

KEO7-04

Castlefall

A One-Round D&D[®] LIVING GREYHAWK[™] Keoland Regional Adventure

Version 3.3

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Godakin Keep was once the spearhead of Keoland's imperial ambitions. From its courtyard countless soldiers have marched, bringing the illumination of the Lion Throne throughout the Sheldomar Valley. Now in times of peace it serves as a nearly forgotten outpost, an old warhorse put to pasture, a punishment for those sent to serve there. A month after a request for additional soldiers was denied, all communication from the Keep has ceased. Finally, a tensquad of Royal Standards sent to investigate returns a message. "Godakin is liberated, next the liberation of the oppressed begins. Woe to those who oppose."

A spear, resharpened, now points inward.

A Keoland regional adventure for APLs 6-12, and Part Two of the *To the Last Man Standing* series, and sequel to KEO6-04, *Old Sins Cast Long Shadows*.

Note: This adventure will be of particular interest to members of the Silent Ones and members of the Keoish Military. This adventure is considered Reporting for Duty for Royal Standards and Mercenaries (Hospitaliers/Justice Blade/Lion Braich/Mountain Lions/Stargazers)

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at keolandpoc@adelphia.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland pay

one Time Unit per round, all others pay two Time Units per round.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

Godakin Keep lies on Keoland's northwest border, shared with Sterich. During the height of Keoland's imperialistic years, it served as the spearhead for troops moving throughout the expanding empire. Since the sundering of the empire into the nations of the Sheldomar, it has served as a garrison without much to protect. Soldiers who find a way to anger their superiors often find their way to "Godsawful Keep" until they can redeem themselves.

The Garrison is responsible for many miles of borderland, and routine patrols often take a tenday or more. Since the troubles in Sterich, there has been the occasional problem with brigands or stray monsters, but other than that the land remains idyll.

In the late months of CY 596 a powerful force has stricken down the Keep and prevented any word from leaving its walls. The entirety of the Garrison has been killed or subverted to a dark purpose: the utter destruction of the Kingdom of Keoland.

An unknown and powerful entity has banded together several disparate types of dangerous forces and used them to wipe out the garrison at Godakin and begin its transformation into the first bastion of a new Empire, carved from the meat of the old.

The keystone of this entity's plan lies underneath the foundations of Godakin itself, for despite its good use of the surrounding terrain, the keep is situated poorly. The reason for this is that during Keoland's expansionistic imperial era, a powerful artifact was discovered in the newly expanded province and was deemed too important to move. The Silent Ones, operating under their mandate to protect the kingdom, decided that the best way to protect the artifact from prying eyes and grasping hands was to create an extradimensional space, and place the artifact within the space, along with a guardian. (This ritual was the correctly cast version of the spell that removed Ultholme from Keoland in KEO6-04 *Old Sins Cast Long Shadows*) This space was named the Vault of the Hollow.

Once the Vault of the Hollow was created, the Silent Ones contracted with a powerful force of good, an old brass dragon named Illiasnirath, who agreed to guard the artifact for the Silent Ones in exchange for certain concessions, the most important being the cessation of all hostilities against metallic dragons within Keoland, and the right to maintain a roost for any of Illiasnirath's bloodline within the kingdom.

The artifact itself is a mighty longbow constructed from the vilest of materials, human bone and sinew. The wielder of this bow was a powerful warrior priest of Gruumsh named Naillek who led the last organized goblinoid resistance to the burgeoning Keoish Empire along the western border. When Naillek was felled in battle, he laid his curse upon his favorite weapon, calling upon Gruumsh to cover land in which the weapon next saw daylight in a thousand years of darkness. When the Silent Ones were unable to destroy the bow, they instead created the Vault of the Hollow.

The Vault follows one of the immutable laws of magic; that is, all locks must have a key. In this case, the key is that those who seek to open the Vault must be doing the will of the King of Keoland and then they must pass a Trial of Entry.

Since the invading forces are unable to open the Vault themselves, they have created a plan. By allowing word of the Godakin Keep's troubles to reach the King's ears, he will undoubtedly send a

reconnaissance force to investigate. This force will be allowed to open the Vault, retrieve the artifact, and then come under attack.

By the time the heroes become involved in this adventure, King Kimbertos has already sent a small detachment of Keoish Royal Standards to Godakin in an attempt to reestablish communications. With their failure, he decides to call on the sort of people who guided him to his return to the Lion Throne; adventurers.

At the time of the beginning of this adventure, Godakin Keep has been completely overrun by several disparate factions all welded into a formidable fighting force by this unknown hand. Among the forces are mercenaries, a large tribe of orcs recently forced from their ancestral homelands in the Jotens, some giants dissatisfied with the peace in Geoff, and a magically created race known as the Marru.

The Marru comprise the backbone of the forces in Godakin Keep. They are a formidable race of creatures that were created ages ago and who mostly dwell in deep deserts. The leader of the forces of Godakin Keep has reached an agreement with this ancient race that will allow them a substantial holding of their own in the new Empire to be cut from Keoland's corpse.

ADVENTURE SUMMARY

In the Introduction the heroes find themselves thrust into the heart of the action. Using a powerful magical device, Archmage Lashton allows them to relive the last few minutes of the lives of the ill-fated tensquad of Royal Standards sent to Godakin. The heroes experience the deaths of the tensquad firsthand and see some of what has befallen Godakin Keep.

In Encounter One the heroes awaken from the effects of the Lashton's device and are ushered into the presence of King Kimbertos, who charges them with scouting Godakin Keep and doing anything in their power possible to disrupt the events there while buying time for Keoland to organize its troops. To this effect, he and Lashton have come up with a plan. If the heroes can gain access to the catacombs underneath Godakin, they can release a pair of great stone plugs that sit below the water table of the Javan River. Shattering these plugs will flood the Keep, a last ditch function that was built into the Keep during its construction.

In Encounter Two the heroes are *teleported* to the outskirts of Godakin Keep by Lashton where they will bear witness to the drastic changes the Keep has undergone. The Keep is in disrepair and a foreign banner flies from its walls. The heroes begin traveling towards the catacombs by searching for an escape passage that runs from an external graveyard under the walls.

In Encounter Three the heroes discover the passage that leads to catacombs and deal with some of the guardians left in place.

In Encounter Four the heroes move through the catacombs and search for the stone plugs while avoiding the keep's new occupants

In Encounter Five the heroes destroy one of the stone plugs, alerting the denizens of the Keep to their presence. The heroes are now being actively searched for as they make their way towards the second plug.

In Encounter Six the heroes encounter the seal to the Vault of the Hollow, being "guarded" by a Hound Archon. They must choose to either enter the Vault or press on to destroy the second plug. If they enter the Vault, the heroes proceed to Encounter Seven. If they choose to avoid the Vault and destroy the second plug, the heroes proceed to Encounter Eight.

In Encounter Seven the heroes breach the Vault of the Hollow and meet with the guardian, Illiasnirath. They learn of the Vault's purpose and must earn the dragon's trust. The occupying creatures force their way into the Vault of the Hollow and the heroes are entrusted with the artifact as they witness Illiasnirath's death and the Wyrd makes an immediate appearance.

In Encounter Eight the heroes race against time and overwhelming enemy forces to reach and destroy the stone plug, causing the foundations of Godakin to flood and buying time for Keoland to rearm itself.

In Encounter Nine the heroes must flee Godakin Keep ahead of some surviving occupiers and bring their news to Niole Dra.

PREPARATION FOR PLAY

This adventure is designed differently than many others. Instead of following one linear track, or allowing the players to choose from two separate tracks, it is a combination of these. The adventure follows a linear plot and then suddenly asks the heroes to choose one of two mutually exclusive

paths. As the choice is unexpected it is vital that you allow the players to choose entirely for themselves the path they take.

Have each hero write down his or her worst fear on a piece of paper and pass it to you discreetly. Any hero who attempts to open the Vault of the Night will have to combat their worst fear while opening the Vault in Encounter Six.

INTRODUCTION

The sound of your labored breathing reverberates off the cracked stone walls surrounding you as you and the surviving members of your squad run as fast as possible while carrying the weight of your wounded. From behind comes the sound that feels like it has begun to drive a wedge into your spine. You have been hearing it for the last two days almost constantly as you and your detachment have been the mouse to the cat beneath the battered walls of Godakin Keep. The sound can only be described as a chorus of hyena-like cackling considering the source it comes from.

Behind you, less than a quarter mile through the low tunnels, the sounds of combat join the sounds of madness. Andrigen and Jesper are fighting a rearguard action to buy the rest of you time to flee these cursed catacombs.

"Left," calls Corporal Rictlin as the remains of your squad approaches a T intersection. Scout Thar quickly moves into the lead as you and the rest of your battered squad round the corner. The air suddenly seems to get cold and damp and you can all see that the walls here glisten with moisture. Within another fifty feet the corridor makes a sharp right and Scout Thar rushes ahead and rounds the corner first.

What next greets your ears is the simple sound of human agony and despair. Rounding the corner yourselves you see that Scout Thar has dropped to his knees in the center of a cul-de-sac. A bright shaft of sunlight pierces down from hundreds of feet overhead. The worked corridor ends abruptly in a stone seal. Graven in the seal is an onyx lion rampant surrounded by an army of ruby gemstones set in a shield pattern. The heraldry of the Empire of Keoland.

"Tra-trapped," whispers Thar from his knees, panting with effort. Battle Adept Waverly gently kneels and rests the motionless form of

Private Tocss against the wall, shaking his head grimly.

“Tocss is gone,” announces Waverly while pulling down his faceplate and drawing his cudgel.

Laughter. Your eyes meet those of your squad as you turn to face the curve in the corridor. Large forms stride into the circle of light. They have the proportions of men, but the faces of wolves or jackals. The laughter comes from their mouths as they advance towards you, their swords stained deep red.

They are coming, and you are trapped. A voice rings from beyond your torchlight.

“Godakin is liberated, next the liberation of the oppressed begins. Woe to those who oppose.”

This section is designed to be a quick and efficient slaughter of the heroes, who are witnessing the battle through the eyes of the Royal Standards beneath Godakin Keep. Have the heroes place themselves on the map in **DM Aid #1**. The forces opposing the players are contained in **Appendix 1 – Introduction**.

Avoid getting too bogged down here. This introduction is designed to get the players right into the action and to give them a taste of the overwhelming odds that will crush them if they make poor decisions during the adventure. The introduction is designed to take 30-45 minutes at most. If the heroes are starting to be successful, add more waves of the Marru until they are overwhelmed. If the heroes attempt magical escape their spell will succeed but as they escape they will get a clear mental image of the destruction of the squad of Royal Standards.

When most or all of the players are all dead, read the following:

The howling of laughing jackals is the last sound you hear as the swords slide from your flesh.

ENCOUNTER 1: A RUDE AWAKENING

This encounter takes place immediately after the introduction and details the events that brought the players here.

Mercifully, the dream-nightmare ends. Your eyes open and you are in your own body, not that of some poor doomed soul. Sitting up, you

see that you and several other people are all in a large circular room adorned with the heraldry of the Kingdom of Keoland. You are seated in comfortable chairs and a fine sheen of sweat has broken out on your skin despite the cool air.

Standing in the middle of the room on a ceremonial dais are two figures, one middle aged male and one younger female. They are dressed in simple robes and between them floats a glowing blue orb the size of a pumpkin. As you clear your eyes, you see tendrils of smoke leave your bodies and enter the orb. The orb stops glowing and gently comes to a rest at the feet of the young woman.

“Now you see why I called you here.”

The woman speaks with an authority that belies her years.

“I thank you for submitting to that, I know it could not have been pleasant for you. You may find your memory a bit hazy for a day or so but we needed you to see exactly what my apprentice and I were able to divine. The men and women you saw were Keoish Royal Standards, the bravest and the best our Kingdom has, and they were ruthlessly slaughtered.

Please, come with me, your further service to the Kingdom is required.”

The woman is the archmage Lashton, cloaked in illusions. Any heroes with the capability of seeing through illusions will be able to discern his true form, more of a middle aged man. The middle aged man with Lashton will remain silent the entire time.

If the heroes begin to ask questions or refuse to move, Lashton will ask that they indulge him for another few minutes and that all will be explained. Violence of any sort will lead to dire consequences.

Lashton will lead the heroes through a single iron-barred door and down a hallway that is plushly carpeted. At the end of the hallway are a quartet of liveried Royal Standards and a woman wearing a sigil of the National Academy of Wizardry. Lashton will nod at the guards and move through another door into a finely appointed sitting room. The guards will wave the heroes through without saying anything.

The sitting room is large enough to accommodate ten or so comfortably. There are racks of books in a massive bookcase and a map of the Kingdom of Keoland on one wall. A central table is loaded with fresh fruits and cheeses. Lashton will ask the heroes to make themselves comfortable and will step out through a second door, saying that he will return shortly.

This is a good point for any heroes who do not know each other to introduce themselves. At this point the heroes have complete recollection of their deeds up until early this morning. The last thing they recall before waking with Lashton is that they each received a summons asking them to come to a Royal Standard guardpost. On the table near the fruits is a draft of the summons they received. This is **Player Handout Two**. The heroes have exact copies of this summons in amongst their gear.

Allow the heroes a few minutes to introduce themselves and make conversation. When there is a lull, Lashton will return.

The second door to the room opens suddenly and the young woman strides back in. Carefully peering at each of you, she turns to the door and bows. Entering on her heels is a man whose face is on many of the coins even now sitting in your purses. King Kimbertos Skotti walks into the room, his bearing full of purpose and his head held high. A simple golden circlet rings his head. A sword is belted at his hip and a pair of golden rings on his right hand fairly emanate power.

Hard grey eyes stare at you each in turn. Up close, you can see that premature crow's feet line the king's eyes and more than a few of the hairs on his head have gone grey. King Kimbertos holds out his hand in greeting.

"The Kingdom thanks you for your speedy reply to my summons. Sit."

The King gestures to the chairs around the room.

"We have been poor hosts, I'm afraid. Lashton here tells me that the spell you agreed to submit to has allowed you to see the fate of squad Voss. As you know, it is not a pretty sight."

King Kimbertos beckons to the woman.

"Lashton, bring in Perrinac."

The door opens again, admitting a tall man of pure Suel descent. His hair is so blonde that it is nearly white, and his eyes are a watery blue. His skin is so fair that you can see the blue veins beneath even from across the room. He is wearing the dress uniform of a Royal Standard, with two loops of gold braid around his right shoulder. He swiftly kneels before King Kimbertos, his head bowed. With a gentle touch, King Kimbertos ushers the man to rise.

"Friends, allow me to introduce Field Marshal Perrinac Rhola. Perrinac, explain the Kingdom's needs."

Perrinac sketches a bow to you and speaks. His tone quickly shows that he is a man accustomed to having his commands obeyed, and quickly.

"I am a Field Marshal in his Majesty's Royal Standards; I am in command of the 3rd Flennite Infantry and the 1st Mareman Skirmishers. It is part of my responsibility to garrison the western marches."

Field Marshal Perrinac strides over to a map of Keoland hanging on the wall. On the far western border, along the Javan River is a thick black square. Written underneath you can clearly see the words "Godakin Keep" written.

"This is Godakin Keep. Established during the reign of King Tavish, it served as a spearhead for Keoland's imperialistic ambitions. From it, sorties were launched into lands that are now known as the Yeomanry, Sterich, and the Gran March. As the Empire shrank and our borders became peaceful it became less necessary. For the last fifty years it has served as little more than a garrison for those Royal Standards who have erred, but not badly enough to warrant their expulsion or incarceration. In short, it's a Royal Standard's last chance for redemption in the eyes of his commanders.

A month ago, I received a communiqué from the commander of Godakin Keep, Marshal Praal. He has a garrison of four hundred troops in Godakin currently, although the keep is capable of housing four times that without strain. His missive was rambling and disjointed, asking for another thousand troops to increase his garrison. At the time, I thought he had simply drunk too much while spilling his thoughts to paper.

We sent squad Voss, one of my best skirmisher squads, to Godakin to investigate. You saw how they ended."

King Kimbertos clears his throat and speaks.

"Our situation on the western border is tenuous, to say the least. Keoland has much of the bulk of its troops abroad, and if something has caused Godakin Keep to come to duress, then we are in dire straits indeed. We have thousands of troops waging war against Turrosh Mak and thousands more marching to Bissel to repel a Ketite invasion. To our south, the Scarlet Brotherhood has stepped up their harassment of Westkeep and the waters of Gradsul, and in our heartland we have the blighted wasteland of Linth where more of our Royal Standards have been assisting the rebuilding there.

In fact, the only sizeable friendly force near Godakin Keep is the few Royal Standards stationed in Cryllor and the mercenary houses that Count Manz uses to police his lands. Other than that, the Kingdom is stripped bare.

This brings you to your task. You are to travel to Godakin Keep and scout the castle. Should there be friendly forces there, you are to unite with them and provide a detailed accounting of Godakin's recent history for me. If Godakin Keep is troubled, or in the hands of an enemy force, you are to travel through the catacombs underneath it and flood it. Lashton has more information on that."

Lashton nods to you and with a simple pass of his hands a mirage floats before your eyes. You see a stone seal blocking a hallway. Graven in the seal is an onyx lion rampant surrounded by an army of ruby gemstones set in a shield pattern. The heraldry of the Empire of Keoland. You recognize this as the location squad Voss made its final stand.

"Godakin Keep actually resides below the water table of the Javan River to the west. In order to build the Keep, a pair of stone seals were laid and infused with magic. These seals keep the catacombs and lower levels of Godakin from flooding. If Godakin is held by an enemy force, destroying these seals will render Godakin useless to them."

King Kimbertos looks each of you over again.

"I know this is a lot to take in, but the Kingdom of Keoland needs your action right now. If

something has befallen Godakin, we need time to marshal our forces. Do you have any questions?"

The heroes have just absorbed a massive amount of information, and none of it is good for the Kingdom. Internal strife or political maneuvering are to be expected in Keoland but to have something like this occur is unheard of. The heroes likely have more than a few questions.

- "How will we get to Godakin?"

"Lashton will arrange for magical transportation that will deliver you near Godakin Keep. After that, you walk."

- "Why aren't you using more Royal Standards for this?"

"At this point we need skills that Royal Standards simply may not possess. One group has already failed. Secondly, because if there are friendly Royal Standards still alive within Godakin and you destroy the seals, they will likely die in the aftermath. This is not an order I wish to be made public knowledge."

- "How do we destroy the seals?"

"Archmage Lashton will provide you with a pair of scrolls. Reading these scrolls at the seals will erode them, allowing the Javan to enter."

- "If we destroy the seals, won't we drown? How are we supposed to get out?"

"The destruction of the seals won't cause the river to rush in immediately. They will gradually decay. You should have at least an hour to make your way from the catacombs."

- "Why were these seals ever implemented?"

"They were created to allow the Keep to be built in the first place. What we intend to do was never the goal of the seals."

