

FUR1-12

SWORDS AND PLOWSHARES

A One-Round D&D LIVING GREYHAWK®
Furyondy Regional Adventure

Version 1

by Brian P. Hudson

In a town abandoned by the gods, a handful of heroes are all that stand between salvation and apocalypse. Will they win the day? A sword- and spell-slinging adventure for characters level 3-6. This adventure culminates the Blight arc.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 will 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, a character sheet, and a LIVING GREYHAWK log 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), 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 PC 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, Mialee, 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.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE BACKGROUND

Thirty years ago the town of Blackwell, an isolated hamlet in the Gold County, suffered the cruelest of fates: a plague that wiped it from the face of Oerth. After its demise, the town became a fixture of local folklore. Its fate made it an object of scorn, and an encroaching swamp only made it that much less desirable; eventually, it was said the very land was cursed, and that those who ventured into Blackwell never returned. Blackwell was a town abandoned by the gods, and it should be left to rot, less the gods abandon the rest of Furyondy.

The truth about Blackwell is more horrible, and indeed its story is not yet complete. Blackwell's plague was not a natural occurrence. Ezikhel Adokk, a crazed and evil worshipper of Incabulos, the god of disease, famine, and death brought it on the town. Ezikhel is the bastard son of a Dorokkan woman who was raped by one of Iuz's fiends. Ezikhel, upon discovering the abilities that his half-fiend parentage had bestowed upon him, was convinced that a god had conceived him. His crazed

mind latched onto Incabulos, to whom he had already turned in worship, and from that day forward Ezikhel was convinced that he was an avatar, a harbinger of Incabulos's will upon Oerth.

The plague he brought upon Blackwell was a tribute to Incabulos—the whole town, as it lay dying in a feverish haze, was consecrated in a ceremony of dark magic to Ezikhel's "father" as the gift of a thankful child. Blackwell was not a special town; it just happened to be the first town Ezikhel came upon after conceiving of his grand tribute to his lord. But that was all it took to damn it.

Ezikhel has remained in Blackwell all these years, performing dark ceremonies and conducting even darker experiments. At the same time, his ambition has grown. No longer is he content with Blackwell as a fitting tribute to his lord; Ezikhel has decided it is his duty to dedicate the whole of the Flanaess to Incabulos, with the whole of Old Ferrond becoming a blighted and diseased temple to the dark god.

It is Ezikhel who has loosed the Blight onto Furyondy's crops. He has raised the former residents of Blackwell as undead minions, and has found a way to actually infest their corpses with a microscopic fungus that carries the blight. Over the last several months he has sent these plague zombies out to all points on the compass, with orders to walk until they dropped. None have yet made it out of the Kingdom, for the spore that brings the blight eats away at the zombie's dead flesh, slowly killing them. Once the blight is on the crops it does not matter, because the powder spreads far too easily on its own. Soon, Furyondy will begin to starve; and on the heels of famine is always disease. Then Ezikhel's master plan will be underway, and the Kingdom will become a twisted temple to the god of Plagues and Nightmares, the Black Rider whom even the gods often fear. It is Ezikhel's hope that this chain of events will bring Incabulos down to Oerth to rule over all the land, with Ezikhel at his right hand.

ADVENTURE SUMMARY

After a vicious zombie attack, an elven druid entreats the PCs to head to Blackwell. She feels that Blackwell holds the secret to ending the Blight; the local farmers also encourage them to go.

The PCs travel under increasingly bad weather to the swamp surrounding Blackwell, where they are waylaid *en route* by a hungry hydra. Once they dispatch the beast they arrive at the town proper, where they see a strange sight—a paddy field full of zombies, tending strange crops that seed other plants with the Blight. The PCs must cross this field, and face attack at the hands of its zombie attendants, to reach Blackwell.

In the dead and decaying town, they encounter the town guardian—a flesh golem—and explore the desecrated ruins of homes and businesses. In one building—an old alchemist's shop—they may find an important book that holds the secret of the white powder.

They may also meet with Blackwell's last resident, a wight who has plans for the PCs ...

The final showdown comes in a large stone crypt, where the mad half-fiend Ezikhel Adokk lives. If the PCs prevail, they can return to civilization with their story and Ezikhel's book, which, after intense study, can lead to relief for the fields of Furryondy.

DM NOTE: CLUES FROM FORMER ADVENTURES

Some PCs have already encountered hints as to the nature of the blight in other Furryondy scenarios. In FUR1-05 *Parable for the Growers* the PCs heard the tale of the town of Blackwell from Whillom Stronbillet. In FUR1-10 *Sins of the Mothers* PCs had a chance to examine a corpse covered in the white powder and wearing a symbol of Incabulos; in that same adventure the name of Blackwell appeared again, for PCs able to *speak with dead* discovered that the corpse, though found in Pantarn, actually came from Blackwell. During this scenario opportunities arise for the PCs to make use of these clues, and the DM should feel free to trigger the memories of players trying to recall.

In addition, a certain item, Symbol of Incabulos, was given out in FUR1-10. PCs with that item will find uses for it in this adventure, so the DM should check for its presence at the beginning of the slot.

DM NOTE: WEATHER

The weather plays an important part in this scenario. As the PCs set out, dark storm clouds build overhead; by the time the PCs reach the Blackwell vicinity (Encounter Three), autumn storms break out. This storm is part of a weather pattern that will last several days. For the effects of weather on outdoor combat associated with rain see the *Dungeon Master's Guide* pages. 87-88. Some specifics will also be provided in the adventure.

INTRODUCTION

Furryondy is dying. As harvest time approaches, crops in Littleberg, the March, and the Gold County wither and die, and a third of the fields in the Reach now suffer under blight. It will not be a festive Brewfest, and come winter, there will not be enough food to feed the Kingdom.

You have spent the last weeks in the Gold County, lending your talents where you could. It is the Gold County that will be hit hardest this winter. The people of the Gold County rely on the dying dresadoes, the giant golden sunflowers of the County, as their sole means of income; the decimated fields, along with their own blighted sustenance crops, threatens a particularly thin winter for Cuthbert's Lot.

You are each in the town of Libermen, waiting with many others in the farmers market for the next "paying" job. Prices have risen, and it is only work—paid for in food and drink—that have kept wheatsheaves in your pocket these last weeks. As

you browse the few wares that have made it to market or quench your thirst with overpriced mugs of watered down ale, you notice a ruckus on the far end of town. As they approach the market square one word is carried on the early autumn breeze: "Murder!"

ENCOUNTER 1

At the center of the disturbance is a young female elf being dragged into town. Her face is bruised, and her robes—druid's robes—are torn, exposing thin, soiled undergarments. A symbol of Obad Hai, the neutral god of nature and woodlands, hangs around her neck. Behind, a sagging old nag pulls a two-wheeled haywain. In the haywain is the shrouded form of a human, and a man and a boy ride on the bench. A crowd is quickly forming around them.

