

VEL2-05



THE CATACOMBS OF MITRIK

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

Version 1

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You came to Veluna for the burial of a High Priest of Rao that was a part of the Flight of Fiends but you didn't expect the Fiends to be apart of the procession! 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 join 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 followers of the evil god Vecna have decided that they want to know the secrets of Veluna, the secrets of Mitrik and the secrets of Rao. Therefore a team of "explorers" has been sent to infiltrate the caverns of Mitrik. The caverns being holy to Rao, has had many layers of permanent protective spells cast by the Bishops of the Archclericy for hundreds of years. During the recent war, Rao's celestial assistants sealed the main tunnels into the caverns. However other entrances exist. Further, there are many tunnels; some that lead to holy places, and other tunnels that lead to darker places. Clerics of Vecna have discovered an entrance into this sanctum of Rao. They found this out by reading the minds of those that know about it after the most recent incident from the Veluna adventure VEL2-04 *In Darkness Lurks*. The evil explorers are sent into the tunnel during an attack upon Mitrik, during an attempt to steal the body of Archbishop Fallsworth that died of the wasting disease,

and mentioned in VEL2-02 *Cup of Tears*. This theft takes place during the funeral procession, the only time the body is available to be stolen. Bishops, both alive and dead are very well protected.

The characters are present for the funeral procession. Some live and work in Mitrik. Most Velunite Adventurers are aware of the sickness. Others have come to Veluna because of a strange dream they had themselves. Many, such as native Velunites, are here honoring one of their bishops. The attack is massive. Many fiends teleport directly into the procession and attack the soldiers and priests. The Mitrik Guards and Knights of Salvation immediately attack back. While the huge combat rages the characters, that may or may not be participating in the fight, notice a strange attack on some people off to the side of the procession. Its obvious the attackers are invisible. The attackers enter a house, known to some characters as housing a secret door into the caverns. If the characters investigate they discover the bloody trail leading to the tunnel and beyond.

The evil explorers (two clerics of Vecna, who are strangely different but you can't tell why, 1-3 hamatula, a fiendish sorcerer, and some fiendish warriors) are attempting to find out as much as possible about the tunnels and secrets as they can. One of the Vecna priests was given a vision that if he went through a secret passage that he could blast his way into a long hidden room. Unfortunately the group has problems and almost immediately splits up. Two priests (depending on APL) and a warrior lag behind to investigate the room of writings while the sorcerer takes the fiends and goes into the depths. From the room an underground stream and cavern goes on for 6 hours of travel going deeper and deeper under Mitrik, revealing nothing, except tracks in the mud. Finally the characters enter a large cavern with many exits and discover many rooms. The fiends search each room recording what they find. During their search the characters can find them easily, their *improved invisibility* spells having worn off and the fiends, carelessly assuming they are alone and not followed. If found and defeated but able to flee the evil explorers move forward not backward, and attempt to use their *teleport* power and spells to leave. They are unsuccessful in the use of *teleport* spells and are forced to fight past the characters and leave the tunnel the way they came in. This may give a party a chance to rest and regroup.

While in the tunnels the characters can discover a large cavern of mushrooms. They find a force of grimlocks and their slaves. Several of the grimlocks are evil as they are from a slaving clan. The grimlock slaves are not evil and are from a clan that does not believe in slavery. The rest of the slaves are adventurers or commoners captured in Geoff, and are only real characters at the premiere. The slaves are being used by the grimlocks to harvest the mushrooms and test for dangerous mushrooms. The grimlocks are using this area due to it being highly fertile in nature because of waste dripping in from a colony of Orcs. The Orcs are letting the grimlocks use this area.

As the characters walk around they eventually enter an ancient temple to Rao. There is a tree there that seems to be dying as well as everything else living in it. There is also a fountain that has been poisoned that is responsible for delivering the slow death to the tree. If a heroic character gets rid of the decanter by putting himself in harms way then he receives a Legendary Mark of the Hero. The tree and grass revive as the water heals them of the disease.

The characters then enter the last room where there are three doors and the second evil party is attempting to break through. The evil party has not been successful trying to break through and turns to unleash their frustrations on the party. Once the characters defeat them the doors speak of a prophecy that is for future events in Veluna.

Once the hero's have searched and eliminated the threats they find three magical doors which bar their path. At this time, they have to walk back to the surface, and report their experiences.

The characters go back to the surface and relay what they have found to the Archbishops and are told that the body of Archbishop Fallsworth has been recovered, unless the characters are unsuccessful in their efforts at the premiere interactive. (If so an attachment can be found at www.veluna.com and the Veluna Yahoogroup). They thank the characters for their efforts once again and the adventure is over.

INTRODUCTION

WHY AM I IN MITRIK

Mitrik Temple Guards. ALL Guards are on duty today. Some were picked for Parade duty, (others like the Guard characters) are along the parade route performing crowd control duties. This adventure is an official mission module for TU purposes (they don't get charged TUs).

If there are any characters who are Knights of Salvation or Defenders of Veluna then they are asked to help with the procession and see to it everything goes smoothly. Characters should be stationed away from where the fight with the fiends occurs.

Other characters that live in Veluna have heard of the funeral and probably have the time and means (money) to quickly travel to Mitrik for the largest funeral to be held in 20-30 years.

Characters that live in other regions or any character that is having trouble with a reason to be in Mitrik, proceed with the following:

You had a dream of a tall thin "mountain", however you couldn't see the details because of a shining white light behind it. For some reason you have decided to travel to Veluna and have ended up in Mitrik. Now in the early morning light you stare at the mysterious mountain of your dreams. On a hill overlooking Mitrik, you behold the Grand Temple of Rao, the shining mountain.

All characters have heard of the funeral of Archbishop Fallsworth. The town is in black drapery.

Random rumors floating around town are to be given to the characters as they are walking around Mitrik. These are for when they are in any Inn or Tavern or maybe they just heard them from the merchant square. No one speaks of Brother Zelt or Bishop Vadid. They either do not know of them or feign ignorance. This is only to be said if the characters ask about either of them.

- *Archbishop Fallsworth was one of Veluna's stricken bishops.*
- *A strange wasting illness and madness has struck down seven of Veluna's College of Bishops.*
- *Bishop Fallsworth was the first to die, and the others are still alive.*
- *Iuz has cursed the Bishops*
- *Quite a few acolytes of Rao and the church of St. Cuthbert have been acting strangely lately but it is probably due to the passing of Archbishop Fallsworth.*
- *Shandalanar is more than fine, I was there last week and the town was bustling!*
- *The Iron Rings Consortium has hit hard times after the battle of Valkurl. They may have had to shutdown if it wasn't for the High Roads Trading Company bailing them out.*
- *Valkurl was nearly destroyed if it wasn't for those brave adventurers and the guardsmen coming to the rescue. I heard there were changelings and mighty dragons now swooping overhead near the Lortmils!*
- *All the evil Gods seek the destruction of Veluna since we are a powerful and good nation in Greyhawk and the war left us untouched and strong... the strongest good nation in all of Greyhawk!*

INTERACTIVE: THE FUNERAL PROCESSION

Characters can do two things at this point, watch the funeral or wander around town. Go to Watching the Funeral (Encounter 1B) or Wandering around Town (Encounter 1C) The Sections *Watching the Funeral*, *Wandering Around Town*, *Attack of the Fiends*, and *ORDERS!* are all part of an interactive at the convention the adventure premiere's at. The characters walk around and interact with NPCs thus finding out the needed information from the first few encounters during the interactive instead of the judge. Judges at the premiere can begin at Encounter 2. If you are playing this anywhere else please begin with Encounter 1B: *Watching the Funeral* and allow the characters to go anywhere they would like.

ENCOUNTER 1B: WATCHING THE FUNERAL

For those who watch the parade, proceed with the following:

The criers calling throughout Mitrik have brought you here to the parade route for the funeral of Archbishop Fallsworth. The parade begins with somber drummers with flags of Veluna, Mitrik, and the holy symbols and tenets of Rao being carried on tall poles for everyone to see.

A successful Knowledge (religion) check (DC 5) allows characters to know they stand for Peace, Serenity, and Knowledge.

Then comes a group of children scattering feathers on the streets. Next in line are the valiant Mitrik Temple Guards, wearing tabards of white with blue trim, the holy symbol of Rao on their chest. Their shields emblazoned with the holy symbol of Rao, marching with swords drawn held tip up in front of their face. The guards number at least 100 men strong. After them 10 Knights of Salvation on their chargers, the knights wear gleaming Full Plate Armor while their mounts barding shines brilliantly in the warm sunlight. The gold trim on their tabards is reflected back in your face while the symbol of Rao is worn proudly on their chests. All the knights have different patterns of gold trim on their tabards. They carry ivory lances flying white pennants with holy symbols of Rao. A group of men and women barefoot and dressed only in sackcloth and Holy symbols of Rao come next. Several Bishops and Archbishops come follow them; and Archbishops Falswop and Siltwood can be seen holding their head low in somber silence.

Finally a wooden platform with a coffin on top of it carried shoulder level by twelve large men comes bearing the remains of the Archbishop. Lastly comes a varied group of men and women each carrying a pole identifying an organization. You notice the High Roads Trading Company along with the Guild of Message and Missives walking along somberly after the coffin. The Divine and Arcane College are also represented. As you look around you notice quite a few citizens pulling out cloths and weeping heavily into them. Many could not stand the sight of seeing the good Bishop's casket so they dropped their heads in silence.

Allow the players time to introduce each other and interact a little while watching the funeral before continuing.

If the characters ask anyone about the death of the Archbishop read the following from a crazed commoner:

"It was a terrible thing. Archbishop Fallsworth just got sicker and sicker, despite the wisest clerics and the most knowledgeable herbalists. There was nothing anyone could do. I've heard that the forces of Iuz struck him down himself, as punishment for his participation in the Flight of Fiends. I wonder how many others may have been similarly affected."

The funeral passes by the characters. Once the funeral is a hundred feet away read the following:

Suddenly, several members of both the Mitrik Temple Guard and Knights of Salvation suddenly frown, other knights, the youngest among them simply collapse. Fiends begin appearing all over, each sweeping aside a person in the crowd.

THE KNIGHT COLLAPSES AS A RESULT OF USING A PALADIN'S DETECT EVIL ON AN OVERWHELMING SOURCE OF EVIL. IF ANY PLAYER IS PLAYING A PALADIN AND IF THEY ARE USING *DETECT EVIL* THEY FEEL NAUSEATED AND OVERCOME BY THE SHEER MAGNITUDE OF THE FIENDS TELEPORTING IN.

GO TO ENCOUNTER 1D: ATTACK OF THE FIENDS.

ENCOUNTER 1C: WANDERING AROUND TOWN

Characters wandering around town find that all businesses are closed for the funeral. There is nothing to do except roleplay among themselves. Once the attack starts they see fiends flying around and hear sounds of combat, explosions (fireballs, lightning bolts) and screams of people. Then they'll see panic stricken commoners fleeing the attack. Characters can investigate the attack, if they do continue to *Encounter 1D: Attack of the Fiends*, or continue wandering.... right out of the adventure.

ENCOUNTER 1D: ATTACK OF THE FIENDS

Fiends begin teleporting in amongst the people watching the parade. Confident that their mere presence frightens most people, they simply glare as they spend a round summoning more fiends to join them. The fiends should appear at least 100 feet from the party to prevent them from immediately attacking or being attacked by the fiends.

Some of the fiends are humanoid creatures standing about 6 feet tall with a wispy tail. Their clawed hands hold a bloody saw-toothed glaive and their disgusting beard drips with a liquid that even dwarves are unsure of. Their skin appears moist but scaly. Other fiends are around 7 feet tall covered with sharp bards including their meaty tail. These fiends have no weapons, but their claws look like they could get the job done better than any sword could. Their eyes keenly look around sizing up their enemies. The tallest of the fiends are 9 feet tall and only vaguely humanoid. They are covered in hideous scales; large wings slowly move back and forth, as does their tails. All the fiends remain motionless, allowing the crowds to panic around them. Then they all gesture and hundreds of lemurs and other lackeys, similar to the fiends, begin to "pop" in and out attacking anyone near by. The Knights of Salvation and Mitrik Guard immediately draw their weapons and attack. The supplications of many priests can be heard and the arcane gestures of mages can be seen as the battle is joined.

As you prepare to act, you hear a terrible scream behind you. You look and see a man (Some characters would know that its Fezzit McGruden the owner of the shop, if they played VEL2-04 In Darkness Lurks) *lying on the ground, blood flows*

freely from a dozen wounds. As you observe this dying man you notice the name on the store he has collapsed in front of as none other than "Relics of Redemption". The door hangs open. You don't see any "fiends". Then from inside the building you hear a woman scream.

A *see invisibility* spell, immediately cast allows a character to catch a fleeting glimpse of some big humanoid-ish thing with pointy spikes heading in the open door where Fezzit lay. The evil explorers can be heard moving inside with a successful Listen Check (DC 10).

ENCOUNTER 1E: ORDERS!

If the party hesitates, gets lost, doesn't know what to do, or begins to plan an attack on fiends in the streets, have a Knight of Salvation, Mitrik Commandant Larson, a non-factor in this adventure see the attack on the man and "order" the characters.

"In the name of the Knights of Salvation and Veluna I order you to check that man and clear that building of any fiends." He then charges off to fight a fiend!

This is a tough situation since many characters may want to attack, even if just the lemures. The goal is to get the characters into the building and on the trail of the evil explorers. Even tell the characters that it seems like the Mitrik Temple Guard and the Knights of Salvation are beginning to get things under control.

ENCOUNTER 2: THE RELICS OF REDEMPTION

A group of fiends, evil warrior half-fiends and some clerics of Vecna have entered the building. They have precast *improved invisibility* and also have had *non-detection* cast on them. The job of this evil party is to sneak into the caverns and find out why these caverns are so sacred to Rao and his church and what secrets they hold. The evil party immediately goes to the basement and the sorcerer; Isrela cast *disintegrate* from a scroll, on the wall of stone that had been cast by the church to block off this entrance. They then cast *illusory wall* on the hole before they leave. The fiends quickly move down the stairs setting off several wards and permanent *magic mouth* spells. Once the fiends reach the location of the second door they "painfully" find a wall of force behind a prismatic sphere after the prismatic sphere destroys one of the fiends. After consulting their map, Isrela uses her second, and last scroll of *disintegrate* to create her own side passage. The fiends enter this very old part of the caverns. Due to disagreements about their pace the party immediately splits up, one part of the group continues to move quickly and the other group is taking a more leisurely pace, examining the walls and writings.

