the authorities, that character receives the Wanted by the Forces of Iuz, even if the necromancer is defeated.

☛ **Raphael, the Young Adventurer:** Male human Com1.

- Rob, although he goes by “Raphael” which sounds more adventurous
- Floppy long red hair obscures his vision.
- Is quite wiry, could be a good thief. Not very experienced though.
- He is young, about 15, hanging with two young friends, playing darts, boasting.
- He is sipping water, because he can’t handle the ale, or afford it. Looking for trouble basically.
- He recently found a short sword, which he wears, and is his most treasured possession.
- Formerly a member of the High Tops.
- Has been investigating around Hallorn, and discovered that the necromancers seem to be adding ghouls to their collection of zombies, from an unknown source.
- If the vampire has not transferred the knowledge, he offers the information as to the location of the stairs leading down below town. He saw a necromancer go down there once.
- For 1 gp, he leads the characters to the location (all adventurers need to start off somewhere).

🔮 **Ellyian, the Barmaid:** Female human Com1.

- The characters contact, that is a young woman, who pretends to be younger than she is.
- She is roughly 5 feet tall and pretends to be a teen serving girl.
- Bluff +8, Sense Motive +8
- She is sloppy and spills if she overhears anything important.
- She is actually the RTG contact in Hallorn.
- She is a bit inexperienced for the position, thus her assignment to Hallorn.
- If any RTG members are present, or if the characters burn a Influence Point with the RTG, she tells the characters that they can drop the material in a back corner of an abandoned loft apartment.
- She gets them any equipment necessary at 200% of the prices listed in the *Player's Handbook*.
- She will pay them 75% of the prices listed in the *Player's Handbook* or *DUNGEON MASTER'S Guide* for any “acquired goods.”

ENCOUNTER 3: IN SEARCH OF DEATH

As you make your way back out onto the streets of Hallorn, you find yourself skirting from shadow to shadow, building to building, all the while continuously peering over your shoulder.

Following the directions you had been given, you quickly locate the burnt-out, demolished building that hides the entrance to the caverns below Hallorn.

As a DM, feel free to sketch this out for suspense, and as time allows.

Descending a half-hidden stairway in the back corner of the stone building, you find yourself in a small, musty stone cellar. A small pile of debris in one corner seems to obscure a portal of some type.

Again, roleplay as time allows.

As you clear the door, you see a well cut stone hallway lead down ahead of you. It seems well made but ancient. Recent prints lead down the center of the hallway.

A successful Track check (DC 10) reveals that several humanoids have passed here recently. As the characters continue, read or paraphrase the following.

As you proceed down the hallway, you notice that it continues on, consistently heading down, although also straight. Ahead, you see the hallway seems to open up into a larger room; echoes of chanting come from ahead.

Suddenly from ahead you hear a loud pop, as if a bubble burst, and then a bright light appears, rushing toward you. A force like nothing you have ever seen lifts you off your feet, driving you back ten feet, where you land hard on the stone floor. Your weapon clatters beside you.

As you shake off the impact, you hear shouting, wailing, and screeching ahead.

Each character takes 1d3 subdual damage from the impact.

ENCOUNTER 4: THE DOOR'S OPEN, COME ON IN!!

As you cross the threshold into this room, you see mass chaos has ensued. The floor is littered with debris from crumbling columns and splintered wooden benches. In the far part of the room, a large stone altar rests on a dais. Atop the altar, a crackling wall of green flame dances around blackness.

To the left and right, several frail humans dressed in gray robes fend off large creatures of darkness. The creatures are large molten beings, humanoid in shape, each dressed in a foreign type of blood red hardened armor. The creatures seem almost to be toying with the humans, approaching casually, enjoying the suffering they are obviously threatening to inflict.

Be sure to describe the creatures that are in this room, without giving away what the characters are specifically facing.

APL 4 (EL 6)

👉 **Imps (4):** hp 13, 13, 13, 13; see *Monster Manual*.

