

KEO8-02

The Daunting Spire

A One-Round D&D[®] LIVING GREYHAWK[™]

Keoland Regional Adventure

Version 0.8.0

by Dave Guerrieri

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Baron Malweig of Dilwyth requests your assistance, asking you to venture forth to an ancient dangerous site, breach its defenses, and find weapons for use in the coming battles. A Keoland Regional adventure for APLs 4-12..

Resources: *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual V*, *Vecna Lives!* [David "Zeb" Cook], *Die! Vecna Die!* [Bruce R. Cordell, Steve Miller].

PREPARING FOR PLAY

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, 2008.

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.

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 the Empire of 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

The Returned army advances through the Good Hills, facing little resistance. Nothing seems to be stopping their inexorable march towards where? They appear intent upon the Keoish heartland. No military strategies tried so far have seemed to do more than slow The Army of the Returned more than slightly.

Meanwhile, at Castle Draconis Imperius, Vilharian, still sheathed in Baron Malweig's body, is aware of the current military threat against Keoland. He is very concerned about the survival of the Suel noble houses and believes there may be some help available for the coming battles in the rooms under the Tower of Valadis. Vilharian is unaware that among the relics to be found housed under Valadis is a "brother" of his, Haladyn, though it has gone slowly mad over the centuries of silence and solitude. Also under Valadis is another valuable item, Libre de Fabrikke Magicas, a tome that details how to create powerful magic items (as well as other secrets).

The Tower of Valadis was originally constructed in -329 CY by the Malhel, as a place of protection and rulership. Many powerful items were stored in the rooms beneath Valadis. The Malhel abandoned the tower shortly thereafter, and appearances by House Malhel since then have been few and far between.

One member of House Malhel, Asberdies, later seized power in the area of the current Yeomanry in -277 CY. Sometime after Asberdies came to power, one of his apprentices, Nolhast the Unforgiven gained entrance to the Tower of Valadis, and escaped with many of the powerful items there, rumored to include the Hand and Eye of Vecna.

Since then, the elves of the Dreadwood have been the unofficial watchers of the Tower of Valadis, ensuring no one entered or exited. Being long-lived, they remember the atrocities of House Malhel, and wish to make sure the magics and evils that may still inhabit Valadis do not emerge again to threaten and endanger others.

In KEO4-02, Active Imagination, Baron Malweig of Dilwych traded his soul and mental capacity with Vilharian, an ancient Suel sword who considers himself a steward of the Suel noble houses. Vilharian is now in Malweig's body, and Malweig's spirit is in the sword.

Vilharian realizes the coming storm threatens the very foundations of Keoland, and therefore the Suel noble houses themselves. He believes Nolhast may not have escaped Valadis with all the powerful items, and believes that items still there can be recovered and used in the coming battles.

Unknown to even Vilharian, his "brother" sword, Haladyn is under Valadis, but has slowly gone mad over the years. It wishes merely to be released and brought forth from under the tower, where it can appease its chaotic hunger. This sword can be "joined" with Vilharian, in a ritual that can be found in the *Libre de Fabrikke Magicas*. The swords themselves, created long before the Twin Cataclysms, were originally created to protect the noble Suel houses of the ancient Suel Imperium. They may also be "combined" to create a more powerful weapon than either is individually. The *Libre de Fabrikke Magicas* also has information on how to create magic items of great power, and would be of interest to many factions and people.

ADVENTURE SUMMARY

The heroes will attempt to recover valuable weapons for the coming battles from the Tower of Valadis, and may find a few more interesting things as well.

Encounter 1: The heroes meet with Baron Malweig, having been requested to attend a meeting. who explains to them that they may have discovered some information that may unlock the Tower of Valadis (it is a phrase). There may be items under the tower that can aid in the war efforts.

Encounter 2: Heroes travel to the Tower of Valadis, meeting on the way with a Dreadwalker patrol. They ask what they are doing here, and seem incredulous that the PCs are planning on entering Valadis. After verifying their intentions and mission, the Dreadwalkers ask the PCs to please report in when done, and to take care in their mission. They also provide some basic information of the current state of affairs in the Dread.

Encounter 3: The heroes arrive at the Tower of Valadis, and enter.

Encounter 4-10: The heroes enter the basement, navigate some magical protections, and meet the remaining residents. They also gather some insight into the Eye and Hand of Vecna, the sword of Kas, and the Malhel themselves, as well as gather the items for which they came..

PREPARATION FOR PLAY

Do we need anything here?

This section summarizes any information that the DM should determine about the participating PCs prior to the adventure beginning. For example, this could include determining whether the PCs possess a particular favor or item. It can also be used for pre-rolled skill checks if you do not wish to alert the players that something is happening (for example, having elven characters pre-roll Search checks if a secret door is located somewhere in the adventure). Include here all relevant AR items from previous adventures. Also include any activities the DM should take before beginning the adventure. The first paragraph of preparation for play is not indented; all subsequent paragraphs are.

ENCOUNTER 1: A MEETING WITH THE BARON

Baron Malweig the First's body is currently inhabited by the intelligent sword Vilharian, as per the events in KEO4-02, Active Imagination. Vilharian is an ancient adamantine Suel long sword, who considers himself a steward of the noble houses of Keoland, and therefore also of Keoland itself. Vilharian and Malweig agreed to switch places in KEO4-02, and Malweig's soul and intellect is now encased in the long sword.

You are standing at the front door to Castle Draconus Imperious. The door immediately opens, and two servants appears, one male and one female.

"Welcome to Castle Draconis Imperius in the Barony of Dilwyth. Our Baron, his most honorable Malweig the First, asks you to partake of his hospitality while he awaits the arrival of others. Please follow me."

They lead you down several halls, and open the door to a sumptuously furnished large chamber with a variety of foods and drinks. "Please wait here, and enjoy our food and drink; I'm sure it will be just a short time until all have arrived."

Have other PCs enter the room one by one, and allow character introductions to occur at this time if needed. Feel free to draw out a large comfortable room with a buffet table and other furnishings if you desire.

Shortly after the last person has arrived, there is a short knock on the door, and it opens to reveal a distinguished tall Suel man, wearing the clothes of a noble, and an adamantine long sword hangs in a scabbard from his belt, hand resting upon the pommel.

"I'm glad you have arrived so quickly," Baron Malweig says, though the voice doesn't seem to quite match the man. "We have work to do if we are to save this Kingdom." He pours himself a goblet of wine, takes a drink, and sits down.

"It's apparent to me that the coming storms do not bode well for our Empire. The winds of war to the west will soon be moving eastward. Count Manz and his troops are now allied with the forces of The Returned, and the combined forces now move through the Good Hills, razing and destroying everything in their

path, their ultimate goal still unknown. Do any of you have more information regarding the efforts?"

Allow the heroes to provide any information and details regarding the Returned and the war that they wish.

"It is apparent to me that too little is being done, and too late. Keoland has its troops spread too thin, with contingents in Bissel and in the Ulek states. Even with them being called back, it will be some time until they can be utilized."

"I believe that we may find weapons for the coming battles in a most unexpected place – the Tower of Valadis! What do you know of Valadis?"

Allow the players the opportunity to respond to the question with information that their PC may know.

"The Malhel erected the Tower of Valadis long ago, and it was rumored that many powerful artifacts were recovered and entombed in the rooms below the tower. Although it may have been sacked centuries ago by the foul Nolhast the Unforgiven, there still may be items of great power secreted there."

"I believe we may have uncovered the key to enter Valadis. I have no need to explain where or how I found this information; it is simply here now. Venture forth to the Tower of Valadis, stand at the front door, and speak the following phrase in Ancient Suliose: The Suel are the masters of all, and the Malhel are the masters of the Suel. The Malhel shall once again assume their rightful place."

"Do you have the capability to speak Ancient Suel amongst your group, and do you have the ability to travel magically, quickly?"

If yes, please read or paraphrase the following:

"It is now midday (noon), you have most of the day in front of you. I suggest you set off at once, and make all haste, as Keoish citizens are dying every day fighting this horde of enemies."