The Judge's goal in this part of the adventure is not waste a lot of real time allowing the characters to search the building. Let them search, but reduce it to a few die

rolls, estimating the time needed, however almost any time spent searching is all the time the evil party needs to find the secret entrance in the cavern and move into a section of catacombs not visited for hundreds of years.

If the party was delayed or looks around for more than an hour in *Relics of Redemption* they do not find the group of three in *Encounter 3: The Hallway of Stories*. Instead they are in one of three places; *Encounter 4: Stream Cavern*, *Encounter 5: Great Skeleton*, or *Encounter 6: Cavern of Peace*. Roll a D6 for their location, 1-2 Long Stream Cavern, 3-4 Cavern of Peace and 5-6 Cavern of the Great Skeleton

When the party enters the building they find a dead woman lying on the floor. A successful Heal check (DC 10) reveals sharp slashing wounds across her body. It is a normal stone building. The owner sells all manner of religious items all them have symbols of the major good deities of Veluna; Rao, Heironeous, etc. He is lawful thus the store is very neat and well organized. If the characters played *VEL2-04 In Darkness Lurks* they recognize the store instantly and thus know the layout.

Once the characters go down to the basement proceed with the following:

As you look at the basement it looks very normal. The room does appear to be cluttered. Crates and boxes are all stacked and pushed to the side against one wall, and the three other walls are all bare.

Once the party gets to basement it looks normal. In fact, very normal, an illusory wall has been cast over the hole. The crates and furniture were stacked on one side of the room by the evil party and the hole is not behind the boxes, in fact the hole is behind one of the normal looking walls, the back wall. Once again let the party look around wasting in-game time, but don't waste much player time. The room is 30 ft. by 30 ft. with a 10-ft. ceiling.

Any hands on inspection of the back wall immediately reveals the hole, simply looking at the wall does not reveal its presence. Disbelieving the wall requires a successful Will save (DC 16), and reveals the hole. Casting *dispel magic* in the room, or just against the wall requires a successful check against a 9th level caster; let the party proceed at their pace.

Once the characters discover the *illusory wall* and decide to walk through proceed with the following:

Once through the illusory wall you see a set of stairs carved from the rock. As you begin your descent a mouth appears hovering in mid air, "In the name of Rao and the Canon of Veluna do not descend any further"

Lawful characters are under the order of a Veluna military officer and should feel ok in proceeding. If the party was not ordered to go ahead but checks with they are able to find Commandant Larson and he authorizes them to proceed.

Development

If the characters ran and caught up to the first evil party in enough time then have the Party make Listen checks DC 20 at the top of the stairs to hear the evil party casting preparatory spells in the hole that is a corridor. If the characters do hear something tell them it's a bunch of mumbling but with this 'mouth' appearing it could just be the echo of its words. The Evil party will begin prepping as soon as they hear the magic mouth. Listen checks for them as well using their stats as detailed in Appendix 1 to see if they hear the characters coming. They know something is coming but want to find out more information. The walking distance between parties is 180 feet top of stairs, 130 feet from the middle of the stairs, 80 feet from the bottom of the stairs.

Half way down the stairs another voice speaks, "He who descends further without authorization is in violation of the laws of Veluna."

Have the characters make another Listen check (DC 18) to hear more of the same mumbling of spells being cast. The evil party times their castings to begin when the mouth speaks again.

Finally at the bottom of the stair another voice speaks out "Go no further, the wrath you invoke is your doom!" The stairs descend at a steep angle for about one hundred feet.

Have the characters make another Listen check (DC 15) to hear the evil party casting even more spells.

As you step off the last stair the hallway opens into a 15 feet wide and 15 feet high tunnel which levels out and continues for another 40 feet before a bright vertical opaque wall of shimmering lights the area. Only twenty feet away next to the wall bits of rock are on the floor, a large 10-foot wide and high hole is apparent.

The shimmering is at first a *prismatic wall* and it is hiding a *Wall of Force* behind it. This was the entrance to the recently discovered catacombs found in *VEL2-04 In Darkness Lurks*.

A symbol is on the wall near the Prismatic wall. A Knowledge (arcana) check (DC 10) reveals that the symbol is the arcane mark of Bigby.

Again this is only if the evil party is here in this room if not just read what the mouth says.

If the Evil party is there then continue to *Encounter 3: The Hallway of Stories* for the battle. They are in the hole that has been magically darkened by the half-fiend awaiting the characters.

ENCOUNTER 3: THE HALLWAY OF STORIES

This 10 ft. by 10 ft corridor contains many inscriptions and writings. The languages used are common, celestial and Velondi. It starts as a 10 foot wide corridor due to the *disintegrate* cast in this area, not by design.

If the party was delayed or looked for more than an hour in *Relics of Redemption* they do not find this group of three here in the hallway. Instead they are in one of three places that you rolled earlier in *Encounter 2: The Relics of Redemption*.

If they move through the magical *darkness*, two armored foes attack (three at APL 8 and up).

If the characters were very quick and followed the fiends immediately through the *illusory wall* they find the first half of the party without the preparatory spells pre-cast. It is a knock down fight to try and defeat or delay the characters from discovering the other fiendish group further inside.

Since the evil party does not know who is coming or how many there are, they are cautious and that is why the *darkness* is in those squares. Roll for Listen checks by both groups as the characters approach the hole. The armored cleric(s) and warrior only have a Listen DC 11 (to hear a clank of metal on metal) to not be heard by the party from the main hallway at the foot of the stairway. The evil party is 60 feet away from the entrance from the hole. The walls are lit with continual flame torches. The three of them get normal listen checks to hear the party if they walk down the hall from the foot of the stairs.

APL 4 (EL 5)

✚**Kamador**: Male half-fiend/half-human Ftr1; hp 13; see Appendix I.

✚**Brazcatch**: Male Human Clr3 (Vecna); hp 24, see Appendix I.

APL 6 (EL 7)

✚**Kamador**: Male half-fiend/half-human Ftr3; hp 31; see Appendix I.

✚**Brazcatch**: Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 8 (EL 9)

✚**Kamador**: Male half-fiend/half-human Ftr5; hp 49; see Appendix I.

✚**Brazcatch**: Male Human Clr5 (Vecna); hp 38, see Appendix I.

✚**Dwezonabula**: Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 10 (EL 11)

✚**Kamador**: Male half-fiend/half-human Ftr7; hp 67; see Appendix I.

✚**Brazcatch**: Male Human Clr8 (Vecna); hp 59, see Appendix I.

✚**Dwezonabula**: Male Human Clr6 (Vecna); hp 45, see Appendix I.

Tactics: If they hear the party they begin casting spells and preparing for combat. Kamador casts his *darkness* spell in the small corridor and moves forward waiting on

the near side of the globe with a readied action to strike whoever comes through. If the party dispels the *darkness* he casts another *darkness* and another if necessary (he has three) always moving to the near side and staying within visual sight of Brazcatch (and Dwezonabula at higher APLs). Each darkness spell lasts 80 minutes. Clerics in higher APLs also cast a *silence* just behind the fighter so that they can cast preparatory spells and not be heard. If they use the scrolls be sure to take these off from the *Treasure Summary*.

There are additional tactics in the Appendix 1 under the NPCs. See DM drawing 1. Searching Brazcatch reveals a note. Give the characters *Player's Handout 1*.

Once the clerics and warrior are defeated the characters can review the inscriptions in the hallway:

The walls are filled with many writings some in common, others in very strange tongues. The writing seems to be written with lampblack, a few with dark chalk.

In Common

- 1) May Rao bless us and grant us serenity to endure this time of trial.
- 2) May Rao let the Keoish Army of Occupation understand our needs and give us back our land and temples.
- 3) May our *Reasoning* be correct and holy.

In Velondi

(Decipher Script, DC 30)

- 1) May Rao curse Keoland for invading our country.
- 2) Let the Vale of Luna be filled with *Peace* for eternity
- 3) Rao guards our temple. Saying the three tenets of Rao to the Face of Rao will grant thee access to the temple.

In Celestial

(Decipher Script, DC 25)

- 1) May the treasures stored here help the future generations
- 2) Forgive us the sin of hiding knowledge from our brothers and the world.
- 3) May Rao curse Keoland for stealing our mighty staff.
- 4) Grant us the *Serenity* to accept what we cannot change.

The hall gently descends for another 100 feet until it opens up in a natural cavern. Continue to Encounter 4.

ENCOUNTER 4: CAVERN 1 – THE STREAM CAVERN

This cavern has cave crickets that chirp periodically. The floor is worn and has signs of recent passage. Characters

that make a Track check, find information according to the following results:

- DC 10 No information
- DC 15 A group passed by
- DC 20 A group of 5 one-pair small shoes, pair boots, 1-3 pairs of clawed feet (depending on APL).

The cavern is a corridor carved by rushing water thousands of years ago. The water still flows but now is a trickle down the center of the 20-foot wide and 30-foot high passage. The passage continues for a few miles with a gentle slope downward. The floor is wet, slimy, and slippery and anyone that moves faster than normal movement becomes affected as if a *grease* spell had been cast on them and must make a successful Reflex save (DC 15) to avoid falling. Give the heroes a Wilderness Lore check (DC 10) to recognize how slippery the mud is. Water drips continuously everywhere in this cavern. Tracks are easily recognized and followed by a Track check (DC 5). This long cavern leads to *Encounter 5: Cavern 2 – The Great Skeleton*.

A small babbling brook flows down the center of this cavern. The cavern seems to be twenty feet wide and thirty feet high. The noise of cave crickets is only interrupted when a rat or something else grabs and eats one of the crickets.

If you rolled a 1 or 2 on the d6 for the fighting encounter then the group of fiends and clerics are in this area. This is only here if this is where the DM rolled. If the fight has occurred or is to occur in another cavern continue on.

The clerics and half-fiend tactics are similar although they won't have any special warning, run the encounter with Listen and Spot checks appropriate for each group.

APL 4 (EL 5)

✚ **Kamador:** Male half-fiend/half-human Ftr1; hp 13; see Appendix I.

✚ **Brazcatch:** Male Human Clr3 (Vecna); hp 24, see Appendix I.

APL 6 (EL 7)

✚ **Kamador:** Male half-fiend/half-human Ftr3; hp 31; see Appendix I.

✚ **Brazcatch:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 8 (EL 9)

✚ **Kamador:** Male half-fiend/half-human Ftr5; hp 49; see Appendix I.

✚ **Brazcatch:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

✚ **Dwezonabula:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 10 (EL 11)

✚ **Kamador:** Male half-fiend/half-human Ftr7; hp 67; see Appendix I.

✚ **Brazcatch:** Male Human Clr8 (Vecna); hp 59, see Appendix I.

✚ **Dwezonabula:** Male Human Clr6 (Vecna); hp 45, see Appendix I.

Tactics: If they hear the party they begin casting spells and preparing for combat. The half-fiend fighter casts his *darkness* spell in the cavern, though he waits on the side of the globe near the Vecna clerics with a readied action to strike whoever comes through. If the party dispels the *darkness* he casts another *darkness* and another if necessary (he has three) always moving to the near side and staying within visual sight of the Vecna clerics. Even the fiendish can't see in the darkness even with darkvision. Each *darkness* spell lasts 80 minutes. Clerics in higher APLs also cast a *silence* just behind the fighter so that they can cast preparatory spells and not be heard. If they use the scrolls be sure to take these off from the *Treasure Summary*.

Searching Brazcatch reveals a note. Give the characters Player's Handout 1.

It takes 6 hours at normal speed to move through this cavern.

ENCOUNTER 5: CAVERN 2 – THE GREAT SKELETON

As you enter a large room it seems to have two faint lights that flicker 60 feet away and 30 feet higher than where you stand. The lights are dim and only seem able to light where they are at and do not cast light any further. You can't tell how large the room is. As you begin shining your light you see spider webs wrapped around large bones. You see small spiders scuttling among the webs.

This large oval cavern is over 300 feet long, 200 feet wide and at least 100 feet high. In the center is a large skeleton with flames in its eyes. The cavern is not lit; the continual flame torches were destroyed or taken. The skeleton is a giant wyrm (draconic but without wings), only its bones remain, even what type of dragon it was seems lost to the ages, all the flesh and hide has been taken or has decayed away.

If you rolled a 5 or 6 on the d6 for the fighting encounter then the group of fiends and clerics are in this area. This is only here if this is where you rolled. If the fight has occurred or is to occur in another cavern continue on. Use the same tactics as in the other caverns.

APL 4 (EL 5)

✚ **Kamador:** Male half-fiend/half-human Ftr1; hp 13; see Appendix I.

✚ **Brazcatch:** Male Human Clr3 (Vecna); hp 24, see Appendix I.

APL 6 (EL 7)

➤ **Kamador:** Male half-fiend/half-human Ftr3; hp 31; see Appendix I.

➤ **Brazcatch:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 8 (EL 9)

➤ **Kamador:** Male half-fiend/half-human Ftr5; hp 49; see Appendix I.

➤ **Brazcatch:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

➤ **Dwezonabula:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 10 (EL 11)

➤ **Kamador:** Male half-fiend/half-human Ftr7; hp 67; see Appendix I.

➤ **Brazcatch:** Male Human Clr8 (Vecna); hp 59, see Appendix I.

➤ **Dwezonabula:** Male Human Clr6 (Vecna); hp 45, see Appendix I.

Tactics: If they hear the party they begin casting spells and preparing for combat. The half-fiend fighter casts his *darkness* spell in the cavern, though he waits on the side of the globe near the Vecna clerics with a readied action to strike whoever comes through. If the party dispels the *darkness* he casts another *darkness* and another if necessary (he has three) always moving to the near side and staying within visual sight of the Vecna clerics. Even the fiendish can't see in the darkness even with darkvision. Each darkness spell lasts 80 minutes. Clerics in higher APLs also cast a *silence* just behind the fighter so that they can cast preparatory spells and not be heard. If they use the scrolls be sure to take these off from the *Treasure Summary*.

