

VEL2-04



IN DARKNESS LURKS

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

Version 2

by David Christ

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The city of Mitrik is the holiest city of Rao and the heart and soul of Veluna. Its marbled streets shine in the morning sun while the giant stained glass windows in the Grand Temple cast a kaleidoscope of colors over the city. It seems a local merchant has had some trouble lately, and once again the church has called upon you to investigate. Why the church has called you in on this, you are unsure, but you can feel a storm brewing on the horizon though and the skies and the future are looking darker by the minute. This is Part 3 of the *Rings of Austor* series. An adventure for characters level 3-10.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

The adventure starts in one of two ways. For most characters it starts with a letter from the Mitrik Temple Guard. For those characters who have not played VEL1-06 *Fields of Peren* it starts with them overhearing a conversation between a merchant and a temple guardsman.

The characters are introduced to Fezzit, a local merchant in the temple district of Mitrik. His store was broken into a week ago. A temple guard took the report and Fezzit thought somebody would be by to investigate soon. It has now been a full week and nobody has shown up yet. Fezzit is very upset, to say the least. The guardsmen who took the report was new and when filling out the report did not ask certain questions of Fezzit and misunderstood what the excitable Fezzit was telling him. Hence he messed up the report. He believed that they had kicked in a door, messed up some stuff, and left through the same door. He wrote up that he believed it

was some young hoodlums from Ket he had seen earlier in the day and marked it closed.

What really happened was Fayreah and some of her associates broke into the store, tied the family up in the basement, broke open an old secret door to the catacombs below the church, and left through that door. Fezzit has a large hole in his basement and his wife is paranoid that the villains are going to show back up through the hole any day now. He has blocked the hole with some heavy furniture and has been pestering the guards to find out what is up with his report.

The characters finally arrive on the scene and eventually calm down Fezzit and learn what really happened. They are shown the secret door in the basement and the characters can make out the tracks of Fayreah and her gang easily in the thick dust. They follow her down into the catacombs and start their search. The trail eventually leads to a solid wall made of stone that was erected by Fayreah five days ago to prevent her from being followed. She is not aware of the characters but is guessing that somebody is eventually going to come after her. While the characters are deciding what to do about the wall they run into Bishop Rinken once again.

Bishop Rinken is really Archbishop Rinen Falswop. The characters are not made aware of this until the end of the adventure so please be careful to not let that slip. They find out that he is searching for Canon Herion's tomb. He believes he has found its location but the wall the characters found thwarted him as well. He has been deciphering the writing on the floor to find a way around it. He talks with the characters for a while and swaps information with them. When this conversation is over he tells the characters that he thinks he found a way around the wall to reach the tomb of Herion. As he turns to leave the room a group of slaadi burst in and start a fight. The Bishop helps with heal spells as needed and it is the first hint that he is more than he seems. While working on the portal in the tomb that leads to Valkurl, Fayreah accidentally opened an old portal to Limbo. There are several of them from ages past in the catacombs. She was about to seal it up when a gray slaad stepped through. She made a deal with it and the slaad returned to Limbo. He sent through some Red and Blue Slaadi to help her out for his part of the deal. She sent some of them to cause some chaos and create a diversion to buy her more time.

After defeating the slaadi, the characters continue on and find the tomb of Herion. The portal to Valkurl is open and there is a storm raging on the other side. Its effects can be felt in the catacombs, which unsettles the characters (lightning and rain while underground?). After entering the room the Bishop (Archbishop) heads back upstairs to find some help. Valik and some slaadi attack the characters. The battle rages on both sides of the portal and you should make it as interesting as possible. After defeating him the characters are now on the other side of the portal in Valkurl.

The characters arrive inside the Iron Rings Consortium trading compound. There is only a few people left alive in it as Fayreah and Grish have been here

a while causing trouble. The characters can learn some information from a survivor before having to face Grish. If the right questions are asked they may pick up a hint or two that help them in the battle.

Fayreah and Grish have been interrogating the guildmaster for an hour now. As the characters start to head over to that building they toss his lifeless body out the 3rd story window and it lands at the characters feet. Grish then quickly follows, and the characters are in for a fight. At the lower APL's this can be a very dangerous fight. Remember the goal is for everybody to have fun and not to wipe out parties. If they are dumb, do not go easy on them, but do not wipe out groups due to good or bad rolls.

If they survive the fight they meet up with Bishop Rinken (Archbishop) once again. He has brought some help from Mitrik. Unfortunately only a few of them are able to move through the portal before it unexpectedly closes. He tells the characters to guard the Iron Rings Consortium compound and that he will return. He casts Mass Heal on the characters then he flies away giving the characters their second hint that he is more than he seems. The characters can now search the main Iron Rings Consortium building and pick up some more important hints to plots coming down the road.

Eventually the Bishop returns and reveals that he is really the Archbishop. They swap some more information and the ring they found on Grish. Two conclusions are presented based on whether you run this at its premiere at Mahoning Valley Con 2002 or at a later show

The Archbishop is willing to cast spells for characters if needed at the end of this adventure. The following supercedes the rules found in the Veluna Meta-Campaign Handbook for this adventure only.

The Archbishop is willing to do the following. *raise dead* and *resurrection* can only be cast at the end of the adventure.

- For out of region characters the Archbishop casts spells as if the character were Class One for determining costs.
- The Archbishop casts *raise dead* for 500 gp and *resurrection* for 900 for Veluna characters
- Any other spell up to 3rd level that the Archbishop can cast is free to Veluna characters unless it has a material component cost. The cost is that component if it has one. For spells over 3rd level use the Class One costs for all Veluna characters.

INTRODUCTION

There are two different ways for the characters to be brought into this adventure. The first and most common is if one or more of the characters have the influence cert from VEL1-06 *Fields of Peren*. This cert is titled "Sacred Quest of Rao" and as long as one character has this cert at the table use Introduction 1. If no characters at the table have this cert please use Introduction 2.

INTRODUCTION 1

Give Player's Handout 1 to a character with the "Sacred Quest of Rao" influence certificate.

It is a beautiful day in the grand city of Mitrik. The marbled streets click under your heels and the sun shines down warming your faces as you stroll through the center of town heading toward the temple district. Ahead you can see the land rising into the hill on which the high ward and the Temple compound sits. You veer off to the right and the road slopes down as you head into the temple district. To your left the hill quickly turns into a cliff face, which casts its long shadow over the city and even beyond the city walls. Atop the cliff you can see the many colored stained glass windows of the Grand Temple shining in the sun. The district is abuzz with activity as it always is on Godsdays. Priests can be seen in deep discussion as they head to and from services. After working your way through the crowds you finally make your way to the Temple Guardsmen Station mentioned in your letter.

Once there, the characters are kept waiting for a short time (10-15 minutes) before Lieutenant Samis gets to them.

"You are who again? Oh yes, the adventurers who we sent the letter to. Well I was told to inform my superiors of anything suspicious looking regarding a certain symbol or certain names. About 7-8 days ago we received a report of a robbery from a local merchant here in my ward. I noticed in the report taken by one of my men that one of the robbers had a set of saddlebags with a symbol of three inter-locking rings on it. That seemed to be familiar and sure enough it was the symbol I was told to keep an eye out for. I reported it to my superior and was given your names as whom I should send the information to."

At this point the characters may have some questions. The commonly answered ones are below.

Q: "What is the name of the store and what does it sell?"

A: 'Relics of Redemption' is the name of the store. They sell church supplies as well as church memorabilia. Who wouldn't want their own Canon Hazon doll? This is another reason the guard thinks that it is out of town thugs who have already moved on. The thieves in Mitrik know better than to touch anything even remotely associated with the Church of Rao.

Q: "What was the name of the store owner?"

A: Fezzit McGruden. Nice chap. Wife and two kids. Took over his pop's business about 10 years ago if my memory serves me right.

Q: "What was stolen?"

A: Nothing is mentioned in the report. It states that some thugs broke into the store, ransacked some merchandise, and then left.

Q: "Has anybody else looked into this?"

A: No, from the report it seemed like no follow up was necessary. We kept our eyes out for any other strange things going on but nothing has happened since. This is a pretty quiet ward and I am sure it was just some troublemakers passing through.

Q: "Do you mind if we look into it some more ourselves?"

A: "Be my guest. That is what you were called here for correct? Just let me know if there is any help I can offer to the cause." The Guard is pleasant with the characters and genuinely wants to help them. Reason for this is because in most countries the army is seen as snobby and better than adventurers, not in Veluna though.

Q: "Can we speak to the guard who took the initial report?"

A: Sure. He should be back from his rounds around lunchtime if you want to wait. The guard who took the report has nothing really to add. He took the report that morning and filed it with the Captain immediately afterwards. The merchant seemed pretty freaked out about it but he thought that was normal, it being his first robbery report and all.

Of course some of the information above is incorrect. The men broke into the store. Forced the merchant and his family into the corner of the basement while they blasted the door to the catacombs open. They then left through that door and have not been seen since. The guardsmen taking the report got things mixed up and just assumed they left the way they came.

