

URC4-06

Restoration, Part 2

A One-Round D&D LIVING GREYHAWK[®]

County of Urnst Regional Adventure

by Timmy! Creese and Tommy Campbell

An evil alliance between the drow elves and the Kyuss worshippers has devastating effects throughout the County of Urnst. The drow raids during the night provide more and more corpses for the Kyuss clerics to bring back as undead forces. At least you no longer have to worry about the Masters – a race of aliens that were resurrected in Crystal Springs... Or do you?

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.

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

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

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars

paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters

that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability

damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Acknowledgements

The author would like to thank the following individuals for their contributions to this scenario (listed alphabetically):

Editors: Tomas Campbell, Nick Carnival, Tom Japhet, Jeanne and Bill Scharfenberg

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

Research: Joe Scharfenberg

Playtesting: Steve Bergenfeld, Kevin Ison, David Morgan, Jeremiah Peace, Sumit Sarkar, Damon Schoonover, James Stepanek, Kevin Weibler, and Cory Williamsen.

Adventure Background

Restoration Part 1 revealed an evil alliance between the drow and the cult of Kyuss worshipers. PCs may play this scenario without having played the first part of the series. The Kyuss Conspiracy introduced to the County of Urnst in 591CY has returned stronger than before, aided by the sinister drow elves. *Restoration Part 1* also put an end to the 591CY plot of the alien Master, but not before the last remaining Master wove its plan to wreak havoc on the County of Urnst.

Drow have boldly attacked the surface in order to take elves to the Underoreth for sacrifice to their spider god, Lloth. During these raids, the wicked drow eagerly slay any other surface dwellers that happen to be in the area. Since the County of Urnst has many more humans and halfling citizens than elven ones many non-elves have also fallen to the blades of the drow.

All the while, the cultists of Kyuss are on hand during the nightly raids and eagerly raise the slain as undead to be used in their ever-growing army. The worshipers of Kyuss do not like the drow, but tolerate them for the plentiful corpses generated by their nightly raids. On the rare occasion when a drow elf falls victim to the surface dwellers, the clerics of Kyuss are quick to animate the corpse of the black elf for their evil commands.

With the County distracted as it struggles to mend tensions created during its civil war, and the mass graves of far too many soldiers slain in that conflict, the agents of Kyuss have created a sizable army of undead. Their plans are nearly complete and are ready to unleash their terrifying legions upon the simple farm folk of the County of Urnst. All that stands in the way are the heroes of the realm, adventurers that have proven themselves more than capable many times over.

Adventure Summary

Encounter One: The PCs are approached by Dennen Astralstaff, Head Archmage of the County, and asked to carry out an important adventure.

Encounter Two: Moochie takes the opportunity of traveling with the PCs to find adventure armed with a surprisingly well-crafted sword. Moochie is actually the Countess Belissica, under a *disguise* spell, and appears to be a teenage boy.

Encounter Three: On the first night after leaving Radigast City, the PCs will encounter a group of undead in the hamlet of Brookhollow which was attacked by the drow the previous night. The drow abducted all the elves that lived in the hamlet, and killed every man, woman, child, and animal in the process, taking great pleasure in the slaughter. The clerics of Kyuss were also involved with the raid and raised all the corpses as undead for their growing army.

Encounter Four: Inside the Temple of Zodal, a lone drow male negotiates with the PCs. In exchange for information about more approaching drow, he begs to be forgiven for his past deeds and be allowed to remain in the Temple of Zodal to become a cleric. This is not an easy choice for the PCs, for he has just murdered a patient and the Chief temple cleric.

Encounter Five: During the trek to Crystal Springs, the PCs stop in the ruined town of Dosseldorf. Citizens labeled as traitors to the Countess are rebuilding the town after the civil war. The gallows and nearby trees are thick with the hanging corpses of those that still rebuke the Countess.

Encounter Six: River creatures attack The PCs as they make their way up the Franz River to the Crystal Springs.

Encounter Seven: The PCs must navigate their way through the gushing stream at the entrance to the Crystal Springs. The passages have changed since the caverns were last visited. A strange monolith has been uncovered from the shifting crystal.

Encounter Eight: Devils enter the cavern through one of the Tovags – a gating device created by the Masters. During combat, The Plug is destroyed, but at a heavy price! Destroying the Plug also triggers the destruction of the Tovag.

Conclusion: PCs must deal with the death of the Countess.

DMs NOTE: It is easy to slip up and use the pronoun “she” when referring to Moochie knowing that the teenage boy is actually the Countess Belissica in disguise. Be careful! Also, if the PCs *detect magic* on the boy, they will see a faint aura of magic from several different schools. If asked, Astralstaff will merely vouch that he’s already determined the boy is not a threat.

Pre-Game Queries

Ask if anyone is familiar with the Zodal Swords. In Encounter Two, when Moochie shows his sword, those PCs who make the spot check and have a working knowledge of the Zodal Sword may be pulled aside and given the knowledge that Moochie’s sword is one of those legendary blades with all the gems mounted in the hilt.

Also ask each player whom he or she supported during the civil war. For Encounters Two and Five, you need to note who at your table supported the Lord of the East, and also which of the PCs has the social penalty of -10 to all Charisma-based skills checks from their choice made in the Lordmaker finale.

Ask which PCs are members of the **Obsidian Conclave** or **Cygnets University**. These members receive a +2 circumstance bonus to **Concentration** and **Spellcraft** during this scenario. This represents the boost in confidence these members feel from being tasked with such a prestigious mission by their Mentor, the Archmage Dennen Astralstaff, head of both organizations. He does not have to be present during an encounter for the PC to receive this bonus.

Introduction

The Cleric of Vathris' attempt to wrestle control away from the Countess, while he possessed the Lord of the East, is over. This is supposed to be a time of healing, but the recent alliance between the vicious drow and the cultists of Kyuss constantly prey upon the weakened peoples of the realm.

Life in Radigast City is returning to its pre-war level of activity. A few taverns have reopened, and the city has a few new ones as well. One new tavern is the Remembered Hero, and caters to the many heroes of the realm. A painting of a half-orc wearing a white robe is mounted on the wall near the door. A wax candle illuminates the painting of Grung-gosh, fallen convert to Zodal.

The smoke-filled room is crowded with characters boasting their accomplishments during the civil war. Those too old and too young to have fought themselves listen to the tales and applaud at every full pause. Soon the crowd beckons to you (point to one PC at a time) and begs you to tell your tale of adventure.

PCs should take this opportunity to introduce themselves to the rest of the party. PCs can use the Perform skill to add flare to their tale.

As the last PC finishes her/his tale, an incident takes place in the Remembered Hero. A fierce warrior apprehends a young, hooded man. The warrior claims he has just been robbed of his purse, and is sure this little fellow is the thief. This draws the attention of Beckman, the proprietor of this tavern.

Beckman will remove the hood from the young man and say, "I knew it would be you. I told you never to come back here." The young man is a blonde-haired human with olive colored skin. He has startling blue eyes.

DM's NOTE: Make certain to role play Moochie's desire to hang around adventurers, and that he really wants to be an adventurer too.

The young man will proclaim his innocence, and look pleadingly at the PCs for help. The fierce warrior is demanding his coin purse back. Pick a random PC to notice the warrior's coin purse lying on the floor beneath a table. It fell off his belt the last time he paid for his drink. Pay attention to how the PCs react, for their actions will be part of the next encounter.

