

BDK5-04

A Leather Bound Tome

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

Version 1.0

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A letter from a previous acquaintance sends you on travels of exploration and discovery in the Warfields. When you have multiple options, how do you determine which choice could save the region, or doom the world? A Bandit Kingdoms adventure for APLs 6-12. Part Two of The Cold Dead Hands 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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at brittfrey@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

In the previous adventure (BDK05-01 The Body) the adventurers discovered a mysterious mummified body that emanates magic and appears to be unaffected by time and decay.

Through their investigations, they were able to determine that the body came from a mysterious location in the Fellreev, a place named Nerull's Bane.

It quickly became apparent that other interested parties were in pursuit of the body and the knowledge that went with it. Agents of High Lady Xavendra, co-ruler of the Northern Alliance, attempted to persuade the adventurers into surrendering the body, to no avail. In the ensuing melee, the body was withheld from the minions of the Pale Lady.

During their exploits, the previous adventurers were aided by the mysterious bard Oytens, who was able to help in their hiding of the body, either by their hands or her own. Several of the adventurers could still have the body to this day.

At the end of the adventure, Oytens and the adventurers went different ways, with Oytens promising to search for additional knowledge of the body and this place called Nerull's Bane. The adventurers have waited nervously to be contacted once again by the mysterious bard.

This adventure, A Leather Bound Tome, begins with just such a contact by Oytens.

Adventure Summary

Introduction

The story starts with the party receiving a letter from Oytens about a mystical body they found in a previous adventure. (BDK05-01 The Body)

Encounter One

The characters travel to the Warfields in search of the bard, meeting her in an abandoned copper mine. She provides them with knowledge she has discovered about the body, and the location of a source of additional knowledge, a tome of mystical knowledge, in the keep at Wormhall.

Encounter Two

Abarra assassins, seeking out the body for an unknown employer, attack the party within the mines.

Encounter Three

The party travels to Wormhall in order to procure the tome. They see the blight brought on by the keep and its inhabitants.

Encounter Four

A negotiation with the ruler of Wormhall (Horrace) ensues, with the PCs required to travel to Steelbone Meadows to complete a task in exchange for access to the tome.

Encounter Five

Traveling with the adventurers, an aid (Nerzan) to the ruler of Wormhall imparts some knowledge to those who would listen.

Encounter Six

Crossing a river, the PCs are embroiled in a three-way battle with Corleryn leading a force of undead, and Verchin, a Fellreev druid, leading the forces of nature.

Encounter Seven

The PCs reach their destination, an abandoned temple possibly explored in an earlier adventure. (BDK01-04: Angry Bones). A central temple is guarded by undead that don't harm the PCs. The PCs have the option of destroying That Which Sleeps, but are deceived by Nerzan and then set upon by the undead.

Conclusion

Several outcomes are possible based on where the body is now located, and what the party did at the abandoned temple.

Regional Warning

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.

Introduction

It has been a hard month in the Bandit Kingdoms. The spring showers are battling with the heat of the early summer, creating large thunderstorms that sweep up out of nowhere and then disappear just as quick.

Earlier this week, you received a letter from Oytens, a bard whom you met on an earlier adventure. It was somewhat cryptic but hit on a few key points that you decided couldn't be left to "less competent" adventurers.

Today is the eleventh of Planting, and as a result you are headed to an abandoned mine near the Charging Boar Inn for an evening rendezvous with Oytens. During your travels, you've run into several other adventurers who have also had a relationship with Oytens and, since you need to meet the bard this evening, you are hurrying your mounts along, trying not to draw too much attention to yourselves.

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

Provide the PCs with a copy of the letter from Oytens based on whether they played the first mod, and depending on if they have the body.

Encounter One:

Rendezvous with Oytens

The PCs have two options on where to meet Oytens, The Charging Boar Inn or the Copper Mines.

1. **The Charging Boar Inn** – If the PCs decide to meet Oytens at the Inn, when they make contact, she quickly ushers them upstairs and scolds them for not keeping a low profile. She then hurries them off without any details, saying she will meet them at the appointed time (dusk) and place (copper mines).

As a result of this contact, the PCs have been noticed by the forces of Abarra, who will send additional assassins to the mine (add 2 assassins to the attack). Below is some basic information on the Charging Boar Inn.

This is an optional encounter, so push PCs along, as necessary.

A few days ride southwest of Rookroost, two days north of Steelbone Meadows, and two days south of Fleischshriver, the inn's location is remote. Despite that, the inn is easily as large as many establishments in the Free City, the sheer size of the place is amazing. The roadside inn has a large taproom that could hold one hundred people when full!

The fortified inn, being on the "road" to Wormhall, appears to be frequented by merchants looking for a soft bed, as well as recruiters for the Army of the Warfields.

Several barmaids work the inn while a burly ogre of a man, nearly seven feet tall and built like a keg on stands, works the bar. He is a middle-aged Flan, clearly an ex-adventurer, and you hear someone address him as "Berek."

The crowd is a somewhat rowdy tonight as many laborers play cards, toss dice, and arm wrestle.

A Knowledge (local - Iuz's Border States) check will reveal the following information about the inn:

- DC 10 Refugees from Zelosus have settled in the area, increasing Berek's business thrice-fold in the last few years.
- DC 15 The inn is considered neutral ground by most non-Iuzian factions, with all parties respecting it as a place to make peaceful contact and rest.
- DC 18 The Army of the Warfields quietly keeps a presence in the inn to ensure that no one causes problems for Berek.
- DC 20 Occasionally, the Fanlareshen elves, usually led by Osiric Coreandor, visit the inn to meet contacts, trade in information, weapons, etc.

2. The Copper Mines

After some light investigation, you are able to locate the abandoned mine that Oytens described in her letter. The two entrances, one with rusting tracks, and one clearly for the miners, are well disguised by the growth of wildlife. If she hadn't directed you to the location, you might well have never known a mine existed here at all.

The wind and rain are starting to whip up again, foretelling another summer storm this evening. With the heavy cloud cover, dusk comes quicker than anticipated.

Per the message, you find a copse to screen your mounts, and move into the abandoned mine, so as not to draw undue attention to yourselves.

If the PCs decide to Track:

DC21 *You find a set of boot prints made five or six days ago that comes from and returns to the Southeast. The boots appear to be devoid of any marks indicating wear. The wearer was a smaller humanoid, lightly encumbered. The boot prints enter the southern-most entrance to the mine.*

Note: Oytens has been here recently wearing her new boots. She was here 6 days ago, and inspected the central cavern using the non-tracked entrance tunnel. The boot prints tracks come from and towards the general direction of The Charging Boar Inn.

DC25 *You find additional prints made four or five days ago that come from the Southeast, enter the mine at the two entrances, and then proceed to another entrance farther east. The prints are humanoid, made by a soft boot or moccasin. The wearer appears to have walked lightly, primarily on the balls of his feet.*

Note: An Abarra assassin was here 5 day later, after following Oytens to and from the Charging Boar. He investigated all three entrance tunnels, and left to the north. The tracks disappear to the north after several hundred yards. (Abarra assassins have completely disguised their whereabouts)

Roughly one hundred feet into the mine, you see that the passageway opens into a large, natural cavern, roughly fifty feet across, with two additional entrances. The ceiling is seems low to those not used to being in a mine, but is in reality ten feet above the floor. Two sets of rickety-looking tracks cross a fast flowing under-ground stream, frothing with rage.

Allow the PCs to investigate the area if they desire. Oytens has instructed them to locate her in the entrance. The passageway to the northeast leads out to another screened entrance, and the passageway to the southeast leads further into the mines.

Allow PCs Listen checks to detect Oytens as she comes in, (DC15, DC10 if she is carrying the body).

Roughly a half-hour after you arrive, you hear some shuffling coming from the main entrance. Coming around the corner is a striking human woman about five feet six inches tall. Her long brown hair flows effortlessly over a worn green patched cloak. A glance back over her shoulder reveals a bright emerald dress and new leather boots.

If none of the PCs have the body from BDK05-01: The Body:

She is carrying a large object over one shoulder, wrapped in a faded brown tarp, which cannot be mistaken for anything besides a body.

Oytens stops when she gets to the center of the river between the two bridges on the north side of the river. Allow the PCs to set up as they see fit, or take any precautions that might be of value.

What do you want us to do?

"Through my inquiries, I have determined that there is a tome in the possession of the Baron of Wormhall that will provide knowledge on how to explicitly return this body to a place called Nerull's Bane. All of the divinations that I've been able to complete have pointed to unending disaster if the body is not returned there soon.

If you are able to obtain the tome, perhaps we can discern some way in which to avert the disaster, whatever that might be. The tome is entitled 'The Last Tome of Zenam.' It is a large, aged, leather-bound tome. I believe it provides critical information on Nerull's Bane. Meet me at the Charging Boar once you have the tome."

What can you tell us about Wormhall?

"Wormhall is a decaying limestone citadel on the western edges of the Barony of Wormhall. It rests on the shores of the Ritensa, where a large tributary joins the river from the east. Large worms crawl through the walls of the keep, and rumors abound that Kyuss is somehow involved in the affairs of the land.

The last couple of times that I have ventured through that land, I have noticed a diminished presence of Old Wicked, so much so that on my most recent visit, I don't remember seeing any of his forces at all."

Who rules Wormhall?

"Who rules Wormhall is often disputed. A mysterious group called the Silent Masters were said to rule prior to the arrival of the Old One's forces, through a mouthpiece named Baron Oltagg.