When the party heads off to talk to the merchant, proceed to Encounter 1.

INTRODUCTION 2

For groups of characters without the "Sacred Quest of Rao" certificate.

It is a beautiful day in the grand city of Mitrik. The marbled streets click under your heels and the sun shines down warming your faces as you stroll through the center of town heading toward the temple district. Ahead you can see the land rising into the hill on which the high ward and the Temple compound sits. You veer off to the right and the road slopes down as you head into the temple district. To your left the hill quickly turns into a cliff face, which casts its long shadow over the city and even beyond the city walls. Atop the cliff you can see the many colored stained glass windows of the Grand Temple shining in the sun. The district is abuzz with activity as it always is on Godsdays. Priests can be seen in deep discussion as they head to and from services. After working your way through the crowds you finally reach the Inn the guard at the gate mentioned.

The 'Everfull Chalice' is a solid stone building that looks like it has been here as long as the cliff face it butts up against. The front door is wide open and smells of breakfast waft from within.

As the characters approach the front door they are distracted by a commotion from next door. A local merchant appears to be arguing with one of the local temple guardsmen.

"Patience? You have to be kidding me. I filed my report over seven days ago and nobody has showed up to investigate yet. My shop is broken into, ransacked, I have a hole in my basement the

size of your incompetence, and nobody has done anything about it yet."

Fezzit, the merchant, rants for another few minutes or until the characters intervene. The guardsmen keeps trying to assure him that somebody will be by to check out his report as soon as possible. He eventually gives up and leaves. If the characters intervene then he quickly exits stage left. He knows no useful information and was just caught off guard by Fezzit. Fezzit quickly does his best to recruit the obvious adventuring types to look into his problem since the guardsmen have obviously messed things up. Proceed to Encounter 1.

ENCOUNTER 1: ANOTHER BRICK IN THE WALL

How this encounter plays out depends on how the characters got to this point. If they are coming from Introduction 1 then Fezzit is going to be very sarcastic and demanding to start out, but lightens up as the characters prove they are more capable than the guardsmen who took his report. Characters who arrived from Introduction 2 have an easier time to start with as they have already proved to him that they are not involved with the guardsmen.

Fezzit had his store broken into eight days ago. It happened late in the evening after he had closed for the day. His family was just finishing up supper when the perpetrators burst in through his side door. They quickly gathered his family up and starting asking him questions about catacombs and the door. Of course he had no clue what they were talking about. They eventually grew tired of it and took them all down into the basement. They were tied up and left in the corner. The burglars quickly set to moving crates and ripping down shelves from the back wall. After chipping off some old plaster they found an old door that Fezzit never knew was there. They worked on it with some crowbars for a while before giving up. They then asked a hooded figure for help. Fayreah then summoned a pair of Thoqua's, which made short work of the door. They then proceeded through it and disappeared. Fezzit managed to wiggle out of his bonds the next morning and after freeing the rest of his family he headed straight to the Temple Guardsmen post to file a report. Unfortunately for him he caught a new guardsmen on his first day. Combine that with Fezzit being very excitable and tired and you get the false report that Guard Lieutenant Samis has. The guardsmen believe the men broke into the store, ransacked it and took some supplies, and then busted another door down and left.

 **Fezzit McGruden:** Male human Exp7.

Fezzit is an older gentleman who hopes to leave his store to one of his sons one day. Play him as the crotchety old grandpa who keeps saying, "Well in my day we didn't have [insert commodity here], or in my day the

guardsmen actually worked for their pay." He should be a lot of fun.

"Who are you and what do you want? Sent by the guardsmen were ya. Well it is about time. I have been waiting over a week for somebody to show up. I have a hole in my basement the size of a wagon and I am afraid the people who did it are going to come back through it any day now."

It is assumed the characters go down to the basement. If not, have Fezzit ask the characters impatiently why don't they go down to the basement since that's where the hole is.

After the characters head downstairs, proceed with the following description.

The basement of Fezzit's merchant house appears to be in good order though on closer inspection you can see splinters of wood on the floor and busted up pieces of shelving over in the corner. It is obvious that things have been cleaned up some over the past week but it must have been a total disaster at the time. In the back wall of the basement you can see a giant stack of crates and shelves attempting to cover a giant hole. Once the crates are moved you can see what was once a well-made door, but has now been melted into slag. A set of stairs heavily coated in dust head down into the darkness. In the dust you can make out footprints.

Fezzit has a lot of useful information if the characters ask the right questions. The DC needed on the Diplomacy check changes based on how they were introduced to Fezzit. If the characters came from Introduction 1 they need a Diplomacy check (DC 15). If the characters came from Introduction 2 they need a Diplomacy check (DC 10). If they do some smooth talking and convince Fezzit they are there to help him and earn his trust then they can gain up to a +4 circumstance bonus on this check at the DM's discretion. It is not hard to get the information out of him as long as they are not rude to him.

Fezzit knows the following information:

- There were seven people total. Six thug types and robed woman.
- If asked for a better description of them he adds. "Well the woman had long black hair that I could see coming out of her hood. That is all I could make out other then she was about the right size for a human or maybe a half-elf. The other six were all human males. Four of them did the physical stuff though while the other two just watched. They must have been in charge or something."
- Each of the six thugs carried saddlebags with a symbol of three interlocking rings on them.
- The woman was covered in a very non-descript black robe. He thought she was human until the end when she removed her hood showing her to be an elf.
- The men had a very thick accent to them. They were definitely not locals.

- They came prepared. They had crowbars and picks with them, as if they already knew the door was there.
- Fezzit had no idea the door was there and this business has been in his family for over 200 years.
- The door was covered in glyphs and runes, which made no sense to him. He kept the pieces that still had writing on them and shows them to the characters if they ask.
- When the men could not get through the door they referred to her as 'Mistress Fayreah'. She quickly chastised him for using her name then summoned two worm-like creatures with glowing red heads that burned through the door.
- They then quickly gathered their equipment and headed down the stairs on the other side. Fezzit then blocked the doorway with anything heavy he could find and has not heard nor seen anything since.

If the characters ask about the writing on the door, Fezzit shows them the pieces he gathered up that still had legible runes on them. The runes are written in Celestial. If any character speaks it, makes a Decipher Script check (DC 25), or takes the pieces to somebody to decipher then they can make out that it used to contain a general prayer to Rao and a warning that the time of opening would arrive when the gates of chaos returned.

It is possible that the characters might want to get the guards involved at this point. If they try to leave, Fezzit gets very irritable. He wants the hole checked out and checked out now. If they insist that they check in with the guards then of course they can. The Captain takes their information and seems visibly embarrassed over the whole situation. He asks if the characters can return to the merchants while he sends a runner to the church and his superior on what they need to do. He is sure a church representative needs to be called in on this one.

If they wait long enough a group of guards and priests show up. They relieve the party and seal up the hole again. This can be handled. Have the characters run into Bishop Rinken buying some supplies. He of course remembers the characters from VEL1-06 *Fields of Peren* and asks if they can help him with something. He then takes them with him down into the catacombs. Skip to Encounter 3. Due to the delay Valik is already gone (Encounter 4).

ENCOUNTER 2: INTO THE BREECH

Ahead you see a well-carved set of stairs leading down into the darkness. They continue straight down at a fairly steep angle for about one hundred feet. The tunnel then levels out and heads forward for about fifty feet before coming to another door. This appears to have been similar to the door at the top of the stairs at one time but has been melted into slag. Beyond the doors you can

see ornately carved tunnels stretching out in all directions as far as your light shines.

As the characters move forward and explore more proceed with the following.

You are guessing from your surroundings that you are in the fabled catacombs underneath the Grand Citadel of Rao that rests some 300 hundred feet or more over your head. The corridors stretch off into the distance with intersections every seventy-five to one hundred feet. At each intersection a series of symbols are etched into the floor. Along the corridor walls, several sealed doors can be seen. The markings denote the burial places of past Bishops and Archbishops of the Archclericy. The dust lies thick on the floor and the tracks of those who came before you are easily seen in it.

If any of the characters check they note that everybody buried in this section of the catacombs died between CY100-130. Any character with Knowledge (local) or Knowledge (history) can make a check (DC 15) to recognize any of the names. They recognize that the people buried here were very important figures in their time and it is a most holy place. The symbols etched into the floors at intersections are obviously directions to help those navigating the catacombs though they're undecipherable unless a character makes a successful Decipher Script check (DC 30).

The trail left by Fayreah and her men is obvious (DC 10) to follow. It heads straight ahead from the bottom of the staircase and makes a left after the first two intersections. It then continues straight through the next dozen or so intersections. None of the intersections that it passes straight through have turns to the left (T intersections).

After passing through the twelve intersections the characters notice something very out of place.

Ahead is something that does not fit what you have seen so far. The corridor ahead is blocked completely by a flat wall made of stone. The wall has no markings and is completely smooth. The stone is not made of the same material as the walls that surround it.

Fayreah has cast a couple 'Wall of Stone' spells to block the corridor. She has them back to back creating a very thick wall.

