

YEO6-05

The Menagerie

A One-Round D&D[®] LIVING GREYHAWK[™]

Yeomanry Regional Adventure

Version 1.0

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The lure of possible wonders drew a Dustdigger expedition to seek the rumored underground Menagerie of an ancient mage. No one has heard from them since the Landstraad four years ago. Now adventurers are needed to discover the lost expedition's fate and retrieve what it found--if there's a ghost of a chance! However, dead men tell no tales; or do they? A Yeomanry regional adventure for APLs 2-8.

Note: This adventure will be of particular interest to members of the Academy of Lore.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the

Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who

serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

REGION/CITY/LOCATION

The Escarpment:

The Escarpment is a natural fault in the otherwise flat land of the Yeoman interior that manifests itself as a sheer cliff ranging from 80 to 150 feet high. It runs for several leagues in a fairly north-south direction. The land to the east is lower, and at the bottom of the cliff lay several patches of thick marsh and swampland. Until recently, the Escarpment was impassible to caravans traveling between Loftwick and Longspear, and merchants had to add two to three days extra travel to their journey to go around it. However, in 583 CY, a long, sturdy ramp (named Farrier's Ramp, after its designer) was built to allow merchants to save time. In order to fund the project, the Council of Grosspokesmen agreed to levy a small toll to those utilizing the ramp.

In 592 CY, a devastating earthquake, referred to as the Landstraad, shook the center of the Yeomanry and was felt as far away as Longspear. The town of Hardwick stood at the epicenter and was decimated by the Landstraad's effects. While the damage was great, and hundreds of lives were lost, its effects were greatest physically on the Escarpment. Its length increased by some 75 miles on either side of its previous dimensions. All bridges (including Farrier's Ramp) crossing the Escarpment were destroyed, and are currently in the process of being rebuilt.

Despite the recent construction, the region surrounding the Escarpment is relatively unpopulated, and various monsters and bandits roam about in hopes of an easy meal or ambush. Furthermore, the face of the Escarpment is dotted with countless caves. Most of them are so small that only birds can lair therein, but others are much larger and potentially could house something much more dangerous. Some of the caves are rumored to spread for miles under the

fertile Yeoman plain, and the Landstraad almost certainly has created new ones to be explored.

BACKGROUND

The Distant Past

Early Suel in the area of the Yeomanry after the Great Migration included many interested in the pursuit of gathering and sharing knowledge. Archmage Delar'Kar, known as the Keeper, had an insatiable taste for collecting rare and powerful objects and creatures. His journeys throughout what is today the Sheldomar Valley presented him with the opportunity to amass an astounding collection. Using the massive natural caverns under his tower, Delar'Kar created an impressive underground lair to display and observe his collection of monsters and artifacts. It was his desire to develop a carefully controlled lab for the study of monsters.

During the construction it was discovered that the caverns actually connected to the vast tunnels under Oerth. After numerous encounters with the many denizens, portals were emplaced to prevent his collection from escaping and exclude unwanted visitors. Delar'Kar led many expeditions into the tunnels below Oerth and encountered Derro, Drow, and Illithid civilizations.

Eventually Delar'Kar disappeared, and his tower and collection fell into disrepair as the Suel inhabitants moved on. His magically maintained ecosystem continued to thrive and now has a wide variety of inhabitants.

The Recent Past

Elijah Jacobsen, a Dustdigger of high repute, organized an expedition in search of the Keeper's Menagerie, rumored to be somewhere in the Yeomanry. His investigations indicated that possibly it existed in the area around the marshes of the Escarpment. In late CY591, the Jacobsen Expedition departed Loftwick.

After several months of searching the Escarpment marshes, the ruins of the Suel Keeper's Menagerie were discovered and excavation began. There was little left above ground, but with a little of Elijah's typical luck, a subterranean passage was discovered. This passage led into a vast dungeon with its own thriving ecosystem. As Elijah and his team neared the completion of the excavation, the Landstraad rocked the Yeomanry.

Several members of his party were lost, and the passage to the surface collapsed.

Trapped in the dungeon and facing certain doom, Elijah became obsessed with the exploration. As his men died around him, he lost his grip on reality. Eventually, Elijah also succumbed, and his obsession trapped his spirit in the dungeon, where he rose as a ghost. His obsessed spirit continues to lead his now undead expedition, exploring new passages, battling fantastic monsters, and collecting ancient artifacts.

The Present

With no word from the Jacobsen for the last few years, his expedition is now officially recorded by the Academy of Lore as lost. Edward Guillory, a professor in the Academy of Lore and friend of Jacobsen, decided to continue the work of his missing friend. After months of study and research of Jacobsen's papers on the Keeper's Menagerie, Edward has decided to fund and recruit another expedition. He hopes that a party of seasoned adventurers will be able to locate the Keeper's Menagerie and discover to the fate of the lost Jacobsen Expedition. Well-known adventurers are being sought with the hope that they would undertake the task of locating the lost expedition and return any artifacts to the Academy of Lore.

ADVENTURE SUMMARY

The adventurers are summoned to the Academy of Lore at the request of Professor Edward Guillory. He requests that they assist in locating the Keeper's Menagerie and determining the fate of a missing Dustdigger expedition.

Edward Guillory makes available all of the information he has. The party is allowed to review Jacobsen's research on the Keeper's Menagerie and receives a copy of one of Jacobsen's maps.

The party departs Loftwick heading for the Escarpment and has no difficulties until they near the area of the previous expedition. While the party is searching the Escarpment Marsh, they are attacked by ettercaps. The players may discover a message from the previous expedition describing their fate, in the ettercaps lair.

The party discovers the excavation site and the entrance to the dungeon. Unfortunately, the tower and main access point have collapsed. Searching will reveal a hidden passage that bypasses the collapsed area.