When Wormhall refused to submit to the Old One's rule, Baron Oltagg was publicly executed. His still-beating heart is on public display in the Barony's central village, Obresthorp. A priest of the Old One's named Horrace was installed in his place. Mysteriously, the Faceless Masters were not removed from Wormhall. In addition, I've heard

that the priest Horrace has begun to call himself Baron Horrace."

What can you tell me about the Faceless Masters?

"It is believed that the Faceless Masters are actually a pack of vampires that have held sway in the region for centuries, who have used their mental powers to control the Barons of Wormhall."

Can we see the Body?

Oytens unwraps the corpse. You note that the body is a well-preserved mummified corpse of a human male, approximately five foot nine inches tall.

PCs investigating the body can learn the following information:

- The body appears particularly invulnerable to physical damage. Weapons and blows damage it, but it slowly heals any wounds.
- All spells are blocked as if by spell immunity.

Heal

DC20 There are many different techniques used when embalming the dead, and even just to mummify them. This body is unusual in that it does not bear the markings that indicate that internal organs were removed (such as the brain or the heart).

DC25 It is impossible to identify how long ago this corpse was mummified. Aside from dehydration, there is no deterioration of the body from rot or vermin.

Knowledge (History) or Bardic Knowledge

DC20 The dressings of the mummy are typical of those used by the Rovers of the Barrens, although this particular specimen is done in a particularly archaic fashion.

DC30 Based on the dressings and decorations on this corpse, it is nearly a thousand years old.

Knowledge (Local – Iuz's Border States) or Bardic Knowledge

DC 10 The Mummy is obviously Flan – although the body is desiccated, you can clearly see the broad cheekbones and even in death it retains a dusky color in its flesh.

Spellcraft (in conjunction with Detect Magic)

DC21 There are overwhelming conjuration and necromantic auras on the corpse, although specific spells cannot be discerned.

DC25 There is actually only one aura on the corpse – a single spell that contains both conjuration and necromantic effects. However the spell is not something you can identify.

Note: A lot of the information regarding the corpse is left intentionally vague in order to enable the judge to play the future adventures in the series. The main thing to understand are that the corpse is mysterious, and probably quite valuable (either for religious, arcane study, or other reasons).

The magic on the body is very powerful and unidentifiable. The PCs should be encouraged to speculate, but ultimately the secret of the body remains to be revealed at a future date.

What can you tell us about the Body? (She will ask to inspect it if the party has it)

“It appears to be giving off some sort of positive energy. This force appears to be growing noticeably stronger with time.”

What can you tell us about Nerull's Bane?

“Nerull's Bane is a location magically protected where several ancient tribes used to store their dead. The exact location and entrance have been a mystery for hundreds of years, but the letter that you discovered last month indicates that it has been found. In addition, there are hundreds, thousands, or possibly tens of thousands of well-preserved bodies stored there.”

Why are you so jumpy? Do you believe you were followed? (She glanced over her shoulder coming in, and DM's can role-play her being fidgety.)

“For the last couple of days, I believe like I've been being watched. It started six days ago when I confirmed that this copper mine was still abandoned.”

Allow the PCs to take defensive measures based on this information, although do not prompt them to do so.

Find out how the party is transporting the body. It will no longer go into extra dimensional spaces, and magic does not work on it, functioning like spell immunity (this includes teleportation magic).

Encounter Two: Abarra Strikes!

Note where the party is located and what preparations they have up, like *alarm* spells, etc. The assassins will strike from the two western entrances and the

northeast entrance. They have used magic to prepare for the attack, and this is reflected in their stat blocks.

They followed Oytens here previously when she scouted the terrain, and again when she left the inn tonight. As a result, they are very familiar with the cave layout.

Logistically, they will move in to sneak attack their adversaries, again focusing to take down the weakest targets, mages, etc. PCs will get a listen check to hear them (DC vs. Move Silent, -2 for rushing stream if in the cavern, -1 for every ten feet). Also, PCs will get a Spot check against their invisible foes. PCs that make either check will get to act on surprise round as detailed below.

If the PCs took preventive actions, setting alarms, stationing PCs at lookout, adjust the checks accordingly. Give the PCs the benefit for making such tactical decisions, even if it costs the assassins some measure of surprise, as this is smart play.

Tactics:

Assassins move to edge of room (PC's get Listen/Spot Checks)

Assassins take surprise action (Attack PCs)

Go to normal Initiative

As you contemplate the words of Oytens, you hear motion from besides you as one of your companions is attacked!

Several humanoid figures in dark, tight-fitting clothing surround your party, with short swords in each hand. Their faces are shielded by masks, leaving only their eyes exposed.

Each black-clad figure bears a small badge in the shape of an anarchic 'A' on their left shoulder. They attack quickly and silently, yet their attacks are well co-coordinated.

A Knowledge (local – Iuz's Border States) or Bardic Knowledge check will reveal:

DC20 These are Abarra assassins, perhaps the best assassins on Oerth.

DC25 Not much has been heard from Abarra since the Old One conquered the Combination. No one's sure if their leader, Rhelt Kor, survived.

Tactics:

During combat, the Abarra assassins goal is to disable the party and take the body. They focus on visible spell-casters, weak links, or who they can reach. They focus their attacks by flanking, NOT by splitting up to cover each party member. Once someone drops, they move en masse to attack the next closest, weakest looking target.

Note:

- If the PCs went to the inn then the combat is upgraded by two rogues
- The Rogues are out to capture the body, and have been designed as such, using saps
- Designating each group of rogues as an initiative adds to the realism.

APL6 (EL9)

3rd Rogues (4 or 6): hp 15: See Appendix 2

APL8 (EL11)

5th Rogues (4 or 6): hp 25: See Appendix 2

APL10 (EL13)

7th Rogues (4 or 6): hp 35: See Appendix 2

APL12 (EL15)

9th Rogues (4 or 6): hp 45: See Appendix 2

Development: If defeated, the assassins will not move in to kill downed PCs. They can continue on their quest, but the assassins have the Body. If the PCs allow any of the assassins to escape, they earn the Enmity of the Abarra assassins.

As the last of the cloaked figures falls you survey your party's situation.

Problem solving:

- The Assassins have been specially conditioned not to reveal information and resist under any normal circumstances.
- This story is about the PCs quest for the Tome, not determining the whereabouts/knowledge of the Abarra assassins.
- If the assassins escape with the body they are similarly untraceable through normal or magical means. A *locate object* spell will not locate the body.

Development: If the Body is taken, Oytens will have the party continue on in search of the tome, while she'll find out where the body has been taken.

Encounter Three: Travel to Wormhall

As you travel towards Wormhall, a heaviness settles on your heart. The terrain becomes increasingly bleak, as the sparse lands give way to desolation.

Trees become twisted, the grass becomes blackened, and the sounds of nature begin to become increasingly rare, until they cease all together. On the bright side, you have not seen a single Iuzian patrol during your trek.

After four days of travel, only the importance of your quest and the trudging of your mounts keep you moving in the direction of Wormhall. As late afternoon arrives, the setting sun is accompanied by a thick murky mist that seems to envelop you and your party. After another hour, the mists part suddenly revealing a vision of your goal.

The keep you see before you is a picture out of legend, or horror. Four brutish towers, made of pocked limestone, guard a squat central keep, with one large spire. A thick, soupy fog swirls around the towers and the keep, giving it the appearance of motion. The stench of decay and stagnant water begins to assay your senses, and the silence is deafening. Even the rushing waters of the Ritensa, not much further west, are silent.

A large, threatening, iron gate rests open in the southern-most wall. A trickle of merchants, servants, and guards moves to and from the gate. None appear to be pleased either entering or leaving. Three human guards dressed in ragged heavy armor, and armed with spears and longswords, watch over the flow, questioning individuals briefly. They are not in the livery of the Old One.

The following assumes that the PCs walk right up to Wormhall's gates to enter the keep. Higher level PCs might try to *teleport*, *dimension door*, etc. past the walls, or they might be disguised to look like peasants. If they do, assume the PCs are spotted by a guard patrol (three humans), who asks them to accompany them. Proceed to the meeting with the Baron.

As you approach the keep's gates, you realize that it isn't the swirling mist that gives the keep the illusion of motion, but the large worms that make their way constantly through the limestone pocked walls of the tower and keep. You've never seen anything like this, and on this magnitude it makes you want to wretch. Diverting your gaze, you focus on the gate, and walk forward. You realize that your clothes, armor, and weapons make you stand out like a ghost in a Temple of Pelor.

"ere now, you lot don't look to be from around 'ere. States yer names and bizness," says one of the human guards.

Allow the PCs to respond however they see fit. The guards are interested in the PCs only because the Baron has recently ordered that any adventurers be brought to him. The PCs' arms and armors should make them stand out enough. If disguised as peasants, the guards do not recognize them and refuse them entrance. The guards are in no mood to talk about the history of Wormhall, its worms, Kyuss, Iuz, etc. Attacking the guards without provocation is an evil act.

"Right then. Well, you lot need to follow me. All visitors must check in," the guard says, before turning to shout up to a window in one of the adjoining gate towers. "Oi! Orik! Send down Sal to cover fer me while I escort these folks up to see the boss!" The guard gets a "yeah, yeah" response from an unseen soldier in the tower. Security around here doesn't strike you as being particularly organized.

