

KEO2-04



ILLEGAL ALIENS

A One-Round D&D[®] LIVING GREYHAWK[®]

Keoland Regional Adventure

Version 1

by Keith Palm and Eric Duffy

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The Baron of Dilwyck has commissioned you for an expedition into the Dreadwood. The Baron might be insane, and the Dreadwood might be deadly: a perfect combination for an adventure. This is Part 1 of the "Dilwyck" series. An adventure for characters levels 3 -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 Willams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

The following adventure includes encounters with creatures, information, or situations covered by the Dreadwalker and Silent Ones restrictions. Members of such organizations should be given out of character notice when such appear so they may take appropriate actions. Specifically, this means not communicating with monsters, seeking to destroy them at all costs, and reporting any characters who do attempt communications with them or who show them mercy.

The forbidden knowledge left behind by the lost Suel noble family known, as the Malhel lay dormant for centuries due to the diligence of the Dreadwalkers of Keoland. In recent years, however, the Seekers, a group dedicated to collecting ancient lore and magic, have taken an interest in the forbidden secrets of the Dreadwood and have sent adventurers there to find lost magic and lore. One such party has not returned, and the Seekers have

turned to a former member, the Baron of Dilwych, to help retrieve them.

Encounter 1

The adventurers meet and are hired by Baron Malweig for the rescue mission. While at Castle Draconis, the characters meet some of the strange inhabitants of the castle, including the Baron and his sage.

Encounter 2

The characters delve into the Dreadwood, and when they get close to some Malhel ruins, they begin to see influences of Far Realm “contamination” in the forest. Pseudonatural toads attack them at the entrance to a strange portal. The characters explore the portal, and go through a series of outer planar outpockets to reach the source of the contamination. The first five are linked to abyssal layers with which the Malhel had dealings. The Malhel used the outpockets for living space, trading, minion acquisition, laboratory space, and testing. The final pocket is linked to the Far Realms. Inside it, the characters find the only surviving member of the Seeker expedition. She is now a completely mad pseudonatural outsider. While inside, the characters have an opportunity to end the Far Realm contamination.

Encounter 3

Leaving the forest, the characters are stopped by the Dreadwalkers. They have a choice: fight them or surrender.

Conclusion

They return and are rewarded by the Baron, getting another taste of Castle Draconis.

INTRODUCTION

The Baron of Dilwych, Malweig I, has posted one of his now-famous “letters of marque” to adventure in his name. Few are likely to take the Baron up on his offer due to his well-known eccentricity and the fact that no major travel routes pass through the Barony of Dilwych. Few other than yourselves that is.

ENCOUNTER 1: GETTING STARTED

The characters have journeyed to the Barony of Dilwych in response to the Baron’s call for adventurers. Read or paraphrase the following:

It has been a difficult journey to the hamlet of Dilwych. The hamlet itself is many miles from any trade route, and the roads are in shameful disrepair. There were no inns to be found along the way, and you were forced to sleep along hedgerows and in peasants’ huts. There are no true villages to speak of, and the peasants barely seem to scratch out a living from the land.

When you arrived in Dilwych, you finally found a decent inn, Insanity’s End, and an innkeeper who spoke Common. It is still remarkable that in this backward little barony people speak

nothing but Keolandish. Another surprise is the small number of adventurers who also chose to answer the Baron’s call for adventurers. What could this Baron possibly offer you as a reward?

Allow the characters to meet each other in the common room of the Inn. If anyone asks the bartender about the name of the inn, he simply says, “Sometimes people come here to get better in the head.”

After agreeing to visit the Baron as a group, the innkeeper tells you, with a not-so-subtle smirk, that the Baron’s castle is miles from the village. He tells you to head due west, and with a laugh, shouts, “You can’t miss it!”

Leaving the village, you begin to wonder if the west road is truly the way. There are no signs of passage on this grassy, overgrown road in days or perhaps a week. As you travel further into the rolling pastureland, you see a large structure through the midday haze. Getting closer, you see it is a castle of immense size set into a low hillock. Surely this cannot be the place, for this castle would be fit for a duke or even a king in a smaller nation! Taking in its immense size, you suddenly remember the name the innkeeper gave the place: Castle Draconis Imperius. At the time you thought it a jest, but now you see that he was serious. Upon closer examination, the walls and towers are built at strange angles, and the castle seems to have been built in stages over hundreds of years. To a casual observer, the whole place seems to have been put together by a child or a madman.

At the gate, a middle-aged Suel man greets you. He is completely devoid of body hair and wears the clothes of a scholar. He asks two stable boys, both of whom have abnormally large heads, to tend to your mounts and other modes of transportation.

The man is Qodvoldeus, the “high sage Draconis Eternal.” He is not friendly and treats the characters as an unwanted but necessary distraction. He greets the characters curtly, and quickly lays down the rules for entering the keep:

- Do not speak or interact in any way with any residents of the castle, except him and the Baron.
- Do not cast any spells or dispel any spells in effect currently (he will know).
- Humor and do not agitate the Baron; he is “troubled these last few years.”
- Stay with him at all times and do not wander about the castle.

When the characters agree (if they don’t the adventure is over), they are permitted entry.

The sage leads you through the gate and into the courtyard beyond. In the courtyard you see that the grass is overgrown everywhere and that several people seem to wander about aimlessly. One woman seems to mutter continuously, a man shouts madly at people who are not there, and others stare off into nothingness. The people are in various states of cleanliness, and some wear very fine clothes while others are in rags.

If Qodvoldeus is asked about the people, he snaps, “They are the Baron’s court. Mind the rules.”

You are led to a very old part of the castle, perhaps the original keep built here long ago. You follow the sage up several stairs and down various hallways until you are sure that you could not find your way out.

Anyone making a successful Intuit Direction check (DC 20) realizes the path you have taken through the castle should not be possible considering its external dimensions.

Along the way, you see several strange sites, including a wild man playing an enormous pipe organ, a grown woman speaking to and arranging dolls as if they were real children, and a man sleeping on a bed of dead rats. In addition to these strange sites, you notice the castle displays decorations of every imaginable type. You see strange masks from the Amedio, silk Baklunish drapes, trappings from the Great Kingdom, Flan wood carvings, Rhenee astrological charts, elven glassware, gnomish gold gilding, and even what appears to be ancient Suel artifacts. The castle is a peddler’s wish, come true.

Finally, you are led into a library that rivals the National Academy of Wizardry’s in Niolo Dra! At the far end of a great table stands a distinguished, middle-aged, Suel man in fine imported silks with a large holy symbol around his neck. He smiles eagerly, and implores you to sit.

Any character that makes a successful Knowledge (religion) check (DC 18), recognizes the holy symbol as that of Zagyg. If any of the characters refuse to sit, the man stares at them, in total silence, until the characters do. He stares for 24 hours if need be. The man is Lord High Baron Draconis Eternal Malweig I, and he is quite mad. He is mad in a kind, amusing, but easily distracted sort of way. Roleplay him as you wish as long as he is not portrayed as mean-spirited or threatening. He often refers to his sage for direction and advice; the sage blandly complies with a tone of boredom and mild irritation. Use this opportunity to toy with the characters a bit and give them the chance to roleplay. In the course of the conversation he relates the following information, albeit in a roundabout way:

- He was once a successful adventurer but retired after “an accident” and came home to inherit the barony from his father.
- When he adventured, he was a member of a group of “collectors” called the Seekers. He is no longer a member but is still friends with senior members.
- A senior member of the Seekers recently contacted him to ask for his aid in finding a lost party of Seeker adventurers. It seems they went into the Dreadwood and didn’t return.
- The baron wants the characters to find, and if possible, rescue the lost Seekers. He can provide transportation to the part of the forest they might be found. Time might be important.

- He can provide an official “Letter of Marque” to explain their presence should they run into any of those “pesky Dreadwalkers.”
- Their reward is his influence in court to bear for whatever each character wishes (noble favor/recommendation) or some other suitable reward.

If and when the characters agree, the baron hoots with glee, dances a bit around one of the characters, but then quickly turns and walks off toward the shelves of books as if the characters were never there. Qodvoldeus pulls a wand out of his sleeve and, with an exaggerated sigh, taps the top of the table that the characters are seated at. POOF! Go to *Encounter 2*.

➤ **Lord High Baron Draconis Eternal, Malweig I:** Male human Ftr8/Brd7; hp 95; see Appendix I.

➤ **High Sage Draconis Eternal, Qodvolius:** Male human Cjr5.

ENCOUNTER 2: OUTPOCKETS

The characters have been teleported deep into the Dreadwood, not far from the site the Seekers were sent to explore. By teleporting to the site, Qodvoldeus has avoided any chance of detection by Dreadwalker scouts. Any mount, animal not brought into the castle, and gear on the mount, is left back in Dilwych.

You suddenly find yourself sitting on a carpet of moss, completely surrounded by a shadowy, warm, wet forest. Obviously, Qodvoldeus has transported you to the Dreadwood. After getting your bearings, you find that you are at the head of a well-used deer trail that appears to head south, perhaps southeast. The trees above provide a thick ceiling with occasional bright beams of light piercing the canopy. Plants of every type create an ocean of green between the great tree trunks of the forest. The forest is strangely silent as if waiting to see what you will do.

When the characters decide to take the trail:

You follow the trail for several hundred feet. The shrubbery about you is menacing in its absence of noise or movement. The trail begins to bend to the west when you see a strange site further into the forest. Moving closer, you now see that it is a huge plant; it is shaped like a thick thorn bush, but is taller than the trees around it and as wide around as three houses! As you approach further, it begins to seem as if the thorn bush is dead, or perhaps maybe... made of stone?