The party continues to explore the underground lair. Maneuvering through the vast complex, the party avoids several large monsters and realizes this is a very hostile environment. The indications of flora and fauna are that this was designed to be an artificial, self-sustaining ecosystem. Blocked passages and attempts to avoid monsters lead the group to a room with a collapsed ceiling where someone seems to be working. A group of human workers are spotted, and when approached, they are actually undead members of the previous expedition, continuing their previous work. The undead will attack when they realize the party is there. Finally, the party discovers the room with Jacobsen's body. There are artifacts that appear to have been gathered and Jacobsen's decaying journal. Reading the journal, it is clear that Jacobsen is obsessed with his discovery. Even after the Landstraad and their entrapment, he and his workers continued their work. His obsession caused his restless spirit to become a ghost. Jacobsen is initially friendly towards the party, although, by their actions they may have to fight him. Jacobsen's ghost can be released if the players agree to take his journal to the Academy of Lore and present his findings.

Inquisitive players may discover a portal that might lead into the Underdark.

The party returns to the Academy of Lore with the artifacts and Jacobsen's journal, and delivers them to Edward Guillory. Players are rewarded for their success.

PREPARATION FOR PLAY

Is This a Military Adventure?

PCs in the militia or army are not considered activated for this adventure.

Is This a Dustdigger Adventure?

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

INTRODUCTION: A CORPULENT ENCOUNTER

Your journeys have brought you to the city of Loftwick, capitol of the Yeomanry. It is the largest city in the Yeomanry, but its population

does not even reach 10,000. Though small in size, it is home to a renowned institution of knowledge, the University at Loftwick. The University not only houses regular classes for knowledge seekers, but also the Academy of Lore and the College of High Magic. With no pressing engagements, you have the opportunity to rest, recuperate, research, and reequip.

If there are PCs who are current members of the Academy of Lore, please read them the following:

You are in one of the many libraries of the Academy of Lore researching various forgotten dust-covered tomes when a student approaches you. "Excuse me, but are you <player's name>?"

"Professor Guillory has sent me to find you. He requests that you meet him in his office within the hour. I don't know what it is about, but he seems very distracted." The student then hands you a summons to the office of Professor Edward Guillory.

When you arrive at the office, the door is slightly ajar. Peering through the opening you see an obese man with a round face and balding head. He is eating a chicken leg while studying various maps and scrolls, which are cluttering a table that looks small before his girth.

While you stare into the room his gaze rises to meet yours. He points the chicken leg at you, as if he is pointing his finger, and says, "Welcome, welcome! I am glad you came so quickly. I have heard many good things about you. I am Professor Guillory; I have asked you here today to undertake an expedition for the Academy of Lore." He holds the chicken leg in his left hand and reaches for your hand with his right. "But where are my manners?" His lips sputter in your face, and his pungent breath assaults your nostrils. He realizes his hand is greasy and wipes it on the front of his tunic.

"Please take a seat," as he shoves the chicken leg in his mouth and cleans the last of the meat from the bone. He then tosses the bone into the wastebasket in the corner, licks the last bit from his pudgy fingers, and begins.

"During the Great Migration, Delar'Kar, a Suel Archmage known as The Keeper, established an underground lair to display and observe his collection of monsters and artifacts. It was his

desire to develop a carefully controlled lab for the study and display of his collection."

"My close friend, Elijah Jacobsen, organized an expedition in search of the Keeper's Menagerie, on behalf of the Academy. His research placed it in the area around the marshes of the Escarpment. In late CY591, his expedition departed Loftwick and has not been heard from since."

"I have been studying Elijah's research, and I believe I know where he was heading. I want you to lead another expedition to discover the fate of the first and, if possible, return any artifacts at the site to the Academy of Lore."

If there are non-Academy of Lore PCs at the table, he adds the following:

"Of course, you may wish to gather a few more comrades to help you out. It could be dangerous. I'll leave that part up to you."

Then, skip ahead to the question and answer section. If there are NO PCs who belong to the Academy of Lore, please read the following:

While replenishing your supplies at a well-known provisioner, you encounter a portly balding man, wearing out-of-date robes and carrying a picnic basket. He eyes you up and down as if he is evaluating the fare at a local tavern. "Excuse me; you look to be the adventuring type. My name is Professor Guillory, and you are?" His lips sputter in your face, and his pungent breath assaults your nostrils as he greets you.

Allow players to make introductions.

"If you are looking for work then I have an offer to make you." He sets the picnic basket on a nearby counter, opens the lid, and digs around a bit. He then pulls a chicken leg from the basket and places it in his mouth. Digging around in the basket further, he pulls out a map and several scrolls. He tears a chunk from the chicken leg and throws it back into the basket, licking the last bit from his pudgy fingers before he begins.

"During the Great Migration, a Suel mage, known as The Keeper, established an underground lair to display and observe his collection of monsters and artifacts. It was his desire to develop a carefully controlled lab for the study of monsters."

The rotund man then struggles to kneel as he spreads his maps and scrolls on the floor. "My

close friend, Elijah Jacobsen, organized an expedition in search of the Keeper's Menagerie, on behalf of the Academy. His research placed it in the area around the marshes of the Escarpment. In late CY591, his expedition departed Loftwick and has not been heard from since."

"I have been studying Elijah's research, and I believe I know where he was heading. I need someone to try a new expedition, discover the fate of the first, and if possible, return any artifacts at the site to the Academy of Lore. I believe that this expedition could be dangerous, which is why I seek adventuring types such as you, rather than the more scholarly types at the Academy."

Characters who decline the offer to go on the expedition are finished with this module.

Answers to questions the PCs may ask:

Questions about a REWARD:

You will receive a standard Academy of Lore expedition payment of 200gp. If you determine the fate of the previous expedition and return any artifacts that are discovered, your reward will be increased.

Questions about keeping magic items:

This is an archeological expedition. Any artifacts are to be brought back to the Academy for study. I am sure there will be some mundane items you will be allowed to keep, but we are on a quest for knowledge.

Questions about the appearance of Elijah Jacobsen:

He is a man of small stature, with close-set brown eyes and curly dark hair.

Questions about equipping the expedition:

I do not have the resources to outfit your expedition, but I will assist you in locating items you need. Provisioning is your responsibility.

Questions about where to go:

You may take this map, on which I've indicated where I believe Elijah was heading. You can also take a look at these scrolls, which are all we have of Elijah's research that he made before he left on the expedition.