The wagon stops as it reaches the market square and the halfling, in answer to inquiries shouted from the crowd, begins to explain.

"Good people! We were in the fields north of town, when we witnessed a violent assault! This poor man"—the halfling gestures towards the shrouded form—"was traveling along the road when this woman violently attacked him! There were a half-dozen of us in the fields, and we saw it all! She attacked him from behind, and when he didn't fall, she cast a spell that took him down! He's dead!"

The elf looks up. "It wasn't ... >koff!< it isn't—"

Suddenly, the zombie stands up and attacks!

ALL APLS (EL 2)

➤ **Plagued zombie, advanced 3 HD:** Medium-size undead; HD 3d12+3; hp 22; Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Atk +2 melee (1d6+1, slam); SQ undead, partial actions only, blight; AL N; SV Fort +1, Ref +0, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1; Height 5 ft.

Feats: Toughness.

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

Partial Actions Only (Ex): Zombies have poor reflexes, and can perform only partial actions. They can move or attack, but can only do both if they charge (a partial charge).

Blight (Ex): The undead flesh of this zombie has been infested with a kind of fungus that produces a fine white powder. Any plant the zombie brushes against becomes infected with blight, and can then spread the white powder to other plants.

Tactics: The wagon driver (human male Com2; hp 5; AC 10) and his young assistant (human male Com1; hp 2; AC 11 [+1 Dex]), are within easy striking distance of the prone zombie, and it will lash out at them the first round. This should be a surprise round, unless a PC is specifically looking at or examining the zombie when it

attacks. It will then begin attacking villagers indiscriminately (all human Com1; hp 3) until the PCs stop it. The elf, bound as she is, is unable to act unless the PCs untie her.

Developments: Once the PCs defeat the zombie, they can examine it. The zombie wears poorly weaved, poorly dyed black robes, and is barefoot. It wears nothing else, though PCs recalling earlier adventures may be searching it for a symbol of Inabulos. The zombie's skin is covered in the white powder, and PCs examining it carefully (Search DC 20) notice that a coating of fungus seems to grow beneath the powder.

ENCOUNTER 2: VERITALLIA

Once the zombie is dispatched, the frightened villagers slowly gather around the fallen corpse. The air fills with the coarse laughter of the elf, first low and then with increased strength. At the height of her laughter she coughs violently, and then speaks:

"I told you ... >kaff! kaff!< ... told you it wasn't ... a man."

☞ **Veritallia, female elf Drd2:** Medium-size humanoid; HD 2d8-2*; hp 10* (8 subdual damage); Init +2; Spd. 30 ft.; AC 14 (touch 10, flat-footed 12); Atk -1 melee* (1d6-2, quarterstaff); SQ Nature sense, woodland stride; AL NG; SV Fort +3, Ref +2, Will +6; Str 6*, Dex 15, Con 8*, Int 14, Wis 16, Cha 15; Height 4 ft. 10 in.

Skills and Feats: Animal Empathy +7, Concentration +4*, Heal +8, Intuit Direction +8, Knowledge (nature) +7, Wilderness Lore +8; Track.

Spells Prepared (4/3; base DC = 13 + spell level): o—create water, cure minor wounds, flare, ~~resistance~~, virtue. 1st—calm animals, ~~shillelagh~~, summon nature's ally 1.

*Veritallia is suffering from a virulent form of swamp fever. Her normal stats are: HD 2d8; hp 12; Atk +1 melee; Str 10, Con 11. In addition, there is a cumulative 2% chance every round of battle that she the exertion brings on a coughing fit, making her unable to attack or defend herself (consider her flat-footed against attacks).

Veritallia is a young initiate of the Obad Hai druids who live in the Gleaming Glades, located on the southern edge of the Gold County. She is a strong-willed elf with some of the famed elven ego, and just a little disdain for civilization. Her primary concern, however, is finding a way to end the current blight before it decimates even more plants, or begins to affect the forest plants and the forest ecosystem.

When the PCs begin to speak to her, or to ask her why she is laughing, she begins:

">koff!< I am afraid I will fail in my task before I have even begun. And I must succeed, if Furyondy is ever to free itself from this terrible Blight!"

Veritallia speaks in carefully measured words, with some degree of haughtiness, unless the questioning PC is an elf or a druid. Her speech is dry, and punctuated with brief coughing fits. If asked her identity, she identifies herself as "Veritallia of the Obad-Hai." She has spent the past several weeks in the swamps to the west of Libernen, scouting out the lost town of Blackwell. Primarily, she has spent her time watching the activities of the zombies in the fields around Blackwell, as the zombies tended strange water plants. Veritallia believes that the plants are the source of the powder that kills Furyondy's crops. The zombie in the wagon is the third such creature Veritallia has felled in as many days. It is her (correct) suspicion that the zombies are actually the carriers of the powder that currently coats the fields, the spreaders of blight across the Kingdom.

If asked about the Obad-Hai, Veritallia will be tighter-lipped. The Obad-Hai druids are a secretive enclave, and she is uncertain how much to say. She tells the PCs that they druids are very concerned about the blight, and that they feel it is not only an unnatural occurrence (the druids would not get involved were it a wholly natural blight), but that the followers some evil god must be behind it. In the interests of both preserving the balance of the world, and of saving the plants and animals they hold sacred, Veritallia was sent out. In truth, one of the highest members of the Obad-Hai was given a vision from Obad-Hai himself; the druid was told to send Veritallia, and Veritallia only, into the world to seek out the source of the blight, and promised that if she persevered, she would find her way. This vision is considered a sacred and most holy event, and only a very skillful Diplomacy check (DC 35) can get it out of her. Even other druid followers of Obad-Hai are not made privy to the story—they are followers of the Shalm, but not members of the Gleaming Glades druids.

Veritallia will tell the PCs everything she can, but she has not been past the fields or into the ruins of Blackwell. She knows that there must be some controlling consciousness behind the mindless undead, but she never saw the being or beings. She did hear a large creature moving through the swamp, but she kept herself hidden and does not know the nature of it. She left the swamp when she saw some zombies leaving the fields, and realized that they were carrying the blight with them.

If any PC suggests they help her, she brightens:

"You believe me, then? Indeed, some stalwart adventurers such as you would be a boon to my mission. If you would travel to Blackwell, my mission will not be in vain."