Searching Brazcatch reveals a note. Give the characters Player's Handout 1.

If the evil party is there then read the following after the characters defeat them. If not continue on as normal.

As you move among the webs you see a human torso and head. He wears tattered rags but nothing identifies him. You're not sure how long he's been dead. There are bloodstains around the body. (Simply describe the body as dead if the table contains children).

The human is recently dead, however his legs and arms have been hacked off by a sharp weapon.

A slave escaped from the grimlocks, they caught him here and killed him. His killers appear to have taken his arms and legs. His tracks come from the passage to cavern 4 and require a successful Track check (DC 15) to notice. The tracks from the fiends head off toward cavern 5 to the west and also require a successful Track check (DC 15) to notice. The cavern and tunnels are hard packed dry dirt.

Examining the body with the Heal skill reveals the following according to the character's check:

- (DC 5) He's dead!
- (DC 10) Been dead a week or so, the body is very thin, rib bones can be seen, thin cheeks, however he's well preserved, typical of an underground death.
- (DC 15) Dead only a day, however the human was starving to death when he died which is why his body is so emaciated.

Searching the body reveals nothing. Depending on the questions the characters ask, *speak with dead* reveals that:

- **He was a Gyri soldier Sgt Aldryth ap Cedrych, captured in Geoff by Grimlocks.**
- **He has been a slave of the Grimlocks for a long time** (he couldn't tell time well in the underground).
- **There were other slaves with him, humans, gnomes, elves, and dwarves.** (depending on your packet).
- **The grimlock slaves don't seem to be evil. They even helped him and shared food.**
- **He was harvesting mushrooms when he finally managed to get his leg shackles off by picking the lock.**
- **He ran for a half an hour but was hunted down and killed by the grimlock slavers.**

This cavern has tunnels (smaller caverns), which lead to Cavern 3: Cavern of Peace; Cavern 4: Cavern of Mushrooms; and Cavern 5: Temple of Rao. The stream flows into a rubble and closed off cavern tunnel at the rear of this cavern. These caverns are 15 feet wide and twenty feet high (in case combat takes place in one of the tunnels). They are dry and have no movement penalties from mud.

After one other cavern remind the characters that they are getting tired and may need to rest. They have been walking and fighting for at least 7 hours before reaching this point.

It takes 6 hours (normal speed) to walk to Cavern 3, 1 hour to reach Cavern 4 and 2 hours to reach Cavern 5. All the caverns continue to gently slope down. All cavern tunnels vary in width 10-15 feet and height 15-20 ft (50% chance for low or high number).

ENCOUNTER 6: CAVERN 3 – CAVERN OF PEACE

This large oval cavern is over 200 feet long, 100 feet wide and 150 feet high. In the center is a large obelisk. The cavern is not lit; the continual flame torches were destroyed or taken.

If the DM rolled a 3 or 4 on the d6 for the fighting encounter then the group of fiends and clerics are in this area. This is only here if this is where the DM rolled. If the fight has occurred or is to occur in another cavern continue on. Use the same tactics as in the other caverns.

APL 4 (EL 5)

➤ **Kamador:** Male half-fiend/half-human Ftr1; hp 13; see Appendix I.

➤ **Brazcatch:** Male Human Clr3 (Vecna); hp 24, see Appendix I.

APL 6 (EL 7)

➤ **Kamador:** Male half-fiend/half-human Ftr3; hp 31; see Appendix I.

➤ **Brazcatch:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 8 (EL 9)

➤ **Kamador:** Male half-fiend/half-human Ftr5; hp 49; see Appendix I.

➤ **Brazcatch:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

➤ **Dwezonabula:** Male Human Clr5 (Vecna); hp 38, see Appendix I.

APL 10 (EL 11)

➤ **Kamador:** Male half-fiend/half-human Ftr7; hp 67; see Appendix I.

➤ **Brazcatch:** Male Human Clr8 (Vecna); hp 59, see Appendix I.

➤ **Dwezonabula:** Male Human Clr6 (Vecna); hp 45, see Appendix I.

Tactics: If they hear the party they begin casting spells and preparing for combat. The half-fiend fighter casts his *darkness* spell in the cavern, though he waits on the side of the globe near the Vecna clerics with a readied action to strike whoever comes through. If the party dispels the *darkness* he casts another *darkness* and another if necessary (he has three) always moving to the near side and staying within visual sight of the Vecna clerics. Even the fiendish can't see in the darkness even with *darkvision*. Each darkness spell lasts 80 minutes. Clerics in higher APLs also cast a *silence* just behind the fighter so that they can cast preparatory spells and not be heard. If they use the scrolls be sure to take these off from the Treasure Summary.

Searching Brazcatch reveals a note. Give the characters Player's Handout 1.

If the evil party is there and they are defeated then continue onto the next part of searching this cavern.

This large cavern seems to contain only darkness until the party or light reaches 50 feet in, and then one object is revealed; a large white marble obelisk with writing.

"This obelisk commemorates the greatest victory of Rao himself, when through peace and diplomacy he cooled the anger of Nerull and persuaded him to leave the Vale of Luna."

The writing is in three languages common, celestial (Decipher Script, DC 25), and Velondi (Decipher Script, DC 30). Once they are deciphered the characters can tell that they are meant to tell the same story, the same way. The fourth side is completely blank.

Studying this obelisk, and taking notes, provides the character with a +2 circumstance bonus to the skill Decipher Script for the remainder this adventure when being used for any of the three languages while in these Catacombs.

The only choice the characters have once they have investigated the Cavern of the Obelisk is to return to Cavern 2: The Great Skeleton. It takes one hour at normal speed.

ENCOUNTER 7: CAVERN 4 – THE CAVERN OF MUSHROOMS

The stench of humanoid waste coming from this cavern is apparent as soon as you approach the entrance.

An alarm spell has been cast on the entrance by the grimlock ranger, if he has the ability to cast spells at the APL being played. The cavern is full of mushrooms, the largest standing 10 feet high, with stems that are three feet wide and caps five feet in diameter. Characters that have played the GEO1-09 *Expedition to Barrier Peaks* recognize these mushrooms as the same size and type spotted. Ask the characters if they have and if the characters don't remember throw in a Wisdom check (DC 5) for them. The cavern is also very large and irregularly shaped. Toward the rear are several small caves. These caves can't be seen until the party moves through the mushroom forest, or if they are above the forest.

See DM Drawing 2. Give the characters Player's Handout 2. Assuming the characters have a light source, proceed with the following:

This large stinking cavern contains a huge forest of large spotted mushrooms. In the cavern of streams you had noticed dripping water. You also hear dripping here. The soil is very soft and moist, excellent for growing almost anything.

If the party moves in toward the mouth of the cavern they set off the *alarm* spell (Only in APL 8 and 10) cast by Grimwood the grimlock ranger. There is no *alarm* spell for APL 2, 4, and 6. The *alarm* spell is marked on the map. Grimwood and the other grimlocks give silent hand commands to the slaves to crouch and hide. This is all within 40 feet for their *blindsight* to sense the hand movements. The slaves normally do this since they have no weapons and don't wish to die any sooner than they have to. At this point the slaves wouldn't know who or what is making the noise. The slaves may be seen and make noise as they try to hide. Make Hide and Move Silently checks for all enemies.

The slavers don't mind, as the slaves provide appropriate bait. The slavers hide until they sense the time is right to attack, they are very confident in their battle prowess, having captured humanoids (characters) in the past. The enslaved characters shout out for help and warn that it's a trap if they figure out that the adventurers are good characters (ex: see a Holy Symbol, hear the words of a good cleric) and realize the characters are not just another monster or evil party. When the characters move further into the room proceed with the following:

Suddenly you see movement and hear a muffled noise. You notice husky gray humanoids without eyes, and other creatures barely visible behind the mushroom stems further into the room.

Treat anybody hiding behind a mushroom as if they have total cover.

The enslaved grimlocks' ability to hide is poor and requires only a Spot check (DC 10). The enslaved characters only require a successful Spot check (DC 5) to notice. Due to lack of food and rest, the slaves are all at 4 hit points. They carry no weapons and are wearing rags.

APL 4 (EL 4)

➤ **Grimwood:** Male grimlock Rgr1; hp 28; see Appendix I.

➤ **Torasch and Grimpan (Grimlocks):** hp 11, 11; see *Monster Manual*.

APL 6 (EL 6)

➤ **Grimwood:** Male grimlock Rgr4; hp 55; see Appendix I.

➤ **Gaffladdle:** Male grimlock Rgr1; hp 28; see Appendix I.

➤ **Torasch (Grimlock):** hp 11; see *Monster Manual*.

APL 8 (EL 8)

➤ **Grimwood:** Male grimlock Rgr5; hp 64; see Appendix I.

➤ **Gaffladdle:** Male grimlock Rgr1/Bbn3; hp 58; see Appendix I.

➤ **Grimshew and Grimlon:** Male and Female grimlock Bbn1; hp 29, 29; see Appendix I.

APL 10 (EL 10)

➤ **Grimwood:** Male grimlock Rgr7; hp 82; see Appendix I.

➤ **Gaffladdle:** Male grimlock Rgr1/Bbn5; hp 78; see Appendix I.

➤ **Grimshew and Grimlon:** Male and Female grimlock Bbn2; hp 39; see Appendix I.

Once the fight is over, and the party examines the place they find that humanoid (orc) waste is dripping from cracks in the ceiling.

The enslaved characters all have temporary ability damage due to starvation, none of them are in any condition to fight, although they may hold a sword and say that they can fight for their freedom. A successful Heal check (DC 5) reveals all are in very poor health and malnourished, and all have diseases.

Talking with the rescued elf, human or gnomes reveals the following information:

- They were all captured in or near Geoff by various evil forces (Grimlocks, Giants, etc).
- They have been slaves for a while, they have lost track of time and have no idea where they are.
- The man that was killed was a Gyri soldier, Sgt Aldryth ap Cedrych. They told him to run once he got his leg shackles free, they tried to mask his escape but the Lornash grimlocks noticed his escape quickly and ran after, when they returned with human arms and legs they assumed the worst.
- They heard the grimlocks talk in common with some orcs about trading. The orcs wanted magic weapons to destroy a magical human temple.
- The orcs said they would charge the grimlocks a toll the next time they came to the mushroom cavern. The grimlocks offered slaves. The orcs said they would ask the man "up north".
- The orcs mentioned they worship Marduk (a demon lord).
- The orcs had nice masterwork armor and weapons.
- The human, elf, and gnome slaves vouch for the grimlock slaves as being "not evil".
- The mushrooms are tasty and safe to eat, in fact very nutritious (despite their fertilizer).

Talking with grimlock slaves reveals the following information:

- "Others", non-grimlock slaves come and go all the time. Many do not live long since they are not as strong as grimlocks.
- They were in this cave tending to this new crop of mushrooms; the crop was created from spores of large mushrooms far away. These particular mushrooms are considered very tasty and supplement all grimlocks diets.
- The grimlock slaves are members of a tribe of grimlocks, the Sunash, that do not hunt or eat humans/humanoids nor are they slavers. They farm underground crops like mushrooms. They seek peace not war.
- The Sunash split from Lornash came only recently, within a generation.
- The evil grimlocks are from the Lornash tribe, and they still use slaves; both Sunash grimlocks and anybody else they capture. Many slaves are now being sold to a snake headed man.
- Lornash grimlocks hate gnomes because the legends say gnomes defeated the grimlocks and forced them deep into the earth. Gnomes are tortured frequently.
- The Lornash grimlocks eat anybody that dies. They kill people just to eat them.
- There is a "snakeman" that eats only brains.

There is no other exit to this cavern, if the characters ask how the grimlocks and slaves got here. If the characters do ask read the following boxed text.

Nobody knows, No exit can be found although tracks lead from and to the back of one cave. Everybody thinks magic was used, this was their first time here and all the slaves had their eyes and ears bound.

The grimlocks follow the characters if they leave the mushroom cavern, begging that they be taken away from the bad grimlocks and the braineaters. The NPCs follow or they leave if they are convinced that the way to the surface is clear, they ask for weapons to defend themselves with, just in case.

The only choice the characters have once they have investigated the Cavern of Mushrooms is to return to Encounter 5: Cavern 2 – The Great Skeleton. It takes one hour at normal speed

ENCOUNTER 8: CAVERN 5 – THE TEMPLE OF RAO?

This smaller cavern has a sloping pathway that circles the cavern and brings the party 60 feet lower to the floor. They can see both the White Oak Tree and the temple as they descend on the sloping passageway. It is up to them which part they want to investigate first. See DM's Map 3. Give the characters *Player's Handout 3*.

This small cavern has very unusual deep green grass growing everywhere. A single large white oak tree grows near the center of the room while toward the back is a small stone temple that fills the cavern with the radiance of a soft yet bright glow of light. From a fountain in the temple, a stream of water flows out and into a small creek. There is another exit from the cavern on the wall opposite from you. However something is wrong, there is an acrid smell in the room that doesn't smell right.

As the party investigates they notice that the grass around the stream is turning brown. A successful Wilderness Lore check (DC 5) reveals that the tree's leaves are beginning to wilt. White Oak trees are unknown in Veluna, and require a successful Wilderness Lore check (DC 10) to identify. The whiteness is the bark, but the leaves are silvery green. The tree also has damage as if a large clawed beast attacked along with what seems like damage from a sword. Also druids can tell that the water is not pure.

If the characters choose to talk with the tree through magical means it reveals the following:

"PAIN! PAIN! I HURT! WATER BAD!"

The Tree can tell the characters that the water is bad for him. He remembers that in the past when creatures or magic damaged him he would feel healing come upon him, however this water hurts him and he isn't healing.

He knows that a short time ago a group of men and creatures came and hit him with weapons and claws, but they were angry when he began healing. The group went to the temple and after that the water started hurting him.

He has been here a long time. When he was a sapling he was planted in front of this small temple and was called the Tree of Salvation. Mitrik means salvation in Velondi. A successful Knowledge (history) check (DC 15) or a successful *bardic knowledge* check (DC 15) reveals this information. There is an old Flanish tradition to plant a tree in front of a home. A Flanish character or a successful Knowledge (Flan) check (DC 15) reveals this old tradition. The tree is an oak with white bark. He remembers being blessed by a holy man that could fly and was very tall.