Even though the young man is innocent, Beckman will throw the lad out into the night with a roar of approval of the warrior and a few others. The young man has come in for many days in a row because he's looking for heroes to buy his meal and drink. Those that frequent this tavern are tired of the young man whom they call Moochie.

Encounter One – An Odd Request

After a fine dinner and many songs of adventure in the County of Urnst, an aged man walks into the Tavern. He scans the room and seeing you, he approaches your table. "I am Dennen Astralstaff, Archmage of the County, and I believe you may be able to help me."

Dennen will acknowledge how the PCs reacted to Moochie being thrown out of the tavern. Dennen is a Lawful Good wizard of high importance in the realm. He approves of any acts of kindness a PC shows to Moochie, and questions any PC that didn't try to render aid to the young man. After all, that's what Dennen would have done. Even if PCs only expressed concern, Dennen will compliment them on their good nature. Dennen will warn PCs that openly approved of the eviction of Moochie, claiming compassion is the key to rebuilding the realm.

"I have recently come across a rather cryptic passage in my research. 'Only the hand of the Tear of Pelor can fully close the seven locks.' Nay, I do not believe this refers to the magical gem that was retrieved out of the Nyr Dyv a few years ago and is safely guarded."

Dennen pulls out a pipe, lights it, and then starts puffing on it. "I've pondered these words and believe they do refer to The Plug — a special door that keeps the denizens of the Underoreth secured beneath the Crystal Springs."

"In these troubled nights of drow raids, I am hoping to find adventurers brave enough to face the risk and see that gateway to the Underoreth is closed forever. I will accompany you, at least part of the way. What say you?" asks the old wizard. "You should go quickly, tonight if at all possible."

Dossselford is many days journey from here and the Crystal Springs are even beyond that. The Plug must be closed before the Autumnal Equinox which is a short 2 weeks from tonight."

If the PCs agree to take the mission, present the players with Map #1 from Appendix A.

"Thank you for agreeing." He hands a roll of parchment to a PC he knows, or to the most trustworthy of the party (lawful-good). "This is a map of the layout of the Crystal Springs from when Lord Nimar was imprisoned there (MOCS2). It may have changed since then with the earthquakes and meddling from the Masters and the denizens of the Underoreth. It should still help in finding The Plug."

I've heard reports of drow activity near Brookhollow, which is just outside of the Dreerwood near Zodal's Temple. Both of these are on the way to Dossselford. Where should we travel first?

Of course, there is the unspoken matter of finding the Tear of Pelor, which the verse speaks of. This would be the young man known as Moochie, whom Beckman threw out into the night hours before. Moochie can still be found nearby, asking for food. However, when pressed, Astralstaff will dismiss the matter, telling the party that by the time they reach The Plug, he will have discerned the meaning of that part of the verse.

NOTE: Make certain to role play the fact Moochie really wants to participate and that he can be a good adventurer too. If the players have already helped (or fed Moochie), he gladly volunteers to accompany the PCs. He wants to prove his worth, for he has in his keeping a sword given to him by his grand sire. Moochie was told it was a special sword, and would one day be used to help save the realm from evil. Astralstaff will chuckle and say there's surely no harm in letting the youngling tag along.

Encounter Two - Your Past Comes Back to Haunt You

NOTE: Ask the PCs if they intend to continue with the mission, and immediately transition to this encounter. Make certain to role play that Moochie really wants to participate and that he can be a good adventurer too. This is a role-playing intense scene.

As the PCs move out from the city, Moochie will ask if anybody sided with the Lord of the East during the civil war. Moochie will also inquire as to why a hero would want to see Her Noble Brilliancy, the Countess Belissica, overthrown. Moochie is actually the Countess Belissica, disguised with magic to assume the shape of a young, teenage boy. Use the following prodding question as a minimum:

- "Why would you not support the Countess?"
- "Did Her Noble Brilliance do anything to cause you to swear your allegiance to the Lord of the East?"
- "Why would you want to be a subject to a war monger? Why not enjoy the freedoms the Countess has made through treaties with the other nearby realms?"

Moochie will say the following to characters that sided with the Countess during the civil war:

- "You must be great adventurers in the battle against the dark elves, and the growing horde of undead."
- "The Countess is blessed to have such loyal subjects in her realm. A realm, which I may add, that you help to keep safe."

Moochie will also tell the PCs:

- "I notice we are making for the hamlet of Brookhollow. I hope it wasn't attacked last night. Half-dozen elven families make their living there. If the black elves did attack, I hope those poor people fared no worse than a scare during the night, and were able to defend themselves."
- Moochie will tell the party that he can fight. He wants to fight, and was given a sword by his father, Karll. Moochie will quickly draw, brandish and then sheath the sword. The sword is beautiful. Allow a spot check (DC 25) if they are familiar with the Zodal swords to notice it is one with all the gems in the hilt.

Encounter Three - The Hamlet of Brookhollow

NOTE: Make certain to role-play that Moochie really wants to participate and that he can be a good adventurer too.

During the night, your company crests a hill. The hamlet of Brookhollow lies below nestled in a blanket of fog. The moons provide little light as they hide behind the clouds. What little light they do provide illuminates the rooftops of the hamlet's houses as they poke above the fog like fangs from the maw of some abyssal beast.

The hamlet of Brookhollow is a cluster of a dozen homes, and an equal amount of barns. This place is eerily quiet, and not one house is lit. The fog hangs heavy in the air, and the sounds of drought-dried earth make crackling noises as (foot or hoof) breaks into it. Every home in Brookhollow is empty, and beds are unmade. All houses have signs of battle, and a lot of blood has been spilt. Every barn is also empty, except

the slaughtered animals that lie on the dirt floors. Astralstaff will correctly assume the drow have made a raid this night, and will teleport from the scene to make a report back to Radigast, assuring the party he will return as soon as he's able.

Make certain that you play up the lack of bodies in the town. If the PCs have been paying attention to Moochie, they would know that several elven families had residence here and none are left. Also make certain to point out that the corpses attacking the PCs are NOT elves, except for one or two drow. Also while looking around town, the PCs may notice very small specks of silver scattered about the town. This is a spell component for *desecrate*, but since the PCs were not there for the casting they most likely won't know which spell has been cast. If the PCs cast detect magic, the entire town will have a faint aura of Evocation. If pressed for details about the silver, describe it as being of such fine quality that it could only have been mined from deep within Mithat in Veluna.

While searching Brookhollow, the PCs are attacked along the road. For those with tracking ability describe the tracks as follows: Lightly indented footprints litter the town. Most have been created by a bi-pedal being, 60 to 100 pounds, and are thinner than a human foot. If you were to guess you would say elf, but the weave of the fabric covering the foot is strange. It is not leather, and using your lore of the wild you would guess that the pattern would match a tight grouping of spider webs.

Sometime during the searching of Brookhollow the following combat will ensue.

Tactics: Use the undead as shields for the Cleric who will use enlarge in order to get his touch attacks within reach.

APL 2

☛ **Cleric of Kyuss Clr2:** hp 21; see Appendix One.

☛ **Zombies, Human (2):** hp 16 each; see *Monster Manual*, page 266.

APL 4

☛ **Cleric of Kyuss Clr4:** hp 40; see Appendix One.

☛ **Zombies, Human (4):** hp 20 each; see *Monster Manual*, page 266.

APL 6

☛ **Cleric of Kyuss Clr6:** hp 59; see Appendix One.

☛ **Zombies, Human (7):** hp 20 each; see *Monster Manual*, page 266.

APL 8

☛ **Cleric of Kyuss Clr8:** hp 72; see Appendix One.