If no, please read or paraphrase the following:

"If necessary, take these two scrolls of tongues so that you may speak the words

necessary to enter. You may also use this scroll of teleport to speed your journey, and a second is for your return journey. It is now midday (noon), you have most of the day in front of you. I suggest you set off at once, and make all haste, as Keoish citizens are dying every day fighting this horde of enemies."

The heroes may purchase any mundane supplies they wish at this time. The Baron may Use Magic Device on the scroll to teleport the party if needed.

NOTE: The heroes have been told that haste is needed. Do not emphasize this to them again after this. They have been given their instructions, so simply keep track of how many days it takes for them to enter the tower, explore it, and return with their booty, and mark it on the critical events summary.

ENCOUNTER 2: TRAVEL TO THE TOWER

The hero's teleport near to the Tower of Valadis, as the magic of the tower prevents nearby magic travel. A Dimension Lock effect prevents teleportation from working, and extradimensional spaces as well. You may wish to remind the players that they cannot open any extradimensional objects, such as Heward's Handy Haversack or Bags of Holding while in such spaces.

You arrive on top of a small hillock, clearly in the Dreadwood, with a tall tower visible to the south. Surely it must be the Tower of Valadis. The tower appears to be an hour or so walk. At the bottom of the mound to the west, a trail can be barely discerned, leading both north and south.

If the party follows the trail, they will come upon a small contingent of Dreadwalkers, lead by Valeran Moonchild, who will ask what the PCs are doing here, and provide news of the current state of the affairs in the Dread.

If a Dreadwalker is in the party, or if the heroes have Dreadwalker influence and favors (they recognize at least half of the party), please read or paraphrase the following:

You notice a group dressed in greens and browns, very difficult to see, approach you from either side of the trail, weapons drawn and ready. The pause for a moment, obviously

recognizing at least some of your party, unready their weapons and approach.

If you do not have a Dreadwalker in your party, or enough recognition, please read or paraphrase the following:

A patrol of humans and elves dressed in greens and browns seem to rise up out of the ground of the forest on either side of the path. Their bows are drawn and pointed at you.

A Knowledge: Sheldomar Valley, History or Nature DC 10 check will reveal they are Dreadwalkers. They will initially be unfriendly towards the party, but this is not a combat encounter.

The Dreadwalker patrol is led by Valeran Moonchild, who some PCs may recognize. They will first ask the PCs to state their business here. If Valadis is mentioned, the Dreadwalkers look at each other for a moment, and state that "none may enter there." They will eventually acquiesce if given enough information about the hero's mission, and will ask them to be careful, and to please report their findings back to the Dreadwalkers.

Valeran will also reveal to the PCs that the Dread is getting very restless, and it appears that things seem to be coming to a head, and it may be soon. Dreadwalkers are gathering at Dourstone and Aridul at this time, their leaders are in planning meetings.

This will be filled in following the premiere of KEO8-01 and will provide complete, up to the minute information regarding the Dreadwood and events thereof.

Get info from JR and Phin on this, maybe even a writeup from them.

ENCOUNTER 3: ENTRANCE TO THE TOWER

The heroes approach the Tower of Valadis and get their first good look at it. They will be able to enter the front door with the verbal key given by Vilharian. The heroes were told by Vilharian that any items would be beneath the tower, and so should head downstairs. There is nothing of interest or value above ground.

The heroes will enter the main ground floor in the foyer, and follow stairs down to the basement, which leads to a door.

An alien-looking structure stands in front of you. Stretching upwards of 300 feet tall, the Tower of Valadis begins with a pyramidal-shaped base at the bottom, about 50 feet square and 100 feet tall, maybe 30 feet square at the top. The next level is comprised of bow-shaped areas, joined at both top and bottom, with a larger central column running between them, again about 100 feet tall and about 50 feet diameter at the widest. The top portion begins with a large flat disk upon which a number of tall, thin minaret-like structures of various shapes reach toward the sky. A plain iron-bound wooden double door stands on the eastern face of the tower.

At this time, please distribute Player's Handout 1 – The Tower of Valadis.

The door is magically locked so that only the phrase given by Vilharian being spoken in Ancient Suel will unlock the door. Upon speaking the phrase, please read or paraphrase the following:

The doors split, swinging open, revealing the foyer of the tower, in all it's glory. Continual light spells still glow from sconces set upon the walls, illuminating the entire interior, reflecting off of the polished pink marble that everything seems to be made. To the right of the door, a curved stairway hugs the way, leading up, while on the left an identical stair leads down.

Both stairs end in doors. The stairs leading up end in a door that cannot be opened. When the heroes head down the stairs, please read or paraphrase the following:

The stairs lead down into a long narrow hallway, about ten feet wide and about 150 feet long. The hallway enters a forty foot square room, with a large pink marble door, ten feet wide and 15 feet tall on the opposite wall. A keyhole is visible about three feet above floor level. An inscription is written upon the door, in what appears to be an ancient language.

The door is locked and trapped, and can be bypassed by using rogue skills (which deactivates the traps for 12 hours), destroying the door (automatically setting off the traps and alerting the monsters) or solving the riddle (which unlocks the door and deactivates the traps for 12 hours).

The writing is in Ancient Suloise; if any of the heroes are able to read the writing, please read or paraphrase the following:

***I am a vessel and a stone,
When I am hot my temper is known,
I have my own money as well as a bank,
If I take a bath the devil you can thank,
I have no mercy when I am cold,
If I am bad ill will shall unfold,
I can be thirsty and have shot many eyes,
In the dead of night as the curdling hound cries.***

Then hand the players Player's Handout 2- The Riddle.

The answer is "blood".

Note: As a judge, you may want to put the players into "PC talking" mode, that is, everything they say is what their characters say. If the PCs mention blood out loud, the door will silently unlock and the traps will deactivate for 12 hours.

The door may also be opened using Disable Device and Open Locks, and may also be broken using force. Please see the information below regarding the lock and traps.

APL 4 (EL 4)

Door, Stone: 2 in. thick; hardness 8; hp 30; Break DC 28; any other key details.

Lightning Bolt Trap: CR 4; magic device; proximity trigger; automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

Door, Marble: 4 in. thick; hardness 8; hp 60; Break DC 28; any other key details.

Lightning Bolt Trap: CR 4; magic device; proximity trigger; automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Summon Monster III Trap: CR 4; magic device; proximity trigger; no reset; spell effect (*summon monster III*, 5th-level wizard), Search DC 28; Disable Device DC 28. This trap summons a Hellhound, Monster Manual, page 152-153.

APL 8 (EL 8)

Door, Iron: 3 in. thick; hardness 10; hp 90
Break DC 28 any other key details.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Summon Monster V Trap: CR 6; magic device; proximity trigger; no reset; spell effect (*summon monster V*, 9th-level wizard), Search DC 30; Disable Device DC 30. This trap summons 1d3 Howlers, *Monster Manual*, page 154-155.

APL 10 (EL 10)

Door, Iron: 4 in. thick; hardness 10; hp 120;
Break DC 28; any other key details.

Chain Lightning Trap: CR 7; magic device; proximity trigger; automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Summon Monster VIII Trap: CR 9; magic device; proximity trigger; automatic reset; spell effect (*summon monster VIII*, 15th-level wizard), Search DC 33; Disable Device DC 33. This trap summons 1d3 Red Slaad, *Monster Manual*, page 228-229.

APL 12 (EL 12)

Door, Iron: 6 in. thick; hardness 10; hp 180;
Break DC 28; any other key details.

Chain Lightning Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*chain lightning*, 17th-level wizard, 17d6 electricity to target nearest center of trigger area plus 8d6 electricity to each of up to eleven secondary targets, DC 20 Reflex save half damage); Search DC 31; Disable Device DC 31.

Summon Monster IX Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*summon monster IX*, 15th-level wizard), Search DC 34; Disable Device DC 34. This trap summons 1d3 Blue Slaad, *Monster Manual*, page 229-230.