Let the characters ask questions and make plans. When the characters approach, continue:

As you approach closer, there is a palpable strangeness in the air. Before your eyes, flowers grow on the tree branches all around you. They quickly sprout into a small fruit of some sort. In mere seconds they grow into full size to what you now recognize as

watermelons. The watermelons strain on their vines in the trees and begin to fall all at once with a sickening SPLAT! The insides contain not watermelon but rotten flesh infested with maggots. The maggots grow into flies of great size in seconds and begin to buzz about. Perhaps drawn by the flies, giant toads emerge from the surrounding trees and rush at you.

APL 4 (EL 6)

➤ **Pseudonatural* Dire Toads* (3):** hp 26, 26, 26; see Appendix I.

APL 6 (EL 8)

➤ **Pseudonatural* Dire Toads* (6):** hp 26, 26, 26, 26, 26, 26; see Appendix I.

APL 8 (EL 10)

➤ **Pseudonatural* Dire Toads* (10):** hp 26, 26, 26, 26, 26, 26, 26, 26, 26, 26; see Appendix I.

APL 10 (EL 12)

➤ **Pseudonatural Dire Toad, Advanced* (9):** hp 56, 56, 56, 56, 56, 56, 56, 56, 56; see Appendix I.

The toads use their once per day *true strike* ability to attack small creatures first (or medium-size at APL 10) in an attempt to poison and *swallow whole*. When the characters complete the combat allow them to continue closer.

You continue closer to the structure without further incident. You now notice an arch of sorts at the base of the giant thorn bush. Examining the bush closer, you confirm that it is indeed stone. The thorns are extremely large and jagged.

Upon close examination of the structure, anyone making a successful Knowledge (the planes) check (DC 15) concludes they are from another plane. At DC 20 they know that it is Abyssal in nature.

AREA 1

Proceeding through the arch, you find that the jagged thorns have been worn down in the passage leading inward. The short passage ends near the base of the trunk, the branches forming an umbrella over you all the way to the ground. Around the base of the bush, you see a ramp of shimmering magical force arcing up around the trunk. Following it up, you see that it leads to a large (15-ft. diameter) shimmering bubble perched in the thorny branches. Straining your eyes through the thorny branches, you see a series of ramps and bubbles that lead up toward the top of the structure.

See the map for the layout of the structure. Make a Planar Bleed check now as per DM's Aid 1. Allow the characters to react to any changes then continue.

The ramps seem to be the only safe way through the branches, barring magical means.

The ramps are cut into the dense mass of branches. It is necessary to use the ramps to proceed through the outpockets in order, unless they use magical means to go through the dense branches (*stone shape*, etc.) or past them (*dimension door*, etc.). A character may try to climb and crawl through the branches with a successful Climb check (DC 20) as well as a successful Escape Artist check (DC 35). Any failure on either check results in no progress and 1d8 points of damage. Checks are required for every 5 ft. climbed. Also, players who try to reach the top-most bubble via magical means (*flying*, *teleport*, etc.) should be discouraged in doing so by scaring them with another roll on the Planar Bleed chart.

Drawing closer to the ramp, you see that it vaguely resembles a spiral staircase, commonly used in the cities due to confined space. The thorns are worn down along the edges of the ramp.

The magical ramp is solid and semi-opaque. It shimmers a variety of colors but favors purple.

The bubbles are actually outpockets (as described on page 220 of the *Manual of the Planes* and briefly in Appendix 1) from various layers of the Abyss, with the exception of the very top outpocket which is from the Far Realms. The Abyssal outpockets were formed with the help of the demon lord of the layer to which it connects. All of the outpockets served a purpose to the Malhel when they lived and conducted their terrible research here.

AREA 2

Proceeding up the ramp of magical force, you come to the edge of the first bubble. This giant silvery bubble appears to be made out of quicksilver with a purplish tint.

Anyone touching the bubble causes a slight rippling out from where they touched it. It detects as magical, of course. Objects or limbs may be pushed through without difficulty but nothing can be ascertained about the inside without stepping completely through.

Pushing through the skin of the bubble, you feel a cold sweat wash over you, as if you have just broken a long fever. You feel a resistance almost like a strong wind as you pass through.

You emerge in a very strange place. You see that you have stepped through a post and lintel made from giant bamboo stalks that appear to be made of obsidian. The same silvery skin shimmers on this side of the gateway as you look back. Beyond the gate, you see an elaborate tropical village. The huts of this village seem to be constructed of the same giant obsidian-like bamboo that the gate is made of. The village seems to be laid out in a perfect circle 150 feet in diameter, within a forest of the same black bamboo. An identical gate as the one you just stepped through can be seen on the opposite side of the circle.

The air here is very hot and humid. You hear waves in the distance and smell briny water in the air. The sky is overcast with an unnatural greenish-blue. The sand under your feet is a reddish-orange.

The characters are no longer on Oerth. They are now in an outpocket of the Brine Flats, realm of the Demon Lord Demogorgon. The agreement between the Malhel and him was to create a “pleasant” sanctuary for them and to provide servants to see to their needs. The majordomo of this area is a quasit. He commands a small band of fiendish monkeys to provide for any needs that the inhabitants of the village may want: food, beverages, bathing, massages, laundering, polishing, etc. The quasit and the monkeys do not perceive any difference between the characters and the Malhel. The quasit and the monkeys never encountered the Seekers, who left the area before the quasit came out to greet them.

As you take in your surroundings, a monkey suddenly leaps out of the bamboo forest and stops directly in front of you. In the blink of an eye, it transforms into a two-foot tall, green, winged creature. He prostrates himself on the ground before you and says, “As per the ancient agreement, we are here to serve you, Malhel.” With that he grovels and waits, looking at you expectantly.

If the characters do not give him any tasks, he becomes increasingly nervous and agitated as if his life depends on pleasing them (and it does). If they do not say anything after a while, he begins to make suggestions of things he can do to make them more comfortable. At even the slightest suggestion of agreement, proceed with the following:

With a broad smile, the creature claps his hands and droves of monkeys start spilling out of the bamboo to see to your needs. These monkeys have a wild, menacing look but appear to smile at you.

A successful Knowledge (the planes) check (DC 15) identifies the creatures as a quasit and fiendish monkeys. A successful Knowledge (arcana) check (DC 15) will identify the quasit.

The monkeys begin to do all sorts of helpful things without even being asked. The quasit directs the monkeys to a variety of different tasks. Each of the characters is shown to a hut that contains very nice bamboo furniture and a comfortable hammock. Once the characters have been settled in, the quasit sends the monkeys out of the village to fetch dinner from the forest. While they are out, the village becomes very quiet. Alert characters notice that shapes move about out among the bamboo trees. After some time, the creatures come into view.

Watching the perimeter, you notice that several giant bears with a strange black and white coloring stalk the perimeter of the village. One draws close to the edge of the clearing to eye you with obvious evil intent but stops before entering the village. After a time, they move off into the forest.

The perimeter is warded to prevent anything from entering besides the quasit and the monkeys.

Shortly after, the monkeys return with a meal. The meal is made up of abyssal fruits, eyeballs, insects and

grubs, spiky tentacles, and other equally gruesome fare. Should the characters refuse to eat, the quasit becomes quite upset.

“You would not want to upset your host!” whines the little demon.

If asked who their host is, he replies:

“The Sibillant Beast and lord of this realm, of course.”

With this information, the characters can make a Knowledge (the planes) check (DC 20) to identify this plane as the Brine Flats, 88th layer of the Abyss and home of Demogorgon. Although this all might seem quite alarming to the characters, no harm comes to them in the village, including from the food. If attacked, the quasit and the monkeys flee into the forest. The characters may continue to the next area at any time by exiting through the gate on the far side of the village. Should the characters insist on exploring the forest, they are in grave danger. Make every effort to dissuade them from doing so, including giving them visions of a horrible death awaiting them if they do. If they ignore the warnings, the adventure is over and the players must complete a special mission to return their characters from the Abyss.

Roll a Planar Bleed check upon exiting the outpocket, which deposits them on the magical ramp on the far side of the first bubble.

ALL APLS

➤ **Quasit:** hp 13; see *Monster Manual*.

➤ **Fiendish Monkeys (20):** hp 8 each; see *Monster Manual*.

AREA 3

Passing through the bamboo gateway, you find yourself on the far side of the bubble on the magical ramp leading further upward into the petrified giant bush. Following the ramp, you soon come to another bubble, seemingly identical to the first.

Passing through the bubble is the same as the first for all of them except the last.

Passing through, you seem to have emerged into a merchant’s shop of some sort. Layers of dust cover its empty shelves and counters.

A successful Track check (DC 15) reveals the footprints of the Seekers leading through the room.

In the corner, on the same wall you entered, is another doorway with the silver sheen of the bubble skin. There is a draped doorway and windows directly in front of you with an eerie blue light that filters through.

If the characters peek out the windows or door read or paraphrase the following:

You see a city unlike any you have seen in your travels. The sun in the sky above is blue. Buildings of impossible architecture and sickly beauty surround you. Planar beings of various types hawk strange goods in the streets before you. Demons crowd the streets, apparently perusing the merchandise. Every imaginable thing seems available: slaves, spell components, weapons, armor, animals, clothing...anything! A large vulture-like demon sees you looking out and disappears. It suddenly appears among you in the shop.

A successful Knowledge (the planes) check (DC 15) identifies the demon as a Vrock, at DC 20 the character identifies the plane as the Abyssal layer Azzagrat, ruled by the demon lord Grazz't, and at DC 25 the city as Zelatar. The Malhel used this storefront to acquire and sell creatures and materials for their mad researches into the planes. The demon speaks to the characters:

"Scraawk! I have animals for sale, mortals! Do you wish to buy...?"