The tree can still remember the day it heard the men of Rao come to the small temple and ask Rao to hide and protect the temple and the tree until the danger from the Invasion had passed. Things changed at that point, he didn't feel the sun on his leaves, nor any wind or rain. The glowing stone provides sunshine for him and the stream provides all the water he needs. The ground has always been fertile as well. He hadn't seen any humanoids for a long time. Then, some time ago, a group of creatures came and attacked him and the temple. They were very angry when he started healing and became angrier when they could neither damage nor enter the temple. It was just a short while ago when those others that hurt him came and then the water went bad. He can't tell time very well so he is unsure when the first group attacked him and he has completely healed from it. A successful Search check (DC 15) reveals old marks, and a successful Wilderness Lore check (DC 20) establishes the age at less than a year (one bark's growth).

Talking with the grass reveals a group mind (all the grass is one mind "we").

"We live and die, we hurt, the water hurts us. WE have little memory, we were walked upon by several things and then started feeling the pain."

Investigating the water in the stream with an Alchemy check DC 10 will tell the character that the water is acidic (damage 1d6 per sip if one of the characters drinks the water). Wilderness Lore DC 10, to tell the water is tainted. No creatures live in the water.

When the characters go to investigate the temple read the following:

You also see many faces drawn on the cavern walls, however many of these are now defaced. Claws have attacked many of the carved and drawn faces. All the faces seemed to have been representations of Rao.

The temple and everything in it is made of gleaming white marble. They are each 6 Columns long by 8 columns wide. Each of the columns is 4 feet in diameter. The temple and all of the objects in it radiate bright light. There is no natural light apparent anywhere

A *detect magic* reveals that there are various magical schools represented here, including Abjuration, Alteration, and Evocation.

In the front of the temple there is a pool with water flowing out of a fountain. The water comes from a large vase being poured by an angelic figure. Statues of celestial figures stand in between the columns on the sides of the temple. A large finely carved marble face of Rao is positioned in the back of the temple. One of the statues is missing its head.

The head cannot be found, as it is missing. The entire temple is protected by a *forbiddance* spell. A successful Will save (DC 23) is required to pass through unknowingly. It was rumored this spell was cast by the High Acolyte of the Temple of Rao, but the only way the party would know is through a *divination* spell to Rao or a character that is unable to pass. Only a lawful good person, A Defender of Veluna, Mitrik Temple Guard, or Knight of Salvation is also able to pass through this *forbiddance*, even if they are not lawful good. These people have been 'blessed' by Rao. Also a character that speaks Rao's three tenets Peace Serenity and Reason can enter. They may have learned the three tenets by reading the Hall of Stories or from the Obelisk. Also a very small clue was made during the funeral.

The vase itself is a very small gate from the elemental plane of water and continuously allows water in. If the vase is broken or removed from the statue or temple, the magic is destroyed. Thus no character can get an ever-flowing vase of water from this adventure. A decanter of ever flowing acid has been hidden in the bubbling swirling water at the bottom of the vase and the characters must be right next to the vase to see it, as well as make a successful Spot check (DC 20). The spell *mage hand* cannot affect the decanter since it is magical and hidden from sight. Just placing a hand in the vase causes 2d6 points of acid damage, as if 2 vials were splashed on a person's skin.

Placing normal objects such as rope to snag the decanter causes them to be dissolved and damaged by the acid in one round. Normal metals are also destroyed in one round. A *rope of climbing* only has the same resistance as a normal silk rope and has no special protection against acid and that section would be destroyed, not the entire rope.

It takes a full round to grab and remove the decanter from its resting place at the bottom of the vase. Then, it takes a full round to move it to a safe place. Finally, it takes a full round to destroy it. So, a person grabbing it takes 2d6 on the first round, another 2d6 on the second round, and a final 2d6 on the third round.

Alternately, a person could do a charging attack with the flask on the second round to destroy it in an unsafe manner in a safe location. This will do 5d6 acid damage to the attacker, and requires a successful Fortitude saving throw (DC 13) to avoid taking 1 point of temporary Constitution damage. No second saving throw is necessary. This is a lessened effect from being completely submerged in acid.

The decanter cannot be sealed and can only be destroyed to prevent it from continuing to flow. The decanter has no hardness and is broken as easily as any glass object. Any hit with a weapon also breaks it, stopping the magical flow of acid, though causing no damage to the weapon used. If the character chooses to use a reach weapon there is splash damage of 1d6 that gets on the hand of the character that does the heroic act.

Any damage to the character means the acid has eaten into the hero's flesh, leaving behind an *arcane mark*, which is eventually identified as a *Mark of the Legendary Hero*. Magical protections from the acid also "protect" against gaining the mark, so a protected hero wouldn't get the benefit.

Also, if the party manages to find a way to pull the decanter from the vase without taking damage, the decanter still flows and probably sprays someone, most likely the person getting it out, they still take the damage and still get the scar. Only one character gets the *Mark of the Legendary Hero*, the first one damaged by the acid, even if it sprays everyone.

Remember the acid could damage the surrounding temple and any good aligned characters want to remove the decanter and take it to the cavern tunnels to be destroyed. The foundation cleanses itself of acid very quickly (within 1 minute) once the decanter is removed.

If the party examines the fountain they see the words 'Foundation of Life' in common. In Velondi (Decipher Script, DC 25) below it the words 'A gift of positive energy will returned.' A turn attempt is a channeling of positive energy, while a healing spell is a manifestation of magic and not pure energy. Each channeling grants the benefits of the best cure spell able to be cast to each person who drinks (once). The foundation glows with a slivery white while empowered by the channeling attempt. A turn attempt made while the decanter is still in the vase causes a blue-white flash as the power negates the acid in the pool for one round, however the magic is then spent and the acid continues to flow into the pool and harm the tree. The acid is also slowly beginning to eat at the vase and foundation and damages it severely if left in there.

Examining the statues reveals nothing special, except one is missing a head.

Examining the face of the statue, characters note that this is the largest face of Rao they have ever seen unless a character has been in the main temple of Rao at Mitrik. It is the face of a serene man with no hair, no eyebrows, or beard.

If a character wishes to stock up on the healing water of the creek and take it with them they discover that the healing power of the stream only works within this temple area. Once taken outside of this area it reverts to just plain drinking water that is refreshing but does not heal anyone.

There is another exit to this cavern it leads to *Encounter 9: The Doors*. The trip takes 1 hour (4 miles). If the evil party gets to the doors they try to break down the doors. Failing that, they wait one day, assuming the other half of their party catches up as well as allowing the

sorcerer to regain her spell power. The cavern is 20 feet wide by thirty feet high along its entire length.

ENCOUNTER 9: CATACOMBS – THE DOORS

This large semi-circular room has three doors. Above each door is a mantle with a single word in Common: Reason, Peace, and Serenity. The rest of the evil party is found here, as they have been trying to get past the doors for most of the time they have been here. The doors seem to have resisted their attacks. The fiends now turn their attention and frustration on the party.

If the fiends hear the party coming, then have them begin prepping spells. Isrellda casts *haste* if available at the APL, then *shield* on herself. Ben-Dor readies an *order's wrath* to cast on the party from this side of the opening.

This area is 50 feet wide and 100 feet deep. It is around 25 feet tall as well so if they choose to fly they can.

APL 4 (EL 8)

☛ **Isrellda:** Female half-fiend/half-human Sor5; hp 31; see Appendix I.

☛ **Lemures (4):** hp 10, 9, 9, 9; see *Monster Manual*.

APL 6 (EL 10)

☛ **Isrellda:** Female half-fiend/half-human Sor6; hp 37; see Appendix I.

☛ **Hamatula:** hp 49; see *Monster Manual*.

APL 8 (EL 12)

☛ **Isrellda:** Female half-fiend/half-human Sor6; hp 37; see Appendix I.

☛ **Ben-dor:** Male half-fiend/half-human Ftr8; hp 76; see Appendix I.

☛ **Hamatula:** hp 49; see *Monster Manual*.

APL 10 (EL 14)

☛ **Isrellda:** Female half-fiend/half-human Sor10; hp 61; see Appendix I.

☛ **Ben-dor:** Male half-fiend/half-human Ftr8; hp 76; see Appendix I.

☛ **Hamatula (3):** hp 49, 49, 49; see *Monster Manual*.

Once the characters have defeated the evil party they can continue on to investigating the doors.

The doors cannot be opened. They appear to have a tremendous hardness and even small marks and scratches disappear quickly as the stone heals itself. This stone door can only be opened by powerful magic. It regenerates 5 hps per round. If someone attempts to use minor magical spells such as a *knock* spell or *chime of opening* it remains closed, spells and charges wasted.

☛ **Regenerative Fate Gray Stone Doors:** 5 in. thick; hardness 8; hp 60; Break (DC 28).

Then the middle door speaks.

Rao has said the time of opening will occur. In one year's time one of the three of us will open. Only one with the scars of valor and sacrifice may touch the door and open it."

Development: As the party moves back through the cavern they are attacked by the grimlock slavers if they avoided them earlier. The grimlocks have heard the battle and assume that now is the right time to attack. If the grimlock party has been defeated then the characters find the entire way back to be free of any troubles.

CONCLUSION

Upon their return to The Main Corridor they find a group of Knights of Salvation getting ready to enter the tunnel, including Commandant Larson. The knights ask for an immediate report about any fiends the party may have seen or fought. The party is immediately taken to see Archbishop Rinen Falswop and Archbishop De'rin Siltwood. He asks them what they discovered.

After you tell the Knights of your story they escort you to the guard station as it appears a blockade has been set up around the 'Relics of Redemption.' As you are hurried along you see the remnants of the clash in the streets with the fiends. Fortunately you only see minimal damage and casualties. Numerous Priests of Rao and Heironeous tend the wounded guards.

With no time to react you are led into the nearest tent where sitting before you is none other than Archbishop De'rin Siltwood of Mitrik. Standing right next to him is the distinguished Archbishop Rinen Falswop.

If any characters have the Sacred Quest of Rao certificate or were at the Battle of Valkurl, Falswop recognizes them. If not, alter the text below accordingly, as Falswop speaks to the characters.

"It seems once again that I and Veluna are in your debt, but please tell me what you have found!"

Once the characters are finished telling the story continue with the following:

Once you have finished, Archbishop Siltwood stands and speaks; "I thank you very much for your initiative. You and the fiends appear to have found some lost treasures of Veluna. That temple was the first stone building ever built to honor Rao. The Obelisk of Peace was also created long ago. Both were built above ground in Mitrik but were hidden with great spells during the Keoish invasion, however the Canon that hid them was unable to find either once the occupation had ended, even divination spells and arcane spells have failed to reveal their location until now." He looks at each of you and realizes that you were underground while the battle up top waged on. "Oh yes, news of the battle...

The fiends attempted to seize the body of Archbishop Fallsworth, but they were (If you are running this at the premiere then you will be notified of the results. If so ignore the following. If you are running this anywhere else please continue the following) *successful in retrieving him.*

The following is dependent on whether they have a sacred quest of Rao certificate and/or were at the Storm Front Interactive for the battle of Valkurl.

Archbishop Falswop then strides toward you and clasps each of you on the shoulder nodding in approval. "The Church of Rao owes you a great debt, and you have our gratitude." If you are a caster of Divine or Arcane spells we can speak to the Colleges and ask for a boon from them."

"By the way, a couple of the grimlocks don't want to be sent back, they know of your parties combat abilities and wish to learn more to help defend their people."

"These are strange times in our country. We have known such stability in recent years that all these occurrences are troublesome." Archbishop Siltwood looks at each of you, "We may need your help in the months coming ahead so keep in good health and may each of you grow stronger in mind and body."

The characters may have some questions but the Archbishops are too busy to answer them and apologize for this. Also they just give each other a curious look if the characters mention Brother Zelt or Bishop Vadid but say nothing. Two Knights of Salvation escort the characters out of the tent and lead them away from the battle site

Thus ends "The catacombs of Mitrik," but the adventure is not yet over. The news of the temples discovery has been the subject of much discussion. Also certain people speak with the grimlocks. Returning them to their homes underground would be very difficult, as no one knows the way.

Rackhsha, a grimlock that is impressed with one of the character's skills, approaches that character and asks to become a student to learn. (Become a cohort) Then go back to his people when he has become skilled enough. Those characters without the leadership feat cannot take the grimlock on an adventure until he has taken the leadership feat and thus convinced Rackhsha he is a good battle leader and companion.

Rackhsha, a grimlock, approaches any character that has the leadership feat. If multiple characters do, then whoever has the highest Charisma modifier, and offer his assistance as a cohort to them. Give them the Adventure Cert that has this on there.

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 – 6

Encounter and defeat the first group of fiends and their minions.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 7: Cavern 4 – The Cavern of Mushrooms

Defeat the grimlocks and free the slaves.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 8: Cavern 5 – The Temple of Rao?

Discover and destroy the acid vase.

APL 4	90 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 9: Catacombs – The Doors

Defeat the second group of fiends and their minions.

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP

Total Possible Experience

APL 4	600 XP
APL 6	870 XP
APL 8	1110 XP
APL 10	1350 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 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 3 – 6

Encounter and defeat the first group of fiends and their minions and strip them of their gear.

APL 4: L: 179 gp; C: 20 gp; M: 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll of detect good (Value 4 gp per scroll per character).

APL 6: L: 179 gp; C: 20 gp; M: 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll of detect good (Value 4 gp per scroll per character); scroll of sound burst, scroll of remove paralysis, scroll of find traps, scroll of spiritual weapon, scroll of augury (Value 23 gp per scroll per character); scroll of speak with dead, scroll of speak with plants (Value 56 gp per scroll per character).

APL 8: L: 328 gp; C: 20 gp; M: 4 scrolls of cause fear, 2 scrolls of bane, 2 scrolls of bless, 4 scrolls of shield of faith, 4 scrolls of divine favor, 4 scrolls of protection from good, 4 scrolls of magic weapon, 2 scrolls of detect good (Value 4 gp per scroll per character); scroll of sound burst, scroll of remove paralysis, scroll of find traps, scroll of spiritual weapon, scroll of augury (Value 23 gp per scroll per character); scroll of speak with dead, scroll of speak with plants (Value 56 gp per scroll per character).