Please read or paraphrase the following if the PCs solve the riddle or use rogue skills to bypass the door:

The large door swings open silently, revealing a large foyer, 40 feet square made of red marble. Two hallways continue off ahead, and another hallway continues off to both the left and right.

Proceed to Encounter 4: Lobby.

If the door is broken using force, please read or paraphrase the following:

As the large door breaks off its hinges and crashed to the floor, it reveals a large foyer, 40 feet square made of red marble. Two hallways continue off ahead, and another hallway continues off to both the left and right. Forms can be seen advancing through the dust you've created.

ENCOUNTER 4: THE LOBBY

The heroes enter the basement proper and the museum lobby. The basement is made of a rich, deep red marble with dark maroon veining, which reflects little light. Hallways are 20 feet tall, and rooms are 30 feet in height.

If the heroes have solved the riddle or used rogue skills to bypass the door, no monsters will be here. Please read or paraphrase the following:

Advancing into the 40 foot square foyer, the ten foot wide hallways ahead continue straight, while the hallways to the left and right are more like entrances into rooms. Everything you see is made from the same dark red marble. You can see where paintings must have once hung on the walls, now only shown as slightly lighter shades of marble. A few empty pedestals stand about the room.

If the PCs used brute force to destroy the door, the monsters in the basement will move to defend the place, and will be encountered in the lobby. Please read or paraphrase the following:

Through the dust, a form (or forms) appear, skeletal and gaunt. A few empty pedestals stand about the room.

Allow the PCs one round of actions before rolling for initiative, and allow two rounds in between encounters. The undead creatures from Encounter 5 will be first, followed by the demons from

Encounter 8. The constructs from Encounter 7 will not leave the room they are in.

Once the heroes have dispatched the foes, please read or paraphrase the following:

Now in the foyer, the ten foot wide hallways ahead continue straight, while the hallways to the left and right are more like entrances into rooms. Everything you see is made from the same dark red marble. You can see where paintings must have once hung on the walls, now only shown as slightly lighter shades of marble. A few empty pedestals stand about the room.

In the dungeon are a number of golems and constructs, simply performing mundane tasks such as cleaning, dusting, etc. These creatures will be no threat to the heroes, but are simply still doing what they were instructed to do some years ago. A few are now non-functional. Feel free to adlib some of this flavor to the players.

ENCOUNTER 5: EXHIBITION HALL 1

This 60 foot square chamber has empty alcoves and empty pedestals all around the room, and another exit in addition to the archway you stand in. The walls are actually a series of frescoes.

If there are creatures still here, please add the following descriptive text:

Through the dust, a form (or forms) appear, skeletal and gaunt.

APL 4 (EL 5)

Boneclaw (1): hp 120; see *Appendix 1*.

APL 6 (EL 7)

Boneclaw (2): hp 120 each; see *Appendix 2*.

APL 8 (EL 9)

Blaspheme (1): hp 185 each; see *Appendix 3*.

APL 10 (EL 11)

Blaspheme (2): hp 185 each; see *Appendix 4*.

APL 12 (EL 13)

Dreadwraith (2): hp 144 each; see *Appendix 5*.

When the heroes have the opportunity to look closer at the room, please read or paraphrase the following:

The seven frescoes are very vivid, painted in striking colors and remarkable realism.

The first fresco shows a large city, obviously a great civilization in a verdant plains teeming with life. Tall, blond, pale skinned individuals can be seen in the streets.

Adjust the read aloud text as necessary to reflect the party's actions up to this point. A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 10 check determines the people are Suel.

The second fresco shows a group of mages, in a variety of colors of robes, joining together in a magical ritual. Mages in maroon robes seem to be leading the ritual.

The third shows a gray smoke or haze, pouring across a plain advancing upon a city, destroying everything in its path.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 10 check determines the second and third fresco depicts the Invoked Devastation.

The fourth shows a large group of Suel, including some of the mages seen previously, as well as others, walking across the desert. The lead group is dressed in maroon robes. Some of them are looking back, towards where the tops of several minarets can be seen pushing through the sand.

The fifth shows the same group of Suel, traveling underground, passing through a large earthen tunnel. Concern and fear can be seen on their faces, and one group of Suel, all dressed in the silver robes, are trailing behind.

The sixth shows the same group exiting a tunnel and entering into a verdant, green plain. Tall, snow-capped mountains appear behind them. Maroon-robed Suel once again stand at the forefront of the column.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 15 will determine that the fourth, fifth and sixth frescoes depict the Suel migration after the Twin Cataclysms, through Slerotin's Passage, and the eventual exit into what is present-day Yeomanry.

Have the heroes make a DC14+APL Spot check. If made, they will notice that the group in the previous fresco lagging behind in the silver robes are no longer shown in pictures. A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility

and Royalty or History) of DC 20 will reveal that this represents the Lerara, the group of Suel lost in Slerotin's Passage.

The last fresco shows the group settling in a fertile valley, with wide rivers on either side, and a marsh to the north and south. A large forest spreads out in the south as well. They are mingling with darker-skinned shorter people, as well as some demi-humans. Again, the mages in maroon robes appear to be in charge.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 15 check will determine that this shows the Suel settling in what is present day Keoland.

ENCOUNTER 6: EXHIBITION HALL 2

A number of empty pedestals and alcoves are located in this chamber, made from blood red marble.

This large rectangular room is 50 feet by 100 feet and is filled with pedestals, all empty. Alcoves line the walls, also empty. A larger alcove is in the west wall, figuring prominently in the room's arrangement, with an empty pedestal. Brass plaques on the pedestals and under the alcoves are the only clues as to this room's previous contents. An engraved copper plate fills the entire east wall. Paintings hang about the rest of the room.

If the heroes check out the larger alcove, please read or paraphrase the following:

Upon inspecting the large alcove, the only item of interest is a bronze plaque on the pedestal. It simply says, "The Hand of Vecna".

This room once held the Hand of Vecna as its main prize, along with many other items taken from the Silent Tower when the Malhel raided it. The plaques describe the various items that were once held here.

Feel free to add lib some item names here and throughout the rest of the adventure.

[[dig up some old classic items from 1st and 2nd edition, legendary names and such, for flavor]]

If the heroes examine the engraved copper plate on the east wall, it describes Vecna's birth and his rise to power. Please read or paraphrase the following:

The copper plate is comprised of a number of separate engraved scenes, but is obviously all about the same figure. One plate shows the birth of a boy, which causes the death of his mother. Faces are vaguely discernable in the clouds, looking morose. Another shows a Flan young boy of maybe 6 or 7 tormenting and torturing animals around town. The next shows the young boy, now about 12 years of age, displaying some magical aptitude, energy dancing about his fingertips and a visible aura about his body. The fourth shows a mage taking him as an apprentice. The next shows him a few years later, killing his master. Others images display various acts of great arcane skill and fiendish cruelty.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 check will determine that the copper plate depicts the early years of Vecna.

If the PCs investigate the paintings, please read or paraphrase the following:

In the first painting, a good-looking young mage with robes decorated with snakes casts a spell at an aged man in elaborate plate mail, causing him to thrash in pain, as a group of warriors and casters look on in amazement. The soldier's head is starting to split open, revealing his brain.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 check will determine this is Vecna grasping power in his homeland on behalf of the long-suffering and oppression of the Flan.

In the next painting, the wizard shown previously, now with sitting on a throne of snakes and with a crown on his head, smiles thoughtfully as a hooded man prepares to deliver a killing blow with an axe to a noble woman wearing elegant clothes and jewelry of an unknown fashion. Dead bodies fill the ground around the figures.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 check will determine that this depicts Vecna watching the killing of a noble woman he had chosen to be his wife. She refused to marry him, so he killed her family, one after another, leaving her for last. He never looked for another wife afterwards.

Another painting shows the wizard decorated in snake robes as middle aged, and standing on a jagged cliff. Below on the plain, armies battle while the earth itself demolishes a city, rising up to smash the ramparts as meteors flash from above into the heart of the city. It is obvious the destruction is being caused by magic. The storm clouds above the city resemble wispy snakes.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 check will determine this is Vecna is destroying a city. A DC 30 check will identify it as Gromida, whose citizens declined to join his expanding empire, and who then tried to have Vecna assassinated.