Examining the scrolls Elijah left behind will confirm for the PCs what they have been told by the Professor. They will easily see the dedication and

heart and soul he must have put into this research. It clearly was quite important to him.

ENCOUNTER 1: THE ESCARPMENT MARSH

It takes three days to journey from Loftwick into the Escarpment Marsh. The marsh teems with wildlife, and you have been lucky so far to avoid the more aggressive inhabitants. The cacophony of sounds produced by the swamp's denizens has left you on edge, and the dense vegetation has lessened your visibility.

Spot Check DC19 to not be surprised by the attacking ettercaps. The ettercaps begin in a tree approximately 40 feet away from a randomly determined PC.

The ettercaps have had some time to prepare their area and have set webs in the canopy of trees. Any flying PC requires a Spot DC20 to avoid becoming entangled in the ettercap web (see the description of the web ability in the ettercap description in the *Monster Manual*).

APL 2 (EL 3)

Ettercap (1): hp 34 each; see *MM* p. 106.

APL 4 (EL 5)

Ettercap (2): hp 34 each; see *MM* p. 106.

APL 6 (EL 7)

Advanced Ettercap (2): hp 81 each; see *appendix 3*.

APL 8 (EL 9)

Advanced Ettercap (2): hp 81 each; see *appendix 4*.

Monstrous Spider, Huge (2): hp 60 each; see *MM*, p.289.

At the end of combat, if the characters search the trees, they will find several cocooned animals, all quite dead, as well as some human remains and other inedible objects.

Upon examining the nest above, you discover a pile of inedible items that have been shoved to one corner of the webbing. Among the items are a scroll tube, molded clothing, decayed leather armor, a few other unusual items, and a few coins and gems. In the tube you find two messages addressed to the Academy of Lore.

Give players Player Handouts #1 and #2. The unusual items are as follows: At APL 2 and up, a Balance Pole; at APL 4 and up, a Mancatcher; at APL 6 and up, MW Longspoon and Thieves Tools; at APL 8, Bracers of Armor +2.

ENCOUNTER 2: THE EXCAVATION SITE

You travel several days into the marsh. Ahead, a hill rises out the muck and is covered by dense underbrush. The last rays of the setting sun strain to penetrate the obscuring canopy of moss-covered trees. Looking deeper into the foliage, you see the tumbled remains of a once large stone structure. As you struggle to move further, the vines and bushes seem to claw at you, attempting to halt your progress. Finally, a clearing containing the decaying remains of a campsite reveals itself.

The only remnants of the previous inhabitants are the aged bones of what must have been a horse, a cooking kettle, and several rotted canvas tents. As you pick through the remains, you find a hole, eroded by the environment, stretching into the damp darkness of the earth. A worn knotted rope slips into the hole like an invitation to one's own grave.

Characters must decide if they will enter the hole and what precautions to take. Those investigating the rope will find that it is not actually secured to anything. If they do not want to use the rope, there is ample debris to secure another rope. (The rope is actually a rope of climbing. While its appearance is old and worn, it is still reliable.)

The hole is about five feet in diameter at its mouth and descends almost ten feet. The walls have eroded, and the opening at the bottom of the hole is only about 3 feet across. The hole opens on the landing of a mud-covered spiral staircase.

As you climb into the hole, the walls are soft clinging mud. Your feet sink into a morass of wet earth that rises to mid-shin. This slows your progress down the uneven slope. As the darkness begins to close around you, you feel under your feet what seems to be a staircase.

Spiraling downward, the surface becomes less muddy until you reach the bottom of the spiral staircase, which opens into a large room. Mud spills from the entrance and thins to a dried and cracked surface that covers the entire

floor of the room. The only feature in the room is a stone arch of black marble that frames what would be a doorway if not for the solid obsidian wall that continues where the opening should be. The stone arch is covered in gold spidery script that crawls over its surface. Next to the portal is a small plaque with ancient writing that is arranged around a slot cut into the wall. As you look at the plaque, the text morphs into your native language.

The plaque reads: "The path ahead is seldom clear. Pay the price with gold held dear. Enter in the amount of eleven; if you are short then only seven."

Each character must pay 11g into the slot to enter. Dwarves, gnomes, halflings, and children may enter for only 7g. Once the price is paid the portal becomes clear. Only one person may enter at a time. If two or more attempt to enter at the same time, the path closes and ejects all but the first character trying to enter.

Read the following after the proper amount is deposited. The voice is telepathic and heard in the adventurer's native language.

As your final coin disappears, the surface of the obsidian wall transforms into a shimmering black liquid, and a voice tells you to enter.

ENCOUNTER 3: THE MENAGERIE

AREA 1

As you pass through the portal you appear in the middle of a large white marble room that is well lit with floating, radiant spheres. There are benches placed around the sides of the room.

There is no way for the characters to return to where they came. Looking behind them, they see only a solid wall.

There is only one exit from the room into a corridor. After 20 feet, a cave-in blocks the corridor.

There is no way for the player to return back to where they came from. Looking behind them, they see only a solid wall.

The cave-in is the result of the Landstraad. There is no way to progress farther through the corridor.

There is a concealed passage 10 feet into the corridor on one side. The concealed door leads into the maintenance passageways. (Search DC 20 [typical] at APLs 2, 4, and 6; Search DC 30 [well-hidden] at APL 8 to locate the concealed doors) Players can take 20 when searching the room and corridor. The doors are locked (Simple lock at APL 2: DC 20 to open; Average lock at APLs 4 and 6: DC 25 to open; Good Lock at APL 8: DC 30 to open.)

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

Trap: Fairie Fire Trap. CR1 magical device, Touch Trigger, Automatic reset, Spell effect (*fairie fire*, 1st-level *Druid Spell*, characters within 5 feet are outlined in blue for 1 minute) DC 26 to spot. DC 26 to Disable.

Beyond the door, you enter a passage, dimly lit by parallel lines of phosphorescent stone running the length of the ceiling. The corridor is 10 foot wide and 10 foot high. Not a trace of dust lies on the floor.

The corridor goes straight for 60 feet, and then turns 90 degrees. The phosphorescent glow disappears into the distance.

