

KEOI4-01

Hide and Seek

A Three-Round D&D LIVING GREYHAWK[®] Introductory Keoland Regional Adventure

Version 1.0

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A plot from within threatens the Kingdom of Keoland. Every hand holds a knife; behind every smile is the promise of murder. Can the heroes unravel a mystery and shed light on a plot that threatens the very Kingdom? This adventure is an introductory module for 1st-level characters *only* and designed to be played in two standard RPGA time slots (eight to ten hours). This adventure is the prelude to the *All Good Things* story arc.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

As an introductory adventure, no characters above 1st level are permitted to play. Players who have characters above this level limit should choose another PC or create a new one with which to play this adventure.

Time Units and Upkeep

This is an introductory three-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round (3 total), all others pay two Time Units per round (6 total). Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

This adventure is the prelude to the numerous events that will shake the foundations of the Kingdom of Keoland in the years 594 and 595 CY. By the end of this regional story arc, Keoland may face her most taxing hour.

Our tale begins with a group of heroes journeying along the King's Road, laying over forty miles south of Niole Dra and one day's travel north of a town called Brede. Camping for the evening, the heroes make a grisly discovery – the body of a human male, apparently ambushed and murdered not far from the campsite. Some distance away, a scroll tube – marked with the seal of the Lion Throne and apparently missed by the man's killers – lies in the weeds. This man was a Keoish spymaster who was bringing to the King of Keoland disturbing evidence of activity amongst the Seekers. The members of this group are a collection of treasure hunters that seek to recover all kinds of lost magic and lore – whether proscribed by Keoish law or not. It seems clear that this courier carried important news to the King that was never delivered.

The man's killers are a new but dangerous and as-yet unknown cabal of assassins. These are the individuals that have set the Seekers to recover three magic items of ancient origin and immense power. Hearing of the spy's successes in gathering information about Seeker activities, the assassins silenced him. At this time, the identity of these three items is unknown, but the cabal is only interested in one of them. (The three items are linked by common history, and they thought it wise to confuse which of the items was actually the one that they sought.)

With the spy's missive secured, the PCs should have an interest in completing his task. The PCs *might* be tempted to break the royal seal on the document; as any person familiar with Keoish law knows, it is an act punishable by death. The heroes begin towards the capital of Niole Dra.

Heroes that broke the seal of the King and (unwittingly or not) unsuccessfully attempt to pass off the missive as intact are hurled into jail. Otherwise, after a short while, they are escorted to the palace to meet with the King of Keoland, Kimbertos Skotti. The King will ask the heroes to accept a task on behalf of the Kingdom; if they accept, he will outline his needs to them.

The King explains about the content of the missive, and adds that the Seekers are presently digging along the northern edges of the Zol River, within the March of Sedenna. There has been an explosion of activity among the Seekers, and they seem to have pulled every resource they have towards the recovery of three magic items, whose identity and purpose is unknown. The spy believed that a heretofore-unknown cabal of dark intent has commissioned the Seekers towards some task. The King is concerned about this plot, and wants more information about what it is the Seekers are looking for.

If the PCs accept their task, they travel to Olumspire, a small town in the March of Sedenna. Once there, the PCs can help extinguish a fire caused by a trio of ash rats (a new monster; see *Appendix B*) in the basement of the town's temple to Joramy.

The PCs are hailed as heroes, and the mayor asks them to join him for dinner that evening as honored guests. The mayor is not who he appears. The original mayor was the only person in town that knew of the actual location of the tomb. When the Seekers could not gain the location of the place from him by bribery, they interrogated him by force, killed him, and replaced him with a doppelganger whose services they had recruited.

By defeating the doppelganger, or finding a hidden map in the mayor's home, the PCs ascertain the location of the tomb. It sits near the banks of the nearby Zol River. This is the resting place of the famous adventurer Tibbett the Seven-Fingered. This fellow was a well-known rogue that hailed from Keoland and traveled abroad with a group of his fellows. Among their many dungeon delves, they successfully plundered the White Plume Mountain in the Bandit Kingdoms. From there, they recovered three artifacts of great power – magic weapons forged centuries ago and stolen by the wizard Keraptis. These weapons were *Whelm*, *Wave* and *Blackrazor* – and what the Seekers are hunting. Unbeknownst to the PCs, the Seekers already have recovered from the tomb the clues that they need to find these three items – if the heroes can recover this same evidence, the King will have a chance to mount a recovery effort of his own, or at least actively impede the Seekers'.

The Seekers have been careful not to leave any written records or notes of what they have recovered. However, the contents from the tomb through which they made their deduction remain for the PCs to uncover and draw the same conclusions. (The heroes will not have time to call for reinforcements; the Seeker in charge of the dig intends to collapse the tomb to reseal it) While the tomb can't truly be described as heavily guarded, the Seekers that are there are challenge enough for a group of new adventurers.

The recovery of this valuable information will earn the thanks of the King of Keoland, and will end the prelude to the darkest chapter of the history of the Kingdom of Keoland in recent memory...

Introduction: A Dead Letter

DM NOTE: At the start of the module, ask the PCs to each roll three Will saving throws and to give you the results of each one. Use the second saving throw to determine if the PCs resist Mayor Pelichek's *detect*

thoughts ability in *Encounter Six*. (Doing so during the encounter might give the PCs situation away)

You are on the King's Road, a highway that stretches from Niole Dra, capital city of the Kingdom of Keoland, all the way to the western edges of this massive nation. You are presently within the Earldom of Linth, some forty miles outside of the capital city. The Earldom has suffered for several years under a terrible blight. Trees are stunted and dead, and animals are either absent or twisted into mutated shapes. Needless to say, you have tried to make haste through these depressing lands.

At this point, give each player the chance to introduce her PC to the rest of the players at the table.

Shortly before nightfall, you caught a glimpse of a tower of odd construction that could only be the Lonely Tower, the legendary abode of the Silent Ones. These sorcerers are known to collect and confiscate items of magic that they deem dangerous.

The place you have chosen to camp seems like a good enough choice... until one of your companions stumbled over what you thought was a rock. To your shock, it was actually the desiccated hand of a hastily buried corpse. Shortly thereafter, one of your companions recovered a bone scroll tube not far from the corpse.

The area is littered with the tracks of several men and horses. A successful Tracking check (Survival DC 13) determines that the riders seem to have ridden off the road to this point before dismounting, rushing about (presumably in battle), digging the hole and leaving the way they came. The high traffic on the highway would make it impossible to try to follow the riders.

It will take about an hour (half that time if the PCs have a shovel or pick) to exhumate the body. The corpse is of a man of mixed ancestry who has been dead for about two days. He is of middle years, bald, wearing dark masterwork studded leather armor over a hooded cloak. He carries a short sword that looks like it landed a blow or two before he was slain. His belt pouch and backpack have been gone through and were tossed into the pit with him. A total of 9 gp (in Keoish Lions) remain untaken inside the man's belt pouch, and he bears no insignia or other identifying markings. It is obvious (Heal check, DC 10) that he was slain by sword blows.

The scroll tube is the distance of a quick throw away from where the man fell. Inside the tube is a scroll of fine vellum, with a wax seal of the Lion Throne. Any PC familiar with the common law of Keoland (which includes PCs whose home regions is any one of those

in the Sheldomar Metaregion), or a PC that makes a Knowledge: Local (Metaregion One) roll, knows that breaking the seal of this scroll without permission from the King is punishable by imprisonment. It would take a phenomenal Forgery check (DC30 – probably beyond the means of a group of 1st level PCs) to break the seal and subsequently duplicate it. If the PCs insist on breaking it, summarize the contents of the scroll as noted in the *Adventure Background* section above.

The heroes at this point have two choices – ignore the incident (in which case the adventure is over), or return the scroll to the Lion Throne. They're a short ride from Niole Dra, and there might be a substantial reward for returning it. Assuming the heroes proceed, go to *Encounter One*.

If the PCs decide to bring the body with them for a proper burial, they will have to leave the remains in a suitable place in the city, most likely the local morgue or an undertaker. This cost will be later borne by the Lion Throne (see *Encounter Three*).

Encounter One: Niole Dra

Once the PCs have arrived in Keoland, read them the following description of Niole Dra (NEE-ole DRAH), to give them a sense of the majesty of the capital of the oldest continuously existing Empire in the Flaness.

The magnificent city of Niole Dra is home to some 25,000 people. It is said that seers of the powerful House Neheli determined the city's placement, and that it serves some mystical purpose. It is a majestic place that sprawls along the Sheldomar River. In nine hundred years, no enemy has laid siege to the city, and as a result the city sports only token defenses. Hanging gardens, not walls, separate the city's districts from one another. Soaring towers and open air spaces are commonplace, and the architecture is a mixture of the best of Suel and Oeridian influences.¹

A cloud of gloom hangs over this place, as a short time ago, a great ebony dragon visited the capital. The beast alighted in a square that, centuries ago, had been reserved for the return of such a wyrm. To the King of Keoland, the beast is said to have delivered a prophecy foretelling the end of the King's dynasty.

The general mood of the city is one of luxury, in some cases to excess, security, and cozy confidence. The

¹ Paraphrased from Gary Hoolian's article on the Kingdom of Keoland featured in *Living Greyhawk Journal* (September 2000).

people of Keoland are blessed. Allies or neutral nations surround them; the rich bounty of their lands has remained untouched for centuries by war or neglect.

The PCs may secure lodging in one of several fine inns, catering to a variety of clientele. The most popular of these inns for adventurers is Claymot's Yard, owned by a quiet Oeridian man of the same name. The inn is a three-level affair, with a basement bar, a common room on the ground floor, and two floors of private rooms. The upper levels overlook the common room, which is an open space like a courtyard (hence the name). Adventurers of all stripes are found in the basement, which is littered with hanging pieces of all kinds of knickknacks that heroes – in lieu of discarding – have left here. Troll knucklebones, elven daggers, locks of dryad hair, and other, odder items adorn the place. Claymot's wife, an Oeridian beauty named Tei (TAY), is a skilled bard that not only sings and plays a fine lyre, but also can provide the histories behind many of the bar's discarded knickknacks.

The Palace

The palace is easily found. It is a magnificent structure, built as much for aesthetics as for defense. It is in the center of a hub of short streets that lead through large cultivated gardens before depositing travelers before the palace. Honor guards are seen defending the place, standing stoically with their ranseurs and swords. In truth, the palace is far more heavily defended than it appears, but this hidden layer of defenses is never evident to those that are unaware of their existence.

The PCs are allowed into a common chamber within the palace wherein bored-looking bureaucrats hand out petitions. These petitions are detailed forms that ask the bearer to explain what their business is with the Court of Keoland. Nobles are exceptions; they can verbally explain their needs in lieu of writing them out. The bureaucrats, who inform petitioners thereafter of when they should return, process requests. This is most commonly several days in the future – nobles can generally get their business done the same day.

Unless the PCs display, or at least verbally mention, the recovered missive and explain their business with the bureaucrats, they can gain an immediate audience with Derbin Hendack, a mid-ranking member of the King's Court. The PCs can accomplish this if they simply blurt out that they have the missive. If they don't attempt to "make any waves," have no nobles among their number, and accept the bureaucracy at face value, they will be told to return in three days' time.