- "Pay me!"

King Kimbertos eyes you askance. "You have my word you will be paid what you are worth. Or do you not trust the word of the ruling monarch of Keoland, shield of the Lion Throne, defender of the Dreadwood and Knight-Temporal of the celestial Host?"

- "Have you scried the area?"

“We have tried, but all scrying of Godakin has met with failure, as has all attempts to teleport directly within its walls. It is as though it does not exist on this plane any longer.”

Eventually the heroes should agree to undertake this mission for the Kingdom. If the heroes are unnecessarily rude, forget their station, or do something that endangers the King, the adventure is over for them. When the heroes are ready to go, they will be given whatever provisions they need from royal stores, or allowed to purchase anything they desire per LGCS rules.

ENCOUNTER 2: DISLOCATED

This encounter is brief and takes place when Lashton *teleports* the heroes to the outskirts of Godakin Keep. He will then give them a pair of scrolls capable of destroying the stone seals, and point them in the direction of a known escape tunnel from Godakin Keep. The heroes will see Godakin Keep for their own eyes and realize that something is horribly amiss there.

If the heroes arrange for their own teleportation to Godakin, you will have to paraphrase this area heavily and ensure the heroes speak to Lashton and get the scrolls.

You are all once again gathered after obtaining supplies from the royal quartermasters. The archmage Lashton, wearing his own skin for a change, bids you to all join hands. He makes several simple gestures and mouths a few words, and then your stomachs collectively plummet. The world blurs around you, goes to pure white light, and then snaps back to reality. As your vision clears itself, you see that you are now standing in a small clearing of a light growth deciduous forest. The clearing is marked with six stone columns all bearing the Keoish lion.

Archmage Lashton reaches into a small bag on his waist and pulls out a bundled sheaf of paper.

“These are a pair of scrolls empowered with the ability to destroy the stone seals underneath Godakin. They require no arcane aptitude to use, as all the magic needed is contained within the words themselves. Use these if you must, but if you can avoid doing so it would be preferred.”

Lashton will give the scrolls to whoever seems to be in charge and then tell the heroes that when their task is complete they should return here. This location will be under constant scrying by the NAW and when the heroes arrive here, there will be a team sent in to *teleport* them away.

Lashton points westward, “about a quarter of a league will lead you to a road. That road runs through the Royal Army graveyard and into Godakin Keep proper. If the Keep is unable to be entered conventionally, you are to search for the tomb of Jeslin Proudlin. She was a wizard of much repute who died and was interred near Godakin Keep. Under her casket is a stairway leading to a tunnel. It was designed as an escape route or to ferry supplies into the Keep if it were ever taken under siege.

At this point the heroes are on their own. Lashton will answer what questions he can but he will not be able to go any further or assist them any more.

When the heroes travel west they will find Lashton's directions to be correct. They will emerge from light forest onto a road that runs SE/NW. The road is packed dirt and wide enough for a wagon to pass in each direction. Any hero who wishes to make a **Track** check may do so.

DC 10: This road is hard packed dirt and has seen recent signs of improvement/excavation. It rained within the last day or so but the road has dried quickly.

DC 15: Numerous wagons and foot traffic have passed in each direction within the last two days. The wagons are all drawn by horses who are well shod and taken care of, and the foot traffic is a mix of people wearing soft traveling shoes and metal armor.

DC 20: The wagons traveling westward were all heavily loaded, the wagons moving eastward were all much lighter.

DC 25: Moving westward there are a few pieces of discarded gear such as might be worn by guardsmen or soldiers. An empty backpack and a broken longsword are among the trash left by the side of the road.

DC 30: A single track at one of the bends in the road is almost obscured by all of the traffic. It looks like it belongs to a bird, but it is at least six feet in length and clawed. The track faces westward and several of the trees in the immediate vicinity have

hd deep gouges cut into their bark, such as a bear might do to mark its territory.

Assuming the heroes move westward, either on the road or off it within an hour the following occurs:

Through the light treeline ahead you can see a pall of smoke rising from the west.

At this point the heroes are an hour's walk (three miles) from Godakin Keep. Higher level heroes may choose to use overland flight or other means of travel to advance towards Godakin. However they do so, when they travel the two and one-half miles they will get a sight of Godakin Keep.. Since there are no problems with visibility, the heroes can see quite a long ways.

The smoke continues to thicken as you move westward. Almost three miles from where you first noticed it, you are finally able to see the source of the smoke; Godakin Keep itself. Several strings of light grayish smoke rise from its towers and walls, mingling to form a darker plume that stains the sky. Even from this distance you can see that there does not appear to be any fire currently, rather the place seems to be smouldering.

The Keep itself is massive, with training grounds and a large cemetery ahead of you. A large central structure rises at least ten stories above ground level, a head poking above the smoke drifting about it. Atop the main tower flies a green banner.

Finally, the road leading to the Keep is lined with stakes. They are set in pairs at even intervals all the way to the gatehouse. On top of each stake is a grinning skull leering from under a Keoish warhelm.

At a half mile distance the heroes cannot make out what the banner is, but should any hero be able to see great distances or use means to get a better view of the banner, it is a black mailed fist superimposed over a rampant lion on a green field. The walls and towers are all visibly damaged although there does not appear to be any movement visible.

Heroes who want to land in the Keep or move through the front gates should be cautioned. Something is obviously very, very wrong here. A foreign banner flies above the Keep and the road is paved with the skulls of Royal Standards. Adjudicate foolhardy heroes as the case warrants.

ENCOUNTER 3: THE TOMB OF JESLIN PROUDLIN

At this point the heroes should be interested in entering the Keep unobserved. To this end they should remember the directions Lashton gave them and begin to search for the tomb of Jeslin Proudlin.

Jeslin Proudlin was a Silent One and she was the primary architect of the Vault of the Hollow. After its construction, she was reportedly killed at Godakin Keep and interred with full honors.

The base time to find Jeslin's tomb is eight hours. This can be reduced by an hour for each successful **Search** check **DC APL + 2** that the heroes succeed on.

The heroes will be unmolested while they search for the tomb.

Hours of searching have finally paid off. The tomb of Jeslin Proudlin stands before you. Two massive stone doors seal the entrance, and a heavy dark iron chain is wrapped around handles sunk into the door. A heavy lock of the same metal clasps the chain.

The metal itself is mithril. The lock can be opened with a successful **Open Lock** check **DC APL + 4** or by any other means.

The crypt of Jeslin is large and well ornamented. It is a circular room lit with torches that give no heat and glow with an unearthly blue flame. The walls are carved out into six alcoves, within each alcove stands a suit of plate armor. In the center of the room on a large black stone slab lies a single coffin.

The floor is littered with bones, piled high like snow drifts in the corners.

The map of Jeslin's tomb is **DM AID 2**.

The heroes may wish to make **Search** checks.

Search

DC 10: A thick coating of dust rests on everything. Nothing appears to have been disturbed in here in many years. The suits of armor each have an engraved handprint in the middle of their breastplate.

DC 15: A plaque is mounted above each alcove. They read "Nyhan", "Malv", "Lorgyr", "Mandros", "Luschan" and 'Sanduchar" in common.

DC 20: There is fine lettering on the sides of the coffin in the center of the room. It reads "The hand of the King of Kings paves the way of things."

If any hero starts taking 20 on a Search check, combat begins.

The coffin is a simple riddle designed to prevent anyone from accessing the secret passage underneath the tomb.

When the heroes have been in the room for five minutes, unquiet spirits will rouse from their resting places in the bones and attack them. If the heroes are able to solve the riddle and open the passageway before five minutes is reached, reward experience for this encounter as if it were defeated.

APL 6 (EL 9)

Bleakborn (2): hp 52; see *Appendix 1*

APL 8 (EL 11)

Bleakborn (4): hp 52; see *Appendix 2*

APL 10 (EL 13)

Evolved Entropic Reaper: hp 142; see *Appendix 3*.

APL 12 (EL 15)

Evolved Boneyard: hp 127; see *Appendix 4*.

Tactics: This combat is fairly straightforward. At APL 6 and 8 the Bleakborn will seek to overlap their auras of cold and take down weak looking opponents first if possible.

At APL 10 the Entropic Reaper will simply attempt to kill and kill again.

At APL 12 the Boneyard will attack the player furthest into the room and then move to other targets.

In no case will the undead leave the crypt. At APLs 6 and 8 the Bleakborn may be permanently destroyed through the application of positive energy (either through the use of a turning attempt after they are below 0 hp, or through outright destruction of their bodies). If the heroes lack this ability, allow them to make a **Knowledge (Religion)** check **DC 12**. Success indicates that they can determine that removing the Bleakborn from the crypt itself will also permanently destroy them.

The Riddle

In order to open the hidden passage the heroes must solve this small riddle. The riddle states "The

hand of the King of Kings paves the way of things." The correct answer to this riddle is Nyhan, who is the first King of Keoland. This knowledge is available to any hero who makes a **Knowledge: Sheldomar Valley** check **DC 10**.

The correct way to solve the riddle is to have a hero place their hand in the engraved spot on the breastplate of the suit of armor reading "Nyhan". If the heroes place their hand in the wrong slot, they receive an electrical jolt for APLxD4 damage with no save.

When the heroes complete the puzzle, the coffin slides aside and reveals a path downward.

If the heroes are unable to piece together this small puzzle, more brutish methods of opening the secret passage will work as well.

ENCOUNTER 4: THE INNER CATACOMBS

This encounter lets the heroes see some of the creatures that have moved in under Godakin Keep and move towards the first of the stone plugs that needs to be destroyed.

The passageway underneath the tomb is dank and dark. Empty wall sconces line the walls and dust and cobwebs cover every surface. The passage itself is wide enough for a pair of horses to walk abreast but the ceiling is too low for them to be ridden. Fifty feet into the tunnel a set of rail lines begins. Mounted on the rail line is a rusted mine cart.

The mine cart is unusable barring magical repairs. This corridor was designed to be able to evacuate a large amount of material or personnel in case of siege. It has clearly seen no use at all. The corridor runs well over a thousand feet in a straight line and then ends at a solid wall. The mine tracks run into and under the wall.

A **Search** check **DC 15 + APL** will reveal a small notch cut into one of the side walls of the passage. Within the notch is a small lever. Pulling the lever will cause the wall to swing aside noiselessly.

The stone door slides wide soundlessly, showing you a T-shaped corridor running north and south. A set of iron rail lines runs along the passageway.

From the north you can see the glow of torchlight. The south is completely dark.

A **Search** check **DC 30** will let the heroes find a cunningly hidden junction in the rail lines. If someone knew how to operate the system, they would be able to move a mine cart in any direction here. The lines that run under the wall appear to be undisturbed for a very long time. It appears as though this spur has not been used recently.

A **Listen** check **DC 15 + APL** will let the heroes hear what sounds to be a dull muted roar coming from the northern passage. If the heroes move north, adjust the DC of this check down by 1 for every 10 feet traveled.

The door closes automatically unless the heroes jam it open somehow. A **Search** check **DC 20** reveals the mechanism required to open the door from this side.

If the heroes travel north 100 feet they will move into a cell block area.

Moving north, you begin to see a row of cells. Solid iron bars and heavy built in locks form sturdy cages. Another hundred feet ahead of you the passageway curves to the east.

The cell block is empty. If the heroes made it this far without hearing the dull roaring, they automatically hear it now, as well as the clang of metal on metal.

Around the bend is a horrible sight under Godakin Keep. A large amphitheatre sits, and is filled with hundreds of the marru the heroes saw in the introduction. In the center of the structure is a flattened sand arena where two humans are chained together. Wearing the livery of the Keoish Royal Standards, they are fighting several large lizard-like creatures for the amusement of the crowd.

There is a single exit further east, but to cross through it would be impossible without being seen. Attacking the marru in an effort to free the Royal Standards is a heroic but utterly futile idea. If the heroes are foolhardy enough to think that they can take on hundreds of assailants of unknown power, this is the end of their adventuring career.

If the heroes choose to watch they can do so without fear of being caught. The marru are far too interested in their sport to pay attention to their surroundings. The Royal Standards will win their fight against the lizards in about two minutes, and then be dragged out of the arena by a team of large marru. The marru will then start making obvious preparations to leave from both passages. If the heroes slip away they will not be caught.

When the heroes move south past the secret door, proceed to Encounter Five.

ENCOUNTER 5: THE FIRST SEAL

Moving south past the secret door leads the heroes to a T junction. They will immediately recognize this area from the Introduction. To the east lies the seal where squad Voss died, to the west lies the unknown. If the heroes move west, proceed to Encounter Six.

The air suddenly seems to get cold and damp and you can all see that the walls here glisten with moisture. Within another fifty feet the corridor makes a sharp right turn. The thick, coppery scent of recently spilled blood is rich in the air.

When the heroes move around the corner:

A bright shaft of sunlight pierces down from hundreds of feet overhead. The worked corridor ends abruptly in a stone seal. Graven in the seal is an onyx lion rampant surrounded by an army of ruby gemstones set in a shield pattern. The heraldry of the Empire of Keoland. Six bodies lie on the floor in dried pools of their own blood.

The remains of squad Voss is around the corner, laying where they died in the Introduction. The bodies have been stripped of visible arms and armor.

If the heroes **Search** the bodies, they will find that each member of the squad still has a golden medallion around their neck with the Keoish Lion on it. If the heroes take them, they receive the AR item **A Servant of the Empire**.

The seal itself is inherently valuable. Anyone who succeeds at an **Appraise** check **DC 20** will value the rubies as being worth 100 gold per ruby, and there are well over a thousand rubies set into the stone. The onyx itself is valuable but too unwieldy to transport easily. Any hero who chooses to take some rubies gains the AR item **Stealing the Seal**.

The seal can be destroyed by reading Lashton's scroll. When the heroes do that, please read or paraphrase the following:

The words pour from your mouth and suddenly the seal of the Empire of Keoland runs like water down the walls. The gems and onyx melt into unidentifiable slurry and flows away into the rocks. The air immediately

becomes even colder and you can hear an audible dripping begin.

The heroes are in no danger here with only one seal destroyed. When the heroes proceed westward, move to Encounter Six.

ENCOUNTER 6: WELCOME TO THE VAULT

Until this encounter, everything has probably been going as the heroes might expect. At this point they will stumble across Godakin's true purpose and will be forced to decide if they should investigate the vault or attempt to destroy the second seal.

From this encounter the heroes will move to either encounter 7 or 8. They cannot complete both. It is imperative that you allow the heroes to make up their own mind without influence as to which choice they make.

The western spur of the corridor runs for an astounding distance without interruption. The walls are coated with a thick layer of slimy lichen and the air temperature continues to drop to almost freezing. After a mile or more of walking underground, the heroes will reach the Vault's antechamber and meet its "guardians".

The corridor continues, seemingly endless. Without warning, a bright flare of light washes down the hall and the sudden sound of pitched combat rushes over you. High pitched hyena-like howling that sounds all too familiar to you reverberates down towards you. The light and sound is no more than a quarter mile ahead of you.

The heroes are heading to a cunning trap, although the purpose of the trap is not to harm them but rather to use them as a tool to open the Vault of the Hollow. No matter how fast the heroes travel they will arrive at the antechamber in time to watch the following.

From your vantage point you see that you are entering on the second story of a large carved room. Immediately your eyes are drawn to a huge pair of doors that are a rich golden color and are covered in crackling blue runes.

In front of the door a pitched melee is taking place. A single man dressed in ornate full plate with a closed helm wields a wickedly serrated greatsword against three creatures the size of ogres, but with a dog's head instead of a

man's. The floor around the combatants is littered with smaller dog-man corpses.

The armored figure moves with lightning speed as it dives into a roll to avoid the swing of a massive sword that carves a divot from the floor where it lands. Regaining his feet, the armored figure leaps forward, neatly severing the neck of one creature and then following through with a massive overhead blow that fells a second.

Unfortunately, the third dog-man has perfect position to attack, and he slams a diamond studded maul into the flank of the armored man. The man is lifted into a glorious arc which is arrested by his sudden collision with the wall. Even from this distance you can see the blood spout from behind the man's visor. The greatsword slides to the floor as the dog-man lifts his maul for the killing blow.

At this point the heroes may act in order to heroically save the life of the armored warrior. If they do not, the marru brings his maul down but does not strike the armored figure. If the heroes act, have them roll their attacks and damage, have the marru take heroically appropriate damage and then die. If the heroes have a bad round of attacks, the armored figure on the floor will use the distraction they present to recover his sword and kill the marru.

A hallowed hush falls over the chamber as the armored figure regains his feet. He drags his greatsword over to a small pedestal littered with the remains of a destroyed statue that stands in front of the golden doors and sinks into a kneeling position without saying a word. Heavy labored breathing resounds from his helmet and you can see that blood drips from his visor.

The room has at least ten dead marru in it; some have been dead for at least a few days. There is another pair of exits from the antechamber, north and south. Allow the heroes to approach the armored figure at their leisure. When they address him, he will speak.

Heaving deep breaths, the man in front of you stands as you address him.

"Beware, intruders. Are you here to defile the secrets of the Vault of the Hollow? I am bound to tell you that I must slay you if your intent is not honorable."

As it speaks, the man lifts his visor and you can clearly see his features for the first time. His face is not that of a man, but that of a wolf's. Deep auburn fur rings bright blue eyes. One of his fangs is sheared off and his face is matted with drying blood.

The man is actually a Hound Archon named Gustavren the Packmaster.

GUSTAVREN THE PACKMASTER

Thousands of years ago Gustavren was created by the gods to serve and protect their interests. His particular duty was the stewardship of a valuable icon of the deity Kord. For ages uncounted Gustavren did his duty ably and was a defender of the icon and its faithful worshipers. The terms of Gustavren's stewardship were such that he was never allowed to directly view the Kordite icon.

Unfortunately for Gustavren he was cursed with an insatiable curiosity. For many years he was steadfast and true until he was "befriended" by a wizard of some power who desired the icon for himself. The wizard tricked Gustavren into breaking his oath of service and Gustavren fell from grace. When he returned to his native plane of Acheron, Gustavren was named a traitor and he and his pack were cast out.

Gustavren and his pack have thrown in with the mysterious forces that have taken over Godakin Keep. Their plan is to lure the heroes into a false sense of security and then allow them to open the Vault. After the Vault is opened, the forces of the invaders will be alerted and move to capture the relic within the vault.

Gustavren will warm up to the heroes as soon as they start talking, as part of this ploy. Gustavren wears an *Amulet of Proof against Detection and Location* and will not submit to any sort of magical questioning or truth divination. Since the heroes will not have the required time to develop a frame of reference as described in the PHB, Sense Motive checks will not reveal that Gustavren is deceiving the heroes in any way. Gustavren is an outsider whose facial features are not something the heroes are used to deciphering. Allow the heroes to make Sense Motive checks if they insist, but he will avoid lying to them and will not take any action that requires him to make a Bluff check against the heroes.