APL 6 (EL 8)

☛ **Osyluth**: hp 32; see *Monster Manual*.

☛ **Imps (4)**: hp 13, 13, 13, 13; see *Monster Manual*.

APL 8 (EL 10)

☛ **Osyluth (4)**: hp 32, 32, 32, 32; see *Monster Manual*.

APL 10 (EL 12)

☛ **Hamatula (4)**: hp 49, 49, 49, 49; see *Monster Manual*.

The devils focus on the characters, although they might kill one of the acolytes (not Visivius) quickly for effect.

ENCOUNTER 5: CONFESSIONS OF A PRIEST

As the last of the horrific creatures slumps to the stone floor, you see pools of acid envelope the bodies of the creatures, leaving little besides the charred remains of the blackened armor they once wore.

As you look at your companions and the other remaining survivors, your eyes fall on a familiar figure. The frail human that lay before you, struggles to get to his feet. As you look more closely, you see that it is Visivius, the mysterious priest of Pholtus for whom you had previously help search out a destroyed temple of Pholtus. Not someone you would expect cavorting with devils deep below Hallorn.

He is old and withered, has a spotty gray beard, flecked with blood, and is missing his two front teeth. As Visivius gets to his feet, you see that he is trembling uncontrollably, as he surveys the carnage of blood, sweat, and demon remains that litter this chamber.

"What have we done in our madness?! We were only trying to help this god-forsaken land, and look at the ruin our actions have wrought. My friends, I apologize profusely for the danger that I have caused."

Visivius has some healing, but wants to use some of it to help his acolytes, who he has gotten into this mess. He helps characters, but if characters have healing, he suggests that they use it as well.

☛ **Visivius**: Male human Clr3 (Pholtus); hp 24; see Appendix 1: NPCs.

"I hope that my small deeds can rectify some of the evil that I have loosed into this world. My companions and I had traveled far to perform a ritual of cleansing and summoning within this temple. We had heard rumors of a Pholtian temple beneath Hallorn, and have done some quiet investigation recently in hopes of finding it. We were able to find this Temple without alerting any of the authorities."

Visivius tells of studying book and finding a loose sheet which described this place, as well as the ceremony required for opening the portal.

Comparison with the book is possible. Have reviewing characters make a Forgery check (DC 20) without telling them that it is a Forgery check. Success shows that the paper has been produced much more recently than the book, and that it is in a different script. Veth planted it in the book, so that the priest would attempt this ceremony.

Visivius can impart the following information to the characters.

- These catacombs seem to be inhabited, as he continues to hear sounds, although he has not seen any creatures.
- He has been in town for two weeks, and has been staying at the inn.
- The inserted page told of a summoning of a powerful creature of good, which he believed would help his cause. Instead it opened a portal to Baator.
- A sage that he had talked to in Stoink, who was missing a hand, had given him directions to where he could perform this ritual.
- He mentions late in the conversation that there seems to be one of the creatures missing. Tracks leading off away from the entryway have large claw marks.
- One of the acolytes mentioned that a creature, similar to the others, but larger strode off in that direction. They are bordering on hysterical, and really want to leave this location, but won't unless the characters or Visivius lead them out.

Examining the portal reveals the following.

Atop the altar, a crackling wall of green flame dances around blackness. Approaching the portal, you feel heat radiating out from its glowing surface. Looking into the mirror itself, you see a landscape of destruction and despair. Molten lava flows over broken hills of ash and jagged obsidian. A thin mist of ash hangs in the air like snow. Demonic creatures move across this landscape in the distance.

As the characters are preparing to leave, the undead strike. This includes if the characters decide to talk with Visivius in a safer location.

ENCOUNTER 6: DEATH COMES LOOKING

If any characters are by the entrance way to the room, allow them a Listen check (DC 15) to hear the undead coming toward them.

