



THE PLAGUE OF THE THIRD SEASON

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

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RPGA HQ reviewers: Chris Lindsay and Stephen Radney-MacFarland.

A friend has been captured. A madman is still on the loose. You have been deceived twice. But the third time's a charm. This is the final chapter in the "Your Worst Nightmare" series. An adventure for characters level 6 - 10.

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 shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided 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 game masters 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, 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 (i.e., animal companions, familiars, paladin's mounts, etc.) 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 PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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. PCs 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 a free action (spoken command) 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 joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

The stage has been set for Nzevorikin's plan, to unleash the Plague of the Third Season onto Oerth. Through his travels across the Flanaess, he has gathered the necessary components to complete the ritual that will call forth the plague bringer and spread disease, torment, and pain across the continent. Suffering a minor setback in his last attempt to unleash his god's foul servants, he has acquired numerous powerful magic items and has gained even greater favor from Incabulos by making countless sacrifices to him. He is ready, at last, to answer the call of his god.

Fate has brought the heroes back into the fray once again. Nzevorikin is in need of the *Black Stone of Harrowing Dreams*, a powerful artifact that has fallen into the hands of an unlikely hero. He has plotted long and hard to figure out a way to draw the stone bearer to him. Gaining the knowledge from years of study about the infamous Bronze Cabal, Nzevorikin learned that the one survivor from the cabal's historic nemesis, the Defenders of the Light, had aided the heroes in defeating him a year ago. Nzevorikin distracted the heroes by dispatching a close ally of his, a nameless half-fiend bred by the fragmented followers of Incabulos. The deception worked. Nzevorikin was able to capture Ploellin, knowing that the heroes who thwarted him with the priest of Rao's help before would predictably come to his aid. Nzevorikin was able to also gain another powerful item, a smooth, gray pendant that is a vital part of the ritual as well.

Nzevorikin's risk is high in calling such great warriors to his own manor, but he is prepared. His god has given him powerful allies from many planes to assist him in defeating the stone bearer and gaining possession of the last piece of the ritual that is needed to call forth the great darkness. It is time for him to spread word of his whereabouts and await the stone bearer.

A messenger carrying word that Nzevorikin has been located fetches the heroes from their various locations. He tells those that are interested, namely the characters, to gather their things and ride at once. After a long, hasty journey across the Flanaess to the barren lands of the Bone March, the group arrives at a large keep.

The keep is the lair of Nzevorikin and he is awaiting his messenger to bring him the *Black Stone of Harrowing Dreams*. The stone itself is actually a corrupted and displaced *heartstone*, a powerful magic item

created by a night hag. It is needed by Nzevorikin to summon its creator to the Material Plane. If the heroes do not possess the stone, the messenger has gathered another traveler who does. Upon approaching the gate to the keep, they are greeted by a *magic mouth* spell, which protects passage into the halls of the manor by offering a riddle. Those who know the answer are allowed in, but only if the *Black Stone* passes into the hall first. Those that do not enter with the stone bearer are not allowed admittance any other way, but may be able to find a creative way inside.

Once inside, the gate behind them immediately traps the characters. Terrible screams fill the foyer from somewhere in the basement of the lair. Shortly after entering, the heroes are attacked by the manor guardians: gargoyles and possibly medusas or a stone golem.

After dispatching the guardians, the heroes pinpoint the direction that the screaming is coming from: the stairs at the opposite end of the foyer. However, they also notice that there are seven sets of stairs in the foyer, one in each corner leading up and one in each wall leading down. Each location is described in summary below.

THE DUNGEON

The stairway opposite the entrance leads down and ends at the bottom floor. This floor is a rather large dungeon with cells lining both walls of a corridor. At the end of the corridor is the source of the terrible screaming, a poor captive being tortured to death by some hideous outsiders. Various captives are in the cells, each awaiting a terrible fate. One of the captives is Nzevorikin disguised as the heroes' friend, Ploellin. He tries to get the characters attention to free him and leads them to where the stone can be destroyed. This part of the plot is detailed later in the summary.

THE TREASURE CHAMBER

The second floor basement houses Nzevorikin's spoils. He has built a maze here as a secondary precaution against foolish followers with weak minds bent on stealing his treasure. The maze ends in a trap, which he then empties at his leisure, sending those caught to the dungeon to become the play things of the devils down there.

The chamber itself has much gold and many useful items that the characters can use to combat the night hag(s), or even Nzevorikin himself, depending on how they search the building.

THE POOL OF NIGHTMARES

This is an optional encounter. The first floor basement terminates to a chamber with a pool of water in the middle. This is a conduit for the night hag(s) that Nzevorikin is trying to summon. The god Incabulos has cursed the pool and it allows his terrible minions, the night hags, and access to an outlet to the Material Plane. Here they can control the consciousness and dreams of weak-willed creatures and force them to have horrible nightmares, which greatly pleases the hags and increases their power. A key can be found in the bottom of the pool, which can be used to open the treasure chamber in the second floor basement.

THE LIBRARY

The first floor of the tower is a library. This room is empty, but has many clues as to the rituals and plans of Nzevorikin. It also contains several scrolls that could prove useful in the adventure.

THE LIVING QUARTERS

The second floor is the living quarters of Nzevorikin and a couple of his closest cohorts. They are not here right now, but can be found in the laboratory performing vile experiments for Nzevorikin's rituals. These rooms are effectively empty.

THE LABORATORY

The third floor is a laboratory. Here there are two cabalists working diligently on an experiment. They are not very threatening and do not have weapons. They have a little information about Nzevorikin, but attempt to flee if they are threatened or if they hear combat from the ritual chamber above.

THE RITUAL CHAMBER

This floor is divided into two chambers. One chamber has a pedestal, which Nzevorikin uses to try to destroy the *Black Stone* on. The other secret chamber contains the real Ploellin, who is the final piece of the ritual to unleash the Plague of the Third Season: the night hag(s).

Once inside the manor, the characters can really do whatever they wish. However, certain events take place once the stone is in the building, which leads up to the ending of Nzevorikin's ritual and the summoning of the night hag(s). There are two ways that Nzevorikin's ritual can be completed: the *Black Stone* can be destroyed by an unknowing subject (one of the

heroes) or a priest of a good faith can be sacrificed while the stone is present. The following describes the events that take place while the characters are in the keep.

Nzevorikin realizes that the heroes trust the captive Ploellin, so he has decided to use this to his advantage. He has disguised himself as Ploellin and imprisoned himself in the dungeon. He believes that he can dupe the heroes into destroying the stone for him and unleashing the plague themselves, doubling his pleasure. However, he has a backup plan in case the heroes are too curious and do not rush to his aid. The ritual also completes if the stone is in close enough proximity to the sacrifice of the good cleric Ploellin. If the heroes don't fall for his trick in time, he abandons his plan and proceeds to the ritual chamber to carry out the ritual catalyst himself.

The heroes can explore the domain of Nzevorikin however they wish. For each room that they explore before confronting the dungeon, one more of the prisoners in the basement are executed and they lose experience point awards. Also, as they explore the keep more and more, the *Black Stone* glows brighter and brighter and gets hotter and hotter. If they are not intent on rescuing the prisoners, Nzevorikin abandons his plan. He returns to the ritual chamber to execute Ploellin and complete the ritual. Once complete, his work here is finished and he flees from the manor, escaping to watch his successful ritual maraud across the land.

If the heroes do fall for his plot, he leads them upstairs to the ritual chamber to destroy the stone. Once destroyed he leads them into the secret chamber and then reveals his identity as he attempts to sacrifice Ploellin.

If the heroes prevent the sacrifice and don't destroy the stone, they thwart Nzevorikin's attempts to unleash his plague. He rises from the dead as a spectre to attack the heroes as they search the rest of his keep.

If the heroes do not prevent the ritual from happening, the night hags are summoned outside the keep and the heroes have to chase them and battle them to stop the terrible Plague of the Third Season.

If the heroes managed to stop Nzevorikin before the stone was destroyed, Ploellin can assist them in destroying the stone once and for all. However, Nzevorikin still arises as a spectre to avenge his death.

INTRODUCTION

The heroes begin alone, unless they travel with one another specifically. The following serves as the hook for the adventure.

The last few nights have brought you strange and horrifying nightmares. Visions of a great many deaths caused by a terrible plague that rolls across Oerth like a runaway steed have kept you from sleeping soundly. Rumors have spread of a dark force at work attempting to sow such a plague and reap from it untold power. Just as you fall back into slumber, the pounding of hooves and the clanging of a bell stir you awake once more.

Outside the inn, a man dressed in light armor wearing a gray cloak rears up his horse and shouts, "Oy! We've found him! Come quickly and be on the ready! Come, come at once!"

♣ **Sevun:** Male human War2; hp 15; see Appendix I.

Each character or group of characters encounter this rider, and any characters gathered to this point, until they have all been acquired. If none of the characters at the table have the Black Stone of Harrowing Dreams, the following character is also recruited at one of the other character's locations:

♣ **Feorie:** Male half-elf Brd3; hp 14; see Appendix I.