After a few moments, another guard arrives from inside the keep, and your guard leads you through the gates to the courtyard beyond. Of note in the courtyard is the gargoyle shaped fountain stained with mineral deposits. The granite seems to be free of worms, and the water appears to be fresh.

Here and there, peasants and guards wander about the large central courtyard, running errands known only to them. It really is striking just how quiet it is, the inhabitants almost seem to avoid talking, muttering only the quietest, "scuse me" and "mind yer step" when ever you cross their path.

Your guard leads you past the fountain towards the central keep, where two more guards open the keep's outer doors without a word. A large entrance foyer, its walls crawling with worms, looms ahead. The light from the torches seems dimmed, and hushed.

Half-way down the entrance hall, your guard leads you up a set of stairs. The staircase is so narrow that your elbows are mere inches away from the crawling worms, and you're pretty sure that the guard's scabbard just knocked a few of them off the wall. He appears unconcerned by their plight.

Ask the PCs if any of them want to step on the worms, or to knock more off the walls. Use this to play on their fears, but if they want to crush one, or even to collect a specimen, nothing happens. The guard doesn't care what happens to the worms, he knows from a lifetime of experience that there are millions more.

At the top of the staircase is a massive oaken double-door, each door decorated with a large copper doorknocker shaped in the form of a fist

clutching a writhing snake-like creature. The copper is corroded, green, and flaking. The guardsman knocks twice using one of the knockers, and then shoves one of the doors open without waiting for a response, throwing his shoulder into moving the heavy wooden door.

Encounter Four: Discussions with Horrace

The chamber beyond is a large audience chamber made completely of dark marble. It is about forty feet wide and approximately seventy feet long. Large pillars line the hall, holding aloft the arched ceiling above. Dim torches mounted along the pillars throw deep shadows along the walls and into the heights of the vault, giving you an unsettling feeling of being in a tomb. The porous limestone and the corresponding worms do not appear to have penetrated this far into the keep.

A tall, lanky human male slouches on an intricate throne resting precariously on the edge of a raised stone black dais. His red and black robes hang loosely on this thin frame. His skin appears as soft white wax, slack on his bones. His eyes are shut, but are underlined by dark rings. With a hacking cough he stirs as you enter the room, and says, "Who disturbs the troubled rest of Baron Horrace?"

Split personality:

- Horrace's torment has created a two fractured personalities
- To depict this, the DM should portray the following two personalities.
- When talking to the PCs, interrupt yourself by starting a secondary conversation using different mannerisms with a second PC
- The two conversations can include the same information, but should shift back and forth without significant warning
- The first personality is of Baron Horrace – regal, clean conversation, direct and to the point. This can be portrayed by treating the adventurers as if they are subjects. Be commanding, and clean in your dealings with them
- The second personality is of the broken Iuzian priest Horrace – slouch in your seat, look over your shoulder, speak in a hushed gravelly voice, speak of distrust, penetrating eyes, etc.

Motivation for Horrace:

- Horrace was sent to Wormhall by Iuz to govern the nearby lands
- Horrace, after long exposure to the Faceless Ones, appears to be in the final throws of being broken
- Horrace refers to himself as Baron Horrace, often in the third person
- Horrace no longer remembers any of his former priestly devotion to Iuz
- Horrace would like to free That Which Sleeps in order to further distract Iuz from focusing on Wormhall

As the PCs tell of their need for the book:

"Ah, well that is interesting. I have been visited by other interested parties recently, so it appears as if this book is increasingly valuable. However, none of the others were willing to do my bidding, so left empty handed. For now, the book is available, although I assume other interested parties will be forthcoming. Perhaps they will be willing to do what must be done to obtain access to the tome."

As the PCs inquire of Lord Horrace's bidding:

"If you wish to gain access to the tome, then you'll have to journey to Steelbone Meadows. There is an ancient temple there to some forgotten god. A creature of darkness is in the process of freeing itself, and I am not up to dealing with it myself right now, as I have other concerns on which I must focus. Since it is a creature of shadow, positive energy and necromantic effects can be used to harm it, similar to how undead can be turned or living creatures healed."

While it hasn't freed itself yet, it appears as a long writhing snake, which makes it vulnerable in its current form. However, should it escape, the harm that it could inflict would be immeasurable. Thus I am asking you to proceed there, destroy it, and return here for your reward, the book you speak of. I will send my aid, Nerzan Vlas, with you to verify your accomplishment. Obviously, any harm that should befall him, I will hold you personally accountable for. Interested?"

If the PCs ask to Sense Motive (DC20), they can determine that Horrace is holding some additional information back. Remember, you the DM roll the PC's Sense Motive check, to avoid letting the players meta-game.

Development: If the PCs decline, the Baron chuckles and asks the guard to escort the PCs out of the keep. The PCs are free to proceed to Steelbone Meadows on

their own, but they will be going alone and will not be able to gain access to the tome.

If the PCs agree, the aid enters the room from a side door.

Nerzan Vlas is a pinch-faced human, about five feet two inches in height. He slouches, making him appear even shorter. His skin is pale and dry, reminding you of aged parchment. Nerzan's voice is high pitched and wheezy. He has a hacking, phlegm-ridden cough, that you only can hope isn't contagious. How he ever became aid to Baron Horrace, you have no idea.

Why would people be interested in Nerull's Bane?

Grinning, Horrace starts, "You are pretty inexperienced adventurers aren't you? What do you think that you could do with thousands of well-preserved corpses?"

If the PCs still don't catch on:

"With an army of corpses, you'd have an unlimited supply to create an army of undead. Do you not think that might be of some value to the forces of the Old One, or the Reaper?"

Encounter Five: Off to Steelbone Meadows

The journey to Steelbone Meadows takes two days. The plains of Abarra and the Warfields are flat and rocky, with small clusters of thorny scrub growth. The track you follow seems long unused, and can barely be called a road at all, but the land here is not completely abandoned. The remains of large, orderly camps, probably belonging to hobgoblin patrols, lie scattered along your path. The smoldering campfires leave you looking over your shoulders and scanning the horizon. Luckily, your worst fears go unfulfilled.

Just before you camp for the second night, an unsettling and unnatural fog descends upon the plains. Thick and heavy, the damp seems to stick to you uncomfortably.

Use this time to role-play Nerzan on the journey.

- He is constantly whining about the travel conditions and the speed of the adventurers.
- He also will prod adventurers about their prior exploits to determine their capabilities and loyalties.
- Nerzan is only semi-loyal to Horrace. His true allegiance is to Iuz, who placed him in Wormhall

to watch Horrace when Horrace ceased praying to him for spells (he doesn't reveal this to the PCs).

- Nerzan is a necromancer, and would be fascinated by the body if the PCs offer him a look at the corpse.
- If the PCs do show Nerzan the body, he will offer them the knowledge they seek in exchange for the body. If they agree, he will attempt to *teleport* away with the body, leaving the tome.
- Nerzan actually has the book on him, but it is disguised as his spell book. He will not let anyone touch or inspect this book under any circumstances, and will keep it hidden. He's not interested in trading spells with any arcane casters.

General knowledge he will impart:

- *"My master sees that there is coming strife throughout the region. Only the strongest true believers will survive."*
- *"Baron Horrace is only a ruler in his own mind," he sneers. "Only through my good graces will you hope to obtain that which you seek."*
- *"Troops have been called back out of Wormhall. It appears the Eye is awakening."*

Who else has come to Wormhall seeking the book?

"The wild men of the forests and a necromancer of some renown have both sought the tome. Both left without it however, unworthy of its knowledge."

What can you tell me of what awaits us at the temple?

"A creature of darkest night seeks to free itself from its bonds. Only through the use of positive energy and necromantic healing can it be harmed. I warn you to strike quickly, or it will swallow your souls."

Why would people be interested in Nerull's Bane?

Grinning, the aid states, "You are pretty inexperienced adventurers aren't you? What do you think that you could do with thousands of well-preserved corpses?"

If the PCs still don't catch on:

"With an army of corpses, you'd have an unlimited supply to create an army of undead. Do you think that might be of some value to the forces of the Old One or the Reaper?"

Encounter Six: Crossing the River

Have the PCs determine a standard marching order/layout for overland travel, and then superimpose this order when crossing the ford to the northwest. Continue on with the boxed text.

If the PCs decide to act, feel free to interrupt boxed text as appropriate, or go to initiative, as needed.

Continuing your travels towards Steelbone Meadows, you start to encounter minor tributaries that slow your travels. Determined not to expend resources unnecessarily, you instead spend short periods of time locating shallow fords for you and your mounts to cross.

With the spring months only recently behind you, many of the tributaries are still flanked by marsh-like wetlands that slurp at your boots and belongings as you cross. If only you hadn't decided to upgrade your new leather boots so soon.

Upon crossing a particularly fog-covered swamp, you are startled to notice silence descend suddenly on you and your traveling companions.

Peering into the late dusk you notice a medium-built man in red and black robes awaiting your notice at the top of the hill on the opposite shore. He appears to have very thick, short black hair and a goatee. He casually fingers an intricate wand in one hand as he observes your groups with a look of resolve.

(Up Close and Personal, or Knowledge Local - Iuz Border States (DC20) to recognize Corleryn, a wizard once allied to Cranzer).

In the instance that it takes you to register this sight, Nerzan stops his incessant ramblings and takes note of the stranger. With a sneer, he mutters loudly, "Well Corleryn, it appears as if I've found some companions who are brave enough to meet my lord's requests, unlike you and your minions." At the mention of minions, several noble-dressed humans step out of the thin woods silently. Each is impeccably dressed in black with high collars, upon which is a small stylized 'N.'