As should be obvious, Veritallia is in bad shape. She has caught something during her time in the swamp (a virulent form of swamp fever), has been beaten up by the farmers in the field, and has spent an exhausting and restless fortnight in and around the swamps of Blackwell. Veritallia does not want to accompany the PCs. Even in a paladin or other PC casts *remove disease* or *cure light wounds* Veritallia is physically and mentally exhausted from her efforts, and she does not want to delay the PCs if they are

willing to help. Her own skills, she admits, are meager, and everyday delayed is another day that blight grips the land. Only a successful Diplomacy check, DC 30, will convince the weak and weary elf to accompany the PCs. If asked about a reward or payment, she is terse: "There will be honor and glory when this is finished. Some things are more important than coin."

If any of the PCs ask the local farmers about Blackwell, they will be able to provide a truncated version of the story told in the Adventure Background, minus the actual identity of the villain. They merely describe a "mysterious, black-robed stranger" who came to town with pockets full of coin. They will also offer to put up Veritallia in an inn until she can rest and recover, as many of them feel guilty about attacking her.

The DM can use the villagers to press the PCs to service, if they seem reluctant, or wish to wait. After all, any chance of an end to the blight, no matter how nebulous, appeals to them.

ENCOUNTER 2: APPROACHING BLACKWELL

The trip from Libernen to Blackwell takes the better part of a day. As the PCs travel towards Blackwell, the land becomes less cultivated, and much wetter. The *dresadoes* here are smaller and frailer, and shrink as they near Blackwell—a sure sign that these plants were hit earlier in the season. Indeed, just before the PCs enter the swamp that surrounds Blackwell, they come across dead fields where the *dresadoes* have withered and died. The edge between the *dresadoes* and the swampland around Blackwell is almost unnaturally distinct. Trees grow up out of the soggy ground, tall and gnarled, and thick swamp vines twist through the branches.

As the PCs enter the swamp, a cold rain begins to fall, though not hard enough to impair the PCs. Strong wind gusts are possible however; as a result, there is a 1-in-4 chance (roll of a 1 on 1d4) of a strong wind blowing through the round, causing unprotected flames to extinguish and causing all ranged attacks and Listen checks to suffer a –2 penalty. Each gust lasts only one round. These weather conditions continue until Encounter Five. See the *DUNGEON MASTER's Guide* page 87 for more on weather effects.

The road the PCs travel has become less and less distinct as the day has worn on, until it becomes little more than a game trail before entering the swamp. PCs Tracking on the road (DC 25) find two sets of footprints several days old—a barefoot, dragging trod (a zombie) and a lighter, shod step (Veritallia). Following these tracks backwards leads the PCs along the road and directly into the swamp. Once in the swamp proper, the chances of following the footsteps any further rises to DC 35.

Creatures: A hydra roams these grounds. It has chased out every smaller competing predator in the area, and spends most of its time stalking the game trail the PCs are following. It wallows in a muddy pool a quarter of a mile from the edge of the swamp, right next to the

trail; consider it Hidden for purposes of Spot checks, with a +4 circumstance bonus because most of it is immersed in the mud and a +2 circumstance bonus because of the trees and reeds around it. Four of its heads are dozing, but the fifth head is alert enough to possibly hear any PC moving through the area.

APL 4 (EL 4)

➤ **Hydra, 5-headed:** hp 52; see *Monster Manual* page 121.

APL 6 (EL 6)

➤ **Pyrohydra, 5-headed:** hp 52; see *Monster Manual* page 121.

APL 8 (EL 7)

➤ **Lernaean hydra, 5-headed:** hp 52; see *Monster Manual* page 121.

Tactics: The hydra waits until the PCs are within striking distance, and then rise up to attack, hoping to gain a round of surprise. In battle it does not fight to the death, but flees into the swamp if reduced to 25% of its hit points.

ENCOUNTER 4: THE KILLING FIELDS

A quarter mile past the hydra's pool, the trees suddenly end; a few crudely sawed tree stumps indicate that some clearing has gone on. Beyond the trees are rice-paddy-like spreads of water-covered land, tended by zombies dressed identically to the zombie in Encounter One. Instead of rice, the zombies tend half-submerged clumps of fat, gray, mutated mushrooms, themselves covered in a greenish-tan mold.

This is the source of the blight, a field of mutated and magically altered mold that produces the white powder. The white powder is actually a spore, seeding the fields of Furyondy and choking the life out of its fields.

The road the PCs follow dips directly into the water. The water over the road is about 2 ft. deep, just past knee height for an average human; off of the walkway (which is about 15 ft. wide), the land sinks, and the water level rises to 3 ft. The zombies wade through the waist high water, tending to the crops—breaking of dried or dead clumps, picking bugs from the mold and crushing them between dead fingers.

The distance between the edge of the fields and Blackwell proper is 50 yards. If the PCs circle the town they do not find a more convenient place to cross into Blackwell. Only the graveyard (see Encounter 8) stands out, and the distance from shore to shore here is actually 60 yards.

ALL APLS (EL VARIABLE)

➤ **Plagued zombies, advanced 3HD** (60, 80, or 100): Medium-size undead HD 3d12+3; hp 22; Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Atk +2 melee (1d6+1, slam); SQ undead, partial actions only, blight; AL N; SV Fort +1, Ref +0, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1; Height 5 ft.

Feats: Toughness.

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

Partial Actions Only (Ex): Zombies have poor reflexes, and can perform only partial actions. They can move or attack, but can only do both if they charge (a partial charge).

Blight (Ex): The undead flesh of this zombie has been infested with a kind of fungus that produces a fine white powder. Any plant the zombie brushes against becomes infected with blight, and can then spread the white powder to other plants.

Tactics: The zombies attack the PCs en masse the minute they step into the water. Scatter the zombies as the DM sees fit, though remember that the zombies are tending the entire field, and break off the attack if the PCs leave it on either end of the road; the zombies are under orders not to leave the fields. The best way to get away from them is for a PC to present the symbol of Incubulos gained in *FURY-10, Sins of the Mothers*; the zombies recognize the symbol as that of their master, and they will not attack.

It is not expected that the PCs will fight all the zombies, and they do not need to do so to enter Blackwell. Slogging through the waist-high water, size Medium PCs are limited to double their movement rate as a full round action; size Small PCs must actually swim across. Either way, the PCs need only get across to Blackwell. The zombies are under orders not to leave the fields for any reason, save attack. If the PCs wish to wipe out every zombie at this point, let them; it will not affect the outcome or XPs. Any zombie attacked from afar is no longer restricted to the fields, and will charge the attacker; any zombie attacked by a PC wearing or presenting the symbol of Incubulos will defend itself.

ENCOUNTER FIVE: BLACKWELL

The land upon which Blackwell stands is soggy and muddy, made worse by the falling rains. From this point in the adventure onward, assume continuing poor weather conditions including steady rain and strong wind gusts. In such conditions visibility is halved; unprotected flames extinguish; and Spot, Search, Listen, and ranged attacks suffer a -4 penalty. See the *DUNGEON MASTER's Guide* page 87 for more on weather effects.