If the PCs mention the missive and gain a quick audience with Hendack, proceed to *Encounter Three*. If they don't, go to *Encounter Two*.

Encounter Two: Why Didn't You Say So in the First Place?

This encounter assumes that the PCs are staying within the city, and specifically at Claymot's Yard. If they aren't, the DM will need to "tweak" this encounter a bit. In essence, once the bureaucrats discover that the PCs have the missive, and left without seeing someone in authority about it, Derbin Hendack will frantically order the PCs retrieval. This will make quite a scene!

Having spent the day dealing with the monolithic Keoish bureaucracy and its glacial pacing, you have dutifully left your petition with the palace scribes and headed back to Claymot's for some rest. Shortly after you fall asleep, you're woken by the sound of mailed fists on the door. "Open up in there, in the name of the Lion Throne!"

Palace Guards (12): Male human Ftr1; hp 12

Derbin Hendack: Male human Clr7 of Heironeous; hp 40.

Hendack and the guards don't mean the PCs any harm, but they are frantic to get to the PCs before any enemies of the throne. Derbin Hendack is a middle-aged male of mixed Suel/Oeridian ancestry, dressed in lush gray robes and wearing a silver medal indicating his station. If the PCs don't open the door within five rounds (thirty seconds), two guards break it down. If they dawdle *that* long before opening up, Hendack orders the PCs arrested unless they are *very* conciliatory.

Read the following when Derbin Hendack and the PCs speak. The DM should paraphrase if a testier Hendack had to have the door broken down.

Pushing his way past guards pressed into the hallway in front of the door, a middle-aged man enters the room. He is dressed in official-looking gray robes and wears a silver amulet around his neck. The amulet is emblazoned with the rampant lion, the symbol of Keoland. "Thank the gods," he says breathlessly. "Do you still have it? Give it to me."

The correct answer here is *yes*. If the PCs claim anything else – saying that they lost it, that they want money to turn it over, etc. – Hendack will simply order them arrested. If they resist, Hendack and the guards will attempt to subdue them. The bureaucrat has a *discern lies* spell in effect as well. If the PCs hand it over, Hendack will thank them on behalf of the Lion

Throne and will order, in the King's name, that the PCs accompany him immediately. Again, any attempts to decline or resist will lead to Hendack ordering arrests first and asking questions later.

The cleric will wave off any questions, warning that things should not be discussed in public and that all questions will be answered once inside the palace walls.

Development: If the PCs go along with Hendack, proceed to *Encounter Three*. If a fight should break out at this juncture, the guards and Hendack will attempt to subdue the PCs. If they escape (unlikely), they will gain the *Wanted* item on the AR. If they should slay Derbin Hendack or one of the guards, they are exiled from Keoland (or, if they escaped, are exiled *in absentia*) and will gain both the *Wanted* and the *Banished* item on the AR. Gaining either will effectively end the module for that PC. (Those PCs that did not aid and abet the murderer will not be banished, but both Hendack and the King will be very displeased with the party's antics.

Encounter Three: Your Majesty

Read the following once the PCs meet with Derbin Hendack. Read the first paragraph *only* if he roused the PCs out of bed in *Encounter Two*. Again, the DM should modify the tone of the encounter if Hendack met with difficulty in getting the PCs here.

The royal guards rapidly lead you, via a meandering course, through the quiet evening streets of Niole Dra. Derbin Hendack keeps glancing over his shoulder, seemingly fearful that your entourage might be followed. You emerge near the palace, where a second contingent of guards escorts you and Hendack inside.

With a sense of urgency, Hendack quickly leads you into the interior of the palace. You pass stately meeting rooms, a grand ballroom, and an interior sitting room with a quiet pool. It is in this circular garden that Hendack finally dismisses the guards, who exit through the door on either side of the chamber.

Hendack motions for you to take a seat on a sculpted marble bench. "That is a relief. We have been awaiting the arrival of the individual who wrote this message with a great deal of anxiety. Tell me how you came to be in the possession of this message."

Hendack will listen to the PCs' tale, and will look downcast at the mention of the corpse from whose remains the scroll tube was recovered. Although his *discern lies* spell has long worn off, he is still a good judge of character (with a Sense Motive of +8). He will

scowl if he catches a PC in a falsehood, but will allow the speaker to continue.

Once the PCs have said their piece, someone else will join the discussion.

Derbin Hendack opens his mouth to speak when the door to the garden opens up. Hendack's eyes widen as a man in his late fifties steps into the room. He is broad-shouldered, and his face looks weathered. His countenance is grim, and he is good-looking, with rugged features and a lantern jaw. His brown eyes match the hair on the top of his head, but the color drifts to that of silver closer to his temples. He is dressed a simple tunic and breeches. Hendack drops to one knee almost at once as he announces, "His Peerless Majesty, King Kimbertos Skotti of House Lizhal."

The King nods to Derbin, and regards each of you evenly. "Good evening, lords (and ladies)," he says. His voice is at the same time coarse and noble. "It has been brought to my attention that you have recovered something that bears my seal. May I see it?" Despite the interrogatory tone, you doubt the last sentence the King spoke was a request.

If Derbin has the scroll tube, he will immediately surrender it to the King. Otherwise, the King will wait for one of the PCs to offer it. Assuming they do:

Taking the scroll tube, the king sits down, removes the vellum within, breaks the seal and unfurls the scroll. He reads it carefully, during which time all is silent. He then rolls up the scroll and replaces it in the tube.

King Kimbertos turns to Derbin. "Minister Hendrack, thank you for your attention in this matter. I wish to speak to these folk privately, if you would be so kind."

Hendack bows and exist without another word.

Skotti is an experienced warrior who has become an equally skilled politician. He is far more down to earth than many nobles in Keoland, but he is clearly the superior of the PCs and expects deference from them. His tone is firm without being harsh. A long-time member of the Dreadwalkers, Skotti knows the value of adventurers provided that they are given precise direction. That is why he is speaking with the PCs.

The DM should give the PCs a chance to speak with the King, provided that they show suitable deference. PCs that try to be friendly but overstep their place as the King's subjects will be met with a mild reproof; rude PCs are ordered out of the chambers. The DM will have to determine if the PC has offended King Kimbertos such that they would be excluded from the mission.

The King will ask each PC to talk about themselves and their exploits. Once this is done, the King will want to discuss business:

“To the matter that concerns me,” says the King of Keoland. “The missive you have returned is from one of my master spies, who sadly seems to have fallen afoul of enemies of the state. He was a good man, and he will be missed.” The King pauses briefly in respect before continuing. “Fortunately, his death was not in vain. The missive you have recovered speaks of a plot by the Seekers. These individuals are treasure hunters and tomb robbers – adventurers, I suppose, but lawless ones. They seek to recover magic of all kinds. This often includes magic that is forbidden or dangerous in these lands, and that is where they often find themselves in conflict with both the Lion Throne and several other organizations within the Empire.”

“Some time ago, Seeker activity increased dramatically and seemed to focus on a location in the town of Olumsford. The place is located in the March of Sedenna. A number of prominent Seekers arrived and began an excavation outside of the town walls. My spy caught wind of it and was sent to investigate. His notes indicate that the Seekers are digging in the tomb of a local hero, an adventurer of some sort.”

“Seekers rooting around where they are not welcome would be troubling enough, but my spy also observed a number of dark-cloaked humans meeting with the Seekers. These individuals are apparently part of a cabal of some sort, one whose name and goals are presently unknown.”

The King rises to his feet, every inch the regal lord. “Here, then, is what I desire. Travel to Olumspire, and get to the bottom of what is going on there. I want as many details as you can provide. I also want you to be circumspect in your dealings. Under no circumstances should you reveal that I have sent you on this task. You will be rewarded appropriately upon your return, and you no doubt recognize the benefits being in my favor could bring. So then, what say you all?”

The King harbors no ill will towards those that decline, but he will sternly warn them that he will see them hung should they reveal what has been discussed to others. The King is willing to provide any reasonable sundry equipment (DM discretion), as well as mounts (standard riding horses) to any that request it. Anything taken must be returned or replaced by the PC, or it will be deducted from the PCs salary.

King Kimbertos does not have much in the way of additional information. Possible questions, and suitable suggested answers, are provided for the DM below.

Who was the spy? “A brave man. That is all you need to know.”

Can you arrange for any divinations or other sorts of magical aid? “I am afraid that to keep this operation secret, I cannot have word of this task leaving this room.” (Most clerics in the court are every bit as treacherous as the nobles, and the King’s archmage, Lashton of Grayhill, is (truly) rumored to a member of the Seekers himself.

Can we have a writ stating that we are working on behalf of the Crown? “No. Again, this task before you must be executed with the utmost secrecy. Simply do not do anything that will land you on the wrong side of the law... something that you should be doing anyway.”

Do you know anything about this tomb? “I think it was the resting place of an adventurer, a rogue if I recall. I am sure the locals can provide far more specific information if required.”

Once the PCs have accepted the King’s request, the king provides a voucher to cover any equipment purchases the PCs requested (see above). He will thank each PC in turn with a handshake (or by kissing the hand of any female PC) and a heartfelt “good luck,” and adds that he expects the PCs to leave by sunset tomorrow.

Each PC that agrees to the task will receive free upkeep for this adventure, considered to be a stipend of the Lion Throne.

Development: It is possible that the PCs might avail themselves of the libraries of Niole Dra and research the tomb and the Seekers. PCs must pay a 1 gp fee for use of the Imperial Library for this purpose. If they do, the DM should feel free to relate basic background information about Tibbett the Seven-Fingered, the Iron Company, and the general goals of the Seekers. They should not be given any specific information that would or should otherwise be gleaned through game play.

PC bards that make a bardic knowledge check (DC 15) should be afforded similar information.

Encounter Four: The Trip to Olumspire

The DM should refer to *DM Aid One*. This encounter takes place during the first day’s travel outside of Niole Dra. The entire journey is about a hundred miles (about three days ride by light horse, or five days by foot).

By now, the cabal that so concerns the King of Keoland has received word that the PCs recovered something

from the scene of the spy's murder and brought it (or were brought to) the King. A cabal agent hired a man in Niole Dra to recruit a series of thugs to capture the PCs and bring them back to the organization for questioning. When the thugs bring back the heroes, or when it is clear that the thugs have failed in their task, an assassin of the cabal murders the middleman and beheads him (to foil *Speak with Dead* attempts) to make sure that the thugs cannot be traced back to them.

The thugs rode ahead on the fastest horses that could be found, to lie in wait for the PCs. They are a mixed bag of races, a bandit gang that has made trouble for travelers for some time. They will attempt to subdue or capture one PC for questioning; the rest they will slaughter. The PCs have a chance of noticing telltale signs of an impending ambush, and may be able to turn the tables on the bandits.

The ambushers stand ready with bows to get the drop on adventurers that round the bend in the road and come within their line of fire. However, they have cleared a great deal of undergrowth and tree limbs from some nearby trees that otherwise obstruct their view. PCs that round the corner have a chance to spot these bare trees; it might save their lives.

APL 2 (EL 3)

Cheani: See *Appendix A*.

Gertz: See *Appendix A*.

Short Iron: See *Appendix A*.