(Knowledge Local - Iuz Border States (DC10) to recognize the symbol of Northern Alliance).

Ignoring Nerzan, the figure addresses you in a deep, rich voice, "Your deeds are not wanted here. You meddle in affairs far beyond your knowledge."

Return whence you came, for That Which Sleeps will not be disturbed by the likes of you rabble.

What is That Which Sleeps?

“Knowledge of such things is dangerous. There are better areas with which you should spend your resources. Turn back now, or I will be forced to oppose you.”

Whom do you serve?

“Corleryn works for no mortal. I merely ally with those that serve my purpose and the power of the Dark Reaper.” With a casual glance towards his companions, he continues, “The Pale Lady and her followers recognize that power.”

What can you tell us about this body? (Assuming that the PCs present the body)

“A very interesting specimen. To think that such a form could have survived being infused with primal positive energy would be unthought-of in this day and age. If you surrender this creation to me, I will grant you passage.”

Why may we not proceed?

“That Which Sleeps must not be disturbed.”

Corleryn's Motivations

- Corleryn tried to gain access to the same tomes as the PCs in Wormhall, but was unwilling to perform the quest to the temple that the PCs are on.
- Corleryn is aware of That Which Sleeps and does not want it to be disturbed, or awakened.
- Corleryn is currently allied with The Pale Lady, and the Northern Alliance.
- Corleryn is a necromancer of some power, and is willing to allow passage forward in exchange for the Body.
- Corleryn will allow the PCs to proceed if the turn over the body to him. Such a specimen is too huge of temptation, even for him.

As this conversation bogs down, bring in the Druid Verchin.

Several snarls draw your attention to the western shore. A wild, crazed male steps out from the bushes flanked by what can only be large lizards. He is dressed in assorted furs, leaves, and branches, which can only be construed as clothing of some kind.

“Well, I see that we’ve come just in time, before a deal has been struck,” he sneers, drool dripping

unabated down his jaw. Pointing at Nerzan, he continues, “Turn over this trespasser, and we will spare you from the fury of the forest that will be visited upon the abominations.”

Verchin's Motivations

- Verchin tried to gain access to the same tomes as the PCs in Wormhall, but was unwilling to perform the quest to the temple that the PCs are on.
- Verchin is a member of the Druids of the Fellreev.
- The Druids goal is to eliminate any knowledge of Nerull's Bane as it lies in their forest. Therefore, they want the tome and Nerzan, who they believe knows what the tome contains.
- Verchin will allow the PCs to proceed if the turn over Nerzan. He has the knowledge that they want destroyed.
- Being a druid, Verchin also despises Corleryn and the undead that he brings with him.
- Verchin does not want the body, as he can't protect it, and doesn't want the temptation of having that many bodies at his disposal.

You now realize that there is additional rustling behind the crazed wild man, and the humans behind Corleryn are preparing for a fight. A battle is about to be joined and you have little time to decide your actions.

Allow the PCs about 60 seconds of real time to come to some sort of conclusion. If no decision is reached, continue:

With a primal scream, the wildman lets lose a bolt of extreme power, while the wizard returns in kind. Large scaly creatures and the humans stream towards each other, and down the slope towards your party. The fog swirls blocking your view of all but the most imminent threats.

- If the PCs shout that they will provide the body to Corleryn or Nerzan to the Druid, they will be spared attacks, requiring a standard action for the forces to be called off.
- Nerzan will not attempt to escape or join the battle unless the body is unattended, in which case he will attempt to *teleport* away. He will instead cast defensive magic.
- The combat between Verchin and Corleryn is obscured by the fog, preventing distance attacks which require a target. If the PCs press the attacks against these foes, see Appendix II. Basically, this

is a high level combat standoff between these NPCs.

- PCs can retreat from this combat, and will not be pursued if they actively withdraw.
- Dead minions will be located, if the PCs circle back, with no sign of Verchin and Corleryn.
- Consider the water depth to be shallow at the crossing, and 5 foot deep on the Northern and Western areas. The lizards should have no problem fording or jumping this. The Vampire spawn would have slightly more issues.

Tactics:

Verchin isn't in line of sight, and doesn't involve himself with the PCs.

He has significant defensive magic up to protect from PC damage.

Verchin and ½ his minions attack Corleryn. The rest go after the party.

Tactics:

Corleryn isn't in line of sight, and doesn't involve himself with the PCs.

He has significant defensive magic up to protect from PC damage.

The wizard and ½ his minions attack the druid. The rest go after the party.

APL6 (EL8)

Deinonychus (3): hp 45; see *Monster Manual* p. 60.

Vampire Spawn (2): hp 29; see *Monster Manual* p. 253.

APL8 (EL10)

Mega Raptor (2): hp 79; see *Monster Manual* p. 60.

Vampire Spawn (4): hp 29; see *Monster Manual* p. 253.

APL10 (EL12)

Mega Raptor (4): hp 79; see *Monster Manual* p. 60

Bodak (2): hp 58; see *Monster Manual* p. 28.

APL12 (EL14)

Tyrannosaurus (4): hp 180; see *Monster Manual* p. 61.

Bodak (4): hp 58; see *Monster Manual* p. 28.

Encounter Seven:

Return to the Old Temple

Several miles east of the fight lay the old temple.

The old temple is countless years old and appears long abandoned. The remains of an old crumbled

wall lie about it. The temple itself is covered in thorny ivy vines, making it almost indistinguishable from the landscape at a distance.

7A) Vestibule

This entrance hall is wide and tall. Cracks line its walls where vines have rooted themselves to it. Along the inner wall rest two sconces, lined with algae and filled with foul looking water. Behind these, in cracked and faded mosaics, is the likeness of the god, Celestian. His arm is outstretched and a flurry of stars flies from his palm to fill the sky.

On the eastern wall hidden in the foliage is an assassin vine.

All APLs (EL3)

Assassin vine: hp 30, see *Monster Manual* Page 20.

7B) Belfry

High above you rises the open tower. At its highest point, you can still make out the rusty bell. A rope dangles down, easily within reach.

If the PCs pull the rope, a swarm of creatures attacks from above.

All APLs (EL5)

Stirge (10): hp 5, see *Monster Manual* Page 236.

7C) Cloak Room

This closet contains a few tattered remains of priestly vestments and robes worn by the clerics who once served here.

7D) Meditation Chamber

This chamber is sparsely decorated. The ceilings bear faded paintings of Oerth's constellations.

7E) Dormitory

One of many similar chambers, this room appears to have once housed the clerics that resided at the temple.

7F) Infested Dormitory

The door to this one is still mostly intact, but a large section of the door has been destroyed. Closer examination reveals that it appears to have been gnawed. Within, a rustling sound can be heard.

All APLs (EL4)

Dire Rat (10), hp 5, see *Monster Manual* Page 64.

If PCs enter:

One of many similar chambers, this room appears to have once housed the clerics that resided at the temple.

7G) Vestibule

This passage from the dormitories is filled with thick, sticky webs. The dried husk of many large rats can be seen wrapped within it.

7H) The Inner Sanctum

Though the main entrance to this immense domed altar room is collapsed, the rest of the chamber appears unscathed. The floors are smooth and set with mosaic tiles of blue and white. In the center, upon a raised dais, is a statue in the likeness of the god, Celestian.

Large, open spaces in the domed ceiling, which once may have supported great stained glass constellations, reveal the sky above. Tangles of vines pour through them and into the temple. Lightning and thunder crash over head, with rainfall imminent.

More startling, a large shadowy snake-like creature undulates from the base of the statue. Its looped body flexes and weaves above the dais, while the stone of the dais hides both the tail and the head from view.

In addition, several shadowy, roughly human-shaped creatures, surrounding the dais, rock back and forth in unison with the snake-like creature. As if noticing you, they melt away into the shadows at the edge of the room.

With a snarl, Nerzan yells, "We've arrived just in time. Strike quickly, before it can free itself and loose itself upon the world!"

Get everyone to roll initiative now to determine what they want to do. Continue with initiative if players pursue destroying the "creature."

If any of the party mentions that the retreating shadows are acting strange, roll a sense motive for that player secretly, and any that appear to listen intently (DC15) or make remarks. If successful:

You notice that the shadows have retreated but not out of the room. They appear intent on your actions, wondering as to what you plan to do next.

If the party approaches to the edge of the statue:

As you move forward to investigate, you see that it appears to be shadowy in form, phasing in and out

of various forms of substance as you watch. The surface appears to be scaly like that of a snake, with visible regular patterns, and yet fibrous as a shadowy rope might appear.

The creature can be harmed using the following abilities:

APL6

Two 7HD Turn checks or 40 hit points of healing

APL8

Two 9HD Turn checks or 60 hit points healing

APL10

Two 11HD Turn checks or 80 hit points of healing

APL13

Two 13HD Turn checks or 100 hit points of healing

If the party applies successful turn checks to the chain:
The powers of the positive energy that you provide don't spread through the room, but focus in on the creature before you, scarring it deeply, making it flail more widely. It appears to be weakening, as the rain starts to pelt down from above.

If the party applies healing to the chain:
The power of healing that you provide scars the moving creature, making it flail more widely. It appears to be weakening, as the rain starts to pelt down from above.

If the party applies enough turn checks or healing to the chain:
With a concussive force that nearly knocks you off your feet, the last strand of the mystical creature shreds before your very eyes emitting a dazzling white light.