Gustavren is an exceedingly intelligent outsider. If asked, he will tell the heroes that he is a guardian

of the Vault and that he does not know what lies inside. He will relate the noble parts of his history and tell the heroes that the marru are desecrators and nothing more.

Below is a sample of questions the heroes might ask Gustavren. Use these answers as a template, building on them from there as necessary.

"Who are you?"

"I am Gustavren the Packmaster. I am a Hound Archon and I am tasked the guarding of this Vault."

"Vault?"

"This is the entrance to the Vault of the Hollow, created by agents of Keoland many years ago and secluded here."

"What is inside the Vault?"

"I do not know, exactly. A guardian of some sort, doubtless...and something worth protecting. I am forbidden to enter."

"Why are you forbidden to enter?"

"I am simply a guardian, not a keeper."

"What are these creatures that are infesting Godakin Keep?"

"They are an ancient race known as the Marru. They were created by wizards in search of power. The Marru freed themselves from their bondage by slaying their masters. They are an ancient race, one that seeks only power."

"...and how do you know the Marru?"

"Hound Archons know the Marru because they were built in our image by those who wanted our allegiance but were not pure enough to warrant of it. They are a perversion, and they seek our extinction as we seek theirs."

"What do the Marru want with the Vault?"

"I'd imagine simply plundering and pilfering whatever lies within."

"Have you seen a [description of the second stone seal] around here?"

"Yes. It is that way (pointing to another exit from the room) although I'd say perhaps you have a more important purpose here now."

Gustavren knows exactly how thin a line he walks with lying to the heroes and so he will do his best to avoid directly lying to them about anything, rather changing the subject or deflecting their

suspicious if possible. He will ask pointed questions about the heroes' purpose here, attempting to put the onus of explanation upon them as well as gathering information about what the kingdom of Keoland is aware of in Godakin.

Heroes who are in possession of divinatory magics will find that they function as per PHB rules. If the heroes use such magics and uncover Gustavren's lies, he will *teleport without error* away from the combat and run to tell his masters.

If the heroes appear inclined to ignore the Vault of the Hollow, or appear as though they would rather investigate the second seal and then return, Gustavren will attempt to persuade them to take a look at the doors and pass the test that will gain them entry. Read the text below.

"Wait mortals. I sense within you no abiding evil and so I must speak my mind. The Marru have only begun sending patrols this far into the warrens but soon they will realize that those that come here don't come back. I am not confident that I will be able to defend this entrance for much longer.

I know you were likely not sent here with the Vault in mind, or likely even told of its existence and yet I judge the Vault is likely more important than your errand. I implore you to consider attempting the trial of entry. I would not have whatever lies within this Vault fall into the hands of the Marru."

Astute heroes who actually do have some form of taint of evil might notice that Gustavren is incorrect. He no longer has the ability to divine alignment, it was lost when he was declared traitor.

At this point the adventure splits into two paths, wholly determined by the heroes' actions. Although they do not know it, they will only have time to complete one of their goals here. They will either have time to investigate the Vault or they will be able to travel to and destroy the second seal.

It is **vital** important that you do not attempt to sway the decision of the heroes artificially as the critical events for this adventure will directly affect the kingdom of Keoland greatly.

If the heroes attempt the Trial of Entry, continue with this encounter. If the heroes move to investigate the second stone plug, proceed to Encounter Eight.

THE TRIAL OF ENTRY

The Trial of Entry is the key to the lock the Silent Ones placed on the Vault of the Hollow when it was created. In order to pass the trial the applicant must first be a servant of the Keoish Empire (of which the heroes are by dint of their errand here) and then they must submit to a test of their will.

The applicant attempting the Trial must stand before the door to the Vault and place his hands on the great golden wheel that seals the vault. Then, using either strength of arms, personality or strength of will, they must pry open the door while facing their worst fears.

The mechanics of the test are fairly simple. The attempting hero makes an attribute check using their highest ability modifier. This represents the hero using their most powerful ability during the trial.

The Trial lasts for five rounds, and each round the DC of the check gets tougher. Failure to succeed on the check inflicts subdual damage on the hero attempting it. If the hero lasts five rounds without falling unconscious they are successful. If the hero releases his hold on the wheel or falls unconscious, they fail.

When the heroes examine the door:

Centered in the massive doors at waist height is a single golden wheel that resembles a gear. You can see handholds running the entire circumference of the wheel. Engraved above the wheel are the words "Persevere. The brave do not fear the grave. Strong in arms or will or personality, all are equal before the Vault. Five turns brings surcease. Persevere."

The glowing blue runes on the door seem to crackle eagerly as you examine the wheel.

The runes are indecipherable, although they look quite menacing. Touching any part of the door other than the wheel yields no results.

When a hero tries the wheel the five round trial begins:

(Round one)

As soon as you grasp the wheel, your vision blurs and fades. You feel the cool metal of the wheel in your palms but your eyes now see nothing but water. You are submerged in a rushing river and a pair of strong hands holds you under the surface. Your lungs feel as though they are about to burst with pressure.

Will you turn the wheel, or will you release it and push your assailant off you?

If the hero turns the wheel, they must make a check. The DC for round one is 10. Success means the hero takes no damage. If the hero fails, they take 1 subdual damage for every point by which they failed.

(Round two)

The river is gone, replaced in the single click of the wheel beneath your hands. Now you sit atop the back of a horse. With a jolt the horse is slapped out from under you and you fall, only to be arrested by the rope tying you to a sturdy tree branch above you. You are being hanged for heresy! Will you turn the wheel or release it and cut the rope?

If the hero turns the wheel they must make a check. The DC for round two is 12. Success means the hero takes no damage. If the hero fails, they take 2 subdual damage for every point they failed by.

(Round three)

The rope is gone, replaced in the second click of the wheel beneath your hands. Now you are seated at an immense dining table, guests in each direction as far as the eye can see. They are all laughing and having a grand time as your eyes bulge. The poisoned quail you ate is burning through your system. Will you turn the wheel or release it and drink the restorative elixir you keep on your belt for such treachery?

If the hero turns the wheel they must make a check. The DC for round three is 14. Success means the hero takes no damage. If the hero fails, they take 3 subdual damage for every point they failed by.

(Round Four)

The dining hall is gone, replaced in the third click of the wheel beneath your hands. Now you are laying on your back and being carried in a glass coffin through the streets of your hometown. The eyes of all are downcast to mourn the passing of such a great hero. Will you turn the wheel or will you reach out and shatter the glass before they bury you alive?

If the hero turns the wheel they must make a check. The DC for round four is 16. Success means the hero takes no damage. If the hero fails,

they take 4 subdual damage for every point they failed by.

(Round Five)

The glass coffin is gone, replaced in the fourth click of the wheel beneath your hands.

At this point you should improvise some sort of test based on the greatest fear that the attempting hero passed to you in the preparation for play section. Alternately, you may read the following:

All around you is void, stars and more stars shine uncounted, an endless distance away. You feel shackles attached to your ankles, and their mere presence seems to lull you towards unending slumber, forgotten by all those who you would rule. Will you turn the wheel, or will you reach down and sunder the shackles binding you?

If the hero turns the wheel they must make a check. The DC for round five is 15. Success means the hero takes no damage. If the hero fails, they take 5 subdual damage for every point they failed by.

Failure or releasing the wheel:

Unable to continue, your hands release from the wheel and you fall to your knees, sweating with the exertion of the Trial. You are unworthy to open the vault.

Success:

With a fifth and final click, the wheel turns completely and the pressure you felt building up within you is released. The blue runes on the door flare brightly and fade away, but not before leaving etchings on your hands.

The hero who attempted to open the vault and succeeded receives the AR item **Vault Master**.

ENCOUNTER 7: THE GUARDIAN ILLIASNIRATH

This encounter takes place when the heroes breach the Vault of the Hollow after completing the Trial of Entry. This encounter is designed to be roleplaying intensive as the heroes will have the opportunity to interact with a dynamic force of good, an old brass dragon.

Notes on the Vault of the Hollow

The Vault of the Hollow is a precisely constructed extradimensional space. It occupies its own cyst adjoining the Prime Material plane, and its only entrance is through the doors in Encounter Six.

The doors to the vault can only be opened, as mentioned, by someone in service to the King of Keoland who passed the Trial of Entry. The doors do not automatically swing shut behind the heroes, but if the heroes close the doors before entering the mists, Gustavren and his pack will not be able to enter. When the heroes leave the vault, you will have to make ad hoc changes as Gustavren and his pack attack. If this occurs, have Illiasnirath accompany the heroes out of the mists, so that he will see the form of Sullinax and ask the heroes to recover his artifact.

All magic that attempts to cross the boundaries of the plane will fail. Teleportation and other magic work normally within the plane, but do not function attempting to leave the plane. Any attempt made to magically dispel an illusion spell will fail. Attempts to disbelieve can still be made if desired.

The instant anyone attempts the Trial of Entry; the old brass dragon Illiasnirath becomes aware of the attempt. He will immediately cloak himself in defensive magics and illusion so that he appears as a young human male dressed in the manner of a wizard. He will await the entry of anyone who opens the doors at the central table of the room. A map of the Vault is **DM AID #3**.

The doors to the Vault swing inward in silence. Ten feet of hallway continues past the doors, and ends abruptly in a solid wall of steam.

The steam is not harmful in any way; it is simply the barrier between the material plane and the Vault plane.

Stepping into the mist, it seems to reach out for you with hungry tendrils. Milky white in color, it obscures your vision totally and your stomach lurches slightly. It feels as though one step has brought you uncounted leagues. With a second step the mists release you and you stand in the center of a massive room, easily hundreds of feet in length and width. The walls are worked stone of the finest order, and the ceiling is lost to your sight, hundreds of feet above your head.

The part of the room in which you stand is a library wing of which any noble would be

proud. Twenty or more freestanding racks are filled to capacity with leather-bound tomes.

Beyond the aisles of books you can see a large table, such as might be suitable to plan a conference of war. Standing behind the table is a man dressed in long elegant red robes decorated with black lions rampant. He eyes you expectantly and suspiciously. A warm golden glow suffuses the room from behind the man.

Illiasnirath will await the approach of the heroes expectantly. If hailed, he will silently beckon the heroes closer. When they approach:

Approaching, you can make out more details about the man. His hair and skin are dusky in color and his features bear a decidedly Keogh cast. A crown floats above his head, and it appears to be made of dancing flames with a single large opal amidst the fire. Bejeweled rings adorn each finger and a slender staff leans against the table within arms' reach.

From here you can make out the far wall of the room, several hundred feet distant, and the source of the warm golden light. Hundreds of floating balls of fire line the wall and their light is reflected to you off of an astounding amount of golden coins. Piled high like the fabled snow drifts of the land of the snow barbarians, the coins fill the entirety of the end of the room.

The man bows to you and speaks in a dry and dusty voice.

"Greetings. It is well that you have passed the Trial of Entry for I have not seen visitors in many years. Now, why do you dare trespass upon this ground set aside? Is it that you are thieves or is it that you are here for another matter? I offer you seating and refreshments at no obligation to thineselves."

The man gestures simply and all the chairs surrounding the table slide out to accommodate recipients.

Before the heroes' eyes, the table becomes laden with all manner of foods, from simple fare to rare delicacies. The food is entirely substantial and any hero who partakes in it receives the benefit of a heroes feast spell without the usual required consumption time.

Illiasnirath will begin to prod the heroes for the reasons for their entry into the Vault. Illiasnirath's only goal is to protect the artifact he guards from

being removed from the Vault. To this end he was installed as the guardian of the Vault in exchange for his bloodline forever being allowed to roost within Keoland without being hunted.

Illiasnirath is every bit the brass dragon as described in the Player's Handbook and the Draconomicon. He is loquacious, possessed of a razor-sharp wit, super-intelligent and incredibly deadly. When he speaks he speaks in grandiose terms, uses flamboyant hand gestures, and generally makes a spectacle of himself. In his human guise this manifests as exhibitions that make him appear to be a powerful wizard. Flashes of light and fire accompany his exclamations and rolls of distant thunder accompany his laughter. In his natural form this is even more outlandish and he will turn and twist in a manner to best show the firelight off his scales and jewelry.

Illiasnirath's speech patterns are a bit antiquated as well. He frequently starts sentences in oblique and complicated manners. For example, instead of saying "I am a dragon who is here to guard this vault as a payment for a service," he will say something to the effect of "It is my lot in this wonderful wyrm's life to labor here intensely as the guardian of Oerth's most profound treasure." Illiasnirath is an encounter that the heroes should savor and remember long after this adventure is complete.

Illiasnirath has been starved for conversation for several hundred years. He will immediately begin plumbing the heroes for information on the outside world and will devour all the knowledge the heroes give him eagerly. In return he will rapidly open up to the heroes asking him questions. The only matter he will refuse to discuss is the exact nature of the artifact he is here to guard. He will not describe it, detail its workings, or reveal its location (until later in this encounter).

ATTACKING ILLIASNIRATH

If the heroes are foolish enough to engage hostile actions against Illiasnirath he will immediately resume his true form and allow the heroes a chance to halt their actions. Any hero foolish enough to prosecute offensive action against an old brass dragon is immediately considered killed and recoverable. Illiasnirath is detailed in **Appendix 5 – All APLs**. As a CR 17 encounter, he is easily capable of destroying all but the most formidable opponents outright. While an extremely powerful table of "heroes" might be able to kill Illiasnirath if it were played out, he is not an enemy

to be killed for greed or hubris. Allow the heroes a chance to rethink their actions and then show no mercy.

ILLIASNIRATH'S TRUE FORM

Once the heroes have started to gain Illiasnirath's trust, he will hold up his hand as if asking for a pause in the conversation and then shift back to his true form for comfort.

There is no blur, no distortion, no running of one set of features to the next. It is simply the blink of an eye and the man before you is gone. In his stead is the enormous serpentine form that can only be associated with that of a dragon. At least fifty feet long, it also stands over twelve feet tall. Short, raylike wings start at the shoulder and run the entire length of the body down the tail. Even curled tightly, the wingspan is at least forty feet wide.

A massive smooth headplate holds eyes that are molten red with only the tiniest of pupils still visible. The air suddenly becomes tinged with the smell of hot metal. The light of the chamber suddenly seems many times brighter as it plays off the wonderful burnished brass scales covering Illiasnirath's body.

CONVERSATION POINTS

Detailed below are certain points that are of particular interest to Illiasnirath and he will speak about at length if given the opportunity. This list is intended to be malleable, skip items or add items depending on the time allowances of the adventure and the mood of the table.

- The state of the Empire of Keoland (As Illiasnirath will refer to it) – in particular such details as who is the King, recent events in the region, and relations with other nearby nations. Some of these nations were not even formed when Illiasnirath became the guardian and he will eagerly lap up any information.
- The state of the Silent Ones. Do they still exist? What are they up to? Illiasnirath's bargain was with that order and so he is eager to learn of their current situation and if they are still honoring their end of the bargain they struck.
- The events in Godakin Keep (if the heroes tell him of the troubles). Illiasnirath will seem untroubled by any change in

ownership of the lands above, confident that the Trial of Entry will “keep the riffraff out”. If pressed, he will elaborate that the nature of the Trial is such that only carriers of his bloodline and those in service to the Empire may breach the seal. If the Marru are mentioned, Illiasnirath will expound upon them, telling the heroes everything they may wish to know on the manner of this magically created race. The heroes are considered to know everything detailed in *Sandstorm* about the Marru. This will be noted on the AR as the item **Desert Dissection**.

- The state of magic in general. As a dragon, Illiasnirath is intricately bound to the weave of magic and longs to hear stories of its use and misuse.
- Other dragons. Illiasnirath hungers for knowledge of any of his progeny that the heroes may have heard about (he will take any rumors about the lair of a brass dragon in Keoland as a good sign) or encountered. In particular Illiasnirath will want to discuss the prophet Aulicus (the black dragon that delivered the Prophecy of Azmarender to King Kimbertos in Nirole Dra). Aulicus was hunted and killed at the order of King Kimbertos, and then resurrected as a foul Dracolich before being destroyed again. This knowledge is available to the heroes with a **Knowledge (Metaregion 1)** check **DC 10**. If informed about this, Illiasnirath will be horrified and will say the following.

“The Dragonkind Prophet...was...was slain? At the behest of the King? Oh no. No, no, no, no! That is wretched, horrible news! The blackest of foul acts! Does he not KNOW what purpose the Dragonkind Prophet serves? Oh, your King has brought doom upon you all. Your King has become common, fearing that which he does not control.”

This is a good point to segue into the second part of this encounter. Illiasnirath will immediately begin a hurried preparation of defenses for the Vault, clearly suddenly afraid. He will explain to the heroes.

“Your King. It rings too true to be anything but. His fall is coming, and it is dragging you with it.

Wait. It is that I recall something you said now. What exactly was outside my doors?”

If the heroes tell Illiasnirath that a Hound Archon stood guard outside he will suddenly stop all movement and preparation.

“There were no Hound Archons set to guard my doors. There was a single animated statue of a dragon.”

At this point the forces of the invaders will break through into the Vault. If the heroes follow a wandering conversation track with Illiasnirath you may have to paraphrase the above.

The forces invading the Vault are the face of good, twisted and turned. Gustavren and his pack of Hound Archons lead the way, followed by Sullinax, a depraved spawn of Illiasnirath.

SULLINAX

Sullinax first appears as a human male wearing heavy armor and carrying a wicked sword. In reality he is a blue dragon, and he carries Illiasnirath's bloodline within him. When Illiasnirath was a young dragon he was mentally controlled by a much older and more powerful female blue dragon named Verillianethess. Verillianethess chose to keep Illiasnirath as a pet and guardian rather than destroying him outright. Reveling in the revulsion Illiasnirath felt, Verillianethess forced Illiasnirath to mate with her and much to her eternal regret, it bred true. When the clutch of eggs hatched, Illiasnirath was finally able to break free of Verillianethess' control and kill her, destroying most of the clutch as well. Sullinax survived. Although this background will not be completely revealed now, it will be important again in the future.

In all forms and respects, Sullinax is a blue dragon, the exceptions being cosmetic only. When Sullinax is in his draconic shape, his scales are a mixed mottle of blue and brass colors, although his other defining characteristics (wing length, horn size, etc) are entirely blue dragon determined.

It is Sullinax's pure desire to kill his father out of revenge.

GUSTAVREN AND HIS PACK

As noted in Encounter Six, Gustavren is a renegade Hound Archon. His pack follows him utterly and without question. They are Hound

Archons and are detailed in the various appendices per APL.

As renegade Hound Archons, the pack no longer emits an aura of protection versus evil, their DR is now 10/magic and their alignments are lawful neutral. They are otherwise unchanged.

THE RENEGADES ENTER

Immediately after Illiasnirath remarks that he has no external guardians that are Archons, the renegades will enter the vault. This has been made possible by the entry of the heroes and the presence of Illiasnirath's bloodline in Sullinax.