The DM should *not* draw out the map before PCs make Spot check; this will alert them that something is amiss. Instead, PCs should simply be asked to make Spot checks (DC 20) or Survival checks (DC 15) to notice the trimmed trees. Druids, rangers and elves gain a +1 circumstance bonus to this check. If the PCs make the check, read the following:

At one point during your journey, you round a bend in the road. Tall, full trees surround you in a veritable wall of thick growths. However, yards up ahead and to your extreme right, you notice that some of the lower branches of the trees seem to be less full. You wonder if it has been done deliberately towards some purpose.

Tactics: At this point, even if the PCs continue to tromp down the road, the robbers will not have an automatic surprise round. They *will* if the PCs fail their checks to notice the clue, however. Canny PCs might be able to go off the road and sneak up on the robbers, using the terrain to their advantage.

Cheani and Gertz will remain at range for as long as possible, while Short Iron moves to engage the PCs. The monk will target any obvious spellcasters, preferring unarmored casters above others. If Short Iron is dealt with, or the archer's position is charged, Gertz will drop his crossbow, draw his sword and charge. Cheani will engage in melee only as a last resort.

If the PCs capture these thugs, they will immediately sell out their employer. They will state that Corbyrn Eildrea of Niole Dra, a moderately successful wine merchant, hired them. As indicated above, if the PCs (or the authorities) track the man down, his headless corpse will be found in his home in the capital. Ledger records in the man's home will indicate that he received a large sum of gold; however, the money cannot be found. The thugs will mention that the PCs were awarded a high priority, and they were told that other roving groups of bounty hunters were also on their trail. (Unbeknownst to the PCs or the thugs, this is not true – merely a fabrication the cabal hoped the PCs would hear.)

Encounter Five: Fire at Olumspire!

Olumspire's only temple, dedicated to the goddess Joramy (of flames, lava and passion), remains heated year round to remind the worshippers of her divine domains. This heat is provided by a collection of large braziers, kept in the basement of the church and fed by Klemm, the priest in charge of the temple.

Recently, a trio of ash rats (see *Appendix B: New Rules*) snuck into the basement through the open outside door. Klemm noticed the tiny scorched animal tracks on the floor and followed them to the basement. He was shocked to discover the ash rats cavorting *inside* the flames of the braziers! He attempted to drive them off, but was scalded by the rats' flame spittle and withdrew. He ran out into the streets to cast his meager healing spells on his wounds while screaming for aid. Much of the town has formed a crowd outside of the church, where Mayor Pelichek is attempting to keep order and offering a sum for any that would go into the church and dispose of the rats. So far, he's had no takers...

Distribute *Player Handout One* at this point.

Having arrived in Olumspire without further incident, you find that it is a small town at a crossroads in the March of Sedenna. As you enter town from the east, a number of small thatched-roof homes can be seen along the roadside. As you near the crossroads and the center of the village, you see several things of interest. On your right is a well-appointed manor with

an immaculate flower garden and pool in front of it. Whoever lives in that manor is certainly a well-to-do minor noble. On your right, at the crossroads of the village, a two-story inn can be seen. More ominously, on the western outskirts of town, several gray clouds of smoke puff from a structure that looks to be some sort of temple. At this distance, you can make out a large crowd, probably the bulk of the town's populace, gathered outside of the place. Two masculine voices can be heard over the general din – one calling for order and promising coin for heroes, while another shrilly goes on about the fate of the temple.

There are virtually no NPCs about town for the PCs to interact with; all of them are gathered at the temple of Joramy. A handful of adult villagers – mainly mothers tending very young children – will shoo the PCs off and encourage them to go to the temple. “You’re needed there,” they will state, and add, “Mayor Pelichek is a man of coin; you might find a brave soul or three commands a few today.”

If the PCs refuse to help get rid of the ash rats, the church will begin to blaze ten minutes after their arrival into the town, resulting in a conflagration that consumes the temple in short order. The NPCs will draft the PCs into water brigade duty. They will already be annoyed that the obvious adventurers didn’t help – if the PCs refuse in fire-fighting, they’ll be ordered out of town (at the end of pitchforks and spears, if need be).

Approaching the din, you find about eighty men, women and children standing a dozen yards away from a sturdy looking temple of red, yellow and orange. Most of the crowd is hanging on the words of two men. The first appears to be a cleric of some sort, in robes with a fire motif. Oddly, he seems burned across his arms and chest, although many of his wounds look to have been magically healed already. The second man is dressed in the manner of a minor noble, and seems to be someone in authority. Curiously, despite the wispy streams of smoke billowing out of the windows and doors, the temple does not appear to be burning.

“You lot, faithful of Joramy,” intones the cleric, “the goddess beseeches you in her time of need to save her house of worship from the vermin inside! Is there not one among you who will venture inside and deal with these creatures before our temple burns down?”

“Aye,” says the noble. “See here, now...” He looks nervously over his shoulder at the smoke, which has begun to grow in intensity. “... all right, fifty gold coins for each and every soul that ventures inside and saves our temple!”

A few stout farmers become suddenly enthusiastic, before a spouse or child puts a hand in theirs and brings them back to earth. Desperate, the noble spies your troupe and calls out to you. “Hail, strangers! You look like adventurers... Olumspire is a town in need, and with coin to spare for heroism this day!”

Mayor Pelichek: The mayor is more than he appears; see *Encounter Six*.

Brother Klemm, Male Human (Suel/Oeridian) Clr 2: hp 14.

Peasants (75), Male and Female Com 1: hp 4 each.

See above for notes about what happens if the PCs don’t get involved. If they show any interest, Klemm will explain what is happening:

The cleric begins to explain, speaking quickly as he eyes the smoke issuing forth from the temple. “This place of worship to Joramy is always kept heated during services, to remind us of the goddess’ passion. We do this by feeding five large coal braziers in the basement of the temple. This morning, after lighting the braziers as I normally do, I came upstairs to don ceremonial robes. When I returned, I noticed something very odd... small animal tracks across the floor. What was so strange was that the tracks were scorched into the wood floors. The animals apparently entered through the main doors, which were ajar. The tracks led downstairs, and when I followed I found a pair of rats, burning and spewing steam and smoke, playing inside the central brazier! I grabbed an iron poker and stepped towards them, but as I did so two of the little horrors opened their mouths and spat flames at me!” He motions to his magically healed burns; the flesh is still pink and tender. “I ran for my life! I fear that if these creatures topple one of the braziers, the kindling wood kept downstairs might catch and the whole place will go up like a torch!”

If the PCs investigate, they do indeed find obvious tracks (Search or Survival, DC 12) described by Brother Klemm, leading from the fields to the south north across the road and through the front door.

If the PCs are willing to help, Brother Klemm explains the location of the staircase leading downstairs into the basement (it is in the center of the northern wall, in chambers immediately behind the altar).

Inform the PCs that if they venture inside without some kind of protection against the smoke, they will likely begin choking. Simple precautions (rags soaked in water over the mouth) will do. Otherwise, for every ten rounds (one minute) the PCs are in the basement of the temple, they risk the effects of smoke inhalation (see Smoke Effects on page 304 in the *Dungeon Master’s*

Guide). **Reinforce to the players that PCs will choke and pass out without such precautions!**

The PCs can follow the steady streams of smoke from the basement, or the odd scorched tracks, to the staircase easily enough. Once in the basement, consult *DM Aid Two*.

Descending the stairs, you find yourself in a rectangular room. The heat is overpowering. Five braziers – four smaller ones, and a central one of greater size – are the source of the energy. Piles of kindling wood surround the center brazier. Cavorting around the central brazier are three rats whose hides billow a greasy gray smoke. While the braziers seem to be the source of the heat, the rats are what are causing this room to be filled with choking smoke.

APL 2 (EL 4)

Ash Rats (3): hp 5 each; see *Appendix B*.

DM Note: The EL of this encounter is +1 due to situational advantages in favor of the ash rats.

Tactics: The rats are located in the positions marked **A**, **B** and **C** on the map. The rats are cornered in the basement and are intent on defending the virtual paradise they have discovered in the basement of this temple. The rats are not intelligent, but they do have an instinctive understanding that their ranged attacks are more harmful than their bite, and that as long as they stay adjacent to the blazing brazier, they will be able to use their *fire heal* ability. As a result they will harass the party with their fire spitting attack until such time as a PC closes. If a PC does, a rat will opt to spit fire two-thirds of the time, instead of biting.

The PCs have one advantage in the smoke-filled room. As the basement is poorly ventilated, the entire room is smoky, and the PCs (like the rats) enjoy a 20% miss chance afforded by the smoke's concealment.

The central brazier is hot enough to deal 1hp of fire (heat) damage to any PC adjacent to it. A *create water* spell cast into it will create a burst of steam and cool the brazier sufficiently to cancel the heat damage (and terminate the rats' *fire heal* ability). A second such spell would extinguish the brazier entirely. *Any PC that possesses the hellhound pelt cloak from playing KEOI3-02 Stuck Between a Rook and a Hard Place is immune to this heat damage.*

If the brazier is toppled, ash and hot coals will spray around the surrounding piles of kindling. Unless the PCs spend six rounds, within a minute of this happening, in general fire prevention, the kindling will ignite. At that point, the fire will be out of control of the PCs (DMs discretion) and they should leave at

once. Otherwise, they will begin suffering fire damage – 1 hp the first round after the fire goes out of control, then +1 hp per round, up to 10 hp per round (and at that point, the entire church is engulfed).

Aftermath

The subsequent reaction of the people (and especially Mayor Pelichek) will depend on the actions of the PCs during the fire.

If the PCs rushed in and defeated the ash rats, and managed to keep the temple from burning down, the Mayor will invite the PCs to join him for dinner.

Mayor Pelichek greets you with enthusiasm, and his sentiments are underscored by cheers from the crowd upon your emergence from the still-smoking, but otherwise intact, temple. "Well done, my lords (and ladies)!" He is beaming, with an ear-to-ear smile. "May Joramy's passion bless you all. Please, you must be my guests tonight for dinner. Tonight, I will present you with your promised reward. I don't know what brings you to Olumspire, but I will endeavor to give you whatever help you might need."

If the PCs were unable to defeat the ash rats, or the temple burned down despite the PCs efforts, Mayor Pelichek will still be appreciative of their efforts.

A resigned Mayor Pelichek greets you with appreciation. The people of Olumspire have formed a bucket brigade to douse the smoldering ruins; they have done a good job of making sure the fire did not spread to other buildings. "A noble effort, my lords (and ladies)." His smile is thin. "Please, be my guests this evening for dinner. I don't know what brings you to Olumspire, but I will endeavor to give you whatever help you might need."

If the PCs did not attempt to aid the town, they will have earned the ire of the townsfolk and Mayor Pelichek will ask them to leave. If they refuse, and if they are still in town an hour later, six militiamen will arrive (War 1; hp 12 each) led by Mayor Pelichek and Brother Klemm. The PCs will once again be ordered out of town. If they refuse, the host will attempt to subdue the PCs (except for the mayor, who will not fight – see *Encounter Six* as to why he is being circumspect in dealing with the PCs). If the PCs resist, they will receive the **Wanted** item on the adventure AR. If they resist with lethal force, they also "earn" the **Banished** item.