Feorie carries the Black Stone of Harrowing Dreams, which is bound to him, as long as nobody else possesses the item.

From here, the characters hastily ride to the remote location in the Bone March where the Bronze Cabal's keep is located. Read the following:

Riding off in search of the evil Nzevorikin, you're nightmares grow worse with each passing day. Traveling through many strange lands and avoiding many deadly beasts, bandits, and humanoids, you find the messenger to be a rather quiet and cold individual. He seems quite disturbed by the news that he has brought to you and he is unwilling to make conversation throughout the trip. Luckily, your other companions are friendlier and they provide you with companionship during the long and dangerous journey.

The heroes can be given a short time to roleplay the journey and get to know each other's personalities and capabilities. Eventually, they arrive in the humanoid-occupied lands of the Bone March.

During their travel, one of the characters has a

dream in which the hero envisions herself entering into the keep. Read the following passage that describes the dream:

You walk through the gate into a hideous realm of torture and death. Incorporeal souls glide over tortured corpses that lie broken on the walls and floor. The floor is soft like mud under your feet and you slip, falling onto your back. Several of the transparent creatures approach you and speak, "Our salvation relies on the destruction of the stone."

As you right yourself, the room shifts into that of a beautiful temple. Adorned with gold and silver, all of the relics seem to glisten with an opulent glow. Then, all at once, they fade and turn pitch black. Finally, they crumble from the walls and repugnant vermin crawl out of the fissures that have been created. Just then, a weeping priest with a symbol of Rao turns from the altar and speaks to you, "Old friends hold the key to ending the cruel game being played."

His visage then turns pale and his skin rots away. His skeletal corpse collapses in a heap at your feet.

Looking around, you find yourself standing in a great hall. One side is decaying and crumbling into oblivion. The other seems to reach to the sky, which is glowing with the warm light of day. A monstrous figure appears from the decay. At the same time several timid human children appear from the light. They face each other. The horrific creature bellows at the children. You can smell the sickening stench of its breath. The children giggle and point at the dreadful thing. The creature seems frightened and retreats to its hole. The children turn and speak to you, "The halls of evil are not as they seem; they contain much that is good and much that is fallen."

Then, you awaken abruptly.

Development: This dream is actually a nightmare spell cast by Nzevorikin. However, he has chosen to forgo the damaging effects of the spell and only portray the visions of the dream so as to disguise the spell and not reveal that it is a trick. Do not apply any of the damage or fatigue from the spell.

THE FRONT DOOR

As the sun reaches the horizon, after riding all day, you come upon an old keep surrounded by large, low hanging willow trees. The walls of the keep are covered with moss, and vines crawl up the sides of each of the four towers that rise at the corners of the square building. The structure itself looks centuries old, but has survived the ages well and is in good repair. The top is peaked like a pyramid and there are no visible windows. Large, stone buttresses give the building an almost temple-like appearance. The small moat that rings

the keep has long since dried up and is now overgrown with tall reeds and cattails. The bridge over the moat has a tall, iron gate that lies shut. The iron fence spans the outside of the moat all the way around the 40-foot tall structure.

Once the heroes cross the bridge, read the following description of the keep itself.

Crossing the wooden bridge and approaching the doors of the keep, you see that the portcullis is down. As you examine closer, a mouth appears on the wall to your left. It speaks:

"Swirling mists of deep, dark secrets bring treasure from the long, lost past. Earthen trinkets bound to the soulless must be present or thou shall not pass. If you wish to walk these hallowed halls, speak the phrase that your dreams have called."

The magic mouth at this door controls the entry into the keep. There are several phrases that it has keyed on in order to open the gate to the keep. If there is a character in possession of the "Book of Torment and Torture, Vol 1." that character can find a passage, which contains phrases that pertain to the stone and its greater meaning in the ritual for the Plague of the Third Season. If the characters do not possess the book, they may rest here and attempt to solve the puzzle. This encounter can frustrate the characters greatly, but make sure to emphasize the waning daylight and the fact that there is a nice little glade nearby that would make a good campsite. Use one of the NPCs to suggest this if you wish.

During the night, one of the characters has a dream in which the hero envisions herself entering into the keep. Read the following passage that describes the dream:

You walk through the gate into a hideous realm of torture and death. Incorporeal souls glide over tortured corpses that lie broken on the walls and floor. The floor is soft like mud under your feet and you slip, falling onto your back. Several of the transparent creatures approach you and speak to you, "Our salvation relies on the destruction of the stone."

As you right yourself, the room shifts into that of a beautiful temple. Adorned with gold and silver, all of the relics seem to glisten with an opulent glow. Then, all at once, they fade and turn pitch black. Finally, they crumble from the walls and repugnant vermin crawl out of the fissures that have been created. Just then, a weeping priest with a symbol of Rao turns from the altar and speaks to you, "Old friends hold the key to ending the cruel game being played."

His visage they turns pale and his skin rots away. His

skeletal corpse collapses in a heap at your feet.

Looking around, you are now in a great hall. One side is decaying and crumbling into oblivion. The other seems to reach to the sky, aglow with the warm light of day. A monstrous figure appears from the decay. At the same time several timid human children appear from the light. They face each other. The horrific creature bellows at the children. You can smell the sickening stench of its breath. The children giggle and point at the dreadful thing. The creature seems frightened and retreats to its hole. The children turn and speak to you, "The halls of evil are not as they seem; they contain much that is good and much that is fallen."

Then, you awaken abruptly.

Development: This dream is actually a nightmare spell cast by Nzevorikin. However, he has chosen to forgo the damaging effects of the spell and only portray the visions of the dream so as to disguise the spell and not reveal that it is a trick. Do not apply any of the damage or fatigue from the spell.

The only way to pass through the gate is to possess the *Black Stone of Harrowing Dreams* and speak one of the following phrases:

Phrases from the Book of Torment and Torture, Vol. 1:

- "The bearer of the stone walks unfettered in the land of dreams and nightmares."
- "Plague shall rot Oerth and Incabulos shall rise to command all that remain."
- "Famine creates dread and causes humanity to wane in the face of brutal, primal instinct."

Phrases from a dream:

- "Our salvation relies on the destruction of the stone."
- "Old friends hold the key to ending the cruel game being played."
- "The halls of evil are not as they seem; they contain much that is good and much that is fallen."

After speaking one of the phrases expected by the mouth, the portcullis raises and allows the heroes to enter. Give them about 30 seconds or so to make up their minds as to whether they wish to enter or not and then start lowering the portcullis. They can attempt to raise it again, but once the hero possessing the stone is inside, it is impossible to make rise again, at least by this method. Anyone not entering at this time is effectively out of the adventure, unless the character can come up with a creative way to get back

into the action. If the NPC is in possession of the stone, he gladly enters with the characters as escort. Sevun, the heroes' escort to the keep, does not enter and asks to stay outside to keep watch over the horses. Once inside, the adventure continues at the foyer.

GENERAL LOCATION INFORMATION

There are several factors that are constant about the building in this adventure. These factors are noted in the area descriptions if they differ from the general information provided here.

Artwork: There are fine painting and statues in nearly every room. Most depict comely human males dressed in full robes. The paintings show off the dark gray and black robes with copper or bronze trim. The features of the people are predominantly Oeridian.

Walls: The exterior of the keep is constructed of various sizes of granite blocks. The exterior walls are 3 ft. thick. The interior of the keep is made of smaller stone bricks. The interior walls are only 1 1/2 ft. thick.

Doors: All the doors in the keep are made of oak and are in good repair, unless otherwise noted. Hallway doors open into rooms, and doors that join two rooms always open into the larger room.

♣ **Good Wooden Door:** Thickness 1 1/2 in.; Hardness 5; hp 15; Break (DC 18/20 if locked); Open Lock (DC 25).

Floors: The floor of the ground floor is made of large granite slabs that are 5 ft. by 5 ft. The floors of the upper levels of the keep are made of wooden planks nailed to large 6 in. by 6 in. wooden rafters. They are extremely prone to squeaks and creaks giving anyone attempting to Move Silently a -2 circumstance penalty. The floors are free of debris throughout, unless otherwise noted.

Spell Effects: This site is subject to an *unhallow* spell effect that Nzevorikin has cast upon it. In addition to the standard effects of the spell, he has fixed a *protection from elements (fire)* spell to protect the building and all creatures of like alignment or faith (Incubulos).

Using divination spells such as clairvoyance or clairaudience on the keep yields the expected results. Since the characters do not know where they are going or what is inside, they cannot see or hear everything that is going on. If a character is scrying (as per the spell), the character sees Nzevorikin torturing Ploellin in the dungeon.

THE FOYER

This large room has four huge stone pillars. There are circular stairways leading upward in each corner and stairways leading downward to the right, left, and straight across from the entrance. The center of the room has a large ruby colored rug. There are several statues of great human warriors lining the walls and winged beasts perched on a ledge above. A ten-foot tall statue of a cloaked figure with its arms spread stands near the center of the room as a chilling greeting.