The sudden emergence of the powerful magic beneath the city has been quickly called to the necromancer's attention. Also, if any character brought

attention to themselves at the Dingy Coffin, the necromancer is interested in talking to him.

As you are preparing to head out of the room, behind you a raspy voice starts, "So it seems as if you have stumbled onto our little secret, have you? Well, I apologize, but we just can't have mortals strolling around our new source of materials, can we? Subjects are so difficult to come by!"

Tactics: The necromancer uses his invisibility to his advantage if possible. He tries to zero in on one character in general to get a strong attack in, and then retreats to relative safety, supporting his undead minions.

While zombies and ghouls are forced to move as the characters do, be descriptive in describing the ghoul/zombie as it falls over, but continues to claw its way toward the characters.

Try to create suspense as the shadows and specters leap out of the shadows, attack, and then try to take additional cover from the floor and walls.

Here are flavor text comments from the Necromancer, to be made in the midst of combat.

- "The lord of death comes for your soul. Don't keep him waiting."
- "Only through darkness can you be reborn."
- "Have you ever watched a ghoul (zombie) digest its victim. It is truly an enlightening experience."

When and if the Necromancer becomes visible, read or paraphrase the following.

You see an old, haggard human. He is pasty white in color, and is incredibly wrinkled. He walks slightly bent, leaning on a gnarled staff. His hands, however, do not waver, and a mad gleam lights his dark brown eyes. He continuously spits small clumps of red mucus as he speaks.

APL 4 (EL 6)

🐉 **Dragor, the Necromancer:** Male human Nec3; hp 16; see Appendix 1: NPCs.

🐉 **Medium-size Zombies (7):** hp 16, 16, 16, 16, 16, 16, 16; see Monster Manual.

APL 6 (EL 8)

🐉 **Dragor, the Necromancer:** Male human Nec5; hp 26; see Appendix 1: NPCs.

🐉 **Ghouls (9):** hp 13, 13, 13, 13, 13, 13, 13, 13, 13; see Monster Manual.

APL 8 (EL 10)

🐉 **Dragor, the Necromancer:** Male human Nec7; hp 36; see Appendix 1: NPCs.

🐉 **Shadows (9):** hp 19, 19, 19, 19, 19, 19, 19, 19, 19; see Monster Manual.

APL 10 (EL 12)

🐉 **Dragor, the Necromancer:** Male human Nec9; hp 46; see Appendix 1: NPCs.

🐉 **Spectres (4):** hp 45, 45, 45, 45; see Monster Manual.

If the characters search the Necromancer, a successful Search check (DC 15) reveals a pocket within his cloak. Inside is a map of a strange section.

ENCOUNTER 7: A CONVERSATION BETWEEN TWO FRIENDS, NEW AND OLD

As you proceed down the stone hallway, deeper into the earth, you hear voices up ahead engaged in conversation, one familiar, and one not so.

This is the conversation that characters hear between Veth and whatever devil has been sent to meet him (depending on APL). Feel free to allow the characters to decide whether to wait until the conclusion of the conversation, or to proceed straight into combat.

Round 1

Veth: *Greetings Cloax. Have you brought the item I seek?*

Devil: *Veth, I have brought your trinket, as stipulated in the agreement. Do you have the gating gem? My master is getting impatient with his inability to enter your realm. He wishes to consummate his union with your mistress soon.*

Round 2

Veth: *Have I not done everything as agreed to in the contract? Did not the portal appear at the agreed upon time? My mistress grants me wide latitude in dealing with mortals of this realm. Here is your gem.*

Devil: *I sense a disturbance.*

Round 3

Veth: *Worry not. I had to make... certain arrangements to ensure our meeting was not interrupted by the powers that be in Hallorn. Have your lackey take the gem, and I will send him back to your realm ahead of you.*

Devil: *Yes, I will return via the gate. We look forward to doing regular business with you and your Lady Zvandria going forward.*

ENCOUNTER 8: THE QUICK AND THE DEAD

Rounding the corner at the end of the hall, you peer into a massive burial chamber. Small sconces dimly light a large room filled with finely carved sarcophagi resting amongst massive pillars.