Stone Wall: Thickness 6 in.; Hardness 8; hp 90; Break (DC 32)

The tracks on the floor here have also changed. A simple Search or Wilderness Lore check (DC 10) reveals the trail leads straight through the wall of stone. A Wilderness Lore check (DC 15) shows a new set of human sized footprints coming from the passage to the right. They mingle with the other footsteps near the wall and then return the way they came from. If any characters try to listen they can also make a Listen check (DC 20) to hear

the Bishop talking to himself down the corridor to the right.

Characters who wish to bash through the wall can do so given enough time. It makes a ton of noise though and alerts Bishop Rinken in Encounter 3 who shows up to investigate in six rounds. The other obvious way to bypass the wall is by using the stone shape spell. The Bishop hears it being cast and shows up very fast. He chastises the characters for destroying temple property and invites them back to the room he is working in Encounter 3.

While it is possible for the characters to bypass the wall and continue on to Encounter 4 skipping the Bishop is not the intended course. They miss vital information by doing this.

ENCOUNTER 3: BISHOPS, BOOKS, AND CHAOS

The characters get to this encounter in one of two ways. Either the Bishop leaves this room if the characters make too much noise in Encounter 2, or the characters give up trying to bypass the stone wall and make a right turn to investigate further.

Read the following when the characters enter the room. If the Bishop left the room to find the characters and is bringing them back here adjust the text accordingly.

Following the corridor to the right from the wall of stone, you continue forward for about 100 feet before coming to a large circular room. The room is 50 feet in diameter with a large domed ceiling. There are eight corridors leading to this room heading off in each of the compass directions. The floor is covered with a pattern of symbols like you have seen in each of the intersections you have passed through. The walls themselves are covered with large bookcases. Most of them are empty though one does contain a few books. Sitting on the ground in front of them is an older gray-haired gentleman. You recognize him as Bishop Rinken from Asnath. He rises to greet you as you enter the room. "Why hello again my friends. Fancy meeting you here. I have not seen you since we parted ways in Asnath. What brings you to this – how shall we say – out of the way location?"

The characters might be suspicious of the Bishop. He is here legitimately though. His searches for more information on Canon Herion and his burial place have led him to the catacombs. Normally he would have been denied access but of course as stated below the Bishop is more than he seems. He has been in this room the past 4 days reading books and mapping the surrounding area. The wall that Fayreah created was already there when he showed up.

Of course Bishop Rinken is really Archbishop Rinen Fallswop. He has assumed the guise of Bishop Rinken so he could move about more freely without drawing attention to himself. The real Bishop Rinken is currently on a mission to Castle Sepher for him. He was in Asnath when the party passed through in VEL1-06 *Fields of Peren*.

The Archbishop has followed the information found in Asnath to the catacombs here in Mitrik. He believes the burial tomb of Canon Herion is somewhere down here. He thought he had found the way to it yesterday, but was blocked by the wall of stone the characters just found. He returned to his study of the symbols and books here to try and find a way around it. He does not want to destroy the wall until he finds out who, or what, put it there. He is worried that the church put it there for a reason. He is more than happy to swap his information for any that the characters have.

☛ **Archbishop Rinen Fallswop:** Male human
Clr10/Contemplative 6; hp 134; See Appendix I.

What the Archbishop knows:

- The burial place of Canon Herion should be down the hall that the wall of stone is blocking.
- He thinks he has found another way to get to it though, and was just getting ready to head that way when the characters showed up.
- He has not touched the wall of stone for fear it was put there for a purpose. He is worried that the church sealed that corridor to keep something in or out.
- He is not surprised to hear about the hidden door. It is a common practice for rulers to have hidden exits and entrances in their homes. An old canon must have commissioned its construction and then its existence was lost to the ages.

After the characters are done speaking with the Bishop he continues.

"Well I have finally found a way around that wall. We just need to head out that tunnel right there and with a few turns we should be there." Bishop Rinken walks over to the corridor he mentioned. This should be the one that." You see the Bishop's lips moving but do not hear anything. His eyes suddenly grow wide as a ten-foot tall lizard like creature with charges into him.

At this point the slaadi show up. Any character with Knowledge (the planes) may make a check (DC 16) to realize what they are. They charge into the room from one of the other entrances. The room is a 50 feet in diameter with eight exits evenly spaced around the perimeter. The lead slaad had *silence* cast on him by Fayreah. It lasts 14 minutes and only 3 have passed so far so it should easily last through the entire combat unless dispelled. He attacks the Bishop during the surprise round, or on his first attack if there is no surprise round. The rest of the slaadi quickly follow the lead slaad. After he recovers from the attack the Bishop tries to stay as far away from the fight as possible while staying within range so he can take a normal move and heal a character.

While working on the portal that leads to Valkurl, Fayreah accidentally reopened an old portal to Limbo. She was about to close it when she noticed some creatures on the other side. She made a deal with them

and brought them through. Fayreah is not sure what the secret of the Archbishop is but she does realize he is more than he seems. She also does not realize he is currently carrying the second *Ring of Austor* in his backpack or she would show up herself to deal with him. Instead she has sent the slaadi to deal with him and cause as much chaos as they can before returning home.

Note: All slaadi in this encounter cannot use their summon slaad special ability. The catacombs negate this power.

APL 4 (EL 6)

🔥 **Red Slaad:** hp 52; see *Monster Manual*.

APL 6 (EL 8)

🔥 **Red Slaad (2):** hp 52, 54; see *Monster Manual*.

APL 8 (EL 10)

🔥 **Blue Slaad (3):** hp 63, 61, 60; see *Monster Manual*.

APL 10 (EL 12)

🔥 **Blue Slaad (6):** hp 65, 64, 63, 62, 61, 60; see *Monster Manual*.

The Archbishop is not prepared for a fight. He does not have a weapon and his spell selection is limited to auguries and other such information gathering spells. He does step in and spontaneously cast cure spells if a character goes down. The Archbishop is not ready to blow his cover yet so he does his best to let the characters take care of the fight.

ENCOUNTER 4: NOW WE KNOW THE WAY

The Archbishop is pretty sure he knows the way around the blockade to reach the burial place of Canon Herion. He quickly gathers the party after the fight and heads out. As they move along, it is obvious from the tracks on the floor that the slaadi came from the same place they are currently heading toward. As they round the last corner before reaching the Tomb of Herion proceed with the following.

As you round the corner you see a pale green light ahead. It seems to be emanating from an open tomb door ahead on the right side. As you watch the pale green light winks out and the hall goes dark. After a few seconds the hallway flickers with a bright white light. Almost like a flash of lightning in the sky. What makes it even weirder is you swear you heard a faint rumbling noise that sounded like thunder.

Valik was left behind by Fayreah to wrap up some unfinished business. He was to wait for the return of the slaadi, close the portal to Limbo, and then enter the other

portal and catch up with Fayreah. He is guessing that something went wrong with the plan though. The slaadi should have returned a while ago. He has concluded that they have either broken the deal or headed off to cause trouble, or have been defeated. Either way he has decided to close the portal, which is what caused the pale green glow to disappear. Now all that remains open is the portal to Valkurl. The portal is a two-way connection from the Iron Rings Consortium compound in Valkurl to the burial tomb of Canon Herion.

As you approach the entrance into the tomb you notice the door to it has been ripped from the wall and is now lying on the floor in front of you. It reads "Ricus Herion – CY72 to 134 – Canon CY121 to 134." There appears to have once been something written below it but it has been destroyed. The door is also inlaid with platinum, which is also unique to this door. As you continue to creep forward the flashing intensifies and you can now make out what must be thunder rolling in the distance. A cold wet breeze is also blowing out of the room into your face. As you watch, a flash of light comes from the room and a humanoid shadow stretches out of the room before disappearing into the darkness again.

If the characters chisel the platinum out from the door it is worth 250 gp total. The Archbishop takes note of this if they do and reports it once the adventure is over. Any characters involved in what the authorities call desecration are fined 250 gp each and have to serve 4 TU's of community service with the church.

Once the characters move forward enough to look into the room read the following.

The wind now blows straight into your face. The room is approximately 40 feet wide and 30 feet deep. The walls once contained beautiful murals and carvings but have now been totally defaced. In the center of the room sits a large sarcophagus with the lid removed and lying on the floor. From out of the sarcophagus, flickers of light can be seen etched across the ceiling. Also from within its confines blows the wind you feel and the occasional roll of thunder.

The portal to Valkurl is of course inside the sarcophagus itself. The characters are free to enter the room and look around. The blowing wind makes it hard to talk normally and normal torches and lanterns that are not protected are blown out as well. The Archbishop is very surprised at what he finds. He tells the characters to investigate the room and he will return with help as soon as possible. He then leaves. The characters are pretty much on their own from this point forward.

Valik and the slaadi, if present, are in Valkurl presently. They popped through the portal real quick to check out if they could see Fayreah on the other side. He returns 5 rounds after the characters have entered the room. He is aware the characters are in the room. He can see them moving around from his hiding spot. Any character that looks closely through the portal during the last 2 rounds before he returns may make Spot checks (DC 22) to see him. If they do they get either a full round

to do something or if they spot him on the round right before he returns they get a partial action during the surprise round.