This is the entrance into Nzevorikin's lair. He has set a few guardians here to toy with intruders. The statue is actually a stone golem at APL 10. They attack after a short time, to build some suspense in the heroes.

APL 6 (EL 8)

- **Gargoyle:** hp 40; see *Monster Manual*.
- **Medusa:** hp 33; see *Monster Manual*.

APL 8 (EL 10)

- **Gargoyles (2):** hp 40, 38; see *Monster Manual*.
- **Medusa (2):** hp 38, 33; see *Monster Manual*.

APL 10 (EL 12)

- **Gargoyle (4):** hp 42, 40, 38, 38; see *Monster Manual*.
- **Stone Golem:** hp 85; see *Monster Manual*.

1. LIBRARY

This room contains shelves of books and a fine wooden desk. There are writing materials on the desk and a book open on the bookstand.

This room is devoid of inhabitants at present. A successful search of the bookshelves and papers reveals some information about the ritual that Nzevorikin is trying to perform. Search check:

- (DC 15) Writing on the desk reveals that a great, sweeping plague is to be unleashed across the Flanaess. The catalyst for the ritual is the death of a being "pure of heart".
- (DC 20) Papers contained within the desk detail a fearsome rider who carries the plague across the land. This also locates the third volume of the Book of Torment and Torture.
- (DC 25) Many books contain information about how to control dreams and infuse nightmares into subjects by performing rituals that call out to the sixth plane of Hell.
- (DC 30) Scraps of paper reveal the plague

bringer as a horrible night hag mounted on a fiendish creature called a nightmare.

There are also several scrolls that can be found among the books and loose papers. The higher DC targets net all the scrolls of lesser DCs. Note that the *scroll of stone to flesh* is only available to characters at APLs 8 and 10, and the *scroll of raise dead* is only available to characters at APL 10. Search check:

- (DC 15) *arcane scroll of enlarge, arcane scroll of reduce, divine scroll of inflict light wounds, divine scroll of summon monster I*
- (DC 20) *arcane scroll of detect thoughts, arcane scroll of bull's strength, divine scroll of chill metal.*
- (DC 25) *arcane scroll of blink, arcane scroll of suggestion, divine scroll of locate object.*
- (DC 30) *arcane scroll of Evard's black tentacles, divine scroll of flame strike, arcane scroll of stone to flesh (APLs 8 and 10 only).*
- (DC 35) *arcane scroll of cone of cold, divine scroll of raise dead (APL 10 only).*

2. LIVING QUARTERS

This small room contains a round table, a bench, and three doors opposite of the staircase.

This floor is the mundane, but eerily deplorable living quarters of Nzevorikin and his closest cohorts. There are three small, sparse rooms that contain cots and trunks of clothing. The only significant information that can be gained here is that there are living quarters for more than one and they have all been used recently.

Searching the living quarters, the heroes can find the lever to open the gate. It is hidden in one of the sconces on the wall and requires a successful Search check (DC 15) to locate.

3. LABORATORY

This room smells of chemicals and burnt oil. There are tables lining the walls with vials, jars, and glass tubes. There is a small fireplace and a fountain on the right wall. There is also a desk with some papers on it.

Nzevorikin's cohorts, who are busily trying to complete some experiments, occupy the laboratory.

- **Kelistraili:** Female human Adp2 (Incabulos).
- **Gymure:** Male human Adp1 (Incabulos).

If the heroes have battled Nzevorikin in the Ritual

Chamber above, then the cohorts attempt to flee. If not, they can be taken by surprise. They have no weapons and surrender without a fight or attempt to escape. They know that Nzevorikin is planning to unleash a plague for their god, Incabulos. The idea was prophesized to him in a dream. They are currently experimenting on a potion to control the minds of weak-willed people and instill them with horrible nightmares.

Destroying the contents of this room sets off a toxic chain reaction, which creates a rather unpleasant cloud of gas.

➤ **Toxic Vapors:** CR 3; inhaled poison (1d4 Str initial, 1d4 Con secondary), Fort save (DC 15).

Searching this room can reveal a number of useful potions, depending on the DC obtained. Higher DCs yield all the potions equal to or lower than that DC. Search check:

- (DC 15) 5 *potions of cure light wounds, potion of Wisdom, potion of Intelligence, potion of jump.*
- (DC 20) *potion of cat's grace, potion of invisibility.*
- (DC 25) *potion of nondetection.*

4. RITUAL CHAMBER

This staircase ends in a door.

The door opens into a hallway. At the end of the hallway are two doors, one leading right and another leading left. The hallway is lit by torchlight.

The hallway to the left leads a room with a small pedestal in it. Nzevorikin (disguised as Ploellin) may attempt to lead the heroes here to destroy the *Black Stone of Harrowing Dreams* as a trick. This allows him to bypass the rest of the time that he must wait before executing the catalyst (the real Ploellin) and unleashing the Plague of the Third Season upon the Flanaess. It is also a cruel irony that the heroes themselves play a part in the deaths of countless innocents, or so Nzevorikin thinks.

Development: Nzevorikin attempts to get one of the "purest of heart" characters to destroy the stone. He will innocently claim that he does not have the strength to strike the destructive blow. Once the blow is struck, he will lead the heroes to the chamber with the real Ploellin and attempt to destroy them.

The passage to the right contains a secret door.

THE PLAGUE OF THE THIRD SEASON

➤ **Secret Stone Door:** 3 in. thick; hardness 10; hp 40; Break (DC 27); Search (DC 25).

Read or paraphrase the following upon entering the secret chamber:

As you step through the secret passage, it enters a room that is truly evil. Your friend Ploellin is strapped to the wall, his body limp and bleeding into a chalice, a familiar chalice at that. It is the very one that you returned to the priest not long ago! Now it is filled with the poor man's seeping life's blood. Many more instruments adorn this room, and rising from one of the tables is a creation that looks as if it were pieced together of pieces of many victims of insane cruelty. Its mismatched limbs reach out at you as its bones crackle sickly.

If Nzevorikin is present, he takes a moment to try again to deceive the heroes. He tells them that this Ploellin is an imposter, but it is likely the heroes do not fall for such an obvious lie. Allow them a Sense Motive check against Nzevorikin's Bluff skill.

Inside this room is the real Ploellin. He is bound to a cruel torture device, gagged, and bleeding. It is here that Nzevorikin leads the heroes after destroying the stone. Alternatively, it is here that he flees to if the characters do not fall for his deception and he decides to carry out the ritual without their help.

If the stone is not destroyed, then Nzevorikin can unleash his terrible plot by executing a complex ritual involving Ploellin, his holy chalice that Nzevorikin obtained when he kidnapped Ploellin, the pendant that he obtained in ADP2-02 *Scent of a Demon*, and by having the Black Stone within his keep.

If the characters somehow exit the keep with the stone before he is able to complete the ritual, he pursues the characters and tries to defeat them and get the stone himself.

➤ **Ploellin:** Male human Clr6.

Ploellin is a stout and portly man with a good sense of humor and a booming voice. He is compassionate and cooperative toward people he deems to be good folk. However, he has been tortured for some time and is currently unconscious.

If Nzevorikin has led the characters here after destroying the stone, or the characters come here on their own and have not already faced Nzevorikin, he either flees and leaves his flesh golem guard to fight the heroes, or he attacks them himself, depending on the APL.

If the heroes have stopped Nzevorikin from

destroying the stone as part of the ritual, the real Ploellin can tell them the way to destroy the stone once and for all. The stone must be cast into the blue-green colored pool of light in the dungeon level. This sends the stone back to the Ethereal Plane and ends its existence on the Material Plane.

APL 6 (EL 7)

➤ **Flesh Golem:** hp 49; see *Monster Manual*.

APL 8 (EL 9)

➤ **Nzevorikin:** Male human Clr5/Plague Bringer**4; hp 66; see Appendix I.

APL 10 (EL 11)

➤ **Nzevorikin:** Male human Clr5/Plague Bringer**4; hp 66; see Appendix I.

➤ **Flesh Golems (2):** hp 50, 49; see *Monster Manual*.

Tactics: At APL 6, Nzevorikin has prepared a *plane shift* spell in order to flee to the Ethereal Plane. Nzevorikin has already put up his *undetectable alignment* spell when he used his *deception* prestige class ability to disguise himself as Ploellin. He has also cast *spell immunity*, making him immune to *charm person* and *magic missile*. Nzevorikin uses his *wall of stone* spell to wall off any characters that are not in the room when he attacks, preventing them from joining the combat. Next, he casts *spell resistance*. He can then summon rats and turn them into giant vermin to help keep the fighter-type characters busy, if necessary. He then utilizes his offensive spells, such as *hold person*, *slay living*, and *unholy blight*, to take out those characters that he deems most threatening. Remember, he has the meta-magic feat *Reach Spell*, which allows him to use his inflict spells at range by adding +2 to the spell level when he spontaneously casts them.