As the PCs explore the town, they quickly notice that there are no actual corpses in Blackwell. All of the villagers have been either raised as zombies or used in other magical experiments, and the remaining corpses are collected in the graveyard.

Creatures: The guardian of the town of Blackwell is a flesh golem that Ezikhel crafted in his early days (when the body parts were still fresh). Crafting the golem proved to be time-consuming and wasteful, and so after its construction Ezikhel turned to the easier-to-produce zombies; the lone golem was sent to wander the streets, with orders to attack intruders (i.e. any living thing besides Ezikhel) on sight. The DM can choose to spring this fight on the PCs wherever he or she chooses, but the golem is most likely to be encountered close to the graveyard, south of the Temple of St. Cuthbert (Location E).

APL 4 (EL 7)

➤ **Flesh golem:** hp 49; see *Monster Manual* page 108.

APL 6 (EL 8)

➤ **Flesh golem, advanced 11 HD:** CR 8; Large Construct; HD 11d10; hp 60; Init -1; Spd. 30 ft. (can't run); AC 18 (touch 10, flat-footed 18); Atk +12 melee (2d8+5, 2 slams); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1; Height 8 ft.

Berserk (Ex): Each round the flesh golem is in combat, there is a cumulative 1% chance that its imprisoned elemental spirit will go berserk. See *Monster Manual*, page 110.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as explained in the *Monster Manual*, page 110.

APL 8 (EL 10)

➤ **Flesh golem, advanced:** CR 10; Large Construct; HD 14d10; hp 75; Init -1; Spd. 30 ft. (can't run); AC 18 (touch 10, flat-footed 18); Atk +14 melee (2d8+5, 2 slams); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; SV Fort +4, Ref +3, Will +4; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1; Height 8 ft.

Berserk (Ex): Each round the flesh golem is in combat, there is a cumulative 1% chance that its imprisoned elemental spirit will go berserk. See *Monster Manual*, page 110.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as explained in the *Monster Manual*, page 110.

Tactics: At first this golem should look to the PCs just like any other zombie, albeit of the Large variety (the PCs might assume that the zombie is that of a large, brutish man, or even an ogre). It is dressed in the same roughly-sewn robes of Incubulos as the zombies, and walks in the same halting manner. Only as the combat ensues, spells

bounce off it, turning proves to be in vain, and it lands a few stiff hits, will its true nature be revealed. The DM should play up this aspect of the battle.

Locations: Blackwell is a dead and crumbling town, filled with the ruins of cottages and shops. The wood of most buildings have rotted and collapsed. The remaining standing buildings, and ruins of particular note, are described below.

A. Entrance. At the edge of the town, along each road, a wooden stake has been driven into the ground. Tied to the stake are the skeletal remains of a person thirty years dead. The skeletons are tied by heavy rope, their arms behind them, their skulls held in place by a stretch of rope across the forehead. A wooden placard nailed above the skeleton's head reads "Incabulos" in the Infernal tongue.

These were victims of the original plague, tied to the stakes while they were still (barely) alive, as part of the ceremony that dedicated the town to Incabulos. The skeletons have not fallen apart, but their cohesion is tenuous; any bone the PCs disturb falls loose, landing at the PC's feet.

B. Large stone house. The wooden door to this house has long since rotted, though it still hangs from its hinges; when the PCs open the door the wood separates with a wet rip and falls. Inside is a five-room dwelling, including a kitchen area; a foyer area that holds the remains of an old desk; a private sitting area with a moldy, soggy couch and chair; and two bedrooms. In the larger (master) bedroom, a small tabletop altar dedicated to Heironeous once stood. The table has been knocked over, and the altarpieces smashed. On the wall over the destruction is foul graffiti written in Infernal and Common.

PCs searching through the desk discover some ledgers and record books that identify this as the home of the mayor of Blackwell. The books are otherwise useless, but in the back of the drawer the books were in, the PCs might find (Search, DC 20) a leather pouch containing 50 wheatsheaves. The pouch itself is rotted and worthless.

C. Stone house. This small house is still standing, because it is made of mortared stone. Inside, it is a three-room, one-story dwelling. The roof is collapsed, and pieces of it cover the floor. There is nothing of value here, though the rotted and worthless remains of tables, chairs, a bed, and even some clothes litter the place. No corpses can be found inside.

At the far end of the room is a small temple dedicated to the woodland goddess Elhonna. A wooden carving of the goddess once stood here, but it has been smashed. Foul graffiti has been scrawled across the shrine with a sharp object in a mix of Infernal and Common.

D. The Well-Shod Horse. This square, two-story building was once Blackwell's only inn. A wooden placard hangs lopsided from a single chain above the door, showing a traveler atop riding horse with the inn's name below.

Inside the PCs find a large common room, though one whose final use was not so common: in the end, this

served Blackwell as a makeshift infirmary to house the victims of the plague. Tables have been thrown aside, and the floor is covered in the remains of straw pallets. Shards of pottery and a few cracked dishes lie alongside the pallets. Holy symbols lie on pallets, on tables, even nailed to the walls, Beory, Heironeous, Ehlonna, Wenta, but with St. Cuthbert being the most numerous; these have been hacked at with a sharp knife and smeared with blood and feces. Several more holy symbols lie on the floor, crushed by a heavy boot. There are no bodies.

The kitchen beyond was never used as an infirmary, but the remains of hastily made meals can still be seen.

The inn was well built, but it is not a stable structure. The second floor is particularly weak, and any PC attempting to explore upstairs will find that the stairway has long since collapsed. If any PC makes it upstairs, they must make a Move Silently check, DC 20 (to represent careful and cautious steps), or they step on a weak area of floor and fall through, taking 1d6 falling damage; every time a PC falls, the DC to move around safely upstairs increases by +2. The rooms upstairs—five in all—show the same signs of having been used as an infirmary.

E. Church of St. Cuthbert. This was once a temple to St. Cuthbert. It has been desecrated—windows are smashed, and foul graffiti scrawled across the walls and doors. This location is detailed in **Encounter Six**.

F. Blacksmith/Stable. This is a squat stone forge, next to which is the rotting, mostly-collapsed remnants of a barn. Behind the structures is a small enclosed paddock; even after thirty years, the fence still stands, and is still sturdy. The skeletal remains of three horses litter the paddock area, having starved once the town died.

Inside the forge, the PCs find some half-completed projects (a plow, some horseshoes) and a number of blacksmith's tools. All are covered in a thick coat of rust, and are not sellable. A small altar to Blerred, god of smiths and forges, once stood in the corner; like the altars elsewhere it has been smashed and defaced. There are no corpses within.