APL 10: L: 392 gp; C: 40 gp; M: 4 scrolls of cause fear, 2 scrolls of bane, 2 scrolls of bless, 4 scrolls of shield of faith, 4 scrolls of divine favor, 4 scrolls of protection from good, 4 scrolls of magic weapon, 2 scrolls of detect good (Value 4 gp per scroll per character); scroll of sound burst, 2 scrolls of remove paralysis, scroll of find traps, scroll of spiritual weapon, scroll of augury, 4 scrolls of cure moderate wounds (Value 23 gp per scroll per character); 2 scrolls of speak with dead, 2 scrolls of speak with plants, scroll of magic circle against good (Value 56 gp per scroll per character).

Encounter 7: Cavern 4 – The Cavern of Mushrooms

Defeat the grimlocks and strip them of their gear.

APL 4: L: 79 gp; C: 0 gp; M: 0

APL 6: L: 159 gp; C: 0 gp; M: 0

APL 8: L: 269 gp; C: 0 gp; M: 2 suits of +1 studded leather armor (Value 176 gp per suit per character).

APL 10: L: 269 gp; C: 0 gp; M: 2 suits of +1 studded leather armor (Value 176 gp per suit per character).

Encounter 9: Catacombs – The Doors

Defeat the second group of fiends and their minions and strip them of their gear.

APL 4: L: 30 gp; C: 0 gp; M: 0

APL 6: L: 30 gp; C: 0 gp; M: bracers or armor +1 (Value 150 gp per character).

APL 8: L: 193 gp; C: 0 gp; M: bracers or armor +1 (Value 150 gp per character).

APL 10: L: 47 gp; C: 0 gp; M: bracers or armor +1 (Value 150 gp per character) +1 longsword (Value 350 gp per character); +1 breastplate armor (Value 203 gp per character); +1 mighty composite longbow (Value 420 gp per character).

Total Possible Treasure

APL 4: 360 gp

APL 6: 817 gp

APL 8: 1647 gp

APL 10: 2841 gp

Influence

This is one influence point with the Church of Rao. Qualified arcane and divine spellcasters may immediately use the influence point to gain one of the extra benefits listed below. You are disqualified from this benefit if you:

- 1) Are a worshipper of Wee Jas or any other banned or disliked religion (Per the Veluna Meta-Org Sourcebook).
- 2) Have a current home region of either Ket or Keoland.
- 3) Was caught committing a crime (even minor crimes such as pickpockets) during the adventure
- 4) Was caught committing acts of cruelty, torture, or other evil acts during the adventure.

If you are disqualified from gaining the special benefits, you may use Veluna influence point to convince the College of your regret or innocence. You must spend one influence point per item that disqualifies you in order to gain the benefit. You may not use this influence point to counter a disqualification.

Benefits: (cross out benefits that your character does not gain)

- 1) If the tree was saved a solar appears in a dream to everybody and offers him or her great knowledge when they are ready. The solar grants knowledge to the character of one of the following feats: Alluring, Cooperative Spell, Eyes in the Back of your Head, Extra Favored Enemy, Extra Music, Favored Critical, Knockdown, Monkey Grip, Reach Spell, Resist Poison, Sacred Spell, Sculpt Spell, Shield Charge, Quicker than the Eye, Widen Spell. A feat gained in this way is not a bonus, but rather expands the list of feats a character can

take when he or she can select a feat. All the above feat descriptions can be found in one of the following books. *Sword and Fist*, *Defenders of the Faith*, *Tome and Blood*, *Song and Silence*, *Masters of the Wild*. You must pick the feat before leaving the table.

Feat: _____

2) The College of Arcane gives you one spell from the Veluna Meta-Org Sourcebook Version 2, so long as you are of significant spellcasting level to cast the spell you gain. The College of Arcane help ensures that there is no gp or TU cost to learn the spell.

Spell: _____

3) The College of Divine teaches lawful good, lawful neutral and neutral good clerics of suitable deities (excluding followers of Wee-Jas) the secrets of adding the sacred ability to armor from the *Defenders of the Faith* builder book.

Grimlock Companion

Rackhsha, a grimlock, comes up to any character that has the leadership feat if multiple characters do, then whoever has the highest Charisma modifier, and offer his assistance as a cohort to them.

Rackhsha: Male Grimlock Rgr6; CR 7; Medium-size monstrous humanoid; HD 2d8+6d10+24; hp 73; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +12/+7 melee (1d8+4/x3, battleaxe) and +11 melee (1d6+2/x3, handaxe); SA Blindsight; SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, favored enemy (orcs, drow); AL CG; SV Fort +8, Ref +7, Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 11, Cha 6.

Skills and Feats: Animal Empathy +3, Climb +9, Handle Animal +3, Heal +1, Hide +7 (+17 in mountains or underground), Jump +4, Listen +7, Move Silently +10, Search +5, Spot +4, Wilderness Lore +5; Combat Reflexes, Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, studded leather armor.

Mark of the Legendary Hero

The hero named above has been marked as one of the current generation's Legendary Heroes. Bards will sing of the hero's exploits for centuries after his death. Certain supernatural creatures, and knowledgeable mortals (Knowledge: Arcane or Bardic Lore DC 45) also recognize the Mark's significance if it is shown to them.

If a single character has two Marks of the Legendary Hero he receives the following special benefit: The Knowledge: Arcane and Bardic Lore DC is reduced to 35. Further, the hero is instantly recognized as a clear and present danger to any evil outsider with a Wisdom score 20+ or who can recognize the mark, and is considered as the most immediate threat in any given situation.

APPENDIX I: NPCS

ENCOUNTER 3: THE HALLWAY OF STORIES

OR

ENCOUNTER 4: CAVERN 1 – THE STREAM CAVERN

OR

ENCOUNTER 5: CAVERN 2 – THE GREAT SKELETON

OR

ENCOUNTER 6: CAVERN 3 – CAVERN OF PEACE

APL 4 (EL 5)

➤ **Kamador:** Male half-fiend/half-human Ftr1; CR 3; Medium-size outsider; HD 1d10+3; hp 13; Init +3; Spd 20 ft.; AC 21 (touch 13, flat-footed 18); Atk +7 melee (1d10+4/19-20, bastard sword) or +6 melee (1d6+4/19-20, short sword) or +5 melee (1d6+4, bite) and +3 (1d4+2, 2 claws); SA *Darkness* 3/day; SQ *Darkvision* 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +5, Ref +3, Will +1; Str 19, Dex 17, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +3, Jump +3, Listen +3, Spot +3, Tumble +0; Exotic Weapon Proficiency (bastard sword), Multi-Attack, Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, masterwork short sword, masterwork breastplate armor, masterwork large steel shield, 100 gp.

Description: Black breastplate armor and black shield with no symbol, the man has a reddish complexion and small wings that are noticeable, but useless for flying. He fights with his bastard sword unless disarmed then he fights with bite and claw attacks. He fights with bite and claw against monks and other hand-to-hand combatants.

Tactics

He casts darkness and tries to hide in the sphere of darkness and then charges out and attacks the nearest recognizable cleric or paladin of Rao or Heironeous, then attacking whatever character has damaged him the most in the party. He leaves downed foes preferring to drop all foes first. Foes he drops are to be kept alive as prisoners, if they are alive at the end of the fight.

➤ **Brazcatch:** Male Human Clr3 (Vecna); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +4, Spd 15 ft.; AC 19 (touch 10, flat-footed 19); Atk +2 melee (1d6, quarterstaff) or +2 melee (1d4/19-20, dagger); SA Spells, rebuke undead; AL NE; SV Fort +5, Ref +1, Will +5; Str 10, Dex 10, Con 14, Int 13, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Diplomacy +3, Knowledge (arcana) +6, Knowledge (religion) +6,

Spellcraft +7; Combat Casting, Improved Initiative, Scribe Scroll.

Possessions: quarterstaff, dagger, half-plate armor, large steel shield, 2 scrolls of *cause fear*, scroll of *bane*, scroll of *bless*, 2 scrolls of *shield of faith*, 2 scrolls of *divine favor*, 2 scrolls of *protection from good*, 2 scrolls of *magic weapon*, scroll of *detect good*.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – ~~detect magic~~ (2), ~~read magic~~ (2); 1st – *bane*, ~~comprehend languages~~, ~~detect secret doors~~*, *protection from good*; 2nd – *detect thoughts**, *hold person*, *silence*.

*Domain Spells. Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Tactics

Casts the following spells from scrolls during Prep Rounds if given the opportunity by the party, if they delay attacking to prepare.

1 st Round:	Bless
2 nd Round:	Shield of Faith (Himself)
3 rd Round:	Divine Favor
4 th Round:	Protection from Good (Kamador)
5 th Round:	Magic Weapon (Kamador, then himself)

Brazcatch uses his *cause fear* on the toughest fighter and then *command* on rogues or wizards to 'die.' Lastly he casts *divine favor* on himself, if he has not done so, and enters combat if he has to.

APL 6 (EL 7)

➤ **Kamador:** Male half-fiend/half-human Ftr3; CR 5; Medium-size outsider; HD 3d10+9; hp 31; Init +3; Spd 20 ft.; AC 22 (touch 13, flat-footed 19); Atk +9 melee (1d10+4/19-20, bastard sword) or +8 melee (1d6+4/19-20, short sword) or +7 melee (1d6+4, bite) and +5 (1d4+2, 2 claws); SA *Darkness* 3/day, *desecrate* 1/day; SQ *Darkvision* 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +6, Ref +4, Will +4; Str 19, Dex 17, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +5, Jump +5, Listen +4, Spot +4, Tumble +1; Exotic Weapon Proficiency (bastard sword), Iron Will, Multi-Attack, Power Attack, Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, masterwork short sword, masterwork breastplate armor, masterwork large steel shield, 100 gp.

Description: Black breastplate armor and black shield with no symbol, the man has a reddish complexion and

small wings that are noticeable, but useless for flying. He fights with his bastard sword unless disarmed then he fights with bite and claw attacks. He fights with bite and claw against monks and other hand-to-hand combatants.

Tactics

He casts darkness and tries to hide in the sphere of darkness and then charges out and attacks the nearest recognizable cleric or paladin of Rao or Heironeous, then attacking whatever character has damaged him the most in the party. He leaves downed foes preferring to drop all foes first. Foes he drops are to be kept alive as prisoners, if they are alive at the end of the fight.

Brazcatch: Male Human Clr5 (Vecna); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38, Init +4, Spd 15 ft.; AC 19 (touch 10, flat-footed 19); Atk +3 melee (1d6, quarterstaff) or +3 melee (1d4/19-20, dagger); SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (arcana) +7, Knowledge (religion) +7, Spellcraft +9; Combat Casting, Improved Initiative, Scribe Scroll.

Possessions: quarterstaff, dagger, half-plate armor, large steel shield, 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll of detect good, scroll of sound burst, scroll of remove paralysis, scroll of find traps, scroll of spiritual weapon, scroll of augury, scroll of speak with dead, scroll of speak with plants.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – ~~detect magic~~ (3), ~~read magic~~ (2); 1st – bane, ~~comprehend languages~~, ~~detect secret doors~~*, protection from good, shield of faith; 2nd – augury, detect thoughts*, hold person, silence; 3rd – dispel magic, clairsentience/clairvoyance*, protection from elements.

*Domain Spells. Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Tactics

Casts the following spells from scrolls during Prep Rounds if given the opportunity by the party, if they delay attacking to prepare.

1 st Round:	Bless
2 nd Round:	Shield of Faith (Himself)
3 rd Round:	Divine Favor
4 th Round:	Protection from Good (Kamador)
5 th Round:	Magic Weapon (Kamador, then himself)

Brazcatch uses his *scroll of sound burst* on the group, and then casts *cause fear* on the toughest fighter and then *command* on rogues or wizards to 'die.' Lastly he casts *divine favor* on himself, if he has not done so, and enters combat if he has to.

APL 8 (EL 9)

➤**Kamador:** Male half-fiend/half-human Ftr5; CR 7; Medium-size outsider; HD 5d10+15; hp 49; Init +4; Spd 20 ft., fly 20 ft. (average); AC 20 (touch 13, flat-footed 17); Atk +11 melee (1d10+4/19-20, bastard sword) or +10 melee (1d6+4/19-20, short sword) or +9 melee (1d6+4, bite) and +7 (1d4+2, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +7, Ref +5, Will +4; Str 19, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +7, Jump +7, Listen +5, Spot +5, Tumble +2; Cleave, Exotic Weapon Proficiency (bastard sword), Iron Will, Multi-Attack, Power Attack, Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, masterwork short sword, masterwork breastplate armor, masterwork large steel shield, 100 gp.

Description: Black breastplate armor and black shield with no symbol, the man has a reddish complexion and large wings.

Tactics

First he casts darkness and remains behind the sphere of darkness, flying. He then casts *unholy blight* on a group that moves through the darkness and then charges to attack the nearest recognizable cleric or paladin of Rao or Heironeous. Otherwise he attacks whatever character has damaged him the most in the party. He fight with his bastard sword unless disarmed then he uses his short sword. He leaves downed foes preferring to drop all foes first. He bites while fighting with a sword. Foes dropped are kept alive as prisoners, if they are alive at the end of the fight. If grappled he drops his weapons and uses a claw/claw/bite routine on his foes.

➤**Brazcatch:** Male Human Clr5 (Vecna); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38, Init +4, Spd 15 ft.; AC 19 (touch 10, flat-footed 19); Atk +3 melee (1d6, quarterstaff) or +3 melee (1d4/19-20, dagger); SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +1, Will +7; Str 10, Dex 10, Con 14, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (arcana) +7, Knowledge (religion) +7, Spellcraft +9; Combat Casting, Improved Initiative, Scribe Scroll.

Possessions: quarterstaff, dagger, half-plate armor, large steel shield, 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll

of detect good, scroll of sound burst, scroll of remove paralysis, scroll of find traps, scroll of spiritual weapon, scroll of augury, scroll of speak with dead, scroll of speak with plants.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – ~~detect magic (3)~~, ~~read magic (2)~~; 1st – bane, ~~comprehend languages~~, ~~detect secret doors*~~; protection from good, shield of faith; 2nd – augury, detect thoughts*, hold person, silence; 3rd – dispel magic, clairaudience/clairvoyance*, protection from elements.