B1. POOL OF NIGHTMARES (OPTIONAL)

This stairway leads to a circular room. In the center of the room is a stone-rimmed pool of water. Bone fragments and armor plates litter the floor here and the pool has numerous pieces of debris in it.

This room contains a 10-ft. wide pool of water. At the bottom of the pool, with a successful Search check (DC 20), there can be found, a brass key. The key unlocks the treasure chamber. Nzevorikin carelessly dropped the key in the pool without noticing.

There is also an optional encounter here, if the players decide to do it and they have time. Pick one of the characters present. This can be done by having the characters make Will saves, choosing the character that achieves the lowest result. That character immediately falls asleep. Pull that player aside and read the following:





"You awaken from a horror filled dream. There is blood on the floor around you and your companions are facing the doorway. In it stands a horrible creature, attacking them viciously. You lie helpless and paralyzed on the ground."

Feel free to describe a dream tailored to the character before revealing the dream monster encounter.





This is in fact all a dream in the chosen character's head. The remaining heroes must fight the creature, acting as if it were real. For each character that drops unconscious during this fight, the dreaming hero must make a Will save (DC 15) or permanently lose a point of Wisdom.

In order to determine what creature the characters fight, select randomly (roll 1d4 according to APL from the list below while preparing the adventure).





APL 6 (EL 6)

- 1  **Digester**: hp 71; see *Monster Manual*.
- 2  **Seven-Headed Hydra**: hp 73; see *Monster Manual*.
- 3  **Lamia**: hp 66; see *Monster Manual*.
- 4  **Wyvern**: hp 59; see *Monster Manual*.

APL 8 (EL 8)

- 1  **Red Abishai**: hp 60; see Appendix II.
- 2  **Deepspawn**: hp 118; see Appendix II.
- 3  **Gorgon**: hp 68; see *Monster Manual*.
- 4  **Mohrg**: hp 94; see *Monster Manual*.

APL 10 (EL 10)


- 1  **Couatl**: hp 63; see *Monster Manual*.
- 2  **Guardian Naga**: hp 93; see *Monster Manual*.
- 3  **Helmed Horror**: hp 84; see Appendix II.
- 4  **Nine-Headed Cryohydra**: hp 94; see *Monster Manual*.

B2. TREASURE CHAMBER

At the bottom of these stairs, there is a hallway that turns to the right. The hall is lit with flickering torches that cast dancing shadows across the walls.

The hallway leads to a "T" intersection. To the right is the maze leading to a trap. To the left is the treasure chamber. The key to the chamber can be found in the pool in B1.


The right passage winds around for a time. There is a curtain at the end and behind the curtain is a pressure plate in the floor. Anyone that steps on the pressure plate sets off the trap. A set of steel bars falls in the passage, sealing off escape.

 **Steel Cage Trap**: CR 3; Pressure Plate Search (DC 25), Release scone Search (DC 20), Release scone (while trapped) Search (DC 30); Disable Device (DC 25), hardness 15; hp 75; Break (DC 35).

The characters can find the hidden mechanism to lift the gate on a successful Search check. The mechanism is hidden in one of the sconces on the "free" side of the gate.

If the heroes become trapped before defeating Nzevorikin, be sure to keep track of when the sacrifice takes place. He comes down (with his golem, if appropriate) to release the heroes and escort them to the dungeon, or more likely fight them. Also be sure to convey the sense of urgency if the stone is still in the heroes' possession by describing its continuously increasing glow and temperature.

The left passage leads to a locked door.

 **Good Locked Wooden Door**: 1 1/2 in. thick; Hardness 5; hp 15; Break (DC 20); Open Lock (DC 25).

The following describes the treasure chamber.

Unlocking the door to this room reveals a treasure chamber. Inside are several weapons, chests of coins, shields, and various other items.

Contained within this room are the spoils of Nzevorikin's horrible campaign against the people of Oerth. The following is a summary of the treasure contained within.

APL 6: L: 0 gp; C: 300 gp; M: wand of cure light wounds (Value 113 gp per character)

APL 8: L: 0 gp; C: 300 gp; M: wand of cure light wounds (Value 113 gp per character).

APL 10: L: 0 gp; C: 1200 gp; M: wand of cure light wounds (Value 113 gp per character); +1 scimitar (Value 348 gp per character).

In addition to the mundane loot and coins, there are also several useful magic items. Remember, even

though these items turn into gold piece values at the end of the adventure, they can be used to fight the bad guys, though the characters won't know exactly what they are, or how to use them without some means of identifying magic items.

B3. DUNGEON

Down these stairs is a hallway with six closed cells. At the end of the hall is the source of the screams: a terrible, blood-stained torture chamber with an eerie blue-green glow emitting from it.

Each of the cells contains a prisoner detailed below. Depending on when the characters decide to descend to the dungeon level, some prisoners may have already been executed.

☛ **Drujn:** Male human Rog2/Clr1 (Olidimarra).

☛ **Rundorifn:** Male hound archon.
(Bound by a *dimensional anchor* spell).

☛ **Nikisha:** Female half-elf Rog2.
(Member of the Faceless Ones thieves guild).

☛ **Ceirlit:** Male elf Com1.
(Resident of the Vesve Forest).

☛ **Barcklem Goldspiller:** Male gnome Com3.
(Resident of the Flinty Hills).

These captives, if released, are led by Rundorifn and guard the foyer for the heroes while they complete their mission. They effectively wait until the gate is opened.

Once the heroes come within view of the torture chamber at the end of the hall, read or paraphrase the following:

Two ancient looking columns flank the entrance to a rough, unfinished chamber. Inside, you see tables of knives, hooks, and other implements, all coated with blood. The stench of death hangs in the air and the floor is sticky with crimson gore. A man who lost his life to the cruel beasts looming over him occupies one of the tables. The beasts turn their attention toward you and grin cunningly, exposing their jagged, dagger-like teeth.

The following creatures are in the torture chamber with a recent victim's body.

APL 6 (EL 6)

☛ **Spinagons** (2): hp 15, 14; see Appendix II.

APL 8 (EL 8)

☛ **Spinagons** (2): hp 15, 14; see Appendix II.

☛ **Kyton:** hp 50; see *Monster Manual*.

APL 10 (EL 10)

☛ **Hamatula** (2): hp 55, 47; see *Monster Manual*.

Development: Nzevorikin has disguised himself with his *alter self* spell-like ability to look like the captured priest, Ploellin. He has locked himself into cell 6 and pleads for the heroes' help during the combat.

He has cast *undetectable alignment* and explains that he has protected himself with *endurance* if they cast *detect magic* on him. In fact, the faint aura that they see is the *alter self* spell.

Once freed, he tells the characters that he knows the way to destroy the Black Stone and he leads them upstairs to the hidden lair. There he describes the ritual to destroy the stone. In reality, he is describing the catalyst that he needs in order to unleash the Plague of the Third Season. The following passages can serve as a guide to his descriptions at the appropriate times:

Fake "Ploellin" freed:

"Quickly! Do you have the stone? It must be destroyed!!! Look at it! It glows with the unholy power of that wretched god! We must take my hammer and strike the destructive blow to end this all! There is my hammer on the far wall. Take it with you and follow me!"

Fake "Ploellin" in the ritual chamber:

"Here is the pedestal. The rock must be placed upon it and destroyed with this hammer. I am too weak to do this. Please someone strike the stone and end this atrocious curse!"

If the heroes do not respond to the cries of the victims in this area, keep track of the number of other areas that they explore. For each area that they explore before aiding the prisoners, have the devil sacrifice one of the other prisoners, but not Nzevorikin.

CONCLUSION

A: WRATH OF NZEVORIKIN

Nzevorikin has been defeated before he could unleash the Plague of the Third Season. All is saved, or so they think. As the characters are preparing to leave and searching the rest of the manor, Nzevorikin rises from the dead to attack them once again, this time as a powerful undead creature. Read the following at some point before the heroes leave.

As you prepare to leave the terrible manor house of the evil Nzevorikin, a cold wind blows past you. You feel as though your soul has been packed in ice, even though you've won the battle against evil. A moment of intuition causes you to spin around as you notice a ghostly hand reach out for you.

Nzevorikin attacks as a spectre. He is easily recognizable and retains his memory of the events of his life. Make sure to roleplay this encounter during the combat.

At APL 6, it is the spectre of the murdered merchant Weslin Fraimekkian from "A Plea From Beyond the Grave". Nzevorikin murdered Weslin and his family several years ago when he needed a location to set off the great plague. Weslin's spirit has returned to destroy Nzevorikin, but it attacks the heroes instead. He is outraged by the murder of his family and wishes to destroy all living creatures. This is also a good opportunity to roleplay during the combat.

APL 6 (EL 7)

☛ **Spectre:** hp 51; see *Monster Manual*.