A deep rumble begins below you, as the aid cackles loudly, "Well done my senseless dupes. You have released That Which Sleeps. You have truly earned your meaningless reward!"

With that, he drops a heavy book which he has apparently just pulled from a velvet bag. Still chuckling, he vanishes before your eyes. More relevant, the shadowy creatures that had left you alone until now look to be taking a more active interest in your trespassing.

APL6 (EL9)

Shadow (6), see *Monster Manual* p. 221

APL8 (EL11)

Shadow (4): hp, see *Monster Manual* p. 221
Spectre (2), see MM p. 232

APL10 (EL13)

Spectre (6), see *Monster Manual* p. 232

APL12 (EL15)

Spectre (6), see *Monster Manual* p. 232.

Greater Shadow (4), see *Monster Manual* p. 221

The EL of this encounter has been increased by one for adventurers being surrounded and possibly for having used their turning to destroy *That Which Sleeps*.

The undead were not impacted by the turning attempts used against the “creature” as the positive energy was absorbed by *That Which Slept*.

Assuming the PCs survive:

As you exit the hall, you notice a huge, shadowy and scaly claw reach up from the dais, and crush the statue of Celestial. Before you can react, it vanishes below the temple again. With a rumble, the once proud temple begins to crumble around you.

How to figure out what is “really” going on:

- Divination information could provide indications that the creature is really a rope.
- Nerzan appears very eager for the adventurers to strike first and inspect the scene later.
- The undead are not threatening. PCs could pick up on this as being odd and determine that maybe killing this creature is not the right decision.
- By inspecting the snake, the adventurers could determine that it isn't really a creature, and this might make them nervous about continuing with its destruction.
- *That Which Sleeps* references have been used in previous modules, and players might remember these.

Conclusion

If the adventurers still have the body or the tome, Oytens will prefer that the adventurers keep them.

“I believe that you have proven yourselves to be better guardians than I could hope to be. I ask that you keep these items safe until fate requires them of you.

I have a contact at the Inn who may help you obtain protective gear in the future. The minions of several forces will be searching for you, so try to keep a low profile.

Remember, you've chosen to be a hero today, and all that is left to you is following through on that choice.”

If the PCs take the book or the tome, they will have adventure access to:

APL 6

Potion of Undetectable Alignment

Potion of Gaseous Form

Hat of Disguise

Wand of Invisibility (50 Charges)

APL 8:

Rod, Silent, Lesser

Slippers of Spider Climb

APL 10:

Vest of Escape

Ring of Invisibility

APL 12:

Boots, Winged

If the PCs refuse, she will take them with her.

Having made your choices, and survived the results, you depart the area looking for some safety before the impending storm. While the skies have turned sunny and warm, you know that it is only a matter of time before dark clouds gather on the horizon. Isn't it interesting how life can often reflect the weather?

Record Important Outcomes using sheet in Appendix IV. (Especially for Akon, 2005).

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 role-playing) to each character.

Encounter Two

Defeat the assassins

APL6 270 xp;

APL8 330 xp;

APL10 390 xp;

APL12 450 xp

Encounter Six

Defeat the Druid/Necromancer forces

APL6 240 xp;

APL8 300 xp;

APL10 360 xp;

APL12 420 xp

Encounter Seven

Defeat the Temple's undead guardians

APL6 270 xp;

APL8 330 xp;

APL10 390 xp;

APL12 450 xp

Encounter Seven (Optional)

Capturing Nervan Vlas

APL6 330 xp;

APL8 330 xp;

APL10 330 xp;

APL12 330 xp

Encounter Seven (Optional)

Defeat the Assassin Vine

APL6 90 xp;

APL8-12 45 xp;

Defeat the Dire Rats

APL6 120 xp;

APL8-12 60 xp;

Defeat the Stirges

APL6 150 xp;

APL8-12 75 xp;

Conclusion (Role-playing)

Receiving/Capturing the Tome

APL6 120 xp;

APL8 165 xp;

APL10 210 xp;

APL12 255 xp

Total experience above could add up to more than total possible depending on actions PCs take. The total possible experience below is the hard cap available.

Total Possible Experience:

APL6 900 xp;

APL8 1125 xp

APL10 1350 xp;

APL12 1575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two:

APL 6: L: 898 gp; C: 0 gp; M: 588 gp

APL 8: L: 1398 gp; C: 0 gp; M: 1088 gp

APL 10: L: 3398 gp; C: 0 gp; M: 3088 gp

APL 12: L: 5898 gp; C: 0 gp; M: 5588 gp

Encounter Five:

APL 6: L: 3500 gp; C: 0 gp; M: 3500 gp

APL 8: L: 3500 gp; C: 0 gp; M: 3500 gp

APL 10: L: 3500 gp; C: 0 gp; M: 3500 gp

APL 12: L: 3500 gp; C: 0 gp; M: 3500 gp

Total Possible Treasure

APL 6: - Total: 900 gp

APL 8: - Total: 1,300 gp

APL 10: - Total: 2,300 gp

APL 12: - Total: 3,300 gp

Special

Bearer of the Body: Until you are able to return the Body to its proper resting place, you must spend 10% of your earned gold from every regional or meta-regional adventure occurring in Iuz's Border States. This expenditure represents bribes and other costs of hiding the body from the forces of evil. However, some force is watching over you. While undertaking the guardianship of the body, you automatically stabilize if brought to negative hit points. This does not prevent death at -10 or more hit points, nor does it heal any damage.

This effect ends if the body is returned to its resting place, removed from your possessions permanently, or on December 31, 2006, whichever comes first.

Bearer of the Tome: The Last Tome of Zenam is a large, aged, leather-bound tome. It details a ritual for locating, opening, and entering Nerull's Bane. The arcane casters amongst you also believe that with proper study, you could determine how to completely seal or irrevocably open Nerull's Bane to all seekers.

[] **Arcane Study (2 TUs):** You have completed the necessary study and now know the ritual modifications to seal or open Nerull's Bane. In addition, the tome details other lore. Completing this arcane study grants you access to the Skullclan Hunter (MH) prestige class; the Arcane Sight (RD), Black Lore of Moil (CA), and Sanctify Relic (CD) feats; and the Favorable Sacrifice (MH) and Living Undeath (MH) spells. Have your DM initial the AR Extra TU box when used.

Enmity of Abarra: By thwarting the assassins of Abarra you have brought unwanted notice to yourself.

Favor of Xavendra: In exchange for the Body, Xavendra has granted you clemency. Reduce your Wanted Score by 2 or remove the effects of "Notice of Xavendra." Cross out when used.

Favor of Fellreev Druids: In exchange for Nerzan, the Fellreev Druids have granted you a favor. This can be used to gain access to the Fellreev Druids for an audience. This may have other uses in the future. Cross out when used.

Item Access:

APL 6:

Potion of Undetectable Alignment
Potion of Gaseous Form
Hat of Disguise
Wand of Invisibility (50 Charges)

APL 8:

Ring of Mind Shielding
Rod, Silent, Lesser
Slippers of Spider Climb
Cloak of Resistance +3

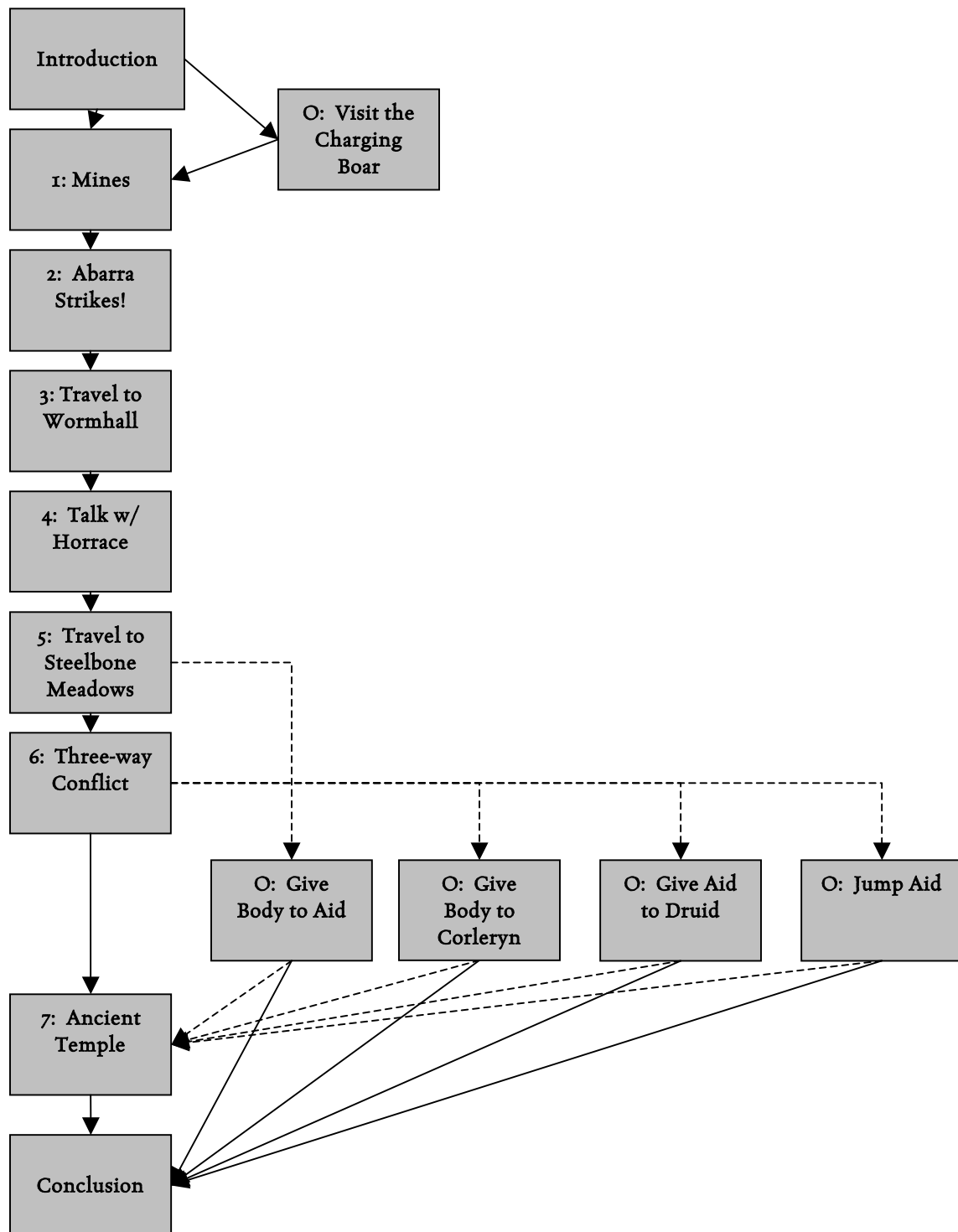
APL 10:

Cloak of Resistance +2
Vest of Escape
Ring of Invisibility

APL 12:

Boots, Winged
Dust of Disappearance

Appendix 1 – Encounter Flowchart



Appendix 2 – NPCs and Monsters

All APLs

Oytens: Female Human (Flan) Brd12; CR 12; Medium humanoid (Human); HD 12d6+12; hp 62; Init +7; Spd 30 ft.; AC 22 (touch 15, flat-footed 19) [+5 armor, +3 Dex, +2 deflection, +2 Natural]; BA/G +9/+9; Atk +13 ranged (1d6+1 [x3], +1 *Shortbow*) melee; Full Atk +13/+8 ranged (1d6+1 [x3], +1 *shortbow*); SA Spells; AL NG; SV Fort +5, Ref +11, Will +8; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 22. Height 5'6"; Weight 119 lbs.

Skills and Feats: Bluff +11, Diplomacy +25, Disguise +12, Gather information +15, Hide +15, Knowledge (arcana) +7, Knowledge (architecture and engineer) +7, Knowledge (dungeoneering) +8, Knowledge (geography) +7, Knowledge (history) +8, Knowledge (Local – Iuz Border States) +8, Knowledge (nature) +8, Knowledge (nobility) +7, Knowledge (planes) +8, Knowledge (religion) +8, Move Silently +15, Perform (sing) +21, Tumble +8; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Shortbow).

Spells Known (3/5/5/4/3; base DC 16 + spell level): 0 – [*Detect Magic, Ghost sounds, Know Direction, Mending, Message, Read Magic*]; 1st – [*Cure Light Wounds, Detect Secret Doors, Disguise self, Remove Fear*]; 2nd – [*Blindness/Deafness, Glitterdust, Silence, Tongues*]; 3rd – [*Cure Serious Wounds, Daylight, Haste, See invisibility*]; 4th – [*Cure Critical Wounds, Greater Invisibility, Legend Lore*].

Possessions: +1 *shortbow*, +1 *mithral shirt*, *cloak of charisma* +2, *gloves of dexterity* +2, *ring of protection* +2, *amulet of natural armor* +2.

Languages: Common.

Nerzan Vlas: Male Human Wizard (Necromancy); CR 11; Medium humanoid (Human); HD 11d4+22; hp 44; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Mage Armor, Greater, +2 Dex]; BA/G +5/+5; Atk +5 melee (1d6, quarterstaff); Full Att +5 melee (1d6, quarterstaff); AL CE; SV Fort +7, Ref +8, Will +11; Str 10, Dex 14, Con 12, Int 20, Wis 10, Cha 8.

Skills and Feats: Concentration +20, Decipher Script +10, Knowledge (arcana) +20, Knowledge (Local – Iuz Border States) +15, Knowledge (Nobility and Royalty) +15, Knowledge (Planes) +11, Knowledge (Religion) +10, Spellcraft +20; Scribe Scroll, Improved Initiative, Extend Spell, Sudden Maximize, Chain Spell, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Improved Toughness.

Spells Known (4/7/6/6/5/4/3; base DC 15 + spell level): 0 – [*Detect Magic, Light, Mage Hand, Read Magic*]; 1st – [*Disguise Self, Hold Portal, Magic*

Missilex2, Mount, Obscuring Mist, Shield]; 2nd – [*Blindness/Deafness, Mage Armor, Greater, Obscure Object, Resist Energy, See Invisible, Web*]; 3rd – [*Fireball, ~~Extended Mage Armor, Greater, Extended Obscure Object~~, Magic Circle against Good, Lightning Bolt, Haste*]; 4th – [*Animate Dead, Dimension Door, Invisibility, Greater, Locate Creature, Stoneskin*]; 5th – [*Cone of Cold, Chain Blindness/Deafness, Passwall, Wall of Force, Waves of Fatigue*]; 6th – [*Circle of Death, Disintegrate, Teleport*].

Possessions: *Headband of Intellect* +2, *Cloak of Resistance* +3, *Ring of Mind Shielding*.

Languages: Common.

Verchin: Male Human Druid; CR 13; Medium humanoid (Human); HD 13d8+26; hp 78; Init +6; Spd 30 ft.; AC 24 (touch 12, flat-footed 22) [+7 Natural Armor, +5 Wild Armor, +2 Dex]; BA/G +10/+9; Atk +9 melee (1d6, quarterstaff); Full Att +9/+4 melee (1d6, quarterstaff); AL N; SQ: Wild Shape (Plant, Tiny, Large), A Thousand Faces, Wild Shape (4/Day), Resist Nature's Lure, Trackless Step, Woodland Stride, Animal Companion, Nature Sense, Wild Empathy; SV Fort +13, Ref +9, Will +17; Str 10, Dex 14, Con 14, Int 11, Wis 22, Cha 8.

Skills and Feats: Concentration +12, Handle Animal +9, Heal +16, Knowledge (Nature) +10, Listen +13, Spellcraft +10, Spot +16, Survival +16; Wolverine's Rage, Fast Wildshape, Elephant's Hide, Extra Wild Shape, Improved Initiative, Weapon Focus (Unarmed Strike).

Spells Known (6/7/7/5/5/4/3/2; base DC 16 + spell level): 0 – [*Create Water, Detect Magic, Detect Poison, Flare, Light, Read Magic*]; 1st – [*Cure Light Woundsx3, Entangle, Fairie Fire, Jump, ~~Longstrider~~, Obscuring Mist*]; 2nd – [*Animal Messenger, Barkskin, Delay Poison, Flame, Blade, Fog Cloud, Spider Climb, Restoration, Lesser*]; 3rd – [*Cure Moderate Wounds, ~~Magic Fang, Greater, Speak with Plants, Protection from Energy – Electricity~~, Stone Shape*]; 4th – [*Cure Serious Wounds, Dispel Magic, Flame Strike, Scrying, Summon Nature's Ally*]; 5th – [*Call Lightning Storm, Death Ward, ~~Stoneskin~~, Tree Stride*]; 6th – [*Bear's Endurance, Mass, Find the Path, Vigorous Circle*]; 7th – [*~~True Seeing~~, Sunbeam*].

Possessions: *Periapt of Wisdom* +4, *Cloak of Resistance* +3, *Wild Hide Armor* +2, *Boots of Striding and Springing*.

Languages: Common.

Corleryn: Male Human Wizard (Necromancy); CR 13; Medium humanoid (Human); HD 13d4+26; hp 52; Init

+6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Mage Armor, Greater, +2 Dex]; BA/G +6/+6; Atk +6 melee (1d6, quarterstaff); Full Att +6/+1 melee (1d6, quarterstaff); AL CE; SV Fort +8, Ref +9, Will +12; Str 10, Dex 14, Con 12, Int 22, Wis 10, Cha 8.

Skills and Feats: Bluff +9, Concentration +17, Craft (Woodworking) +22, Decipher Script +12, Knowledge (arcana) +22, Knowledge (Local – Iuz Border States) +12, Knowledge (History) +3, Knowledge (Nobility and Royalty) +12, Knowledge (The Planes) +22, Knowledge (Religion) +22, Sense Motive +10, Spellcraft +24; Scribe Scroll, Improved Initiative, Sudden Maximize, Chain Spell, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Improved Toughness, Craft Wondrous Item.

Spells Known (4/7/7/6/6/5/4/3; base DC 16 + spell level): 0 – [*Detect Magic, Light, Mage Hand, Read Magic*]; 1st – [*Disguise Self, Hold Portal, Magic Missile*]; 2nd – [*Blindness/Deafness, ~~Detect Thoughts~~, Mage Armor, Greater, Obscure Object, Resist Energy, See Invisible, Web*]; 3rd – [*Fireball, ~~Extended Mage Armor, Greater, Protection from Energy—Fire~~, Magic Circle against Good, Lightning Bolt, Haste*]; 4th – [*Animate Dead, Dimension Door, Invisibility, Greater, Locate Creature, ~~Stoneskin~~*]; 5th – [*Cone of Cold, Chain Blindness/Deafness, Passwall, ~~Wall of Force~~, Waves of Fatigue*]; 6th – [*Circle of Death, Contingency, Teleport, ~~True Seeing~~*]; 7th – [*Finger of Death, ~~Spell Turning~~, Reverse Gravity*].