*Domain Spells. Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Tactics

Casts the following spells from scrolls during Prep Rounds if given the opportunity by the party, if they delay attacking to prepare.

1st Round: Bless
2nd Round: Shield of Faith (Himself)
3rd Round: Divine Favor
4th Round: Protection from Good (Kamador)
5th Round: Magic Weapon (Kamador, then himself)

Brazcatch uses his scroll of sound burst on the group, and then casts cause fear on the toughest fighter and then command on rogues or wizards to 'die.' Lastly he casts divine favor on himself, if he has not done so, and enters combat if he has to.

➤**Dwezonabula**: Male Human Clr5 (Vecna); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38, Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +5 melee (1d6+1, quarterstaff) or +4 melee (1d4+1/19-20, dagger); SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +1, Will +7; Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (arcana) +7, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Scribe Scroll, Weapon Focus (quarterstaff).

Possessions: quarterstaff, dagger, full plate armor, 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll of detect good.

Spells Prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – ~~detect magic (2)~~, ~~read magic (2)~~; resistance; 1st – bane, cause fear, command; ~~comprehend languages~~, ~~detect secret doors*~~; 2nd – augury, bull's strength, hold person, identify*; 3rd – bestow curse, dispel magic*, summon monster III.

*Domain Spells. Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Magic (Use scrolls, wands, and other devices

with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Tactics

Casts the following spells from scrolls during Prep Rounds if given the opportunity by the party, if they delay attacking to prepare.

1st Round: Shield of Faith (Himself)
2nd Round: Protection from Good (Kamador)
3rd Round: Protection from Good (Himself)
4th Round: Divine Favor (Himself)
5th Round: Magic Weapon (His Q-Staff)

In combat Dwezonabula casts bane on the party, cause fear on the toughest looking fighter, and command "Die" on rogues.

APL 10 (EL 11)

➤**Kamador**: Male half-fiend/half-human Ftr7; CR 9; Medium-size outsider; HD 7d10+21; hp 67; Init +4; Spd 20 ft., fly 20 ft. (average); AC 21 (touch 13, flat-footed 18); Atk +13/+8 melee (1d10+6/19-20, bastard sword) or +12/+7 melee (1d6+4/19-20, short sword) or +11 melee (1d6+4, bite) and +9 (1d4+2, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, poison 3/day; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +8, Ref +6, Will +5; Str 19, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +9, Jump +9, Listen +6, Spot +6, Tumble +3; Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Iron Will, Multi-Attack, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: masterwork bastard sword, masterwork short sword, masterwork breastplate armor, masterwork large steel shield, 100 gp.

Description: Black breastplate armor and black shield with no symbol, the man has a reddish complexion, a bestial face and large wings.

Tactics

First he casts darkness and remains behind the sphere of darkness, flying. He then casts unholy blight on a group that moves through the darkness and then charges to attack the nearest recognizable cleric or paladin of Rao or Heironeous. Otherwise he attacks whatever character has damaged him the most in the party. He fights with his bastard sword unless disarmed then he uses his short sword. He leaves downed foes preferring to drop all foes first. He casts poison and delivers the spell with a bite while fighting with a sword. Foes dropped are kept alive as prisoners, if they are alive at the end of the fight. If grappled he drops his weapons and uses a claw/claw/bite routine on his foes.

➤ **Brazcatch:** Male Human Clr8 (Vecna); CR 8; Medium-size humanoid (human); HD 8d8+16; hp 59, Init +4, Spd 15 ft.; AC 19 (touch 10, flat-footed 19); Atk +6/+1 melee (1d6, quarterstaff) or +6/+1 melee (1d4/19-20, dagger); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +2, Will +9; Str 10, Dex 10, Con 14, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Diplomacy +7, Knowledge (arcana) +10, Knowledge (religion) +11, Spellcraft +13; Combat Casting, Craft Wondrous Item, Improved Initiative, Scribe Scroll.

Possessions: quarterstaff, dagger, light crossbow, 10 bolts, masterwork half-plate armor, large steel shield, 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll of detect good, scroll of sound burst, scroll of remove paralysis, scroll of find traps, scroll of spiritual weapon, scroll of augury, scroll of speak with dead, scroll of speak with plants, 2 scrolls of cure moderate wounds, 100 gp.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – ~~detect magic (3)~~, ~~read magic (3)~~; 1st – bane, ~~comprehend languages~~, cure light wounds, ~~detect secret doors*~~, protection from good, shield of faith; 2nd – augury, bull's strength, detect thoughts*, hold person, silence; 3rd – bestow curse, dispel magic, clairaudience/clairvoyance*, protection from elements, summon monster III; 4th – divine power, divination*, freedom of movement.

*Domain Spells. Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Tactics

Casts the following spells from scrolls during Prep Rounds if given the opportunity by the party, if they delay attacking to prepare.

1 st Round:	Freedom of Movement
2 nd Round:	Bull's Strength (Kamador)
3 rd Round:	Summon Monster III
4 th Round:	Divine Favor
5 th Round:	Divine Power

Brazcatch uses *dispel magic* and then a *scroll of sound burst* on the group when combat begins (then *freedom of movement*, *summon monster III*, and so on, if not cast previously). Then *cause fear* on the toughest looking fighter, followed by *bane* and *spiritual weapon* to aid the fighter and finally *command* on rogues or wizards to die. Lastly he casts *shield of faith* on himself and enters combat if he has to.

➤ **Dwezonabula:** Male Human Clr6 (Vecna); CR 6; Medium-size humanoid (human); HD 6d8+12; hp 45, Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +7 melee (1d6+1, quarterstaff) or +5 melee (1d4+1/19-20, dagger); SA Spells, rebuke undead; AL NE; SV Fort +7, Ref +2, Will +8; Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Diplomacy +5, Knowledge (arcana) +8, Knowledge (religion) +9, Spellcraft +9; Combat Casting, Combat Reflexes, Scribe Scroll, Weapon Focus (quarterstaff).

Possessions: masterwork quarterstaff, dagger, masterwork full plate armor, 2 scrolls of cause fear, scroll of bane, scroll of bless, 2 scrolls of shield of faith, 2 scrolls of divine favor, 2 scrolls of protection from good, 2 scrolls of magic weapon, scroll of detect good, scroll of magic circle against good, scroll of remove paralysis, 2 scrolls of cure moderate wounds, scroll of speak with dead, scroll of speak with plants.

Spells Prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – ~~detect magic (2)~~, ~~read magic (2)~~, resistance; 1st – bane, cause fear, command; ~~comprehend languages~~, ~~detect secret doors*~~; 2nd – augury, bull's strength, ~~endurance~~, hold person, identify*; 3rd – bestow curse, blindness/deafness, dispel magic*, summon monster III.

*Domain Spells. Domains: Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Tactics

Casts the following spells from scrolls during Prep Rounds if given the opportunity by the party, if they delay attacking to prepare.

1 st Round:	Bless
2 nd Round:	Shield of Faith (Himself)
3 rd Round:	Divine Favor (Himself)
4 th Round:	Magic Circle against Good (Scroll, cast on Kamador)
5 th Round:	Summon Monster III

In combat Dwezonabula casts *hold person* on the toughest looking fighter, and *dispel magic*, *bane*, and *bestow curse* on anyone that attacks him.

ENCOUNTER 7: CAVERN OF MUSHROOMS

APL 4 (EL 4)

➤ **Grimwood:** Male grimlock Rgr1; CR 2; Medium-size monstrous humanoid; HD 2d8+1d10+9; hp 28; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+4/x3, battleaxe) and +6 melee (1d6+2/x3, handaxe) or +9 melee (1d8+4/x3, battleaxe); SA Blindsight; SQ Immune to gaze attacks, visual effects,

illusions, and other attack forms that rely on sight, scent, favored enemy (gnomes); AL NE; SV Fort +5, Ref +5, Will +3; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +9, Hide +7 (+17 in mountains or underground), Jump +4, Listen +5, Move Silently +4, Search +5, Spot +2, Wilderness Lore +2; Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, masterwork studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Grimwood carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

APL 6 (EL 6)

➤ **Grimwood:** Male grimlock Rgr4; CR 5; Medium-size monstrous humanoid; HD 2d8+4d10+18; hp 55; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +10/+5 melee (1d8+4/x3, battleaxe) and +9 melee (1d6+2/x3, handaxe) or +12/+7 melee (1d8+4/x3, battleaxe); SA Blindsight; SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, favored enemy (gnomes); AL NE; SV Fort +7, Ref +6, Will +4; Str 18, Dex 14, Con 16, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +9, Hide +7 (+17 in mountains or underground), Jump +4, Listen +5, Move Silently +10, Search +5, Spot +2, Wilderness Lore +8; Combat Reflexes, Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, masterwork studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Grimwood carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

➤ **Gaffladdle:** Male grimlock Rgr1; CR 2; Medium-size monstrous humanoid; HD 2d8+1d10+9; hp 28; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+4/x3, battleaxe) and +6 melee (1d6+2/x3, handaxe) or +9 melee (1d8+4/x3, battleaxe); SA Blindsight; SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, favored enemy (gnomes); AL NE; SV Fort +5, Ref +5, Will +3; Str 19, Dex 14, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +9, Hide +7 (+17 in mountains or underground), Jump +4, Listen +5, Move Silently +4, Search +5, Spot +2, Wilderness Lore +2; Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, masterwork studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Gaffladdle carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

APL 8 (EL 8)

➤ **Grimwood:** Male grimlock Rgr5; CR 6; Medium-size monstrous humanoid; HD 2d8+5d10+21; hp 64; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +11/+6 melee (1d8+4/x3, battleaxe) and +10 melee (1d6+2/x3, handaxe) or +13/+8 melee (1d8+4/x3, battleaxe); SA Blindsight; SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, favored enemy (gnomes, dwarves); AL NE; SV Fort +7, Ref +6, Will +4; Str 18, Dex 14, Con 16, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +9, Hide +7 (+17 in mountains or underground), Jump +4, Listen +5, Move Silently +12, Search +5, Spot +2, Wilderness Lore +10; Combat Reflexes, Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, +1 studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Grimwood carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

➤ **Gaffladdle:** Male grimlock Rgr1/Bbn3; CR 5; Medium-size monstrous humanoid; HD 2d8+1d10+3d12+18; hp 58; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18); Atk +11/+6 melee (1d8+5/x3, battleaxe) and +10 melee (1d6+2/x3, handaxe) or +13/+8 melee (1d8+6/x3, battleaxe); SA Blindsight, rage (1/day); SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, favored enemy (gnomes), fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +6, Will +4; Str 20, Dex 14, Con 16, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +12, Hide +7 (+17 in mountains or underground), Jump +5, Listen +5, Move Silently +4, Search +5, Spot +2, Swim +3, Wilderness Lore +8; Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, +1 studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Gaffladdle carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

➤ **Grimshew and Grmlon:** Male and Female grimlock Bbn1; CR 2; Medium-size monstrous humanoid; HD 2d8+1d12+9; hp 29; Init +2; Spd 40 ft.; AC 19 (touch 12, flat-footed 17); Atk +9 melee (1d8+4/x3 battleaxe) or +8

melee (1d6+4/x3, handaxe); SA Blindsight, rage (1/day); SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, fast movement; AL NE; SV Fort +5, Ref +5, Will +2; Str 19, Dex 14, Con 16, Int 10, Wis 9, Cha 6.

Skills and Feats: Climb +7, Hide +7 (+17 in mountains or underground), Listen +6, Search +5, Spot +3, Swim +7, Wilderness Lore +1; Alertness, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, masterwork studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. They both carry a battleaxe and a hand axe, though they normally fight with the battleaxe held two-handed, and they wear studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

APL 10 (EL 10)

➤ **Grimwood:** Male grimlock Rgr7; CR 8; Medium-size monstrous humanoid; HD 2d8+7d10+27; hp 82; Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18); Atk +13/+8 melee (1d8+4/x3, battleaxe) and +12 melee (1d6+2/x3, handaxe) or +15/+10 melee (1d8+4/x3, battleaxe); SA Blindsight; SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, favored enemy (gnomes, dwarves); AL NE; SV Fort +8, Ref +7, Will +5; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +12, Hide +8 (+18 in mountains or underground), Jump +4, Listen +5, Move Silently +14, Search +5, Spot +2, Wilderness Lore +12; Combat Reflexes, Dodge, Mobility, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, +1 studded leather armor.

Spells Prepared (2; base DC = 11 + spell level): 1st – pass without trace, resist elements.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Grimwood carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

If he has prep rounds

- 1) Will cast Resist Elements: Fire
- 2) Will move silently and then hide close to the entrance of the mushroom cave and try to listen to the characters.

➤ **Gaffladdle:** Male grimlock Rgr1/Bbn5; CR 7; Medium-size monstrous humanoid; HD 2d8+1d10+5d12+24; hp 78; Init +2; Spd 40 ft.; AC 20 (touch 12, flat-footed 18); Atk +13/+8 melee (1d8+5/x3, battleaxe) and +12 melee (1d6+2/x3, handaxe) or +15/+10 melee (1d8+5/x3, battleaxe); SA Blindsight, rage (2/day); SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight,

scent, favored enemy (gnomes), fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +9, Ref +6, Will +4; Str 20, Dex 14, Con 16, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +14, Hide +7 (+17 in mountains or underground), Jump +7, Listen +7, Move Silently +4, Search +5, Spot +2, Swim +3, Wilderness Lore +10; Dodge, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, +1 studded leather armor.

Description: Muscular humanoid with thick gray scaly skin and no eyes. Gaffladdle carries a battleaxe and a handaxe, and wears studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

➤ **Grimshew and Grimlon:** Male and Female grimlock Bbn2; CR 3; Medium-size monstrous humanoid; HD 2d8+2d12+12; hp 39; Init +2; Spd 40 ft.; AC 19 (touch 12, flat-footed 17); Atk +11 melee (1d8+5/x3 battleaxe) or +10 melee (1d6+5/x3, handaxe); SA Blindsight, rage (1/day); SQ Immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +5, Will +2; Str 20, Dex 14, Con 16, Int 10, Wis 9, Cha 6.