Across the room, you see another familiar, less friendly figure. Veth stands staring intently at a small stone pyramid that he holds in his one hand. It pulsates with an eerie red glow, which casts an even more sinister light over the face of the vampire.

Perhaps even more horrific is a demonic creature that stands facing the corner where, another small demonic shape slowly fades from view, holding a pulsating gem tightly to its breast. Slowly, the remaining demonic creature turns toward you, a low, highly disturbing chuckle emerging from its throat. "Welcome to Hell my puny prey. I hope you come to enjoy its many comforts."

APL 4 (EL 6)

☛Osyluth: hp 32; see *Monster Manual*.

APL 6 (EL 8)

☛Hamatula: hp 49; see *Monster Manual*.

APL 8 (EL 10)

☛Cornugon: hp 82; see *Monster Manual*.

APL 10 (EL 12)

☛Gelugon: hp 114; see *Monster Manual*.

Veth is a non-combatant, and becomes gaseous at his first opportunity. This battle is between the devil and the characters, if they so choose.

Use flavor text for the devil's words, such as those presented below.

- I look forward to tasting your heart's last beat.
- Elven bones are so crisp.
- Why do you even imagine that you can defeat me?
- Your puny magic can't harm creatures of the netherworld...

CONCLUSION

If the party is victorious over the devil:

As the devil falls to the ground, you here a low chuckle rise from its quickly dissolving body, and a shadowy form rises slowly from rapidly shrinking puddle, reaching a long dark arm over you. Slowly, with a long, fading shriek, the shadow vanishes.

As you climb out into the streets of Hallorn, you begin to wonder what the new information you have gained truly means. What is Veth up to? How is Zvandria involved, and what is going on beneath the deserted streets of Hallorn?

If the party is defeated by the devil:

As you flee the scene in panic, you can only hope that the souls of the companions that you left behind survive. The vicious echo of the diabolic creature follows you out into the cold, dark streets of Hallorn. You have been beaten by the forces of darkness, and only hope you'll have another opportunity to prove your worth.

If the party plays this adventure at the premier at the Bandit Kingdom's Con Queso Convention, read the appropriate text above depending on their success or defeat. Also read:

As you climb out of the catacombs, a plan for further exploration starts to form between you and your companions. Perhaps some additional investigation will yield a greater reward of treasure or knowledge.

Also, if any characters died in combat with the devil at the end of this adventure, and their bodies were not recovered:

- Provide their name, RPGA#, Character sheet, and log sheets to a Bandit Kingdoms Triad member. There is a chance that this character could be rescued as a result of the BKCQ Interactive.
- Have the player contact the Bandit Kingdoms Triad: Jason Covitz, Doug Cowell, or Mike Garis.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 4: The Door's Open, Come In!!

Defeat the devils.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: Death Comes Looking

Defeat Dragor and his undead minions.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 8: The Quick and the Dead

Defeat the devil leader.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

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

Total Possible Experience

APL 4	600 XP
APL 6	810 XP
APL 8	1020 XP
APL 10	1230 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 (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Introduction

Selling the treasure garnered from the introduction.

APL 4: L: 136 gp; C: 0 gp; M: 0

APL 6: L: 101 gp; C: 0 gp; M: +1 *splint mail* (Value 203 gp per character).

APL 8: L: 60 gp; C: 0 gp; M: +1 *splint mail* (Value 203 gp per character); +1 *heavy mace* (Value 347 gp per character).

APL 10: L: 180 gp; C: 0 gp; M: +1 *full plate armor* (Value 398 gp per character); +1 *heavy mace* (Value 347 gp per character).

Encounter 6: Death Comes Looking

Defeat Dracor and his undead minions, and take his *cloak of resistance*.

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

APL 6: L: 0 gp; C: 0 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *cloak of resistance* +1 (Value 150 gp per character).