The mist parts as though recoiling in horror and the sound of mailed feet on flagstones rings through the vault. Gustavren walks boldly forward, a pack of his followers behind him. His voice rings out, loud and harsh.

"Your stewardship here is at an end, Illiasnirath."

The Brass Dragon laughs aloud, fire crackling along his teeth.

"So few? Your entry is unwelcome here, fallen one. The heavens will rejoice that I clean the planes of your stain of treachery."

Suddenly, Illiasnirath stops, and his massive nostrils twitch and heave. His scales ruffle up and clack loudly in a wave down his back. A tall man steps sideways out from the pack. He is dressed in armor burnished to the same color as Illiasnirath's scales, and wears a bright blue floorlength cloak. His eyes burn a bright indigo visible even from across the room.

Illiasnirath sighs a deep breath and his eyes dim. His head swivels down to face you, coming close enough that his whisper reaches your ears.

"To my horde you must run, search for the ivory pillar and take the velvet parcel it contains. It must not see the light of day. You must flee with it; to your King you must take it, no matter how you manage it. Failure will doom you for a thousand years.

Allow me some words of advice, free of any obligations, manlings. If it is that you should ever have a child that hates you," Illiasnirath's eyes cross the room, seeking the indigo eyed stranger, "never let it live long enough to steal a name."

The stranger snarls ferally and his armor ripples and distorts. Mottled blue and brass scales cover the twisted form of a dragon almost as large as Illiasnirath. Lightning crackles about its horn as it launches towards Illiasnirath. The pounding sound of plate feet rushing towards you is all the warning you have before Gustavren and his pack are upon you.

APL 6 (EL 9)

Fallen Hound Archons, Male Outsider Ftr1:
hp 42; see *Appendix 1*.

APL 8 (EL 11)

Fallen Hound Archons, Male Outsider Ftr3:
hp 58; see *Appendix 2*.

APL 10 (EL 13)

Fallen Hound Archons, Male Outsider Ftr5:
hp 76; see *Appendix 3*.

APL 12 (EL 15)

Fallen Hound Archons, Male Outsider Ftr7:
hp 94; see *Appendix 4*.

Due to the immense nature of the Vault you will only be able to represent small parts of it to the heroes at any given time. This fight can be difficult to keep track of if the heroes split off, if necessary use another map section to keep track of heroes moving away from the combat.

Tactics: Gustavren and the pack will use their mobility to their best advantage. If a hero moves to retrieve something from the dragon's hoard, they will all teleport next to that hero and attempt to steal it from him (killing/disarming as necessary) and then teleport to the boundary and run out. If a pack member retrieves the artifact and enters the Prime Material his first action will be to teleport far, far away.

After the heroes have fought Gustavren and his pack, they have the opportunity to take the artifact Illiasnirath was sent to guard and witness Illiasnirath's death.

THE ARTIFACT

In the center of Illiasnirath's horde is a single ivory pillar. Atop this pillar rests a parcel five feet in length, two feet wide, and two feet deep. Despite its size, it weighs under a pound. The only obstacle in moving the parcel is the physical size of the parcel. A character could easily sling it under

one arm, only to find it potentially a hazard in tight quarters.

The entire parcel is wrapped in black velvet and bound with golden cord. It radiates no magic.

If a hero at any point removes the velvet, read the following:

Removing the velvet, you hear a distant and anguished woman's scream. A pair of bright red eyes float in the air above you and then fade away, dissipated by the ether. From the parcel falls a longbow made of bone and tied together with sinew.

If the heroes open the parcel, note it in the critical events. When the heroes are done with the combat, they witness the following.

Wheeling above you, the two dragons turn and twist for position. Blood falls like rain and you can see that both dragons are carrying incredible wounds. The air crackles with lightning as the blue unleashes a powerful forked bolt that takes Illiasnirath full in the chest. Illiasnirath responds by diving down and latching on to the blue, biting savagely and raking with his claws.

The two gigantic dragons hurtle to the ground and impact in a horrible cracking of stone and bone. The shelves of the library collapse and a huge dust cloud wafts up.

With a horrible groan, a single form disentangles itself from the pile. It raises a long sinewy head and swivels in your direction. Leaning forward, you can see its color.

Blue. The air crackles with electricity as you hear the sharp inhalation of breath. A forked lightning bolt leaps from the dragon's mouth and arcs towards you, then suddenly bends sharply down and dissipates harmlessly.

The mist near the doors clear and you see a single man dressed in white robes. His face is covered with an ornate black iron mask. In his right hand he carries a staff shaped like a divining rod.

"I know not your name, Dragon, but you have invaded the protected ground of the Silent Ones for the last time. Prepare for your doom."

The figure turns his head to you.

"Flee, friends. I don't know how you came here, but this is not a sight for your eyes. Take

your burden to the King, and let it not see the light of day. Flee east to the catacombs and look for the glowing symbol of the Lion. Take the path and run."

Roaring in anger, the blue dragon lashes at the lone figure, and the sounds of combat are joined.

The heroes should use this opportunity to flee. If they are stubborn enough to attempt to join the fight, start hitting them with lightning bolts until they get the idea and flee.

ENCOUNTER 8: THE SECOND SEAL

This encounter takes place if the heroes decide to ignore the Vault of the Hollow and attempt to destroy the second seal. The passage from Encounter Six continues, this time sloping downward far under the water table of the Javan river. Unfortunately for the heroes, the invaders of Godakin Keep have set up an armory near the location of the second seal and the heroes will have to either force their way through the area or sneak through with guile. Added to the mix is the fact that the marru have captured and enslaved several Royal Standards to make them work in the armory. The heroes will have a series of important decisions to make.

Leaving the strange doors behind you decide to continue your assignment to destroy the second seal. The passage from the vault room continues and begins to slope downward sharply. The air becomes musty and damp, with condensation openly running down the walls as you descend.

A large chamber opens ahead of you. Wavering torchlight reaches your eyes, and you can see rows upon rows of crypts, and an endless sea of bones strewn about the floor.

This chamber is a large burial area for Royal Standards who were killed in the line of duty at Godakin Keep. The walls are honeycombed with burial niches for the soldiers, each with a bronze nameplate underneath. The niches have all been ransacked and looted, the bodies forming a horrible detritus that lies across the entirety of the floor.

The bones are all very old, some well over a hundred years. If the heroes make a **Search** check **DC 15 + APL** they will find a small gold ring that has been overlooked by the invaders. It is worked

with the Keoish crest and chased with diamonds. It radiates a faint aura of abjuration magic. If the heroes take the ring, it is noted on the AR as **Ringfinders**.

The lone feature of the room that is not despoiled is a central dais with twelve stone biers upon it. Half the biers appear to have statues carved into them, such that they appear to be laying down. The other half are uncarved. Any hero that examines the biers closely will be able to recognize that the statues very closely resemble the faces of the dead members of squad Voss.

The only other exit from the room leaves south, and continues towards the armory and slave pens.

THE ARMORY AND SLAVE PENS

This area is detailed as **DM AID #4**. The area near the walls by the dashed lines is all considered heavy shadows, with many things to hide behind.

The armory is a massive complex that was designed to be able to create arms for Godakin Keep should the Keep ever become besieged. The marru have begun using it to turn out large quantities of their own weapons and are using the surviving Royal Standards as brute labor.

The slave pens themselves are a series of storage rooms that have had all useful materials removed from them. The surviving Royal Standards are living in conditions of absolute squalor, barely fed, living in their own waste and disease, and forced to perform hard labor until they die.

Guarding the slaves is a sizeable force of Marru.

The corridor levels out, and about two hundred feet of you it takes a sharp turn to the east. You can hear what appears to be the sound of hammer and anvil and see the dull glow of forgelight against the wall. The edges of the room are heaped in shadow and the sounds here are quite loud.

The heroes can approach without being spotted. When they reach the corner they will see the following.

At the corner you see another massive underground room. This one is quite obviously a forge and it is quite obviously in use. Long chains run to several dirty humans who are laboring at the forges. Throughout the south end of the room are more of the dog men that you saw fighting in front of the golden doors. They are clearly watching the humans and forcing them to work. Piles of curved blades

are accumulating on mine carts throughout the room. A human overseer dressed in robes laughs with several of the slavemasters.

The room has exits at the three other cardinal points. Heavy mine cart tracks leave to the north, to the east is a huge set of dusty doors that are partially open, darkness looms beyond. To the south is a heavy barred door with a large padlock on it.

The number of marru present depends on the APL, but at each APL it should be clear that a direct assault will be very difficult, if at all possible. The heroes have several options here.

- Direct assault. Begin combat, the heroes gain an automatic surprise round. Use the "Full guardroom" APL block listed below. This fight is well above an APL+4 encounter at every APL. Sometimes charging blindly forward is a bad idea.
- Distraction. If the heroes attempt to draw off some of the guards, allow them to create a plan and attempt to execute it. As stated in the opening text, the corners of the room are shadowed and the sound of the work is loud. The heroes have plenty of opportunity to sneak into position in order to execute a distraction. If they do so, several of the guards will leave to investigate the distraction, leaving less to fight. If the heroes then attack use the "Distracted guardroom" APL block listed below.
- Stealth. If the heroes attempt to sneak past the marru it will actually be quite simple. Have the heroes make Hide and Move Silently checks and apply a -10 modifier to the marru's Listen and Spot. The heroes will be able to then investigate the exits if they desire. Simply put, the marru present are concerned only with their charges. If detected, the heroes will have to fight the Distracted Guardroom stats below, while half the force runs to get reinforcements. Getting the Royal Standards out from the southern room via stealth is also possible, but in order to free the slaves actually working, the heroes must use another tactic.
- Bluffing/Intimidating/Diplomacy. Fortune favors the bold. If the heroes appear unexpectedly and attempt to face down the marru they may make an Intimidate,

Bluff or Diplomacy check in order to get the marru to act as desired. The DC for any of these checks is 12 + APL.

- Waiting. If the heroes wait ten minutes, half the guards will gather up a shipment of arms and push it out the north door. The remaining guards are contained in the "Distracted guardroom" APL.

There are several other things to note in the room, possibly of value when the heroes are determining their plan. A **Track** check **DC 15** will tell the heroes that the vast majority of the foot traffic leaves this room to the north, and that the eastern and western spurs appear to be almost entirely unused.

A **Profession: Blacksmith** or similar check **DC 15** will inform the heroes that the arms being created are of substandard quality. The arms are bastard swords and scimitars. No armor is being forged.

A **Knowledge: Sheldomar Valley** check **DC 10** will identify the tattered remains of Royal Standard uniforms on the laboring slaves.

A **Spot** check **DC 15** will let the heroes see that there are moving figures through the glass window on the south door.

The north exit moves 200' and then climbs a steep set of stairs, mine cart tracks run up the stairs. Stationed on the stairs are ten pairs of marru guards, all facing downwards and staring at stark attention. If the heroes are foolish enough to begin combat with these guards, they will meet with certain death. Luckily for the heroes, the sound from the armory will drown out any sounds of combat that make it this far and the hallway is still quite easy to hide in, allowing them to retreat easily.

If the heroes gain access to the southern room, they will see the slave pens.

A thick pane of glass rests in this door, and through it you can see a storage room that has been converted to a horrible purpose. Filthy rags line the floor and are piled in corners, and the haggard faces of enslaved Royal Standards peer out at you.

There are thirty Royal Standards who are still alive, including the group working at the forges. Ten of them are on death's door and will require help in order to be able to leave. Any amount of magical healing will make them ready to walk.

The ranking survivor of the Royal Standards is Captain Wilter. He is a stocky man of mixed descent and he will eagerly latch on to any attempt to escape presented to him.

Captain Wilter is quite a find for the heroes because he has detailed knowledge of the goals the heroes are after as well as knowledge of another escape tunnel leading from Godakin. If the heroes promise to attempt to escape with the Royal Standards, he will tell them everything he knows. He does not know how long he and his men have been prisoners; he simply knows that they have been fed three times. If he is asked what happened to Godakin, he will relate the following.

"I was asleep when it happened. Alarm bells started ringing and we tried to muster quickly, thinking it a drill. It was still dark but we quickly saw it was no test. These things were inside the walls, butchering and killing without abandon. I gathered a knot of resistance and we tried to fight our way to Marshal Praal. As we moved though to the inner tower, we saw that almost the entire keep had been butchered. We fought our way to the Marshal's suites, thinking to get him and escape.

What we found was death. We entered his suites and the Marshal was unharmed, but he was sitting with some of the creatures as if in council. He ordered us to lay down our arms and surrender, and we refused. We were overwhelmed between two forces, and I personally saw Marshal Praal slay several Royal Standards.

Marshal Praal has committed high treason, and I believe it was his actions that led to this Keep being overwhelmed with no word reaching out. We must escape and bring the warning to the king."

Captain Wilter knows that beyond the eastern passage is the second seal. Even if the heroes don't bring it up, he will surmise that they are after the seal.

"That eastern passage, I know what is down there. These creatures sent a sortie down there once, and none came out alive and sane. There's a stone seal down there, and it is part of the Keep's last line of defenses. If we were ever overrun, the Captains were supposed to destroy it. If we destroy it, I know a hidden exit though the catacombs that will take us up

under the walls and into the fields. We can make for Cryllor from there."

The secret passage mentioned is detailed in Encounter Nine.

If the heroes engage in combat with the Marru in the room, use the following statistics. If the heroes bypass the marru, consider this encounter defeated and reward full XP.

Full Guardroom

APL 6 (EL 10+)

Ginder, Human Wizard 9. hp 50. See Appendix 1.

Marrusaults (2), Grimhand, Fekken hp 45, See Appendix 1

APL 8 (EL 12+)

Ginder, Human Wizard 9. hp 50. See Appendix 2.

Marrusaults (6), Grimhand, Fekken, Render, Hoothorn, Sidewinder and Tinnan, hp 45, See Appendix 2

Marrutact (2), Efflex and Oberon, hp 38, see Appendix 2

APL 10 (EL 14+)

Ginder, Human Wizard 11. hp 61. See Appendix 3.

Marrusaults (6), Grimhand, Fekken, Render, Hoothorn, Sidewinder and Tinnan Fighter 2, hp 62, See Appendix 3

Marrutact (2), Efflex and Oberon, hp 58, see Appendix 3.

APL 12 (EL 16+)

Ginder, Human Wizard 13. hp 72. See Appendix 3.

Marrusaults (6), Grimhand, Fekken, Render, Hoothorn, Sidewinder and Tinnan Fighter 4, hp 85, See Appendix 3

Marrutact (2), Efflex and Oberon, hp 80, see Appendix 3.

Distracted Guardroom

APL 6 (EL 9)

Ginder, Human Wizard 8. hp 50. See Appendix 1.

Marrusaults (2), Grimhand, Fekken hp 45, See Appendix 1

APL 8 (EL 11)

Ginder, Human Wizard 9. hp 50. See Appendix 2.

Marrusaults (3), Grimhand, Fekken, Render, , hp 45, See Appendix 2

Marrutact, Efflex, hp 38, see Appendix 2

APL 10 (EL 13)

Ginder, Human Wizard 11. hp 61. See Appendix 3.

Marrusaults (3), Grimhand, Fekken, Render, Fighter 2, hp 62, See Appendix 3

Marrutact, Efflex, hp 58, see Appendix 3.

APL 12 (EL 15)

Ginder, Human Wizard 13. hp 72. See Appendix 3.

Marrusaults (3), Grimhand, Fekken, Render, Fighter 4, hp 85, See Appendix 3

Marrutact, Efflex, hp 80, see Appendix 3.

When the heroes travel the eastern path:

The eastern passage is almost entirely choked with debris, requiring you to travel single file past it. A short walk leads you to the second seal. Littered around the seal on the floor are several dessicated corpses of the dog-men overrunning Godakin Keep.

When the heroes read the second scroll:

The words pour from your mouth and suddenly the seal of the Empire of Keoland runs like water down the walls. The gems and onyx melt into unidentifiable slurry and flows away into the rocks. The air immediately becomes even colder and you can hear an audible dripping begin.

Suddenly the ground itself begins to shake. The walls begin to leak noticeable amounts of water, it quickly pools around your feet. It appears as though Lashton's estimation of your available time might be incorrect

The heroes will undoubtedly want to escape at this point. Proceed to Encounter Nine.

ENCOUNTER 9: ESCAPE FROM GODAKIN KEEP

This encounter can take place multiple ways and may require a fair bit of ad hoc adjustments to

tailor it to your party. This encounter will occur directly after encounter 7 or 8, meaning that the heroes can either choose to investigate the Vault or to complete the destruction of the second seal.

There are two reliable exits from underneath Godakin Keep. The first is the way the heroes came in, and the second is a secret passage from the catacombs found in Encounter Eight. If the heroes return to the way they came in:

The passage you entered through lies open, and the open sky beckons you.

If the heroes enter the catacombs detailed in Encounter Eight after either Encounter 7 or 8, they will see a large blue glowing lion hovering over the statuary. As they enter the room, a section of the catacombs will swing wide, revealing another passage. Read the following.

The catacomb here is littered with debris and trash. Several stone statues rest on biers in the middle of the room. A large glowing blue sigil that looks like a lion rampant floats over the statues. As you enter the room a concealed door slides upwards, revealing a dark passageway.

This passage leads from Godakin Keep up through the tomb of the Righteous Cloaker Lord, Sigmisund Roal. He was a Knight of the Watch buried at Godakin after many years of loyal service.

As the heroes move through the crypt:

A ghostly form materializes before you as you move towards daylight. It stares unseeingly through you and speaks.

“When the king becomes common,

Ruled by the desires of his lesser,

An ancient foe returns to master the land.

And end to all beginnings, and a beginning to the end,

A bright-scaled horror unearths all secrets.

The reborn lion rules with iron,

forged into a great and terrible sword.

A great disappearance heralds the final act

The curtain falls on king and country,

The end of days sees the walls raised

Failure of the will leads always to slavery.”

CONCLUSION A: FAILURE

Something within you was lacking. Whether it was your mind, or your strength or simply your faith, what you brought to Godakin was not enough for the tests you faced. If the gods are merciful perhaps your children will not bear the stench of your failure so that they may cleanse your family's name.

CONCLUSION B: DESTROYING BOTH SEALS

Retreating from the battered shell of Godakin Keep, you watch with interest as your handiwork takes effect. The ground around the base of the walls seems to visibly sag and bend, finally sinking several feet. The walls themselves crumble and crack, toppling in almost every place. A huge pillar of smoke and dust wafts up as the majority of Godakin Keep settles several feet blow its original foundation. Anything alive under there now won't be for very long.

As the smoke begins to clear you can see that one structure stands defiant of your demolition. The main tower rises angrily amongst the ruin, its green banner flapping defiantly, if dirtied, in the morning light.