The vrock is a planar poacher of the lawful planes and sells animals with the axiomatic template. See Appendix II: New Rules for additional information. Any animal, including dire, but not magical beasts, in the *Monster Manual* can be bought with the axiomatic template. Prices start at 1,000 gp per Hit Die but go up depending on the vrock's reaction to the purchasing character. Have the purchasing character make a Diplomacy check (DC 15). Each point below 15 adds an additional 10% to the price of the animal. Lawful or good characters receive a -2 to their checks. Lawful good characters receive -4. Anyone trying to purchase an animal for another character that is present must make a Bluff check against the Vrock's Sense Motive. Failure means that the Vrock insists on dealing directly with that character and increases the price by 10%. Alternatively, the Vrock offers to take a character's soul in trade for an animal of equal or less hit dice to the character's level. Any character choosing to do so will receive the animal, but the Vrock will get the soul upon the character's death. Such characters can never be raised, resurrected, or otherwise brought back to life. This can only be removed with a *wish*. If attacked, the Vrock simply teleports away.

Again, if the characters insist on exploring the city, they get lost in the Abyss and can only be retrieved through a special mission. Give them several warnings to dissuade them from doing this. The characters may continue to the next area by exiting through the other door. Roll a Planar Bleed check upon exiting the outpost.

ALL APLS (EL 13)

👉 **Vrock:** hp 60; see *Monster Manual*.

AREA 4

The characters emerge again onto a ramp further up into the petrified giant bush. When they continue forward into the next bubble read or paraphrase the following:

You emerge through the surface of the bubble into an immense, well-stocked laboratory. This laboratory is worthy of the University of Magical Arts in the City of Greyhawk! You have entered through a mirror, and you see an identical match on the far side of the room. There are several narrow glass windows and a large door in one wall. The room is about a 100-ft. by 100-ft. area. It is filled with all types of alchemical equipment, as well as numerous tomes, scrolls, and sketches on various tables and shelves. There are also several large stone slabs with manacles and stains of all colors upon them. As you move into the room, two things grab your attention. The first is a large yellow puddle next to the half-dissolved corpse of an Oeridian man. In another area, a rough-looking gnome lies dead with an empty glass beaker in his hand. His face is twisted into a look of utter agony.

The man was slain by an ochre jelly (the yellow puddle), which he inadvertently released from stasis in one of the cabinets. The remainder of the Seeker party killed it before leaving. The gnome misidentified and drank poison. He died in horrible pain and was also left behind by their companions. He has a *potion of lesser restoration* still on his belt, forgotten by his companions. There is a label etched into the glass in gnomish telling what the vial contains. Juiblex has claimed both souls; he is the ruler of the realm that this outpocket connects to, and therefore neither can be spoken to with *speak with dead* or similar magic, nor raised.

Further searching shows that alchemical equipment is masterwork, but it cannot be dismantled without shattering it, and it is much too big to remove as it is. There are many notes written in ancient Suel, most of them on brewing potions. The few tomes found in the lab are also written in ancient Suel and are titled *Using Oozes to Torture*, *Using Oozes to Dissect*, *the Physiology of Demons*, *Make Potions from Celestials*, and *The Many Uses for Demon Blood*. One treatise appears to have been left unfinished. The working title was *Researches into the Far Realms*. The books are exceptionally heavy and large, each one capable of filling a backpack by itself (20 pounds each). Note how these books are being transported and take encumbrance into account.

Looking out the door shows a sickly scene that vaguely resembles an infinite compost pile. Fungus and slimes of all sorts are present, many of them the size of a small lake. A successful Knowledge (the planes) check (DC 20) allows a character to identify this plane as the Slime Pits, 222nd layer of the Abyss, which is ruled by Juiblex, the Slime Lord. From the outside, the outpocket appears as a large slime covered stone barn or warehouse. Again, if they choose to explore this Abyssal layer, the adventure is over and the characters require a special mission to return. Passing through the far mirror deposits the characters on the ramp on the opposite side of the bubble. Roll a Planar Bleed check upon exiting the outpocket onto the next ramp.

AREA 5

Give the characters a chance to adjust to any changes and then when they proceed to the next bubble read or paraphrase the following:

Crossing through the bubble, an eerie silence falls over the party. The air around you starts to drop in temperature at an alarming rate, accompanied by a stench assaulting your nose and burning your eyes. Through the arch you can barely make out a land enshrouded in complete darkness. As you continue onward, your feet start to slide a bit as you realize this place is completely founded on a solid bed of dark brown dingy ice. Emerging from the icy arch your eyes are opened to a horrific spectacle. You are in a shallow mountain valley. A small ice covered path winds and bends its way up a sloping mountainside. In the distance, you can see an evil-looking castle made of white ivory or possibly something more sinister. A nearly identical arch as the one you just emerged from can be seen on the opposite side of the valley. Looking around, you realize that you are not alone. Grotesque creatures surround you, too numerous to count. They are ghastly creatures with sickly bloated torsos and pale white maggot-infested skin, squirming around you in a frenzied mass. Some howl or wail at the castle, while others fight each other viciously with their long razor-like claws, promptly eating the remains of the loser. It is obvious that these creatures are in constant agony.

At this point give the characters a chance to take in the surrounding scene and feel free to elaborate the effects in order to make for a grotesque atmosphere.

The characters are in fact in Naratyr, the 113th layer of the abyss. (A successful Knowledge (the planes) check (DC 20) reveals this, and that the creatures are abyssal petitioners, also known as manes. A check made at DC 25 reveals that the demon lord Orcus rules this layer. All necromantic spells cast here are maximized, as per the metamagic feat, without changing the spell slot or casting time. For the most part communication is futile, and the creatures surrounding them do not bother the characters. One or two might venture close out of curiosity or to wail and damn them in their own tongue, but other than that, they do not attack the party unless provoked.

As this entire plane has ice for a foundation, any movement beyond careful walking by the characters requires a successful Balance check (DC 10) to avoid falling prone.

As you look about the chaos surrounding you, a fine white powder begins to fall from the black sky like snow on a winter's day.

A successful Heal check (DC 15) reveals this to be ground bone.

As the vile precipitation increases, the creatures begin to wail out in unison. Around the first bend in the path leading toward the castle, you hear a faint crunching sound.

Characters may choose to run to the far archway now. If they do a full run, and make their Balance checks, they

pass through the archway before the welcome party arrives.

As the sound draws closer, the creatures about you start to scatter in a panicked manner, not bothering to avoid trampling any of the others in their path.

From around the corner comes the evil welcome party. In previous times the Malhel used this area to purchase undead and demonic servants from minions of Orcus. The welcome party approaches within 20 feet of the characters before coming to a halt. Once they have stopped, the leader of this party steps forward speaking Abyssal. It welcomes the visitors back after many years of absence and asks the party for the offering to renew the ancient pact and receive the *Blessing of Orcus*. The offering he is asking for is a mortal heart. If the party happened to bring along the remains of the two bodies found on the plane of Jubilex and can understand the language they can use one of those hearts here. The monsters wait for a character to run back and retrieve a heart if they choose to do so. Any character that does offer a heart to Orcus' representative receives the *Blessing of Orcus*.

If the party does not understand the leader, he/she asks again. After repeated requests for the offering, it becomes obvious that the party leader is becoming angry. After 5 attempts at asking for the offering, the leader becomes suspicious of the intruders. Anyone becoming belligerent, threatening, or simply indecisive is attacked.

Once the combat is concluded or the offering is given, the characters are free to continue to the far archway. This is the way out of this outpocket and following it puts the characters back onto the ramp leading to the next outpocket. If for some reason the characters want to continue on to Orcus' castle, they notice that the manes become increasingly disturbed at this. First they start to jump in front of the characters and try to wave them off. If they insist on doing so, they are lost in the Abyss and require a special mission to be retrieved. Roll a Planar Bleed check upon exiting the outpocket.

These demons are not summoned or conjured creatures, and therefore are not affected by magic that would dismiss them. If/when the succubus casts *desecrate*, it is treated as if cast in a place dedicated her deity, therefore doubling the effects. She casts *desecrate* when they reach the bottom of the path unless prevented by the players. The succubus does not attempt to *gate* in other demons, as she does not have Orcus' permission to do so.

APL 4 (EL 6)

☞ **Wraith:** hp 32; see *Monster Manual*.

☞ **Dretch (2):** hp 9, 9; see *Monster Manual*.

APL 6 (EL 8)

☞ **Spectre:** hp 45; see *Monster Manual*.

☞ **Dretch (3):** hp 9, 9, 9; see *Monster Manual*.

APL 8 (EL 10)

➤ **Succubus:** hp 33; see *Monster Manual*.

➤ **Wights (4):** hp 26, 26, 26, 26; see *Monster Manual*.

APL 10 (EL 12)

➤ **Devourer:** hp 78; see *Monster Manual*.

➤ **Succubus:** hp 33; see *Monster Manual*.

AREA 6

After the Planar Bleed check, the characters continue into the next bubble:

Continuing forward, leaving the ramp behind, you push through the skin of the bubble once again. Looking over the landscape you the terrain is flat and lifeless, stretching out past your range of vision. No trees or clouds adorn the ground or sky, and there is a complete absence of color of any shade save gray. The atmosphere is bleak and depressing. It appears you have stumbled into a complete void.

The characters have now entered into the realm of Hallows Heart located on the 176th plane of the abyss. Fraz Urblu is the ruler of this place and has interest in all creatures that visit. All illusion spells cast here are heightened, as per the metamagic feat, without changing the spell slot or casting time. When the Malhel first created this outpocket, they struck a deal with the Lord of Deception. Upon each visit a test would be brought using a combination of wit and might. If the Malhel could overcome the challenge, they would be granted dark secrets and spells from the lord; however if they could not, they lost their soul to Fraz Urblu. Because of the risk, it usually meant the most ambitious or mad took the test. Once Fraz Urblu senses humanoids once again in the outpocket, he quickly reinstates the test. Since the time of the Malhel, Fraz Urblu was imprisoned on Oerth by humans and since set free. His hatred of humanity is so great that he has disregarded the ancient pact, and he now simply seeks to destroy any who enter the outpocket.