APL 8 (EL 9)

☛ **Spectre, Advanced:** hp 75; see Appendix I.

APL 10 (EL 11)

☛ **Spectre, Advanced:** HD 14d12; see Appendix I.

After defeating the spectre of Nzevorikin, the heroes have ended the threat of the Bronze Cabal, for now...

Riding back to your native lands, you feel as though a great burden has been lifted from your shoulders. You've learned a great deal about the forces of the evil god Incabulos and you know that you will be able to face his denizens in the future with the knowledge of their strengths and weaknesses. The Bronze Cabal has suffered a serious defeat, but they have suffered worse defeats and survived in the past...

B: THE PLAGUE OF THE THIRD SEASON

Nzevorikin has managed to unleash the Plague of the Third Season. He has summoned a night hag to spread disease, terror, suffering, and horrific nightmares across the Flanaess. A few hours after the ritual is complete, or after the heroes are given a chance to rest, once full darkness has fallen over the lands of the Bone March, the night hag(s) appear outside the keep and begin riding off to spread fear and suffering.

The heroes should be given a chance to explore the remaining rooms of the manor and rest, if needed. Then proceed directly to this encounter.

As you leave the manor of Nzevorikin, a feeling of dread sets into your mind. You have lost the battle and Nzevorikin has succeeded in unleashing whatever foul plot he had concocted. A glint of light in the darkness catches your eye as you prepare for your journey. Out of the trees emerges a figure masked by darkness.

The night hag(s) arrive outside of the keep the night after the heroes leave. It is night and the terrain is wooded with a fine mist covering the ground. Be sure to apply lighting rules as applicable. There are plenty of trees to take cover behind.

APL 6 (EL 9)

☛ **Night Hag:** hp 57; see *Monster Manual*.

APL 8 (EL 11)

☛ **Night Hag:** hp 57; see *Monster Manual*.

☛ **Nightmare, Advanced:** hp 126; see Appendix I.

APL 10 (EL 13)

☛ **Night Hags (2):** hp 57, 44; see *Monster Manual*.

☛ **Nightmares, Advanced (2):** hp 126, 126; see Appendix I.

Tactics: The night hag(s) ride the nightmares if applicable. Make sure to play up the prominence of the heartstone that one of them is carrying. If there are two, there is only one Heartstone. The Heartstone is shaped exactly like the Black Stone of Harrowing Dreams. In fact, it is the Black Stone. Remember that a Night Hag without a Heartstone cannot use its *ethereality* spell-like ability.

After the heroes have defeated the night hag(s), read the following conclusion.

Tired and beaten by the horrible creature summoned by the powers of Incabulos, you feel as though you have been bestowed with a blessing by defeating the terrible plague, which you could not prevent from happening. The darkness no longer seems so dark and the road home no longer seems so long.

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.

The Foyer

Defeat the guardians, be they gargoyles, medusa, or stone golem.

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

Ritual Chamber

Defeat Nzevorikin, or (APL 6) chase him away and defeat his flesh golem.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Pool of Nightmares (Optional)

Defeat the nightmare creature.

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

Dungeon Torture Chamber

Defeat the devils.

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

Conclusion A

Defeat the Spectre.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

OR

Conclusion B

Defeat the night hag(s) and nightmare(s) if present.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Story Award

Stop the Plague of the Third Season from

ever coming about (Conclusion A), and rescue Ploellin.

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

Discretionary Roleplaying Award

Good roleplaying and smart play.

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

Total Possible Experience

APL 6	1200 XP
APL 8	1560 XP
APL 10	1920 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 treasurer.

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic

item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate. Because this is a Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

TREASURE KEY:

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

The Library

Find and take the magic scrolls.

APL 6: L: 0 gp; C: 0 gp; M: scroll of enlarge, scroll of reduce, scroll of inflict light wounds, scroll of summon monster I (Value 4 gp per scroll per character); scroll of detect thoughts, scroll of bull's strength, scroll of chill metal (Value 23 gp per scroll per character); scroll of blink, scroll of suggestion, scroll of locate object (Value 56 gp per scroll per character); scroll of Evard's black tentacles (Value 105 gp per character); scroll of flame strike, scroll of cone of cold (Value 169 gp per scroll per character).

APL 8: L: 0 gp; C: 0 gp; M: scroll of enlarge, scroll of reduce, scroll of inflict light wounds, scroll of summon monster I (Value 4 gp per scroll per character); scroll of detect thoughts, scroll of bull's strength, scroll of chill metal (Value 23 gp per scroll per character); scroll of blink, scroll of suggestion, scroll of locate object (Value 56 gp per scroll per character); scroll of Evard's black tentacles (Value 105 gp per character); scroll of flame strike, scroll of cone of cold (Value 169 gp per scroll per character); scroll of stone to flesh (Value 248 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: scroll of enlarge, scroll of reduce, scroll of inflict light wounds, scroll of summon monster I (Value 4 gp per scroll per character); scroll of detect thoughts, scroll of bull's strength, scroll of chill metal (Value 23 gp per scroll per character); scroll of blink, scroll of suggestion, scroll of locate object (Value 56 gp per scroll per character); scroll of Evard's black tentacles (Value 105 gp per character); scroll of flame strike, scroll of cone of cold (Value 169 gp per scroll per character); scroll of stone to flesh (Value 248 gp per character); scroll of raise dead (Value 244 gp per character).

The Laboratory

Find and take the potions.

APL 6: L: 0 gp; C: 0 gp; M: 5 potions of cure light wounds, potion of jump (Value 7 gp per potion per character); potion of Wisdom, potion of Intelligence, potion of cat's grace, potion of invisibility (Value 45 gp per potion per character);
potion of nondetection (Value 113 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: 5 potions of cure light wounds, potion of jump (Value 7 gp per potion per character); potion of Wisdom, potion of Intelligence, potion of cat's grace, potion of invisibility (Value 45 gp per potion per character);
potion of nondetection (Value 113 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: 5 potions of cure light wounds, potion of jump (Value 7 gp per potion per character); potion of Wisdom, potion of Intelligence, potion of cat's grace, potion of invisibility (Value 45 gp per potion per character);
potion of nondetection (Value 113 gp per character).

The Ritual Chamber (APLs 8 and 10 only)

Defeat Nzevorikin and strip his gear.

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

APL 8: L: 0 gp; C: 0 gp; M: bracers of armor +1 (Value 150 gp per character); ring of protection +1 (Value 300 gp per character); cloak of resistance +1 (Value 150 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: bracers of armor +1 (Value 150 gp per character); ring of protection +1 (Value 300 gp per character); cloak of resistance +1 (Value 150 gp per character).

Treasure Chamber

APL 6: L: 0 gp; C: 300 gp; M: wand of cure light wounds (Value 113 gp per character)

APL 8: L: 0 gp; C: 300 gp; M: wand of cure light wounds (Value 113 gp per character).

APL 10: L: 0 gp; C: 1200 gp; M: wand of cure light wounds (Value 113 gp per character); +1 scimitar (Value 348 gp per character).

Total Possible Treasure

APL 6: 1444 gp

APL 8: 2392 gp

APL 10: 3784 gp

APPENDIX I: NPCS

INTRODUCTION

➤ **Sevun:** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +3 melee (1d8+1/19-20, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 11, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Listen +3, Ride +6, Spot +2; Run, Track.

Possessions: longsword, leather armor, small steel shield, short bow, 20 arrows, wineskin, riding horse.

Physical Description: Sevun is a scout by trade. He is dressed in light armor covered with discreet clothes. He walks with a limp due to an accident falling from his mount when he was a child. His skin is tan and the sun has bleached his hair golden.

➤ **Feorie:** Male half-elf Brd3; CR 3; Medium-size humanoid (human); HD 3d6; hp 14; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+1/19-20, longsword); SQ Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, bardic music (inspire courage, countersong, fascinate, inspire competence), bardic knowledge (+4); AL N; SV Fort +1, Ref +5, Will +4; Str 12, Dex 15, Con 10, Int 13, Wis 13, Cha 16.

Skills and Feats: Appraise +7, Bluff +9, Hide +5, Knowledge (arcana) +4, Perform +9, Move Silently +5, Pick Pocket +5; Dodge, Quick Draw.

Possessions: masterwork longsword, leather armor, longbow, 20 arrows, wineskin, riding horse, *potion of healing*, *black stone of harrowing dreams*.

Spells Known (3/2; base DC = 13 + spell level): 0 – *dancing lights*, *daze*, *ghost sound*, *mage hand*, *open/close*, *read magic*; 1st – *expeditious retreat*, *feather fall*, *sleep*.

Physical Description: Feorie is a small, quiet half-elf. He has medium brown hair with a slight shimmer of silver. His eyes are distinctly human shaped and his ears are hardly pointed at all. His stature, however, is nearly identical to an elf. He speaks elven by default, often forgetting that he may not be speaking to someone who cannot understand him.