Total Possible Treasure

APL 4: 136 gp

APL 6: 454 gp

APL 8: 760 gp

APL 10: 1075 gp

Encounter 1: Conversations with a Vampire

An adventurer who has a piece of the staff could exchange it for between 200 and 1000 gp. This is outside the normal treasure associated with this adventure.

If a character is instrumental in providing the staff to Veth, he rewards that character with the following.

Influence Point: Veth the Vampire (Seal)

This influence point comes in the shape of a leering steel skull half the size of a human fist. A *detect magic* reveals a faint necromantic aura. This influence point can be redeemed in future Bandit Kingdom's activities.

Encounter 2: Return To the Dingy Coffin

If any adventurer physically shows his spellcasting capabilities to the spy Hidean, they receive the following.

Wanted by the Forces of Iuz for Unlawful Magical Practices

Agents of Iuz have identified the above named adventurer as being a known and outlawed spellcaster.

Encounter 5: Confessions of a Priest

If a particular player was instrumental in the rescuing of Visivius from his diabolical aggressors, he rewards that character with the following.

Visivius of Pholtus (Seal)

This influence point comes in the form of a small rising sun. This influence point is redeemable in future Bandit Kingdom's activities.

If the characters successfully searched the necromancer's equipment they found the following.

This tattered piece of parchment depicts a diamond shaped room with four passages leading away from it. A large block in the center of the room is labeled, "Death brings Enlightenment."

The map is labeled, "Hallorn Section 24: The Reaper's Liar."

APPENDIX I: NPCS

ENCOUNTER 1: CONVERSATIONS WITH A VAMPIRE

☛ **Veth:** Male elf vampire Clr9 (Nerull); CR 11; Medium-size undead; HD 9d12; hp 72; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +11/+6 (1d6+5, light mace) or +12/+7 slam (1d6+5, slam); SA Spells, rebuke undead, domination, energy drain, blood drain, children of the night, create spawn; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, proficient with longsword and all bows, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +9, Ref +11, Will +14; Str 20, Dex 16, Con –, Int 12, Wis 20, Cha 16.

Skills and Feats: Bluff +11, Concentration +12, Hide +11, Knowledge (religion) +13, Listen +17, Move Silently +11, Search +11, Sense Motive +13, Spellcraft +12, Spot +17; Alertness, Blind-Fight, Brew Potion, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Scribe Scroll.

Possessions: masterwork light mace, +2 leather armor, boots of speed, cloak of resistance +3, periapt of wisdom +2, scroll of heal, scroll of true seeing.

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0 – detect magic (3), guidance, read magic, resistance; 1st – cause fear*, command, detect good, obscuring mist, protection from good, sanctuary, shield of faith; 2nd – bull's strength, darkness (2), death knell*, hold person (2); 3rd – animate dead, contagion, invisibility purge, locate object, protection from elements; 4th – discern lies, inflict critical wounds, spell immunity, unholy blight*; 5th – flame strike, slay living*, spell resistance.

*Domain spell. **Domains:** Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Evil (You cast evil spells at +1 caster level).

ENCOUNTER 5: CONFESSIONS OF A PRIEST

☛ **Visivius:** Male human Clr3 (Pholtus); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init –1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Atk +3 melee (1d6+1, quarterstaff); SA Spells, turn undead; AL LG; SV Fort +5, Ref +0, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Knowledge (religion) +6, Spellcraft +6; Brew Potion, Combat Casting, Scribe Scroll.

Possessions: quarterstaff, leather armor, 3 scrolls of cure light wounds.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, detect poison, light; 1st – bless, comprehend languages, cure light wounds, protection from evil*; 2nd – aid*, cure moderate wounds, lesser restoration.

*Domain spell. **Domains:** Good (You cast good spells at +1 caster level); Sun (Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead).