☛ **Spawn of Kyuss (2):** hp 37 each; see Appendix Two.

APL 10

☛ **Cleric of Kyuss Clr10:** hp 91; see Appendix One.

☛ **Spawn of Kyuss (3):** hp 37 each; see Appendix Two.

APL 12

☛ **Cleric of Kyuss Clr12:** hp 107; see Appendix One.

☛ **Spawn of Kyuss (6):** hp 37 each; see Appendix Two.

NOTE: Some of the zombies (or zombie-looking Spawn of Kyuss) appear to be drow. These are fallen drow raiders that the cultists of Kyuss eagerly raised to become undead slaves. Have the cleric issue insulting orders to the drow undead since there is a growing bitterness between the dark elves and the clerics of Kyuss. For purposes of this module treat all drow zombies as common human zombies.

IMPORTANT: During the combat, when a combatant attacks or searches the drow zombie(s) have a spot check to notice a spore or dust like material that jumps off of the zombie and falls onto the PC causing the disturbance. Have the PC make a Fort save. This is for scare tactics only.

Treasure:

APL 2: L 350gp; M 3312 gp; C 95gp

APL 4: L 330gp; M 5232 gp; C 137gp

APL 6: L 330gp; M 9982 gp; C 0gp

APL 8: L 330gp; M 20232 gp; C 0gp

APL 10: L 330 gp; M 29232 gp; C 0 gp

APL 12: L 330 gp; M 41232 gp; C 0 gp

Drag marks can be found, as well as a grouping of tracks if the PCs search after the fight. A few yards out of town the tracks vanish, along with the drag marks. The only clues as to what may have happened are melted droplets of amber in the faint shape of a circle littering a clearing that appears to have been disturbed.

Encounter Four - The Temple of Zodal

DMs NOTE: Ask the PCs if they intend to continue with the mission, and immediately transition to this

encounter. Make certain to role play that Moochie really wants to participate and that he can be a good adventurer too.

Another day is spent traveling across the realm. The sun has set for an hour before you make the roadside healing Temple of Zodal. Even in the dark of night, you know things are wrong as you approach the stone temple to the god of Benevolence and Healing. The torches that light the drawbridge are extinguished, and no light comes from inside the temple. As you approach, several dark shapes exit the temple and blink from sight.

If the PCs investigate the area of vanishing, describe again the circle with amber flecks.

One of the dark shapes, perhaps an elf with dark skin and white hair does not vanish. Instead, it walks back into the temple, as if daring you to follow.

The Temple of Zodal is on a small, circular island completely surrounded by a deep, water filled moat. A drawbridge allows easy access, and can be raised in times of trouble. Once the PCs cross the drawbridge, they find themselves in the antechamber, where the following words are beautifully etched into the stonewall:

"Out of respect to Zodal, our Benevolent God of Healing, we insist upon the removal of all weapons and that you do not bring them into this temple. Zodal have mercy upon any that do not obey his command. Any being that does harm to another in this Temple be damned!"

The PCs can make a knowledge religion check (DC 7) to know that on Oerth, when a god curses you, it's permanent.

When encountering Trith'Zan, have the PCs roll initiative or they won't believe the encounter is real.

The warning is very real, and the curse is very terrible. Only those players arrogant enough to believe their PC are better than a deity wouldn't take heed. If any weapon is brought into the temple (which is very much like a hospital), the PC is automatically cursed with a loss of 1 hit point per round while ignoring Zodal's command. A monk's hands are not considered weapons. A Remove Curse spell will restore hit points that were lost. The hit points will come back over time therefore any damage taken this way will be removed by the start of the next scenario. If PCs try to hide their weapons in backpacks, Heward's Hand Haversacks, Bags of Holding are still intentionally bringing weapons into the Temple and will be cursed accordingly. Rather than describe this hp loss literally, suggest that the longer the PC(s) remain(s) within the temple, the more they feel a sense of unease. Point out that the PCs who did heed the warning feel fine.

If the PCs persist in entering the temple with weapons, Moochie will yell out, "I've heard bad stuff happens to people that go in there with weapons. It even says so right there on the wall." and she will once again point out the warning.

Any being attacking another being in the Temple of Zodal evokes that deity's retribution. A PC that causes harm to another in the temple loses half their level, half their ability scores, and shifts their alignment one step toward good. This retribution is permanent and cannot be removed.

The Temple of Zodal has more the look and feel of a hospital rather than that of a temple to a god. Two exits leave the entry chamber, either back to the private chambers of the clerics, or into a large area filled with beds. Numerous patients lay in their beds, but all have recently been killed. Their faces show the horror and pain they suffered at the hands of the drow.

The floor is slick with blood from the victims, including the clerics of Zodal. Beltha Yoro, the Head Cleric of this temple, is pinned to the stone wall. She has several spikes driven through her, but the spikes were not placed in vital areas. A large pool of blood has dripped from her pinned body, and covers the floor. Beltha's face is locked in anguish.

A lone drow elf steps out of the shadows. He holds a hammer in one hand and an iron spike in the other. Tears stream down his face as he drops the items that clang loudly and echo in the stone temple. He extends his hands, palms outward, in a sign of peace.

The drow is Trith'zan, a warrior/assassin who was part of tonight's raiding party. He has twice suffered both the curse and damnation of Zodal. He initially entered the temple with weapons, and suffered a loss to his hit points. When he slew a patient, he lost half of his levels, half his ability scores, and his alignment shifted from evil to neutral. He also lost half his remaining class levels, as well as half his ability scores, again, when he went back in and committed the painful murder of Beltha Yoro. His alignment shifted again, and Trith'zan is now Chaotic Good. He truly wishes to become a cleric of Zodal, and atone for his evil crimes, although he is very frail and rather dimwitted. From Radigast, Dennen Astralstaff is scrying on Moochie who does not resist. He will appear near the end of the interview to take possession of the "prisoner."

The interview with Trith'Zan should not take more than 10 minutes. After 10 minutes of real time, Dennen Astralstaff will step in and take the prisoner. Any vital information not given, can be given to the PCs by Dennen in the morning.

He is very weak from the curse and damnation of Zodal, and speaks broken common to the PCs.

Trith'zan pleads with the PCs to allow him to stay at the temple to atone for his evil life and become a cleric. In return for their mercy, he will confess all he knows of the drow alliance with the cultists of Kyuss, and can tell the PCs the following information:

- His underground city is near the mighty river to the North (the Artonsamay River, though he doesn't know the name of it). He came to the surface from a crack that opened in the cliff face, and the drow use an abandoned building to rest while the blinding sun is in the sky.
- The drow have abducted many surface elves for sacrifice to Lloth, the Spider God. During these raids, drow have also slain many non-elves. The drow prefer to slay the children first, while their parents helplessly watch.
- The drow despise their alliance with the undead clerics of Kyuss. The human clerics are repulsive, and delight in raising fallen drow as mindless undead at every opportunity.
- Trith'zan, now changed to a good alignment, is concerned for the safety of the surface dwellers. The raids are nearly finished, since the dark elves have more than enough elves to make sacrifices for the next dozen years. But other drow cities are sending raiding parties up from the Glowing Crystal area (he doesn't know it is called Crystal Springs).
- We attacked the Zodal's Temple looking for Zodal's Sword. It is pertinent in dealing with the ancient one's magic, which is in the Glowing Crystal area.
- According to Ancient precepts, the Hand and Tear of Pelor must be joined with the magical Plug one full day before the Autumnal Solstice, CY 594.