AREA 2

After about 120 feet, you come to a door. There is a plaque to the right of the door, with an inscription in glyphs you have seen before. As you look at the plaque, the glyphs morph into your native language, and read, "Red Dragon Habitat."

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28. The door is locked (Simple lock at APL 2: DC 20 to open; Average lock at APLs 4 and 6: DC 25 to open; Good Lock at APL 8: DC 30 to open.).

Read when the door is first opened.

The door opens, and a hot breeze escapes into the corridor. Your lungs are assailed by the suffocating smell of brimstone. Wisps of smoke and steam obscure the floor, but you glimpse the occasional glint of precious metal coins.

Read as the players enter the darkened room.

Peering into the darkness, you see what appears to be the shining scales and tail of a red dragon.

Then you see the dragon begin to move from atop his horde of treasure.

This is an animated "taxidermy" red dragon. A skinned dragon hide of the appropriate size has been fitted over a framework, which has been animated and glamoured to appear real. Let the PCs react to what is actually an animated stuffed dragon. The floor is covered in coins, so movement is considered difficult terrain.

APL 2 (EL 3)

Animated Object (wooden Young Red Dragon) (1): hp 53; Hardness 5; see *appendix 1*.

APL 4 (EL 5)

Animated Object (wooden Adult Red Dragon) (1): hp 90; Hardness 5; see *appendix 2*.

APL 6 (EL 7)

Animated Object (wooden Ancient Red Dragon) (1): hp 165; Hardness 5; see *appendix 3*.

APL 8 (EL 9)

Animated Object (wooden Ancient Red Dragon) (2): hp 165; Hardness 5; see *appendix 4*.

Treasure: Characters will notice that the pile they mistook for gold is actually painted wooden chips. The only item of value in the room is the hide of the animated dragon, which is an actual red dragon hide (see the Special Items section at the end of the module for more details on the value of the hide).

AREA 3

Further down the corridor is another doorway. The plaque on the door reads, "Girallon Habitat."

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28. The door is locked (Simple lock at APL 2: DC 20 to open; Average lock at APLs 4 and 6: DC 25 to open; Good Lock at APL 8: DC 30 to open.).

Upon entering this room you smell a dusty dry smell of aged decay. The far wall seems to be debris from the cave-in. Searching the room, you find the desiccated remains of a small group of girallon and their failed ecosystem.

AREA 4

The corridor continues straight, and a side passage turns off to the right.

In the center of the intersection is an old trap door, which used to allow maintenance to access the lower levels. Characters who do not detect the trap door will fall into a pit trap.

ALL APLs (EL2)

Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex avoids; 40ft deep (4d6, fall) Search DC 20; Disable Device DC 20.

Read the following for anyone who falls into the trap.

Upon hitting the bottom, you realize there are two corridors at the bottom of the pit trap. One passage leads briefly away into a wall of debris about 10 feet into a tunnel. Facing opposite this passage, another corridor leads into a darkness that seems to have no end. Glancing back up, you see the remains of an old rotted wooden ladder, barely enough left of it to be recognizable. That thing certainly won't be any help to anyone going up or down.

Climbing the wall requires a DC20 Climb check. Both corridors are terminated by debris from the cave in. Once whomever fell in the pit trap is rescued, the PCs can continue down the

ENCOUNTER 4: THE LOST EXPEDITION

At the end of the corridor, you enter a large room. One wall of the room is a pile of rubble, and the floor is covered with debris. At the center of the wall of rubble, there appear to be several people working with their backs to you. Could they possibly be members of the missing Dustdigger expedition still working?

Spot Check DC10 to identify that these are actually undead. Any PC who fails the spot is surprised. These are the remaining members of the lost Dustdigger expedition. When the party enters the room, the undead will turn and attack.

APL 2 (EL 4)

Zombies (6): hp 18 each; see *appendix 1*.

APL 4 (EL 6)

Zombies, Fast (6): hp 18 each; see *appendix 2*.

APL 6 (EL 8)

Ghost (6): hp 18 each; see *appendix 3*.

APL 8 (EL 10)

Ghost (6): hp 36 each; see *appendix 4*.

ENCOUNTER 5: THE GHOST OF ELIJAH JACOBSEN

As the last remains of the former Dustdiggers are destroyed, a figure moves into the room from the wall of rubble. His face is one of shock and disbelief. He moves towards you.

If the players ask if this figure matches the description of Elijah Jacobsen given to them by Professor Guillory, tell them that it does.

The characters now have several options available to them: Talk, Fight, or Run.

1. The characters attempt to talk to the figure.

"Greetings, friends, and who are you? No, wait! I see my messenger to the University finally arrived. I had all but given up. Alas, you have arrived too late to save my men, but we can salvage this expedition yet. I need your help. While we were exploring this fabulous site, we unearthed two more portals. One leads to the surface and the other opens into a vast cavern of the Underdark. The portals lay on the other side of the collapse.

The Underdark portal appears to be a two-way passage as long as it is activated. Unfortunately, just as my men were entering it, a large earthquake began and managed to collapse a lot of this structure. A few men were trapped on the other side, and the rest of us were trapped here. We have been trying to dig our way out to the portals so I can report my findings to the university. My journals and the only way out are on the other side of the collapse. Will you help me?

If the characters decide to help Jacobsen, go to "The characters help Jacobsen".

2. The characters refuse to help or attack him.

Elijah's appearance begins to morph. His face distorts, and it appears that his anger will explode from his form. "How dare you! The most fabulous discovery of our day, and you dare..."

Meet your fate!"

ALL APLs (EL 10)

Elijah Jacobsen, Male Human, Ghost
Rog2/Exp7: hp 81; see Appendix 5.

Tactics:

Round 1: Elijah attacks with his *horrific appearance*.

Round 2 and subsequent: *Draining touch* on the character that turned him down or attacked him first.

Once Elijah is at or below 25% hp: He will use his *malevolence* attack, and jump into the body of the person he deems to be the greatest threat. If the characters defeat Jacobsen, go to "The players defeat Jacobsen".

3. Characters choose to run.

If the PCs choose to run, they will have to flee back down the corridor to the entrance.