G. Alchemist's Shop. This locale is covered in Encounter 7.

H. Graveyard. This locale is covered in Encounter 8.

ENCOUNTER 6: THE DESECRATED TEMPLE

This is a tall stone-and-mortar building, one of few in town. Several windows dot its face, but they have been shuttered from the inside. A former church of St. Cuthbert, this has been corrupted and dedicated to Incabulos, by means of graffiti. Much of the graffiti takes the form of foul prayers and incantations to the god of plagues, written in a mix of Common, Baklunish, and Infernal. In amongst the graffiti are strange markings, scratched onto the doors and windows; because of the bizarre graffiti, it will take a Spot check, DC 30 (or an active examination of the graffiti, Search DC 20), to recognize these symbols as something significant and

different from the rest of the writing. These markings are actually wards, and any PC with Knowledge (arcana) or Knowledge (religion) can read them, DC 15, and recognize them as wards against undead.

The PCs will likely assume the wards were crafted to keep undead out; the truth is that they were carved to keep the undead *in*. A wight, the former cleric who guarded over the temple, tends this church still. His name is Gillin, and his condition is part of the guilt he felt over letting Blackwell die. Like all wights, Gillin seeks to destroy all life ... but most especially, Gillin wants to destroy Ezikhel, and the PC's arrival could work to his advantage.

APL 4 (EL 3)

✦ **Cleric Gillin, wight:** hp 26; see *Monster Manual* page 183.

APL 6 (EL 4)

✦ **Cleric Gillin, wight, advanced, 5 HD:** CR 4; Medium-size undead; HD 5d12; hp 31; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; SV Fort +1, Ref +2, Will +6; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15; Height 5 ft 2 in.

Skills and Feats: Bluff +4, Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Blind Fight.

Energy Drain (Su): Living creatures struck by Gillin's slam attack suffer one negative level (Fortitude Save, DC 14, to remove).

Create Spawn (Su): Any humanoid slain by Gillin becomes a wight in 1d4 rounds, under Gillin's control.

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

APL 8 (EL 6)

✦ **Cleric Gillin, wight, advanced:** CR 6; Medium undead; HD 7d12; hp 42; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d4+1 and energy drain, slam); SA Energy drain, create spawn; SQ Undead; SV Fort +1, Ref +2, Will +7; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15; Height 5 ft 2 in.

Skills and Feats: Bluff +6, Climb +5, Hide +9, Listen +8, Move Silently +17, Search +7, Spot +8; Blind Fight.

Energy Drain (Su): Living creature struck by Gillin's slam attack suffer one negative level (Fortitude Save, DC 14, to remove).

Create Spawn (Su): Any humanoid slain by Gillin becomes a wight in 1d4 rounds, under Gillin's control.

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

Tactics: When the PCs enter the church Gillin does not attack; wights are not "mindless" undead, and Gillin is

particularly cunning. He approaches them openly, bowing and genuflecting, saying "welcome, heroes!" in a dry, raspy voice. He looks like a standard wight, except for the tattered robes he wears—the crimson robes of the order of St. Cuthbert, of the order of the Billits.

If the PC's attack or attempt to turn Gillin, he cowers at the rear of the church, begging the PCs to stop, swearing that he knows what they seek and promising to help them end the blight. If they continue to attack he throws himself prostrate on the ground, begging to be heard. Ultimately, if neither tactic works, or if he is reduced to half of his hit points, he defends himself.

If the PCs listen, Gillin tells them the tale of Blackwell, as he knows it—use the tale told in the Introduction, with the following embellishments. Gillin was the head pastor of the people of Blackwell when the disease struck. He identifies Ezikhel as the black-robed man rumored to have brought the plague to Blackwell, and confirms for the PCs that he is a follower of Incabulos. Gillin watched his entire flock die, being one of the last in the town to succumb to the disease. His last days were a nightmare, holed up in the inn with all the sick and dying, praying nonstop for deliverance. Seeing all the suffering stirred a great hatred inside of him, both for Ezikhel, and for the god who would not give him the power to help his parishioners. When Gillin died, this hatred brought him back to life in the form of a wight. He attacked Ezikhel, but the cleric, having the ability to rebuke and command undead, drove Gillin inside the church and sealed him there with magical glyphs.

Gillin, trapped in the church, has watched Ezikhel over the years. Even if Gillin could escape, Ezikhel could command or destroy him, so helping the PCs find the fiend is in his best interests. His offer is simple: release him, and he will lead the PCs to Ezikhel. Allow Gillin to Bluff, but add a +4 circumstance bonus to the roll, as he is telling most of the truth, and hides only his final motivation—turning on the PCs once Ezikhel is dead.

If any follower of St. Cuthbert is present in the party, Gillin will appeal to their faith, as a former member of the Church himself. He wants to join the PCs in their search for Ezikhel. He knows that the fiend works out of the old alchemist's shop, and lives in the graveyard. Gillin can even warn the PCs about the flesh golem, though he does not know the creature's true nature, simply calling it a "massive undead creature." Gillin knows nothing of Ezikhel's motivations; he believes Ezikhel is insane. It is an ironic judgement coming from Gillin, who slipped into madness himself some years ago.

If the PCs have exhausted their spells or suffered wounds getting to Blackwell, Gillin offers the church as a haven to rest for the night. Ezikhel does not come here, nor does the flesh golem, and as Ezikhel knows that Gillin is here the half-fiend will not be attracted by lights or movement from within. Gillin does not attack the PCs

The PCs may be persuaded to destroy the wards on the church and release Gillin; they may just as likely try to destroy him. If the PCs release Gillin, he keeps his word and joins them as they try to kill Ezikhel. After the fiend is dead, however, Gillin turns on them, hoping that in

their weakened state he can best them and gain a few enslaved wights as lackeys.

ENCOUNTER 7: THE ALCHEMIST'S SHOP

This is a wood-and-paste building, one of the few that has been kept up through the years. It is a one-story structure with a large stone fireplace jutting into the sky. This was at one time the shop of an apothecary and alchemist. Ezikhel has used this shop and the resources left behind when the alchemist died to develop the blight that currently afflicts Furryondy.

The inside of the shop is chaotically organized in the way that only a mad genius can—there are groupings of bottles and scrolls (none magical), piles of discarded refuse, and a litter of dead plants, humanoid bones, and pottery on the floor. A giant stone hearth occupies one wall. Two cauldrons hang from an iron bar; one of them contains the spoiled remains of a stew. The hearth has been cold for some time, though ashes indicate that a fire burned here recently. A strange odor, like mildew and rotting meat, fills the air.