CONCLUSION C: BREACHING THE VAULT AND RETRIEVING THE ARTIFACT

Fleeing from the beehive of Godakin, you carry your burden from the Vault of the Hollow. Unfortunately you were unable to complete your appointed task and sabotage the seals underneath Godakin Keep, and so it shall remain a bastion for the evil that now inhabits it.

However, you have stolen a prize from that evil, and at the command of the dragon Illiasnirath you bear it to the King of Keoland.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 0: Introduction

Witness the fate of squad Voss.

APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Encounter 3: The Tomb of Jeslin Preoudlin

Defeat or Avoid the restless dead that have taken root in the Tomb.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter 7: The Vault

Prevent Gustavren the Packmaster or his allies from retrieving and fleeing with Illiasnirath's artifact.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter 8: The Second Seal

Defeat or Avoid the Marru and destroy the Second Seal

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Story Award

Either Retrieve Illiasnirath's artifact or destroy the second seal.

APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Discretionary Roleplaying Award

APL 6: 180 xp.

APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 3:

APL 6: L: 0 gp, C: 1,500 gp, M: (0 gp).

APL 8: L: 0 gp, C: 2,000 gp, M: (0 gp).

APL 10: L: 0 gp, C: 3,000 gp, M: (0 gp).

APL 12: L: 0 gp, C: 5,000 gp, M: (0 gp).

Encounter 7:

APL 6: L: 0 gp, C: 1,500 gp, M: 4 +1 *Breastplate* (675g ea), 4 +1 *greatsword* (1175 ea).

APL 8: L: 0 gp, C: 2,000 gp, M: 4 *Mithral Full Plate* +1 (5750), 4 +1 *greatsword* (1175 gp).

APL 10: L: 0 gp, C: 3,000 gp, M: 4 *Mithral Full Plate* +1 (5750), 4 +1 *greatsword* (1175 gp).

APL 12: L: 0 gp, C: 5,000 gp, M: 4 *Mithral Full Plate* +1 (5750), 4 +1 *Frost greatsword* (3175 gp).

Encounter 8:

APL 6: L: 4,900 gp, C: 2,500 gp, M: 3 +1 *Great Falchions* (3,450 ea), 2 *Headband of Intellect* +2 (4,000 ea), *Gloves of Arrow Snaring* (4,000) *Cloak of Resistance* +2 (4,000), item (X gp).

APL 8: L: 4,900 gp, C: 2,500 gp, M: 3 +1 *Great Falchions* (3,450 ea), 2 *Headband of Intellect* +2 (4,000 ea), *Gloves of Arrow Snaring* (4,000) *Cloak of Resistance* +2 (4,000), item (X gp).

APL 10: L: 5,500 gp, C: 5,200 gp, M: 3 +1 *Great Falchions* (3,450 ea), 2 *Headband of Intellect* +2 (4,000 ea), *Gloves of Arrow Snaring* (4,000) (X gp), *Gauntlets of Ogre Power* (4,000), *Cape of the Mountebank* (10,080).

APL 12: L: 8,600 gp, C: 8,800 gp, M: 3 +1 *Great Falchions* (3,450 ea), 2 *Headband of Intellect* +2 (4,000 ea), *Gloves of Arrow Snaring* (4,000 gp), *Gauntlets of Ogre Power* (4,000), *Cape of the Mountebank* (10,080) *Stone Salve* (4,000), *Staff of Fire* (17,750).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: - gp, C: - gp, M: - gp – Total: X gp (900 gp).

APL 8: L: - gp, C: - gp, M: - gp – Total: - gp (1,300 gp).

APL 10: L: - gp, C: - gp, M: - gp – Total: - gp (2,300 gp).

APL 12: L: - gp, C: - gp, M: - gp – Total: - gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

A Servant of the Empire: You have recovered the personal insignia of a Royal Standard lost in combat. For returning this, the Royal Standards will honor you until the end of your days. You receive a +4 recognition bonus to all social interactions within Keoland. You are given insignias of your own in recognition of your efforts to bring rest to the fallen.

If you choose, you may spend an additional 2 TU and 4,000 gp at the end of this adventure. If you do so, the insignia you wear becomes enchanted. Three times, when you fail a Will save, a Lion's Roar will bellow, allowing you to reroll the failed save. This item takes up a neck slot. When the three rerolls are used, the insignia becomes nonmagical.

Stealing the Seal: The Audacity! Before destroying one of the seals you secreted some of the gems on your person. You gain APLx100 gold, which is considered as though you sold an item. This theft comes with a price of its own, however. For the next 10 TU, all reflex saves you attempt receive a -2 profane penalty.

Desert Dissection: You have a full working knowledge of Marrutacts and Marrusaults. You are considered to know all general details of these creatures. In addition, your spells and weapons are more potent against these creatures. You receive a +2 knowledge bonus to all weapon damage rolls and a +1/die damage bonus to all magic damage rolls against these creatures.

Ringfinders: You have found a powerful magical trinket that somehow the Marru missed while in Godakin Keep. Shortly after you acquire this ring, you are approached by members of the Silent

Ones, who thank you profusely for your efforts and remove the ring from your personage. In return, the Silent Ones make a small gift to you. The next ring you purchase from any source costs 2,000 gp less. This may not be used for any ring that uses necromantic magics.

Vault Master: You have grasped the Wheel of the Vault and it is by your efforts alone that the Vault of the Hollow was opened. Your arms are now covered with blue runes that seem to squiggle and squirm. Once per adventure you may call upon the powers within the runes to aid you in your struggles as an immediate action. This manifests as a +4 Draconic bonus to any single die roll you are about to make. If you have the Draconic Heritage feat and any further [Draconic] feats, you gain an additional +1 to this roll for each feat you have. Using this effect causes a very visible glow to light up around you, so be wary where you choose to use it.

Item Access

APL 6 :

- *Dust of Dispersion* (Adventure; Complete Arcane)
- *Instrument of the Bards: Doss Lute* (Adventure; Complete Arcane)
- *Lance of the Last Steed* (Adventure; Complete Warrior)
- *Bracers of Blinding Strike* (Adventure, Magic Item Compendium)
- *Rapidstrike Bracers* (Adventure, Magic Item Compendium)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *+1 Exit Wound Composite Longbow* (+6 Str) (Adventure; Complete Warrior)
- *Sacred Scabbard* (Adventure; Complete Warrior)
- *Rod of Fury* +1 (Adventure; Complete Arcane)
- *+1 Mithral Full Plate* (Adventure; DMG)
- *Skirmisher Boots* (Adventure, Magic Item Compendium)
- *Ring of Vengeance* (Adventure, Magic Item Compendium)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *Ring of Instant Escape* (Adventure; Complete Mage)
- *Staff of Night* (Adventure; Complete Mage)
- *+1 Animated Tower Shield* (Adventure; DMG)
- *Ring of Adamantine Touch* (Adventure, Magic Item Compendium)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *+1 Explosive Spiked Chain* (Adventure; Complete Warrior)
- *Chime of Interruption* (Adventure; DMG)
- *Amulet of Proof against Detection and Location* (Adventure; DMG)
- *Ring of the Forcewall* (Adventure, Magic Item Compendium)
- *Rod of Sure Striking* (Adventure, Magic Item Compendium)
- *Pick of Piercing* (Adventure, Magic Item Compendium)

APPENDIX 1 – APL

6

ENCOUNTER 3

BLEAKBORN CR 7

Medium Undead

NE Medium Undead

Init +3; **Senses** Listen +12, Spot +12

Languages Common, Molian

AC 27, touch 13, flat-footed 24

(+3 dex, +14 natural)

hp 52 (8 HD)

Fort +2 **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)

Melee Slam +10 (1d6+9+2d6 cold)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Atk Options

Combat Gear none

Abilities Str 22, Dex 16, Con -, Int 14, Wis 14, Cha 15

SQ Contingent Healing 10, darkvision 60ft, fire lover, undead traits, +2 turn resistance

Feats Alertness, Combat Reflexes, Lightning Reflexes

Skills Diplomacy 6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Possessions none

Cold to the Touch (Su): The touch of a bleakborn deals 2d6 points of cold damage. Each 3 points of cold damage dealt heals a bleakborn of 1 point of damage. If this mount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to one hour. Anyone who hits a bleakborn in melee also takes 1d6 points of cold damage, unless wielding a reach weapon.

Contingent Healing: A bleakborn only heals when in range of a living creature that it can affect with its heat-draining aura. Even if brought to 0 hit points or less, a bleakborn eventually heals if a living creature at some future date wanders within 30 feet of the bleakborn's remains, automatically triggering its heat draining aura. As long as affected creatures are within its heat draining aura, a bleakborn's contingent healing remains active. A bleakborn does not have immunity to cold. While a bleakborn doesn't take cold damage from its own abilities, it can take cold damage from another of its kind.

Create Spawn (su): Any humanoid slain by a bleakborn becomes a normal zombie in 1d4 rounds. These spawn are under the command of the bleakborn and remain enslaved until destruction. They do not possess any of the abilities they had in life.

Fire Lover (Su): A magical fire attack heals a bleakborn. Each 3 points of fire damage dealt heals a

bleakborn of 1 point of damage. If this mount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to one hour. A bleakborn makes no saves against fire effects.

Heat Draining Aura (Su): All living creatures (except those immune to cold damage) that approach to within 30 feet of a bleakborn are subject to its heat draining aura. Victims must make a DC 16 Fortitude save. If they fail, they take 2d6 hit points per round as their living heat is sucked away, but if they succeed they lose only 1d6 points per round that they remain in the radius. Should a bleakborn kill a humanoid creature with its heat draining aura, the victim rises again as a bleakborn spawn. The save DC is charisma based.

ENCOUNTER 7

FALLEN HOUND ARCHON (4) CR 5

Male outsider Ftr1

LN Medium outsider (Archon, Extraplanar, Lawful)

Init +4; **Senses** Listen +10, Spot +10

Languages All

AC 25, touch 10, flat-footed 19

(+6 armor, +9 natural)

hp 42 (7 HD)

Fort +8 (+12 vs. poison), **Ref** +5, **Will** +6

Speed 30 ft. breastplate +1 (6 squares)

Melee +1 greatsword +10/+5 (2d6+4 / 19-20, x2) and bite +5 (1d8+2) or Bite +9(1d8 + 2) and Slam +4 (1d4+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options Spell-like abilities

Combat Gear breastplate +1, +1 greatsword

Abilities Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12

SQ Aura of Menace, change shape, damage reduction 10/magic, darkvision 60 ft., immunity to electricity and petrification, scent, spell resistance 17, teleport, tongues

Feats Improved Initiative, Power Attack, Track, Blind-Fight

Skills Concentration +10, Diplomacy +4, Hide +9*, Jump +16, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)

Possessions combat gear

Spell-like abilities: at will—*aid*, *continual flame*, *message* (caster level 6th)

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Fallen from Grace: As a celestial who has been cast out, the Fallen Hound Archon has lost all alignment-dependent special abilities that depend on a good/evil axis. The Fallen Hound Archon has had its DR changed to 10/magic and has lost the ability to detect evil and the ability to project an aura of protection from evil.

ENCOUNTER 8

GINDER, WIZ8(CONJURER) CR 8

Male human Wiz8

NE Medium humanoid

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Marru

AC 11, touch 11, flat-footed 11

(+1 dex)

hp 47 (8 HD)

Fort +7, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)

Melee Staff +4 (1d8)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Atk Options Spells

Combat Gear Headband of Intellect +2, Cloak of Resistance +2, Gloves of Arrow Snaring, Robes, Quarterstaff, Spellbook, Spell Components.

Abilities Str 10, Dex 12, Con 14, Int 20, Wis 14, Cha 12.

SQ none

Feats Improved Initiative, Empower Spell, Spell Focus (Evocation), Improved Counterspell, Improved Toughness.

Skills Concentration +15, Craft (Alchemy) +13, Knowledge (Arcana) +16, Knowledge (History) +16, Listen +3, Search +6, Spellcraft +18, Spot +3

Possessions combat gear.

Spells Prepared (4/7/5/4/3), save DC = 15 + spell level +1 if Evocation school: 0 – Detect Magic x2, Read Magic x2; 1st – Magic Missile x2, Tenser's Floating Disk, Mage Armor, Comprehend Languages, Detect Secret Doors; 2nd – Glitterdust x2, Web x2, Scorching Ray; 3rd – Fireball x2, Stinking Cloud, Sleet

Storm; 4th – Dimension Door, Empowered Scorching Ray, Evard's Black Tentacles;

Spellbook: Forbidden Schools: Illusion, Necromancy 0 – All; 1st – Magic Missile, Tenser's Floating Disk, Identify, Mage Armor, Mount, Unseen Servant, Comprehend Languages, Detect Secret Doors; 2nd – Glitterdust, Web, Scorching Ray, Gust of Wind, Shatter; 3rd – Fireball, Stinking Cloud, Sleet Storm, Tongues, Dispel Magic; 4th – Dimension Door, Evard's Black Tentacles, Fire Shield, Otiluke's Resilient Sphere, Mass Enlarge Person; 5th – Wall of Stone, Cone of Cold, Sending;.

MARRUSAULT

CR 5

NE Large monstrous humanoid

Init +1; **Senses** Listen +7, Spot +3

Languages Common, Marru

AC 23, touch 10, flat-footed 22

(+1 dex, +8 armor, +5 natural, -1 size)

hp 45 (6 HD)

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. Full Plate (4 squares)

Melee Great Falchion +11/+6 melee (1d12+7/18-20) and bite +5 melee (1d8+2);

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Atk Options Pounce, Howl of Defiance

Combat Gear Possessions: Full Plate, Great Falchion. ^{SS} Great Falchion – *Sandstorm* page 96-97

Abilities Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14

SQ none

Feats Cleave, Exotic Weapon Proficiency (Great Falchion), Great Fortitude, Power Attack, Weapon Focus (Great Falchion)

Skills Listen + 7, Search +1, Spot +3

Possessions combat gear.

Howl of Defiance (Su): Once per day, a marrsault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30 feet must succeed on a DC15 Will save or become fatigued. Those within 10 feet who fail their save become exhausted. The save DC is Charisma-based

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack

Ferocity (Ex): A marrusault is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A

marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination

Languages: Marru.

Possessions: Full Plate, Great Falchion. ^{SS} Great Falchion – *Sandstorm* page 96-97

Description: Jacketed in coal-black full plate and clutching a prodigious scimitar, this jackal-headed humanoid looks like a juggernaut of death.

APPENDIX 2 – APL 8

ENCOUNTER 3

BLEAKBORN CR 7

Medium Undead

NE Medium Undead

Init +3; **Senses** Listen +12, Spot +12

Languages Common, Molian

AC 27, touch 13, flat-footed 24

(+3 dex, +14 natural)

hp 52 (8 HD)

Fort +2 **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)

Melee Slam +10 (1d6+9+2d6 cold)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Atk Options

Combat Gear none

Abilities Str 22, Dex 16, Con -, Int 14, Wis 14, Cha 15

SQ Contingent Healing 10, darkvision 60ft, fire lover, undead traits, +2 turn resistance

Feats Alertness, Combat Reflexes, Lightning Reflexes

Skills Diplomacy 6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Possessions none

Cold to the Touch (Su): The touch of a bleakborn deals 2d6 points of cold damage. Each 3 points of cold damage dealt heals a bleakborn of 1 point of damage. If this mount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to one hour. Anyone who hits a bleakborn in melee also takes 1d6 points of cold damage, unless wielding a reach weapon.

Contingent Healing: A bleakborn only heals when in range of a living creature that it can affect with its heat-draining aura. Even if brought to 0 hit points or less, a bleakborn eventually heals if a living creature at some future date wanders within 30 feet of the bleakborn's remains, automatically triggering its heat draining aura. As long as affected creatures are within its heat draining aura, a bleakborn's contingent healing remains active. A bleakborn does not have immunity to cold. While a bleakborn doesn't take cold damage from its own abilities, it can take cold damage from another of its kind.

Create Spawn (su): Any humanoid slain by a bleakborn becomes a normal zombie in 1d4 rounds. These spawn are under the command of the bleakborn and remain enslaved until destruction. They do not possess any of the abilities they had in life.

Fire Lover (Su): A magical fire attack heals a bleakborn. Each 3 points of fire damage dealt heals a bleakborn of 1 point of damage. If this mount of

healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to one hour. A bleakborn makes no saves against fire effects.

Heat Draining Aura (Su): All living creatures (except those immune to cold damage) that approach to within 30 feet of a bleakborn are subject to its heat draining aura. Victims must make a DC 16 Fortitude save. If they fail, they take 2d6 hit points per round as their living heat is sucked away, but if they succeed they lose only 1d6 points per round that they remain in the radius. Should a bleakborn kill a humanoid creature with its heat draining aura, the victim rises again as a bleakborn spawn. The save DC is charisma based.

ENCOUNTER 7

FALLEN HOUND ARCHON (4) CR 7

Male outsider Ftr3

LN Medium outsider (Archon, Extraplanar, Lawful)

Init +4; **Senses** Listen +11, Spot +11

Languages All

AC 28, touch 10, flat-footed 19

(+9 armor, +9 natural)

hp 58 (9 HD)

Fort +9 (+13 vs. poison), **Ref** +6, **Will** +7

Speed 30 ft. mithral full plate +1 (6 squares)

Melee +1 greatsword +14/+9 (2d6+6 / 17-20, x2) and bite +8 (1d8+3) or Bite +12(1d8 + 3) and Slam +7 (1d4+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Atk Options Spell-like abilities

Combat Gear mithral full plate +1, +1 greatsword

Abilities Str 16, Dex 10, Con 13, Int 10, Wis 13, Cha 12

SQ Aura of Menace, change shape, damage reduction 10/magic, darkvision 60 ft., immunity to electricity and petrification, scent, spell resistance 19, teleport, tongues

Feats Improved Initiative, Power Attack, Track, Weapon Focus (Greatsword), Blind-Fight, Improved Critical (greatsword)

Skills Concentration +10, Diplomacy +4, Hide +9*, Jump +16, Listen +11, Move Silently +9, Sense Motive +10, Spot +11, Survival +10* (+12 following tracks)

Possessions combat gear

Spell-like abilities: at will—*aid*, *continual flame*, *message* (caster level 6th)

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on

a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Fallen from Grace: As a celestial who has been cast out, the Fallen Hound Archon has lost all alignment-dependent special abilities that depend on a good/evil axis. The Fallen Hound Archon has had its DR changed to 10/magic and has lost the ability to detect evil and the ability to project an aura of protection from evil.

ENCOUNTER 8

GINDER, WIZ9(CONJURER)

CR 9

Male human Wiz9

NE Medium humanoid

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Marru

AC 11, touch 11, flat-footed 11

(+1 dex)

hp 50 (9 HD)

Fort +7, **Ref** +4, **Will** +10

Speed 30 ft. (6 squares)

Melee Staff +4 (1d8)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Atk Options Spells

Combat Gear Headband of Intellect +2, Cloak of Resistance +2, Gloves of Arrow Snaring, Robes, Quarterstaff, Spellbook, Spell Components.