Exception: It is possible that a PC might be a member of the Keoland nobility who "outranks" the Mayor. The mayor will instead take his complaint to the local Baron, who will arrive early the following morning to

remove the PC. The Baron's jurisdiction in his Barony will outweigh any authority a PC noble may possess. PCs that resist will gain the **Wanted** and/or the **Banished** AR item(s) as noted above.

Gathering Information in Olumspire

Depending on time constraints, the DM can handle PC attempts to gather information by roleplaying, or by simply having the PCs roll against their Gather Information skill. The latter approach is suggested in the convention environment where time is limited. The canned replies below assume that the PCs are directing their questions towards the tomb and/or excavation activity there. The DM may need to modify the below to account for other questioning tactics; in general, a DM should make every effort to keep the PCs on track without railroading them.

PCs that were successful in defeating the ash rats and preventing the temple from burning down gain +10 on checks; unsuccessful attempts still earn a +5 to the roll. If the PCs were asked (or will be asked) to leave town, the townsfolk will be tight-lipped indeed, with a -10.

PCs that spend several hours (i.e. the time between the fire and the mayor's invitation to dinner) can be assumed to "take 20."

Gather Information check of 5 or more: *"Poor folk don't have the wealth to build tombs. Around here, you just have yourself burned or buried."*

Gather Information check of 10 or more: *"There is only one tomb around these parts, the resting place of Tibbett the Seven-Fingered. He was a great adventurer that died about ten years back."*

Gather Information check of 15 or more: *"Not long ago, a team of about a dozen men arrived in town and went to speak to the mayor. Don't know what they discussed, but I know that they were headed towards the river with pick-axes and shovels."*

Gather Information of 20 or more: *"The mayor wouldn't stand for tomb robbers to go to Tibbett's tomb. In fact, the mayor is the only one who knows exactly where the place is. I guess the diggers must have been family of old Tibbett, or he wouldn't have let them go."*

Gather Information of 25 or more: *"Tibbett was a master locksmith and follower of Dalt in his youth. He was a very wealthy man after he retired from the adventuring company to which he belonged. The place was probably riddled with traps, although maybe the people that opened the place up shut them down. Then again, I'd never go there – adventurers like you tell me*

that the dead never quite seem to be... well, dead... when you find them in tombs."

Encounter Six: Guess Who's Coming to Dinner?

Refer to *DM Aid Three*.

This encounter assumes that the PCs have taken up Mayor Pelichek on his dinner invitation. If the PCs have been asked to leave town, or for whatever reason have decided to strike out on their own in search of the tomb, skip to *Encounter Seven*.

When the party of Seekers arrived in town, they attempted to convince the mayor to tell them where the tomb was located. Where negotiations failed, a bit of torture and magical coercion succeeded on the hapless Mayor Pelichek. With this done, the mayor was slain by the assassins of the cabal and brought to the tomb, where he was transformed into a guardian for the place.

In the meanwhile, a doppelganger in the employ of the Seekers took over Pelichek's identity. After some interaction with the PCs over dinner, the doppelganger will probably read the PCs thoughts and act to stop them. Alternatively, if the doppelganger isn't able to read the thoughts of the PCs (very unlikely) he will allow them to travel to the tombs in the hopes of confronting them upon their exit.

APL 2 (EL 3)

"Mayor Pelichek," Doppelganger: hp 22; see *Monster Manual*, page 67.

The DM should jot down the statistics for the doppelganger before this encounter, so as not to give the surprise away by leafing through the *Monster Manual* in front of the players.

IMPORTANT DM NOTE: The stat block above assumes the PCs are fully healed and equipped. It is entirely possible – and appropriate – that the PCs have left their armor and weapons behind for this formal occasion. PCs of reasonably normal backgrounds would know this to be a simple rule of etiquette. However, if the PCs are without their equipment, this will obviously increase the difficulty of the combat encounter that might follow. If a fight breaks out among a group of heroes without their usual equipment, the doppelganger's hit points should be reduced – 12 hp, +1 hp per PC at the table would be appropriate. Remember that the primary reason behind this encounter is to give the PCs information that will lead them to the tomb. Likewise, if any PCs are still wounded, Brother Klemm will offer to heal them (he

has two *cure light wounds* and two *cure minor wounds* remaining the day of the fire at the temple).

The Pelichek Manor would be considered a small manor in the lands immediately around Niole Dra and Gradsul. But in this small settlement, the place seems almost opulent. The mayor seems to be a bachelor, and his home is devoid of servants. He greets you warmly at the door and ushers you inside. The sitting room is comfortably appointed, with silk-upholstered chairs and bookshelves with all manner of titles. Some of the books look like they might be very old and valuable. The mayor tells you that dinner will be ready in fifteen minutes, and to make yourself at home.

Some curious PCs might stumble on something important while waiting in the sitting room. If a PC states they are examining the titles, they will notice that the books see little use and are somewhat dusty – except for one leather bound tome without a title. If the book is removed, it will prove to be a biography written by a town elder about the rogue Tibbett. Neatly folded in the book is a map showing the tomb's location. If the PCs mention that they have found this book to the doppelganger, it will immediately attack them

After a short wait, Mayor Pelichek returns and asks you to join him in the dining room. The chamber is designed to seat ten at a large suskwood table. Sitting at its head, he invites you to indulge in the assortment of sweetmeats, cheese, bread, venison and wine. Heaping his own plate and between quick gulps of his meal, he asks you to recount your tales and how you came to find yourselves in Olumspire.

Don't drag out the dinner discussion, as this is meant to be a relatively brief encounter. The doppelganger is just wasting time as he uses his *detect thoughts* ability. You should refer to the saving throws you collected at the beginning of the module. After about ten minutes of game time have passed, one of these things will occur:

If the doppelganger conclusively reads the thoughts of one PC (very likely), or if the PCs reveal that they discovered the map: The creature will abruptly begin by using its *change self* ability to assume the form of a hideous wolf-man hybrid akin to a werewolf. It does this in the hopes that the PCs may despair at their likely lack of silver weapons. However, the doppelganger has never really seen a werewolf, and so its attempt to replicate it has some flaws (too small in size, not feral enough in appearance, etc). A PC that makes a Bardic Lore or Knowledge: Arcana check (DC 13) will recognize that the creature isn't actually a werewolf. A ranger with a favored enemy of Humanoid (Human) (the creature type of lycanthropes) will automatically

see through this charade. Refer to the **Tactics** section on how the doppelganger will fight.

If the doppelganger is unable to read the thoughts of one PC (very unlikely): The doppelganger will dine with the PCs for about twenty minutes before feigning a bit of nausea and asking the PCs if they will excuse him. He will show the PCs out in an appropriate fashion, *change self* into a local tracker that is presently out of the village, and head for the tomb himself to wait for the PCs. (Note: If the PCs stake out the manor instead of leaving immediately, they will spot the doppelganger's departure and might be able to ambush him, or follow him to the tomb.)

Tactics: As noted above, if a fight breaks out, the creature will use the surprise round in which it mounts an attack to change shape into a werewolf-like form. This done, the creature will melee the PCs as best as it is able. The creature is generally resistant to the most potent magic spells available to low-level PCs (*sleep* and *charm* spells), so it will focus instead on obvious warriors.

The flatware knives on the table can function as daggers. Other improvised weapons suffer the usual –4 to hit penalty.

Treasure: The doppelganger carries a note (see below), as well as a *wand of cure light wounds* with a six charges (taken as a share of treasure given to the creature by the Seekers). Inscribed on the wand, which is made of birch, are the words "Istus heals our flesh" (the command word for the wand).

Development: If the PCs defeat the doppelganger, they will find a note from the Seekers in the creature's possession. On the back of this letter, the creature has sketched a crude, but passable, map to the tomb. This one was copied from the one in the library tome. This item is represented by *Player Handout #2*, which should be distributed at this time.

Troubleshooting: It is possible, but *highly* unlikely, that the PCs don't find the map, and the doppelganger fails to read anyone's thoughts, *and* they don't follow the doppelganger to the tomb. If this occurs, they may find themselves unable to continue, as they will not have the tomb's location. In this instance, assume that Brother Klemm also knows the location of the tomb and will eventually communicate this knowledge to the PCs.

Encounter Seven: I Was Here First!

By some means – probably a map – the PCs now know the location of the tomb. No one in the town will accompany the PCs to the place, and will warn any PCs that mention it against grave robbing.

The trip takes two and a half days by foot, or a single day by horseback. The terrain becomes a series of gentle, rolling hillsides as the tomb is approached. The tomb's stone doors are cunningly hidden as an errant stone outcropping in one such hill, overlooking the banks of the Zol River. Still, it looks like you are not the only ones that have noticed it.

From the crest of a hill, covered by low brush, you spy a contingent of eight man sized humanoids stand before the door. They wear studded leather jacks, and carry shields, longswords and javelins. Their skin is a mustard color. A ninth member of their band lies on its back nearby, an arrow sticking out of his face. One of the humanoids shakes his fist at the open entryway. They don't appear to have noticed you.

DM Note: As the PCs have an advantage in both surprise and distance (javelins are short-ranged missile weapons), this encounter's EL has been reduced by one.

APL 2 (EL 3)

Hobgoblin War 1 (8): hp 6 each; see *Monster Manual*, page 153.

These brutes have been a moderate success as a group of bandits, raiding road travelers but being sure not to attract too much attention. Having discovered this abandoned structure, they wanted to take it over as a lair, but the first one of their number that tried to enter got an arrow in his eye. Now the rest are standing around outside, arguing about whether they should try again to get inside, or if they should leave the tomb.

Tactics: The hobgoblins are a sixty feet away from the PCs when this encounter begins. The PCs enjoy the benefits of surprise, range and elevation. The hillside slope is difficult terrain (see page 153 of the *Dungeon Master's Guide*).

Treasure: Each hobgoblin carries 10 gp, in addition to their mundane equipment (studded leather armor, light steel shield, longsword and a javelin).

The PCs, if they search around, will also find a shallow grave with a fresh corpse – the unfortunate Mayor Pelichek. The corpse's head will be nowhere to be found (a precaution against *speak with dead* spells), but

in the grave will be found a beaten copper disc amulet that identifies Olumspire's mayor.

Development: A captured hobgoblin won't be able to tell the PCs very much about the tomb. The prisoner(s) can relate that their bandit gang had been through these hills often but had never noticed the stone outcropping was actually a door. The first one of their band that stepped over the threshold got an arrow in the mouth, and so the hobgoblins were debating what to do next when the PCs arrived.

If the PCs linger without attacking, the hobgoblins will decide to wait the evening. They will break camp (about a half hour process) and, this done, will begin sending out hobgoblins in teams of three, every six hours, to secure the campsite area.

Encounter Eight: The Tomb of Tibbett the Seven-Fingered

The Seekers came and went a week ago, and ran into some surprises inside the tomb that claimed several of their number. However, they also left behind a few dangers of their own. The information that the Seekers recovered on behalf of their mysterious employers is now in the hands of the latter group. But all is not lost, as the same information waits to be found by the heroes inside the tomb. The recovery of this information will give the King insights into what his enemies are after.

Recently, a number of jermlaine (tiny evil fey; see *Appendix B* for details) have taken up residence (infested) the tomb. They have overlaid the original (and now disarmed) traps in the place with crude ones of nets and deadfalls – primitive, but still dangerous. It is the traps of the latter group that this group of hobgoblins came across.