The character's can wander around the outpocket for a short amount of time before getting the attention of Fraz Urblu. After about a half a mile, obvious changes start to manifest.

You've been wandering around this place for an indeterminate amount of time when a light breeze begins to blow. The ground and sky ripple. The landscape changes as if you were standing on a large piece of clay being formed by some invisible force. Slight lumps grow from the ground, stretching hundreds of feet in the air, creating a mountain range before your very eyes. A pit opens itself up 50 feet in front of you and widens at a magnificent rate. Water starts to fill the hole, and within minutes you stand before a large lake. Trees and grass erupt all over the area and the skies fill with a fog that soon manifests into beautiful clouds. Finally, a large rock juts up from the ground on the beach, forming itself into an immaculate stone structure with columns decorating the entryway. A single door rests in the front.

A successful Knowledge (the planes) check (DC 25) made by anyone watching this transformation reveals the origin of this place.

At this point Fraz Urblu sets the test. The characters have one option here, and that is to enter the structure and begin the test. They may, however, try to avoid the structure altogether and walk away. This is fruitless. Fraz Urblu has woven a *glamer* around the area. Anyone marked for the challenge moving more than 100 feet from the site is instantaneously teleported to the point of origin 50 feet in front of the structure. A door with a large knocker bars the way. The characters need to use the knocker to open the door. Once the knocker is used, the door opens and the characters can enter.

From the entrance, the characters can see that it opens up into a 10-foot by 10-foot room with a curtain at the far wall obscuring the contents of the room beyond.

Once all the characters go into the structure, the test begins:

As you move into the structure, the blink of an eye brings with it the realization that the door has disappeared and there is no visible way out of here.

At this point no magic or any other means can get the characters out of here except to solve the test.

Moving forward and shifting the curtain aside reveals a chamber beyond. At a glance the area appears to be a solid 30-ft by 30-ft. square room. There are three bodies in this chamber all in different stages of decomposition. Two fresher bodies are over toward the left of the arch and are being eaten by several rats. (they scurry away into the shadows if approached) The third body is half decomposed and sits upright in the far corner of the room. The body has been completely ripped apart from the waste down. It wears the remnants of chainmail armor and a sword lies to its side. Its left arm is outstretched with the hand pointing to the wall beside the heroes. A black and crimson candle burns inside of the skull of this body and can be easily seen through the left eye socket. The characters are free to investigate further at this point. After two rounds the test kicks in. The skull begins to speak the following continuously:

"Be it light or be it dark, it matters not to me. One it bites, the other it burns—in both victims you will be. Ghostly answers of life and death are found amongst the light. In the shadows our nightmares lie, yet darkness brings us sight."

Immediately the candle starts to burn brighter, and after 2 rounds the characters notice the temperature begin to rise. The characters now have two options:

1) *Let the candle burn*

The characters can leave the candle alone to burn; however, as the temperature starts to rise, the characters begin to feel the effects. After 5 rounds, the characters take fire damage at a rate of one hit point times the APL, per round. After round 10, the rate is increased to 2 hit points times the APL per round, and after 15 rounds the rate increases to the maximum of 3 hit points times the APL per round. This continues until the characters are

dead or blow out the candle. The rats/outsideers do not take any damage from the candle.

2) *Blowing out the candle*

Once the candle is blown out, the room becomes cool again and is blanketed by *deeper darkness* spell. The rats are in fact outsideers, polymorphed by Fraz Urblu into rats. Once the *deeper darkness* hits, one rat that was chewing on the bodies *polymorphs* back into an outsideer and attacks. This happens every time the candle is blown out until there are no more rats. If the *deeper darkness* is somehow negated (*daylight*, *dispel magic*, etc.) the combat continues as normal until the outsideer is slain and the candle relights. The outsideers are not summoned or conjured creatures, and therefore are not affected by magic that would dismiss them back to their plane of origin.

As the darkness fills the room, terrible noises fill your ears.

During combat the characters can attempt to light the candle again. Doing so *polymorphs* the outsideer back into a rat and the room continues its heat damage. If at any time the outsideer is destroyed, the room lights back up and the heat comes again.

The room is fairly easy to solve. It all revolves around the rats in the room. The rat *polymorphs* back into an outsideer when the *darkness* comes. If the outsideer should happen to be killed, the candle relights, however this time with one less rat present. Any character actively looking for change after the first outsideer is killed can make a Spot check to notice the change. The Spot check becomes increasingly easier as more rats are killed. The checks are as follows: 1 rat (DC 30), 2 rats (DC 27), 3 rats (DC 24), 4 rats (DC 21). Once the character's discover the connection between the rats and the outsideers, the solution is easy: kill all the rats in the light, then follow the puzzle by making it dark again and searching the area where the corpse's hand was pointing to find the concealed exit out of the outpocket. At each APL there are a number of rats (outsideers) = 1/2 the APL. Roll a Planar Bleed check upon exiting the outpocket.

APL 4 (EL 3)

👉 **Howlers:** hp 39; see *Monster Manual*.

APL 6 (EL 5)

👉 **Greater Barghest:** hp 58; see *Monster Manual*.

APL 8 (EL 7)

👉 **Hellcat:** hp 52; see *Monster Manual*.

APL 10 (EL 9)

👉 **Bebilith:** hp 102; see *Monster Manual*.

AREA 7

You emerge from the bubble onto the final ramp leading up to the apex of the stone-like bush structure. Moving forward, you see another planar bubble before you. However, this bubble has a dramatically different appearance. It appears as a swirling mass of colors that spins and swirls so fast that it causes your head to ache. A web of glowing cracks is apparent across the entire surface as if it were crystal ball that had been dropped and almost shattered. As you continue to study it, you would swear that it almost seems to pulse and swell from the inside.

When the characters finally choose to enter the outpocket:

As you push through the surface you feel the same wind-like resistance as you move forward. This time, however, a thousand different whispering voices remind you of every mad thought you ever had, every thrill you've had at taking another's life, every terrifying fear of losing your own, every dark desire that you suppressed so deep that you'd even forgotten you ever thought it. Just when you feel your mind is on the verge of snapping, you emerge into a world of utter madness. You appear to be on a huge floating slab of some strange speckled green rock. The air is syrupy thick and warm. Far below you appears to be some infinite amoebic ocean. From somewhere high above falls streams of some milky white fluid. Great floating clouds of tentacle-like vines float in the air all around. Sickly gelatinous worms wind their way through the vines, leaving a trail of slimy orange moss in their wake. Gouts of flames erupt everywhere, followed by blue globs that fall from the heavens covering everything like blue paint. Far in the distance, enormous floating behemoths lazily wind their way through the fiery explosions and vegetation clouds. You thank the gods that the haze of this place prevents you from discerning any details of their hulking forms, for surely you would go mad if you could.

Adjusting from the initial shock of entering such a place, you now realize that you stand within a small zone of sanity on the top of this floating slab 80 feet by 60 feet. You see the portal on this side appears as some vertical tear in the air itself. It takes every fiber of your will not to leap back through. Peering around the portal to the other side of the floating rock, you see an elf in leather armor crumpled on the ground. His hand is on his short sword, which is plunged through his heart. An older human in robes holds his own eyes in his dead hands. Further away, you see a beautiful Baklunish woman giggling softly and staring in your direction but at nothing in particular. Tears stream down her cheeks in contrast to an enormous smile on her face. Behind her is some object resting upon a stone pedestal.

Before you can act, you hear a great bellow like a monstrous whale from far below you. An eye as tall as a tower peers over the far edge of the rock at you before falling back to the ocean below. You are unsure of what exactly you saw, but could only describe it as a great leviathan with the head of a kraken. You can't help but feel that the great thing looked right into your soul.

The thing was one of the massive entities that inhabit the Far Realm, and it does not return. The characters are free to leave back through the portal at anytime; however, if they do not solve/destroy the puzzle, the planar contamination continues in the Dreadwood. Dreadwalker

characters should not want to leave while the contamination continues.

The two dead adventurers were Seekers who took their own lives after going insane. The woman is the leader of the Seeker party and is now quite insane, as well as a pseudonatural outsider. If the characters approach her, she manifests into her *Alternate Form* quite gruesomely and attacks using her unarmed attacks, *true strike*, and Tumble skill to full advantage. She attacks until death and has no desire to return to Oerth. Characters, including the NPC Seeker, may be pushed over the edge to their death during combat with a bull rush, spells, etc. If the characters defeat her, allow them to examine the object that was behind her. Remember, she has a *potion of haste*, and drinks it as she enters combat.

APL 4 (EL 6)

➤ **Seeker Leader (pseudonatural human):** Female human Mnk5; hp 28; see Appendix I.

APL 6 (EL 8)

➤ **Seeker Leader (pseudonatural human):** Female human Mnk7; hp 38; see Appendix I.

APL 8 (EL 10)

➤ **Seeker Leader (pseudonatural human):** Female human Mnk8; hp 43; see Appendix I.

APL 10 (EL 12)

➤ **Seeker Leader (pseudonatural human):** Female human Mnk10; hp 53; see Appendix I.

The borders of the outpocket are 20' in every direction from the edge of the floating stone slab island. If a character should go outside this area (flying, jumping, etc.) then they must make a Will save DC 20 or suffer the effects of an insanity spell. All spells and spell-like abilities are subject to Wild Magic Effects (see appendix) while in this outpocket and plane.