Abilities Str 10, Dex 12, Con 14, Int 20, Wis 14, Cha 12.

SQ none

Feats Improved Initiative, Empower Spell, Spell Focus (Evocation), Improved Counterspell, Improved Toughness, Quicken Spell.

Skills Concentration +16, Craft (Alchemy) +14, Knowledge (Arcana) +17, Knowledge (History) +16, Listen +3, Search +6, Spellcraft +18, Spot +3

Possessions combat gear.

Spells Prepared (4/7/6/5/4/3, save DC = 15 + spell level +1 if Evocation school): 0 – *Detect Magic* x2, *Read Magic* x2; 1st – *Magic Missile* x2, *Tenser's Floating Disk*, *Mage Armor*, *Comprehend Languages*, *Detect Secret Doors*; 2nd – *Glitterdust* x2, *Web* x2, *Gust of Wind*, *Scorching Ray*; 3rd – *Fireball* x2, *Stinking Cloud*, *Sleet Storm*, *Dispel Magic*; 4th – *Dimension Door*, *Enlarge Person*, *Mass Empowered*

Scorching Ray, *Evard's Black Tentacles*; 5th – *Wall of Stone*, *Cone of Cold*, *Quickened Magic Missile*

Spellbook: Forbidden Schools: Illusion, Necromancy 0 – All; 1st – *Magic Missile*, *Tenser's Floating Disk*, *Identify*, *Mage Armor*, *Mount*, *Unseen Servant*, *Comprehend Languages*, *Detect Secret Doors*; 2nd – *Glitterdust*, *Web*, *Scorching Ray*, *Gust of Wind*, *Shatter*; 3rd – *Fireball*, *Stinking Cloud*, *Sleet Storm*, *Tongues*, *Dispel Magic*; 4th – *Dimension Door*, *Evard's Black Tentacles*, *Fire Shield*, *Otiluke's Resilient Sphere*, *Mass Enlarge Person*; 5th – *Wall of Stone*, *Cone of Cold*, *Sending*.

MARRUSAULT

CR 5

NE Large monstrous humanoid

Init +1; **Senses** Listen +7, Spot +3

Languages Common, Marru

AC 23, touch 10, flat-footed 22

(+1 dex, +8 armor, +5 natural, -1 size)

hp 45 (6 HD)

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. Full Plate (4 squares)

Melee Great Falchion +11/+6 melee (1d12+7/18-20) and bite +5 melee (1d8+2);

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Atk Options Pounce, Howl of Defiance

Combat Gear *Possessions:* Full Plate, Great Falchion. ^{SS} Great Falchion – *Sandstorm* page 96-97

Abilities Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14

SQ none

Feats Cleave, Exotic Weapon Proficiency (Great Falchion), Great Fortitude, Power Attack, Weapon Focus (Great Falchion)

Skills Listen + 7, Search +1, Spot +3

Possessions combat gear.

Howl of Defiance (Su): Once per day, a marrsault can loose a terrifying howl as a free action. All creatures except other marrsaults within 30 feet must succeed on a DC15 Will save or become fatigued. Those within 10 feet who fail their save become exhausted. The save DC is Charisma-based

Pounce (Ex): If a marrsault charges, it can make a full attack, including its bite attack

Ferocity (Ex): A marrsault is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A

marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination

Languages: Marru.

Possessions: Full Plate, Great Falchion. ^{SS} Great Falchion – *Sandstorm* page 96-97

Description: Jacketed in coal-black full plate and clutching a prodigious scimitar, this jackal-headed humanoid looks like a juggernaut of death.

MARRUTACT

CR 5

NE Medium monstrous humanoid

Init +5; **Senses** Listen +8, Spot +0

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 dex, +4 natural, +4 mage armor)

hp 38 (7 HD)

Fort +3, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)

Melee staff +8 melee (1d6)

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Gp** +15

Atk Options Pounce, Howl of Healing

Combat Gear Staff, Robes

Abilities Str 11, Dex 13, Con 13, Int 18, Wis 18, Cha 16

SQ Spell Resistance 16

Feats Combat Expertise, Dodge, Improved Initiative.

Skills Concentration +11, Hide +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge

(geography) +14, Listen +8, Spellcraft +16, Survival +4(+6 to avoid getting lost or avoid hazards)

Possessions combat gear.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30 feet heal 3d8+5 points of damage. Those within 10 feet heal and extra 1d8+1 points of damage.

Spells: A marrutact casts spells as a 5th level wizard
Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination.

Languages: Marru, Common.

Spells Prepared (Caster level 5th) (X/X/X, save DC = 14 + spell level): 0 – *Daze*, *Disrupt Undead*, *Mage Hand*, *Resistance*; 1st – *Mage Armor*, *Magic Missile* x2, *True Strike*; 2nd – *See Invisibility*, *Mirror Image* *Scorching Ray*; 3rd – *Fireball*, *Dispel Magic*

Spellbook: 0 – *Daze*, *Disrupt Undead*, *Mage Hand*, *Resistance*; 1st – *Mage Armor*, *Magic Missile* x2, *True*

Strike; 2nd – See Invisibility, Mirror Image Scorching Ray; 3rd – Fireball, Dispel Magic

Possessions: Staff, robes.

Description: This tall, gaunt humanoid wears sand-brown robes and a voluminous hood that fails to hide its jackallike visage. Wielding a staff intricately carved to resemble a slender double helix, the creature commands respect with its mere presence.

APPENDIX 3 – APL 10

ENCOUNTER 3

EVOLVED ENTROPIC REAPER

CR 13

Medium Undead

CE Medium Undead (Extraplanar, Chaotic)

Init +6; **Senses** Listen +26, Spot +26

Languages common, abyssal, celestial

AC 21, touch 12, flat-footed 18

(+2 dex, +9 natural)

hp 142 (19 HD)

Fort +17, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee Large Scythe +13/+8 (2d6+19 plus entropic blade / 19-20, x4)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +19

Atk Options Spell-like abilities

Combat Gear none

Abilities Str 31, Dex 14, Con -, Int 11, Wis 20, Cha 17

SQ Damage reduction 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, spell resistance 22, undead traits

Feats Combat Reflexes, Improved Critical (Scythe), Improved Toughness, Improved Initiative, Power Attack, Cleave, Whirlwind Attack

Skills Concentration +23, Listen +26, Spot +26, Knowledge (planes) +23

Possessions combat gear

Spell-like abilities: 1/day – *plane shift cone of cold* DC 18. Caster Level equals the entropic reaper's HD. The Save DCs are charisma based.

Entropic Blade (Su): An entropic reaper confers the entropic blade property upon any weapon it wields—usually a normal scythe. An entropic Blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic blade successfully deals damage the victim must make a DC21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma Check. Success renders the victim immune to the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does

not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal* or *greater restoration* spell removes the affliction (though a separate restoration spell is necessary to remove any drained points of wisdom). The save DC is Charisma based.

Master of the Scythe (Su): The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, allowing it to make one additional cleave attempt in a round.

ENCOUNTER 7

FALLEN HOUND ARCHON (4)

CR 7

Male outsider Ftr5

LN Medium outsider (Archon, Extraplanar, Lawful)

Init +4; **Senses** Listen +11, Spot +11

Languages All

AC 28, touch 10, flat-footed 19

(+9 armor, +9 natural)

hp 76 (11 HD)

Fort +10 (+14 vs. poison), **Ref** +7, **Will** +8

Speed 30 ft. mithral full plate +1 (6 squares)

Melee +1 greatsword +16/+11/+6 (2d6+8+1d6 frost / 17-20, x2) and bite +10 (1d8+3) or Bite +14(1d8 + 3) and Slam +9 (1d4+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +14

Atk Options Spell-like abilities

Combat Gear mithral full plate +1, +1 frost greatsword

Abilities Str 16, Dex 10, Con 13, Int 10, Wis 13, Cha 12

SQ Aura of Menace, change shape, damage reduction 10/magic, darkvision 60 ft., immunity to electricity and petrification, scent, spell resistance 21, teleport, tongues

Feats Improved Initiative, Power Attack, Track, Weapon Focus (greatsword), Improved Critical (greatsword), Weapon Specialization (greatsword)

Skills Concentration +10, Diplomacy +4, Hide +9*, Jump +18, Listen +11, Move Silently +9, Sense Motive +10, Spot +11, Survival +10* (+12 following tracks)

Possessions combat gear

Spell-like abilities: at will—*aid*, *continual flame*, *message* (caster level 6th)

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated

the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Fallen from Grace: As a celestial who has been cast out, the Fallen Hound Archon has lost all alignment-dependent special abilities that depend on a good/evil axis. The Fallen Hound Archon has had its DR changed to 10/magic and has lost the ability to detect evil and the ability to project an aura of protection from evil.

ENCOUNTER 8

GINDER, WIZ11(CONJURER)

CR 11

Male human Wiz11

NE Medium humanoid

Init +5; **Senses** Listen +4, Spot +5

Languages Common, Marru

AC 11, touch 11, flat-footed 11

(+1 dex)

hp 61 (11 HD)

Fort +7, **Ref** +4, **Will** +11

Speed 30 ft. (6 squares)

Melee Staff +5 (1d8)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Atk Options Spells

Combat Gear Headband of Intellect +2, Cloak of Resistance +2, Gloves of Arrow Snaring, Robes, Quarterstaff, Spellbook, Spell Components.

Abilities Str 10, Dex 12, Con 14, Int 20, Wis 14, Cha 12.

SQ none

Feats Improved Initiative, Empower Spell, Spell Focus (Evocation), Improved Counterspell, Improved Toughness, Quicken Spell, Silent Spell.

Skills Concentration +18, Craft (Alchemy) +16, Knowledge (Arcana) +19, Knowledge (History) +18, Listen +4, Search +7, Spellcraft +20, Spot +5

Possessions combat gear.

Spells Prepared (4/7/6/6/5/4/2, save DC = 15 + spell level +1 if Evocation school): 0 – Detect Magic x2, Read Magic x2; 1st – Magic Missile x2, Tenser's Floating Disk, Mage Armor, Comprehend Languages, Detect Secret Doors; 2nd – Glitterdust x2, Web x2, Gust of Wind, Scorching Ray; 3rd – Fireball x2, Stinking Cloud, Sleet Storm, Dispel Magic x2; 4th – Dimension Door, Enlarge Person, Mass, Empowered Scorching Ray, Evard's Black Tentacles, Otiluke's Resilient Sphere; 5th – Wall of Stone, Cone of Cold, Quickened Magic Missile, Feeblemind; 6th – Acid Fog, Chain Lightning

Spellbook: Forbidden Schools: Illusion, Necromancy 0 – All; 1st – Magic Missile, Tenser's Floating Disk, Identify, Mage Armor, Mount, Unseen Servant, Comprehend Languages, Detect Secret Doors; 2nd – Glitterdust, Web, Scorching Ray, Gust of Wind, Shatter; 3rd – Fireball, Stinking Cloud, Sleet Storm, Tongues, Dispel Magic; 4th – Dimension Door, Evard's Black Tentacles, Fire Shield, Otiluke's Resilient Sphere, Enlarge Person, Mass; 5th – Wall of Stone, Cone of Cold, Sending, Feeblemind, Telekenesis; 6th – Acid Fog, Chain Lightning

MARRUSAULT, FTR2

CR 7

NE Large monstrous humanoid

Init +1; **Senses** Listen +7, Spot +3

Languages Common, Marru

AC 23, touch 10, flat-footed 22

(+1 dex, +8 armor, +5 natural, -1 size)

hp 62 (8 HD)

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. Full Plate (4 squares)

Melee Great Falchion +15/+10melee (1d12+10/15-20) and bite +5 melee (1d8+5);

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +18

Atk Options Pounce, Howl of Defiance

Combat Gear Full Plate, Great Falchion +1, Gauntlets of Ogre Power. ^{SS} Great Falchion – Sandstorm page 96-97

Abilities Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14

SQ none

Feats Cleave, Exotic Weapon Proficiency (Great Falchion), Great Fortitude, Power Attack, Weapon Focus (Great Falchion) Improved Critical (Great Falchion).

Skills Listen + 7, Search +1, Spot +3

Possessions combat gear.

Howl of Defiance (Su): Once per day, a marrsault can loose a terrifying howl as a free action. All creatures except other marrsaults within 30 feet must succeed on a DC15 Will save or become fatigued. Those within 10 feet who fail their save become exhausted. The save DC is Charisma-based

Pounce (Ex): If a marrsault charges, it can make a full attack, including its bite attack

Ferocity (Ex): A marrsault is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's

presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination

Languages: Marru.

Description: Jacketed in coal-black full plate and clutching a prodigious scimitar, this jackal-headed humanoid looks like a juggernaut of death.

MARRUTACT, WIZ2

CR 7

NE medium monstrous humanoid

Init +5; **Senses** Listen +10, Spot +0

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 dex, +4 natural, +4 mage armor)

hp 58 (9 HD)

Fort +3, **Ref** +6, **Will** +12

Speed 30 ft. (6 squares)

Melee staff +8 melee (1d6)

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +6; **Grp** +15

Atk Options Pounce, Howl of Healing

Combat Gear Staff, Robes, headband of intellect +2

Abilities Str 11, Dex 13, Con 13, Int 18, Wis 18, Cha 16

SQ Spell Resistance 16

Feats Combat Expertise, Dodge, Improved Initiative, Scribe Scroll, Improved Toughness

Skills Concentration +13, Hide +13, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge

(geography) +16, Listen +10, Spellcraft +118, Survival +6(+8 to avoid getting lost or avoid hazards)

Possessions combat gear.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30 feet heal 3d8+5 points of damage. Those within 10 feet heal an extra 1d8+1 points of damage.

Spells: A marrutact casts spells as a 5th level wizard
Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination.

Languages: Marru, Common.

Spells Prepared (Caster level 7th) (4/6/4/3/2, save DC = 15 + spell level): 0 – Daze, Disrupt Undead, Mage Hand, Resistance; 1st – Mage Armor, Magic Missile x4, True Strike; 2nd – See Invisibility, Mirror Image, Scorching Ray x2; 3rd – Fireball x2, Dispel Magic. 4th – Wall of Ice, Elevation

Spellbook: 0 – Daze, Disrupt Undead, Mage Hand, Resistance; 1st – Mage Armor, Magic Missile x2, True

Strike; 2nd – See Invisibility, Mirror Image Scorching
Ray; 3^d – Fireball, Dispel Magic, Lightning Bolt.
Major Image 4th – Wall of Ice, Enervation

APPENDIX 4 – APL 12

ENCOUNTER 3

EVOLVED BONEYARD

CR 15

Huge Undead

CE Huge Undead

Init +6; **Senses** Listen +25, Spot +25

Languages common, abyssal, terran

AC 31, touch 10, flat-footed 29

(+2 dex, +21 natural, -2 size)

hp 127 (17 HD)

Fort +7, Ref +9, Will +15

Speed 20 ft. (4 squares)

Melee Bite +16 (2d8+15 plus bone subsumption / 19-20, x4)

Ranged none

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +27

Atk Options

Combat Gear none

Abilities Str 33, Dex 14, Con -, Int 18, Wis 20, Cha 20

SQ Damage reduction 10/-, darkvision 60 ft., fast healing 10, immunity to cold, spell resistance 24, undead traits

Feats Combat Reflexes, Dodge, Improved Critical (Bite), Improved Toughness, Improved Initiative, Lightning Reflexes

Skills Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25

Possessions none

Spell-like abilities: 1/day –*cone of cold* DC 20. Caster Level equals the Boneyard's HD. The Save DCs are charisma based.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The Save DC is Charisma based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on creatures that possess a skeletal structure.

Improved Grab (Ex): To use this ability, a boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to subsume all the bones in a victim's body.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for one hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

ENCOUNTER 7

FALLEN HOUND ARCHON (4)

CR 7

Male outsider Ftr7

LN Medium outsider (Archon, Extraplanar, Lawful)

Init +4; **Senses** Listen +11, Spot +11

Languages All

AC 28, touch 10, flat-footed 19

(+9 armor, +9 natural)

hp 94 (13 HD)

Fort +10 (+14 vs. poison), Ref +7, Will +8

Speed 30 ft. mithral full plate +1 (6 squares)

Melee +1 greatsword +19/+14/+9 (2d6+8+1d6 frost / 17-20, x2) and bite +12 (1d8+3) or Bite +16(1d8 + 3) and Slam +11 (1d4+1)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +16

Atk Options Spell-like abilities

Combat Gear mithral full plate +1, +1 frost greatsword

Abilities Str 16, Dex 10, Con 13, Int 10, Wis 13, Cha 12

SQ Aura of Menace, change shape, damage reduction 10/magic, darkvision 60 ft., immunity to electricity and petrification, scent, spell resistance 23, teleport, tongues

Feats Improved Initiative, Power Attack, Track, Weapon Focus (greatsword), Improved Critical (greatsword), Weapon Specialization (greatsword), Greater Weapon Focus (greatsword), Combat Expertise

Skills Concentration +10, Diplomacy +4, Hide +9*, Jump +18, Listen +11, Move Silently +9, Sense Motive +10, Spot +11, Survival +10* (+12 following tracks)

Possessions combat gear

Spell-like abilities: at will—*aid*, *continual flame*, *message* (caster level 6th)

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours. Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Fallen from Grace: As a celestial who has been cast out, the Fallen Hound Archon has lost all alignment-dependent special abilities that depend on a good/evil axis. The Fallen Hound Archon has had its DR changed to 10/magic and has lost the ability to detect evil and the ability to project an aura of protection from evil.

ENCOUNTER 8

GINDER, WIZ13(CONJURER)

CR 13

Male human Wiz13

NE Medium humanoid

Init +5; **Senses** Listen +6, Spot +7

Languages Common, Marru

AC 11, touch 11, flat-footed 11

(+1 dex)

hp 72 (13 HD)

Fort +8, **Ref** +5, **Will** +13

Speed 30 ft. (6 squares)

Melee Staff +6/+1 (1d8)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Atk Options Spells

Combat Gear Headband of Intellect +2, Cloak of Resistance +2, Gloves of Arrow Snaring, Cape of the Mountebank, Staff of Fire (31 Charges) Robes, Quarterstaff, Spellbook, Spell Components.

Abilities Str 10, Dex 12, Con 14, Int 21, Wis 14, Cha 12.

SQ none

Feats Improved Initiative, Empower Spell, Spell Focus (Evocation), Improved Counterspell, Improved Toughness, Quicken Spell, Silent Spell, Widen Spell.

Skills Concentration +20, Craft (Alchemy) +18, Knowledge (Arcana) +21, Knowledge (History) +20, Listen +6, Search +9, Spellcraft +22, Spot +7

Possessions combat gear.