Note: The portal is a two-way full functional gate. You can toss spells, arrows, and anything else through it without penalty. Of course it is easier for Valik to toss area affect spells into the room then it is for the characters to target him in return.

The portal drops the characters between two buildings up against one of the outer walls of the compound. The buildings are 50 feet apart.

APL 4 (EL 6)

☛**Valik:** Male Human Wiz5/Pale Master1*; hp 32; see Appendix I.

APL 6 (EL 8)

☛**Valik:** Male Human Wiz5/Pale Master3*; hp 44; see Appendix I.

APL 8 (EL 10)

☛**Valik:** Male Human Wiz5/Pale Master3*; hp 44; see Appendix I.

☛**Blue Slaad:** hp 60; see *Monster Manual*.

APL 10 (EL 12)

☛**Valik:** Male Human Wiz5/Pale Master5*; hp 59; see Appendix I.

☛**Blue Slaadi (2):** hp 75, 70; see *Monster Manual*.

Valik is not suicidal and leaves if things start turning bad for him. He tries to do as much damage as possible before he leaves though. At the higher APLs, he has no qualms about sacrificing the slaadi. He orders them through the portal to attack the characters while tossing spells from the Valkurl side.

Four rounds before Valik shows up he casts *resist elements (fire)* on himself; three rounds before he shows up he casts *resist elements (electricity)* on himself; two rounds before he shows up he casts *shield* on himself; on the last round before he shows up he casts *haste* on himself, and then *fireball* on the characters if possible.

Treasure:

APL 4: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character).

APL 6: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character); *boots of striding and springing* (Value 900 gp per character).

APL 8: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character); *boots of striding and springing* (Value 900 gp per character).

APL 10: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure*

light wounds (Value 20 gp per character); *boots of striding and springing* (Value 900 gp per character); *cloak of resistance +1* (Value 150 gp per character).

ENCOUNTER 5: KANSAS? I CAN SEE THE CHUG-N-LUG FROM HERE THOUGH

Read this description when the characters have a chance to look around the other side of the portal.

You step through the portal and are instantly transported to someplace else. You arrive in almost total darkness but even before your eyes can adjust to it a bolt of lightning slams into the top of the building to your left with a clap of thunder that leaves your ears ringing for minutes. The rain is pouring down and even the hard packed dirt ground at your feet is starting to soften up. You find yourself in a large courtyard or shipping area. The building to your left that was struck by lightning looks to be a warehouse. A small fire started when it was hit but the pouring rain quickly puts it out. There is a three-story building straight ahead 150 feet away. The rest of the compound is made up of twenty-foot tall wooden walls and smaller storage buildings. The only light you can see is in the third story of the building straight ahead of you. The shutter to the window has blown loose and now flaps in the wind making the window seem as though it blinked at you. Above you, the worst storm you have ever seen rages. The sky is a sheet of lightning, and the rain is occasionally broken up my sudden bursts of hailstones before it returns. The center of the storm can be seen swirling to the south over the mountains about eight miles away.

The characters are now in Valkurl. Several adventures have taken place here, so characters have a chance to realize where they are. Any character that is a native of Veluna and has Knowledge (local) or any character with Knowledge (geography) may make a check to see what they can figure out. The better the roll, the more information get.

(DC 5) We are not in the catacombs anymore.

(DC 10) We are not in Mitrik anymore.

(DC 15) We are somewhere in Veluna. Those are the Lortmil Mountains to the south of us.

(DC 20) We are in the city of Valkurl.

(DC 25) We are in the western part of the city in the warehouse district.

(DC 30) We are in the Iron Rings Consortium compound.

So the characters have several options from this point. They can go back through the portal and wait for the Archbishop. This pretty much ends the adventure so we want to avoid that if possible. The most likely course of action for the characters is to investigate the compound they are in. They can investigate the building that was struck by lightning, or the three-story building with the light on. You want them to investigate the warehouse

first, so once they have settled in and are ready to investigate read the following.

The sound of something banging in the wind comes from your left. As you glance over you see the door to the warehouse is now open and flapping in the wind. Another flash of lightning lights up the shipping yard and you can see a man that was not there a minute ago lying face down in a puddle of water just outside the door.

As the characters move closer proceed with the following.

The man is dressed in the clothing of a typical Iron Rings Consortium laborer. His clothing is ripped to shreds though and you can see large claw marks on him as well as many bruises. A lone lantern flickers from somewhere out of sight lighting what appears to be a scene of carnage. Blood is everywhere and none of the bodies are moving.

The man in the puddle is one of the workers for the Iron Rings Consortium. He was interrogated by Grish and then left for dead. He managed to regain consciousness and made it outside before passing out again. He drowns in 6 rounds if the characters do not get him out of the puddle he is in. If they take him inside and heal him some he can give them information. The worker's name is Therit and he is *shaken*. He stutters and glazes over while talking and it takes some patience and time to get the information from him. Have the character asking the questions make a Diplomacy check. For each full 3 points of the roll the character can ask one question of Therit. Once he reaches his limit Therit withdraws into himself, and asking any more questions does no good. Remember that you as the DM can add up to a +2 circumstance to this check based on good roleplaying on the part of the characters.

☛ **Therit:** Male human War4 (currently War1 from energy drain); hp 0 (when found).

Q: Who did this to you?

A: He was horrible. He had eyes that were red as coals in a fire. His breath reeked of rotten meat. Those eye those eyes. [He withdraws into himself for a minute or two]

Q: Any more info on what he looked like?

A: He was short but moved very fast. He kept licking his lips and he did not have any shoes on. That was odd as he had no mud on his feet.

Q: What did he want?

A: He kept asking me about shipments. Where we sent them. To whom they were addressed and when the last one went out. I told him everything I know but it did not satisfy him.

Q: How did you get those claw marks on you? A: I guess from him. He kept hitting me. I told him what he wants to know but he just seemed to enjoy it.

Q: Can you tell us more about these shipments he was asking questions about?

A: Sure. We have been making weapon and construction equipment shipments up to the Castle Sepher area up in the

Whitehale district the past month. I guess the old contract expired and we won the bid on the new one.

Q: Do you know anything about the symbol you wear or rings?

A: [Symbol] Nope though a lot of people have been asking me that question lately. They pay me to do a job and wear this and I do.

[Rings] Hmmm, now that you mention it right before I passed out I remember seeing a ring hanging from that thing's belt. It was golden and about 6 inches in diameter. Looked pretty plain other than that.

Q: How did the other men in here die?

A: I am not sure. He held most up by their necks and he just sucked the life out of them. They grew pale and thin. He laughed the whole time he did it. He told us if we did not cooperate the same would happen to us.

Once they have hit all the high points or ran out of questions to ask Therit slips into his gibbering stage. He just holds his knees to his chest and rocks and talks to himself. He recovers in a few weeks, but there is nothing the characters can do for him right now. He does not leave or accompany the characters under any circumstance.

There is nothing else of interest in the warehouse but crates of goods and such, and dead bodies. There are a total of 32 dead workers in the warehouse. Please keep the level of detail in your description of this scene to the proper level for those at the table. Do not be overly descriptive if there are children at the table.

If the characters spend enough time searching the building (more than 10 minutes) they have a chance of finding an important clue. Have any characters that are searching make a Search check (DC 24) to find it. Hand the characters Player's Handout 2 if they make the check.

When the characters decide to head over and investigate the three-story building with the light on, continue to Encounter 6. If they skip this encounter and come back later, Therit is dead when they find him.

ENCOUNTER 6: SCREAMS AND THOSE WHO ENJOY THEM

As you head across the compound toward the three story building with the light on, a scream of utter pain rings out from the window for a brief second before the wind blows the shutter shut and mutes it out.

Get the character's reactions. They have one round to do something if they wish, then continue. Once again please use your judgment and edit the following for content based on the age of those at your table.

With a loud 'bang' the shutter slams open again and a human-size object is tossed from the window. With a sickening thud it falls three stories and lands fifteen feet in front of you and lays

motionless. The lightning flashes again and the pale face of a man looks up at you from the puddle he landed in. He looks to have once been a well-dressed upper class gentleman but now his clothes are shredded and he is gaunt and withered looking. You hear a howl on the wind and you see a figure silhouetted in the window. Quick as a cat the figure leaps from the window. As it falls it catches a hook for a lantern partway down and does a quick flip and lands on his feet without a sound. He is about 5'6" and could not weigh more then 125 pounds wet. His fingers end in large nail like claws and his face has very feral look about it. He moves his neck as if popping it back into joint and then speaks.

<In a very hissy and raspy voice>

"Mistresss Fayreah said I could play with you. Do you want to play with me?"

Enter Grish into the adventure. He is a servant of Fayreah and serves her as long as he continues to have fun. He secretly took the first Ring of Austor off her earlier in the day. She has not realized it yet. He plans on giving it back and just did it to cause her grief and to have some fun with her.