ENCOUNTER 6: DEATH COMES LOOKING

APL 4 (EL 6)

☛ **Dragor, the Necromancer:** Male human Nec3; CR 3; Medium-size humanoid (human); HD 3d4+6; hp 16; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6, quarterstaff); AL CE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Alchemy +9, Concentration +8, Knowledge (arcana) +9, Knowledge (the planes) +9, Knowledge (undead) +9, Spellcraft +9; Greater Spell Focus (Necromancy)*, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy).

Possessions: quarterstaff.

Spells Prepared (5/4/3; base DC = 13 + spell level; 17 + spell level for Necromancy spells): 0 – daze, detect magic, disrupt undead, light, read magic; 1st – cause fear, expeditious retreat, mage armor, magic missile; 2nd – ghoul touch, Melf's acid arrow, spectral hand.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 8)

☛ **Dragor, the Necromancer:** Male human Nec5; CR 5; Medium-size humanoid (human); HD 5d4+10; hp 26; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6, quarterstaff); AL CE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Alchemy +11, Concentration +10, Knowledge (arcana) +11, Knowledge (the planes) +11, Knowledge (undead) +11, Spellcraft +11; Extend Spell, Greater Spell Focus (Necromancy)*, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy).

Possessions: quarterstaff, cloak of resistance +1.

Spells Prepared (5/5/4/3; base DC = 13 + spell level; 17 + spell level for Necromancy spells): 0 – daze, detect magic, disrupt undead, light, read magic; 1st – cause fear, expeditious retreat, mage armor, magic missile, ray of enfeeblement; 2nd – ghoul touch, invisibility, Melf's acid arrow, spectral hand; 3rd – fireball, negative energy burst*, vampiric touch.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 10)

🐉 **Dragor, the Necromancer:** Male human Nec7; CR 7; Medium-size humanoid (human); HD 7d4+14; hp 36; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d6, quarterstaff); AL CE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Alchemy +13, Concentration +12, Knowledge (arcana) +13, Knowledge (the planes) +13, Knowledge (undead) +13, Spellcraft +13; Extend Spell, Greater Spell Focus (Necromancy)*, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Necromancy).

Possessions: quarterstaff, *cloak of resistance* +1.

Spells Prepared (5/6/5/4/2; base DC = 13 + spell level; 15 + spell level for Evocation spells; 17 + spell level for Necromancy spells): 0 – *daze*, *detect magic*, *disrupt undead*, *light*, *read magic*; 1st – *cause fear*, *expeditious retreat*, *mage armor*, *magic missile* (2), *ray of enfeeblement*; 2nd – *ghoul touch* (2), *invisibility*, *Melf's acid arrow*, *spectral hand*; 3rd – *fireball*, *major image*, *negative energy burst**, *vampiric touch*; 4th – *improved invisibility*, *negative energy wave**.

*See Appendix 2: New Rules for additional information.

APL 10 (EL 12)

🐉 **Dragor, the Necromancer:** Male human Nec9; CR 9; Medium-size humanoid (human); HD 9d4+18; hp 46; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d6, quarterstaff); AL CE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8.

Skills and Feats: Alchemy +15, Concentration +14, Knowledge (arcana) +15, Knowledge (the planes) +15, Knowledge (undead) +15, Scry +10, Spellcraft +15; Extend Spell, Greater Spell Focus (Necromancy)*, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Illusion), Spell Focus (Necromancy).

Possessions: quarterstaff, *cloak of resistance* +1.

Spells Prepared (5/6/6/5/4/2; base DC = 14 + spell level; 16 + spell level for Evocation and Illusion spells; 18 + spell level for Necromancy spells): 0 – *daze*, *detect magic*, *disrupt undead*, *light*, *read magic*; 1st – *cause fear*, *expeditious retreat*, *mage armor*, *magic missile* (2), *ray of enfeeblement*; 2nd – *ghoul touch* (2), *invisibility*, *Melf's acid arrow*, *mirror image*, *spectral hand*; 3rd – *fireball*, *magic circle against good*, *major image*, *negative energy burst**, *vampiric touch*; 4th – *enervation*, *improved invisibility*, *negative energy wave* (2)*; 5th – *dominate person*, *spirit wall**.