The snake-robed wizard is now well past his prime, and is in battle with a half-elf in similar robes. Both are aflame with magical energies. Other mages are engaged in arcane battles around them, with half of them wearing the snake-adorned robes as the older mage. Vaporous serpents writhe through the scene.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 check will determine this refers to Vecna and an apprentice and main lieutenant, a half-elf, who rose up to resist him. Vecna pronounced that he and all his allies, even those who simply had friendly dealings with him, were to be killed on sight. Vecna and his faithful followers confronted eventually the traitors and emerged with victory.

ENCOUNTER 7: EXHIBITION HALL 3

This large 50 foot by 120 foot room is filled with empty plinths and alcoves. A larger alcove is prominently placed along the north wall, with an empty platform inside. The south wall is filled with a large gold engraved plate. A variety of paintings of different sizes fill the walls of the room. A creature (or creatures) move(s) toward you with dangerous intent.

APL 4 (EL 6)

Golem, Force (2): hp 52 each; see *Appendix 1*.

APL 6 (EL 8)

Golem, Flesh (1): hp 90; see *Monster Manual*, page 135.

Golem, Stained Glass (1): hp 90; see *Appendix 2*.

APL 8 (EL 10)

Bronze Serpent (1): hp X each; see *Appendix 3*.

APL 10 (EL 12)

Bronze Serpent (2): hp X each; see *Appendix 4*.

APL 12 (EL 14)

Golem, Shadesteel (3): hp X each; see *Appendix 5*.

This room once held the Sword of Kas, along with many other items taken from the Silent Tower when the Malhel raided it. The plaques describe the various items that were once held here

[[dig up some old classic items from 1st and 2nd edition, legendary names and such, for flavor]]

Once the heroes dispatch the foes, they may continue to explore the room. When they wish to investigate the paintings, please read or paraphrase the following:

The walls are filled with a variety of paintings.

In one painting, a large Suel man in ornate maroon platemail (ancient and of unidentifiable make) single-handedly overcomes a makeshift army of men and women, guided by an armored priest with a sunburst on her chest. His armor is decorated with serpent symbols that appeared on the robes of the mage in other pictures. Storm clouds gather overhead, with faint images of the undead mage-king and serpents.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 check identifies this showing Kas the Bloody-handed as Vecna's lieutenant.)

Another shows the same man dressed in burgundy finery in a room with others, looking at maps, obviously planning some military strategy. A few show him and a gaunt elderly man engaged in various wicked activities.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 check shows Kas as Vecna's most trusted and highest ranking officer.

A gaunt figure with glowing eyes stands before the Spider Throne in flowing robes

covered with arcane symbols. He presents a short sword with a serrated blade to a Suel man down on your kneeling man in elaborate maroon platemail and a great horned helm of an unfamiliar design. The kneeling figure's hands are covered in blood, most likely from another armored warrior who lays nearby with his skull split open.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 15 check shows this depicts Vecna rewarding Kas with the magic sword now known as the Sword of Kas.

The last and largest painting shows a monumental battle between two beings, one the warrior depicted, and the other his emaciated wizardly mentor. It portrays a long-lasting battle, showing several different stages of the battle between the two. The last scene reveals the maroon warrior and the skeletal mentor delivering a mortal blow to each other. The warrior's blade severs the mage's hand, with the blow continuing into the side of his ace, as the mage calls down tremendous arcane energies to strike down his former protégé.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 15 check reveals this scene depicts the betrayal of Vecna by Kas.

When the players decide to examine the gold plate, please read or paraphrase the following:

The golden etching is a series of pictures that depicts the creation of a sword. One of them portrays iron being mined from a dead, frozen star. The next shows mining being done on what can only be the Abyss. Yet another shows elves working with mithral and dwarves working with adamantine, side by side. The next describes what can only be thinaun being excavated in some strange landscape. The next portrays these metals being combined into an alloy and forged by Suel in maroon robes into the shape of a sword, but not a normal sword.

This sword is six feet long with a two foot hilt, with a rippled blade with a vein of gold running down the center. The hilt is wrapped in red leather flecked with gold. The guards are of unicorn horn and the basket is a leering, bearded face from pommel to guard.

The last series of etchings shows the dweomers being cast into the sword. They depict a number of different casters, both arcane and divine, all Suel wearing maroon robes, casting spells into the sword.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 check reveals this shows the Malhel forging the Sword of Kas, and aiding in its enchanting.

When the heroes wish to examine the alcove, please read or paraphrase the following:

Upon inspecting the large northern alcove, you see an empty four foot by eight foot platform, raised 4 feet above the floor. A gold plaque upon the face simply reads "The Sword of Kas"

If you are feeling devious, you may certainly feel free to remind the players that the platform is about crypt-sized. The platform has a secret door to it, one that can be found by the normal elf means, or by succeeding on a Search check DC 26+APL while searching the platform. It can be opened with a Open Locks or Disable Device check DC 25+APL, or by destroying an area of the platform (see chart below). There is no trap on the area, though you can certainly allow the heroes to roll a Search and tell them they find no traps (mwahaha!!).

APL	Material	Hardness	Hit Points
4	Stone	8	90
6	Iron	10	120
8	Mithral	15	180
10	Adamantine	20	240
12	Adamantine	20	300

Upon the opening of the vault, please read or paraphrase the following:

As the side swings noiselessly open (or as the dust clears), you can see a number of items in the interior, surely some must be ancient and magical.

APL 4: Skill Shard, Greater, Vest of Defense, Torc of Displacement, Rock Boots, Gloves of Fortunate Striking

APL 6: Rod of Bodily Restoration, Enduring Amulet, Rod of Surprises, The Fist

APL 8: Transposer Cloak, Ring of Adamantine Touch, Circlet of Mages

APL 10: Horn of Plenty, Mantle of Second Chances, Hat of Anonymity, Armband of Maximized Healing

APL 12: Ring of Greater Counterspells, Boots of Tracklessness, Boots of the Mountain King, Greater, Bone Ring, Rod of Defiance

Three other items are found at all APLs.

Three unique items are also found, standing out from the rest by their distinctiveness The first is a scroll tube, that when opened reveals little. It is a scroll filled with graphics, symbols and glyphs, none understandable.

A Decipher Script DC 15 check or Intelligence DC 20 check will reveal that this is a set of instructions, or maybe directions for something, but nothing else.

The second item is a large leather bound tome, with the title in Ancient Suel. If read, the title is “Libre de Fabrikke Magicas”.

The entire book is written in ancient Suel, and if able to be understood, it reveals many lost magical secrets from before the Twin Cataclysms. It also appears to have some “recipes” to create very powerful magical items, including some that shows how to combine multiple magic items into one more powerful item.

The third item is a long sword, the blade veined with both mithral and adamantine, a silvered handle wrapped in some form of hard reddish leather. The pommel itself is a large diamond, and the guard is in the form of a grinning skull.

This is Haladyn, Vilharian’s “brother”, another weapon created by the ancient Suel empire that was destroyed during the Twin Cataclysms. Due to the centeries of solitude and isolation, Haladyn is now quite mad, and simply wants to be taken away from this group.

APL ALL

Haladyn, intelligent long sword; AL CN; INT 17; WIS 10; CHA 21; speech (common, ancient Suel, ancient Baklunish, Ur-Flan); telepathy; darkvision 120 ft.; blindsense, hearing; detect magic at will, hold person 3/day, cure moderate wounds 3/day, 10 ranks in bluff; invisibility purge 1/day, haste 2/day; special purpose is to protect and defend Suel noble houses.

Haladyn should be role-played as very even-tempered at the start, as he will keep his chaotic nature in check so that he may leave the tower. If he does not get his way, he will act very much like a spoiled child, and will do or say anything at that point to get out of Valadis. Haladyn will also never mention the that he is Vilharian’s brother, and if the name “Vilharian” is even mentioned, Haladyn will change the subject quickly, as if uncomfortable to talk about him.