Possessions: Headband of Intellect +4, Cloak of Resistance +3, Rod of Maximize, Lesser, Scarab of Protection.

Languages: Common, Abyssal.

APL 6

Encounter Two

Abarra Assassin: Male Human Rogue; CR 3; Medium humanoid (Human); HD 3d6+6; hp 15; Init +9; Spd 30 ft.; AC 19 (touch 15, flat-footed 14) [+4 armor, +5 Dex]; BA/G +2/+2; Atk +8 melee (1d6, masterwork short sword); Full Att +6/+6 melee (1d6, masterwork short sword); SQ Sneak Attack +2d6, Evasion, Trap sense +1, Trapfinding; AL LE; SV Fort +3, Ref +8, Will +1; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +11, Bluff +5, Climb +11, Disguise +5, Gather Information +5, Hide +11, Move Silently +11, Sleight of Hand +11, Tumble +11; Weapon Finesse (Short Sword), Two-Weapon Fighting, Improved Initiative.

Languages: Common.

Possessions: Masterwork Short Swordx2, *Studded Leather Armor*+1, ~~Potion (Cat's Grace)~~, ~~Potion (Invisibility)~~.

APL 8

Encounter Two

Abarra Assassin: Male Human Rogue; CR 5; Medium humanoid (Human); HD 5d6+10; hp 25; Init +9; Spd 30 ft.; AC 20 (touch 16, flat-footed 15) [+5 armor, +5 Dex, +1 Deflection]; BA/G +3/+3; Atk +9 melee (1d6, masterwork short sword); Full Att +7/+7 melee (1d6, masterwork short sword); SQ Sneak Attack +3d6, Evasion, Trap sense +1, Trapfinding; AL LE; SV Fort +3, Ref +9, Will +1; Str 10, Dex 21, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +13, Bluff +7, Climb +13, Disguise +7, Gather Information +7, Hide +13, Move Silently +13, Sleight of Hand +13, Tumble +13; Weapon Finesse (Short Sword), Two-Weapon Fighting, Improved Initiative.

Languages: Common.

Possessions: Masterwork Short Swordx2, *Studded Leather Armor*+1, ~~Potion (Cat's Grace)~~, ~~Potion (Invisibility)~~, Ring of Protection +1.

APL 10

Encounter Two

Abarra Assassin: Male Human Rogue; CR 7; Medium humanoid (Human); HD 7d6+14; hp 35; Init +9; Spd 30 ft.; AC 20 (touch 16, flat-footed 15) [+4 armor, +5 Dex, +1 Deflection]; BA/G +5/+5; Atk +11 melee (1d6, masterwork short sword); Full Att +9/+9 melee (1d6, masterwork short sword); SQ Sneak Attack +4d6, Evasion, Trap sense +2, Trapfinding; AL LE; SV Fort +6, Ref +12, Will +4; Str 10, Dex 21, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +15, Bluff +9, Climb +15, Disguise +9, Gather Information +9, Hide +15, Move Silently +15, Sleight of Hand +15, Tumble +15; Weapon Finesse (Short Sword), Two-Weapon Fighting, Improved Initiative, Danger Sense.

Languages: Common.

Possessions: Masterwork Short Swordx2, *Studded Leather Armor*+1, ~~Potion (Cat's Grace)~~, ~~Potion (Invisibility)~~, Ring of Protection +1, Cloak of Resistance +2.

APL 12

Encounter Two

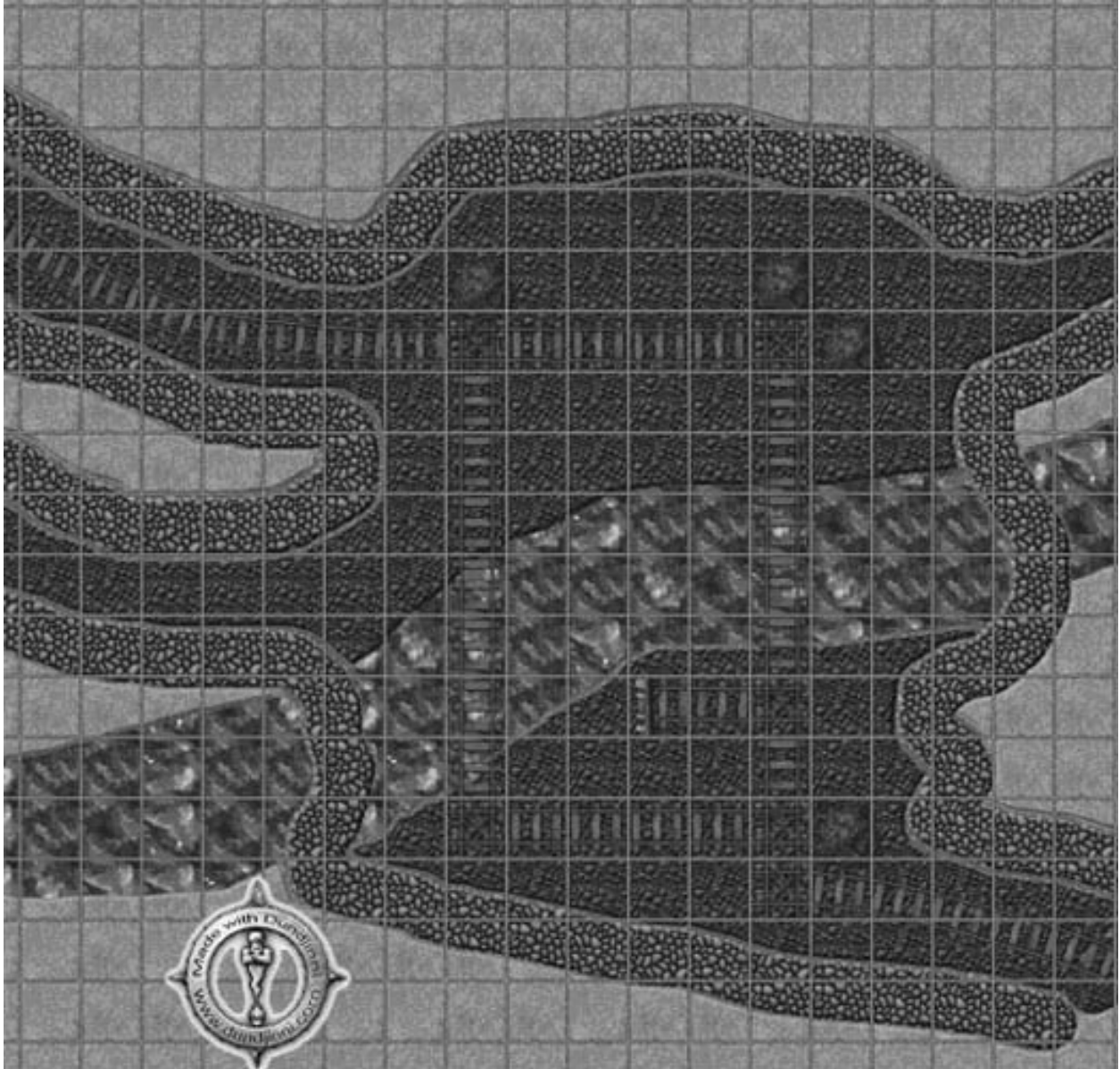
Abarra Assassin: Male Human Rogue; CR 9; Medium humanoid (Human); HD 9d6+18; hp 45; Init +10; Spd 30 ft.; AC 21 (touch 17, flat-footed 15) [+4 armor, +6 Dex, +1 Deflection]; BA/G +6/+6; Atk +13 melee (1d6, masterwork short sword); Full Att +11/+11/+6/+6 melee (1d6, masterwork short sword); SQ Sneak Attack +5d6, Evasion, Trap sense +3, Trapfinding; AL LE; SV Fort +8, Ref +15, Will +6; Str 10, Dex 22, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +18, Bluff +11, Climb +18, Disguise +11, Gather Information +11, Hide +18, Move Silently +18, Sleight of Hand +18, Tumble +18; Weapon Finesse (Short Sword), Two-Weapon Fighting, Improved Initiative, Danger Sense, Improved Two Weapon Fighting.