Behind where the woman was standing is a strange artifact perched upon a natural pedestal of stone. It vaguely resembles a miniature ivory tower constructed at irrational angles. You see the elements of this mad plane integrated into the architecture of this one-foot tall structure. Upon closer examination, you realize that there are pieces that move, allowing you to change the shape of the structure like some bizarre puzzle.

Indeed it is. The Seekers tried to manipulate the puzzle but caused their own destruction and the Planar Bleed back in the Dreadwood. The puzzle can be solved, or the characters can simply smash it. A character smashing the structure or unsuccessfully disabling it falls victim to an *insanity* spell. To solve the puzzle requires the following:

APL 4 (EL 2)

➤ **Insanity Puzzle:** CR 2; Disable Device (DC 20); Will save (DC 15) avoids *insanity*.

APL 6 (EL 4)

➤ **Insanity Puzzle:** CR 4; Disable Device (DC 22); Will save (DC 18) avoids *insanity*.

APL 8 (EL 6)

➤ **Insanity Puzzle:** CR 6; Disable Device (DC 26); Will save (DC 20) avoids *insanity*.

APL 10 (EL 8)

➤ **Insanity Puzzle:** CR 6; Disable Device (DC 30); Will save (DC 23) avoids *insanity*.

After either solving the puzzle or destroying it, read or paraphrase the following:

You hear a great WHOOSH of air as you are lifted from your feet and sucked back through the rift from which you entered. You find yourself lying on some smoothed branches where the planar pocket used to be. Not far above you is a hole in the top of the thorny structure, letting the moonlight shine in.

The characters can exit through the hole in the top and make their way down the side with little difficulty. The forest is dark and eerie but safe in the immediate area since everything fled the effects of the planar bleed, at least for now. Let the characters proceed out of the Dreadwood as they wish. If the party leaves the Dreadwood by foot, go to *Encounter 3*. If they leave the forest by other means (magic, flight, etc.) then skip to the *Conclusion*.

ENCOUNTER 3: DREADWALKERS

Should the character's attempt to exit the Dreadwood by foot, they encounter the Dreadwalkers. If they are attempting to leave undetected, allow them to try to get past the Dreadwalkers with the appropriate skill checks. The Dreadwalkers are alert and on their way to investigate reports of the planar bleed. If they are detected, read the following:

You have made your way through several miles of the Dreadwood without incident. Dawn has broken the horizon and the forest appears to be tranquil, but you know better! Suddenly, you hear from somewhere ahead of you, "You break the King's law! Will you submit to the justice of the Dreadwalkers?"

If the characters do anything but comply, they are attacked. Anyone who kills a Dreadwalker is executed if caught. Should the characters fight and defeat or escape

the Dreadwalkers, they become *Dreadwalker Hunted*. Note this on their log sheet. See regional rules for *Dreadwalker Hunted* description. If they comply or quickly surrender after being attacked, they are taken into custody by the Dreadwalkers and interrogated. The cleric of Ehlonna casts *zone of truth* to verify their story. Any characters with obvious planar bleed effects are imprisoned until the effects wear off, which is a matter of a few hours. Items of interest or danger to the Dreadwalkers are seized from the characters after a search. If the characters cooperate, they are given a total of 150 gold pieces for the books and 50 gold pieces for the tower puzzle if it is still intact. This is half of what they would have received from Qodvoldeus. Other items that are seized include the following:

- Anything with Ancient Suel writing (everything from the laboratory, except the *potion of lesser restoration*).
- Any prisoners, bodies, or parts of bodies.
- Any pieces of the puzzle or anything else of Abyssal or Far Realms origin (pieces of the giant bush, bamboo from the forest, or demon blood).

Characters' possessions are thoroughly examined and returned. Characters are required to swear an oath of silence about what they saw during the adventure. Punishment for violating the oath is becoming *Dreadwalker Hunted*. Refusing to take the oath results in imprisonment until such time as they take the oath. Note the oath of silence on the character's log sheet. Anyone who failed a save on the *insanity* spell is offered a "cure" by the Dreadwalkers. Anyone accepting this offer is turned over to the Silent Ones: they lose 4 TU's and have the entire adventure purged from their mind, and therefore receive no xp, but they won't know that until the offer is accepted! The Dreadwalkers don't acknowledge the validity of the Baron's Letter of Marque in the Dreadwood.

ALL APLS

- **Dreadwalkers (10):** Male human Rgr3.
- **Dreadwalker Leader:** Male elf Rgr6.
- **Dreadwalker Cleric:** Male half-elf Clr5 (Ehlonna).

CONCLUSION

Shortly after the characters are released by the Dreadwalkers or leave the forest on their own, characters may make a Scry check (DC 20) to notice they are being *scryed* by Qodvoldeus with a *crystal ball*. Five rounds after that, he *teleports* to their location, and greets them abruptly, "Ready to go...?" Without waiting for a response, he uses his wand to return to the Baron's library once more. The Baron is not present, and his sage receives their report. Qodvoldeus is visibly annoyed if the characters refuse to tell him anything due to the Dreadwalker oath. He is satisfied to simply know the Seekers are not coming back. If they managed to return with the books, notes,

and tomes from the laboratory he is most pleased. A successful Sense Motive check (DC 25) allows a character to notice a particular interest taken by the sage in *Researches into the Far Realms*. He offers to buy the lot for 300 gp. He offers 100 gp if the characters brought out the puzzle intact. Should they refuse, he laughs and says, "The Silent Ones will have them from you before you even leave the Barony." If they insist on keeping the materials, they disappear from their belongings three days later. The sage then explains the terms of the *Baron's Reward* and promptly shows them to the door after they have made their choice. While exiting the castle, they again see many varieties of insane people throughout. They spot the Baron high on one of the castle walls staring off blankly at nothing in particular, and he does not notice them even if they call out to him. As they ride away from the castle, character's can make a Spot Check (DC 30) or Knowledge (architecture and engineering) check (DC 20) to notice the following:

As you ride away from the castle, you now notice eerie similarities between the Baron's sprawling castle and the small puzzle-structure found in that strange plane in the final bubble. Surely it is merely coincidental...

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Outpockets

Defeat the pseudonatural dire toads.

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp

Encounter 2: Outpockets (Area 5)

Defeat Orcus' reception party.

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp
APL 10	330 xp

Encounter 2: Outpockets (Area 6)

Defeat candle trap/outside.

APL 4	90 xp
APL 6	150 xp
APL 8	210 xp
APL 10	270 xp

Encounter 2: Outpockets (Area 7)

Defeat the Seeker leader gone insane.

APL 4	150 xp
-------	--------

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp

Disable the insanity puzzle successfully.

APL 4	60 xp
APL 6	120 xp
APL 8	180 xp
APL 10	240 xp

Total Possible Experience

APL 4	600 xp
APL 6	900 xp
APL 8	1200 xp
APL 10	1500 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.

TREASURE KEY:

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

Encounter 2: Outpockets (Area 4)

Find and take the books and potion, and give the books to the Dreadwalkers.

APL 4 - 10: L: 30 gp; C: 0 gp; M: *potion of lesser restoration* (Value 45 gp per character).

OR

Find and take the books and potion, and give the books to Qovoldeus.

APL 4 - 10: L: 60 gp; C: 0 gp; M: *potion of lesser restoration* (Value 45 gp per character).

Encounter 2: Outpockets (Area 7)

Disarm the insanity puzzle, bring it back intact, and give it to the Dreadwalkers.

APL 4 - 10: L: 10 gp; C: 0 gp; M: 0

OR

Disarm the insanity puzzle, bring it back intact, and give it to the Qovoldeus.

APL 4 - 10: L: 20 gp; C: 0 gp; M: 0

Defeat the insane Seeker leader and strip her of her gear. Remember that any potions used should be deducted from the total value listed.

APL 4: L: 0 gp; C: 0 gp; M: *potion of haste* (Value 113 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *potion of haste* (Value 113 gp per character); *bracers of armor +1* (Value 150 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *potion of haste* (Value 113 gp per character); *bracers of armor +1* (Value 150 gp per character); *cloak of resistance +1* (Value 150 gp per character); *amulet of natural armor +1* (Value 300 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *potion of haste* (Value 113 gp per character); *bracers of armor +1* (Value 150 gp per character); *cloak of resistance +1* (Value 150 gp per character); *amulet of natural armor +1* (Value 300 gp per character); *potion of cat's grace* (Value 45 gp per character); *potion of owl's wisdom* (Value 45 gp per character).

Total Possible Treasure

APL 2: 238 gp

APL 4: 538 gp

APL 6: 838 gp

APL 8: 928 gp

Special Notations

Characters may earn one or more of these during the course of playing this adventure. Note which ones, if any, they receive on their Adventure Certificate.

- Players may note on their Adventure Certificate that they encountered a pseudonatural creature if they wish to qualify for the Alienist prestige class from *Tome and Blood* source book.
- *Axiomatic animal* (value: 1,000gp/HD, frequency: Adventure): ____ (animal) from *Monster Manual* with the axiomatic creature template*. See Appendix II: New Rules for additional information.
- *Sold Soul* (value ogp, frequency: cursed): This character has sold his soul to a demon. Upon his death, the demon collects his soul, and the character cannot be raised from the dead in any fashion. This effect may only be removed by a *wish* or equivalent effect.
- *Blessing of Orcus* (value: ogp, frequency: Cursed): This character has received the blessing of the demon lord, Orcus. The character receives a +4 reaction bonus from all chaotic evil outsiders, and intelligent undead. The character also receives a -6 reaction bonus from all good outsiders and detects as faintly evil.
- Any paladin or good-aligned divine spellcaster who receives this blessing loses all class spells and features and advances no further in a divine class until he atones for his action as per the *atonement* spell.