If the PCs agree to spare him, he will devote his life to Zodal. Trith'zan will find a special ointment marked as Obad Hai's Beard bite treatment the Temple of Zodal, and offer it to any of the PC(s) that have been "scared" by the spore/dust attack from the drow Zombies. The decent thing to do is to bury the slain patients and clerics. The PCs can stay in the Temple of Zodal for accelerated healing.

Encounter Five - An Opportunity to Right Past Wrongs

Ask the PCs if they intend to continue with the mission, and immediately transition to this encounter. Make certain to role play that Moochie really wants to participate and that he can be a good adventurer too.

Departing the Temple of Zodal in the morning, Trith'zan is seen waving goodbye. He stands deep in the shadows of the stone temple. The pain he must be suffering from the sun will be a reminder of his new commitment for many years to come.

Dennon Astralstaff remarks that he has been ordered by the Countess to stay and make sure the Temple of Zodal gets cleaned up and back on it's feet, and that all patrons and patients there are given last rights. He urges your party onward since time is crucial with the drow raids continuing in the County. He points toward Moochie when the boy isn't looking and says quietly, "The Tear of Pelor needs to be escorted to the Plug as quickly as possible"

Trith'zan's warning of more drow raids from Crystal Springs gives urgency to the journey. You cross many rolling hills as you make your way north and east until you come to the Franz River.

It is late in the afternoon when your party arrives at what used to be the town of Dossselford. Large oak trees have several corpses dangling from hangings. Crows peck at the bodies that have the word 'traitor' painted on their naked bodies.

Construction is underway to rebuild Dossselford. Most of the men working to rebuild the town have the word 'traitor' painted on their shirts. The foreman is a large man that issues orders for the safety of the workers, as well as the details for how to assemble the structures.

Brackman, the foreman, informs the PCs about the rebuilding of Dossselford. He will take a moment to look the party over. If any PC bears the red tattoo of the Bull, he will immediately rebuke them as traitor. He will tell them he has a skilled cleric on site that has learned from the County government how to remove the magical tattoo. If the tattoo'd PC declines his offer, he will no longer acknowledge that PCs existence.

Brackman will also remark to any of the PCs that bear the social penalty from the Crossroads Curse that "Dealin' with devils is worse than sidin' with that traitor Duncombe." He will offer to let the PC work toward their atonement rebuilding Dossselford.

Any PC can have their social penalty from the Crossroads Curse completely removed by working to restore the town of Dossselford after this adventure is over. Although Brackman is rather narrow-minded, and only thinks about the rebuilding of the town, the PCs' concern is to destroy The Plug before more drow return to the surface. Brackman will press every PC who bears the Crossroads Curse into working to rebuild Dossselford, as a means of 'righting the wrongs of the war.'

A PC that dealt with devil can accept an atonement by spending 26 TU rebuilding Dosseldorf. This TU cost will mean the PC is out of play until the TUs are spent, but returns back into play with his/her social penalty offset by a +10 to charisma-based skills. If the PC does not currently have enough TUs, the remaining TUs must be taken from next year's play on the first Adventure Record of the next year.

Encounter Six - Trouble from the River

Ask the PCs if they intend to continue with the mission, and immediately transition to this encounter. Make certain to role play that Moochie really wants to participate and that he can be a good adventurer too.

The sun is sinking in the west when a feeling of impending doom seems to drive the decision to get to the Crystal Springs as quickly as possible. The fastest way now is to follow the west bank of the Franz River upstream. Though there is a rough wagon track along the river, entire sections have been lost to recent flooding of the Franz since there's been no one in Dosseldorf to maintain it. Progress is slowed by stagnant pools of water and mud along the way to Crystal Springs.

Large gnarled trees with low hanging branches grow in abundance in the muddy areas along the Franz River. Their roots rise above the water level. Obad Hai's beard hangs damp, and pale silvery-green from the branches of all the trees. The watery sludge currently being navigated through is by no means firm ground. Weight causes one to sink to their knees in the quagmire with each step. Movement is very slow, and very difficult. To backtrack and find higher ground to enter the valley from above would take at least another day.

The entrance to the springs is a quarter-mile ahead through a narrow valley that is bogged down by mud. The water gushes out of a hole in the side of a hill into the valley that stands in the way.

Movement is 1/2, unless the PC can travel unhindered through the mud. Under this critical hindrance, the PCs are attacked.

Terrain: A 30 to 50 foot stream quickly flows down one side of the valley while the PCs walk on the other side. Sparse trees dot the landscape and mud hinders movement. Any mount being ridden, risks getting lamed. While most animals will not get injured, they cannot be used effectively in the mud since their movement is cut to 1/4th.

Tactics: One Crocodile or Leech Walker will hide in the water waiting for the party to engage the other combatant. Attempt to drag PCs into the water regardless of APL. Make certain to brush up on drowning rules.

APL 2

🐉 **Crocodile (2):** hp 22 each; see *Monster Manual* page 271.

APL 4

🐉 **Crocodile (4):** hp 22; see *Monster Manual* page 271.

APL 6

🐉 **Crocodile, Giant (1):** hp 59; see *Monster Manual* page 271.

APL 8

🐉 **Leech Walker (1):** hp 97; see *Monster Manual II*, page 135.

APL 10

🐉 **Leech Walker (2):** hp 97 each; see *Monster Manual II*, page 135.

APL 12

🐉 **Leech Walker (4):** hp 97 each; see *Monster Manual II*, page 135.

Encounter Seven – The Journey Underground

Ask the PCs if they intend to continue with the mission, and immediately transition to this encounter. Make certain to role-play that Moochie really wants to participate and that he can be a good adventurer too.

Waters bubble up from many places in the Crystal Springs, and cascades down formations of crystal. Soon these streams converge to become the Franz River. Through millions of years of erosion, the waters have cut a deep gorge in the land, creating a steep river valley; near the head of the gorge is a large cave that delivers a fast moving stream of water into the river.

Traveling through this swift running water is treacherous. And the PCs will have to make their way carefully into the cave if they want to reach the Plug. PCs who played the MoCS series have used this entrance in the past, but the pressure of the water spilling out of this cave was not as forceful as it is now.

Allow synergy bonuses for rope use and ingenuity for teamwork. The balance or strength checks for navigating through the rushing water each round are:

APL 2, DC 13

APL 4, DC 16

APL 6, DC 20

APL 8, DC 23

APL 10, DC 26

APL 12, DC 30

Failure of both checks results in 2 hp damage for each APL. The damage is caused by the intake of water, as well as the bumps, bruises, scraps, and cuts sustained as the PC is washed out of the cave. And the PC still has to try again. Failure of only one of the checks results in no forward progress. The distance to traverse is only 50 ft. The DC for progress drops to 5 once a rope is strung past the entrance cave.

The cave mouth appears to be 10 ft wide and 7 ft tall, with a turbulent stream of water rushing out leaving a 3 ft air gap above it. There seems to be a faint light within the tunnel, and drier footing can be seen 50 to 100 ft inside.

Once past the rushing water at the caves entrance, it is evident that the caves of the Crystal Springs have indeed changed. The waters seem to be coming through the "ambush" cavern, and there is now a slope up out of the water leading toward the location known as The Plug. In addition, instead of a "Y" junction with a faintly glowing blue-veined crystal pillar and a pool, there is a roughly circular chamber with a cleanly faceted pillar at the center. There is only one other exit on the far side of this room.

Encounter Eight - The Ultimate Sacrifice

Use Map #2 for to draw the room for Encounter Eight, and later to show the path between Tovag and The Plug. Now that the PCs have safely escorted him into the caves, Moochie is no longer animated and obnoxious. He will stay to the rear and out of the way, watching for an opportunity to escape down the tunnels to fulfill his own mission.