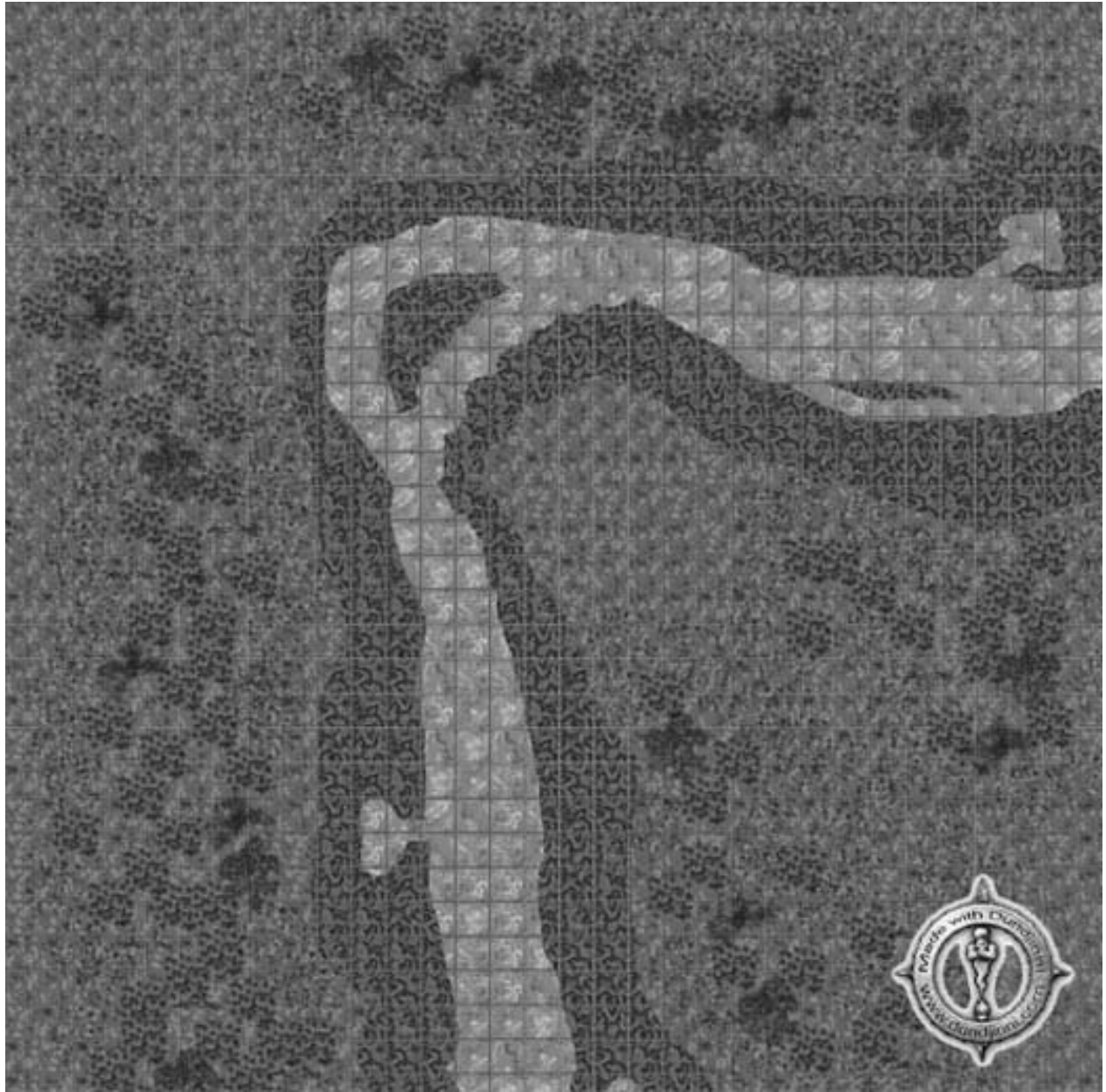
Languages: Common.

Possessions: Masterwork Short Swordx2, *Studded Leather Armor*+1, ~~Potion (Cat's Grace)~~, Ring of Protection +1, Cloak of Resistance +3, ~~Dust of Disappearance~~.

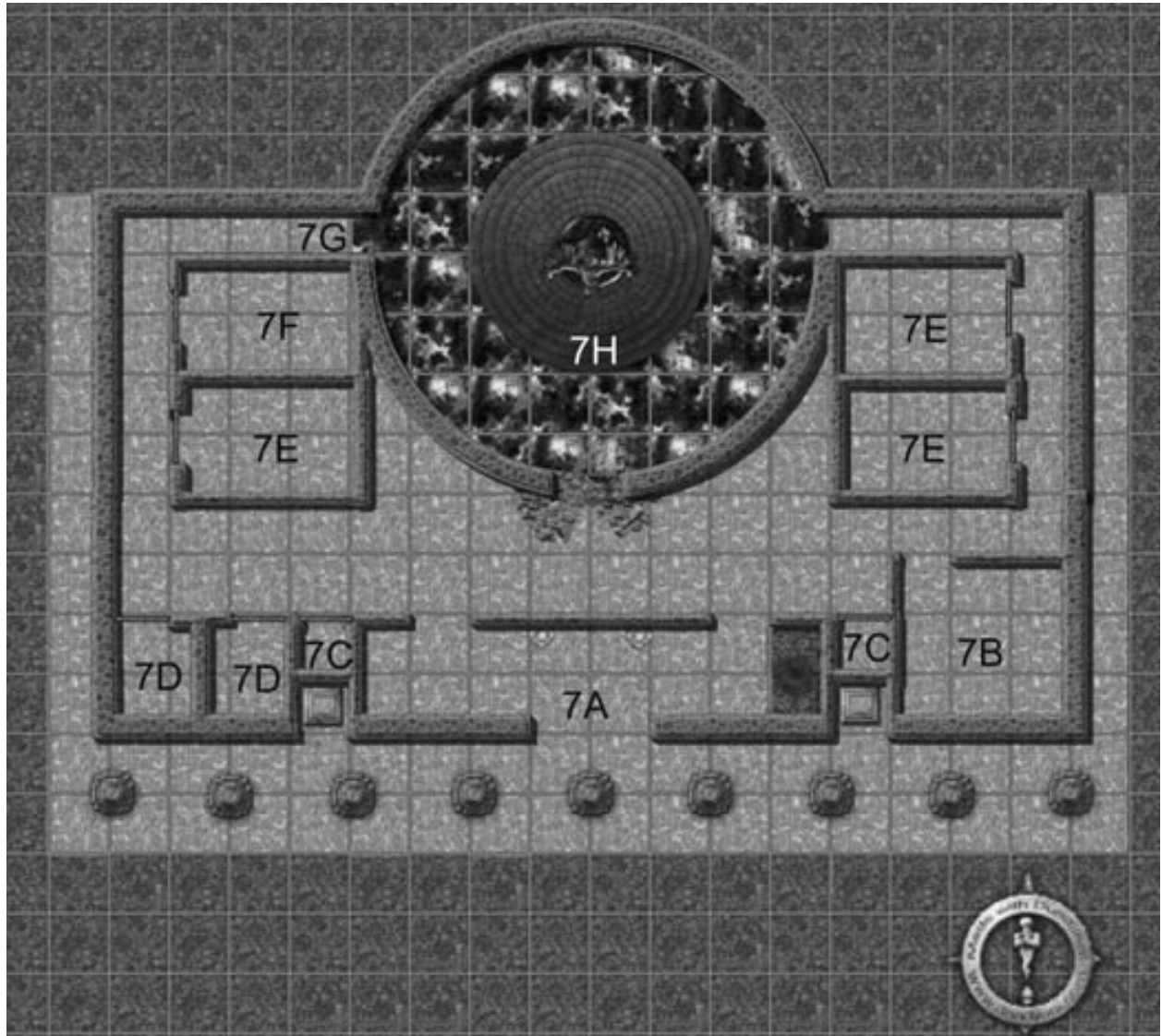
The Copper Mines



Crossing the River



The Old Temple



The Surrounding Area



Greetings friend,

I send warm wishes, and hope that this letter finds you well.

Since our last encounter I have been doing some research and have come to some startling discoveries about our mutual acquaintance, T. Bod. It appears as if he is MUCH more than we previously thought. However, I prefer not to share additional details in this letter, for fear of prying eyes.

I have rented a room here at the Charging Boar Inn and Tavern in the Western Reaches, and I have taken up work as the local teller-of-stories. If you can spare the time, I would appreciate meeting you in person to discuss possible next steps.

There is a small, abandoned copper mine a mile Northwest of the Inn. Please meet me within main entrance chamber of the mine on the eleventh of Planting, just after dusk. Please do not draw attention to yourself or make any unnecessary appearances. If you could bring our friend, I believe that

would be in the best interest of all
involved.

In the light,
Oytens,
Resident Bard and Scholar
Charging Boar Inn and Tavern

Player Handout 2

5 Planting 595

Greetings friend,

I send warm wishes, and hope that this letter finds you well.

Since our last encounter I have been doing some research and have come to some startling discoveries about our mutual acquaintance, T. Bod. It appears as if he is MUCH more than we previously thought. However, I prefer not to share additional details in this letter, for fear of prying eyes.

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In the light,
Oytens,
Resident Bard and Scholar
Charging Boar Inn and Tavern

Player Handout 3

5 Planting 595

Greetings friend,

I send warm wishes, and hope that this letter finds you well.

It has come to me on good authority to me that you are a well-accomplished and discrete adventurer who can be trusted with a most urgent mission.

I have rented a room here at the Charging Boar Inn and Tavern in the Western Reaches, and I have taken up work as the local teller-of-stories. If you can spare the time, I would appreciate meeting you in person to discuss possible next steps.

There is a small, abandoned copper mine a mile Northwest of the Inn. Please meet me within the main entrance chamber of the mine on the eleventh of Planting, just after dusk. Please do not draw attention to yourself or make any unnecessary appearances.

In the light,
Oytens,
Resident Bard and Scholar
Charging Boar Inn and Tavern

Premier Event Summary

Record Important Outcomes

Do the PCs retain the body? If not, who has it?

Do the PCs have the book? If not, who has it?

Did the PCs kill (not just defeat) the assassins?

Did the PCs kill (not just defeat) the druid/necromancer?

Did the PCs kill Nerzan?

Did the PCs free That Which Sleeps?

Did the PCs do anything else of particular interest?