Conclusion

Baron's Reward (frequency: Adventure):

Characters are given the option of choosing from the following rewards from the Baron of Dilwyth:

__ 1 Influence Point with the Baron of Dilwyth

__ An arranged marriage to a very attractive human or halfling from Dilwyth (if appropriate for character race). Upkeep is twice the chosen level per regional adventure to account for extra expenses of having a spouse. Mark extra expense under Other Coin. Alternatively, the spouse may become a 1st level cohort if the character has the Leadership feat. Later in-game or meta-game consequences may be added.

APPENDIX I: NPCS

ENCOUNTER 1

➤ **Lord High Baron Draconis Eternal, Malweig I:** Male human Ftr8/Brd7; CR 15; Medium-size humanoid (human); HD 8d10+7d6+15; hp 95; Init +1; Spd 30 ft.; AC 19 (touch 19, flat-footed 18); +18/+13/+8 ranged (1d6+6/17-20, whip dagger); SA Bardic music, bardic knowledge; AL CN; SV Fort +11, Ref +10, Will +9; Str 12, Dex 13, Con 12, Int 12, Wis 10, Cha 18.

Skills and Feats: Balance +6, Bluff +6, Climb +11, Concentration +6, Craft (leatherworking) +3, Decipher Script +3, Diplomacy +6, Escape Artist +6, Gather Information +9, Handle Animal +9, Hide +6, Jump +11, Listen +5, Ride +10, Spellcraft +2, Spot +4, Swim +9, Use Magic Device +13; Combat Casting, Exotic Weapon Proficiency (whip), Great Fortitude, Improved Critical (whip dagger), Iron Will, Jack of All Trades*, Lightning Reflexes, Obscure Lore*, Point Blank Shot, Precise Shot, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: bracers of armor +8, noble's outfit, ring of evasion, +3 whip dagger.

Personality: Trusting, delusional, obsessive, grandiose.

*See Appendix II: New Rules for additional information.

ENCOUNTER 2

APL 4 (EL 6)

➤ **Pseudonatural* Dire Toads* (3):** CR 3; Small outsider; HD 4d8+8; hp 26; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 ranged (tongue poison, tongue); SA Poison, true strike; SQ Electricity and acid resistance 10, DR 5/+1, alternative form; SR 8; SV Fort +6, Ref +6, Will +3; Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7.

Skills: Hide +16, Jump +9, Listen +7, Spot +11.

*See Appendix II: New Rules for additional information.

APL 6 (EL 8)

➤ **Pseudonatural* Dire Toads* (6):** CR 3; Small outsider; HD 4d8+8; hp 26; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 ranged (tongue poison, tongue); SA Poison, true strike; SQ Electricity and acid resistance 10, DR 5/+1, alternative form; SR 8; SV Fort +6, Ref +6, Will +3; Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7.

Skills: Hide +16, Jump +9, Listen +7, Spot +11.

*See Appendix II: New Rules for additional information.

APL 8 (EL 10)

➤ **Pseudonatural* Dire Toads* (10):** CR 3; Small outsider; HD 4d8+8; hp 26; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atk +6 ranged (tongue poison, tongue); SA Poison, true strike; SQ Electricity and acid resistance 10, DR 5/+1, alternative form; SR 8;

SV Fort +6, Ref +6, Will +3; Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7.

Skills: Hide +16, Jump +9, Listen +7, Spot +11.

*See Appendix II: New Rules for additional information.

APL 10 (EL 12)

➤ **Pseudonatural Dire Toad, Advanced* (9):** CR 6; Medium-size animal; HD 8d8+24; hp 56; Init +1; Spd 20 ft.; AC 13 (touch 11, flat-footed 12); Atk +7/+2 ranged (tongue poison, tongue); SA Poison, true strike; SQ Electricity and acid resistance 15, DR 5/+2, alternative form; SR 16; SV Fort +9, Ref +7, Will +4; Str 10, Dex 12, Con 16, Int 2, Wis 14, Cha 7.

Skills: Hide +11, Jump +11, Listen +7, Spot +11.

*See Appendix II: New Rules for additional information.

ENCOUNTER 2 (AREA 7)

APL 4 (EL 6)

➤ **Seeker Leader (pseudonatural human):** Female human Mnk5; CR 6; Medium-size outsider; HD 5d8; hp 28; Init +3; Spd 40 ft.; AC 16 (touch 16, flat-footed 13); Atk +5 melee (1d8+2, unarmed strike); SA Stunning attack (5/day; Fort DC 14), true strike (1/day); SQ Evasion, still mind, slow fall (20 ft.), purity of body, electricity and acid resistance 10, DR 5/+1, alternate form; SR 10; AL LN; SV Fort +4, Ref +7, Will +6; Str 14, Dex 16, Con 10, Int 10, Wis 15, Cha 10

Skills and Feats: Balance +10, Climb +7, Escape Artist +10, Hide +8, Jump +14, Knowledge (arcana) +1, Tumble +15; Acrobatic*, Close-Quarters Fighting*, Deflect Arrows, Fists of Iron*

Possessions: monk's outfit, *potion of haste*

*See Appendix II: New Rules for additional information.

APL 6 (EL 8)

➤ **Seeker Leader (pseudonatural human):** Female human Mnk7; CR 8; Medium-size outsider; HD 7d8; hp 38; Init +3; Spd 50 ft.; AC 17 (touch 17, flat-footed 14); Atk +8/+5 melee (1d8+2, unarmed strike); SA Stunning attack (7/day; Fort DC 14), true strike (1/day); SQ Evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds, electricity and acid resistance 10, DR 5/+1, alternate form; SR 15; AL LN; SV Fort +6, Ref +9, Will +8; Str 14, Dex 16, Con 10, Int 10, Wis 15, Cha 10

Skills and Feats: Balance +10, Climb +7, Escape Artist +10, Hide +8, Jump +14, Knowledge (arcana) +1, Move Silently +8, Tumble +15; Acrobatic*, Close-Quarters Fighting*, Deflect Arrows, Fists of Iron*, Improved Trip, Weapon Finesse (unarmed strike).

Possessions: monk's outfit, *potion of haste*, bracers of armor +1, *cloak of resistance +1*

*See Appendix II: New Rules for additional information.

APL 8 (EL 10)

☛ **Seeker Leader (pseudonatural human):** Female human Mnk8; CR 10; Medium-size outsider; HD 8d8; hp 43; Init +3; Spd 50 ft.; AC 19 (touch 18, flat-footed 16); Atk +9/+6 melee (1d10+2, unarmed strike); SA Stunning attack (8/day; Fort DC 17), *true strike* (1/day); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, electricity and acid resistance 15, DR 5/+2, alternate form; SR 16; AL LN; SV Fort +7, Ref +10, Will +10; Str 14, Dex 16, Con 10, Int 10, Wis 16, Cha 10

Skills and Feats: Balance +10, Climb +7, Escape Artist +10, Hide +8, Jump +16, Knowledge (arcana) +1, Move Silently +8, Tumble +18; Acrobatic*, Close-Quarters Fighting*, Deflect Arrows, Fists of Iron*, Improved Trip, Weapon Finesse (unarmed strike).

Possessions: monk's outfit, *potion of haste*, *bracers of armor +1*, *cloak of resistance +1*, *amulet of natural armor +1*.

*See Appendix II: New Rules for additional information.

APL 10 (EL 12)

☛ **Seeker Leader (pseudonatural human):** Female human Mnk10; CR 12; Medium-size outsider; HD 10d8; hp 53; Init +3; Spd 60 ft.; AC 20 (touch 19, flat-footed 17); Atk +10/+7/+4 melee (1d10+2, unarmed strike); SA Stunning attack (13/day; Fort DC 18), *ki strike* (+1), *true strike* (1/day); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, electricity and acid resistance 15, DR 5/+2, alternate form; SR 20; AL LN; SV Fort +8, Ref +11, Will +11; Str 14, Dex 16, Con 10, Int 10, Wis 16, Cha 10

Skills and Feats: Balance +10, Climb +7, Concentration +10, Escape Artist +10, Hide +8, Jump +16, Knowledge (arcana) +1, Move Silently +8, Tumble +18; Acrobatic*, Close-Quarters Fighting*, Deflect Arrows, Extra Stunning Attacks*, Fists of Iron*, Improved Trip, Weapon Finesse (unarmed strike).

Possessions: monk's outfit, *potion of haste*, *bracers of armor +1*, *cloak of resistance +1*, *amulet of natural armor +1*, *potion of cat's grace**, *potion of owl's wisdom**.

*See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

DIRE TOAD AS PRESENTED IN *MASTERS OF THE WILD*

Small Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 15 (+1 size, +2 Dex, +2 natural)

Attacks: Tongue +6 ranged

Damage: Tongue poison

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

Special Attacks: Poison

Saves: Fort +6 Ref +6, Will +3

Abilities: Str 6, Dex 14, Con 14, Int 2, Wis 14, Cha 7

Skills: Hide +16, Jump +9, Listen +7, Spot +11

Climate/Terrain: Temperate and warm land

Organization: Solitary or swarm (10 – 100)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5 – 6 HD (Small);

7 – 10 HD (Medium-size)

These small amphibians are generally nonaggressive insect hunters. In large groups, however, they can make good use of their poison attacks.

COMBAT

Poison (Ex): Bite, Fort save (DC 14); initial and secondary damage 1d6 temporary Con.

Improved Grab (Ex): To use this ability, the dire toad must hit with a tongue attack. If it gets a hold, it can attempt to swallow the foe.