General Information about the Tomb

Unless otherwise noted, each chamber has ceilings nine feet in height; connecting passageways are seven feet. Each chamber is lit with regularly placed *continual flame* spells cast on metal pins that have been hammered or screwed into the stone walls (and so cannot be taken by PCs). The interior is somewhat cool, and quite dry. PCs with the Track feat will notice that occasional animal (rat) and tiny booted (jermlaine) footprints disturb the dust on the floors of the rooms and chambers. On some occasions, the rat tracks are the size of a small dog's prints. These tracks are in every chamber and passageway – the fey are everywhere.

Area One - Antechamber

This ten-foot square antechamber is plain, carved out of the hillside. The walls and floor are formed of stone granite blocks. The construction here is simple in terms of design, but each block fits seamlessly into the next. A passage stretches off the east. Splatters of fresh blood, showing booted tracks, are seen near the door. A broken cord reaches towards the door from a discharged crossbow set in the center of the room. It is obviously a crude trap that was discharged before you got here. The primitive trap seems at odds with the exceptional stonework, and the trap is definitely a new addition.

The hobgoblin opened the double doors, broke the wire, and discharged the trap with lethal results for him. The crossbow looks very old, probably one salvaged from another part of the tomb.

Area Two – Hall of Tapestries

This chamber is twenty-five feet square. The light sources carried by you, along with the magical flames that illuminate the room, bathe this place in a painfully blinding glow. In the center of each of the four walls stands an enormous mirror, stretching nine feet to the ceiling and some five feet in width. The mirrors look out of place with the rest of the room, and seem more new than the tapestries that take up most of the remaining wall space. They depict the exploits of a party of four adventurers.

In the center of the room stands a morose looking figure. It is troubling that the individual seems very ghost-like – indeed, you can see one of the mirrors right through his form. When he sees you, he looks up, and smiles. The man's face is horribly disfigured, burned in some manner, as is much of his neck. He is – or was – a human male wearing a leather vest studded with picks, files and other rogue tools. He waves cheerfully to you. "Thank the GODS. You there - help me, please!"

Any PC that makes a Spot check, or specifically asks, will notice that the right hand of the spirit is missing three fingers (as does the rogue in the tapestries that he resembles). This is indeed the ghost of the late Tibbett the Seven-Fingered, rogue extraordinaire.

No statistics have been provided for Tibbett; he is not meant to be a fight for the PCs. As long as he is in this room, he is completely invulnerable to anything the PCs might have at their disposal (and cannot be turned). But he is also helpless, unable to leave the room or affect anything in the world of the living, aside from being able to manifest a form and speak.

If attacked, the spirit will shake his head sadly as spells and weapons pass through him. If the PCs attempt to leave, he'll tell them that they would do well to heed him, as he has information that might be of use to them. If they are willing, he will tell the PCs his story:

"As you may have figured out, I'm Tibbett the Seven-Fingered. This is apparently my tomb, although I don't remember the place. Then again, it was built after I died, you know?"

"The last thing I remember was that I was in an Olman tomb. That was 577 CY, so I don't know how long I've been out of action. Anyway, I was with the rest of my adventuring companions – the Iron Company – and I was trying to disarm a nasty acid sprayer on an old sarcophagus. I remember hearing a click, and then I blacked out. Based on how my face looks, I guess I botched things and got killed."

"So there I am, taking a dirt nap, in the Halls of Olidamarra, being fed grapes by hot tattooed Flan priestesses, when I feel myself getting yanked back here. A bunch of guys in dark cloaks called me back and started asking me a bunch of questions. Then they started exploring this place, which I later discovered was my tomb. I can't leave this room; one of them told me that the mirrors keep me trapped here, helpless. He was Olman, and told me it was my punishment for defiling the tombs of one of his people, the heathen bastard."

Tibbett realizes that he could be trapped in here for a long time, and so he needs to barter with the only thing he has – information. If the PCs start asking questions about what the intruders were looking for, he will say:

"I'll tell you what. Let's make a deal. If you guys destroy or deactivate those mirrors, I'll tell you all about what these necromancer bastards were asking me about. And before you ask, no, I have no idea how the mirrors work or how you shut them off. Maybe you just break them? I dunno."

The Mirrors: Each of the mirrors is made of steel and glass. They radiate a strong aura of necromancy magic. No harm comes to any that look into them, although curiously, they only reflect Tibbett's image and nothing else (not even the walls of the room). They are as impervious to spells and physical force as Tibbett is. Each mirror has the print (as opposed to a depression in the glass itself) of a human-sized hand in its center; a clue to how it is used. Each of the mirrors can be destroyed by saying a single magical word of power while touching the glass of the mirror. For security, the identity of these words was not written down verbatim, but the Seeker journal in *Area Seven* included a puzzle

by which the author could recall the words should he forget them. The correct words are:

North Mirror = “Wind”

South Mirror = “Sky”

East Mirror = “Sun”

West Mirror = “Dusk”

Development: Once the PCs have destroyed all four mirrors, Tibbett will be able to leave. He will honor his side of the bargain, though, and linger to answer whatever questions he is able. Some likely PC questions, and Tibbett’s answers, follow. **He will not answer any questions for the PCs until the mirrors are destroyed!** Gaining Tibbett’s help by destroying the mirrors is the primary goal of the PCs.

Do you have any idea what these people might have been looking for? “They kept asking me about our trip into the Bandit Kingdoms. We – the Iron Company, that is – did a lot of adventuring there. They seemed particularly interested in our exploration of White Plume Mountain. This was in 576 CY. The way the were running around and tearing this place apart – well, they seemed almost... frantic to find whatever they were looking for.”

What is White Plume Mountain? “A dormant volcano that had a lot of dangerous stuff around it, including an undead dragon and a crazy witch. We recovered some magic items that had been stolen by an evil wizard named Keraptis. We succeeded, but it was pretty dicey. There were all kinds of monsters in there, as well as Sir Bluto, newly escaped from Greyhawk. Nasty bastard, involved in the River of Blood murders.”

What were the three items? “They were magic weapons. One was a sacred dwarf hammer called Whelm. Then there was Blackrazor, a nasty life-draining weapon. And lastly was Wave, a magic trident with all kinds of power over sea creatures, dedicated to the gods of the sea.”

What happened to the items? “Wave was, ironically enough, lost at sea while being transported out of Gradsul by the priest of Osprem that had purchased it from us. The gods of the sea claiming the weapon again, I guess. Whelm was still in the possession of Gethral Stonecrow, an old dwarven warrior that was a member of the Iron Company. He retired to Curget after we beat Keraptis. Our ranger, Kajisa Lizardbane, was still carrying Blackrazor. We’d asked her to drop the nasty thing down a well, but she insisted that she keep it.”

Who is left in the Iron Company? “At the time I bought it, there were four of us. Kajisa Lizardbane was a

ranger from Linth. Erkat was a halfling evoker and mercenary free-mage. And lastly was Gembett, a paladin of Rao. Gods, was he a pain in the ass... Now, if they are still members, or if the Iron Company even exists anymore... I couldn’t say.”

Why would these people be interested in these items? “I’m guessing that they were treasure-hunters or Seekers... although the Seekers aren’t usually so mysterious, or play such serious hard-ball as to summon the spirits of the dead. The items *are* exceptionally valuable, but my old adventurer’s instincts tells me there’s a lot more to this. Then again, I’m *dead*, so what the hell do I know?”

What do you know about the complex? “Not much, since I can’t leave this room. I can tell you that after the treasure hunters left a few weeks ago, I started noticing a lot of rats and tiny, ugly fey running around the place. I guess they had been laying low from the guys that broke in here, or maybe the arrived afterwards. I’m not sure. I don’t know what the creatures were but I had never seen them before.”

Area Three – Chamber of the Chalice

This circular room is fifteen feet in diameter, with a passage leading out of it. The walls of the room are painted in brilliant frescoes that depict Tibbett and a harrowing escape from what appears to be a nest of wyverns, a golden chalice in his hand.

Standing to the west adjacent to the opposite passage is a pair of rats the size of dogs. On each of their backs rides a tiny shaggy humanoid about one foot tall. Their eyes are tiny and beady, and their hair is sparse and filthy. They are dressed in rags and scraps of hide. Their skin is baggy, wrinkled and crusted with filth.

APL 2 (EL 4)

Jermlaines (4): hp 1 each; see *Appendix B*.

Dire Rats (4): hp 5 each; see *Monster Manual* page 64.

Tactics: The jermlaines are setting the PCs up for an ambush. They will discharge their darts and order their mounts to the retreat, in the hopes that the PCs will chase them into *Area Four* and into the prepared trap. The jermlaine darts have an extremely weak poison on them (Fort DC 8; initial/secondary damage 1 Str/1 Str).

Area Four – Fresco Chamber

Hazard: If the PCs are chasing after the jermlaine rat-riders, they stand a good chance of suffering some pain at the hands of the jermlaine in this room. The evil fey coated the five-foot square section of the floor

immediately in front of the southern door with oil. Any PC walking into the room and who is unaware of the oil must immediately make a Balance check (DC 10) or fall to the ground. The DC is +5 if the PC is running, and/or –5 if the PC is aware of the hazard. (PCs that fall down will *not* provoke an attack of opportunity from the adjacent jermaine – remember that they have a 0 ft reach and so must enter a PCs square to attack. Doing so provokes an attack of opportunity on the jermaines themselves.) The jermaine will use swarm tactics on the downed foe, stabbing with their tiny weapons. A pair of jermaine flanks either side of the door; a second pair waits behind the first.

APL 2 (EL 4)

Jermaine (8): hp 1 each; see *Appendix B*. Note that unlike the rat-riders, these jermaine don't have poisoned weapons.

Once the dust has settled from the combat, you can provide a room description for the players.

The original frescoes of this room, unlike those in the previous chamber, are terribly defaced with all manner of writing and crude depictions of all sorts. Passages can be seen in the center of the northern and southern walls of this fifteen-foot square room.

Area Five – Hall of Mourning

This chamber looks as if it has been put to use by the recent intruders to some purpose other than that for which it was intended. This room, like others you have seen, is covered in painted scenes. These are more muted in color and more serious in subject, as they depict the circumstances surrounding Tibbett's death. He is seen in a tomb attempting to disarm a trap, and then his bandaged body is seen being returned home. A depiction of the construction of the tomb is then shown, and then the final interment of Tibbett in his resting place. A passageway slopes sharply downward to the east.

The intruders apparently turned this area into a makeshift campsite. Picks, shovels and other tools of excavation and exploration were left behind. There are small piles of refuse in more than one place.

The equipment here is serviceable if needed for excavation purposes in the tomb. A careful study of the amount of equipment here indicates a dig site of about ten individuals. The place is crisscrossed with tracks of both rats (normal and dire), jermaine, and booted footprints of medium size (the Seeker dig team).

Trap: The sloping passage to the south descends at a thirty-degree angle, and has been trapped by the enterprising jermaine. The passage is five feet in

width, and the five-foot section immediately east of the passage's entrance from this room has been heavily greased and oiled. In addition, a tripwire has been run four inches above the floor – just the height for tripping the feet of the unwary. At the bottom of the passageway (where it bends to the south, towards *Area Six*) a board with spikes hammered through it leans against the wall, to impale those that slip and slide down the passage. A PC that fails her Reflex save will fall to the ground (for 1d6 non-lethal damage) and careen into the spikes (for 1d8 lethal damage). The noise will also alert the occupants of *Area Seven*.