Feel free to roleplay and have fun with Haladyn, for as soon as he leaves the area around Valadis, Vilharian becomes aware of him and will track the heroes down as necessary to retrieve his brother.

ENCOUNTER 8: EXHIBITION HALL 4

This large 50 foot by 100 foot rectangular room is populated with empty pedestals. In the walls stand empty alcoves. Brass plaques on the pedestals and under the alcoves are the only clues as to this room’s previous contents. Several more paintings hang on the walls in this room.

If there are creatures still here, please add the following descriptive text:

Through the dust, a form (or forms) appear, obviously not of this plane.

APL 4 (EL 7)

Babau (1): hp 69; see *Monster Manual*, page 40.

Quasit (2): hp 18 each; see *Monster Manual*, page 46.

APL 6 (EL 9)

Succubi (2): hp 41 each; see *Monster Manual*, page 47.

APL 8 (EL 11)

Retriever (1): hp 145 each; see *Monster Manual*, page 46.

APL 10 (EL 13)

Retriever (2): hp 145 each; see *Monster Manual*, page 46.

APL 12 (EL 15)

Demon, Nalfeshnee (1) hp 168; see *Monster Manual*, page 45.

Demon, Bebelith (2): hp 144 each; see *Monster Manual*, page 42.

When the heroes move to examine the painting, please read or paraphrase the following:

In the first painting, an old, slightly bent wizard stand on a wind-blown cliff, wearing a gemmed crown and black robes decorated with serpent images. A stronghold in the shape of a large human skull stands in the distance, beyond a plain littered with the dead bodies of a massive battle. Overhead, the sky rages with lightning-filled clouds. An immense serpent made from the clouds and lightning, winds down toward the wizard, entwining about him and whispering into his ear. The aged man's features seem radiant with comprehension. In the clouds, the grave countenances of men and women can be seen.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 will reveal that this shows the Serpent telling Vecna how he might triumph over death itself and guide himself and his kingdom to greater splendor. Several of the cloud faces are easily recognizable as Pelor, Pholtus, Beory and Ehlonna.

The next painting shows the wizard from the other paintings, but now his figure is skeletal and gaunt, his hands emaciated claws. His robes appear as before, snake-covered, but another crown rests upon his head. The circlet one appears to be formed of snakes enfolding around his skull. The throne is also changed, now made of human bones, with the back a large spider web that unfolds across the wall behind him. Caught in the web are many tiny figures, both human and demi-human, faces and bodies twisted in horrible suffering. Around the throne are dying, eviscerated victims, each wearing a burning necklace with a variety of holy symbols.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 will divulge that this shows Vecna following his transformation to a lich, and quickly built a great empire of evil. The disemboweled victims were priests of variety of gods, their symbols easily recognized as symbols from long ago representing divine aspects of nature, truth, justice and goodness; most are Flan.

The undead wizard king directs a inhuman assassin, who seems to have been put

together from the bodies of many other creatures, to decapitate a powerful human warrior in ornate bronze armor. The soldier has a rebellious, hateful look on his face.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 exposes that this shows Vecna as he removes the last mortal enemy who challenged his growing kingdom, Burgred of Mara. Shortly after, he had all of Mara's citizens killed.

ENCOUNTER 9: EXHIBITION HALL 5

This room shows the Malhel after the settling, during the creation of the Keoland charter, their loss of power, their "procuring" items from the Silent Tower, and the building of the Tower of Valadis.

This 60 foot square chamber has empty alcoves and empty pedestals all around the room, and another exit in addition to the archway you stand in. The walls are actually a series of frescoes.

When the heroes have the opportunity to look closer at the room, please read or paraphrase the following:

The first fresco depicts the robed Suel mages from the other room, settling the valley, and leading other races to the benefit of all involved. Crops are being planted, grown and harvested, having an abundance for all. Ores are being brought out of mines, and then turned into useful metal items. Houses are being built. All of these activities are overseen by the robed Suel, and the those in maroon robes seem to be directing all others.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 will reveal that this shows a time shortly after the Suel migration, when the Suel worked with all the races of the Sheldomar Valley to benefit everyone. The maroon-robed figures represent House Malhel, leading all of the endeavours.

The second fresco shows a great meeting amongst a number of different human races. They are all signing some form of document. A great many Suel in a variety of robes appear, and other human races are represented as well.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 15 will determine that this portrays the Great Council of Niole Dra in -342 CY.

Have the heroes make a Spot DC 12+APL check. If made, please read or paraphrase the following:

Closer examination reveals that two of the Suel groups, in robes of light blue and dark blue, appear to be working as a group, while the maroon-robed Suel appear at the edge of the picture, barely noticeable.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 20 will determine that the Suel in light blue robes are Neheli, and the group in dark blue robes are Rhola. The maroon-robed Suel are Malhel. A Sense Motive DC 14+APL check can then determine that the Neheli and Rhola are working together to squeeze out the Malhel.

The next fresco depicts a number of maroon-robed Suel assaulting and entering a tall white tower, and then leaving with a great number of items.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 10 will identify the tower as the Silent Tower, home of the Silent Ones. A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 check will reveal that this represents the Malhel attack upon the Lonely Tower.

If the heroes make a Spot DC 16+APL check, please read or paraphrase the following:

Upon close inspection, you notice that two of the items being taken from the tower are an eye and a hand.

The last fresco shows the construction of a strange-looking tower in a heavily wooded area by the Suel in maroon robes.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 15 or Intelligence DC 10 check reveals this shows the construction of the Tower of Valadis.

The last fresco shows a bloody battle between the maroon-robed Suel and elves around the tower. Many of both races lie dead and bleeding upon the ground.

A Knowledge check (Sheldomar Valley, Core, Arcana, Nobility and Royalty or History) of DC 25 check reveals this shows battles between the

Malhel and the elves that inhabited the Dreadwood.

ENCOUNTER 10: FAR REALMS COURT

This area has an active gate to the Far Realms in it, which should be closed by the players. A guardian of the gate, a trumpet archon by the name of Drazlina,

This room is dominated by a large vertical marble ring, 15 feet in diameter, filled with a shimmering olive surface. A green, winged elf of supernatural beauty steps out from behind the gate. She carries a large silver trumpet, and appears with a melancholy look on it visage.

This room has an active gate to the Far Realms, and a trumpet archon named Drazlina, who has been acting as it's guardian for centuries. She refers to herself as "the Drazlina", an adaption due to her centuries of isolation.

APL ALL (EL 14)

The Drazlina, Trumpet Archon, (1): hp 126; see *Monster Manual*, page 18.

Drazlina made a personal decision to choose to defend the gate shortly after the Malhel were destroyed, to help protect this Oerth from the depravations of the Far Realms in general and Kaorti in particular. She has been here for nearly 900 years, and long ago has become tired of her obligation, but she will not forego its duty. Unfortunately, Drazlina cannot attack the gate herself, due to a geas placed upon her by Asberdies Malhel, a Malhel who survived the main destruction of his house and eventually traveled to what is now the Yeomanry and formed an empire there.

If the heroes interact peacefully with Drazlina, it will become quickly obvious that she is bored, and would love nothing more than to be free of her obligations. This can be accomplished by destroying the gate. The gate can be demolished by destroying a 5 foot section of the gate, which will cause it to become non-functional. Each 5 foot section of the gate has 80 hit points and hardness of 8.

She will be free upon the gate being made non-functional. If freed, Drazlina will show her gratitude by offering the heroes a few trinkets of

her gratitude. The PCs then have access to Favor of the Drazlina.

CONCLUSION

The heroes leave the tower, and head back to castle Draconis Imperius. They may, as requested, stop and report to the Dreadwalkers if so desired. It is assumed that the players will return the items to Baron Malweig, but they may certainly choose to take them elsewhere if desired.