Swallow Whole (Ex): A dire toad can try to swallow a grabbed opponent of Small or smaller size by making a successful grapple check. Once inside the dire toad, the opponent takes 1d8 points of crushing damage +1d6 points of acid damage per round from the creature's stomach. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the dire toad's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by dealing 10 or more points of damage to the stomach (AC 13) with claws or a Tiny slashing weapon. Once that swallowed creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The dire toad's interior holds up to two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

Skills: A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

PSEUDONATURAL CREATURES [TEMPLATE] AS PRESENTED IN *TOME AND BLOOD*

Pseudonatural creatures dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

Creating A Pseudonatural Creature

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

* Electricity and acid resistance (see the table below).

* Damage reduction (see the table below).

* SR equal to double the creature's HD (maximum 25).

Hit Dice	Electricity, Acid	
	Resistance	Damage Reduction
1-3	5	—
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Same as base creature

Advancement: Same as the base creature

AXIOMATIC CREATURES AS PRESENTED IN *MANUAL OF THE PLANES*

Axiomatic creatures dwell in lawful planes, the domains of order. Although they may resemble creatures from the Material Plane, they are more perfectly formed, their features sharper and more precise, their fur or plumage shinier, their appearance clearer and more heroic. They are often called “perfect” creatures, and some say that the axiomatic versions are the true and ideal first models; all other creatures of the same type are merely imitations.

Creating an Axiomatic Creature

“Axiomatic” is a template that can be added to any corporeal creature of lawful or neutral alignment that is native to the Material Plane. Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged. The template uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: An axiomatic creature retains all the special attacks of the base creature and also gains the following.

Smite Chaos (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a chaotic opponent.

Special Qualities: An axiomatic creature retains all the special qualities of the base creature and also gains the following ones:

- Darkvision with a range of 60 feet.
- Fire, electricity, sonic, and cold resistance (see the table below).

Hit Dice	Fire, Electricity, Cold, Sonic Resistance	
	Resistance	Damage Reduction
1-3	5	—
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

- Spell resistance equal to double the creature's HD (maximum 25).
- **Linked Minds (Ex):** Axiomatic creatures of a particular type within 300 feet of one another are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No axiomatic creature in the group is considered flanked unless they all are.

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as the base creature.
Abilities: Same as the base creature, but Intelligence is at least 3.
Skills: Same as the base creature.
Feats: Same as the base creature.

Climate/Terrain: Any land and underground.
Organization: Same as the base creature.
Challenge Rating: Up to 3 HD, same as the base creature.
3 HD to 7 HD, same as the base creature +1.
8+ HD, same as the base creature +2.
Treasure: Same as the base creature.
Alignment: Always lawful (any).
Advancement: Same as the base creature.

ACROBATIC [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You have excellent body awareness and coordination.

Benefit: You get a +2 bonus on all Jump and Tumble checks.

CLOSE-QUARTERS FIGHTING [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You are skilled at fighting at close range and resisting grapple attacks.

Prerequisite: Base attack bonus +3.

Benefit: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

For example, a dire bear strikes you with a claw attack. If you don't have this feat, the dire bear's improved grab ability allows it to immediately attempt a grapple check, provoking no attack of opportunity from you. However, with Close-Quarters Fighting, you are entitled to an attack of opportunity. If you hit and score 8 points of damage, you may add +8 (plus your attack bonus, Strength bonus, and size modifier) to your grapple check to resist the dire bear's grapple attempt.

FISTS OF IRON [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wis modifier.

JACK OF ALL TRADES [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

OBSCURE LORE [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You are a treasure trove of little-known information.

Prerequisite: Bardic knowledge ability.

Benefit: You gain a +3 bonus on checks using your bardic knowledge ability.

OWL'S WISDOM AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics, druids, paladins, and rangers who receive *owl's wisdom* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

WHIP DAGGER AS PRESENTED IN *SWORD AND FIST*

A character who takes an Exotic Weapon Proficiency in the whip is also proficient in the whip dagger. (You do not need to take a separate feat to use the whip dagger if you already have a feat for the whip.) The whip dagger is heavier than a standard whip and deals normal damage due to the barbs that run along its length and the dagger-like tip (which inflicts deep wounds when accelerated to strike by a proficient user). Unlike standard whips, armor bonuses and natural armor bonuses do not hinder its ability to deal damage. Although you keep it in hand, treat it as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because the whip dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped.

You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

Cost: 25 gp; *Damage:* 1d6; *Critical:* 19-20/x2; *Range Increment:* 15 ft.; *Weight:* 3 lb.; *Type:* Slashing.

DM'S AID 1: PLANAR BLEED EFFECTS

Starting in Encounter 2 and ending when the characters defeat the Seeker leader and end the contamination (or leave the region of the Dreadwood), effects from the Far Realms planar bleed will be in affect. A new check (Will save DC 15) will be made for each character, and any animals/familiars, every time they get closer to the source of the bleed. If they fail, roll on the Planar Bleed effects table below to see the result. Players cannot choose to fail the save. The effect lasts for 24 hours after the bleed is ended or the characters leave that region of the Dreadwood. The effect cannot be dispelled. Keep the characters in suspense as much as possible; do not simply tell them the game effects of what has happened to them or that it is temporary. If an effect details information from the Manual of the Planes and you do not have that book, roll again.

While the Planar Bleed effects should be used when possible, use your discretion. If the game is running long, don't waste time forcing characters to change. Playing Planar Bleed effects should be both fun and disturbing for the players. The players should get the idea that this is both a threat to them and to Keoland.

Additionally, spells and spell-like affects function in wildly different and sometimes dangerous ways while in the area of the Far Realms planar bleed. Any spell or spell-like ability used in this area has a chance to go awry. The caster must make a caster check (d20 + caster level at DC 15 + the attempted spell level) for the spell to function normally. For spell-like abilities, use the caster level for the ability to determine the DC and the level or HD of the creature making the level check. Failure means something strange happens. The wild magic effects table is below. Unlike the planar bleed, an effect on the characters, the wild magic does not occur in the Abyssal outpockets.

Planar Bleed Effects Table

- 1 Player's ears grow enormous, +2 to Listen and Spot checks, -2 to all Charisma based skill checks
- 2 Players eyes grow enormous, +2 to Spot and Search checks, -2 to all Charisma based checks
- 3 Players nose grows enormous, he gains the Scent ability as per Monster Manual, -2 to all Charisma based skill checks
- 4 Players mouth and canines grow enormous, he gains bite at 1d6+1 damage as a natural weapon, -2 to all Charisma based skill checks
- 5 The character grows leathery bat wings from his back, character can fly (poor), -2 to Constitution from brittle bones
- 6 Character grows one size category, though his equipment does not
- 7 Character shrinks one size category, his equipment does not
- 8 Character gains fine, hard scales throughout his body, +1 natural AC bonus, -2 to all Charisma based skill checks
- 9 Character gains a very long tongue like a frog, tongue acts in all ways as a whip, all spells with a verbal component take a full round to cast due to difficulty speaking.
- 10 Character grows horns as a satyr and may use them to attack, -1 to all Charisma based skill checks and -1 Intelligence due to smaller skull capacity
- 11 Character grows a long rat tail, -2 to all Charisma based skill checks, tail acts in all ways as a whip
- 12 Character grows large insectoid eyes, gains Uncanny Dodge as a barbarian equal to his character level (if a barbarian, double his level for this ability), -4 to all Charisma based skill checks
- 13 Character takes the Half-Air Elemental template as per Manual of the Planes, familiars or animal companions take the Air element template also from Manual of the Planes
- 14 Character takes the Half-Earth Elemental template as per Manual of the Planes, familiars or animal companions take the Earth element template also from Manual of the Planes
- 15 Character takes the Half-Fire Elemental template as per Manual of the Planes, familiars or animal companions take the Fire element template also from Manual of the Planes
- 16 Character takes the Half-Water Elemental template as per Manual of the Planes, familiars or animal companions take the Water element template also from Manual of the Planes
- 17 Character takes the Shadow Creature template as per Manual of the Planes
- 18 Character becomes a Githyanki as per Manual of the Planes
- 19 Character becomes a Githzerai as per Manual of the Planes
- 20 Character becomes a bariaur as per Manual of the Planes
- 21 Character becomes a centaur as per Monster Manual.
- 22 Character becomes a Aasimar as per Monster Manual.
- 23 Character becomes a Tiefling as per Monster Manual.
- 24 Character takes the Axiomatic Creature template as per Manual of the Planes; alignment must shift one degree towards Lawful
- 25 Character takes the Anarchic Creature template as per Manual of the Planes, alignment must shift one degree towards Chaotic
- 26 Character takes the Pseudo-natural Creature template as per Manual of the Planes or Tome and Blood
- 27 Character takes the Half-Fiend Creature template as per Monster Manual
- 28 Character takes the Half-Dragon Creature template as per Monster Manual
- 29 Character takes the Half-Celestial Creature template as per Monster Manual
- 30 Character takes the Fiendish Creature template as per Monster Manual