*See Appendix 2: New Rules for additional information.

APPENDIX 2: NEW RULES

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supercedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

NEGATIVE ENERGY BURST AS PRESENTED IN *TOME AND BLOOD*

Necromancy

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20 ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum 1d8+10). A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

NEGATIVE ENERGY WAVE AS PRESENTED IN *TOME AND BLOOD*

Necromancy

Level: Sor/Wiz 4

Components: V,S

Casting Time: 1 action

Range: 50 ft.

Effect: 50 ft.-radius burst, centered on you

Duration: Instantaneous (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a silent burst of negative energy from your body.

You can affect up to 1d6 HD worth of undead creatures per level (maximum 15d6). Those closest to you are affected first; among equidistant undead creatures, weaker ones are affected first. The spell can have one of two effects, which you select when you cast it.

Rebuked: The undead creatures cower as if in awe. (Treat them as stunned.) The effect lasts 10 rounds.

Bolstered: Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1). The effect lasts 10 rounds.

SPIRITWALL AS PRESENTED IN *TOME AND BLOOD*

Necromancy

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

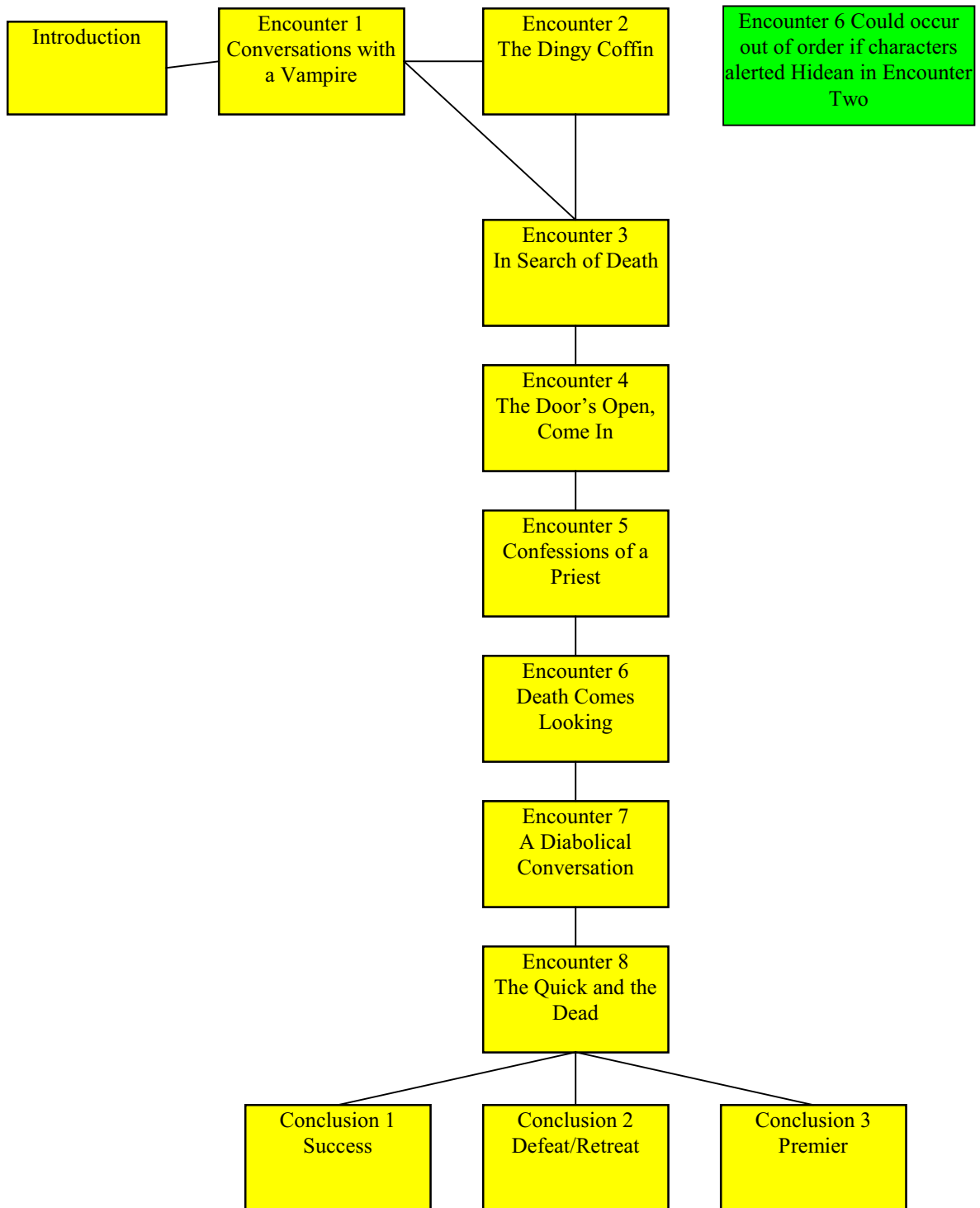
Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