Spells Prepared (4/7/6/6/6/5/3/2, save DC = 15 + spell level +1 if Evocation school): 0 – *Detect Magic* x2, *Read Magic* x2; 1st – *Magic Missile* x2, *Tenser's Floating Disk*, *Mage Armor*, *Comprehend Languages*, *Detect Secret Doors*; 2nd – *Glitterdust* x2, *Web* x2, *Gust of Wind*, *Scorching Ray*; 3rd – *Fireball* x2, *Stinking Cloud*, *Sleet Storm*, *Dispel Magic* x2; 4th – *Dimension Door* x2, *Mass Enlarge Person*, *Empowered Scorching Ray*, *Evard's Black Tentacles*, *Otiluke's Resilient Sphere*; 5th – *Wall of Stone*, *Cone of Cold*, *Quickened Magic Missile* x2, *Feeblemind*; 6th – *Acid Fog*, *Chain Lightning*, *Dispel Magic*, *Greater*; 7th – *Summon Monster VII*, *Widened Evard's Black Tentacles*

Spellbook: Forbidden Schools: Illusion, Necromancy 0 – All; 1st – *Magic Missile*, *Tenser's Floating Disk*, *Identify*, *Mage Armor*, *Mount*, *Unseen Servant*, *Comprehend Languages*, *Detect Secret Doors*; 2nd – *Glitterdust*, *Web*, *Scorching Ray*, *Gust of Wind*, *Shatter*; 3rd – *Fireball*, *Stinking Cloud*, *Sleet Storm*, *Tongues*, *Dispel Magic*; 4th – *Dimension Door*, *Evard's Black Tentacles*, *Fire Shield*, *Otiluke's Resilient Sphere*, *Mass Enlarge Person*; 5th – *Wall of Stone*, *Cone of Cold*, *Sending*, *Feeblemind*, *Telekenesis*; 6th – *Acid Fog*, *Chain Lightning*, *True Seeing*, *Greater Dispel Magic*; 7th – *Summon Monster VII*, *Delayed Blast Fireball*, *Forcecage*

MARRUSAULT, FTR4

CR 9

NE Large monstrous humanoid

Init +1; **Senses** Listen +7, Spot +3

Languages Common, Marru

AC 24, touch 10, flat-footed 22

(+1 dex, +9 armor, +5 natural, -1 size)

hp 85 (10 HD)

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. Full Plate (4 squares)

Melee Great Falchion +18/+13 melee (1d12+13/15-20) and bite +11 melee (1d8+6)

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +21

Atk Options Pounce, Howl of Defiance

Combat Gear Full Plate +1, Great Falchion +1, Gauntlets of Ogre Power. ^{SS} Great Falchion – *Sandstorm* page 96-97

Abilities Str 24, Dex 12, Con 16, Int 7, Wis 10, Cha 14

SQ none

Feats Cleave, Exotic Weapon Proficiency (Great Falchion), Great Fortitude, Power Attack, Weapon Focus (Great Falchion) Improved Critical (Great Falchion) Weapon Specialization (Great Falchion).

Skills Listen + 7, Search +1, Spot +3, Climb +3

Possessions combat gear.

Howl of Defiance (Su): Once per day, a marrsault can loose a terrifying howl as a free action. All creatures except other marrsaults within 30 feet must succeed on a DC15 Will save or become fatigued. Those within 10 feet who fail their save become exhausted. The save DC is Charisma-based

Pounce (Ex): If a marrsault charges, it can make a full attack, including its bite attack

Ferocity (Ex): A marrsault is such a tenacious combatant that it continues to fight without penalty even while disabled or dying

Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination

Languages: Marru.

Description: Jacketed in coal-black full plate and clutching a prodigious scimitar, this jackal-headed humanoid looks like a juggernaut of death.

MARRUTACT, WIZ4

CR 9

NE medium monstrous humanoid

Init +5; **Senses** Listen +10, Spot +0

Languages Common, Marru

AC 19, touch 11, flat-footed 18

(+1 dex, +4 natural, +4 mage armor)

hp 80 (11 HD)

Fort +4, **Ref** +7, **Will** +13

Speed 30 ft. (6 squares)

Melee staff +9/+4 melee (1d6)

Ranged none

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +15

Atk Options Pounce, Howl of Healing

Combat Gear Staff, Robes, headband of intellect +2

Abilities Str 11, Dex 13, Con 14, Int 20, Wis 18, Cha 16

SQ Spell Resistance 16

Feats Combat Expertise, Dodge, Improved Initiative, Scribe Scroll, Improved Toughness.

Skills Concentration +15, Hide +15, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (geography) +18, Listen +10, Spellcraft +20, Survival +8(+10 to avoid getting lost or avoid hazards);

Possessions combat gear.

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30 feet heal 3d8+5 points of damage. Those within 10 feet heal an extra 1d8+1 points of damage.

Spells: A marrutact casts spells as a 5th level wizard
Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination.

Languages: Marru, Common.

Spells Prepared (Caster level 9th) (4/6/4/4/3/2, save DC = 15 + spell level): 0 – Daze, Disrupt Undead, Mage Hand, Resistance; 1st – Mage Armor, Magic Missile x4, True Strike; 2nd – See Invisibility, Mirror Image, Scorching Ray x2; 3^d – Fireball x2, Dispel

Magic. 4th – Wall of Ice, Enervation, Ice Storm 5th – Transmute Rock to Mud, Cone of Cold

Spellbook: 0 – Daze, Disrupt Undead, Mage Hand, Resistance; 1st – Mage Armor, Magic Missile x2, True Strike; 2nd – See Invisibility, Mirror Image Scorching Ray; 3rd – Fireball, Dispel Magic, Lightning Bolt. Major Image 4th – Wall of Ice, Enervation, Ice Storm; 5th – Transmute Rock to Mud, Cone of Cold

APPENDIX 5 – ALL APLS

ENCOUNTER X

Name, Gender Race ClassLevel: Size Type; CR X; HD XdY+Z; hp X; Init +X; Spd X ft.; AC X, touch X, flat-footed X (+X source, +Y source); Base Atk/Grp: +X/+Y; Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); Full Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); SA X, Y, Z; SQ X, Y, Z; AL X; SV Fort +X, Ref +X, Will +X; Str X, Dex X, Con X, Int X, Wis X, Cha X. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Skills; Feats. ^{Abbreviation} *Non-Core Source of Feat.*

Ability (Ex/Sp/Su): Description.

Languages: Languages.

X Spells Known/Prepared (X/X/X, save DC = X + spell level): 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X. ^{Abbreviation} *Non-Core Source of Spell.*

*Domain spell. *Domains:* X (Y), A (B).

Spellbook: 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X.

Possessions: Possessions. ^{Abbreviation} *Non-Core Source of Item.*

Description: Description.

ENCOUNTER X

Name, Gender Race ClassLevel: Size Type; CR X; HD XdY+Z; hp X; Init +X; Spd X ft.; AC X, touch X, flat-footed X (+X source, +Y source); Base Atk/Grp: +X/+Y; Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); Full Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); SA X, Y, Z; SQ X, Y, Z; AL X; SV Fort +X, Ref +X, Will +X; Str X, Dex X, Con X, Int X, Wis X, Cha X. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Skills; Feats. ^{Abbreviation} *Non-Core Source of Feat.*

Ability (Ex/Sp/Su): Description.

Languages: Languages.

X Spells Known/Prepared (X/X/X, save DC = X + spell level): 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X. ^{Abbreviation} *Non-Core Source of Spell.*

*Domain spell. *Domains:* X (Y), A (B).

Spellbook: 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X.

Possessions: Possessions. ^{Abbreviation} *Non-Core Source of Item.*

Description: Description.

ENCOUNTER X

Name, Gender Race ClassLevel: Size Type; CR X; HD XdY+Z; hp X; Init +X; Spd X ft.; AC X, touch X, flat-footed X (+X source, +Y source); Base Atk/Grp: +X/+Y; Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); Full Atk +X melee (Dam plus Effects, Source) or +Y ranged (Dam plus Effects, Source); SA X, Y, Z; SQ X, Y, Z; AL X; SV Fort +X, Ref +X, Will +X; Str X, Dex X, Con X, Int X, Wis X, Cha X. *Non-Core Source of Creature/Prestige Class/Template, page X.*

Skills & Feats: Skills; Feats. ^{Abbreviation} *Non-Core Source of Feat.*

Ability (Ex/Sp/Su): Description.

Languages: Languages.

X Spells Known/Prepared (X/X/X, save DC = X + spell level): 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X. ^{Abbreviation} *Non-Core Source of Spell.*

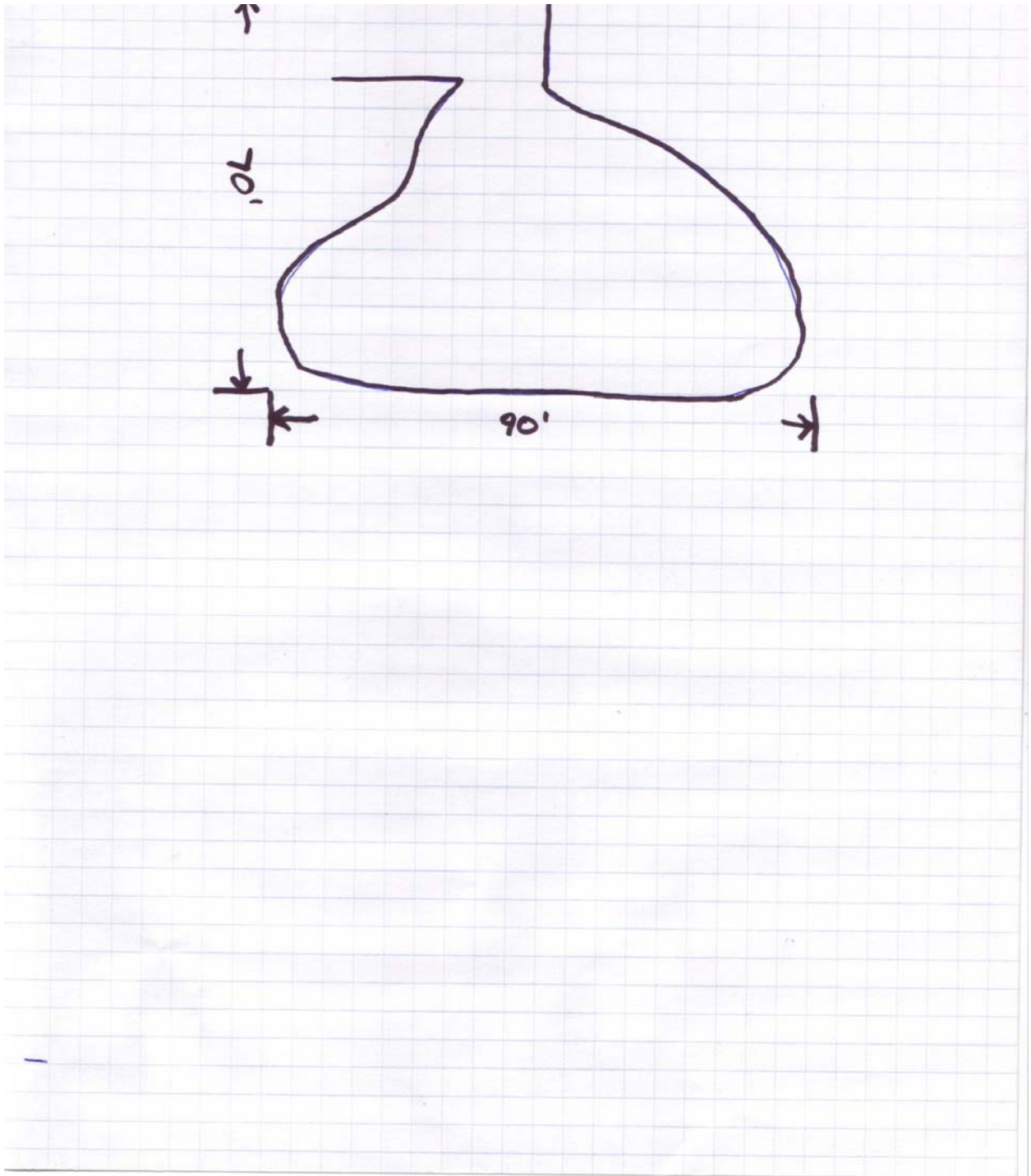
*Domain spell. *Domains:* X (Y), A (B).

Spellbook: 0 – X; 1st – X; 2nd – X; 3rd – X; 4th – X; 5th – X; 6th – X; 7th – X; 8th – X; 9th – X.

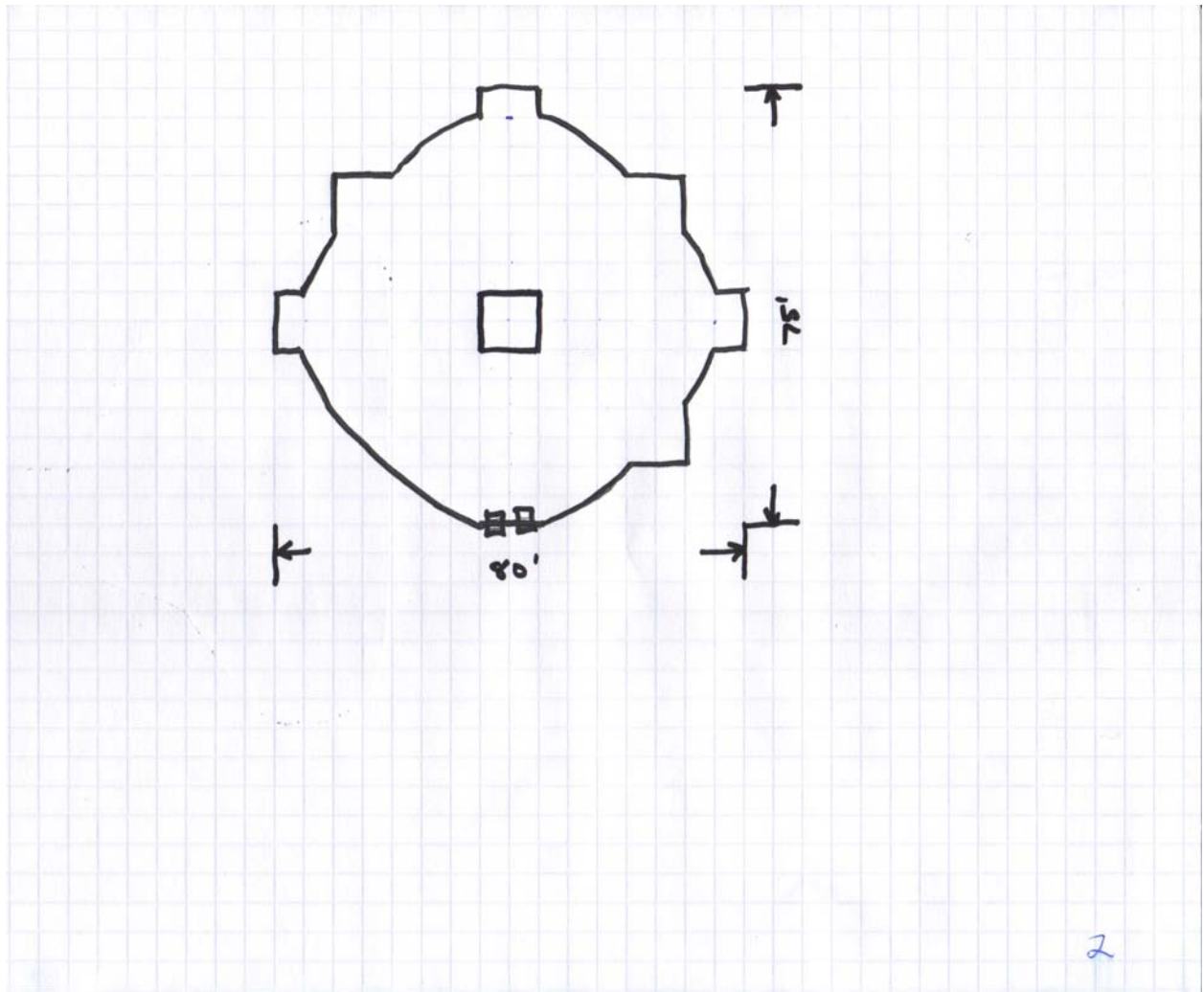
Possessions: Possessions. ^{Abbreviation} *Non-Core Source of Item.*

Description: Description.