APL 4 (EL 6)

➤**Grish:** Male human Mnk4 (Vampire); hp 33; see Appendix I.

APL 6 (EL 8)

➤**Grish:** Male human Mnk6 (Vampire); hp 47; see Appendix I.

APL 8 (EL 10)

➤**Grish:** Male human Mnk8 (Vampire); hp 61; see Appendix I.

APL 10 (EL 12)

➤**Grish:** Male human Mnk10 (Vampire); hp 75; see Appendix I.

Grish tries to do as much damage as possible to the characters without endangering himself too much. When things get too tough, he changes into gaseous form and heads back through the portal to the Catacombs in Mitrik. The ring itself cannot turn gaseous though. So it falls to the ground when he does. If he makes it to the portal and passes through he has the misfortune of running into the Archbishop coming the other way.

The mist that was Grish moves toward the portal and passes through it. Before you can do anything, a bright flash of light streams from the portal and a fading screech can be heard. From the portal steps Bishop Rinken but there is something different about him.

Note: The storm above Valkurl gives all undead +4 turn resistance. If they already have this it adds +2 to their existing resistance. Proceed to Encounter 7.

Treasure:

APL 4: L: 0 gp; C: 42 gp; M: ring of the titan (Value 330 gp per character).

APL 6: L: 0 gp; C: 42 gp; M: ring of the titan (Value 330 gp per character); hat of disguise (Value 300 gp per character).

APL 8: L: 0 gp; C: 42 gp; M: ring of the titan (Value 330 gp per character); hat of disguise (Value 300 gp per character); brooch of shielding (21 points left) (Value 45 gp per character).

APL 10: L: 0 gp; C: 42 gp; M: ring of the titan (Value 330 gp per character); hat of disguise (Value 300 gp per character); brooch of shielding (21 points left) (Value 45 gp per character); ring of the storm (Value 810 gp per character); periapt of wisdom +2 (Value 600 gp per character).

ENCOUNTER 7: LOOKING AROUND THE JOINT

Archbishop Rinen Falswop has returned. He started mobilizing the knights back in Mitrik and has brought some back with him. Unfortunately the portal only stays open so long.

From the portal steps Bishop Rinken but there is something different about him. Gone is his foppish hat and worn robe. He now stands tall with a suit of full plate armor with the symbol or Rao on its breastplate. A silver mace hangs from his belt and glows with a soft blue light. You also notice he is floating 12 inches off the ground and his boots have small wings on them. He nods in your direction then looks back toward the portal. From it steps four men in knights' gear and three females, two in priestly garb and one in a light chain shirt. They move as if to make room for more to come through when suddenly the portal closes.

For a brief moment the only sound in the compound is the falling rain on the rooftops. Then the Archbishop nods to those that came with him and floats over to you.

Archbishop Rinen floats over to talk with the characters. He first makes sure they are okay. He seems very worried and agitated. He then asks what happened. He just wants the high points as he is in a hurry. If one of the characters shows the Archbishop the ring that they got off Grish his eyes widen in surprise for a second. He declines to take it right now. He tells the characters to guard it with their lives though.

Archbishop Rinen quickly gives the three-story building a scan with *detect evil* and when it comes up negative he prepares to leave. He tells the characters he is off to see Bishop Aniel Morlin and the Captain of the temple guardsmen as well. They are to guard the premises and see if they can find any other clues as to what is going on until he returns. If the characters ask what is up with

his armor and such he tells them he has no time to talk right now. He will explain later. He casts *mass heal* on the characters and then turns and flies out of the compound. This gives the characters another hint that there is more to the Bishop then meets the eye.

The men and woman that came through the portal with him quickly head out of the compound without saying a word. They look to be on serious business.

The characters can close the gate and bar it if they want to. They are now the only people in the Iron Rings Consortium compound drawing breath. They can setup guards in the compound and wait for the Bishop's return or they can investigate the three-story building and find some more clues.

There are several clues that can be found. The three-story building is the main office of the Iron Rings Consortium in Valkurl. They contain a lot of useless information and some useful to the characters. Below is a listing of the rooms by floor. It also gives what information the characters can find.

1st Floor: Shipping Offices, and Records

This place has been ransacked. Papers and parts of desks and cabinets have been strewn everywhere. Two bodies are buried under piles of paper in the middle of the room. It takes 10 minutes to make a normal search of this room and a full three hours to take 20 in it. A Search check (DC 20) reveals the following information.

Clue 1: Over the past month a lot of new names have shown up on the Iron Rings Consortium payroll. All new names have quickly been assigned to accompany shipments heading to the Castle Sepher construction site. Records do not show any destination for the wagons or men after they drop things off at the castle though. According to the books they are all there still.

2nd Floor: Security Office, Weapons Locker, and Sleep Rooms for Guards

Security Office: There are four dead bodies in this room. There is nothing else of note in here.

Weapons Locker: This room has been broken into and emptied. A Search check (DC 15) reveals a small medallion. In the center is a black upside down triangle with an inverted yellow Y within it so that the tips of the figure meet the middle of each side of the triangle. A successful Knowledge (religion) check (DC 15) allows a character to recognize it as a symbol of Tharizdun.

Small Rooms: There is nothing of note in these rooms.

3rd Floor: Guildmaster Henton's Living Quarters

The top floor appears to be a penthouse for the guildmaster of the Iron Rings Consortium in Valkurl. A large living room dominates most of the floor with a small bedroom off to the right and a locked door on the opposite side of the room. In the center of the room near the window sits a chair. Shredded rope lies on the floor around it and the chair and ropes are covered in blood. A window shutter bangs open and shut behind the chair.

The man face down dead in the courtyard is of course none other then Guildmaster Henton. Fayreah and Grish tortured him before they grew tired of him and tossed him out the window. There is nothing of interest in the main room or the bedroom. The closet is the key here.

Contents of the closet:

- 23 dark black hooded cloaks
- 18 medallions. In the center is a black upside down triangle with an inverted yellow Y within it so that the tips of the figure meet the middle of each side of the triangle. A successful Knowledge (religion) check (DC 15) allows a character to recognize it as a symbol of Tharizdun.
- Crates of blank shipping documents, union cards, and identification for the various stops along the great western road

Also inside the closet is Brenik, assistant to the guildmaster. He was putting some things away when Fayreah burst into the room. He quickly pulled the closet door shut before she noticed him and hid. When found he is pretty shaken up but answers the character's questions the best that he can.

What Brenik knows:

- He survived by hiding behind some boxes in the room. "I think they were so intent on Henton that they just forgot to check the closet."
- "I heard a man's voice and a woman's. That is it. The man talking with a lisp or something that made him sound snake like."
- "I only saw the man that spoke with the lisp. It kicked the door in and ran at my poor boss. He had an insane look on his face and looked almost like a rabid animal. I never saw the woman."
- "It really sounded like they beat him pretty bad before they even asked him one question. I heard a few things though. I heard the woman say 'you are not the true holders of the legacy' and 'his return shall not be orchestrated by the likes of you'. The man did not say anything that I heard but laughed a lot."
- "The boss was helping smuggle people north. I am not sure where they came from or where they were going. I just know they showed up late at night and then left the next day as caravan guards or teamsters."
- "I would say a couple dozen men have passed through here in the past month."
- If shown *Player's Handout 2*: "Yeah, that shipment went out last week. If I remember correctly it was almost made up entirely of the men who showed up wearing the black cloaks. I setup them up with some new clothing as always and stashed their stuff in this closet."

Brenik has enough information to sink Guildmaster Henton and the Valkurl operations of the Iron Rings Consortium. Unfortunately Henton is dead and the rest of the Iron Rings Consortium is going to hype him up as some radical splinter faction. This along with an obviously more sinister force working in the likes of Fayreah shifts some of the attention off the Iron Rings Consortium for a while.

ENCOUNTER 8: TRUE NATURE OF THE BISHOP

As the characters finish up either searching the building or hanging out in the courtyard. The storm increases in ferocity while they look around

"The rain continues to pour down and a small creek has formed in the courtyard winding its way toward the gate and out into the street. You see a glow beyond the front gates and then Bishop Rinken pops over the front wall and hovers toward you.

"Let's get out of this rain and talk. Important things are afoot and we don't have much time. As you have probably guessed I am not who you think I am."

The Archbishop drops his change self spell from his hat of disguise. Any character with Knowledge (local) or Knowledge (religion) can make a check (DC 15) to recognize him as Archbishop Rinen Falswop. If not he introduces himself as the Archbishop.

"I have been undercover digging up information for the past six months. My investigation led me to Asnath where we first met. Then we ran into each other again in Mitrik. For some reason our paths seem to be intertwined currently. I am sure you have a number of questions for me, so while we have a chance lets get them out."

Please note that he only gives this information out if the characters actually ask him the right questions. Characters who do not ask him anything are quickly moved toward the end of this encounter. Sometime during their discussion the rain turns to large hailstones for about five minutes before going back to rain.