Remember, if the pit trap was not disabled, it still poses a threat to the PCs. Fleeing PCs may have forgotten about it.

If the PCs make it all the way back to Area 1:

Fleeing from the angry ghost, you return to the entry room. Upon entering the room, you realize that there is no escape.

Unless the players have another means of escape the only way out is through the room with Elijah Jacobsen.

If all of the players flee the room, Jacobsen will pursue them into the corridor. Upon entering the corridor Jacobsen will vanish. If the players reenter the room, the ghost will consider them a different group and begin the encounter again.

The characters help Jacobsen:

You begin to clear a path through the cave-in. You and your party do the work as Jacobsen stands back and supervises. After several backbreaking hours, the far side of the collapse is revealed. Climbing through the

opening, you enter a small dimly lit chamber. Skeletal remains litter the floor. One skeleton, wearing familiar clothing, is sprawled face down on the floor with a large stone crushing its back. A leather satchel, embossed with the insignia of the University at Loftwick, is gripped in its hand.

As the ghost of Jacobsen enters, he does not notice the skeletal form. He rushes to the far wall and to a portal very similar to the first you encountered. "This is the way out. If you paid to get in, you can just walk through. Everyone else is trapped here."

"There's a portal hidden in that wall (pointing at the other wall) that leads to the Underdark I believe. Come, let's get out of here."

Jacobsen turns to leave, then stops.

"Wait. I must have my journal." He turns and heads towards the satchel. Bending down he pauses and seems to notice the skeletal remains for the first time. He stares at it for a few long moments and then looks at you with an expression of sorrow on his face. "This... This is me. Isn't it?"

When the characters confirm this, he will nod sadly and then say the following:

"May the Seven forgive me for allowing my obsession to turn me into an accursed being. Please, you must help me to move on, as is proper. Will you return my journal to the Academy? It is my legacy now."

As you give your word to do so, he begins to fade from your sight, and you hear his hollow voice one last time... "Return my journal."

The players defeat Jacobsen:

You see no other way to leave this place, so you begin to clear a path through the cave-in. After several backbreaking hours, the far side of the collapse is revealed. Climbing through the opening, you enter a small, dimly lit chamber. Skeletal remains litter the floor. One skeleton, wearing familiar clothing, is sprawled face down on the floor with a large stone crushing its back. A leather satchel, embossed with the insignia of the University at Loftwick, is gripped in its hand.

There is one portal visible in this room. The second portal is covered by an illusion.

The visible portal will take the PCs back to the surface by simply walking into the portal.

Searching Jacobsen's body reveals a *Vest of Escape*, *Goggles of Minute Seeing*, *Heward's Handy Haversack*, and a *Potion of Gaseous Form*.

CONCLUSION

Having successfully exited the Menagerie, your journey towards Loftwick is uneventful. Upon your return to the College of Lore, Professor Guillory meets you. He receives your report and is grieved to hear of the demise of his close friend. His sorrow is countered by the fantastic tale you tell.

You spend the next day relating your tale to a classroom of fascinated instructors, students, and Dustdiggers, even representatives from the College of High Magic. Your efforts have brought the doomed expedition to a successful conclusion. Professor Guillory proudly proclaims the greatness of your deeds while ensuring everyone knows it was he who hired you. At the conclusion of the class, discussion has already begun of a desire to return to the Menagerie with a better-equipped expedition and the possible exploration of the second portal.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the Ettercaps.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.

Encounter 3

Area 2

Defeat the Animated Dragon(s).

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.

Encounter 3

Area 4

Overcome the trap.

APL 2: 60 xp.
APL 4: 60 xp.
APL 6: 60 xp.
APL 8: 60 xp.

Encounter 4

Defeat undead.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.

Story Award

Negotiate peacefully with Elijah's Ghost

APL 2: 50xp.
APL 4: 75 xp.
APL 6: 100 xp.
APL 8: 125 xp.

Discretionary Role-playing Award

APL 2: 40 xp.
APL 4: 60 xp.
APL 6: 80 xp.
APL 8: 100 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the

characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Introduction:

APL 2: L: 0 gp, C: 33 gp, M: *item* (0 gp).

APL 4: L: 0 gp, C: 33 gp, M: *item* (0 gp).

APL 6: L: 0 gp, C: 33 gp, M: *item* (0 gp).

APL 8: L: 0 gp, C: 33 gp, M: *item* (0 gp).

Encounter 1:

APL 2: L: 1 gp, C: 8 gp, M: (0 gp).

APL 4: L: 6 gp, C: 8 gp, M: (0 gp).

APL 6: L: 19 gp, C: 8 gp, M: (0 gp).

APL 8: L: 19 gp, C: 8 gp, M: *bracers of armor* +2 (333gp).

Encounter 2:

APL 2: M: *Rope of Climbing* (250 gp each).

APL 4: M: *Rope of Climbing* (250 gp each).

APL 6: M: *Rope of Climbing* (250 gp each).

APL 8: M: *Rope of Climbing* (250 gp each).

Encounter 3: Area 2

APL 2: L: 0 gp, C: 0 gp, M: (0 gp).

APL 4: L: 0 gp, C: 0 gp, M: (0 gp).

APL 6: L: 0 gp, C: 0 gp, M: (0 gp).

APL 8: L: 0 gp, C: 0 gp, M: (0 gp).

Encounter 4:

APL 2: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 4: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 6: L: 0 gp, C: 0 gp, M: *item* (0 gp).

APL 8: L: 0 gp, C: 0 gp, M: *item* (0 gp).

Encounter 5:

APL 2: 0 gp, C: 0 gp, M: *Vest of Escape* (433 gp) *Goggles of Minute Seeing* (104 gp) *Heward's Handy Haversack* (167 gp) *Potion of Gaseous Form* (63 gp).

APL 4: 0 gp, C: 0 gp, M: *Vest of Escape* (433 gp) *Goggles of Minute Seeing* (104 gp) *Heward's Handy Haversack* (167 gp) *Potion of Gaseous Form* (63 gp).