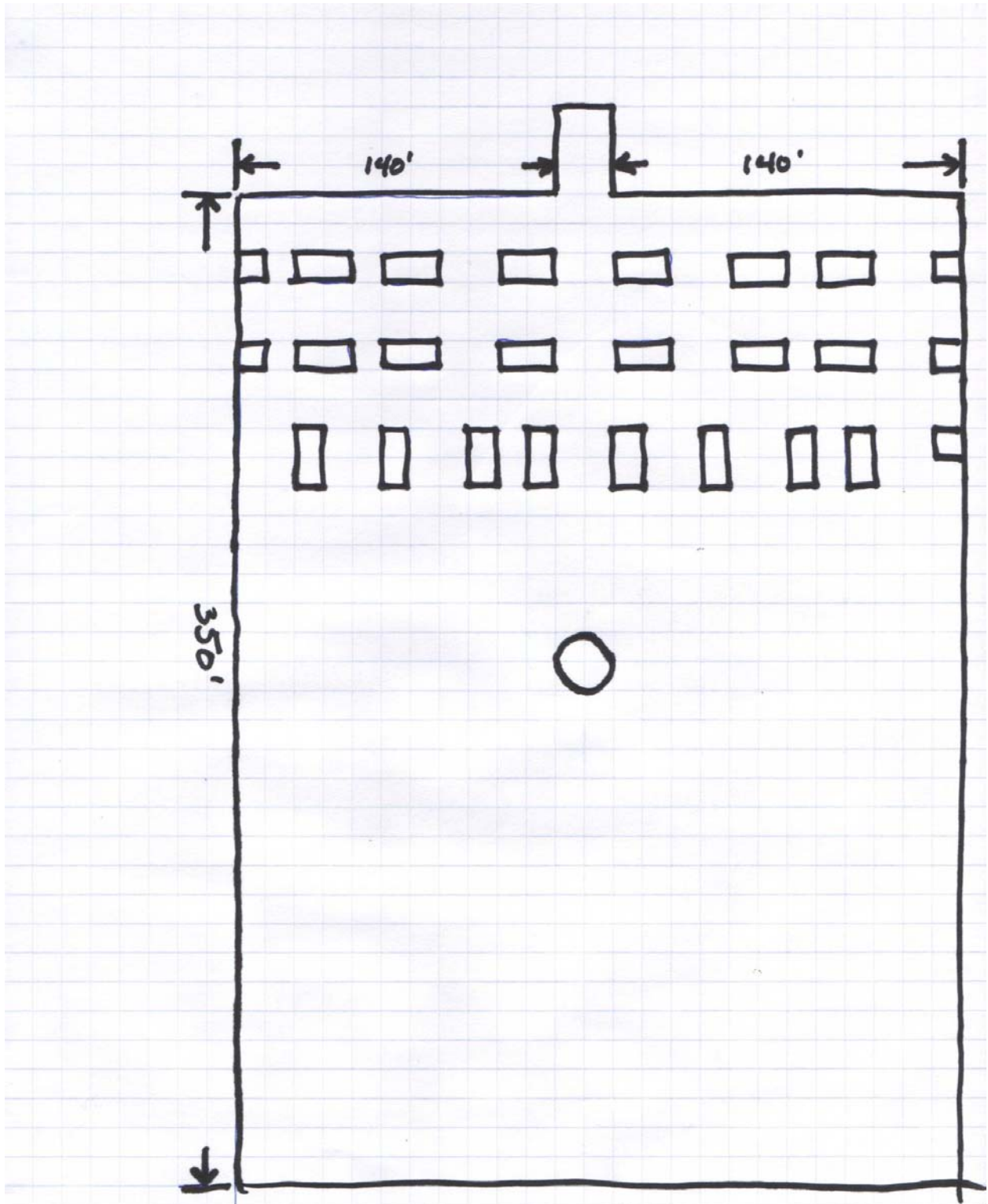
DM AID: MAP #1 – THE FIRST SEAL



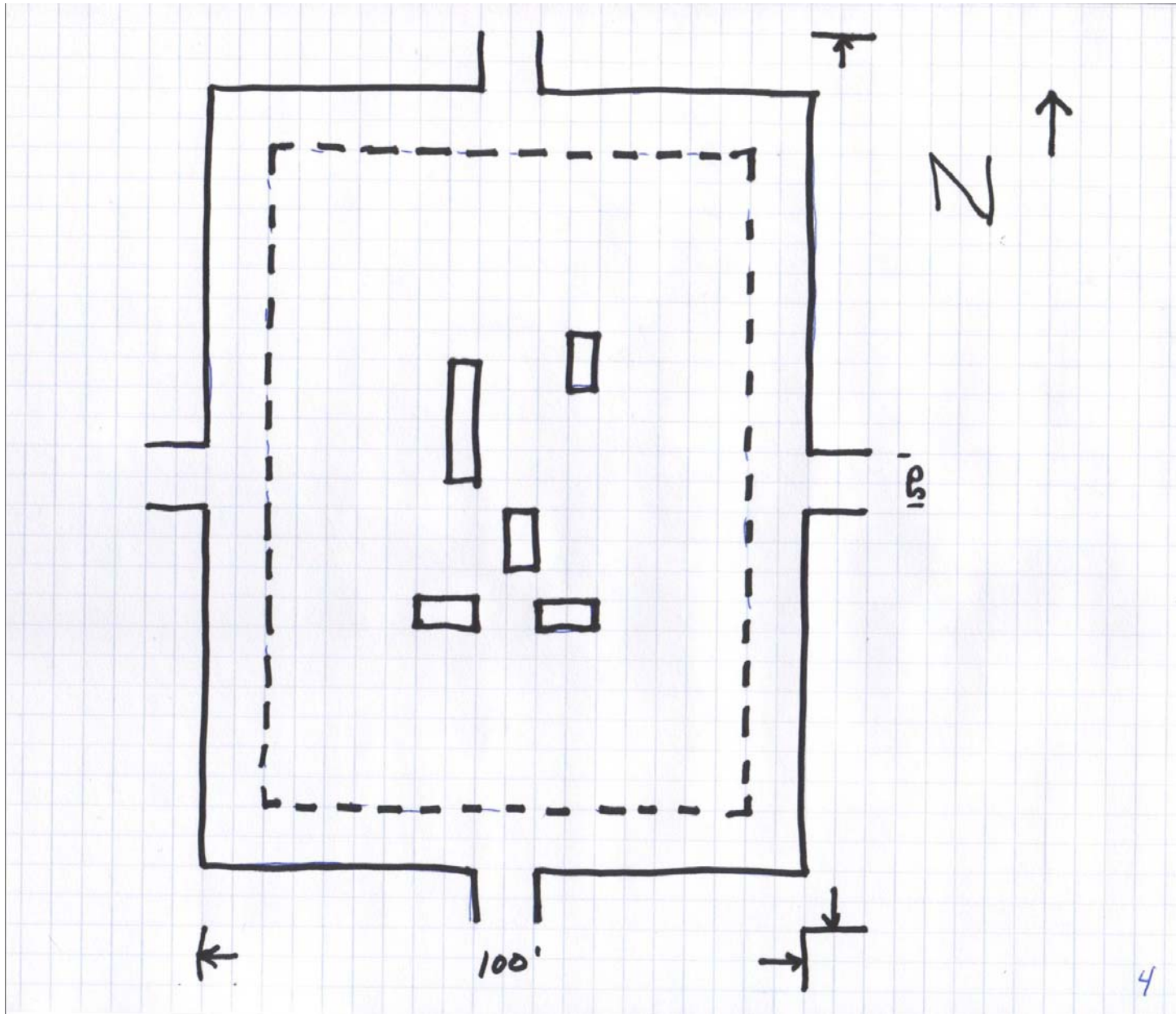
DM AID: MAP #2 – THE TOMB OF JESLIN PROUDLIN



DM AID: MAP #3 – THE VAULT OF THE HOLLOW



DM AID: MAP #4 – THE SLAVE PENS



DM AID: NEW RULES

NEW TEMPLATES

Evolved Undead (*Libris Mortis* page 99)

An evolved undead is an undead whose body is flushed with more negative energy due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before.

“Evolved undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application

Armor Class: The base creature’s natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead’s HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based.

1	<i>Circle of death</i>
2	<i>Cloudkill</i>
3	<i>Cone of cold</i>
4	<i>Confusion</i>
5	<i>Contagion</i>
6	<i>Creeping doom</i>
7	<i>Greater dispel magic</i>
8	<i>Greater invisibility</i>
9	<i>Haste</i>
10	<i>Hold monster</i>
11	<i>See invisibility</i>
12	<i>Unholy blight</i>

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): An evolved undead gains heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 charisma

Organization: An evolved undead usually becomes a leader among those of its kind

Challenge Rating: Same as Base Creature +1

Level Adjustment: Same as Base creature +1

NEW MONSTERS

Marrusault (Sandstorm, page 171)

Large Monstrous Humanoid

Hit Dice: 6d8+18; hp 45

Speed: 20 ft (Full Plate) 30 ft base.

Armor Class 23, touch 10, flat-footed 22 (+5 natural, +8 armor, +1 dex, -1 size)

Base Attack/Grapple: +6/+15

Attack: Great Falchion +11 melee (1d12+7/18-20) or Bite +10 melee (1d8+5)

Full Attack: Great Falchion +11/+6 melee (1d12+7/18-20) and bite +5 melee (1d8+2)

Space/Reach: 10ft./10ft.

Special Attacks: Howl of Defiance, pounce

Special Qualities: Ferocity, Marruspawn traits

Saves: Fort +7, Ref +6, Will +5

Abilities: Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 14

Skills: Listen +7, Search +1, Spot +3

Feats: Cleave, Exotic Weapon Proficiency (great falchion), Great Fortitude, Power Attack, Weapon Focus (great falchion)

Environment: Warm Deserts

Challenge Rating: 5

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Level Adjustment: +2

In ancient days, armies of marrusaults darkened the once-green plains, fighting for the will of the marru. Bred for fighting, each marrusault knows its worth in any conflict. Hardy survivors, marrusaults eked out existence where many of the weaker or more specialized spawncrafted creations of the marru perished with heir masters. Still, a marrusault depends on the equipment and other resources it gains from swearing service to a marrutact. Sometimes a marrusault goes rogue – these creatures often find death in the waste, their bones posing a mystery to travelers who come upon them.

Individually, marrusaults are known for the ability to withstand wounds that would drop a lesser creature. Of course, such fortitude is another gift of spawncraft.

Like all marruspawn, a marrusault relies on its discriminating hearing to pinpoint hidden enemies. Once identified, a marrusault uses its howl as it pounces on its target, bringing its mighty blade to bear

Howl of Defiance (Su): Once per day, a marrsault can loose a terrifying howl as a free action. All creatures except other marrusaults within 30 feet must succeed on a DC15 Will save or become fatigued. Those within 10 feet who fail their save become exhausted. The save DC is Charisma-based

Pounce (Ex): If a marrusault charges, it can make a full attack, including its bite attack.

Ferocity (Ex): A marrusault is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound

they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination

Marrutact (Sandstorm, page 171)

Medium Monstrous Humanoid

Hit Dice: 7d8+7; hp 38

Speed: 30 ft.

Armor Class 19, touch 11, flat-footed 18 (+4 natural, +4 *mage armor*, +1 dex, -1 size)

Base Attack/Grapple: +7/+7

Attack: Masterwork Staff +8 melee (1d6)

Full Attack: Masterwork Staff +8/+3 melee (1d6)

Space/Reach: 5ft./5ft.

Special Attacks: Howl of Healing, spells

Special Qualities: Marruspawn traits, spell resistance 16

Saves: Fort +3, Ref +6, Will +9

Abilities: Str 11, Dex 13, Con 13, Int 18, Wis 18, Cha 16

Skills: Concentration +11, Hide +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (geography) +14, Listen +8, Spellcraft +16, Survival +4(+6 to avoid getting lost or avoid hazards)

Feats: Combat Expertise, Dodge, Improved Initiative.

Environment: Warm Deserts

Challenge Rating: 5

Treasure: Standard

Alignment: Usually Neutral

Advancement: By character class

Level Adjustment: +3

Howl of Healing (Su): Once per day, a marrutact can loose a regenerative howl as a free action. All marruspawn pledged to the howling marrutact within 30 feet heal 3d8+5 points of damage. Those within 10 feet heal and extra 1d8+1 points of damage.

Spells: A marrutact casts spells as a 5th level wizard

Marruspawn Traits

Discriminating Hearing (Ex): A marruspawn can hear across great distances with ease, gaining a +4 racial bonus on Listen checks. A marruspawn's hearing is so sensitive that it can sense the presence of most creatures merely by the sound of their breathing, their heartbeat, or their movement if they are within 30 feet.

When a marruspawn detects a noise, the exact location of the source is not revealed – only it's presence somewhere within that range. A marruspawn can take a move action to note the direction of the sound. Whenever a marruspawn comes within 5 feet of the source, it can pinpoint the sound's location. Undead, constructs and other creatures that have no metabolism are not subject to being detected by discriminating hearing unless they move – in any round when they move, they are detected by the sound they make while moving through the air or shuffling along the ground. Only incorporeal creatures are completely undetectable, unless they wish to be detected.

Resistance to Dessication (Ex): Centuries of life in the waste afford marruspawn the ability to cope with thirst and reduced fluid intake. A marruspawn thus gains resistance to dessication damage 10. Whenever a marruspawn is subject to magical dessication damage, that damage is reduced by 10 before being applied to the marruspawn's hit points

A marruspawn also takes no nonlethal or lethal damage from failing Constitution checks to avoid becoming dehydrated, although it still might become fatigued if it fails a check. If a marruspawn ever becomes dehydrated, whether due to natural causes or another effect (such as a spell), it needs to drink only a mouthful of water to lose that condition. A marruspawn also requires only half as much water in a day as is normally required for a creature of its size.

Resistance to Fire (Ex): Bred to withstand magic artillery, a marruspawn enjoys an inborn resistance to fire 5

Low-Light Vision (Ex): A marruspawn can see twice as far as humans in conditions of poor illumination.

Languages: Marru, Common.

Typical Spells Prepared (Caster level 5th) (X/X/X, save DC = 14 + spell level): 0 – *Daze*, *Disrupt Undead*, *Mage Hand*, *Resistance*; 1st – *Mage Armor*, *Magic Missile* x2, *True Strike*; 2nd – *See Invisibility*, *Mirror Image*, *Scorching Ray*; 3rd – *Fireball*, *Dispel Magic*

Spellbook: 0 – *Daze*, *Disrupt Undead*, *Mage Hand*, *Resistance*; 1st – *Mage Armor*, *Magic Missile* x2, *True Strike*; 2nd – *See Invisibility*, *Mirror Image*, *Scorching Ray*; 3rd – *Fireball*, *Dispel Magic*

Bleakborn (Libris Mortis, Page 86) CR 7

Medium Undead

NE Medium Undead

Init +3; **Senses** Listen +12, Spot +12

Languages Common, Molian

AC 27, touch 13, flat-footed 24

(+3 dex, +14 natural)

hp 52 (8 HD)

Fort +2 **Ref** +7, **Will** +8

Speed 30 ft. (6 squares)

Melee Slam +10 (1d6+9+2d6 cold)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +12

Atk Options

Combat Gear none

Abilities Str 22, Dex 16, Con -, Int 14, Wis 14, Cha 15

SQ Contingent Healing 10, darkvision 60ft, fire lover, undead traits, +2 turn resistance

Feats Alertness, Combat Reflexes, Lightning Reflexes

Skills Diplomacy 6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Possessions none

Cold to the Touch (Su): The touch of a bleakborn deals 2d6 points of cold damage. Each 3 points of cold damage dealt heals a bleakborn of 1 point of damage. If this mount of healing would cause a bleakborn to exceed its full normal hit point total, it gains any excess as temporary hit points. These temporary hit points last for up to one hour. Anyone who hits a bleakborn in melee also takes 1d6 points of cold damage, unless wielding a reach weapon.

Contingent Healing: A bleakborn only heals when in range of a living creature that it can affect with its heat-draining aura. Even if brought to 0 hit points or less, a bleakborn eventually heals if a living creature at some future date wanders within 30 feet of the bleakborn's remains, automatically triggering its heat draining aura. As long as affected creatures are within its heat draining aura, a bleakborn's contingent healing remains active. A bleakborn does not have immunity to cold. While a bleakborn doesn't take cold damage from its own abilities, it can take cold damage from another of its kind.

Create Spawn (su): Any humanoid slain by a bleakborn becomes a normal zombie in 1d4 rounds. These spawn are under the command of the bleakborn and remain enslaved until destruction. They do not possess any of the abilities they had in life.

Fire Lover (Su): A magical fire attack heals a bleakborn. Each 3 points of fire damage dealt heals a bleakborn of 1 point of damage. If this mount of healing would cause a bleakborn to exceed its full normal hit point total, it gains

any excess as temporary hit points. These temporary hit points last for up to one hour. A bleakborn makes no saves against fire effects.

Heat Draining Aura (Su): All living creatures (except those immune to cold damage) that approach to within 30 feet of a bleakborn are subject to its heat draining aura. Victims must make a DC 16 Fortitude save. If they fail, they take 2d6 hit points per round as their living heat is sucked away, but if they succeed they lose only 1d6 points per round that they remain in the radius. Should a bleakborn kill a humanoid creature with its heat draining aura, the victim rises again as a bleakborn spawn. The save DC is charisma based.

Evolved Entropic Reaper (Libris Mortis, Page 98)

CR 13

Medium Undead

CE Medium Undead (Extraplanar, Chaotic)

Init +6; **Senses** Listen +26, Spot +26

Languages common, abyssal, celestial

AC 21, touch 12, flat-footed 18
(+2 dex, +9 natural)

hp 142 (19 HD)

Fort +17, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)

Melee Large Scythe +13/+8 (2d6+19 plus entropic blade / 19-20, x4)

Ranged none

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +19

Atk Options Spell-like abilities

Combat Gear none

Abilities Str 31, Dex 14, Con -, Int 11, Wis 20, Cha 17

SQ Damage reduction 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, spell resistance 22, undead traits

Feats Combat Reflexes, Improved Critical (Scythe), Improved Toughness, Improved Initiative, Power Attack, Cleave, Whirlwind Attack

Skills Concentration +23, Listen +26, Spot +26, Knowledge (planes) +23

Possessions combat gear

Spell-like abilities: 1/day – *plane shift*, *cone of cold* DC 18. Caster Level equals the entropic reaper's HD. The Save DCs are charisma based.

Entropic Blade (Su): An entropic reaper confers the entropic blade property upon any weapon it wields—usually a normal scythe. An entropic Blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic blade successfully deals damage the victim must make a DC21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it incorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma Check. Success renders the victim immune to the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal* or *greater restoration* spell removes the affliction (though a separate restoration spell is necessary to remove any drained points of wisdom). The save DC is Charisma based.

Master of the Scythe (Su): The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, allowing it to make one additional cleave attempt in a round.

Evolved Boneyard (Libris Mortis, page 89)

CR 15

Huge Undead

CE Huge Undead

Init +6; **Senses** Listen +25, Spot +25

Languages common, abyssal, terran

AC 31, touch 10, flat-footed 29
(+2 dex, +21 natural, -2 size)

hp 127 (17 HD)

Fort +7, Ref +9, Will +15

Speed 20 ft. (4 squares)

Melee Bite +16 (2d8+15 plus bone subsumption / 19-20, x4)

Ranged none

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +27

Atk Options

Combat Gear none

Abilities Str 33, Dex 14, Con -, Int 18, Wis 20, Cha 20

SQ Damage reduction 10/-, darkvision 60 ft., fast healing 10, immunity to cold, spell resistance 24, undead traits

Feats Combat Reflexes, Dodge, Improved Critical (Bite), Improved Toughness, Improved Initiative, Lightning Reflexes

Skills Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25

Possessions none

Spell-like abilities: 1/day –*cone of cold* DC 20. Caster Level equals the Boneyard's HD. The Save DCs are charisma based.

Bone Subsumption (Su): Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The Save DC is Charisma based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on creatures that possess a skeletal structure.

Improved Grab (Ex): To use this ability, a boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to subsume all the bones in a victim's body.

Summon Skeletons (Su): A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for one hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su): If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

NEW WEAPON

Great Falchion (Sandstorm, page 97)

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type
Great Falchion	100gp	1d8	1d12	18-20/x2	--	12	Slashing

This heavy executioner's sword has the same basic profile as a falchion, albeit with a much greater blade surface. Because it is an executioner's weapon, it is often crafted as a masterwork weapon, marked with a royal seal, and created with one or more gems in the hilt.

PLAYER HANDOUT #1 – TITLE

CRITICAL EVENT SUMMARY: KEO7-04 CASTLEFALL

1. Did the heroes recover the Keoish Medallions from the first seal? Yes No

2. Did the heroes fight the residents of Jeslin's Tomb,?

Yes No

3. Did the Heroes enter the Vault of the Hollow? (if Not, proceed to Q4)

Yes No

If so, list the hero name who succeeded at the Trial of Entry:

4. Did the Heroes destroy the second seal?

Yes No

5. If the heroes destroyed the second seal, did they rescue the captive Royal Standards?

Yes No

6. If the heroes visited the Vault, did they kill Gustavren the Packmaster?

7. Did the heroes remove the velvet from the parcel?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):