- The real Bishop Rinken is currently undercover in the Castle Sepher area.
- I originally thought there were two groups involved in this rings business but it seems I was incorrect. My sources are telling me that the Iron Rings Consortium was merely a stooge setup by this Fayreah and her allies.
- [After looking over what the characters found if they show it to him]. Very interesting. I am sure this has something to do with what Bishop Rinken has been sending me in his reports. I would shut down their operation here but it looks like somebody already beat me to the punch. A full investigation will be done into this matter but for now we have larger problems to deal with. [looks south into the storm]

- There is something odd going on in the diocese of Whitehale. Bishop Rinken has been sending me reports of large groups of men moving around and shipments heading west toward the Fals River branch and the Yatils.
- I am not sure how Canon Herion fits into this but I am not getting a good feeling about it. The church covered up the circumstances of his death and burial. His body is not there and not only is they're a portal to Valkurl in his tomb but I have since found out there are several unstable portals to Limbo as well.
- The catacombs were sealed a good hundred years ago. Parts of them are still open for pilgrims to explore. Of course the crook is kept down there as well but under heavy guard. There are parts of the catacombs that have been sealed since before written record. Nobody has been able to open the doors. Some have opened for no reason though, in years past.
- Those medallions are symbols of him whose name I shall not speak. I have a feeling that the storm is connected to them. It has been a long time since any agents of his temple have stepped foot into Veluna.

What the Archbishop knows about the storm:

- It started four days ago. At first the townsfolk thought it was the first big storm of summer but it has not moved an inch since then. It has continued to grow over the past four days.
- The center of the storm is holding steady a few miles into the Lortmil Mountains.
- The local guardsmen sent a patrol out two days ago to investigate that area but nothing has been heard back from them yet.
- The rain has ruined almost all of the crops planted so far. Creeks and rivers have crested way past their normal flood points and have washed away several houses out in the countryside.

Once the characters give him the ring they found on Grish continue to the Conclusion.

CONCLUSION

Use the following ending if you are running this event at Mahoning Valley Con 2002. It leads into the interactive that is to be run after this event.

"I have searched long and hard for this." He reaches into his robe and pulls out the other ring that was found by the characters in 'Fields of Peren.' "The ring you found here is known as the 'Ring of Ages'. From my records it was originally kept in a temple in the Lortmils. It must be what Fayreah took from the forgotten temple before you arrived there. The ring I have that was found near Asnath is known as the 'Ring of Immortality'. The third ring is the 'Ring of Eternity'. I have not been able to determine where it has been located but now thanks to you we should know here shortly.

Archbishop Rinen holds the two rings out in front of him. You notice the one ring is slightly smaller than the other. He puts one ring inside the other and with a quick twist gives them both a spin. He pulls his hands back and both the rings float in midair spinning, looking like a gyroscope missing one part. As you watch the light from your lanterns and even the glow from the Archbishop's mace slowly seems to bend and is pulled toward the spinning rings. After a minute it is totally dark around you and all light seems to be focused on the spinning rings. With a crack like thunder a beam of light shoots out from the rings and points straight into the heart of the storm to the south.

"I was afraid of that. There lies the third ring. In the heart of the storm and the darkness."

The Archbishop stares into the storm in silence, the rain stops, and you can hear is the wind whistling. You hear the distant sounds of howling carried on the wind. The storm is moving north and the wind carries the sounds of death.

If you are running this at a gameday or show after Mahoning Valley Con 2002 this is where the adventure ends. Alter the end to the following.

"I have searched long and hard for this." He reaches into his robe and pulls out the other ring that was found by the characters in 'Fields of Peren.' "The ring you found here is known as the 'Ring of Ages'. From my records it was originally kept in a temple in the Lotrmils. It must be what Fayreah took from the forgotten temple before you arrived there. The ring I have that was found near Asnath is known as the 'Ring of Immortality'. The third ring is the 'Ring of Eternity'. I have not been able to determine where it has been located but now thanks to you we should know here shortly.

Archbishop Rinen holds the two rings out in front of him. You notice the one ring is slightly smaller than the other. He puts one ring inside the other and with a quick twist gives them both a spin. He pulls his hands back and both the rings float in midair spinning, looking like a gyroscope missing one part. As you watch the light from your lanterns and even the glow from the Archbishop's mace slowly seems to bend and is pulled toward the spinning rings. After a minute it is totally dark around you and all light seems to be focused on the spinning rings. With a crack like thunder a beam of light shoots out from the rings and points to the west.

"I was afraid of that. The third ring is on the move. I have a feeling something is amiss in the northwest and I think we all need to find out what as soon as possible. Once again Veluna and myself thank you." With that the Archbishop begins gathering up his men for the long trek back to Mitrik.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: Bishops, Books, and Chaos

Defeat the slaadi.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 4: Now We Know the Way

Defeat Valik (and slaadi).

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: Screams and Those Who Enjoy Them

Defeat Grish.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Conclusion

Good roleplaying and information gathering.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 4	600 XP
APL 6	810 XP
APL 8	1020 XP
APL 10	1230 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 4: Now We Know the Way

Defeat Valik (and slaadi) and strip him of his gear.

APL 4: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character).

APL 6: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character); *boots of striding and springing* (Value 900 gp per character).

APL 8: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character); *boots of striding and springing* (Value 900 gp per character).

APL 10: L: 4 gp; C: 37 gp; M: *wand of magic missile* (9th) 5 charges (Value 104 gp per character); 3 *potions of cure light wounds* (Value 20 gp per character); *boots of striding and springing* (Value 900 gp per character); *cloak of resistance +1* (Value 150 gp per character).

Encounter 6: Screams and Those Who Enjoy Them

Defeat Grish and strip him of his gear.

APL 4: L: 0 gp; C: 42 gp; M: *ring of the titan* (Value 330 gp per character).

APL 6: L: 0 gp; C: 42 gp; M: *ring of the titan* (Value 330 gp per character); *hat of disguise* (Value 300 gp per character).

APL 8: L: 0 gp; C: 42 gp; M: *ring of the titan* (Value 330 gp per character); *hat of disguise* (Value 300 gp per character); *brooch of shielding* (21 points left) (Value 45 gp per character).

APL 10: L: 0 gp; C: 42 gp; M: *ring of the titan* (Value 330 gp per character); *hat of disguise* (Value 300 gp per character); *brooch of shielding* (21 points left) (Value 45 gp per character); *ring of the storm* (Value 810 gp per character); *periapt of wisdom +2* (Value 600 gp per character).

Total Possible Treasure

APL 4: 537 gp

APL 6: 1,000 gp

APL 8: 1,700 gp

APL 10: 2,900 gp

New Magic Items

Ring of the Titan

This finely crafted ring appears to be made out of platinum. It is engraved with a bull's head on the front of it. Once per day, upon command, the wearer may use the magic of a *bull's strength* spell as if cast by a 3rd level caster. This is a standard action that does not provoke an attack of opportunity.

Caster Level: 3rd; Prerequisites: Forge Ring, *bull's strength*; Market Price: 2,200 gp; Frequency: Adventure.

Ring of the Storm

This magical ring appears to be finely crafted out of platinum. It has bolts of lightning engraved all over it. Once per day, upon command, the wearer may use the magic of a *lightning bolt* spell as if cast by a 5th level caster. This is a standard action that does not provoke an attack of opportunity.

Caster Level: 5th; Prerequisites: Forge Ring, *lightning bolt*; Market Price: 5,400 gp; Frequency: Adventure.

APPENDIX I: NPCS

Archbishop Rinen Falswop: Male Human Clr10/Contemplative6* (Rao); CR 16; Medium-size humanoid (human); HD 10d8+6d6+48; hp 125; Init +4; Spd 20 ft.; AC 31 (touch 13, flat-footed 31); Atk +16/+11 melee (1d6+5, light mace); SA Spells, turn undead; SQ Divine health, slippery mind, divine wholeness, divine body; SR 15; AL LG; SV Fort +12, Ref +7, Will +19; Str 14, Dex 10, Con 16, Int 15, Wis 24, Cha 18.

Skills and Feats: Concentration +20, Diplomacy +16, Heal +20, Knowledge (arcana) +9, Knowledge (history) +10, Knowledge (local) +8, Knowledge (religion) +20, Spellcraft +16; Combat Casting, Empower Spell, Improved Initiative, Leadership, Lightning Reflexes, Reach Spell, Weapon Focus (light mace).

Possessions: +3 full plate armor of spell resistance 15, +3 large steel shield of fire resistance, ring of protection +3, amulet of natural armor +2, +3 light mace of spell storing, bracers of health +6, cloak of charisma +4, periapt of wisdom +6, staff of healing, winged boots.

Spells Prepared (6/7+1/7+1/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 17 + spell level): 0 – create water, detect magic, detect poison, guidance, light, read magic; 1st – comprehend languages, detect secret doors*, divine favor, detect chaos, detect evil, protection from chaos, remove fear, sanctuary; 2nd – augury*, augury (4), resist elements, speak with animals, zone of truth; 3rd – clairaudience/clairvoyance*, daylight, dispel magic, locate object, remove blindness/deafness, remove disease, speak with dead, speak with plants; 4th – death ward, discern lies, divination*, divination, freedom of movement, neutralize poison; 5th – break enchantment, commune*, commune, hallow, spell resistance, true seeing; 6th – find the path*, greater dispelling (2), heal, word of recall; 7th – greater restoration, greater scrying (2), holy word, legend lore*; 8th – discern location, mass heal, shield of law*.