Spike and Tripwire Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; fall (1d6 nonlethal) and impale (1d8 lethal); Search DC 20; Disable Device not applicable (must rinse area of oil, carefully traverse area and/or step over tripwire).

Area Six – Tibbett's Tomb

This chamber is square in shape, but oriented with the passageway entering from the north through the room's corner, making the room seem more diamond-shaped in form. It would seem that this place is the final resting place of Tibbett the Seven-Fingered. In the center of the room is a sarcophagus, elevated on a short dais one foot in height. The lid seems to have been dropped on the floor; it is now nothing more than several chunks of rubble. Tibbett's remains were also removed in a similar fashion; the skeletal remains lie in a jumble of bones and cloth strips in the southern corner of the room. More ominously, two large rat holes can be seen in the northeast wall – rat holes so large, a man could crawl through them. There appear to be no other exits from the chamber.

As the locus of the Seeker's search, this place was stripped bare. The massive sarcophagus contained, along with the body, a journal of Tibbett's life and travels. The journal was confiscated by the Seekers and provided them with the information that they needed. While the journal is gone, the Olman Seeker that summoned and bound Tibbett here as punishment for violating an Olman tomb didn't count of Tibbett helping others to gain the same valuable information.

Area Seven – Jermaine Nest

Because of the narrow width and height of the tunnels, it is important for the DM to remember that PCs of Medium size will be unable to proceed through the rat holes into this chamber at anything other than a crawl on their hands and knees. Such PCs emerge from the holes in a prone position (and provoke attacks of opportunity from any adjacent enemies with a 5' or greater reach). Small PCs can manage a crouched,

lumbering movement, allowing them to be on their feet when they enter the room.

The chamber here is very dimly lit by diffused light streaming in from *Area Six*. Without light sources, creatures without darkvision cannot see farther than five feet (double this for creatures with low-light vision, as usual). The jermlaine can see ten feet as a result.

Unless the PCs have gone through great lengths to remain quiet in *Area Six*, have avoided the spiked board trap in *Area Five*, and no crawling PCs alert the jermlaine that someone is wriggling down the passage, the jermlaine will be ready for the adventurers when they enter.

This is the communal nest of the jermlaine. It is a filthy place, with the floors covered in excrement and stinking of rotten meat and urine. The chief of the tribe and his dire rat pets are holed up in here. They will viciously attack anyone that tries to enter.

APL 2 (EL 4)

Dire Rats (3): hp 5 each; see *Monster Manual* page 64.

Jermlaines (4): hp 1 each; see *Appendix B*.

Jermlaine Chief: hp 8; see *Appendix A*.

The chief has a leather-bound square on his arm that he uses as a shield; this is actually the journal of the Olman necromancer among the Seeker dig team. The journal was stolen by the jermlaine chief the night before the wizard left the tomb; it contains a letter puzzle that provides the secret words that will allow the mirrors to be destroyed and Tibbett's spirit to be freed.

Development: The letter puzzle should be distributed to the players as *Player's Handout Three*. Taking the first letter of the upper word, and proceeding clockwise and eliminating letters right to left, solves the puzzle. This will spell out a direction and a word that corresponds with the mirror linked to the command word. See *Area Two* for details as to how to destroy the mirrors and free Tibbett.

Conclusion A

If the doppelganger got away from the PCs in *Encounter Six*, the creature will ambush the PCs outside of the tomb. Aside from this, no further troubles will occur to the PCs on the return trip back to the capital.

If the PCs recover the information about *Wave*, *Whelm* and *Blackrazor* from the spirit of Tibbett, and return it to the King, he will be very grateful to the PCs. They

will earn the *All the King's Men* item on the Adventure Record. Upon their return to Niolo Dra, read the following when the heroes report back to King Kimbertos.

King Kimbertos listens to your tale with interest in his private audience chamber. He reserves comment until you are done. As you relate your experiences, you are struck by the power and majesty of the Lion Throne. Keoland is the oldest continuous empire in the Flaness, and it is evident that whatever menace concerns a monarch of so mighty a nation must be a frightful one indeed.

Once you have finished, the King collects his thoughts before rising. "I thank you for your efforts. You will be rewarded from my treasury. I compel you to keep your mission a secret; share it with no one unless I give you leave to do so." He pauses a moment. "This Kingdom has long taken a dim view of necromancy. Your need to parley with one of the restless dead was unfortunate, but unavoidable. Tell no one of your actions, especially in the lands of the Neheli near the Rushmoors; the Knights of the Malagari would see you hung for your actions."

The King of Keoland shakes each one of your hands in turn before turning to leave. He pauses, and turns back towards you. The man you see there seems suddenly less of a monarch, and more of a weary, middle-aged man. The Lion on this throne is a troubled one indeed. "This region will need heroes, more than ever before, in the coming months. A storm brews on the horizon. Ancient prophecies stand to be fulfilled; the sins of the father rise to plague sons. Everywhere, hidden knives threaten my throat. Be cautious, adventurers. A long shadow is drawing over the Lion Throne."

He leaves without another word.

The DM should now read the *Epilogue* section, which is presented as *DM Aid Five*. This will be a new feature of Keoland regional modules, in which events that are to occur are foreshadowed outside of game play.

The End

Conclusion B

If the PCs did not manage to recover the information, the King's welcome will be more muted. He will thank the PCs for their efforts, but no reward is offered.

The King of Keoland shakes each one of your hands in turn for your efforts before turning to leave. He pauses, and turns back towards you. The man you see there seems suddenly less of a monarch, and more of

a weary, middle-aged man. The Lion on this throne is a troubled one indeed. "This region will need heroes, more than ever before, in the coming months. A storm brews on the horizon. Ancient prophecies stand to be fulfilled; the sins of the father rise to plague sons. Everywhere, hidden knives threaten my throat. Be cautious, adventurers. A long shadow is drawing over the Lion Throne."

He leaves without another word.

The DM should now read the *Epilogue* section, which is presented as *DM Aid Five*. This will be a new feature of Keoland regional modules, in which events that are to occur are foreshadowed outside of game play.

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 role-playing) to each character.

Encounter Four

Defeating or capturing the bandits: 90 xp

Encounter Five

Defeating the ash rats and preventing the temple from burning down: 120 xp

OR

Defeating the ash rats, but not preventing the temple from burning down: 60 xp

Encounter Six

Defeating the doppelganger: 90 xp

Encounter Seven

Defeating the hobgoblins: 90 xp

Encounter Eight

Area Three:

Defeating the jermlaine rat-riders and their dire rat mounts: 120 xp

Area Four:

Defeating the jermlaine: 120 xp

Avoiding the oil hazard: 30 xp

Area Five:

Avoiding the spike trap: 60 xp

Area Seven:

Defeating all of the occupants of the nest: 120 xp

Story Award:

Recovering the information from Tibbett for King Kimbertos: 225 xp

Total possible experience: 1125 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 scenario, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

Introduction:

APL 2: L: 16 gp; C: 1 gp; M: 0 gp

Encounter Four:

APL 2: L: 29 gp; C: 9 gp; M: 0 gp

Encounter Six:

APL 2: L: 0 gp; C: 0 gp; M: 8 gp

Encounter Seven:

APL 2: L: 33 gp; C: 13 gp; M: 0 gp

Conclusion:

APL 2: L: 0 gp; C: 1258 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 62 gp; C: 1280 gp; M: 8 gp - Total: 1350 gp per PC

Special

Banished: You have been banished from the Kingdom of Keoland. This PC may not take part in any adventure that takes place in the region of Keoland. During adventures that take place partially in Keoland, you may not participate in the parts that occur there. Any PCs that are Keoland nobles forfeit their titles (in game terms, are expelled from the Keoland Nobility metaorg).

Wanted: You have evaded the authorities of Keoland for now. You are now considered Hunted in Keoland. There is a reward for your capture – Dead or Alive. Please contact the Keoland Triad with details of your misadventure. Any PCs that are Keoland nobles forfeit their titles (in game terms, are expelled from the Keoland Nobility metaorg).

All the King's Men: Your actions in the name of the Lion Throne have impressed the ruler of the Kingdom of Keoland, and you will be remembered as a capable ally in the future. This will have substantial in-game benefits for heroes that continue to play in all of the modules that are part of the *All Good Things* story arc.

Blessing of Joramy: For aiding one of her churches in a time of need, you have been blessed by the goddess. The next time you make a saving throw against a fire effect of any kind, this item is automatically expended

and you gain a +2 divine bonus to your saving throw. Mark an X through this item when it is expended.

Items for the Adventure Record

Item Access

APL 2: None

Appendix A: Monsters and NPCs

Encounter Four

Cheani, Female High Elf Brd 1: CR 1; Medium Humanoid (Elf); HD 1d6+1; hp 7; Init +3; Spd 30 ft; AC 17 (+4 armor, +3 dex); Atk Composite shortbow +3 missile (1d6/x3) or short sword +0 melee (1d6/19-20/x2); SV Fort +1, Ref +5, Will +1; AL NE; Str 10, Dex 16, Con 12, Int 12, Wis 8, Cha 16.

Skills & Feats: Hide +5, Listen +5, Move Silently +5, Tumble +5. Point Blank Shot

Possessions: Chain shirt, composite shortbow, quiver and 20 arrows, short sword, 24 gp.

Spells Known (2; base DC = 13 + spell level): 0 – *Dancing lights, flare, mage hand, prestidigitation.*

Gertz, Male Human Ftr 1: CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +6; Spd 20 ft; AC 17 (+4 armor, +1 shield, +2 dex); Atk Longsword +4 melee (1d8+2, 19-20/x2) or light crossbow +4 missile (1d8/19-20/x2) or dagger +3 melee (1d4+2/19-20/x2); SV Fort +4, Ref +2, Will +0; AL NE; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Skills & Feats: Climb +1, Intimidate +5, Jump +1, Ride +6. Improved Initiative, Weapon Focus (Longsword, Light Crossbow)

Possessions: Chain shirt, small steel shield, longsword, light crossbow, case and 20 bolts, 30 gp.

Short Iron, Male Halfling Mnk 1: CR 1; Small Humanoid (Halfling); HD 1d8; hp 8; Init +4; Spd 20 ft; AC 17 (+4 Dex, +1 size, +2 misc); Atk Unarmed +5 melee (1d6+1/x2) or Unarmed +3/+3 melee (1d6+1/x2); SV Fort +3, Ref +7, Will +5; AL LE; Str 12, Dex 18, Con 10, Int 10, Wis 14, Cha 10.

Skills & Feats: Hide +12, Listen +8, Move Silently +10, Tumble +8. Stunning Fist, Weapon Finesse.

Possessions: None

Encounter Five

Ash Rats (3): CR 1; Small Magical Beast (Fire); HD 1d10; hp 5; Init +8; Spd 40 ft., climb 20 ft.; AC 16 (touch 15, flat-footed 12); Atk Bite +0 melee (1d4-2) or Flame Spit +6 ranged touch (1d4 fire); SA Flame spit, heat; SQ Darkvision 60 ft., fire heal, fire subtype, low-light vision, smoky hide (20% concealment); SV Fort +2. Ref +6, Will +1; AL CN; Str 6, Dex 18, Con 11, Int 2, Wis 13, Cha 3.