If reporting to the Dreadwalkers, please read or paraphrase the following:

Upon reporting to the Dreadwalkers, they are very appreciative of the information you have provided, and thank you for your efforts. They promise to take this information directly to their superiors for discussion.

If the heroes return the items to Baron Malweig, please read or paraphrase the following:

Baron Malweig is excited to see you upon your return, and even more excited to discuss the journey and dangers you faced. He first asks to see the sword you found. When removed from wherever it was stored, Haladyn lets out a long piercing scream, and begins babbling incoherently. Baron Malweig simply shakes his head, and explains to you that the soul in the sword is a long lost relative of his, one who has obviously gone insane from the forced isolation. He will take Haladyn from you carefully, and says he will look into what can be done for the soul in the sword, to see if it can be freed.

When he is presented with the Libre de Fabrikke Magicas, he is surprised, and somewhat awed as well.

“You have far exceeded my expectations regarding your journey to the depths of Valadis. This tome has ancient Suel secrets locked in its pages, secrets not seen in almost a thousand years. This will certainly be useful in the coming battles. With the sword and tome safely returned, you may keep whatever other trinkets you found in the basement of Valadis.

CONCLUSION: TITLE

Text for this Conclusion Path.

EPILOGUE

This is an optional section; used if the Triad or author(s) wish to have a read-aloud section after the adventure is completed that informs the players of what is coming in future adventures in this series or in the next adventure to be released, etc.

CAMPAIGN CONSEQUENCES

This is an optional section; used if the Triad or author(s) wish to use results from this adventure to determine future adventures. This section details what information the DM should collect and when and where to submit it to. If the Triad includes a Critical Event Summary appendix, this section refers to that page.

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. Yes, there are more experience points available in this adventure than you can award.

Encounter 3

Bypass or set off the traps.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

Encounter 5

Defeat the undead.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 7

Defeat the constructs.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 8

Defeat the demons.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Discretionary Roleplaying Award

APL 4: 135 xp.

APL 6: 180 xp.

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

Total possible experience

APL 4: 675 xp.

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 7 & Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 0 gp, C: 0 gp, M: 8,300 gp – Total: 8,300 gp (450 gp).

APL 6: L: 0 gp, C: 0 gp, M: 26,905 gp – Total: 26,905 gp (650 gp).

APL 8: L: 0 gp, C: 0 gp, M: 43,905 gp – Total: 43,905 gp (900 gp).

APL 10: L: 0 gp, C: 0 gp, M: 87,605 gp – Total: 87,605 gp (1,300 gp).

APL 12: L: 0 gp, C: 0 gp, M: 163,417 gp – Total: 163,417 gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of Baron Malweig: For retrieving the items from the Tower of Valadis, Baron Malweig, using his resources, is able to provide access to the following after any Keoland regional adventure:

- Truedeath Crystal (least, lesser and greater)
- Demolition Crystals (least, lesser and greater)
- Crystal of Return (least and lesser)

Favor of the Drazlina: For freeing Drazlina, she is grateful. She will provide Frequency: Regional access to one of the following: celestial armor (DMG), shield of mercy (MiC), angelhelm (MiC), belt of priestly might (MiC), and torc of heroic sacrifice (MiC) Void this favor when used.

Favor of Lashton: As his thanks for recovering the items from the Tower of Valadis, Lashton is willing to arrange to provide you training in the following:

- assay resistance, cloud wings, dawn, divine protection, frost breath, master's touch, moonbolt, ray of dizziness, rhino's rush, ruin delver's fortune, surefoot stride (all from SpC).
- Prestige Classes: master of masks (CSc), Suel arcanamach (CAr)

Mysterious Scroll: This mysterious scroll appears to be directions of some sort, or maybe a map, though for what is completely unfathomable at this time. It is comprised of symbols, glyphs and graphics unrecognizable to you. Perhaps in may be of use at some other time.

APL 4:

Skill Shard, Greater (Frequency: Adventure; MiC; 300 gp)

Vest of Defense (Frequency: Adventure; MiC; 2,000 gp)

Torc of Displacement (Frequency: Adventure; MiC; 2,000 gp)

Rock Boots (Frequency: Adventure; MiC; 2,000 gp)

Gloves of Fortunate Striking (Frequency: Adventure; MiC; 2,000 gp)

APL 6:

Rod of Bodily Restoration (Frequency: Adventure; MiC; 3,100 gp)

Enduring Amulet (Frequency: Adventure; MiC; 1,500 gp)

Rod of Surprises (Frequency: Adventure; MiC; 6,000)

The Fist (Frequency: Adventure; MiC; 7,005)

APL 8:

Transposer Cloak (Frequency: Adventure; MiC; 6,000)

Ring of Adamantine Touch (Frequency: Adventure; MiC; 6,000 gp)

Circlet of Mages (Frequency: Adventure; MiC; 5,000 gp)

APL 10:

Horn of Plenty (Frequency: Adventure; MiC; 12,000 gp)

Mantle of Second Chances (Frequency: Adventure; MiC; 12,000 gp)

Hat of Anonymity (Frequency: Adventure; MiC; 12,500 gp)

Armband of Maximized Healing (Frequency: Adventure; MiC; 7,200 gp)

APL 12:

Ring of Greater Counterspells (Frequency: Adventure; MiC; 16,000 gp)

Boots of Tracklessness (Frequency: Adventure; MiC; 11,000 gp)

Boots of the Mountain King, Greater (Frequency: Adventure; MiC; 21,500)

Bone Ring (Frequency: Adventure; MiC; 20,000 gp)

Rod of Defiance (Frequency: Adventure; MiC; 7,312)

APPENDIX 1 – APL 4

ENCOUNTER 5

BONECLAW (1) **CR 5**
CE Large Undead
Init +8; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Common, Abyssal

AC 16, touch 13, flat-footed 12
(-1 size, +4 Dex, +3 natural)
hp 120 (10d12+40 HD); DR 5/bludgeoning
Immune cold, undead traits, unholy toughness
Fort +3, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)
Melee 2 piercing claws +9 each (2d6+5) or with Power Attack (for 2), +7 (2d6+7)
Space 10 ft.; **Reach** 20 ft.
Base Atk +5; **Grp** +14
Atk Options Combat Reflexes, Power Attack, Reaching Claws

Abilities Str 21, Dex 18, Con --, Int 14, Wis 14, Cha 19
SQ +2 turn resistance
Feats Improved Initiative, Improved Natural Attack (claw)
Skills Hide +13, Intimidate +17, Move Silently +17, Search +15

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex) A boneclaw gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice

Description This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

Sources Monster Manual III, page 17

ENCOUNTER 7

GOLEM, FORCE (2) **CR 6**
N Large Construct
Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +3
Languages Common, Terran

AC 18, touch 16, flat-footed 15
(-1 size, +3 Dex, +4 deflection, +2 natural)
hp 52 (4 HD); DR 5/adamantine
Immune construct immunities, magic
Resist sonic 10
Fort +1, **Ref** +6, **Will** +1
Weakness force vulnerability

Speed 30 ft. (6 squares)
Melee 2 slams +6 each (1d8+4)
Ranged pulse +5 ranged touch (knock back)
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +11
Atk Options Point Blank Shot
Special Actions force burst, force reactive

Abilities Str 19, Dex 16, Con --, Int 12, Wis 10, Cha 14
SA force burst, force reactive, pulse
SQ construct traits
Feats Improved Initiative, Point Blank Shot
Skills Balance +8, Jump +11, Listen +2, Spot +3, Tumble +9

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.

Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.

Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attacker as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks or opportunity.

Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks or opportunity.

Description Humanoid in shape but covered in reflective blue-green metal plates, this creature looks as though it has been mangled or rent by powerful hands. Its body sags as though its armor has melted, or perhaps was reshaped by great force.