THROUGHOUT THE ADVENTURE

➤ **Nzevorikin:** Male human Clr5/Plague Bringer**4; CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +7/+2 melee (1d6+1, quarterstaff); SA Spells, rebuke undead; SQ Pestilence prestige domain,

Incabulos' taint, deception, aura of fear, ethereal 1; AL NE; SV Fort +13, Ref +5, Will +13; Str 12, Dex 15, Con 14, Int 15, Wis 18, Cha 15.

Skills and Feats: Bluff +4, Concentration +14, Intimidate +6, Knowledge (arcana) +10, Knowledge (religion) +10, Scry +11, Sense Motive +6, Spellcraft +10; Craft Wondrous Item, Great Fortitude, Reach Spell**, Resist Disease**, Spell Focus (Necromancy).

Possessions: quarterstaff, *bracers of armor* +1, *ring of protection* +1, *cloak of resistance* +1.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, 16 + spell level for Necromancy spells): 0 – *cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*; 1st – *bane*, *cause fear**, *cure light wounds*, *command*, *death watch*, *protection from good*; 2nd – *endurance*, *enthrall*, *hold person*, *silence*, *summon monster* II*, ~~undetectable alignment~~; 3rd – *animate dead**, *bestow curse*, *blindness/deafness*, *dispel magic*, *invisibility* *purge*; 4th – *giant vermin*, *poison*, *spell immunity*, *unholy blight**; 5th – *slay living**, *wall of stone*.

*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); Pestilence (Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases).

**See Appendix II : New Rules for additional information.

Physical Description: Nzevorikin is hideously deformed. His skin looks as though it is rotten and falling from his face. His arms are bony and his stomach is bloated. He typically wears a bronze-lined black cloak and displays a holy symbol of Incabulos on his tunic, but during this adventure he has altered his appearance to look like Ploellin, the priest of Rao. As Ploellin, he wears tattered white robes lined with silver. He displays a holy symbol of Rao and appears to have been tortured cruelly, making his voice shaky, raspy, and muffled.

CONCLUSION A: WRATH OF NZEVORIKIN

APL 8 (EL 9)

➤ **Spectre, Advanced:** CR 9; Medium-size undead (incorporeal); HD 10d12; hp 75; Init +7; Spd 40 ft., fly 80 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +8 melee (1d8 and energy drain, incorporeal touch); SA

Energy drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +3, Ref +6, Will +9; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +14, Intimidate +13, Intuit Direction +11, Listen +14, Search +11, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

APL 10 (EL 11)

☛ **Spectre, Advanced:** CR 11; Medium-size undead (incorporeal); HD 14d12; hp 94; Init +7; Spd 40 ft., fly 80 ft. (good); AC 15 (touch 15, flat-footed 12); Atk +11/+6 melee (1d8 and energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +4, Ref +7, Will +11; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +15, Intimidate +14, Intuit Direction +12, Listen +16, Search +12, Spot +16; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (touch).

CONCLUSION B: THE PLAGUE OF THE THIRD SEASON

APL 8 (EL 11)

☛ **Nightmare, Advanced:** CR 9; Huge outsider (evil); HD 14d8+70; hp 126; Init +5; Spd 40 ft., fly 90 ft. (good); AC 25 (touch 9, flat-footed 14); Atk +20 melee (2d6+8 and 1d4 fire, 2 hooves) and +15 melee (1d6+4, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, etherealness; AL NE; SV Fort +14, Ref +10, Will +12; Str 26, Dex 13, Con 20, Int 13, Wis 13, Cha 12.

Skills and Feats: Intuit Direction +22, Listen +24, Move Silently +22, Search +22, Sense Motive +22, Spot +24; Alertness, Combat Reflexes, Improved Initiative, Iron Will.

APL 10 (EL 13)

☛ **Nightmares, Advanced (2):** CR 9; Huge outsider (evil); HD 14d8+70; hp 126; Init +5; Spd 40 ft., fly 90 ft. (good); AC 25 (touch 9, flat-footed 14); Atk +20 melee (2d6+8 and 1d4 fire, 2 hooves) and +15 melee (1d6+4, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, etherealness; AL NE; SV Fort +14, Ref +10, Will +12; Str 26, Dex 13, Con 20, Int 13, Wis 13, Cha 12.

Skills and Feats: Intuit Direction +22, Listen +24, Move Silently +22, Search +22, Sense Motive +22,

Spot +24; Alertness, Combat Reflexes, Improved Initiative, Iron Will.

APPENDIX II: NEW RULES

ABISHAI, RED (BAATEZU) AS PRESENTED IN *MONSTERS OF FAERUN*

Medium-size Outsider (Evil, Lawful)

Hit Dice: 8d8+24 (60 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 50 ft. (poor)

AC: 21 (+3 Dex, +8 natural)

Attacks: Tail +12 melee, 2 claws +9 melee, bite +9 melee

Damage: Tail 1d6+3 and sting (+2d6 fire), claw 1d4+1, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, summon baatezu

Special Qualities: Damage reduction 10/+1, abishai qualities, regeneration 8, SR 17

Saves: Fort +9, Ref +9, Will +8

Abilities: Str 17, Dex 17, Con 17, Int 12, Wis 14, Cha 16

Skills: Bluff +9, Concentration +10, Diplomacy +10, Disguise +10, Escape Artist +11, Intimidate +14, Knowledge (Infernal) +6, Listen +10, Search +10, Spot +10

Feats: Improved Initiative, Multiattack, Weapon Focus (tail)

Climate/Terrain: Any land or underground

Organization: Solitary, flight (2), or wail (3-12)

Challenge Rating: 8

Treasure: Standard

Alignment: Always lawful evil

Advancement: 9-10 HD (Medium-size)

Abishais are the torturers and wardens of the first two circles of Baator. They owe fealty to Tiamat, the queen of the chromatic dragons. Not coincidentally, the five different colors of abishais have supernatural affinities with chromatic dragonkind.

They resemble gothic gargoyles, standing between 5 feet and 7 feet tall and weighing between 250 and 500 pounds. They have the wings of bats, vicious claws, snapping jaws and a prehensile tail that whips about the abishai's body constantly, ready to strike with a magic sting. Abishais' scales are somewhat duller than the scales of their five draconic counterparts.

Some human scholars believe that abishais move up the hierarchy of minor devils, starting as white abishai, becoming black, then green, blue, and finally red. These scholars are mistaken: Abishais have no more hope than the rest of Baator's inhabitants and glory in opportunities to take pain out on mortals.

Abishai speak Infernal and Common. Red abishai also speak Celestial.

Combat

Abishai fly poorly, so they prefer to land on their prey and fight on the ground. If possible, they use illusion and charm abilities to soften up opposition before combat begins in earnest.

Abishai Sting

Each variety of abishai has a sting attack, delivered by its tail, that inflicts extra damage as follows:

Red: Any hit from a red abishai's tail inflicts an additional 2d6 points of fire damage.

Abishai Qualities

All abishai share the following special attacks and special qualities.

Spell-Like Abilities (Sp): At will: *animate dead*, *change self*, *charm person*, *command*, *desecrate*, *detect alignment*, *major image*, *suggestion*, and *scare*. These powers function as spells of the same name cast by a sorcerer possessing caster levels equal to the individual abishai's Hit Dice.

Summon Baatezu (Sp): Once per day, an abishai can attempt to summon 2d6 lemures with a 50% chance of success, or another abishai of a random color with a 20% chance of success.

Immunities (Ex): Abishais are immune to fire and poison.

Resistances (Ex): Abishais have cold and acid resistance 20.

Regeneration (Ex): Holy water, holy weapons, and blessed weapons inflict lethal damage on an abishai. All other damage regenerates at the rate of 1 point per Hit Die per round; for example, a black abishai with 5 HD regenerates 5 points per round.

See in Darkness (Su): Abishais can see perfectly in darkness of any kind, even that caused by *deeper darkness* spells.

Telepathy (Su): Abishai can communicate telepathically with any creature within 100 feet that has a language.

Vulnerability to Holy Water (Ex): Abishais take 2d4 damage from a flask of holy water, or 1 point of damage from a splash of holy water.

DEEPSPAWN AS PRESENTED IN *MONSTERS OF FAERUN*

Large Aberration

Hit Dice: 14d8+42 (105 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft., swim 20 ft.
AC: 14 (+1 Dex, -1 size, +4 natural)
Attacks: 3 bites +13 melee, 3 slaps +11 melee; or melee weapon (Medium-size or smaller) +9/+4, 2 melee weapons (Medium-size or smaller) +5, 3 bites +11 melee
Damage: Bite 2d6+4; slap 1d4+2; or weapon +4, weapon +2, bite 2d6+2
Face/Reach: 15 ft. by 15 ft./15 ft.
Special Attacks: *Hold monster*, constrict
Special Qualities: Cover, spell-like abilities, poison immunity, SR 27
Saves: Fort +7, Ref +5, Will +12
Abilities: Str 19, Dex 12, Con 17, Int 17, Wis 16, Cha 4
Skills: Craft (trapmaking) +13, Hide +7, Knowledge (monsters) +13, Listen +12, Sense Motive +12, Spot +13
Feats: Combat Reflexes, Expertise, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack
Climate/Terrain: Underground
Organization: Solitary or brood (1 plus 3-24 spawn)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 15-16 HD (Large); 17-32 HD (Huge); 33-42 HD (Gargantuan)

Deepspawn are infamous horrors that give birth to many other varieties of monsters; a single deepspawn can make a vast area dangerous, even for alert, well-armed adventurers.