Between you and the path to The Plug is a large crystal formation. Rumor has it that the Masters fashioned this crystal, and several similar stone formations throughout the County of Urnst. This formation must be one of the Tovags, a gating mechanism used to bring devils onto this plane to do the Masters bidding.

With the Masters destroyed, the crystal formation is eerily dark. One would reason that without the Masters to summon them, devils can no longer use the Tovags to enter this realm. But as you look at the crystal Tovag, it suddenly flares

red, bathing the whole cavern in a blood-red color. Out steps creatures too terrible for words! As soon as they realize they are not alone, their eyes flair with malice...

APL 2

🔥 **Lemure** (5): hp 9 each; see *Monster Manual* page 57.

APL 4*

🔥 **Bearded Devil** (2): hp 43 each; see *Monster Manual* page 52.

APL 6

🔥 **Bone Devil** (1): hp 95; see *Monster Manual* page 52.

APL 8

🔥 **Bone Devil** (2): hp 95 each; see *Monster Manual* page 52.

APL 10

🔥 **Ice Devil** (1): hp 147; see *Monster Manual* page 56.

APL 12

🔥 **Ice Devil** (2): hp 147 each; see *Monster Manual* page 56.

During the first round of combat, Moochie will move slowly to the wall furthest from the devils (movement of 30 ft, and free action to activate magic item: *boots of speed*, unbeknownst to the PCs). During the second round of combat, Moochie will quickly run around and through the exit leading to The Plug. A spot check (DC 10) is required to notice that Moochie is moving very fast. At the end of the 4th round after the battle starts, Moochie will plunge the special sword into The Plug, using both hands.

When Moochie plunges the special sword into the Plug, the door and ceiling above it will explode into several thousand fragments as if the sword or The Plug were made from some sort of high explosive. All damage is non-lethal beyond 15 ft. Any characters within 50' of The Plug explosion and cave in (especially Moochie) will be vulnerable to all of the following:

- 2d4 points of damage per APL from the shrapnel. A reflex save (DC 19) for half damage. Automatic damage x10 for Moochie!
- 2d6 points of sonic damage per APL. Fortitude save (DC 17) for half damage. Automatic damage x10 for Moochie!
- Will save (DC 15) to avoid being stunned for 1d4 rounds. Automatic death for Moochie!

When the Plug explodes, it triggers the explosion of the crystal Tovag one round later. The Tovag and the Plug must somehow have been connected. There is no cave-in near The Tovag. All damage is non-lethal beyond 15 ft. Any characters within 50' of The Tovag explosion will be vulnerable to all of the following:

- 1d4 points of damage from shrapnel per APL. Reflex Save (DC 19) for half damage. Automatic max damage for devils!
- 1d6 points of sonic damage per APL. Fortitude Save (DC 17) for half damage. Automatic max damage for devils!

Any remaining devils also take the above damage from the exploding Tovag, but they are not entitled a saving throw due to their link between the crystal and their summoning to this plane. If you need to wrap things up in a hurry, the destroyed crystal Tovag slays all remaining devils.

Conclusion

The explosion rips through the crystal cave. Upon entering The Plug chamber after the explosion – coughing from the dirt and dust — it is evident that there is a pile of rubble where The Plug had been. Unfortunately, Moochie has been pinned under several large stones during the cave in.

Something about him is different, and you notice his hat has come off during the explosion. Then you see that Moochie is actually a woman. No mere woman, either, for you see she is the Countess, and she is punctured with numerous shards of crystal. Her unblinking eyes stare at nothing, and she is unresponsive.

If the PCs search her body they will find the hat of disguise and a letter. The letter reads: This action was foreseen. Please bring the Hand and Tear of Pelor back to Astralstaff.

Wait for the PCs to respond to this and possible start to pull her shattered body from the rubble (possibly 2 rounds), and then read:

There is a building rumbling sound, as if the caverns beyond the destroyed Plug are collapsing. Crystal dust and falling shards fall from the groaning ceiling.

If the PCs leave fairly quickly, make them think that they are just barely escaping with their lives. If they delay more than one minute after entering the Plug chamber, have them make 1 Reflex save per APL DC12, each minute they remain in the cavern. It should only take them 5 to 6 rounds to exist the cavern.

Damage is 1d4 slashing and 1d4 non-lethal per save failed, half if made (none with Evasion).

The collapsing crystal has blocked the flow of water upstream of the “ambush” cave, so exiting quickly is no problem.

NOTE: PCs may attempt to bring the Countess back to life outside the cavern, but all attempts fail. She is dead and does not want to be resurrected. *Speak with dead* also fails, if the PCs have the audacity to try this spell on a recently deceased Head of State! (There was a Contingency spell which cast spell immunity: *Speak with dead* on the body)

If the party uses conventional travel to return to Radigast, read the following:

On the way back down the valley, the ground shakes, and there is a massive rumbling from underfoot, as if something the size of a city were being devoured by hundreds of Xorns. A massive plume of crystal dust and debris explosively blows into the valley leaving a sparkling cloud suspended between the cliffs. The flow of the stream here is drastically reduced. Many of the springs must have been blocked by cave-ins. Later, as the party approaches Dossselford, a small flood’s crest rushes down the stream. The springs have found there way through the rubble and the Franz River is restored to its former level.

The body of Countess Belissica lies in state in the Radigast City palace for several days after your return. Mourners from all over the Flanaess come to pay their respects to the fallen Countess. To the surprise of many, Belissica’s cousin, the Baroness Elone Hofre Gellor, a Paladin of Heironeous, from the Lord Barony of the North Charn was quickly chosen for succession.

Dennen Astralstaff arranges for you to meet with him in the Obsidian Conclave. “The Countess insisted that no one but she make the sacrifice to destroy the Plug,” says the old wizard as you stand before him. “When we attempted to resurrect her, she did not, or could not accept. We do not understand why.”

“Since you kept her safe through the perils and long journey to the Crystal Springs, you have my gratitude. In addition, let me see what items the College of Magic can make available to you. I wish I could give these items freely, but alas, enchanted items are precious to the realm, and must be accounted for properly.”

“You have my respect, good heroes,” says the wizard. “Keep well, and continue your heroic adventures. The fact that the Baroness now sits upon the throne may be a good thing, but I have begun to hear whispers and rumors that forces in The Duchy were instrumental in making the way easy for her to claim the empty throne in such a short time. It seems we are still living in interesting times.”

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 3 – The Hamlet of Brookhollow (EL+1)

Objective: Defeat the enemies.

APL2 90 xp; APL4 150 xp; APL6 210 xp; APL8 270 xp;
APL10 330 xp; APL12 390 xp.

Encounter 6 — Trouble from the River (EL+2)

Objective: Defeat the enemies.

APL2 120 xp; APL4 180 xp; APL6 240 xp; APL8 300 xp;
APL10 360 xp; APL12 420 xp.

Encounter 8 — The Ultimate Sacrifice (EL+3)

Objective: Defeat the enemies.

APL2 150 xp; APL4 210 xp; APL6 270 xp; APL8 330 xp;
APL10 390 xp; APL12 450 xp.

Discretionary roleplaying award

APL2 90 xp; APL4 135 xp; APL6 180 xp; APL8 225 xp;
APL10 270 xp; APL12 315 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp; APL8 1125 xp;
APL10 1350 xp; APL12 1575 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; M = Magic Items; C = Coin, Gems, Jewelry, and other valuables.