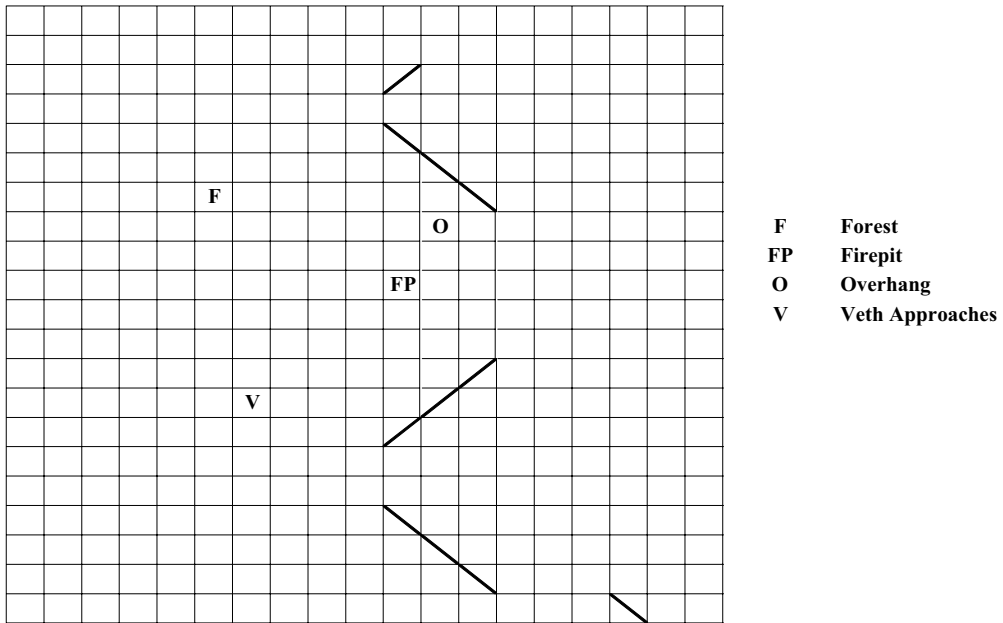
The barrier is semimaterial and opaque, providing total concealment. It blocks magical effects and provides nine-tenths cover against physical attacks. Creatures can easily move through a *spiritwall*, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or receive one negative level.

Material Component: A clear, faceted gemstone.

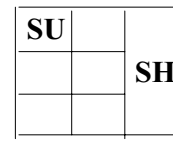
APPENDIX 3: ENCOUNTER FLOWCHART



DM AID 1: A MAP OF THE CAMPSITE WITHIN THE TANGLES

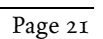


The Quick and the Dead



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The Quick and the Dead



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.