*Domain Spell. Domains: Community (Use calm emotions as a spell-like ability once per day. Gain +2 bonus to Diplomacy checks); Divination (You cast divination spells at +2 caster levels); Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level); Law (You cast law spells at +1 caster level).

*See Appendix 2: New Rules for more information.

ENCOUNTER 4: NOW WE KNOW THE WAY

APL 4 (EL 6)

Valik: Male Human Wiz5/Pale Master1*; CR 6; Medium-sized humanoid (human); HD 5d4+1d6+12; hp 32; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Bonemail +2; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 10

Skills and Feats: Concentration +11, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (the planes) +7, Knowledge (religion) +14, Knowledge

(undead) +10, Spellcraft +12, Tumble +6; Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil, 185 gp

Spells Prepared (4/4/4/3; base DC = 13 + spell level; 15 + spell level for Evocation spells): 0 – daze, detect magic, ray of frost, read magic; 1st – cause fear, change self, mage armor, shield; 2nd – resist elements (2), scare, web; 3rd – dispel magic, fireball, haste.

Familiar (toad): Diminutive magical beast; HD 6d8; hp 16; Init +1; Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atk +1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +3, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

*See Appendix 2: New Rules for more information.

APL 6 (EL 8)

Valik: Male Human Wiz5/Pale Master3*; CR 8; Medium-sized humanoid (human); HD 5d4+3d6+16; hp 44; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Bonemail +2, animate dead, darkvision 60 ft.; AL NE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration +13, Knowledge (arcana) +10, Knowledge (history) +9, Knowledge (the planes) +10, Knowledge (religion) +16, Knowledge (undead) +13, Spellcraft +15, Tumble +7; Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil, 185 gp

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – daze, detect magic, ray of frost, read magic; 1st – cause fear (2), change self, mage armor, shield; 2nd – resist elements (2), scare, web; 3rd – dispel magic, fireball, haste; 4th – ice storm, phantasmal killer.

Familiar (toad): Diminutive magical beast; HD 7d8; hp 22; Init +1; Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk +2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +4, Ref +3, Will +9; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

*See Appendix 2: New Rules for more information.

APL 8 (EL 10)

➤ **Valik:** Male Human Wiz5/Pale Master3*; CR 8; Medium-sized humanoid (human); HD 5d4+3d6+16; hp 44; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Bonemail +2, animate dead, darkvision 60 ft.; AL NE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration +13, Knowledge (arcana) +10, Knowledge (history) +9, Knowledge (the planes) +10, Knowledge (religion) +16, Knowledge (undead) +13, Spellcraft +15, Tumble +7; Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: boots of striding and springing, wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil, 185 gp

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *ray of frost*, *read magic*; 1st – *cause fear* (2), *change self*, *mage armor*, *shield*; 2nd – *resist elements* (2), *scare*, *web*; 3rd – *dispel magic*, *fireball*, *haste*; 4th – *ice storm*, *phantasmal killer*.

Familiar (toad): Diminutive magical beast; HD 7d8; hp 22; Init +1; Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk +2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +4, Ref +3, Will +9; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

*See Appendix 2: New Rules for more information.

APL 10 (EL 12)

➤ **Valik:** Male Human Wiz5/Pale Master5*; CR 10; Medium-sized humanoid (human); HD 5d4+5d6+23; hp 59; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6, quarterstaff) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Bonemail +4, animate dead, darkvision 60 ft., summon undead, deathless vigor; AL NE; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration +15, Knowledge (arcana) +12, Knowledge (history) +11, Knowledge (the planes) +12, Knowledge (religion) +18, Knowledge (undead) +15, Spellcraft +17, Tumble +7; Brew Potion, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: boots of striding and springing, cloak of resistance +1, wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil, 185 gp

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *ray of frost*, *read magic*; 1st – *cause fear* (2), *change self*, *mage armor*, *shield*; 2nd – *resist elements* (2),

scare, *web*; 3rd – *dispel magic*, *fireball* (2), *haste*; 4th – *ice storm*, *minor globe of invulnerability*, *phantasmal killer*.

Familiar (toad): Diminutive magical beast; HD 8d8; hp 29; Init +1; Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk +3 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +5, Ref +3, Will +10; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

*See Appendix 2: New Rules for more information.

ENCOUNTER 6: SCREAMS AND THOSE WHO ENJOY THEM

APL 4 (EL 6)

➤ **Grish:** Male human Mnk4 (Vampire); CR 6; Medium-size undead; HD 4d12; hp 33; Init +9; Spd 40 ft.; AC 24 (touch 18, flat-footed 19); Atk +9 melee (1d8+5 plus energy drain**, unarmed strike) or +7/+7 (1d8+5 plus energy drain**, flurry of blows); SA Unarmed strike, stunning attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, still mind, slow fall (20 ft.), damage reduction 15/+1, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +4, Ref +11, Will +7; Str 20, Dex 20, Con -, Int 12, Wis 17, Cha 14.

Skills and Feats: Balance +12, Bluff +10, Climb +12, Escape Artist +10, Hide +19, Jump +5, Listen +17, Move Silently +19, Search +9, Sense Motive +11, Spot +13, Tumble +12; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Fists of Iron*, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (unarmed).

Possessions: ring of the titan, 205 gp, 50 sp

*See Appendix 2: New Rules for more information.

**Per the FAQ, creatures with level-draining ability drain levels only once per action, so if they get multiple attacks, only the first hit in a series of hits inflicts a negative level.

APL 6 (EL 8)

➤ **Grish:** Male human Mnk6 (Vampire); CR 8; Medium-size undead; HD 6d12; hp 47; Init +9; Spd 50 ft.; AC 25 (touch 19, flat-footed 20); Atk +10/+7 melee (1d8+5 plus energy drain**, unarmed strike) or +8/+8/+5 (1d8+5 plus energy drain**, flurry of blows); SA Unarmed strike, stunning attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, still mind, slow fall (30 ft.), purity of body, damage reduction 15/+1, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +5, Ref +12, Will +8; Str 20, Dex 20, Con -, Int 12, Wis 17, Cha 14.

Skills and Feats: Balance +13, Bluff +11, Climb +13, Escape Artist +11, Hide +20, Jump +6, Listen +18, Move Silently +20, Search +10, Sense Motive +12, Spot +14, Tumble +13; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Fists of Iron*, Improved Initiative,

Improved Trip, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (unarmed).

Possessions: hat of disguise, ring of the titan, 205 gp, 50 sp

*See Appendix 2: New Rules for more information.

**Per the FAQ, creatures with level-draining ability drain levels only once per action, so if they get multiple attacks, only the first hit in a series of hits inflicts a negative level.

APL 8 (EL 10)

 **Grish:** Male human Mnk8 (Vampire); CR 10; Medium-size undead; HD 8d12; hp 61; Init +9; Spd 50 ft.; AC 25 (touch 19, flat-footed 20); Atk +12/+9 melee (1d10+5 plus energy drain**, unarmed strike) or +10/+10/+7 (1d10+5 plus energy drain**, flurry of blows); SA Unarmed strike, stunning attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, damage reduction 15/+1, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +6, Ref +13, Will +9; Str 20, Dex 20, Con -, Int 12, Wis 17, Cha 14.

Skills and Feats: Balance +14, Bluff +12, Climb +14, Escape Artist +12, Hide +21, Jump +7, Listen +19, Move Silently +21, Search +11, Sense Motive +13, Spot +15, Tumble +14; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Fists of Iron*, Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (unarmed).

Possessions: hat of disguise, ring of the titan, brooch of shielding (21 points left), 205 gp, 50 sp

*See Appendix 2: New Rules for more information.

**Per the FAQ, creatures with level-draining ability drain levels only once per action, so if they get multiple attacks, only the first hit in a series of hits inflicts a negative level.

APL 10 (EL 12)

 **Grish:** Male human Mnk10 (Vampire); CR 12; Medium-size undead; HD 10d12; hp 75; Init +9; Spd 60 ft.; AC 27 (touch 21, flat-footed 22); Atk +13/+10/+7 melee (1d10+5 plus energy drain**, unarmed strike) or +11/+11/+8/+5 (1d10+5 plus energy drain**, flurry of blows); SA Unarmed strike, stunning attack, domination, energy drain, blood drain, children of the night, create spawn; SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, damage reduction 15/+1, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +9, Ref +14, Will +11; Str 20, Dex 20, Con -, Int 12, Wis 19, Cha 14.

Skills and Feats: Balance +15, Bluff +13, Climb +15, Escape Artist +13, Hide +22, Jump +8, Listen +20, Move Silently +22, Search +12, Sense Motive +15, Spot +16, Tumble +15; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Fists of Iron*, Great Fortitude, Improved Initiative, Improved Trip, Lightning

Reflexes, Mobility, Spring Attack, Weapon Focus (unarmed).