A large table stands in the center of the room, strewn with experiments. On the table is a large book bound in a sort of leather—human leather. The book is written in a strange mix of arcane language, divine prayer, alchemical formula, and three separate languages—Baklunish, Common, and Infernal. It will take the cooperative efforts of at least two people to make any sense of the books. To perform a cursory study of the book will take one hour and a successful cooperative check; if the PCs wish to Take 20, they must devote an entire day to study, but they will gain a full understanding of the text. To perform the check, each PC cooperating must be able to read Common, and must have a different one of the following skills: Alchemy, Decipher Script, Knowledge (agriculture), Knowledge (arcana), Knowledge (religion), Speak Language (Baklunish), Speak Language (Infernal), Spellcraft. If the PC has +5 ranks or more in a *second* required skill, he or she gains a +2 synergy bonus to this check.

If two PCs fitting these requirements make a cooperative attempt to read the book, they decipher the text to the level described in the chart below:

DC 1-19 The book is the insane work of an evil madman, and the PCs cannot make heads nor tails of it.

DC 20-24 The book is an intricately researched record of divine rites and magical experiments. Incubulos is mentioned quite often, and several pages seem to be devoted to prayers to the dark god.

DC 25-29 The book talks about blighted crops, and claims that Blackwell was dedicated to Incubulos, god of disease, in some macabre ceremony. For several years, the author has been experimenting with strains of diseases; the

records start out meticulous and coherent, but seem to lose sense as the writings progress.

DC30+ The book describes how the author has discovered a magically resistant plague that he has released on the crops of the Flanaess, so that he may dedicate the whole land to Incubulos. Blight, the author presumes, will lead to famine, which will lead to plague, and eventually death. The records of his experiments with strains of blight are meticulous, and if studied, the book may provide a cure for what currently ails Furryondy's crops.

ENCOUNTER 8: THE MADMAN'S CRYPT

The graveyard of Blackwell stood on the edge of town, and has thus become part of the swamp now surrounding it. Indeed, the graveyard currently serves as part of the field tended by Ezikhel's zombies, and PCs attempting to cross through it are subject to another zombie attack. Use Encounter 4, for stats and tactics, but recognize that the PCs have only half the distance (25 yards) to travel to get to the door of the D'Kruppyer crypt. The zombies are forbidden to enter the crypt.

The crypt is the only real structure in the graveyard. The rest of the yard once consisted of gravestones and wooden markers; the swamp has claimed all these, and only the tops of some tombstones, poking out from the scummy water, remain. The crypt itself is squat, heavy, stonework with minimal decoration. Across the front of the crypt in bold, Gothic letters is written D'KRUPPYER. Beneath this has been inscribed the name INCABULOS; across the face of the heavy granite door has been carved a prayer to the god in Infernal.

The door stands open. Beyond is a stairway leading down some ten feet, and another door, also open. Inside the crypt, seepage has allowed water to partially fill the area. The center of the crypt contains standing water 3 feet deep. There is a raised platform, 5' x 5', beyond the door, and a larger raised platform on the far end of the crypt; only an inch of water covers the floor in these locations. PCs cannot run, nor can they charge, through the water, and PCs under 3' tall must swim through.

Out of the water on each side of the crypt are rows of stone sarcophagi (a). Only their stone lids protrude above the water, and a few appear to be missing. One sarcophagus has been moved, and sits askew near the far end of the chamber. Also at the far end of the chamber are two old, cracked statues (b), a male and a female in old-style clothes with serene expressions; these are the matriarch and the patriarch of the family line resting in the crypt. Beyond them, a sarcophagus has been covered with red cloth, and atop it is an altar dedicated to Incubulos (c).

Creatures: As the PCs gather at the edge of the water, they hear a voice echoing throughout the chamber:

"You must not be here! No! You cannot stop me before I complete my masterpiece! It must all be dedicated to Incabulos!! All of it! NOOO!"

APL 4 (EL 7)

➤ **Ezikhel Adokk, male half-fiend Clr5:** CR 7; Medium-size outsider; HD 5d8+5; hp 36; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +5/+5 melee (1d4+2, claws) and +5 melee (1d6+2, bite); SQ: spell-like abilities, darkvision (60'), poison immunity, resistances; AL CE; SV Fort +5, Ref +3, Will +8; Str 15, Dex 14, Con 12, Int 14, Wis 18, Cha 7; Height 6 ft.

Skills and Feats: Alchemy +4, Concentration +9, Knowledge (agriculture) +10, Knowledge (arcana) +10, Listen (cc) +7, Scry +5, Spellcraft +8, Spot (cc) +6; Brew Potion, Craft Magic Arms and Armor; Craft Wondrous Item, Scribe Scroll.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): o—detect poison, inflict minor wounds, read magic (x2), resistance; 1st—bane, cause fear, inflict light wounds*, entropic shield, shield of faith; 2nd—bull's strength, death knell*, desecrate, hold person. 3rd—animate dead, contagion*, summon monster III.

*Domain spell; Deity: Incabulos; Domains: Death (death touch once per day; see *Player's Handbook* pg. 163); Destruction (smite attack once per day, +4 Atk/+5 damage).

Spell-like Abilities: Ezikhel can use the following spell-like abilities, cast as a 6th-level caster: 3/day—darkness, poison; 1/day—desecrate, unholy blight.

Special Qualities: As a half-fiend, Ezikhel has darkvision (60 ft.). He is immune to poison, and has acid, cold, electricity and fire resistance 20.

APL 6 (EL 9)

➤ **Ezikhel Adokk, male half-fiend Clr7:** CR 9; Medium-size outsider; HD 7d8+7; hp 46; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atks +7/+7 melee (1d4+2, claws) and +7 melee (1d6+2, bite); SQ: spell-like abilities, darkvision 60 ft., poison immunity, resistances; AL CE; SV Fort +6, Ref +4, Will +9; Str 15, Dex 14, Con 12, Int 14, Wis 18, Cha 07; Height 6 ft.

Skills and Feats: Alchemy +6, Concentration +14, Knowledge (agriculture) +10, Knowledge (arcana) +12, Listen (cc) +7, Scry +5, Spellcraft +9, Spot (cc) +6; Brew Potion, Combat Casting, Craft Magic Arms and Armor; Craft Wondrous Item, Scribe Scroll.

Spells Prepared (6/6/5/4/3; base DC = 14 + spell level): o—detect magic, detect poison, inflict minor wounds, read magic (x2), resistance; 1st—bane, cause fear, doom, inflict light wounds*, entropic shield, shield of faith; 2nd—bull's strength, death knell*, desecrate, hold person (x2). 3rd—animate dead, contagion, contagion*, summon monster III. 4th—divine power, inflict critical wounds*, summon monster IV.

*Domain spell. Deity: Incabulos; Domains: Death (death touch once per day; see *Player's Handbook* pg. 163); Destruction (smite attack once per day, +4 Atk/+5 damage).