Sources Monster Manual V, page 68

APPENDIX 2 – APL 6

ENCOUNTER 5

BONECLAW (2) **CR 7**
CE Large Undead
Init +8; **Senses** darkvision 60 ft.; Listen +15, Spot +15
Languages Common, Abyssal

AC 16, touch 13, flat-footed 12
(-1 size, +4 Dex, +3 natural)
hp 120 each (10d12+40 HD); DR 5/bludgeoning
Immune cold, undead traits, unholy toughness
Fort +3, **Ref** +7, **Will** +9

Speed 40 ft. (8 squares)
Melee 2 piercing claws +9 each (2d6+5) or with Power Attack (for 2), +7 (2d6+7)
Space 10 ft.; **Reach** 20 ft.
Base Atk +5; **Grp** +14
Atk Options Combat Reflexes, Power Attack, Reaching Claws

Abilities Str 21, Dex 18, Con --, Int 14, Wis 14, Cha 19
SQ +2 turn resistance
Feats Improved Initiative, Improved Natural Attack (claw)
Skills Hide +13, Intimidate +17, Move Silently +17, Search +15

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Unholy Toughness (Ex) A boneclaw gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice

Description This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

Sources Monster Manual III, page 17

ENCOUNTER 7

GOLEM, STAINED GLASS (1) **CR 5**
N medium construct
Init +0; **Senses** Listen +0, Spot +0
Languages None

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 90 (12d10+20 HD); fast healing 5; DR 10/adamantine
Immune construct traits
Fort +4, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares, cannot run)
Melee 2 rakes +10 each (1d8+1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +10
Atk Options Blind-Fight, Cleave, Great Cleave, Keen, Power Attack
Special Actions magic immunity

Abilities Str 13, Dex 10, Con --, Int 4, Wis 13, Cha 7
Feats Skill Focus (hide)
Skills Hide +18*

Keen (Su) A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex) A stained glass golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A shatter spell affects it normally. A mending spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Skills *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Description This man-sized creature appears as a two-dimensional humanoid composed of many different colors of glass.

Sources Monster Manual II, page 116

APPENDIX 3 – APL 8

ENCOUNTER 5

BLASPHEME (1) **CR 9**
NE Medium Undead
Init +1; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)
hp 185 (18d12+30 HD); DR 5/slash
Immune cold, undead traits
Fort +6, **Ref** +7, **Will** +13

Speed 40 ft. (8 squares)
Melee bite +18 (1d8+13 plus blasphemous contact)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +18
Atk Options Erratic Charge
Special Actions Blasphemous Contact, Inescapable Craving

Abilities Str 28, Dex 12, Con --, Int 5, Wis 15, Cha 10
Feats Improved Natural Attack (bite), Improved Toughness, Toughness, Track.
Skills Survival +7

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.
Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.
Inescapable Craving: A blaspheme has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Strength, which it satisfies by using its blasphemous contact ability.

Description Appearing similar to a corpse that has been dug up and surgically modified, the creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.
Sources Libris Mortis, page 85

ENCOUNTER 7

BRONZE SERPENT (1) **CR 10**
N Huge Construct
Init +9; **Senses** darkvision 60 ft.
Languages Common

AC 26, touch 17, flat-footed 17
(-2 size, +9 Dex, +9 natural)
hp 150 (16d10+40 HD); regeneration/fast healing; DR 10/+1
Immune construct traits
SR 21
Fort +5, **Ref** +14, **Will** +6

Speed 50 ft. (10 squares), burrow 30 ft.; climb 20 ft.
Melee bite +17 (1d6+10 plus electricity (1d8+16))
Space 15 ft.; **Reach** 10 ft.
Base Atk +17; **Grp** +27
Atk Options Constrict 2d8+10, improved grab, shocking bite
Special Actions electric healing

Abilities Str 25, Dex 28, Con --, Int --, Wis 13, Cha 3
Skills Climb +15

Constrict (Ex) With a successful grapple check, a bronze serpent can crush a grabbed opponent, dealing 2d8+10 points of bludgeoning damage.
Improved Grab (Ex) If a bronze serpent hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +27). If it gets a hold, it can also constrict in the same round. Thereafter, the creature has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple checks, but the bronze serpent is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite and constrict damage.
Shocking Bite (Su) A bronze serpent's bite deals 1d8+16 points of electricity damage in addition to the normal bite damage. The creature receives a +3 bonus on attack rolls against any opponent that is made out of metal, wearing metal armor, or carrying a significant amount of metal.
Electrical Healing (Ex) Because of the bronze serpent's electrical affinity, any electricity attack directed at it cures 1 point of damage for each 3 points of damage it would otherwise deal. The creature gets no saving throw against electricity effects.

Description This 20 foot long snake is built of articulated bronze rings. Its eyes glow blue-white, and

its powerful jaws are equipped with impressive fangs that drip fat electrical sparks instead of venom.

Sources Monster Manual II, page 40

APPENDIX 4 – APL 10

ENCOUNTER 5

BLASPHEME (2) **CR 11**
NE Medium Undead
Init +1; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Common

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)
hp 185 (18d12+30 HD); DR 5/slash
Immune cold, undead traits
Fort +6, **Ref** +7, **Will** +13

Speed 40 ft. (8 squares)
Melee bite +18 (1d8+13 plus blasphemous contact)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +18
Atk Options Erratic Charge
Special Actions Blasphemous Contact, Inescapable Craving

Abilities Str 28, Dex 12, Con --, Int 5, Wis 15, Cha 10
Feats Improved Natural Attack (bite), Improved Toughness, Toughness, Track.
Skills Survival +7

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.
Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.
Inescapable Craving: A blaspheme has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Strength, which it satisfies by using its blasphemous contact ability.

Description Appearing similar to a corpse that has been dug up and surgically modified, the creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.
Sources Libris Mortis, page 85

ENCOUNTER 7

BRONZE SERPENT (2) **CR 12**
N Huge Construct
Init +9; **Senses** darkvision 60 ft.
Languages Common

AC 26, touch 17, flat-footed 17
(-2 size, +9 Dex, +9 natural)
hp 150 (16d10+40 HD); regeneration/fast healing; DR 10/+1
Immune construct traits
SR 21
Fort +5, **Ref** +14, **Will** +6

Speed 50 ft. (10 squares), burrow 30 ft.; climb 20 ft.
Melee bite +17 (1d6+10 plus electricity (1d8+16))
Space 15 ft.; **Reach** 10 ft.
Base Atk +17; **Grp** +27
Atk Options Constrict 2d8+10, improved grab, shocking bite
Special Actions electric healing

Abilities Str 25, Dex 28, Con --, Int --, Wis 13, Cha 3
Skills Climb +15

Constrict (Ex) With a successful grapple check, a bronze serpent can crush a grabbed opponent, dealing 2d8+10 points of bludgeoning damage.
Improved Grab (Ex) If a bronze serpent hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +27). If it gets a hold, it can also constrict in the same round. Thereafter, the creature has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple checks, but the bronze serpent is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite and constrict damage.
Shocking Bite (Su) A bronze serpent's bite deals 1d8+16 points of electricity damage in addition to the normal bite damage. The creature receives a +3 bonus on attack rolls against any opponent that is made out of metal, wearing metal armor, or carrying a significant amount of metal.
Electrical Healing (Ex) Because of the bronze serpent's electrical affinity, any electricity attack directed at it cures 1 point of damage for each 3 points of damage it would otherwise deal. The creature gets no saving throw against electricity effects.

Description This 20 foot long snake is built of articulated bronze rings. Its eyes glow blue-white, and

its powerful jaws are equipped with impressive fangs that drip fat electrical sparks instead of venom.
Sources Monster Manual II, page 40

ENCOUNTER 5

GOLEM, SHADESTEEL (3) **CR 14**

N Medium Construct

Init +3; **Senses** darkvision 60 ft; low-light vision;

Languages Common

AC 33, touch 13, flat-footed 30, (+3 Dex, +20 natural)

hp 150 (18d10+20 HD); regeneration/fast healing; DR 10/adamantine and magic

Immune construct traits, immunity to magic

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

Speed 30 ft. (6 squares), fly 30 ft (perfect)

Melee 2 slams +20 each (2d6+7)

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

Base Atk +13 **Grp** +20

Atk Options negative pulse wave

Abilities Str 24, Dex 16, Con --, Int --, Wis 11, Cha 7

Skills Hide +15, Move Silently +19

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage (DC 19 Fortitude save halves, Con-based). Undead creatures within the area are healed of 12d6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects a creature from a shadesteel golem's negative pulse wave.