Skills and Feats: Climb +9, Hide +7 (+17 in mountains or underground), Listen +8, Search +5, Spot +3, Swim +7, Wilderness Lore +5; Alertness, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, masterwork handaxe, masterwork studded leather armor.

Description: Muscular humanoids with thick gray scaly skin and no eyes. They both carry a battleaxe and a hand axe, though they normally fight with the battleaxe held two-handed, and they wear studded leather armor. The grimlocks do not follow the characters if they leave the mushroom cavern.

ENCOUNTER 9: CATACOMBS – THE DOORS

APL 4 (EL 8)

➤ **Iselda:** Female half-fiend/half-human Sor5; CR 7; Medium-size outsider; HD 5d4+15; hp 31; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 ranged (1d8+2/x3, shortspear) or +4 melee (1d6+2, bite) and +2 melee (1d4+1, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, spells; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +4, Ref +4, Will +4; Str 14, Dex 16, Con 16, Int 15, Wis 10, Cha 17.

Skills and Feats: Alchemy +4, Appraise +3, Concentration +11, Gather Information +4, Knowledge (arcana) +10, Knowledge (religion) +3, Scry +6, Search +3, Spellcraft +10, Tumble +4; Combat Casting, Multi-Attack, Point Blank Shot.

Possessions: masterwork shortspear

Spells Known (6/7/5; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, mage hand, read magic; 1st – magic missile, protection from good, ray of enfeeblement, shield; 2nd – blur, Melf's acid arrow.

Description: A beautiful woman with reddish skin, horns, tail, and small wings (too small to fly).

Tactics

She casts *Melf's acid arrow* at spellcasters and then casts *ray of enfeeblement* at any enemy in melee.

APL 6 (EL 10)

☛ **Isrelda:** Female half-fiend/half-human Sor6; CR 8; Medium-size outsider; HD 6d4+18; hp 37; Init +3; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Atk +7 ranged (1d8+2/x3, shortspear) or +5 melee (1d6+2, bite) and +3 melee (1d4+1, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, spells; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +5, Ref +5, Will +5; Str 14, Dex 16, Con 16, Int 15, Wis 10, Cha 17.

Skills and Feats: Alchemy +5, Appraise +3, Concentration +12, Gather Information +4, Knowledge (arcana) +11, Knowledge (religion) +3, Scry +8, Search +3, Spellcraft +10, Tumble +4; Combat Casting, Multi-Attack, Point Blank Shot, Precise Shot.

Possessions: masterwork shortspear, bracers of armor +1

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, light, mage hand, read magic; 1st – magic missile, protection from good, ray of enfeeblement, shield; 2nd – blur, Melf's acid arrow; 3rd – haste.

Description: A beautiful woman with reddish skin, horns, tail, and small wings (too small to fly).

Tactics

She casts *Melf's acid arrow* at spellcasters and then casts *ray of enfeeblement* at any enemy in melee.

APL 8 (EL 12)

☛ **Isrelda:** Female half-fiend/half-human Sor6; CR 8; Medium-size outsider; HD 6d4+18; hp 37; Init +3; Spd 30 ft., fly 30 ft. (average); AC 14 (touch 13, flat-footed 11); Atk +7 ranged (1d8+2/x3, shortspear) or +5 melee (1d6+2, bite) and +3 melee (1d4+1, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, spells; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +5, Ref +5, Will +5; Str 14, Dex 16, Con 16, Int 15, Wis 10, Cha 17.

Skills and Feats: Alchemy +5, Appraise +3, Concentration +12, Gather Information +4, Knowledge (arcana) +11, Knowledge (religion) +3, Scry +8, Search +3, Spellcraft +10, Tumble +4; Combat Casting, Multi-Attack, Point Blank Shot, Precise Shot.

Possessions: masterwork shortspear, bracers of armor +1

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, light, mage hand, read magic; 1st – magic missile, protection from good, ray of enfeeblement, shield; 2nd – blur, Melf's acid arrow; 3rd – haste.

Description: A beautiful woman with reddish skin, horns, tail, and wings.

Tactics

If she hasn't been alerted to the characters she begins to fly to avoid fighters then casts *haste* and *shield* on herself. Next round she casts *haste* on Ben-dor and casts *Melf's acid arrow* at a spellcaster. He then alternates between *Melf's acid arrows* on spellcasters and *ray of enfeeblement* at any enemy that is in melee. She may cast *haste* on the Hamatula as well. Isrelda flees if she feels weak, less than 1/2 her hit points.

☛ **Ben-dor:** Male half-fiend/half-human Ftr8; CR 10; Medium-size outsider; HD 8d10+24; hp 76; Init +4; Spd 20 ft., fly 20 ft. (average); AC 22 (touch 13, flat-footed 19); Atk +15/+10 melee (1d8+7/17-20, longsword) or +13/+8 ranged (1d8+4/x3, mighty composite longbow) or +13 melee (1d6+5, bite) and +11 melee (1d4+2, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, poison 3/day; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +9, Ref +6, Will +3; Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +10, Jump +10, Knowledge (religion) +4, Listen +5, Spot +5, Swim +3, Tumble +6; Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (longsword), Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, masterwork mighty composite longbow (+4), masterwork breastplate armor, masterwork large steel shield, 20 arrows.

APL 10 (EL 15)

☛ **Isrelda:** Female half-fiend/half-human Sor10; CR 12; Medium-size outsider; HD 10d4+30; hp 61; Init +3; Spd 30 ft., fly 30 ft. (average); AC 14 (touch 13, flat-footed 11); Atk +9 ranged (1d8+2/x3, shortspear) or +7 melee (1d6+2, bite) and +5 melee (1d4+1, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, poison 3/day, contagion 1/day, spells; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 16, Con 16, Int 15, Wis 10, Cha 18.

Skills and Feats: Alchemy +7, Appraise +4, Concentration +16, Gather Information +6, Knowledge (arcana) +12, Knowledge (religion) +3, Scry +10, Search +3, Spellcraft +13, Tumble +6; Combat Casting, Multi-Attack, Point Blank Shot, Precise Shot, Spell Focus (Evocation).

Possessions: masterwork shortspear, bracers of armor

+1

Spells Known (6/7/7/7/6/3; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – dancing lights, daze, detect magic, ghost sound, light, mage hand, ray of frost, read magic, resistance; 1st – charm person, magic missile, protection from good, ray of enfeeblement, shield; 2nd – blur, ghoul touch, Melf's acid arrow, web; 3rd – fireball, haste, slow; 4th – Evard's black tentacles, improved invisibility; 5th – cone of cold.

Description: A beautiful woman with reddish skin, horns, tail, and wings.

Tactics

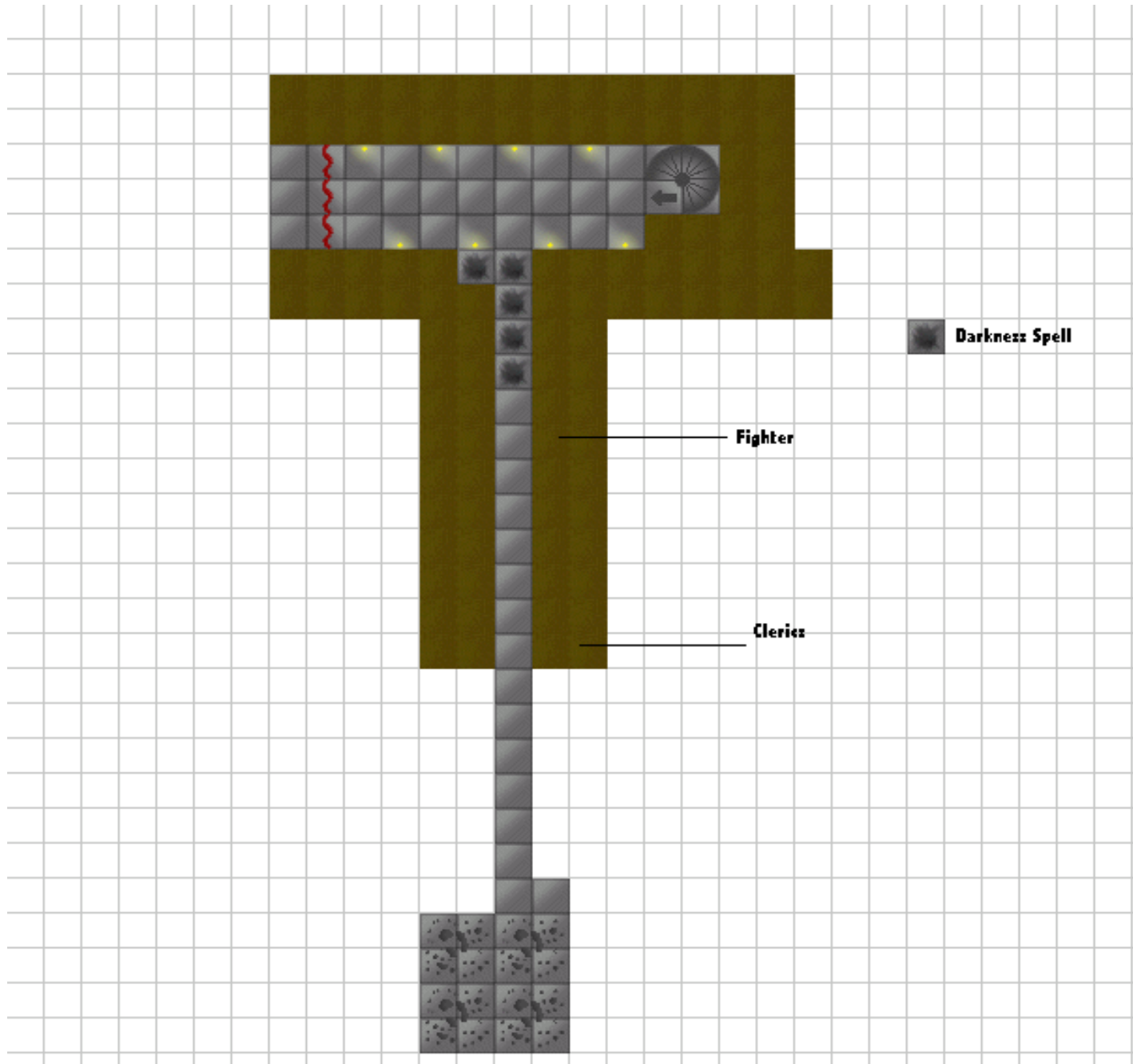
If she hasn't been alerted to the characters she begins to fly to avoid fighters then casts haste and improved invisibility. Next round she casts Evard's black tentacles at the party and haste on Ben-dor. On the third round she casts a cone of cold and shield. Every round thereafter, she casts a Melf's acid arrow at a spellcaster or ray of enfeeblement at any enemy that is in melee. She casts fireball every round if given the chance, i.e. there is a group of 2 or more character standing together. She casts fireball with herself or Ben-dor at ground zero if enemies surround either of them. She casts ghoul touch on rogues or other weaklings that attempt to melee her. She won't haste the hamatula, preferring to cast fireballs and magic missiles. Iselda flees if she feels weak, less than 1/4 her hit points.

☛ **Ben-dor:** Male half-fiend/half-human Ftr8; CR 10; Medium-size outsider; HD 8d10+24; hp 76; Init +4; Spd 20 ft., fly 20 ft. (average); AC 21 (touch 13, flat-footed 18); Atk +15/+10 melee (1d8+8/17-20, longsword) or +13/+8 ranged (1d8+5/x3, mighty composite longbow) or +13 melee (1d6+5, bite) and +11 melee (1d4+2, 2 claws); SA Darkness 3/day, desecrate 1/day, unholy blight 1/day, poison 3/day; SQ Darkvision 60 ft., immune to poison; acid, cold, electricity, and fire resistance 20; AL NE; SV Fort +9, Ref +6, Will +3; Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

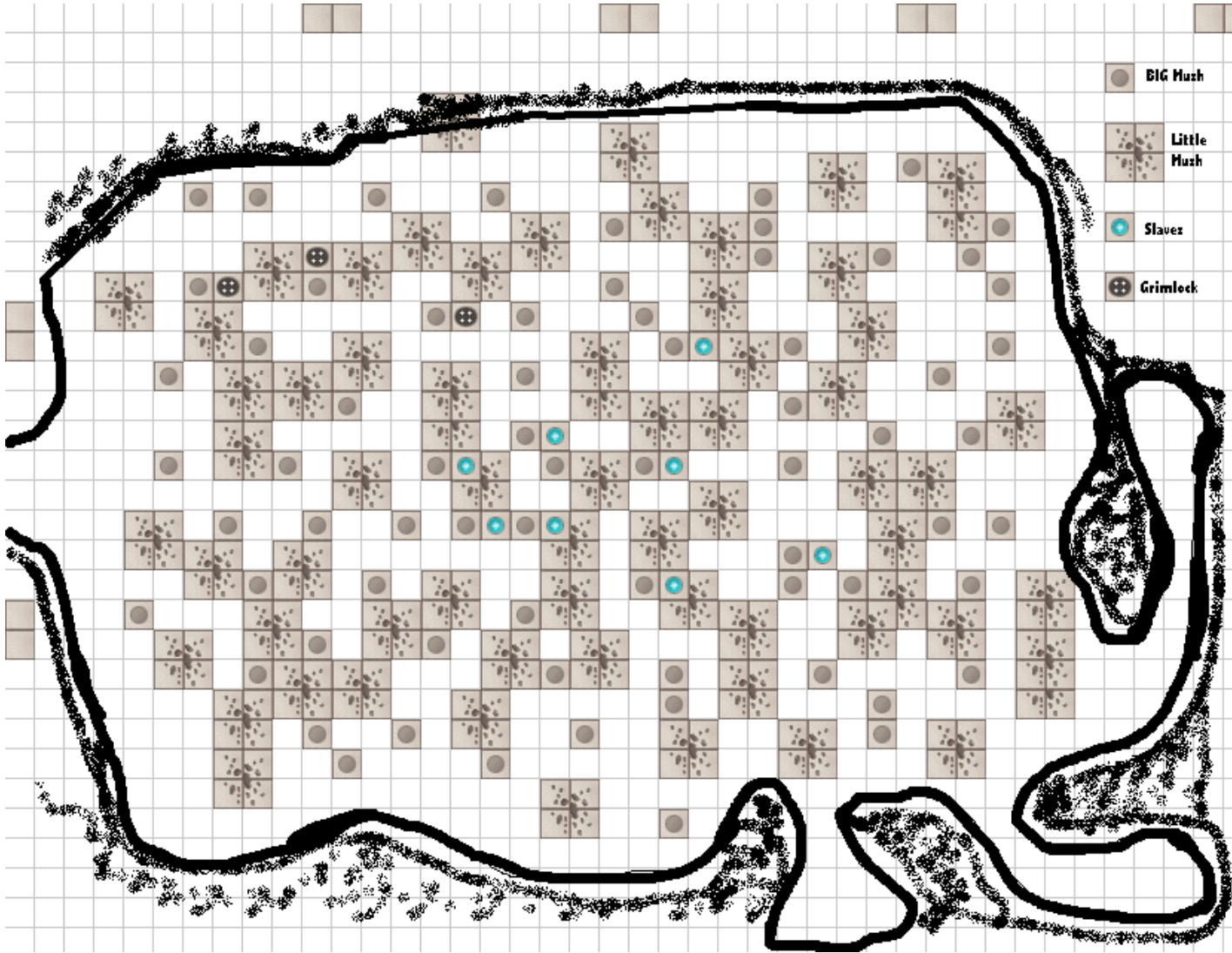
Skills and Feats: Climb +10, Jump +10, Knowledge (religion) +4, Listen +5, Spot +5, Swim +3, Tumble +6; Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (longsword), Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, +1 mighty composite longbow (+4), +1 breastplate armor, masterwork large steel shield, 20 arrows.