Possessions: hat of disguise, ring of the titan, ring of the storm, brooch of shielding (21 points left), periapt of wisdom +2, 205 gp, 50 sp

*See Appendix 2: New Rules for more information.

**Per the FAQ, creatures with level-draining ability drain levels only once per action, so if they get multiple attacks, only the first hit in a series of hits inflicts a negative level.

APPENDIX 2: NEW RULES

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

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

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

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

REACH SPELL [METAMAGIC] AS PRESENTED IN *DEFENDERS OF THE FAITH*

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of “touch” at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

CONTEMPLATIVE AS PRESENTED IN *DEFENDERS OF THE FAITH*

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste for this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, fitting them for closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Some contemplatives, rather than devoting their lives to a deity, strive to conform themselves to some other abstract principle such as an alignment. Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs – holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

Hit Die: d6.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	First prestige domain, divine health	+1 level of existing class
2 nd	+1	+0	+0	+3	Slippery mind	+1 level of existing class
3 rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing class
4 th	+2	+1	+1	+4		+1 level of existing class
5 th	+2	+1	+1	+4	Divine body	+1 level of existing class
6 th	+3	+2	+2	+5	Second prestige domain	+1 level of existing class
7 th	+3	+2	+2	+5	Divine soul	+1 level of existing class
8 th	+4	+2	+2	+6		+1 level of existing class
9 th	+4	+3	+3	+6	Eternal body	+1 level of existing class
10 th	+5	+3	+3	+7	Mystic Union	+1 level of existing class

Requirements

To qualify to become a contemplative, a character must fulfill all the following criteria.

Knowledge (religion): 13 ranks

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

Class Skills

The contemplative's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Prestige Domain (Ex): Upon adopting the contemplative class, and again at 6th level, a character gains access to a prestige domain of her choice, as described in Chapter 4: Divine Magic. The character can choose any domain made available by her deity or alignment—either a new prestige domain or a standard domain listed in the *Player's Handbook*. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Spells per Day: A contemplative who was previously a divine spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day as if she had also gained a level in the divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her spell progression is the same as that of a cleric.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Divine Wholeness (Su): At 3rd level, a contemplative can cure her own wounds, in addition to any other healing ability she may have. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 10. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties she has already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the contemplative gains damage resistance 20/+1. This means that the contemplative ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, electricity, and so forth). As an outsider, a 10th-level contemplative is subject to spells that repel enchanted creatures, such as *protection from good*.

PALE MASTER AS PRESENTED IN TOME AND BLOOD

"The dead aren't so bad once you get to know them."

Necromancy is usually a poor choice for arcane spellcasters – those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of "pale lore" and clerical abilities to sway, create, command, and destroy undead can be a potent one.

NPC pale masters head special strike groups comprising lesser undead, supplemented as needed with more powerful summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true

necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Hit Die: d6.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Bonemail +2	+1 level of existing class
2 nd	+1	+3	+0	+3	Animate dead	
3 rd	+1	+3	+1	+3	Darkvision	+1 level of existing class
4 th	+2	+4	+1	+4	Summon undead, bonemail +4	
5 th	+2	+4	+1	+4	Deathless vigor	+1 level of existing class
6 th	+3	+5	+2	+5	Undead graft	
7 th	+3	+5	+2	+5	Tough as bone	+1 level of existing class
8 th	+4	+6	+2	+6	Graft upgrade, bonemail +6	
9 th	+4	+6	+3	+6	Summon greater undead	+1 level of existing class
10 th	+5	+7	+3	+7	Deathless mastery	

Requirements

To qualify to become a pale master, a character must fulfill all the following criteria.

Alignment: Any nongood.

Knowledge (religion): 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

Class Skills

The pale master's class skills (and the ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Spells per Day: At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the bonemail like a second skin—that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally within the armor, granting him a +4 natural armor bonus. Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail. These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

Animate Dead (Sp): At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use *animate dead* without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability. Likewise, he can only control up to 16 total HD of undead created using this ability at one time.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet.

Summon Undead (Su): On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity. The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60 feet, and they act immediately. The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

The pale master's caster level determines the type of undead he can summon, as noted below. Levels of this prestige class count as caster levels for this purpose. If desired, he can summon three less powerful undead in place of the highest-level undead available (for example, instead of two wights, he could summon three ghouls, shadows, or ghosts). All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Caster Level Undead Summoned

5th Ghoul
6th Shadow
7th Ghast
8th Wight
9th Wraith

Deathless Vigor: At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

Undead Graft: At 6th level, the pale master gives in to necrophagic urges too terrible to verbalize. He cuts off his arm and replaces it entirely with an undead prosthetic, which may be completely skeletal or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the limb grants a +4 inherent modifier to the character's Strength. Additionally, the undead graft allows him to use up to two of the following touch attacks per day. These are supernatural abilities, and he can use the same one twice in one day. A touch attack that misses does not count against the daily limit.

Paralyzing Touch (Su): A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes (elves are immune).

Weakening Touch (Su): A living foe hit by the pale master's touch attack takes 1d6 points of temporary Strength damage. A creature reduced to Strength 0 dies.

Degenerative Touch (Su): A living foe hit by the pale master's touch attack receives one negative level. The Fortitude save to remove the negative level has a DC of 14.

Destructive Touch (Su): A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or take 1d6 points permanent Constitution drain.

Commanding Touch (Su): If the pale master makes a successful touch attack against an undead foe with HD equal to or less than his caster level, it comes under his command for a number of rounds equal to his caster level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned.

Tough As Bone (Ex): On reaching 7th level, the pale master takes on yet more qualities of an undead being. He gains immunity to stunning and is unaffected by subdual damage.

Graft Upgrade: At 8th level, the pale master becomes more skilled in the use of his undead graft (see above). All touch attacks using the graft receive a +2 competence modifier on the attack roll. Additionally, the pale master can use its supernatural abilities three times per day.

Summon Greater Undead (Su): At 9th level, the pale master may summon one powerful undead creature once per day as a supernatural ability. The pale master's caster level determines the type of creatures he can summon, as noted below. If desired, he can summon two less powerful undead in place of the highest-level undead available (for example, instead of one vampire, he could summon two mummies or spectres). All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay. This ability is otherwise identical to the summon undead ability (see above).

Caster Level Undead Summoned

9th Mummy
10th Spectre
11th Vampire*
12th Ghost**

* Summoned vampires have a CR equal to 1 less than the pale master's effective caster level.

** Summoned ghosts have the following ghostly abilities in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

Deathless Mastery: On reaching 10th level, the pale master is now a scion of the deathless arts. His body becomes partly mummified, and he is no longer subject to critical hits. Moreover, he gains access to the pale master touch using his undead graft (see below) and can call on the powers granted by the prosthetic four times per day.

The pale master is now served constantly by an undead vassal with total HD no greater than his caster level (including levels of this prestige class). He chooses an undead type from those he can personally animate or summon, and it obeys his every command. The vassal gains +4 turn resistance (which stacks with any turn resistance it already possesses but not with the +4 turn resistance of summoned undead). The vassal's HD do not count against the pale master's HD total for controlling undead (see above).

Deathless Master Touch (Su): A living foe of size Large or smaller hit by the pale master's touch attack must succeed at a Fortitude save (DC 17) or die. A slain creature automatically animates 1 round later as though with the pale master's animate dead ability (see above) and is under his control. Undead created using this power do count against the pale master's HD total for controlling undead.

PLAYER'S HANDOUT 1

[Character Name Here],

Your presence is requested in the city of Mitrik as soon as possible. I have an edict from the church stating that if I saw a certain symbol or the mention of certain names I was to contact you. I believe you know of what I speak. I will not go into anymore detail as I was told this was of a sensitive nature. On your arrival in Mitrik please check in with Guard Lieutenant Samis in the Temple District when you arrive.

Captain Arrit Samit, Mitrik Temple Guard

PLAYER'S HANDOUT 2

Shipment Registry and Log for Caravan #12875

Shipping Point: Valkurl

Destination: Castle Sepher, Diocese of Whitehale

Date of Departure: 5 days ago

Expected Date of Arrival: Unknown

Bill of Lading

12 wagons, Property of Iron Rings Consortium, Home Base Valkurl

28 horses, Property of Iron Rings Consortium, Home Base Valkurl

96 Shipping Crates

12 – Leather Armor	Value: 2400 gp
12 – Chain Shirts	Value: 18000 gp
24 – Weapons, Metal	Value: 4800 gp
4 – Weapons, Wooden	Value: 400 gp
30 – Rations, Iron	Value: 2000 gp
6 – Crossbows	Value: 2100 gp
8 – Bolts/Arrows	Value: 500 gp

Picking up at Destination Site: No

Continuation on to: None specified

Notes: Journeyman Thomas has been removed from lead on this shipment. Rheine Masline has replaced him. She has brought her own crew in with her so until the next shipment is ready Journeyman Thomas and his crew are on leave.