APL 6: 0 gp, C: 0 gp, M: *Vest of Escape* (433 gp) *Goggles of Minute Seeing* (104 gp) *Heward's Handy Haversack* (167 gp) *Potion of Gaseous Form* (63 gp).

APL 8: 0 gp, C: 0 gp, M: *Vest of Escape* (433 gp) *Goggles of Minute Seeing* (104 gp) *Heward's Handy Haversack* (167 gp) *Potion of Gaseous Form* (63 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 1 gp, C: 41 gp, M: 1017 gp – Total: 1059 gp each (450 gp).

APL 4: L: 6 gp, C: 42 gp, M: 1017 gp – Total: 1065 gp (650 gp).

APL 6: L: 19 gp, C: 42 gp, M: 1017 gp – Total: 1078gp (900 gp).

APL 8: L: 19 gp, C: 42 gp, M: 1350 gp – Total: 1411 gp (1300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of Professor Edward Guillory: You have uncovered the fate of the lost Dustdigger Expedition and rediscovered the location of the Keeper's Menagerie. As a reward he has arranged for you to have Adventure access to the following: *bag of holding (type I or II), chime of opening, ring of feather falling, and rod of metal and mineral detection. Students or graduates of the Academy of Lore get Regional access to the items.*

Influence with the Academy of Lore: For returning Jacobsen's journal to the Academy, you gain one Dustdigger Influence Point.

Underdark Portal: You have discovered an Underdark Portal. The benefit of this may be revealed at a later date.

Dragon skin: You managed to pull the skin off the fake dragon and discovered it is actual red dragon hide. You may choose to sell the skin for 300gp OR you can find a skilled Yeoman tanner to make a set of masterwork dragonhide banded mail for you from the dragon skin. Getting the armor made will cost you 1 TU and 400gp for the labor. Small or medium sized armor only. Cross out this favor when used.

Item Access

APL 2:

- *Rope of Climbing (Adventure; DMG)*
- *Vest of Escape 5200gp (Adventure; DMG)*
- *Goggles of Minute Seeing 1250gp (Adventure; DMG)*
- *Heward's Handy Haversack 2000gp (Adventure; DMG)*
- *Potion of Gaseous Form 750gp (Adventure; DMG)*
- *Balance Pole (Adventure; CV)*

APL 4 (all of APL 2 plus the following):

- *Mancatcher (Adventure; CW)*

APL 6 (all of APLs 2, 4 plus the following):

- *Thieves' Tools, Longspoon MW (Adventure; CV)*

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Bracers of Armor +2 (Adventure; DMG)*

APPENDIX 1 – APL 2

ENCOUNTER 3

AREA 2

Young Red Dragon, Animated Object (Large Construct): CR 3; HD 4d10+30; hp 53; Init +0; Spd 40 ft.; AC 14, touch 9, flat-footed 14 (-1 size, +5 natural); Base Atk/Grp: +3/+10; Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam); SQ Improved Speed, hardness 5, Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

Skills & Feats: None

Hardness (Ex): Wooden (Hardness 5)

Improved Speed (Ex): Multiple legs +20 ft speed.

Description: The dragon has horns extending back over the neck, frilled ears, and smaller horns at the cheeks and chin, with rows of horns above the brows. The nose is beak-like and sports a small horn. A frill begins behind the head and runs to the tip of the tail. The dragon reeks of smoke and sulfur, and its scales shine with shades of crimson and scarlet.

ENCOUNTER 4

Zombie, Medium Undead: CR .5; HD 2d12; hp 18; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2, slam); Full Atk +3 melee (1d6+2, slam); SQ Darkvision 60 ft., undead traits, DR 5/slashing, single actions only; AL NE; SV Fort +0, Ref +1, Will +3; Str 14, Dex 12, Con —, Int --, Wis 10, Cha 1.

Skills & Feats: Toughness.

ENCOUNTER 3

AREA 2

Adult Red Dragon, Animated Object (Huge Construct): CR 5; HD 8d10+40; hp 90; Init -1; Spd 40 ft.; AC 13, touch 7, flat-footed 13 (-2 Size, -1 Dex, +6 natural); Base Atk/Grp: +6/+19; Atk +9 melee (2d6+7, slam); Full Atk +9 melee (2d6+7, slam); SQ Improved Speed, hardness 5, Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1.

Skills & Feats: None

Hardness (Ex): Wooden (Hardness 5)

Improved Speed (Ex): Multiple legs +20 ft speed.

Description: The dragon has horns extending back over the neck, frilled ears, and smaller horns at the cheeks and chin, with rows of horns above the brows. The nose is beak-like and sports a small horn. A frill begins behind the head and runs to the tip of the tail. The dragon reeks of smoke and sulfur, and its scales shine with shades of crimson and scarlet.

ENCOUNTER 4

Zombie, Fast, Medium Undead: CR 1; HD 2d12; hp 18; Init +1; Spd 60 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +2 natural, +2 dodge); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2, slam); Full Atk +3 melee (1d6+2, slam); SQ Darkvision 60 ft., undead traits, DR 5/slashing; AL NE; SV Fort +0, Ref +1, Will +3; Str 14, Dex 12, Con —, Int —, Wis 10, Cha 1. *Libris Mortis*, page 173.

Skills & Feats: Toughness.

Special Quality: The fast zombie is not restricted to taking single actions only. However it still cannot attack more than once per round.

APPENDIX 3 – APL 6

ENCOUNTER 2

Advanced Ettercap Large Aberration: CR 5; HD 9d8+36; hp 81; Init +6; Spd 30ft, climb 30ft ft.; AC 14, touch 11, flat-footed 12 (+2 Dex, +3 Natural, -1 size); Base Atk/Grp: +6/+16; Atk +11 melee (2d6+6 plus poison, bite); Full Atk +11 melee (2d6+6 plus poison) and +9/+9 melee (1d4+5, 2 claws); Space/Reach 10 ft/10 ft; SA Poison, Web; SQ low-light vision; AL NE; SV Fort +9, Ref +5, Will +8; Str 22, Dex 15, Con 18, Int 6, Wis 15, Cha 8.