A deepspawn is a 14-foot diameter rubbery sphere of mottled gray and brown flesh. Six arms project from its body, reaching lengths of up to 20 feet each. Three of the arms are dexterous tentacles that can wield weapons, manipulate small objects, or wrap around an opponent, and three are snakelike appendages ending in toothy jaws. Dozens of long, retractable, flexible eyestalks cover the creature's body, though a deepspawn only extends three or four of these at a time, keeping the rest out of harm's way.

Combat

Deepspawn make their lairs in caverns, dungeons, or ruins, and prefer to leave defense to their spawn, as well as a series of clever and deadly traps. If characters penetrate these defenses, they usually find the deepspawn in a readily defended room, with one or more escape routes available.

A deepspawn attacks with all six limbs at once. Its

tentacles can attack with weapons, slap for bludgeoning damage, or coil around a foe. It uses its jaws to flank opponents engaged with weapon-wielding tentacles, gaining a +2 attack bonus.

Hold Monster (Sp): Once every 3 rounds, a deepspawn can cast *hold monster* as a 14th level sorcerer. The deepspawn uses its tentacles to constrict any held foes.

Constrict (Ex): If a deepspawn makes a successful attack with a tentacle, It can grab the victim, making a free grapple check that does not provoke an attack of opportunity. If the deepspawn winds the grapple check, it constricts the grabbed character, dealing 1d4+4 points of damage each round until the victim breaks the hold.

Cover: A deepspawn is typically encountered half buried in a pile of slippery, shifting coins and other treasure. These items provide one-half cover (+4 bonus to AC, +2 bonus on Reflex saves) to the deepspawn until it is drawn out of hiding.

Spell-Like Abilities (Sp): Deepspawn can use the following spell-like abilities, casting as a 14th level sorcerer: *detect thoughts* and *water breathing* (at will), and *heal* (itself only, 1/day).

Spawn

By some unexplained, natural means, deepspawn can grow and give birth to any creature native to the Material plane that it has ever devoured (not outsiders, elementals, undead, or other dual-dimensional creatures). A spawn has the same type, natural attacks, magical abilities, alignment, and intelligence as the creature devoured by the deepspawn, and it retains learned abilities (class abilities, skills, feats) as well as some dim memory of its former existence. A spawn grows in 1d4 days within the deepspawn's body, then emerges fully formed and ready for immediate action. Spawn are completely loyal to the deepspawn that formed them, and cannot be made to attack their "parent" even by magical means.

HELMED HORROR AS PRESENTED IN MONSTERS OF FAERUN

Medium-sized Construct

Hit Dice: 13d10

Initiative: +1 (Dex)

Speed: 30 ft., air walk 30 ft.

AC: 19 (+1 Dex, +8 full plate armor)

Attacks: Greatsword +12/+7 melee; or heavy crossbow +10/+5 ranged

Damage: Greatsword 2d6+4; or heavy crossbow 1d10

Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Weapon power
Special Qualities: Spell immunities, air walk, *feather fall*, construct, see invisibility
Saves: Fort +4, Ref +5, Will +7
Abilities: Str 16, Dex 13, Con —, Int —, Wis 16, Cha 1212
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 10
Treasure: Standard
Alignment: Always neutral
Advancement: 14-20 HD (Medium-size)

These ancient constructs give adventurers reason to be skittish about approaching line figures dressed in plate armor.

Helmed horrors are animated suits of plate mail between 5 feet and 7 feet tall. Sometimes the armor appears old; other times it is shiny and well kept. Although the armor is entirely empty, magical purple light sometimes flares through the joints. Helmed horrors normally keep their visors down. They most often function as tireless magical guardians, though some are created to execute specific tasks that require them to wander. Helmed horrors frequently outlive their masters, interpreting their final orders in broader and broader terms as their creator's binding magics wear away. They do not speak, but they understand Common and might understand other languages at the Dungeon Master's option.

Combat

Helmed horrors use sound tactics, firing missile weapons at soft targets or charging into melee ranger. If possible, they use their air walk ability to outmaneuver ground-bound opponents. Helmed horrors do not necessarily fight to the death. They opt for survival and the continued ability to perform their designated task unless fleeing would destroy any chance of fulfilling their mission. When a helmed horror is destroyed, its armor dissolves into slag.

Weapon Power (Su): The magics that create a helmed horror usually endow it with the ability to give its edged weapon a magical power as a free action. The weapon's magical power only operates so long as it is in the helmed horror's grasp. The magical effect comes from the helmed horror, not from the weapon itself. Roll 1d12 and consult the following list to find out what power the helmed horror's melee weapon has. Weapon abilities function as the magic weapon special

abilities of the same name as described in the *Dungeon Master's Guide*.

- 1-3: None
- 4: Flaming
- 5: Flaming burst
- 6: Frost
- 7: Keen
- 8: Shock
- 9: Shocking burst
- 10: Speed
- 11: Thundering
- 12: Wounding

Spell Immunities (Ex): A helmed horror's creator can give it immunity to three spells chosen at the moment of the horror's creation. Typical immunities are *fireball*, *lightning bolt*, and *ice storm*. All helmed horrors are immune to *magic missile*.

Air Walk (Ex): As the spell of the same name, usable only by the helmed horror itself.

Feather Fall (Sp): A spell-like ability that functions like the spell of the same name, usable only by the helmed horror itself.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

See Invisibility (Su): Helmed horrors see invisible objects and beings naturally, as if they always benefited from the *see invisibility* spell.

Creating Helmed Horrors

The secrets of making helmed horrors are not part of common magical lore. There are dread bargains involved that only evil souls would ever be willing to pay. At 18th level, evil wizards might have the resources to track down the secrets, though there is no guarantee they would be willing to pay the price.

SPINAGON (BAATEZU) AS PRESENTED IN *MANUAL OF THE PLANES*

Small Outsider (Evil, Lawful)

Hit Dice: 3d8 (13 hp)

Initiative: +1 (Dex)

Speed: Fly 120 ft. (Average)

AC: 16 (+1 size, +1 Dex, +4 natural)

Attacks: Talons +4 melee; or 2 spikes +5 ranged

Damage: Talons 1d4 and 1d4 fire; spike 1d4+1 and 1d4 fire

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, summon baatezu

Special Qualities: SR 18, spike regeneration, baatezu qualities

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 10, Dex 13, Con 11, Int 8, Wis 13, Cha 13

Skills: Diplomacy +7, Hide +8, Listen +7, Spot +7

Feats: Point Blank Shot

Climate/Terrain: Any land or underground

Organization: Solitary or flock (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always lawful evil

Advancement: 4-6 HD (Small); 7-9 HD (Medium-size)

Among the smallest of the devils, spinagons form massive groups to cruelly torture any victims they can find. Individually, they act as messengers and spies for their dark lords. Many baatezu scorn them for their weakness in a fight, but spinagons are the eyes and ears of Baator, so the wisest devil lords treat them with a modicum of respect.

Spinagons look like gargoyles that bristle with spikes from head to toe. They have razor-sharp talons on their feet, and their eyes glow a dull red. Their high-pitched giggles and shrieks annoy even other devils.

Combat

Spinagons rarely close into melee combat with their enemies, preferring to fly circles around them and fire their body spikes from a distance. If the combat situation seems particularly dire, they either try to summon reinforcements or use scare and stinking cloud to cover their escape.

Spell-Like Abilities: At will —*change self*, *produce flame*, *scare*, *stinking cloud*. These abilities are as the spells cast by an 8th-level sorcerer (save DC = 11 + spell level).

Spike Regeneration (Su): A spinagon can fire two spikes from its body each round. These spikes regenerate within a round, so the spinagon has unlimited ammunition. The spikes have a range increment of 30 feet.

Summon Baatezu (Sp): Once per day, a spinagon can attempt to summon 1d3 additional spinagons with a 35% chance of success.

PESTILENCE PRESTIGE DOMAIN AS PRESENTED IN DEFENDERS OF THE FAITH

Deities: Erythnul, Hextor, Incubulos, Nerull, Wee Jas

Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells

1 Doom. One subject suffers –2 on attacks, damage, saves, and checks.

2 Summon Monster II. Calls 1d3 fiendish dire rats to fight for you.

3 Contagion. Infects subject with chosen disease.

4 Poison. Touch deals 1d10 Con damage, repeats in 1 min.

5 Plague of Rats. Summons horde of diseased rats.

6 Curse of Lycanthropy. Causes temporary lycanthropy in subject.

7 Scourge. Inflicts a disease that must be magically cured, one subject/level.

8 Create Greater Undead. Creates one mummy from a corpse.

9 Otyugh Swarm. Creates 3d4 otyughs or 1d3+1 Huge otyughs.

REACH SPELL [METAMAGIC] AS PRESENTED IN DEFENDERS OF THE FAITH

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of “touch” at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell’s actual level.