L: Looted gear from enemy

M: Magic Items (sell value)

C: Coin, Gems, Jewelry, and other valuables

Encounter 3 – The Hamlet of Brookhollow

APL 2: L 350gp; M 3312 gp; C 95gp

APL 4: L 330gp; M 5232 gp; C 137gp

APL 6: L 330gp; M 9982 gp; C 0gp

APL 8: L 330gp; M 20232 gp; C 0gp

APL 10: L 330 gp; M 29232 gp; C 0 gp

APL 12: L 330 gp; M 41232 gp; C 0 gp

Total Possible Treasure

APL 2: L 350gp; M 3312 gp; C 95gp

APL 4: L 330gp; M 5232 gp; C 137gp

APL 6: L 330gp; M 9982 gp; C 0gp

APL 8: L 330gp; M 20232 gp; C 0gp

APL 10: L 330 gp; M 29232 gp; C 0 gp

APL 12: L 330 gp; M 41232 gp; C 0 gp

Items for the AR:

Relic of the Swan – To commemorate the death of Her Brilliancy the Countess Belissica Gellor, the Arch Mage Dennen Astralstaff has ordered mementos to be produced by skilled artisans, known as the *Relic of the Swan*, for all those who attend the ceremonies surrounding the presentation of her body Lying in State. These intricately painted egg-shaped mementos contain a tiny piece of some article of clothing worn by the Countess, or some other small item belonging to her. Each is unique and is presented to mourners by Astralstaff himself. For those brave souls who accompanied the Countess to her Ultimate Sacrifice (and to the Cleric to offset his loss of experience), he has promised to have the *Relic of the Swan* enchanted with a magical enhancement bonus to any one skill, selected by the PC from the list below at the time of enchantment. This +5 skill bonus will be conferred to whomever has the *Relic* on her person for over one hour (dimensional spaces block the effect). Of course, Astralstaff does request a small donation to the Countess' War Orphan Relief Fund be made in return. This favor does not expire, but may only be used once. When used, the DM must record the following information and the favor crossed off.

Relic of the Swan; Faint Divination; CL 1st; Craft Wondrous Item, 5 ranks of the skill needed. Price 8,000 gp.

Bought on AR: _____

DM Signature

Select One:

- | | | |
|-------------------------------------|------------------------------------|---|
| ☐ Bluff | ☐ Diplomacy | ☐ Disable Device |
| ☐ Listen | ☐ Ride | ☐ Sense Motive |
| ☐ Spellcraft | ☐ Tumble | |

Atonement for the Crossroads Curse – Any PC that bears the Crossroads Curse (from URC3-04 *Lordmaker*) of –10 to their charisma-based skills may agree to work toward their atonement by spending 26 TUs in community service rebuilding the town of Dosseldorf. If the PC has less than 26 TUs remaining for the year,

they will be out of play until the first of the next year when they may deduct the remaining TUs from their starting balance of 52. After working half a year rebuilding Dossselford, the PCs curse is negated by the characters willingness to sacrifice and work for the benefit of everybody. (Frequency Adventure)

Removal of Unwanted Tattoos – For the cost of 300 gp, Brackman will arrange for this PC to have their magical tattoo from URC3-08 *Winds of Change* removed while present in Dossselford. (Frequency Adventure)

APL 2

Potion of *Enlarge* (cast at 1st level); 50 gp (Frequency Regional)

Vest of Resistance +1 (T&B); 1000 gp (Frequency Regional)

APL 4: All items from APL 2, plus:

Wand of Cure Light Wounds, 750 gp (Frequency Regional)

APL 6: All items from APL 2-4

APL 8: All items from APL 2-4

Wand of Summon Monster III, 11,250 gp (Frequency Regional)

APL 10:

Potion of *Enlarge* (cast at 1st level); 50 gp (Frequency Regional)

Vest of Resistance +3 (T&B); 9,000 gp (Frequency Regional)

Wand of Cure Light Wounds, 750 gp (Frequency Regional)

Wand of Summon Monster III, 11,250 gp (Frequency Regional)

APL 12: All items from APL 10, plus:

Periapt of Wisdom +4; 16,000 gp (Frequency Regional)

Appendix One — Combat Stat Blocks

Encounter 3 — The Hamlet of Brook hollow

APL 2

Cleric of Kyuss (1): Human Clr 2; CR 2; Medium humanoid (human); HD 2d8+4; hp 21 (+3 Toughness); Init +0; Spd 20 ft; AC 20 (+6 Banded Mail, +2 Shield, +2 *Shield of Faith*), touch 12, flat-footed 20; Base Atk +1; Grp +3; Atk +4 melee (1d8+4 2-handed +1 *Heavy Mace*); Full Atk +4 melee (1d8+4 2-handed +1 *Heavy Mace*); SA rebuke undead 4/day; SQ —; SR 0; AL CE; SV +1 vs Good Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +11 (+5r, +2 Con, +4 Combat Casting), Knowledge: Religion +5, and Spell Craft +5. Combat Casting, Toughness.

Cleric Spells Prepared (4/3+1; save DC 12 + spell level): 0—*detect magic*, *inflict minor wounds*, *light*, *read magic*; 1st— *doom* (2), ~~*protection from good*, *shield of faith*~~. NOTE: Underlined spells are pre-cast.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (cast evil spells at +1 caster level).

Possessions: *heavy mace* +1, *vest of resistance* +1, banded mail, heavy steel shield, *potion of enlarge* (2, cast at 1st level), silver holy symbol (painted black), spell component pouch.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor adorned with a leering black skull with worms in its eyes. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand. Height 5 ft. 5 in. Weight 150 lb.

APL 4

Cleric of Kyuss (1): Human Clr 4; CR 4; Medium humanoid (human); HD 4d8+8; hp 40 (+6 Toughness); Init +0; Spd 20 ft; AC 21 (+6 Banded Mail, +3 *Shield*, +2 *Shield of Faith*), touch 12, flat-footed 21; Base Atk +3; Grp +5; Atk +6 melee (1d8+4 2-handed +1 *Heavy Mace*); Full Atk +6 melee (1d8+4 2-handed +1 *Heavy Mace*); SA rebuke undead 4/day; SQ —; SR 0; AL CE; SV +1 vs Good Fort +7, Ref +1, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +13 (+7r, +2 Con, +4 Combat Casting), Knowledge: Religion +7, and Spell Craft +7. Combat Casting, Toughness (2).

Cleric Spells Prepared (5/4+1/3+1; save DC 13 + spell level): 0—*detect magic*, *inflict minor wound* (2), *light*, *read magic*; 1st— *doom* (3), ~~*protection from good*, *shield of faith*~~, 2nd— *death knell**, *desecrate*, *hold person* (2). NOTE: ~~Crossed Out~~ spells are pre-cast.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (cast evil spells at +1 caster level).

Possessions: *heavy mace* +1, *heavy steel shield* +1, *vest of resistance* +1, banded mail, *potion of enlarge* (2, cast at 1st level), wand of *cure light wounds*, silver holy symbol (painted black), spell component pouch.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor adorned with a leering black skull with worms in its eyes. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand. Height 5 ft. 5 in. Weight 150 lb.

Zombies, Human (4): hp 20 each; see *Monster Manual* page 266. NOTE: The Zombies are under the influence of a pre-cast *desecrate*.