Skills and Feats: Climb +14, Hide +9 (+17 in smoke or fog), Move Silently +5. Improved Initiative.

Encounter Eight

Jermlaine Chief, Bbn 1: CR 1; Tiny Fey; HD ½ d6 + 1d12 -2; hp 14; Init +3; Spd 50 ft.; AC 20 (touch 16, flat-footed 16); Atk diminutive dart +7 ranged (1d3-3) or tiny short sword +7 melee (1d3-3/19-20/x2); SQ Fast Movement, Rage, Low-Light Vision, Wild Empathy; SV Fort +1, Ref +6, Will +5; AL NE; Str 6, Dex 18, Con 10, Int 8, Wis 16, Cha 6.

Skills and Feats: Craft (Trapmaking) +6, Hide +20, Listen +10, Move Silently +6, Spot +10. Alertness, Weapon Finesse.

Possessions: Tiny leather armor, pocket journal of a Seeker (treat as a heavy shield), two diminutive darts, bits of sundry trash.

Appendix B: New Rules

New Creatures

Ash Rat (from the *Monster Manual II*)

Small Magical Beast (Fire)

Hit Dice: 1d10 (5 hp)

Initiative: +8

Speed: 40 ft., climb 20 ft.

AC: 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12

Attacks: Bite +0 melee, or flame spit +6 ranged touch

Damage: Bite 1d4-2, flame spit 1d4 fire

Face/Reach: 5 ft. / 5 ft.

Special Attacks: Flame spit, heat

Special Qualities: Darkvision 60', fire heal, fire subtype, low-light vision, smoky hide

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 6, Dex 18, Con 11, Int 2, Wis 13, Cha 3

Skills: Climb +14, Hide +9*, Move Silently +5

Feats: Improved Initiative

Climate/Terrain: Any warm land

Organization: Solitary, nest (10-40) or horde (41-60)

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic neutral

Advancement: 2-3 HD (Small)

Spreading fires throughout towns, fields and forests, ash rats constitute a deadly menace to any civilized society. These little nomadic horrors are naturally drawn to large sources of flame; in fact, they get their nourishment from heat in a way that not even the sages understand. These creatures are so hot that they ignite any combustibles they touch.

An ash rat is a two-foot long rodent with orange eyes. It has the general shape of a rat, and its fur is black, gray or brown. Its oversized front teeth are a dull yellow color. An ash rat's exact appearance is difficult for most onlookers to discern because it exudes a perpetual cloud of sooty smoke that hides it from view.

Combat

An ash rat normally flees from combat if possible. When cornered, it fights defensively, spitting fire at those who threaten it. Its heated body is painful to the touch, which prevents prudent foes from closing.

Flame Spit (Su): Once per round, an ash rat can spit flames at one target up to ten feet away. This attack does 1d4 points of fire damage.

Heat (Ex): An ash rat's body heat does 1d2 points of fire damage to each creature (except another ash rat) that touches it. Any flammable item in contact with an ash rat must make a successful Reflex save (DC 10) or catch fire (see *Catching on Fire* in Chapter Three of the *Dungeon Master's Guide*). When an ash rat dies, its body burns away completely in one round.

Fire Heal (Ex): Fire and heat heal an ash rat's rounds. For every round that the creature is exposed to flame or heat intense enough to deal at least one point of damage, the creature instead gains the benefit of a *cure minor wounds* spell (1 hit point healed). Two or more ash rats touching each other provide enough heat for fire healing.

Fire Subtype (Ex): An ash rat is immune to fire damage but take double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Smoky Hide (Ex): An ash rat continuously sheds smoke from its body. This smoky haze is so thick that it grants the concealment (20% miss chance) and makes hiding easier (see Skills, below). Though it is difficult to see the ash rat because of the smoke rising from its body, the smoke is visible, provided the area has enough light by which to see it.

Skills: An ash rat uses its Dexterity modifier instead of its Strength modifier to climb. * In smoky or foggy conditions, an ash rat gains +8 bonus on Hide checks.

Jermlaine (from the *Monster Manual II*)

Tiny Fey

Hit Dice: ½ d6-1 (1 hp)

Initiative: +3

Speed: 40 ft.

AC: 15 (Touch 15, flat-footed 12)

Attacks: Diminutive dart +5 ranged, or Tiny spear –2 melee

Damage: Diminutive dart 1d3-4, Tiny spear 1d3-4/x3

Face/Reach: 2 ½ ft. / 0 ft.

Special Qualities: Low-light vision, Wild Empathy

Saves: Fort –1, Ref +5, Will +5

Abilities: Str 3, Dex 17, Con 8, Int 8, Wis 16, Cha 5

Skills: Craft (Trapmaking) +2, Hide +14, Listen +8, Move Silently +6, Spot +8

Feats: Alertness

Climate/Terrain: Underground

Organization: Solitary, pair, gang (3-5), raiding party (4-16 plus 2-8 rats or 1-4 giant rats), or plague (10-60 plus 4-16 rats or 2-8 giant rats)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 1-2 HD (Tiny)

Jermlaines, sometimes called jinxkin or banemidges, are tiny humanoid-shaped beings with foul dispositions and evil designs. They are remarkably adept at hiding and sneaking, so they are the enemies of all who venture underground.

A jermlaine appears to be a shaggy humanoid about one foot tall. Its eyes are tiny and beady, and its hair is sparse and filthy. It either dresses in rags and scraps of hide or simply goes naked. Its skin is baggy, wrinkled and always crusted with filth. A jermlaine speaks in high-pitched chitters and squeaks that are easily mistaken for the noises produced by rats or bats. Indeed, rats are among the few living creatures that will have anything to do with them. A few jermlained speak Common, Dwarf, Gnome, Goblin or Orc, but seldom can an individual speak more than one of those additional languages.

Combat

Jermlaines attack only from ambush. If an ambush is impossible, they hide and wait until it is feasible. They always try to single out injured, ill or sleeping foes as their first targets. Jermlaines enjoy sneaking into camps and vandalizing or stealing equipment, as long as they stand a good chance of getting away without combat.

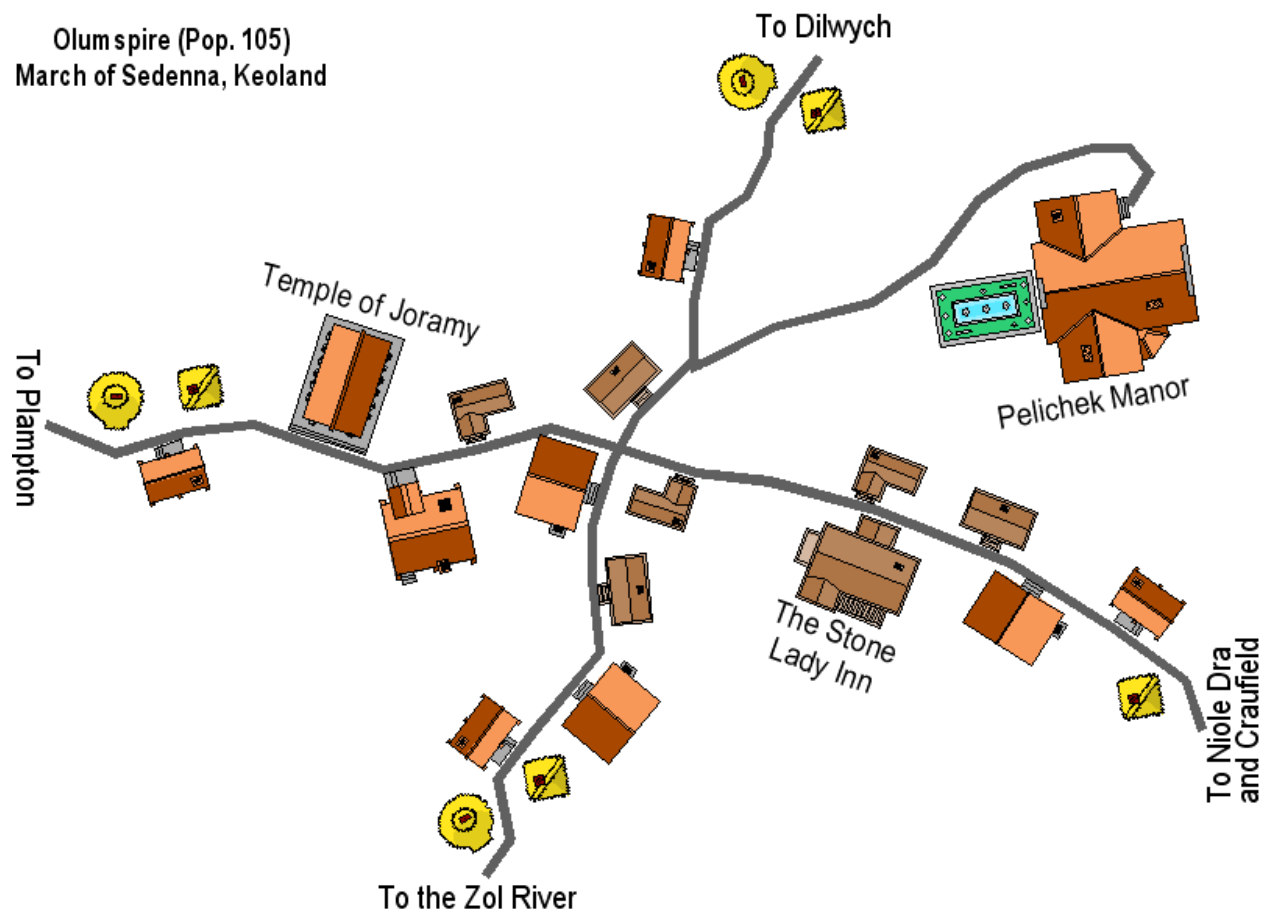
Rather than confront an enemy, jermlaines prefer to dig pits or build net-dropping traps and other devices that can capture prey without a fight. Once an enemy is caught in a pit or net, jermlaines swarm over him, pummeling to cause non-lethal damage until the target has been knocked out. They have been known to pour acid or flaming oil over trapped foes that appeared to dangerous to approach directly, even while trapped.

Wild Empathy (Ex): This power works exactly like the druid's Wild Empathy class feature.

Player Handout #1

A map of Olumspire.

Olumspire (Pop. 105)
March of Sedenna, Keoland



Player Handout #2

Acibek,

Continue your acting until we have finished the job at the tomb. It should not take us longer than a few more days. In any complications arise before then, eliminate those problems and come to the tomb and inform us.

I don't know why the cabal needs this information so badly, but the gods know that they've got enormous amounts of coin and are spending it like it's painful to carry. Our brothers throughout the Kingdom, and beyond, are looking for this information, but we have the best chance by far of finding it in the thief's tomb.

Gaunt Irglosh

The missive is undated. On the back of this letter is sketched a crude map to the tomb of Tibbett the Seven-Fingered.

Player Handout Three

An odd series of letters.