Spell-like Abilities: Ezikhel can use the following spell-like abilities, cast as a 6th-level caster: 3/day—darkness, poison; 1/day—desecrate, unholy blight.

Special Qualities: As a half-fiend, Ezikhel has darkvision (60 ft.). He is immune to poison, and has acid, cold, electricity and fire resistance 20.

APL 8 (EL 11)

➤ **Ezikhel Adokk, male half-fiend Clr9 (Incabulos):** CR 11; Medium-size outsider; HD 9d8+9; hp 56; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atks +8/+8/+3/+3 melee (1d4+2, claws) and +8/+3 melee (1d6+2, bite); SQ: spell-like abilities, darkvision 60 ft., poison immunity, resistances; AL CE; SV Fort +9, Ref +5, Will +10; Str 15, Dex 14, Con 12, Int 14, Wis 18, Cha 07; Height 6 ft.

Skills and Feats: Alchemy +8, Concentration +15, Knowledge (agriculture) +11, Knowledge (arcana) +14, Listen (cc) +7, Scry +6, Spellcraft +10, Spot (cc) +6; Brew Potion, Combat Casting, Craft Magic Arms and Armor; Craft Wondrous Item, Great Fortitude, Scribe Scroll.

Spells Prepared (6/6/6/5/4/2; base DC = 14 + spell level): o—detect magic, detect poison, inflict minor wounds, read magic (x2), resistance; 1st—bane, cause fear, doom, inflict light wounds*, entropic shield, shield of faith; 2nd—bull's strength, darkness, death knell*, desecrate, hold person (x2); 3rd—animate dead, contagion, contagion*, dispel magic, summon monster III. 4th—divine power, inflict critical wounds*, summon monster IV (x2); 5th—plane shift, slay living*.

*Domain spell. Deity: Incabulos; Domains: Death (death touch once per day; see *Player's Handbook* pg. 163); Destruction (smite attack once per day, +4 Atk/+5 damage).

Spell-like Abilities: Ezikhel can use the following spell-like abilities, cast as a 6th-level caster: 3/day—darkness, poison; 1/day—contagion, desecrate, unholy blight.

Special Qualities: As a half-fiend, Ezikhel has darkvision (60 ft.). He is immune to poison, and has acid, cold, electricity and fire resistance 20.

Tactics: As the PCs enter the crypt, Ezikhel is hiding behind the northern statue, on the raised floor at the far end of the crypt. If Ezikhel knows the PCs are coming, he has already cast *animate dead* to raise skeletons and used his spell-like ability to *desecrate* the crypt before they arrive; they attack from the sides. Otherwise, he raises the skeletons and *desecrates* the area as soon as possible once combat is engaged. In combat he cloaks himself in an *unholy blight*, and sends a *summoned* creature after archers or spellcasters. He hides behind one of the two statues or the altar at all times; each gives him one-quarter cover.

Ezikhel is insane, and completely devoted to his "father" Incabulos. He will not abandon his master plan before its completion, and sacrifices himself with the fervor of an artist defending his masterpiece rather than give up, surrender, or flee. This should come out in combat, as he will continually accuse the PCs of being

blasphemers, heretics, and unbelievers out to thwart the will of Incabulos, even as he lashes out or casts spells.

CONCLUSION

Once the PCs defeat Ezikhel Adokk, Gillin turns on them, if he accompanied the PCs and survived the fight (see Encounter 6). Otherwise, the PCs are finished in Blackwell, and may return safely to Libernen.

When they arrive, they find Veritallia healthy again, having been tended to by local clerics. She listens eagerly to their tale. She is especially interested in the book, and says that if the PCs accompany her to the Gleaming Glades, her fellow Obad-Hai druids could certainly interpret the book and possibly end the blight. This is the best course for the PCs, as the Obad-Hai druids are wise and skilled in druidic and divine arts.

If the PCs agree, read the following aloud:

The trip into the Gleaming Glades takes two days. For most of the second day Veritallia leads you through twisting paths in the Glades themselves, often doubling back, turning suddenly, and even requesting, at two points, that you submit to being blindfolded. Because of this, even the best trackers amongst you would have trouble remembering the path.

When the blindfolds are removed the second time, you find yourselves standing next to an ancient dirt cairn. Atop the cairn is a horseshoe of stone trilithons, carved with delicate and indecipherable runes. Asking you to stay where you are, Veritallia ascends the cairn. A gray-robed man appears from behind the stones, solemn and wrinkled. He and Veritallia share brief, whispered words, and then the gray-robed man takes the book. Veritallia returns to you, her face pleased.

"The book is in good hands now," she says to you. "There is nothing more you or I can do. Now come. You must be tired and hungry, and we know how to treat guests well."

She leads you down a small path, where you find a wooden hall decorated in leaves, ivy, and carved bas-reliefs of Obad-Hai. Inside is a sumptuous banquet laid out on two heavy tables; you are met by brown-robed Obad-Hai initiates, who serve you, tend to your mounts, and lead you to comfortable rooms to rest for the night. The next morning Veritallia leads you back out of the Gleaming Glades, and with a final word of thanks on behalf of the Obad-Hai druids, returns to the forest.

Over the next few weeks you return to assisting with the harvest, or travelling to other adventures across the land. As the days go by, you hear word that some crops are being saved, that some have even begin to grow again—miraculously, some say, though you know better than they. Then, as the first snows of Sunsebb blow in from the north, Chendl sends word to all corners of the Kingdom: the food reserves, while still in short supply, should not run out before the spring. Furyondy will survive.

The worst is over. Famine has been averted, and come 592 CY the wheat fields of the March, the crops of Littleberg, and the dresadoes of the Gold County should grow tall and healthy again. You are truly heroes of the Kingdom.

Soon after the end of the harvest you are each visited by a sparrow bearing a gift—a wooden coin carved with the leafy face of the Shalm—and a note asking that you call on the druids of the Obad-Hai if ever you need to. Though you have not

earned the fame and fortune you may have desired, you know your heroic deeds will be remembered, and celebrated, for some time.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeating hydra	50 xp
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Encounter Four

Crossing into Blackwell	75 xp
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Encounter Five

Defeating flesh golem	50 xp
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Encounter Six

Parlaying with Gillin	50 xp
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Encounter Seven

Retrieving the book	100 xp
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Encounter Eight