APL 6

Cleric of Kyuss (1): Human Clr 6; CR 6; Medium humanoid (human); HD 6d8+12; hp 59 (+9 Toughness); Init +0; Spd 20 ft; AC 22 (+6 Banded Mail, +3 *Shield*, +3 *Shield of Faith*), touch 13, flat-footed 22; Base Atk +4; Grp +6; Atk +7 melee (1d8+4 2-handed +1 *Heavy Mace*); Full Atk +7 melee (1d8+4 2-handed +1 *Heavy Mace*); SA rebuke undead 4/day; SQ —; SR 0; AL CE; SV +1 vs Good Fort +8, Ref +3, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +15 (+9r, +2 Con, +4 Combat Casting), Knowledge: Religion +9, and Spell Craft +9. Combat Casting, Toughness (3).

Cleric Spells Prepared (5/4+1/4+1/3+1; save DC 14 + spell level): 0 —detect magic, inflict minor wound (2), light, read magic; 1st — doom (3), ~~protection from good, shield of faith~~; 2nd — death knell*, ~~deseccate~~, hold person (3); 3rd — bestow curse (3), magic circle against good*. NOTE: ~~Crossed-Out~~ spells are pre-cast.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (cast evil spells at +1 caster level).

Possessions: heavy mace +1, heavy steel shield +1, periapt of wisdom +2, vest of resistance +1, banded mail, potion of enlarge (2, cast at 1st level), wand of cure light wounds, silver holy symbol (painted black), spell component pouch.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor adorned with a leering black skull with worms in its eyes. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand. Height 5 ft. 5 in. Weight 150 lb.

Zombies, Human (7): hp 20 each; see *Monster Manual* page 266. NOTE: The Zombies are under the influence of a pre-cast *deseccate*.

APL 8

Cleric of Kyuss (1): Human Clr 8; CR 8; Medium humanoid (human); HD 8d8+16; hp 72 (+6 Toughness); Init +4; Spd 20 ft; AC 22 (+6 Banded Mail, +3 *Shield*, +3 *Shield of Faith*), touch 13, flat-footed 22; Base Atk +6/+1; Grp +8; Atk +9 melee (1d8+4 2-handed +1 *Heavy Mace*); Full Atk +9/+4 melee (1d8+4 2-handed +1 *Heavy Mace*); SA rebuke undead 4/day; SQ —; SR 0; AL CE; SV +1 vs Good Fort +9, Ref +3, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +17 (+11r, +2 Con, +4 Combat Casting), Knowledge: Religion +11, and Spell Craft +11. Combat Casting, Improved Initiative, Toughness (2).

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; save DC 14 + spell level): 0 —detect magic, inflict minor wound (3), light, read magic; 1st — doom (4), ~~protection from good, shield of faith~~; 2nd — death knell*, ~~deseccate~~, hold person (3); 3rd — bestow curse (4), magic circle against good*; 4th — poison (3), unholy blight*. NOTE: ~~Crossed-Out~~ spells are pre-cast.

*Domain spell. *Domains:* Death (death touch 1/day); Evil (cast evil spells at +1 caster level).

Possessions: heavy mace +1, heavy steel shield +1, periapt of wisdom +2, vest of resistance +1, banded mail, potion of enlarge (2, cast at 1st level), wand of cure light wounds, wand of summon monster III, silver holy symbol (painted black), spell component pouch.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor adorned with a leering black skull with worms in its eyes. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand. Height 5 ft. 5 in. Weight 150 lb.

Spawn of Kyuss (2): hp 37 each; see *Monster Manual II* page 186. NOTE: The Spawns of Kyuss are under the influence of a pre-cast *deseccate*.

APL 10

Cleric of Kyuss (1): Human Clr 10; CR 10; Medium humanoid (human); HD 10d8+20; hp 91 (+9 Toughness); Init +4; Spd 20 ft; AC 22 (+6 Banded Mail, +3 Shield, +3 Shield of Faith), touch 13, flat-footed 22; Base Atk +7/+2; Grp +9; Atk +10 melee (1d8+4 2-handed +1 Heavy Mace); Full Atk +10/+5 melee (1d8+4 2-handed +1 Heavy Mace); SA rebuke undead 4/day; SQ —; SR 22 (pre-cast *spell resistance*); AL CE; SV Fort +12, Ref +6, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +19 (+13r, +2 Con, +4 Combat Casting), Knowledge: Religion +13, and Spell Craft +13. Combat Casting, Improved Initiative, Toughness (3).

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/ 2+1; save DC 14 + spell level): 0 —detect magic, inflict minor wound (3), light, read magic; 1st — doom (4), ~~protection from good, shield of faith~~; 2nd — death knell*, ~~desecrate~~, hold person (4); 3rd — bestow curse (4), magic circle against good*; 4th — poison (4), unholy blight*; 5th — flame strike, slay living*, ~~spell resistance~~. NOTE: ~~Crossed-Out~~ spells are pre-cast.

*Domain spell. Domains: Death (death touch 1/day); Evil (cast evil spells at +1 caster level).

Possessions: heavy mace +1, heavy steel shield +1, periapt of wisdom +2, vest of resistance +3, banded mail, potion of enlarge (2, cast at 1st level), wand of cure light wounds, wand of summon monster III, silver holy symbol (painted black), spell component pouch.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor adorned with a leering black skull with worms in its eyes. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand. Height 5 ft. 5 in. Weight 150 lb.

Spawn of Kyuss (3): hp 37 each; see *Monster Manual II* page 186. NOTE: The Spawns of Kyuss are under the influence of a pre-cast *desecrate*.

APL 12

Cleric of Kyuss (1): Human Clr 12; CR 12; Medium humanoid (human); HD 12d8+24; hp 107 (+9 Toughness); Init +4; Spd 20 ft; AC 23 (+6 Banded Mail, +3 Shield, +4 Shield of Faith), touch 14, flat-footed 23; Base Atk +9/+4; Grp +11; Atk +12 melee (1d8+4 2-handed +1 Heavy Mace); Full Atk +12/+7 melee (1d8+4 2-handed +1 Heavy Mace); SA rebuke undead 4/day; SQ —; SR 24 (pre-cast *spell resistance*); AL CE; SV Fort +13, Ref +7, Will +17; Str 14, Dex 10, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +24 (+15r, +2 Con, +4 Combat Casting +3 Skill Focus), Knowledge: Religion +15, and Spell Craft +15. Combat Casting, Improved Initiative, Skill Focus: Concentration, Toughness (3).

Cleric Spells Prepared (6/7+1/6+1/5+1/4+1/ 4+1/3+1; save DC 16 + spell level): 0 —detect magic, inflict minor wound (3), light, read magic; 1st — doom (6), ~~protection from good, shield of faith~~; 2nd — death knell*, ~~desecrate~~, hold person (5); 3rd — bestow curse (5), magic circle against good*; 4th — poison (4), unholy blight*; 5th — flame strike (3), slay living*, ~~spell resistance~~; 6th — create undead*, harm (3). NOTE: ~~Crossed-Out~~ spells are pre-cast.

*Domain spell. Domains: Death (death touch 1/day); Evil (cast evil spells at +1 caster level).

Possessions: heavy mace +1, heavy steel shield +1, periapt of wisdom +4, vest of resistance +3, banded mail, potion of enlarge (2, cast at 1st level), wand of cure light wounds, wand of summon monster III, silver holy symbol (painted black), spell component pouch.

Physical Description: A dirty gray burial shroud is draped like a cloak over his black banded mail armor adorned with a leering black skull with worms in its eyes. A black painted steel shield is secured to his left arm, and he wields a black heavy mace in his right hand. Height 5 ft. 5 in. Weight 150 lb.