Skills & Feats: Climb +14, Craft (trapmaking)+4, Hide +9, Listen +4, Spot +11; Great Fortitude, Multiattack, Improved Initiative, Combat Reflexes.

Poison (Ex): Injury, Fortitude DC17, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save is constitution based and includes +2 racial bonus.

Web (Ex) An ettercap can throw a web eight times per day. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to medium size. The web anchors the target in place allowing no movement.

An entangled creature can escape with a DC 15 Escape Artist check or burst the web with a DC 19 strength check. The check DCs are Constitution-based, and Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying prey but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot square section has 6 hit points, 0 hardness, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Description: This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs

protruding from a rounded, fleshy body. It has a spider's head with a pair of bulbous black eyes.

ENCOUNTER 3

AREA 2

Ancient Red Dragon, Animated Object (Gargantuan Construct): CR 7; HD 16d10+60; hp 165; Init -2; Spd 30 ft.; AC 12, touch 4, flat-footed 12 (-4 size, -2 Dex, +8 natural); Base Atk/Grp: +12/+31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); SQ Improved Speed, hardness 5, Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1.

Skills & Feats: None

Hardness (Ex): Wooden (Hardness 5)

Improved Speed (Ex): Multiple legs +20 ft speed.

Description: The dragon has horns extending back over the neck, frilled ears, and smaller horns at the cheeks and chin, with rows of horns above the brows. The nose is beak-like and sports a small horn. A frill begins behind the head and runs to the tip of the tail. The dragon reeks of smoke and sulfur, and its scales shine with shades of crimson and scarlet.

ENCOUNTER 4

Ghost 2nd level Human Expert, Medium Undead (Incorporeal): CR 3; HD 2d12; hp 18; Init +2; Spd 30 ft., fly 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk/Grp: +1/+2; Atk +3 melee (1d6, incorporeal touch and 1d4 ability points, draining touch); Full Atk +3 melee (1d6, incorporeal touch and 1d4 ability points, draining touch); SA manifestation, draining touch, corrupting touch, telekinesis; SQ Darkvision 60 ft., undead traits, incorporeal traits, rejuvenation, turn resistance +4; AL N; SV Fort +0, Ref +2, Will +4; Str 12, Dex 14, Con —, Int 15, Wis 13, Cha 12.

Skills & Feats: Knowledge (Dungeoneering) +7, Appraise +9, Decipher Script +9, Gather Information +8, Survival +3, Knowledge (History) +7, Profession (Scribe) +2, Search +17, Spot +14, Use Rope +4, Knowledge (Local – Sheldomar Valley) +7; Diligent, Investigator.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal

opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Manifestation (Su): Ghosts dwell on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When manifested, ghosts can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

APPENDIX 4 – APL 8

ENCOUNTER 2

Advanced Ettercap Large Aberration: CR 5; HD 9d8+36; hp 81; Init +6; Spd 30ft, climb 30ft ft.; AC 14, touch 11, flat-footed 12 (+2 Dex, +3 Natural, -1 size); Base Atk/Grp: +6/+16; Atk +11 melee (2d6+6 plus poison, bite); Full Atk +11 melee (2d6+6 plus poison) and +9/+9 melee (1d4+5, 2 claws); Space/Reach 10 ft/10 ft; SA Poison, Web; SQ low-light vision; AL NE; SV Fort +9, Ref +5, Will +8; Str 22, Dex 15, Con 18, Int 6, Wis 15, Cha 8.

Skills & Feats: Climb +14, Craft (trapmaking)+4, Hide +9, Listen +4, Spot +11; Great Fortitude, Multiattack, Improved Initiative, Combat Reflexes.

Poison (Ex): Injury, Fortitude DC17, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save is constitution based and includes +2 racial bonus.

Web (Ex) An ettercap can throw a web eight times per day. This is similar to an attack with a net, but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to medium size. The web anchors the target in place allowing no movement.

An entangled creature can escape with a DC 15 Escape Artist check or burst the web with a DC 19 strength check. The check DCs are Constitution-based, and Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying prey but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot square section has 6 hit points, 0 hardness, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Description: This revolting creature resembles a cross between a gangly human and a bloated spider. It has long, slender arms and legs protruding from a rounded, fleshy body. It has a spider's head with a pair of bulbous black eyes.

ENCOUNTER 3

AREA 2

Ancient Red Dragon, Animated Object (Gargantuan Construct): CR 7; HD 16d10+60; hp 165; Init -2; Spd 30 ft.; AC 12, touch 4, flat-footed 12 (-4 size, -2 Dex, +8 natural); Base Atk/Grp: +12/+31; Atk +15 melee (2d8+10, slam); Full Atk +15 melee (2d8+10, slam); SQ Improved Speed, hardness 5, Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1.

Skills & Feats: None

Hardness (Ex): Wooden (Hardness 5)

Improved Speed (Ex): Multiple legs +20 ft speed.

Description: The dragon has horns extending back over the neck, frilled ears, and smaller horns at the cheeks and chin, with rows of horns above the brows. The nose is beak-like and sports a small horn. A frill begins behind the head and runs to the tip of the tail. The dragon reeks of smoke and sulfur, and its scales shine with shades of crimson and scarlet.

ENCOUNTER 4

Ghost 4th level Human Expert, Medium Undead (Incorporeal): CR 5; HD 4d12; hp 36; Init +2; Spd 30 ft., fly 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk/Grp: +3/+4; Atk +5 melee (1d6, incorporeal touch and 1d4 ability points, draining touch); Full Atk +5 melee (1d6, incorporeal touch and 1d4 ability points, draining touch); SA manifestation, draining touch, corrupting touch, telekinesis; SQ Darkvision 60 ft., undead traits, incorporeal traits, rejuvenation, turn resistance +4; AL N; SV Fort +1, Ref +5, Will +6; Str 12, Dex 14, Con —, Int 15, Wis 13, Cha 12.