Defeating Ezikhel	425 xp
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Total experience for objectives	700 xp
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Discretionary roleplaying award	0-50 xp
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Total possible experience	750 xp
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TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure

summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Five

- 50 wheatsheaves

Encounter Eight

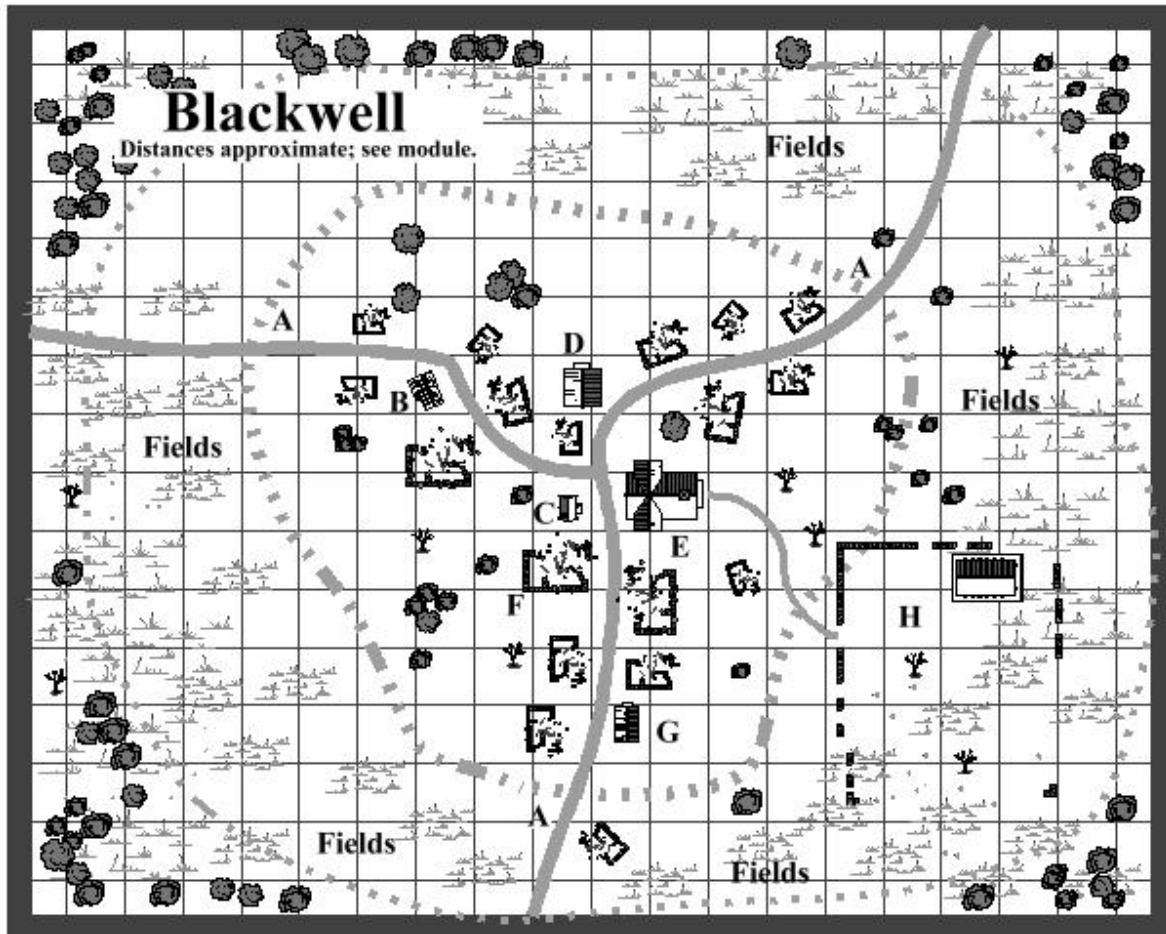
- 75 wheatsheaves.
- *Dust of illusion* (500 gp, chalk dust in leather pouch, *, uncommon): As per the *Dungeon Master's Guide*, pg. 215.
- *Ring of disease protection* (250 gp, bone, *, rare): This ring was crafted from the bone of one who died from a plague, and is smoothly polished. This ring affords its wearer a +1 Fortitude save bonus against any disease, be it natural or supernatural.
- Divine scroll of *animate dead* (375 gp, human skin vellum and ink, *, very rare): This scroll contains the divine spell *animate dead*. The scroll is made of finely cured human-skin vellum. The spell operates exactly as it does in *Player's Handbook* pg. 174.

Any undead created with this spell are lost at the end of the scenario cast; the PC cannot bring them into future scenarios.

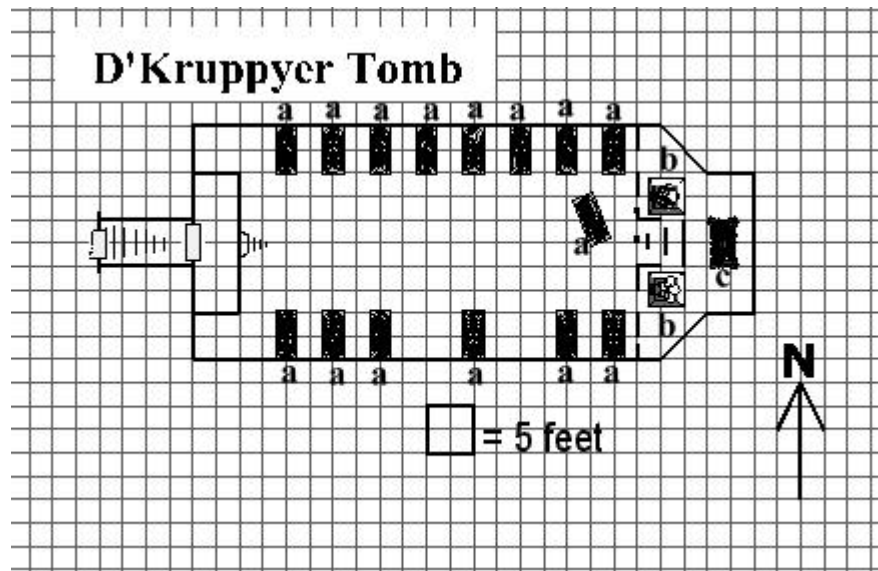
- *Potion of lesser restoration* (300 gp, liquid in stoppered vial, *, rare): This dark red potion provides the imbiber with the benefits of a *lesser restoration* spell (*Player's Handbook* pg. 222).
- Favor of the Gleaming Glades: You have helped the druids of the Gleaming Glades restore order and balance to Fuyondy's ecosystem, and as such, have earned the favor of the druids of the Gleaming Glades. The favor comes in the form of a wooden coin onto which is carved the leafy face of Obad-Hai. The coin, when checked, detects of faint magic.

This favor is equal to two Influence Points. While this favor may take on many forms, one possibility is that it will, if the opportunity arises, help you to petition for membership into the circle of Obad-Hai druids. Veritallia will agree to sponsor any PC fulfilling the requirements for joining the druids.

DM AID: MAP OF BLACKWELL



DM AID: MAP OF THE D'KRUPPYER TOMB



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.