Immunity to Magic (Ex): A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance, and certain spells and effects function differently against the creature, as noted below.

A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2d4 rounds. The golem is also *hasted* whenever it is subject to a positive energy effect, such as the turning attempt of a cleric.

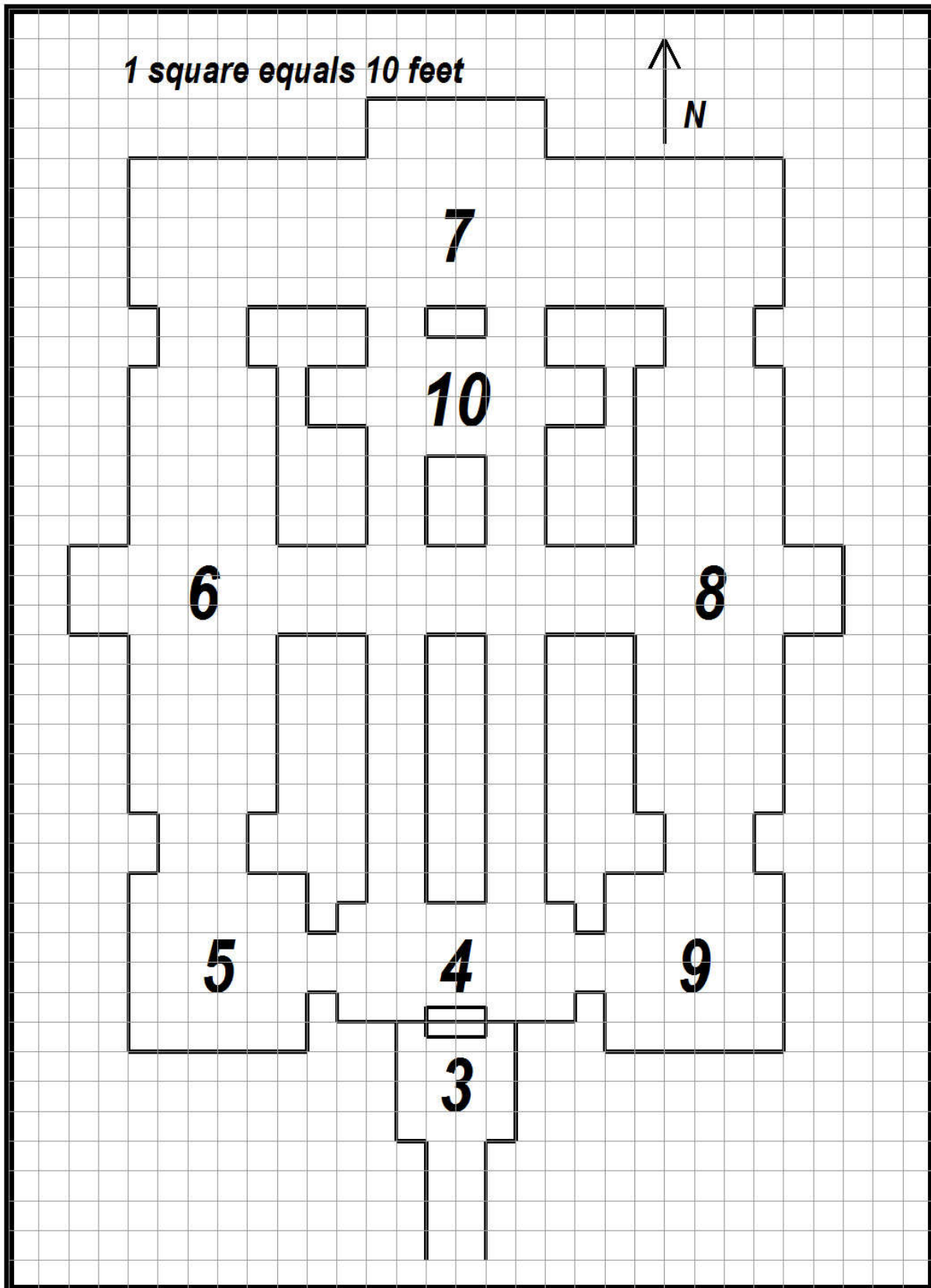
If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

Description This dark, shadowy creature stands 7 feet tall. It moves quietly, almost seeming to float towards you.

Sources Monster Manual III, page 73

DM AID: MAP #1 – THE MUSEUM LAYOUT



PLAYER HANDOUT #1 – THE TOWER OF VALADIS



PLAYER HANDOUT #2 – THE RIDDLE

*I am a vessel and a stone,
When I am hot my temper is known,
I have my own money as well as a bank,
If I take a bath the devil you can thank,
I have no mercy when I am cold,
If I am bad ill will shall unfold,
I can be thirsty and have shot many eyes,
In the dead of night as the curdling hound cries.*

PLAYER HANDOUT #3 – THE STORY OF FLEETH

It was the day after the Feast of Himar that certain loyal citizens of Fleeth, councilors, guildmasters and other leaders and pleaded with the soldiers to speak with their leader, the Whispered One, Lord Vecna himself. The sergeant first said no, then reconsidered and sent a runner to the Master's pavilion.

The runner returned a few minutes later, and whispered to the sergeant, who smiled, chuckled a little to himself, and instructed the townsfolk to move to the spidered pavilion, where their pleas would be heard the Master.

Upon arrival at the pavilion, the congregation bowed before Whispered One, praising his power and his omnipotence. Minister Corthian, priest of the Church of the Sun, spoke, saying the people of Fleeth were ready to place the city itself and all their possessions at his disposal, under the condition that their lives were spared. Lord Vecna replied that he could not agree to such terms, nor any others, and that he would see the heads of all Fleeth stacked before him.

Hearing the horrendous declaration on their lot, the same citizens implored the Whispered One for mercy, offering themselves if he would spare the noble residents of the city. Lord Vecna, in his glory, ordered them to place one of their number, his family and slaves into Vecna's hands.

Lots were taken, and an upright burgher, Goodman Artua, called his family from the city. "Join me, for the Great Lord has granted us safety to leave this land," he told his wife, seeking to ease her mind. Reassured by his words, she, their children and slaves passed through the Market Gate of Fleeth to join their husband, father and master. Very pleased, the Whispered One gave them all over to Kas the Hateful, his lieutenant.

For a day, the leaders of Fleeth watched Goodman Artua, his family and his household die horrible deaths at the hands of Kas. When done at last, the leaders pleaded to leave, certain that Fleeth had been saved. But Lord Vecna turned to his barons and spoke. "My lords, the people of this city are ready to surrender it at my discretion, on condition that their lives are spared. However, I will not make peace with them on these terms, nor any others, except with your consent."

"Our sagacious master" replied the barons, "we advise, and even beg you, to accept the terms they offer." But the Whispered One would not listen. That very day the magonels and war-wizards were set up outside the walls. The assault went on for about five hours and then the wizened lord broke the walls of Fleeth with a wave of his hand.

By dawn, the heads of citizens were stacked before the leaders. Their own wives and children stared at them. This was the humor of Vecna, and as his final cruelty, he allowed these leaders to depart in peace and guarantee their safety for the rest of their lives.

CRITICAL EVENT SUMMARY: KEO8-02 THE DAUNTING SPIRE

For use only at Cos Con, and before April 7, 2008.

1. Did the heroes bypass the front door trap or destroy it?

Bypass

Destroy

2. Did the heroes find the treasure vault in Encounter 7?

3. What was the final destination of the mysterious map?

4. What was the final destination of the Libre de Fabrikke Magicas?

5. What was the final destination for Haladyn?

6. Did the heroes free Drazlina from her duty?

Yes

No

7. Did the heroes report back to the Dreadwalkers?

Yes

No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):