RESIST DISEASE [GENERAL] AS PRESENTED IN MASTERS OF THE WILD

You have developed a natural resistance to diseases.

Benefit: You gain a +4 bonus on Fortitude saves against disease.

PLAGUE BRINGER

The Harbinger of Nightmares lends his power to those followers who have shown resiliency and have proven their worth above that of the other mortals. Despite the fact that Incubulos has little respect for mortals, he realizes that in order to achieve his plans and gain power, he

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Pestilence Prestige Domain, Incubulos' Taint
2 nd	+1	+3	+0	+3	Deception
3 rd	+2	+3	+1	+3	Aura of Fear
4 th	+3	+4	+1	+4	Etherealness 1
5 th	+3	+4	+1	+4	
6 th	+4	+5	+2	+5	Locust of the Dead Earth
7 th	+5	+5	+2	+5	Etherealness 2
8 th	+6/+1	+6	+2	+6	Dream Haunting
9 th	+6/+1	+6	+3	+6	
10 th	+7/+2	+7	+3	+7	Etherealness 3

must have agents to spread his terror across the Material Plane. He grants those that have survived the great plagues and famines that he unleashes, powers beyond that of typical mortals. Amongst the loosely organized ranks of his followers, these chosen few are called "Plague Bringers". They have gained the ability to reign over their followers with fear and terror, and they can control the dreams and nightmares of subjects. They use the divine might of their god to spread famine and disease, causing a great rise in the power of their patron in the areas that they inhabit. Through this great suffering, Incubulos grows stronger and more able to wrest control of Oerth from his hated enemies.

Hit Die: d8

Requirements

Skills: Knowledge (Religion) 8 ranks, Knowledge (the Planes) 4 ranks

Feats: Great Fortitude, Resist Disease

Patron: Incubulos

Spells: Ability to cast 3rd-level divine spells

Special: The character must have been exposed to and cured of a deadly disease.

Class Skills

The plague bringer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the plague bringer prestige class.

Weapon and Armor Proficiency: A plague bringer gains no weapon or armor proficiencies.

Prestige Domain (Ex): Upon adopting the Plague Bringer class, a character gains access to the pestilence prestige domain, as described in *Appendix II : New Rules*. The character gains the granted power associated with the domain, and can select spells in that domain as her daily domain spells.

Spells per Day: At each plague bringer level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead). If the character had more than one divine spellcasting class before becoming a plague bringer, the player must decide to which class to add each plague bringer level for the purpose of determining spells per day and spells known.

Incubulos' Taint (Su): As a curse of Incubulos, plague bringers incur a grotesque deformity. In addition, they have the ability to spread *demon fever* through touch. The subject is allowed a Fortitude saving throw (DC 18) to resist the primary and secondary effects of the disease. See Chapter 3 of the *DUNGEON MASTER's Guide* for disease description.

Deception (Sp): At 2nd level, the plague bringer has mastered the art of deception such that he has been granted the ability to change his appearance and create powerful illusions to deceive his followers into doing his bidding. The plague bringer can *alter self* as a spell-like ability once per day. This ability duplicates the effect of the spell *alter self*.

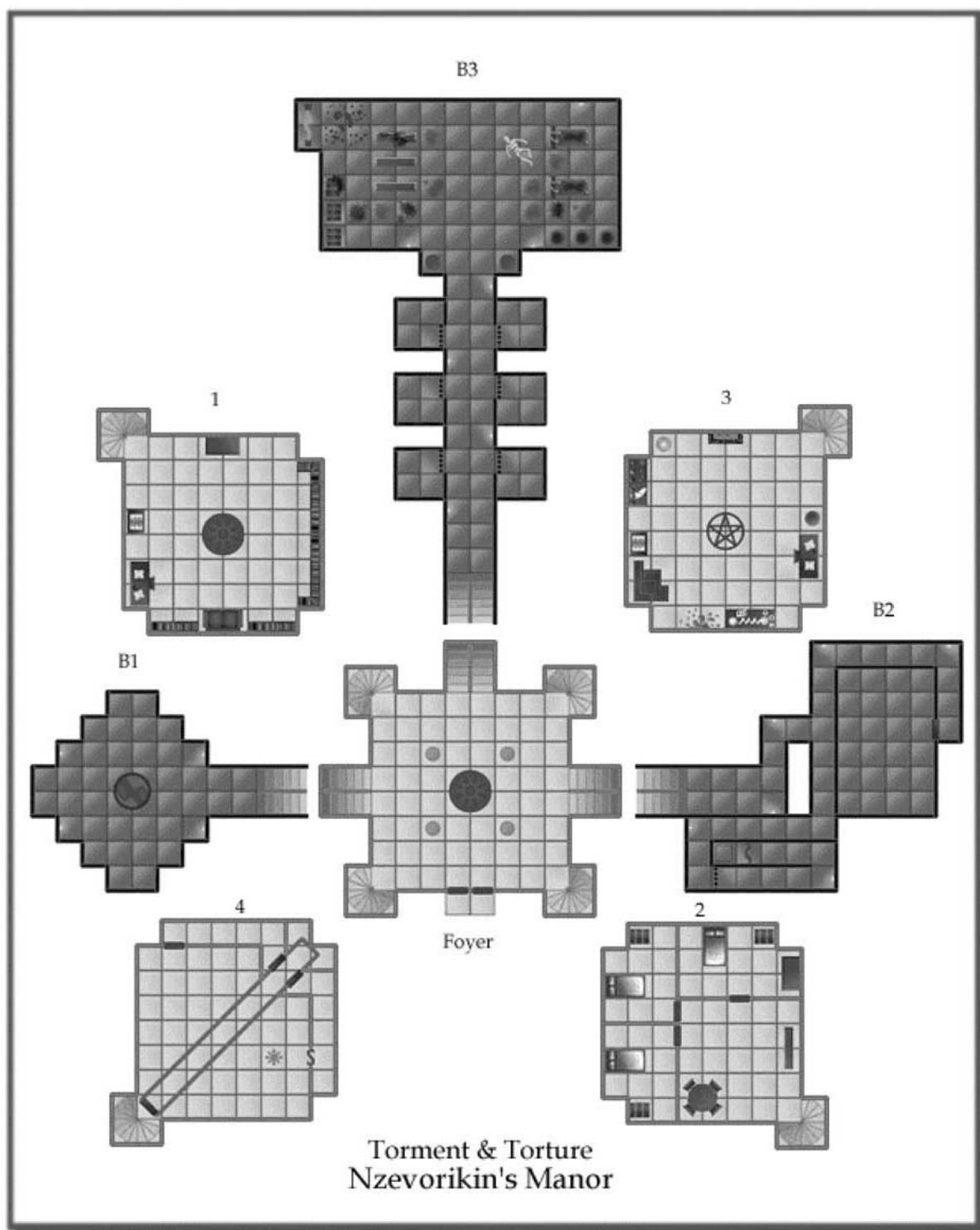
Aura of Fear (Ex): At 3rd level, the plague bringer has become so foul that he emits an aura of fear, which he uses to control his followers and make his opponents dread his very presence. Creatures that come within 10 feet of the plague bringer are subject the effect. A poten-

tially affected creature that succeeds at a Will save (DC 10 + level of plague bringer) remains immune to the aura for one day. On a failure, creatures of 4 or fewer HD become *panicked* for 2d4 rounds and those with 5 or more HD become *shaken* for 2d4 rounds. This ability counts as a fear effect for creatures that are immune or have special abilities to aid them against fear.

Etherealness (Ex): At 4th level, the plague bringer can move into the realm of dreams: the ethereal plane, as per the spell *ethereal jaunt*. The effect persists for 1 round per level of the plague bringer. At 7th level, he can move to the ethereal plane 2/day. At 10th level, he can move 3/day.

Locust of the Dead Earth (Su): At 6th level, the plague bringer brings famine and blight to the regions that he travels through, as if a swarm of locusts followed his every move. His presence causes plants within 30 feet to wither and die. Plant creatures within 30 feet must make a Fortitude save (DC 10 + level of plague bringer) each round they are in the area of effect or suffer 4d6 damage.

Dream Haunting (Su): At 8th level, the plague bringer can visit the dreams of a chaotic or evil individual much like the night hag ability except he does not need a heartstone to do so. Once a plague bringer invades someone's dreams. He rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and suffers 1 point of permanent Constitution drain upon awakening. A sleeper reduced to a Constitution score of 0 dies. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the plague bringer.



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.