- 31 Character takes the Celestial Creature template as per Monster Manual
- 32 Character's skin becomes green and rubbery, she Regenerates as a troll, -2 to all Charisma based skill checks
- 33 Character becomes a plant, immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorph as well as half damage from piercing attacks; double damage from fire attacks and -10 speed
- 34 Character becomes extremely sensitive to vibrations, gains Tremorsense ability, -4 on saves vs sonic attacks
- 35 Character gains the Electricity Sense ability as per a shocker lizard
- 36 Character gains the lower body of a satyr, +10 movement, -2 to all Charisma based skill checks
- 37 Character gains the Blood Frenzy ability as per a sahuagin (does not stack with rage)
- 38 Character gains the Light Blindness as per a sahuagin
- 39 Character gains Fast Healing as per Monster Manual
- 40 Spit Poison bite as per a Guardian Naga
- 41 Character gains the breath weapon of an Air Mephit
- 42 Character gains the breath weapon of a Dust Mephit
- 43 Character gains the breath weapon of an Earth Mephit
- 44 Character gains the breath weapon of a Fire Mephit
- 45 Character gains the breath weapon of an Ice Mephit
- 46 Character gains the breath weapon of a Magma Mephit
- 47 Character gains the breath weapon of an Ooze Mephit
- 48 Character gains the breath weapon of a Salt Mephit
- 49 Character gains the breath weapon of a Steam Mephit
- 50 Character gains the breath weapon of a Water Mephit
- 51 Character's hair becomes snakes as per a Medusa, -2 to all Charisma based skill checks
- 52 Character's skin becomes fish-like, gains Slippery ability as per a Kuo-Toa, -2 to all Charisma based skill checks
- 53 Character gains the Steely Skin as per an Annis
- 54 Character gains Blindsight as per a Grimlock
- 55 Character's skin turns gray and she may Freeze as per a Gargoyle, -1 to all Charisma based skill checks
- 56 Character takes on the Fire Sub-type as per a Fire Giant
- 57 Character takes on the Cold Sub-type as per a Frost Giant
- 58 Character grows a second head, gains Superior Two-Weapon Fighting as an Ettin, -4 to Intelligence
- 59 Character's torso becomes a quadruped of DM's choice (pig, cow, deer, etc.) to become a centaur-like creature, harder to bullrush and trip as per Chap 8 PHB as well as unable to use standard armor and boots
- 60 Character gains Sunlight Vulnerability as per a Bodak
- 61 Character becomes a goblin
- 62 Character becomes an orc
- 63 Character becomes a kobold
- 64 Character becomes a hobgoblin
- 65 Character becomes a gnome
- 66 Character becomes an elf (High)
- 67 Character becomes a dwarf (Mountain)
- 68 Character becomes a human (Suel)
- 69 Character becomes a Halfling
- 70 Character becomes a Half-Orc
- 71 Character becomes a Half-Elf
- 72 Character becomes a bullywug (if LGJ available)
- 73 Character becomes a Norker (if LGJ available)
- 74 Character becomes a Xvart (if LGJ available)
- 75 Character becomes a dwarf (Deep)
- 76 Character becomes a dwarf (Derro)
- 77 Character becomes a dwarf (Duergar)
- 78 Character becomes an elf (Grey)
- 79 Character becomes an elf (Wood)
- 80 Character becomes an elf (Drow)
- 81 Character becomes an elf (Wild)
- 82 Character becomes a human (Rhenee)
- 83 Character becomes a human (Baklunish)
- 84 Character becomes a human (Oeridian)
- 85 Character becomes a human (Olman)
- 86 Character becomes a human (Flan)
- 87 Character becomes a human (Touv)
- 88 Character becomes a gnome (Forest)

- 89 Character becomes a gnome (Svirfneblin)
- 90 Character becomes a Halfling (Tallfellow)
- 91 Character becomes a Halfling (Deep)
- 92 Character becomes a Grimlock
- 93 Character loses 2 points of Strength
- 94 Character loses 2 points of Constitution
- 95 Character loses 2 points of Dexterity
- 96 Character loses 2 points of Intelligence
- 97 Character loses 2 points of Wisdom
- 98 Character loses 2 points of Charisma
- 99 Character loses a level
- 100 Character gains a level

Changes are cumulative except for race and templates. Race changes are cosmetic, and ability scores are not changed unless specifically detailed on the table. Race changes supercede earlier changes, so anyone who becomes an elf and then rolls halfling, is no longer an elf and simply becomes a halfling. If the character's size changes, equipment *does not* change with the character unless magical. A character can only have one template at a time; they are not cumulative. If a new template is rolled, disregard the old one. Special abilities are gained but are unusable unless the character is aware of them. Knowledge skills, such as Knowledge (the planes) or Knowledge (arcana), may allow characters to know of special abilities.

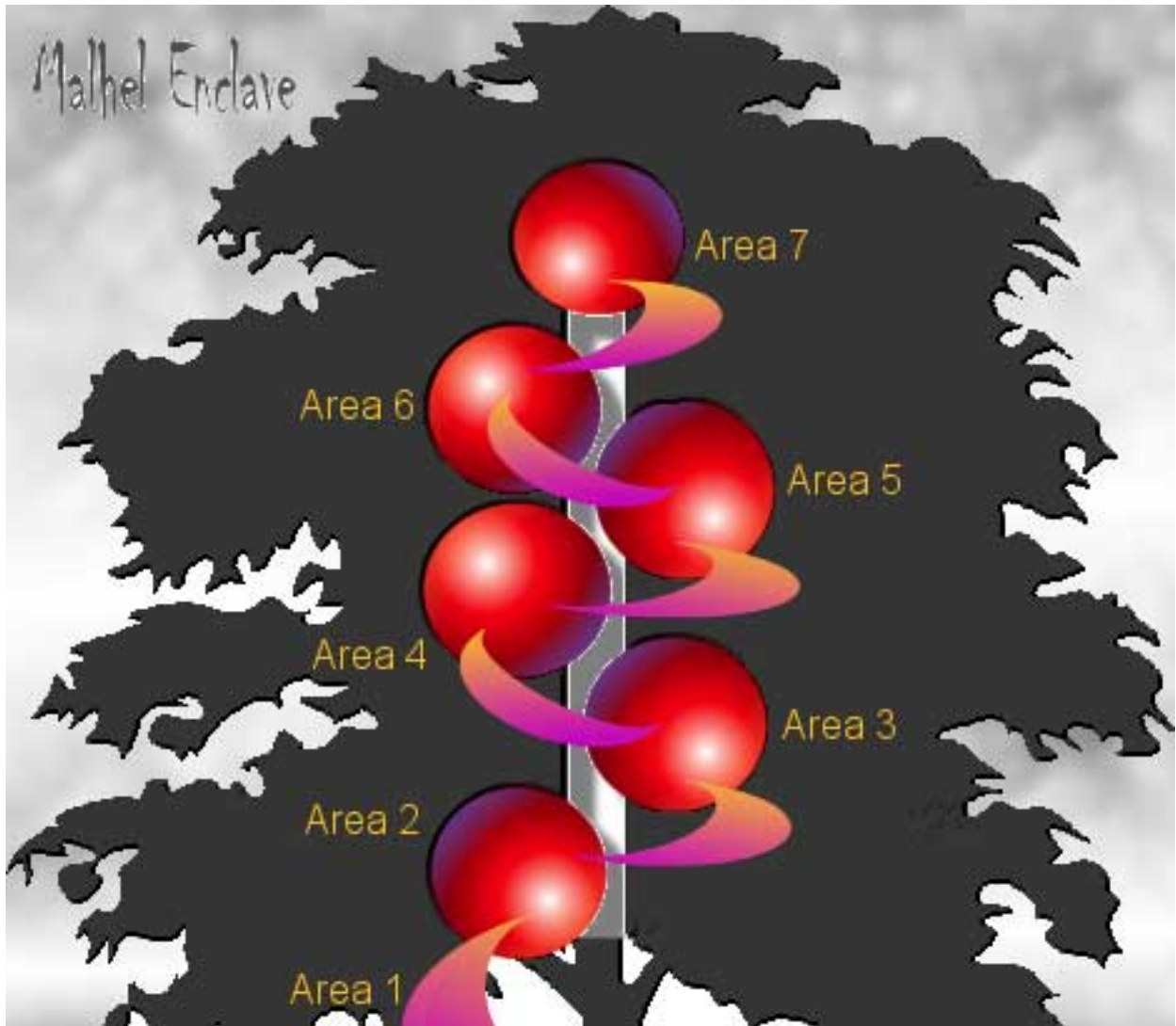
Wild Magic Effects

- 01-19 Spell rebounds on caster with normal effects. If the spell cannot affect the caster, it simply fails
- 20-23 A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
- 24-27 The spell fails, but the target or targets of the spell pelted with a rain of small objects (anything from flowers to small fruit), which disappears upon striking. The barrage continues for one round. During this time the targets are blinded and must make Concentration checks (DC 15+spell level) to cast spells.
- 28-31 The spell affects a random target in the area. The DM should randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count around the compass, starting with north. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium, and 80 feet for long.
- 32-35 The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not use charges, and the effect does not count against an item's or spell-like ability's use limit.
- 36-39 The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effects of a *heal* spell.
- 40-43 The spell does not function. Instead a *deeper darkness* and a *silence* effect cover a 30 foot radius around the caster for 2d4 rounds.
- 44-47 The spell does not function. Instead, a *reverse gravity* effect covers a 30 foot radius around the caster for one round.
- 48-51 The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Consider this a *glitterdust* effect with a save of DC 10+level of spell cast.
- 52-59 Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
- 60-71 Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not use charges, and the effect does not count against an item's or spell-like ability's use limit.
- 72-98 The spell functions normally.
- 99-100 The spell functions strongly. Saving throws against the spell suffer -2 penalty. The spell has maximum possible effect, as if it were cast with the Maximize spell feat. If the spell was already Maximized with the feat, there is no further effect.

Outpockets

Sometimes planar borders bulge and stretch, forming an outpocket, a bulge onto another plane. Outpockets are discrete areas, visible as walls or bubbles on the affected plane. In a way, an outpocket is like a portal, though it's often larger. Characters can move through an outpocket wall; the wall's resistance is only as strong as a moderate wind. Once through the wall, the conditions on the new plane apply.

DM'S AID 2: MAP



PLAYER'S HANDOUT 1: THE RIDDLE

Be it light or be it dark, it matters not to me.

*One it bites, the other it burns—in both victims
you will be.*

*Ghostly answers of life and death are found
amongst the light.*

*In the shadows our nightmares lie, though
darkness brings us sight.*