Skills & Feats: Knowledge (Dungeoneering) +9, Appraise +11, Decipher Script +11, Gather Information +10, Survival +5, Knowledge (History) +9, Profession (Scribe) +3, Search +19, Spot +17, Use Rope +5, Knowledge (Local – Sheldomar Valley) +9; Diligent, Investigator, Lightning Reflexes.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack

rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Manifestation (Su): Ghosts dwell on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When manifested, ghosts can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

APPENDIX 5 – ALL APLS

ENCOUNTER 5

Elijah Jacobsen, Male Human, Ghost Rog2/Exp7: Medium Undead (Incorporeal); CR 10; HD 9d12; hp 81; Init +2; Spd 30 ft. / Fly 30ft (Perfect); AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk/Grp: +6/+6; Atk +8 melee (1d6, incorporeal touch); Full Atk +8/+3 melee (1d6, incorporeal touch); SA manifestation, malevolence, Corrupting Touch, Horrific Appearance; SQ Rejuvenation, Turn Resistance; AL NG; SV Fort +2, Ref +7, Will +7; Str 11, Dex 14, Con —, Int 15, Wis 14, Cha 16.

Skills & Feats: Balance +4, Climb +12, Diplomacy +8, Disable Device +11, Hide +21, Knowledge (Dungeoneering) +12, Knowledge (History) +10, Knowledge (Local – Sheldomar Valley) +13, Move Silently +12, Open Locks +13, Search +24, Spot +23; Alertness, Diligent, Investigator, Self-sufficient, Toughness.

Rejuvenation (Su): The 'destroyed' spirit will often restore itself in 2d4 days. The spirit will return to his old haunts with a successful level check (1d20+5) against DC 16.

Turn Resistance (Ex): +4 turn resistance.

Manifestation (Su): Ghosts dwell on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When manifested, ghosts can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source.

Corrupting Touch (Su): When you hit a living target with your incorporeal touch attack you deal 1d6 points of damage. Against ethereal opponents, it adds your Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views you must succeed on a Fortitude save (DC15) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by your horrific appearance for 24 hours.

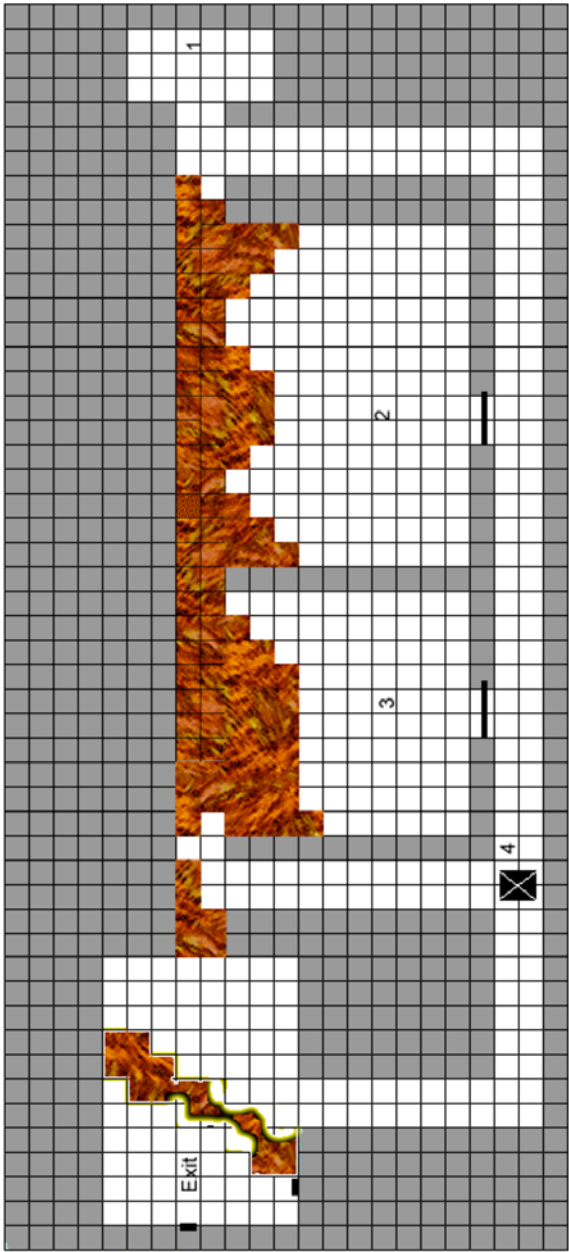
Malevolence (Su): Once per round, while ethereal, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's HD, whichever is higher), except that it

does not require a receptacle. To use this ability, the ghost must be manifested, and it must try to move into the target's space; moving in this way does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and it cannot enter the target's space. If the save fails, then the ghost vanishes into the target's body.

Fly (Ex): You gain the ability to fly at 30 ft. (perfect).

Languages: Common, Old Oeridian, Ancient Suloise.

DM AID: MAP #1 – THE COMPLEX



Area 2 may have to be expanded for APL 8

PLAYER HANDOUT #1 – LETTER FROM JACOBSEN

We have located the Delar'Kar ruins. I was most disappointed to discover that the tower had collapsed. While disheartened, we began to excavate the site. Miraculously, we discovered an entrance to the subterranean portions of the ruins. They are as wonderful as I ever imagined.

Apparently, others were allowed to view his collections. We must be very careful because the magically maintained displays still contain live creatures. We have discovered animals never before seen in the Yeomanry, and been very fortunate that I have not lost more men.

Our initial investigation of the first five levels has gone exceptionally well, and the site is in pristine condition. There is not even an accumulation of dust and dirt.

I will personally deliver to you my first report and inventory of the creatures discovered so far.

Elijah Jacobsen

PLAYER HANDOUT #2 – ANOTHER LETTER

To the leaders of the Academy of Lore,

It is urgent that you immediately send assistance to our dig site. We have had a horrible accident.

Dustdigger Jacobsen managed to discover a portal into the deep caverns surrounding our location. Unfortunately, just as we prepared to explore it, a huge earthquake began. I witnessed part of the wall begin to collapse, and then as I fled, I saw the ceiling begin to cave in.

I heard Elijah scream a horrible scream, but I could not get back to him. I have dispatched two messengers with this message and a letter from Dustdigger Jacobsen. I will remain and try to enter the ruins again to discover what happened to the others.

Asking for the Luck of Norebo,

Lucky Ari