Spawn of Kyuss (6): hp 37 each; see *Monster Manual II* page 186. NOTE: The Spawns of Kyuss are under the influence of a pre-cast *desecrate*.

Spawn of Kyuss: Medium Undead; CR 5; HD 4d12+3; hp 34; Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Base Atk +2; Grap +6; Atk +6 melee (1d6+6, slam), or +6 melee touch (create spawn), or +1 ranged touch (create spawn); Full Atk +6 melee (1d6+6, slam), or +6 melee touch (create spawn), or +1 ranged touch (create spawn); Space/Reach 5 ft./5 ft.; SA Create spawn, fear aura, Kyuss's gift; SQ Curative transformation, fast healing 5, turn resistance +2, undead traits; AL CE; SV Fort +1, Ref +0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 15.

Skills: Hide +5, Jump +7, Move Silently +5, Spot +3.

Feats: Stealthy, Toughness.

Create Spawn (Su): Once per round as a free action, a spawn of Kyuss can transfer a worm from its own body to that of an opponent. It can do this whenever it hits with a slam attack, but it can also make the transfer by means of a successful melee touch attack or a ranged touch attack, hurling a worm at a foe from a distance of up to 10 feet.

Each worm is a Fine vermin with AC 10 and 1 hit point. It can be killed with normal damage or by the touch of silver. On the spawn's next action, the worm burrows into its host's flesh. (A creature with a natural armor bonus of +5 or higher is immune to this burrowing effect.) The worm makes its way toward the host's brain, dealing 1 point of damage per round for 1d4+1 rounds. At the end of that period, it reaches the brain. While the worm is inside a victim, a *remove curse* or *remove disease* effect destroys it, and a *dispel evil* or *neutralize poison* effect delays its progress for 10d6 minutes. A successful Heal check (DC 20) extracts the worm and kills it.

Once the worm reaches the brain, it deals 1d2 points of Intelligence damage per round until it either is killed (by *remove curse* or *remove disease*) or slays its host (death occurs at 0 Intelligence). A Small, Medium, or Large creature slain by a worm rises as a new spawn of Kyuss 1d6+4 rounds later; a Tiny or smaller creature quickly putrefies; and a huge or larger creature becomes a normal zombie of the appropriate size. Newly created spawn are not under the control of their parent, but they usually follow whatever spawn of Kyuss created them.

Fear Aura (Su): A spawn of Kyuss continuously radiates a fear effect. This ability functions like a fear spell (caster level 7th; Will save DC 14), except that it affects creatures within a 40-foot radius. Any creature that makes a successful saving throw against the effect cannot be affected again by the fear aura of that spawn for 24 hours.

Appendix Two – New Monsters

Kyuss's Gift (Su): Any creature hit by a spawn of Kyuss's slam attack must succeed at a Fortitude save (DC 12) or contract this supernatural disease. The incubation period is 1 day, and the disease deals 1d6 Constitution damage and 1d4 points of Wisdom damage (see Disease in Chapter 8 of the *Dungeon Master's Guide*, page 292). These effects manifest as rotting flesh and dementia. A affected creature gets only half the benefits of natural and magical healing, though a *remove disease* effect removes the affliction.

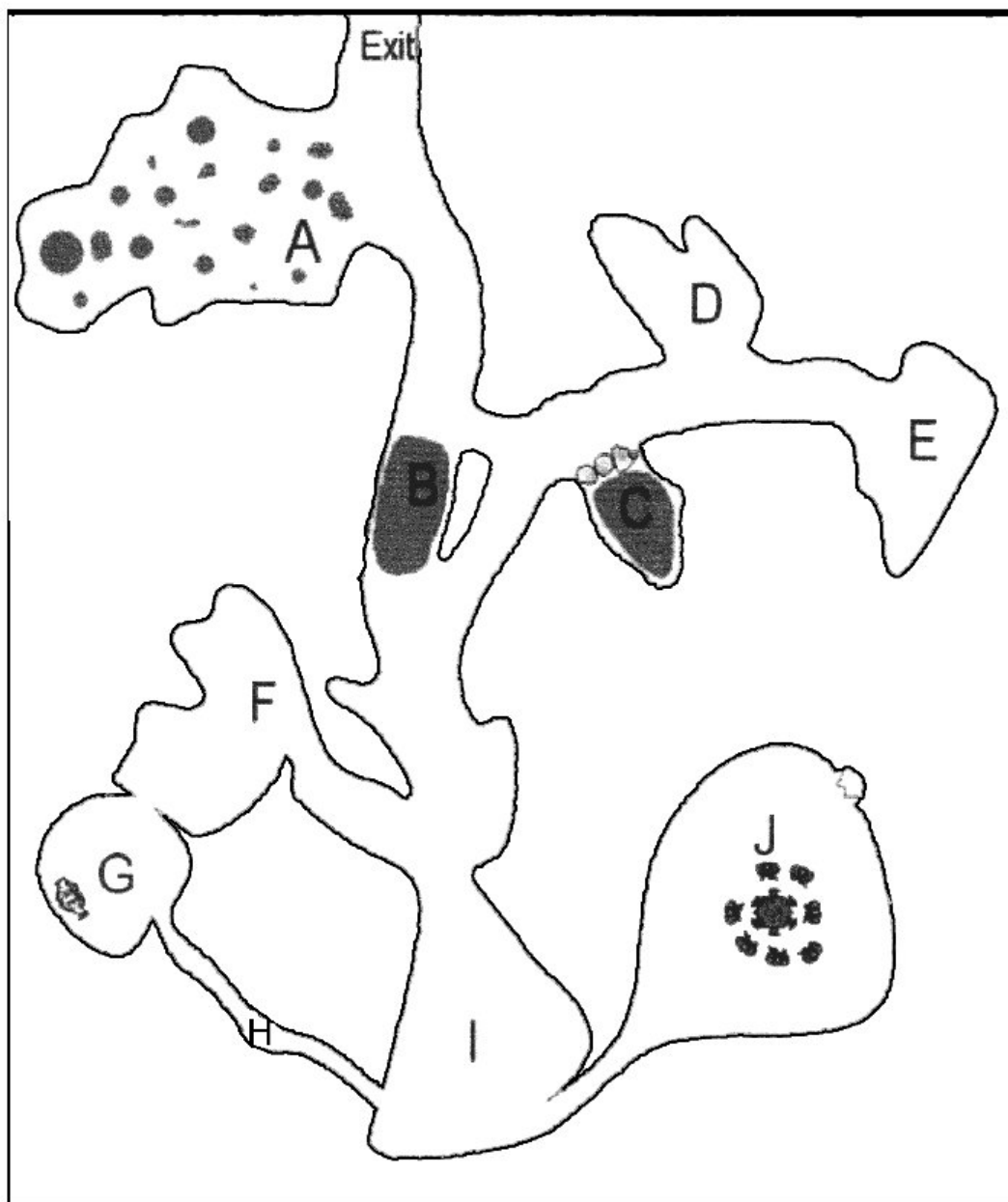
Curative Transformation (Ex): Any remove curse or remove disease effect, or a more powerful version of either of these effects, transforms a spawn of Kyuss into a normal zombie.

Fast Healing (Ex): A spawn of Kyuss regains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the spawn of Kyuss to regrow or reattach lost body parts.

Turn Resistance (Ex): A spawn of Kyuss is treated as an undead with 6 Hit Dice for purposes of turn, rebuke, command, and bolster attempts.

Appendix Three — Maps

Map 1 (from Dennen Astralstaff) – Player handout



Map 2 — DM resource