NHDTYTWD

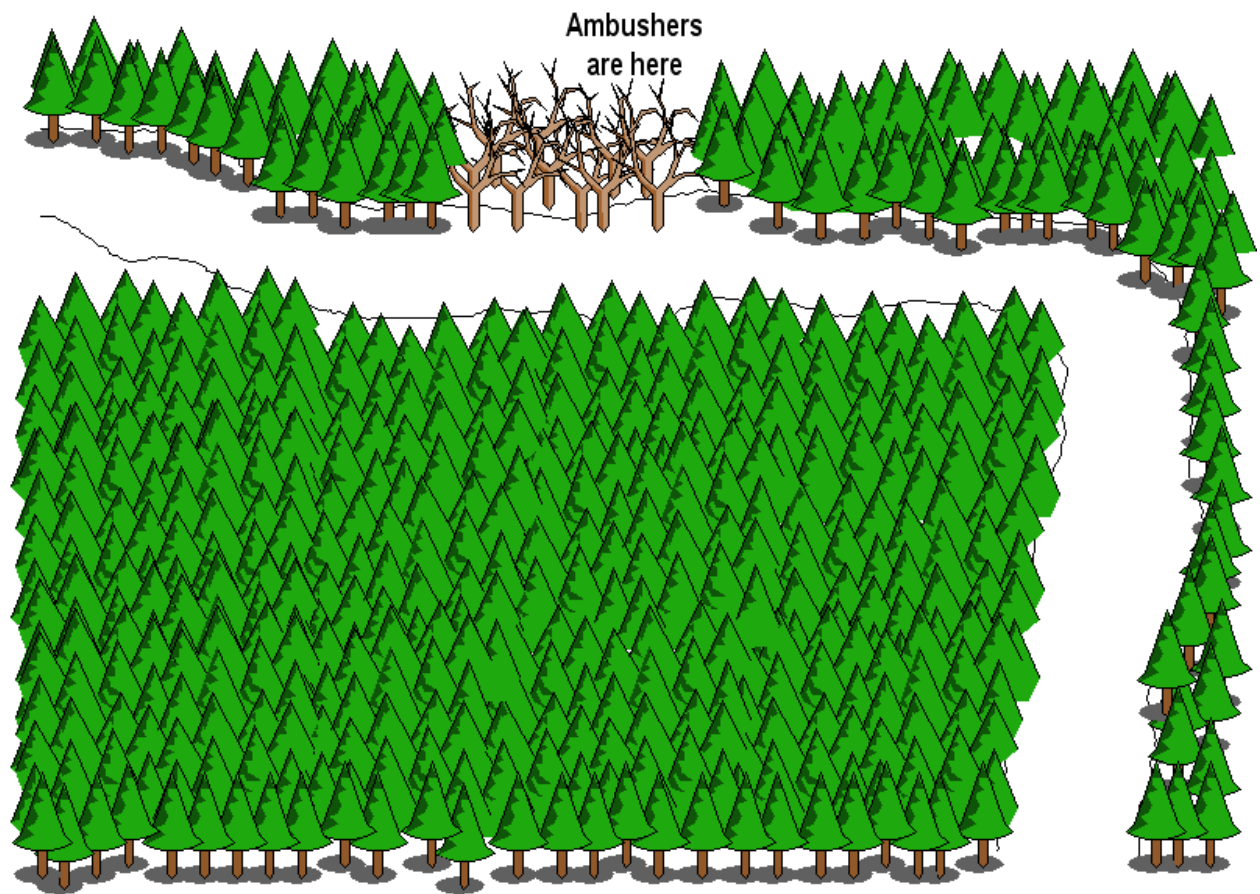
TNUKSNTK

OWSHESEU

RIOSAUSS

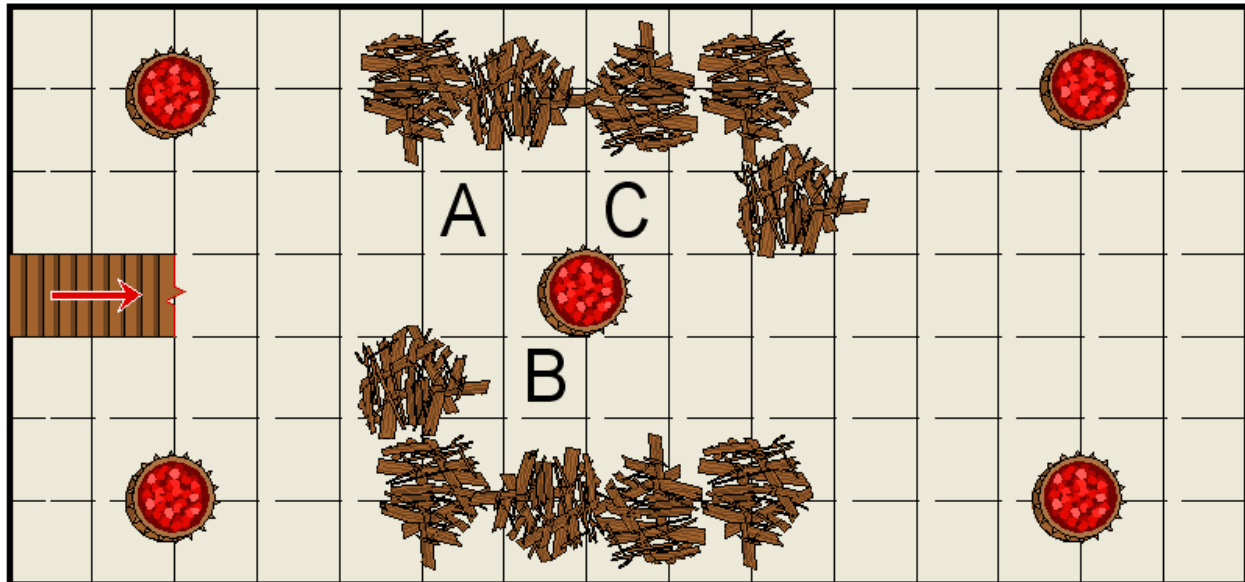
DM Aid One

Map of Encounter Four



DM Aid Two

Map of Encounter Five



One Square = Five Feet

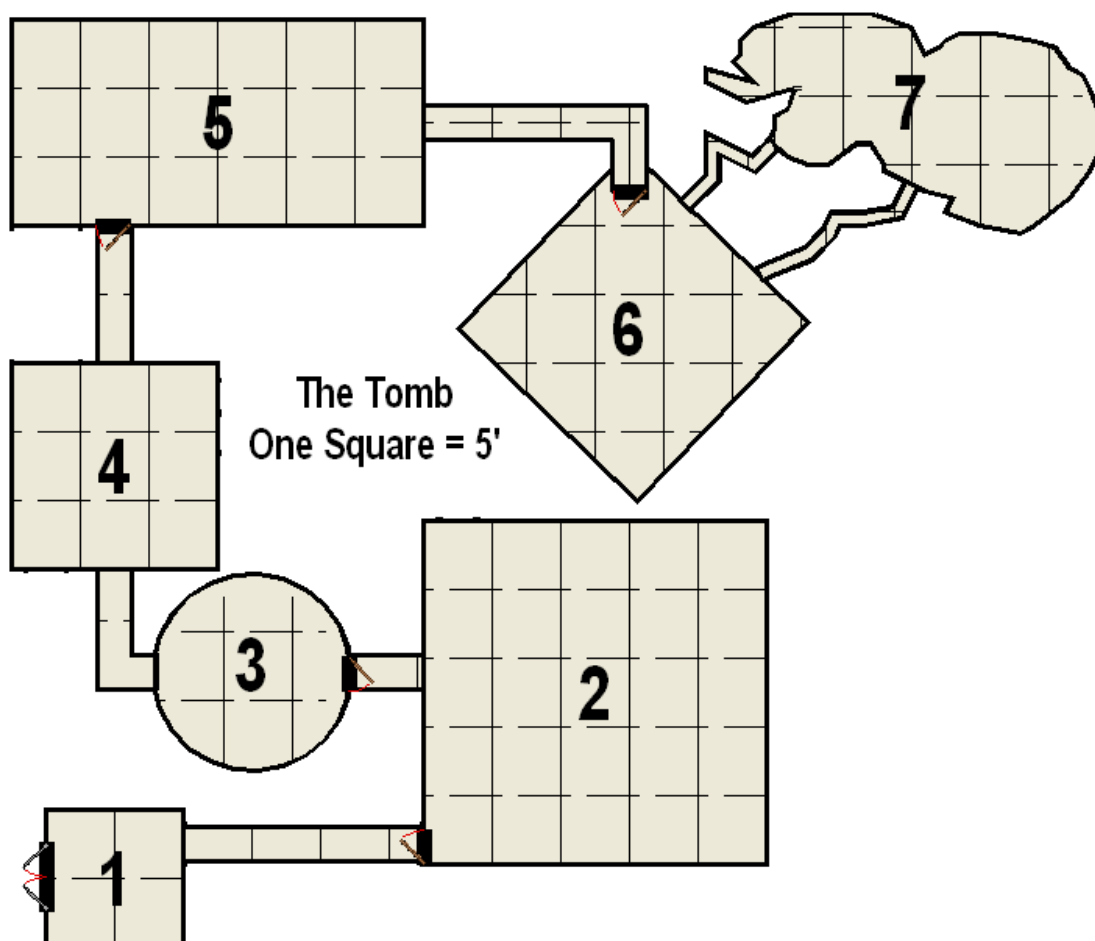
DM Aid Three

Map of Encounter Six



DM Aid Four

Map of Encounter Eight (the Tomb)



DM Aid Five (Adventure Epilogue)

Read the following to your players at the conclusion of game play and after you have distributed all Adventure Records.

The sahaugin overpriest clambered over the wreckage, shaking his head in a vain effort to dispel the voice that he had been hearing, siren-like, in his mind over the past hour, since he had swam past this place. Two of the creature's arms dug crazily into the remnants of the air-breather's sea transport. A third arm clutched a wicked-looking trident, while the fourth held him steady as he dug.

"... find me... sea lord... free me..."

It could only be – must be – the voice of Sekolah. How else could the voice have crooned to him as it did, moved his cold heart as it had? The shark-man thrust his arm deep into the silt, clawing around. It was so close now, he could sense it, a hum carried through the water to his ears. His talons closed over something bitterly cold. Ignoring the chill, he seized it, tearing it from the grasp of the seabed. It was a trident, far heavier and finely wrought than his. As he held it, his felt suddenly at one with the sea. Miles away, the sahaugin could smell blood in the water, from the fresh kill of a shark. He felt in his spine the very pressure of the moons in the air above, pressing down on him as it did the tides. His senses were abruptly sharpened to the razor's edge. All this, and more... so much more... His own weapon was thrown aside, and the sahaugin grasped his new prize – or was it the other way around?

"Overpriest... the surfacers... will come for me... they are... unworthy..."

The creature spoke aloud, although the voice was heard in his mind alone. His shark-like teeth, with the edge of razors, shined and ground together. "I will eat their marrow," the sahaugin hissed, "and flay their skin."

"That will not be enough." The voice was firm and in control, and the shark-man's mouth moved to voice the words of the trident. "They must be taught."

"Taught what, beloved Sekolah?"

The voice was almost a sigh. "They must be reminded why they fear the sea."