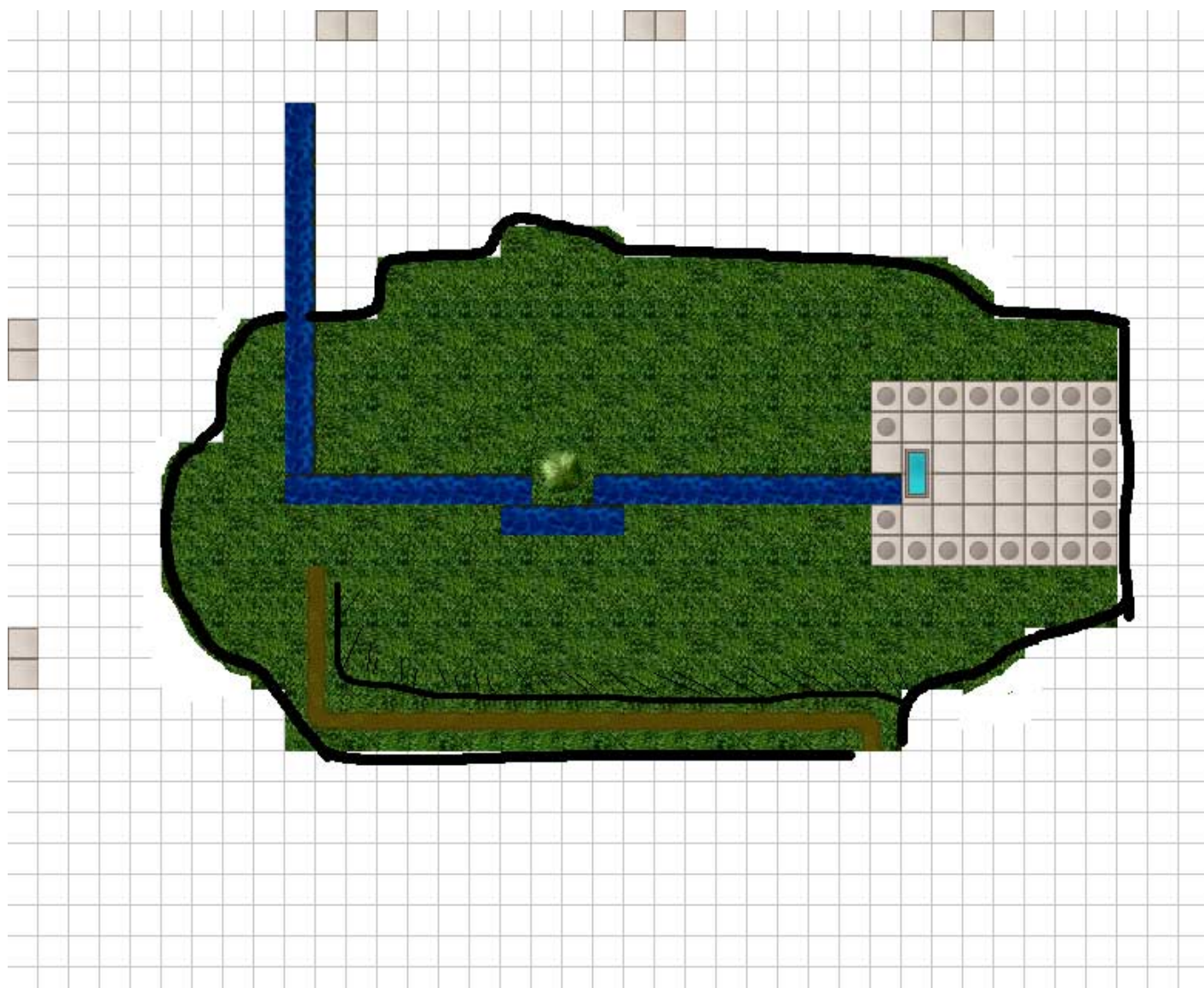
DM'S MAP 1



DM'S MAP 2



DM'S MAP 3



Player's Handout 1

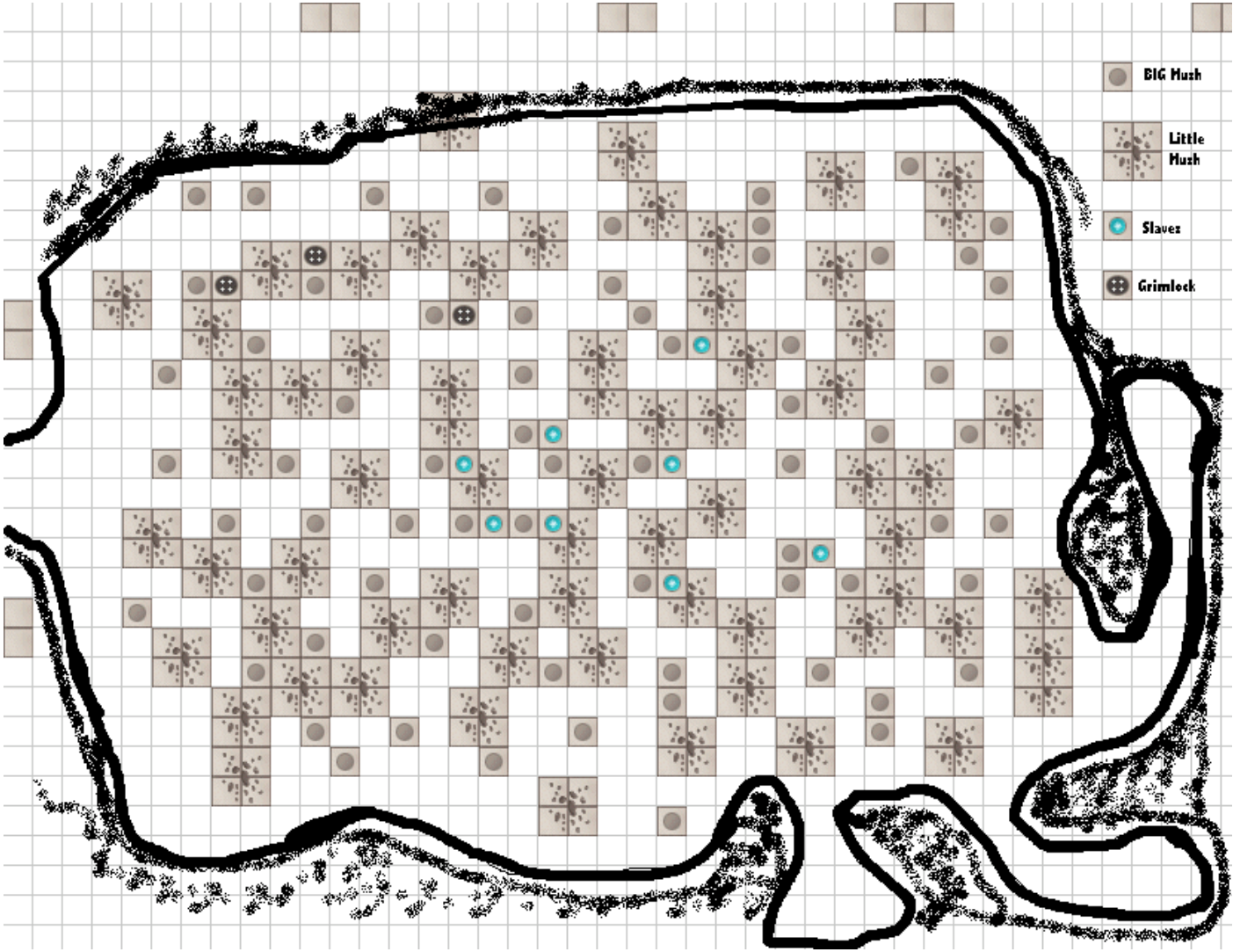
Brazcatch,

You have been doing a marvelous job, more than even I expected. You are the first of many that will begin their ascendance to glory in the new Veluna. To think that you could pass as one of them unnoticed shows how inept they truly are. Everyone is fooled. Find out what you can about those pitiful catacombs and be sure to not let anything leak out about our holiness for you know what happened of Henton at Valkurl.

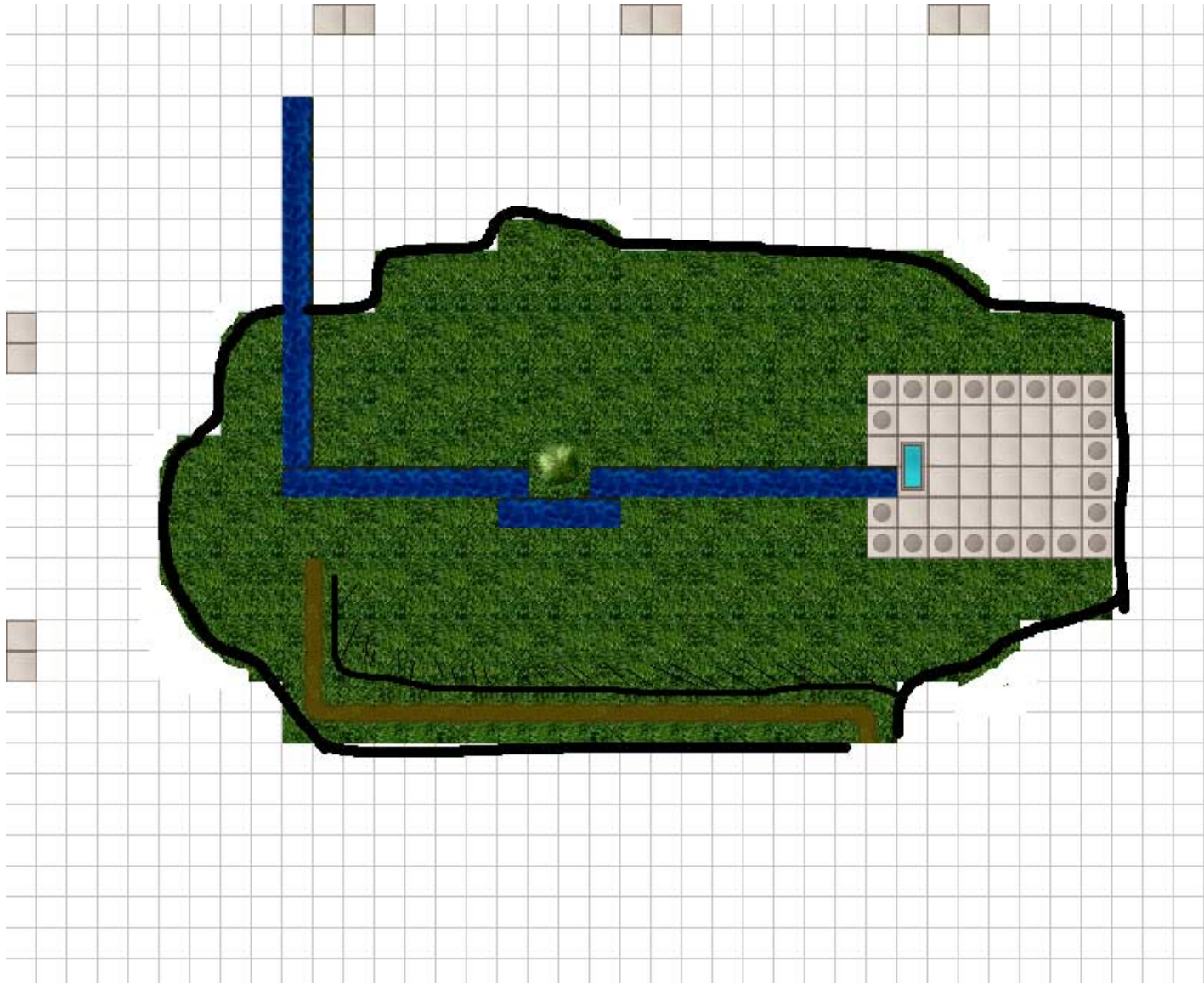
May death spare you,

TORIP

Player's Handout 2
Cavern



Player's Handout 3 Cavern



Judge Handout: Critical Event Summary

This form needs to be filled out at every table run at the premiere convention in October 2002 and turned in to the convention coordinator in order for the results of the table's actions to count in the development of the campaign. Failure on the part of the convention coordinator to pass these forms on to the Triad will prevent this Convention from holding premiere events in the future.

Was the Obelisk seen? Reported?

Was the Temple seen? Reported?

Was the acid attack, found? stopped?

Did any character get the Mark of the Legendary Hero, if so WHO (Player Name & RPGA Num, character Name)?

Were the grimlock slaves rescued? If so who? Were any killed? If so who?

Did the party talk with the Tree?

Did the party reach the Doors? did they report them?

Did Isrellda get away? Did anybody else get away?

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.